



TRIBAL NATIONS



MYTHIC EARTH V1.1

SACHEM UNIT DETAILS		POINTS VALUE: 89		UNIT OPTIONS				UNIT ACTIVATION DICE	
UNIT TYPE: HUMANOID. HEROIC FIGURE. GENERAL. 1X SACHEM OR OTHER "GENERAL" MINI MUST BE INCLUDED IN A TRIBAL NATIONS FORCE AND ONLY ONE MAY EVER BE INCLUDED IN A TRIBAL NATIONS FORCE.				ADD MOHAWK WARRIORS UP TO A MAX UNIT SIZE OF 5 @ 13 PTS. EACH.				1	
UPGRADE SACHEM TO 3 WOUNDS @ 10 PTS. UPGRADE SACHEM TO TOUGHENED 2 @ 10 PTS.									
UNIT MEMBERS, EQUIPMENT & DATA POINTS.		M	SH	FI	SV	RE	BR	TALENTS	
1X SACHEM WITH TOMAHAWK.		5	5	5	5	8	9	TOUGHENED 1, COMMANDING PRESENCE, 2 WOUNDS, 3 FI ATTACKS, WOODSMEN.	
2X MOHAWK WARRIORS WITH TOMAHAWKS.		5	5	5	5	7	7	WOODSMEN.	

SACHEM MOUNTED ON WAR EAGLE UNIT DETAILS		POINTS VALUE: 131		UNIT OPTIONS				UNIT ACTIVATION DICE	
UNIT TYPE: HUMANOID. HEROIC FIGURE. GENERAL. MOUNTED. 1X SACHEM OR OTHER "GENERAL" MINI MUST BE INCLUDED IN A TRIBAL NATIONS FORCE AND ONLY ONE MAY EVER BE INCLUDED IN A TRIBAL NATIONS FORCE.				UPGRADE SACHEM TO TOUGHENED 2 @ 10 PTS.				1	
UPGRADE SACHEM TO 3 WOUNDS @ 18 PTS. UPGRADE SACHEM TO 4 WOUNDS @ 36 PTS.									
UNIT MEMBERS, EQUIPMENT & DATA POINTS.		M	SH	FI	SV	RE	BR	TALENTS	
1X SACHEM WITH SPEAR.		5	5	5	6	8	9	TOUGHENED 1, COMMANDING PRESENCE, HEROIC INSPIRATION, 2 WOUNDS, 3 FI ATTACKS.	
1X WAR EAGLE (MOUNT).		10	-	6	-	-	-	FLY, DODGE, 2 FI ATTACKS AT STRENGTH 2, 1 SKY DROP ATTACK AT STRENGTH 2.	

MEDICINE MAN UNIT DETAILS		POINTS VALUE: 63		UNIT OPTIONS				UNIT ACTIVATION DICE	
UNIT TYPE: HUMANOID. HEROIC FIGURE. A MAXIMUM OF ONE MEDICINE MAN MAY BE INCLUDED IN A TRIBAL NATIONS FORCE.				ADD MOHAWK WARRIORS UP TO A MAX UNIT SIZE OF 5 @ 10 PTS. EACH.				INHERENT SPELL: ALWAYS KNOWS REGROWTH OF THE WOODS.	
UPGRADE MEDICINE MAN TO MAGIC LEVEL 2 @ 25 PTS. UPGRADE MEDICINE MAN TO MAGIC LEVEL 3 @ 50 PTS. UPGRADE MEDICINE MAN TO TOUGHENED 2 @ 10 PTS.				REPLACE ALL CLUBS WITH TOMAHAWKS FOR WARRIORS @ 3 PTS. EACH.					
UNIT MEMBERS, EQUIPMENT & DATA POINTS.		M	SH	FI	SV	RE	BR	TALENTS	
1X MEDICINE MAN WITH CLUB.		5	5	5	5	7	8	TOUGHENED 1, MAGIC LEVEL 1, 2 WOUNDS, WOODSMEN.	
0X MOHAWK WARRIORS WITH CLUBS.		5	5	5	5	7	7	WOODSMEN.	



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MOHAWK WARRIORS UNIT DETAILS		POINTS VALUE: 62		UNIT OPTIONS				UNIT ACTIVATION DICE	
UNIT TYPE: HUMANOID.				ADD MOHAWK WARRIORS UP TO A MAX UNIT SIZE OF 10 @ 10 PTS. EACH.				1	
REPLACE ALL CLUBS WITH TOMAHAWKS @ 3 PTS. EACH.									
UNIT MEMBERS, EQUIPMENT & DATA POINTS.		M	SH	FI	SV	RE	BR	TALENTS	
1X MOHAWK WARRIOR LEADER WITH CLUB.		5	5	5	5	7	8	TOUGHENED 1, WOODSMEN.	
4X MOHAWK WARRIORS WITH CLUBS.		5	5	5	5	7	7	WOODSMEN.	

