

The gods have summoned many heroes of Mythic Earth to help maintain the Eternal Balance as dictated by the One. These heroes typically hold leadership positions within their societies. They may be generals of great renown or magic users who have walked the paths of the Crux; some are even masters of vast empires. Their societies span Mythic Earth, from the Amazon to the frozen north and beyond.

No matter their status. No matter their point of origin. All these individuals and their followers will find that their summoning to adventure leads only to death and despair.

A lucky few will taste victory. However, such a victory will be bitter, leaving an indelible scar upon their souls.

Welcome to IncurSION. The skirmish-level version of the Mythic Earth game!

### **RUNNING THROUGH MURDER FOREST.**

Soul Walkers have been vanishing from villages around the infamous deep forest known as “Murder Woods”. Almost everyone is now fearful of going too close to the brooding forest.

It is believed that the unfortunate magic users have been trapped by an angry spirit of the woods. Now, it seems your very own Soul Walker has vanished. Though yours is not the only magic user to go missing, as many other magic users have disappeared, yours is the only one that matters to you and your people.

You must rescue the missing Soul Walker if possible and you don’t have much time to do so.

### **RUNNING THROUGH MURDER FOREST. IncurSION Scenario Rules:**

All rules adhere to Mythic Earth (ME) 1.1 Rulebook *with the following exceptions:*

Running through a murder forest is a Mythic Earth Scenario rescue mission. You and your Force must cross an angry, spirit and creature-filled forest to rescue your imprisoned Magic User before he or she is lost forever and vanishes deep within the Crux itself.

**Unit Activation Dice Pool:** Each model is assigned one Unit Activation Die. Each Force builds a Unit Activation Dice Pool per the standard Mythic Earth rules.

Per the standard Mythic Earth rules, the Unit Activation Dice Pool will dictate initiative for the players. Even if there are more than two players.

### Force Composition:

One Magic User per Force is mandatory.

One General per Force is mandatory (must be on foot not mounted).

Five Humanoid Unit leaders per Force are mandatory. Please note the Humanoid figures can be any combination from the various Units available to your Force but can't be mounted or be Magic Users. For example, an Aztec Force may have one Tlalocan-bound dead, one Eagle Warrior, one Hummingbird Warrior, and a Jaguar Warrior but not a Spider Sister.

Each Warrior is considered a single-model Unit. Models can never join each other to form Units bigger than one model.

**Aztec Rules:** As the Aztec General is a Magic user, he cannot be chosen to lead an Aztec Force. He is always the magic user trapped by the angry spirits. Thus, any other Unit leader/champion must be selected as the Force's General with the following additions to its Unit Data Points: +1 To BR, FI, and SH.

### Magic Items.

**Magic Weapons:** Your General or any other model may be equipped with one each of the items below. You may not have a duplicate of any individual item. These Magic items do not cost any additional points.

**Crux Castigator, The Key to Eternity:** Your General must have a Portal Key (the imprisoned magic users are locked in a magical portal). This is a mandatory item and the only way to open the Portal into the Crux. The Key is also a powerful weapon that shatters the veil of reality. You will get ONE Special Fight Attack at Fight 1 and Strength 2 when attempting to open the portal.

This Attack replaces any of the Attacks the model may be able to perform. In other words, to Crack Open the Magic Portal, the rescuing Hero will have one chance per Game Turn using the Crux Castigator.

**If your General is destroyed or removed from the battlefield** you may elect another Friendly model from your Force to pick up that General's dropped Crux Castigator. The selected model must first pass a Brave test. Once he has passed, the Crux Castigator is automatically added to his gear.

This is a Single Action but may only be attempted once per activation by an individual model. There is no penalty or Brave Point Status Markers added for a Failed Brave Test to pick up the Crux Castigator. Multiple models per Game Turn may attempt to pick up a dropped Crux Castigator. But each model may only attempt this once per its Unit Activation. If no Model in your Force Manages to pick it up, place a marker on the spot where the model dropped the Crux Castigator (the spot where the model that had been carrying it died). You can attempt to pick it up in your next Game Turn. Only Models from your Force may pick up your own Crux castigator.

**Bow of Eternity:** Range 30". Strength 2.

**Whispers of the Cursed Axe:** Makes Wielders Attacks Strength 4. But for every roll of a 10, the wielder must roll to Save as if he had been successfully hit with his own axe. Please note this Hit does not assign the model any Unit Brave Status Markers.

