



Mythic Americas Rule Changes.

Ruminations of Father Time on March 23, 2022

Mythic Americas Rule Changes

Ruminations of Father Time on March 23, 2022

What are we changing? And why?

First, let's start with "the why."

The Mythic Americas, Warlords of Erewhon project has been aggressively underway for over three years now. During that time, our team has played hundreds of games and during every, single game, we focus on the mechanics of the rules and the play "feel" we experience from each and every unit. Whenever we collectively notice "negative-play" experiences, we address them. Our constant, "iterative improvement" philosophy has led to game modifications like multi-level, objective-based scenarios, alignment choices, and magic variations.

Most recently the team, with the great help of our wider gaming community, have identified three specific areas that, was felt by all, negatively affected the play experience of Mythic Americas, Warlords of Erewhon; Monsters & Monstrosities, Magic, and Warlords. Let's analyze each topic individually and share how we are addressing them.

Monsters & Monstrosities

Since we started playing the game, we have noticed problems in the efficacy of Monsters and Monstrosities. For the points, these units are rather fragile, especially from ranged attacks. As infinite_array (on the Mythic Americas Discord channel)_noted so precisely, "...the fragility of monsters and low model count in a unit was a problem inherent to Erewhon and why I never use trolls, ogres, etc."

Let's face it, Monsters and Monstrosities are some of the most exciting Units in the game and yet many players hesitate to use them because of their rule mechanics. We felt something had to change.

I remember one particular game vividly. Lord Mortis and I were playing The Great Hunt scenario He had included a Camazotz in his Warband. This is THE Camazotz, the very same model who represents the Maya God of the Underworld on our tabletops! This God of war, was rendered virtually useless by a single Spirit Animal – the scenario unit. This all happened because of a random, bad dice-roll on an extremely unpredictable damage chart. How do you manage balance and value when you're dealing with such wildly fluctuating results?

Our solution was a practical one. We began by using the tools that already existed within the Warlords of Erewhon framework. In fact, our approach was to remove complexity and simplify things as much as possible. First, and most importantly, we all agreed the Monstrosity chart had to go. Obtaining results from a chart is cumbersome, requires constant referencing and provides unbalanced results. Second, we addressed Monstrosity points (mostly reductions) in two main ways;

- Remove the concept of alignment (Wild, Allied, etc.) since these beasts were already aligned with a faction.



Mythic Americas Rule Changes.

Ruminations of Father Time on March 23, 2022

- Address the expensive nature of both MoD and Flying, modifying how they were calculated in Mythic Americas, Warlords of Erewhon.

Finally, we bolstered Monstrosities and Monsters by simply adding Wounds. The Wound mechanics were well defined and solid, including the point structure, tracking, adding pins per, and using supplemental rules like Tough. Also, providing an option to add Wounds gave the players the ability to increase the points to units – but only if they chose to.

Of course, these types of changes will require quite a bit of errata and some common sense from the players. There are some fundamental concepts to keep in mind when you're working with the rules overall.

- **Pins act like pins always act.** You gain one from ranged attacks. You gain one per *wound* in hand-to-hand combat. You can shed them in numerous, standard ways – remember permanent pins are gone. And this all works whether it's a Warrior Unit, a Warlord, a Monstrosity, or whatever.
- **Monstrosities no longer have a choice of Type (Wild, Allied, Bound).** You pay for the Monstrosity and it is a unit in your Warband without any optional twists (for example if it fails an order test).
- Measuring from a Monstrosity – or any Unit for that matter – is **always done from the nearest base edge**. Period. Units must be on bases and that's what we use to measure. We recommend 140mm bases for Monstrosities and 50-60mm for Monsters.
- Units of Monsters, with extra wounds, must **allocate wounds to a single model at a time**. You should not disperse wounds across the models. If a Sasquatch has two wounds and the Unit is wounded twice in melee, then a Sasquatch will be removed (as opposed to two Sasquatch each receiving a single wound).

That's about it for Monstrosities and Monsters. The idea of "degradation" was considered, which was one of the better parts of the monstrosity table, but we figured the cost for tracking and exactly how monsters degraded was just too cumbersome. Remember, simplicity was a top priority. Maybe that's because I'm old and don't like to deal with needless complexities in a game.