SENECA ARCHERS UNIT DETAILS		POINTS VALUE: 77		UNIT OPTIONS				UNIT ACTIVATION DICE	
UNIT TYPE: HUMANOID.				ADD SENECA ARCHERS UP TO A MAX UNIT SIZE OF 10 @ 13 PTS. EACH.				1	
GIVE THE ENTIRE UNIT EAGLE-EYE @ 10 PTS.									
UNIT MEMBERS, EQUIPMENT & DATA POINTS.		M	SH	FI	SV	RE	BR	TALENTS	
1X SENECA ARCHER LEADER WITH CLUB AND BOW.		5	6	5	5	7	8	TOUGHENED 1, WOODSMEN.	
4X SENECA ARCHERS WITH CLUBS AND BOWS.		5	6	5	5	7	7	WOODSMEN.	

SASQUATCHES UNIT DETAILS		POINTS VALUE: 147		UNIT OPTIONS				UNIT ACTIVATION DICE	
UNIT TYPE: MONSTER.				ADD SASQUATCHES UP TO A MAX UNIT SIZE OF 5 @ 47 PTS. EACH.				1	
ADD 1 WOUND TO ALL MINIS IN THE UNIT @ 16 PTS. PER MINI.									
UNIT MEMBERS, EQUIPMENT & DATA POINTS.		M	SH	FI	SV	RE	BR	TALENTS	
3X SASQUATCHES.		5	5	7	8	6	8	MADDENED CHARGE, DREADFUL, 3 FI ATTACKS AT STRENGTH 2, WOODSMEN.	

WOLVES UNIT DETAILS		POINTS VALUE: 80		UNIT OPTIONS				UNIT ACTIVATION DICE	
UNIT TYPE: BEAST.								1	
UNIT MEMBERS, EQUIPMENT & DATA POINTS.		M	SH	FI	SV	RE	BR	TALENTS	
5X WOLVES.		8	5	5	5	7	7	DODGE, 2 FI ATTACKS, WOODSMEN.	



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WAR EAGLES UNIT DETAILS		POINTS VALUE: 78		UNIT OPTIONS				UNIT ACTIVATION DICE	
UNIT TYPE: BEAST.				ADD WAR EAGLES UP TO A MAX UNIT SIZE OF 5 @ 26 PTS. EACH.				1	
UNIT MEMBERS, EQUIPMENT & DATA POINTS.		M	SH	FI	SV	RE	BR	TALENTS	
3X WAR EAGLES.		8	5	5	4	7	8	FLIES, DODGE, 1 SKY DROP ATTACK AT STRENGTH 2, 2 FI ATTACKS, WOODSMEN.	

WENDIGO UNIT DETAILS		POINTS VALUE: 130		UNIT OPTIONS				UNIT ACTIVATION DICE	
UNIT TYPE: BEHEMOTH. A MAXIMUM OF ONE WENDIGO MAY BE INCLUDED IN A TRIBAL NATIONS FORCE.				UPGRADE WENDIGO TO 4 WOUNDS @ 27 PTS.				2	
UNIT MEMBERS, EQUIPMENT & DATA POINTS.		M	SH	FI	SV	RE	BR	TALENTS	
1X WENDIGO.		5	5	7	9	7	8	4 FI ATTACKS AT STRENGTH 2, MADDENED CHARGE, MASSIVE, 3 WOUNDS, WOODSMEN.	



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TRIBAL NATIONS TALENTS SUMMARY.

All Force Rosters include a summary of the various Talents, or unique weapons which Units in the Force utilize. Following this summary is a detailed description of all of these Unit specific details.

Sachem. Toughened 1, Heroic Figure, Commanding Presence, 2 Wounds, 3 FI Attacks, Woodsmen.

Sachem on War Eagle. Toughened 1, Commanding Presence, Dodge, Heroic Inspiration, Heroic Figure, 2 Wounds, 3 FI Attacks, Dodge, Fly, 2 FI Attacks at Strength 2 (War Eagle), 1 Sky Drop Attack at Strength 2 (War Eagle).

Medicine Man. Toughened 1, 2 Wounds, Heroic Figure, Woodsmen, Regrowth of the Woods (Inherent Spell), Magic Level 1.

Mohawk Warriors. Toughened 1, Woodsmen.

Seneca Archers. Toughened 1, Eagle Eye, Woodsmen.

Sasquatch. Maddened Charge, Dreadful, Woodsmen, 3 FI Attacks at Strength 2.

War Eagles. Fly, Dodge, 1 Sky Drop Attack at Strength 2, 2 FI Attacks, Woodsmen.