**Game Rules.**

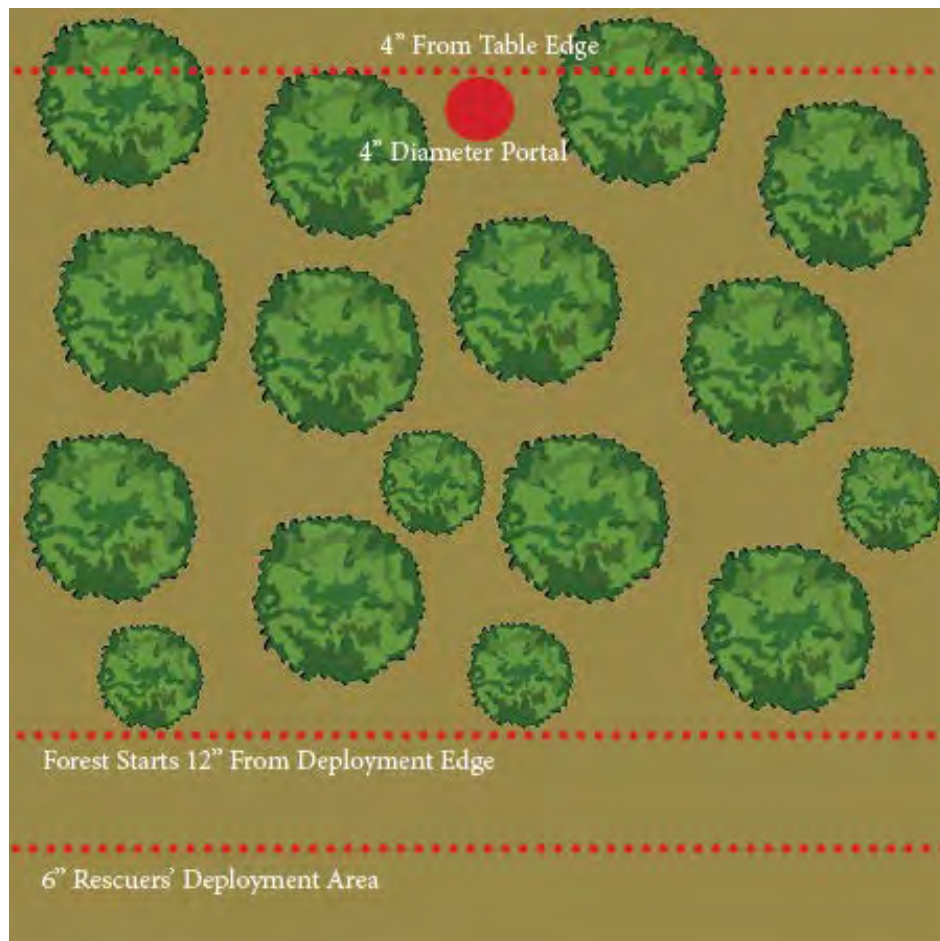
**Game Duration:** You have six turns to rescue your magic user. At the end of Turn 6, if one of your warriors has not managed to rescue the magic user, you lose the game and your Force must leave the battlefield.

**Number of players:** 1 - 4

Roll off to see who controls the creatures that spawn as part of the scenario. Each player rolls one D10, with the lowest roll being the winner of the roll-off. The winning player will always take over the Minis attacking the rescuers.

**Battlefield Details.**

**Table size:** 4' X 4'



**Deployment:** All Minis deploy within 6” of the Southern Table Edge and do so as per the normal Mythic Earth Rules (using the Unit Activation Dice Pool steps).

Each Force’s Magic User is placed on the opposite side of the table within a 4” x 4” circle(s) in the middle of and 4” away from the table edge—one Circle per player. The player’s circle (this represents the portal the imprisoned model is in) must be more than 1” away from any other Portal Circle. No portals may be set up on any terrain other than Open Landscape.

**Scenery placement:** Starting 12” from the southern end, place trees and other woods 6” from each other to cover as much of the table surface as possible.

**Moving through the scenery DOES NOT slow down movement.** The urgency of the rescuers means they are constantly moving swiftly. All minis will suffer a negative modifier to their Shoot Ability of -1 and gain the Dodge Talent.