Magic

We love magic. It is foundational to the myths that make Mythic Americas so compelling. In our designer's quest to inject a variety of magic into the individual Warbands, we shook up the core Erewhon mechanics. We replaced all WoE spells with new, Warband-specific spells. We allowed for multiple Warband casters on the table at once. And we accounted for casting multiple times in a turn. All of these Mythic Americas innovations and some of the original Erewhon rules posed certain questions that we needed to consider.

What we found during our games was that Magic is just unreliable and rarely has a noticeable impact on the game. That may actually be good, sometimes. Still, we feel it was too easy to dispel a successful cast and if you do miscast, you are then back to referencing a table in the book with chaotic results.

Here are the current designer guidelines regarding Magic in Mythic Americas.

- **Miscast Table – We are removing the Miscast Table.** Consider it gone. If a caster does roll an unfortunate 10 on a cast attempt, just add 2 pins to the caster unit, the spell



Mythic Americas Rule Changes.

Ruminations of Father Time on March 23, 2022

fails and the caster is done for the turn. Simple and effective. Any references to the Miscast Table in the rules have been errata-ed. As always if you find anything that stands out as a possible issue, please do let us know.

- **Spamming Spells**– With the introduction of multiple, same-warband casters, we start to face a Warband taking the same spell on multiple casters. This is completely legal for Mythic Americas, **Warlords of Erewhon**. However, **a Unique Spell can only be successfully cast one time in a Game Turn**. So even if an Aztec High Priest and the Spider Sisters both took “Armor of the Gods” it could only be cast one time and no unit could receive the RES bonus twice. The upside is that you can improve your chances of casting a critical spell with multiple casters – maybe your opponent only has one dispel available. The downside is, once cast, the other “spell copy” is essentially “wasted”.
- **Dispelling a Spell**– With the introduction of multiple Magic Casters, dispelling can be a bit confusing at times. There are two simple tenets that should make it clear; first, only a Unit identified with a **Magic Level X in their Special Rules/Stat section can attempt a dispel**, and, secondly, an eligible unit **can only attempt to dispel once per Game Turn**. If you have multiple casters, each can attempt to dispel one time per turn, thus potentially allowing multiple attempts at dispelling.

The dispel requirements do leave some edge cases. For example the Inuit Dog Sled is defined as Magic Level 1 in order for it to use its Healing Salve. It is not necessarily the designer’s intent to allow the dogsled to dispel. We will address these very specific and out of the ordinary “edge” cases in future errata and published stats as needed. In the meantime, the dogsled can dispel away!

Warlord Units

The Warlord Unit is required in every Warband. This is core to Mythic Americas, Warlords of Erewhon. The question is, why? What does the Warlord unit do that is so special? I mean, we can beef up the unit to be extra “kill-ey” but is that all there is to this mandatory unit? Ok, they do have a Command aura to assist other units, but everyone’s COM stat is pretty much the same. So what makes them a “must-have”? Just because the rules say so? There must be something more to Warlords.

The design question becomes; how do we differentiate the role of the mandatory, Warlord unit from any other unit? We addressed this in two main ways:

- Increase Warlord COM stat – As I pointed out in the intro paragraph the Warlord’s COM was pretty much the same as the unit champions. So, we decided to **bump most Warlord’s COM stat by +1**. This allows for a more significant command bubble surrounding the Warlord. We did *not* increase the Aztec High Priest’s COM as the Aztec Warband has other options for managing this (and maybe there’s a new unit coming that will address this ... Shhhh ... those are just rumors...)
- Add Warlord-specific Special Rules – We also started to inject those **special rules that were appropriate for a Warlord**. For example, we added Follow to the Maya Warlord as it was indicative of that Warband’s “feel” of a structured, organized fighting force. These changes are specific to Warbands and Warlord Units and were not done across-the-board.

That’s the extent of Warlord-specific changes. Most importantly the design team is focused on making Warlord Units meaningful and distinct from the other Units and this will expand as we release more Warbands and changes into production.



Mythic Americas Rule Changes.

Ruminations of Father Time on March 23, 2022

In Conclusion

We've done a lot in the last few months. Just remember that we are changing the game in response to *your* feedback and our learnings. If you want to voice your opinions, concerns, and ideas, there are several options. You can join the Warlord Discord which we are all part of, you can submit comments on our FaceBook page, or you can just email me direct at chris@mythicosstudios.com.

This is The Way!

FatherTime