All Shooting will be at -1 to Hit. No matter how many trees are in the way, as always, you MUST HAVE line of sight to your target.

**Angry Spirits Rules and Behavior.**

**Angry Spirt Forces:** After a Rescuing Force builds their Unit Activation Dice Pool, roll a D10 and consult the table below.

**Angry Spirits Manifestation Table:**

<b>1-2</b>	Three Sasquatches
<b>3-4</b>	Three Wolves
<b>5-6</b>	Three Bears (Use Inuit Bear stats)
<b>7-8</b>	Three Ijiraq
<b>9</b>	Three Jaguars (Use Maya Shape Shifter Jaguar Form Jaguars)
<b>10</b>	One Wendigo

**Angry Spirit placement upon manifestation:**

The player controlling the Angry Spirits will choose where to manifest the models.

Each Model is treated as an individual Unit and can be placed anywhere on the tabletop that the controlling player desires.

Once placed on the table, the Angry Spirits will immediately become the highest initiative holders on the tabletop by automatically each getting assigned a Unit Activation Die of 6 and will always go first before any of the rescuing Forces’ minis who can only react to their sudden appearance.

Upon manifestation, the Angry Spirits MUST charge models from the rescuing Forces. The Angry Spirit control player can choose who to charge, following the standard ME Charging rules. This is true only when Angry Spirits first manifest. Upon the Angry Spirits' subsequent turns, the controlling player must roll and build a Unit Activation Dice Pool for any surviving Angry Spirits.

Rescuers who lose combat to Angry Spirits and who Flee, will always Flee toward the closest table edge.

Angry Forest spirits never Flee. If they lose a hand-to-hand fight, they vanish, and the player who defeated them can make a consolidation Move as per the standard rules.

Any Angry Forest Spirits who survive will remain on the battlefield. As noted above, following Turns, the Forest Spirit player will build a Unit Activation Dice Pool as per standard Mythic Earth rules.

### **Interaction Between Rescuing Forces.**

**Attacking other players:** A Force may attack his opponent(s) at any time. Why someone would do such a thing is a mystery, but perhaps they are being asked to do so to maintain the Eternal Balance. All standard ME rules apply.

### **How to Win the Game.**

**Victory Conditions:** A Rescuer Force will win if it manages to rescue their Magic User first, and of course, before the end of Turn 6.

**How to Rescue an Imprisoned Magic User:** To rescue a Magic User, the holder of a Crux Castigator will need to make a Fight attack with the Crux Castigator to try and break the magic seal that keeps the Magic portal locked. This must be part of a Charge Unit Action or an Attack Unit Action. No Charge Throw is allowed by the Charger.

Only One Hero per Force may Charge the Portal that is imprisoning its Magic user at any one time.

If the Rescuer with the Crux Castigator successfully Hits the Magic Portal, then the Portal will try to resist any damage. The Angry Forest Spirit Player will roll a Save Attempt to try and avoid opening and releasing the prisoner. During the first time The Portal is attacked by a rescuer, the Portal has a Save Data Point of 9. (SV9) This is reduced by -1 SV for every other subsequent attempt to crack the Portal open to a minimum of a total Save value of 7.

If the Rescuer fails to open the Portal, it may try again at the next available opportunity to use one of its Unit Activation Dice. The rescuer remains engaged with the portal.

**Charge Throw by the Portal:** The Crux Portal will react to being charged by attempting a number of Magical Fire Charge Throws against the Charging hero equal to the Charging model's number of Wounds. These Charge Throws are Auto Hits at Strength 2 (STR2). Any roll of a one by the Portals' Charge Throw Attempt will mean the Charging player will be immediately Frozen.

**Portal Hand To Hand Fight Attacks:** As long as the Magic Portal has not opened, it will lash back at its attacker with a tendril of coruscating energy. This is a single attack per round of a hand-to-hand Fight with the following Data Points: One Fight Attack at +2 to Fight Value and Strength 2 (STR2).

Suppose the pesky Rescuer does not die, and the Portal does not Open. In that case, the two will remain engaged and locked in a Hand-to-Hand Fight until the rescuer dies, chooses to Disengage (cowardly abandoning the imprisoned magic user), and the Portal opens.