Wolves. Dodge, Woodsmen, 2 FI Attacks.

Wendigo. Maddened Charge, Massive, 4 FI Attacks at Strength 2, 3 wounds, Woodsmen.

Commanding Presence. Some Heroic Figures have a much more commanding presence than any of their peers, making them even better at helping to bring Fleeing Units under control again. Any Friendly Heroic Unit with this Talent that has not yet received a Unit Activation Die in a Game Turn, can attempt (as per the normal Stop Fleeing rules) to perform a Stop Fleeing Unit Action on behalf of a nearby friendly Fleeing Unit, if that Unit is within 10" of the Heroic Figure. The Heroic Figure with the Commanding Presence Talent uses its UNMODIFIED Brave Data Point when testing to stop the friendly Unit from continuing to Flee. This counts as a Single-Action for the Heroic Figure.

Dodge. Units with the Dodge Talent are harder to hit from Shooting. Deduct 1 from any Shoot Attacks which target this Unit after the targetted Unit with the Dodge Talent moves. This is true for any type of Movement this Unit makes, be it because of a Move, Charge, Countercharge, or March Unit Action. If for some reason the Unit with Dodge does not perform a movement type Unit Action before it is Shot at then the enemy Shots will not be negatively affected.

Dreadful. Units with the Dreadful Talent are hard to damage, or even hit. Such Units will negatively affect most enemy Units trying to hurt them:

- * Shoot Attacks Against Dreadful Units are at -1 Shoot Value.

- * Hand-To-Hand Fight Attacks Against Dreadful Units are at -1 Fight Value.

- * In addition, any non-Dreadful Unit which loses a Hand-To-Hand Fight with a Dreadful Unit will suffer a further -1 on the Brave Test roll required of the losing Unit. This -1 modifier is in addition to any other negative modifiers that may affect the Testing Unit, but it does not add an additional Unit Brave Status Marker to the Testing Unit.





TRIBAL NATIONS TALENTS SUMMARY CONTINUED.

Eagle-Eye. A Unit with the Eagle-Eye Talent can re-roll one missed Shoot Attack each time the Unit performs a Shoot Unit Action.

Fly. See Core Rulebook.

Heroic Inspiration. A Unit that is within 10" of a Heroic Figure with the Heroic Inspiration Talent can use the Heroic Figure's relevant stat when taking a non-Brave Competency Test (for example when testing for an On Alert Unit, which uses the React Data Point for the test).

Maddened Charge. If a Unit with the Maddened Charge Talent Charges or Countercharges into a Hand-To-Hand Fight combat, then each Mini in that Unit gains an extra Attack in the initial Attack dice roll. The extra Attack only applies every time the Unit performs a Charge or Countercharge Unit Action.

Magic Levels. See Core Rulebook.

Massive. Units which have the Massive Talent are easier to Hit when being shot at. Enemy Units performing Shoot Actions against a Massive Unit will always be able to Draw Line of Sight to their target as it stands head and shoulders above all other Units in the Game. Enemy Units targeting Massive Units will benefit from +1 to their Shoot Value. Please note that other Massive Units will block Line of Sight if they're in the way of the Shooting Unit, even if it is a Friendly Massive Unit which is intervening with the Shoot Action.

Sky Drop Attack. A Unit with the Sky Drop Attack Talent is typically also a Unit that can Fly. Sky Drop Attacks are Shooting Attacks that have a range of 0"-10", Hit at Strength 2, and do not suffer any negative modifiers to its Shoot attempts when shooting against an Enemy Unit in Difficult Landscape.

Stealth. Any successful Shooting Hits against Units within or behind Landscape Feature(s) must be re-rolled.

Toughened X. An individual Mini with the Toughened X Talent can reroll one failed Save roll per Game Turn. Only a single failed Save roll can be re-rolled at one time Per Toughened X available. This reroll can be used no matter the source of the possible damage (Shooting, Magic, Hand-To-Hand Fight, etc.). A Mini may have the option of rerolling multiple failed Save rolls per Game Turn, up to a maximum of 3 times. These additional save rolls are expressed by a number represented by the "X" that follows the word Toughened. For Example a Toughened 2 Mini would be able to re-roll two failed Save rolls per Game Turn.

Woodsmen. Units with the Woodsmen Talent treat all Difficult Landscape as if it were Open Landscape. In addition, Woodsmen Units are at an additional -1 to Shoot against for being in a Difficult Landscape (woodsmen Units would be at -2 in a Difficult Landscape instead of -1).

X Wounds. Some Minis such as Heroic Figures, Monsters or Behemoths can take much more damage than the average creature. In such cases a Mini will have the X Wounds Talent, where the "X" stands for the number of Wounds above one (1) the Mini must suffer before being removed from the battle.





SPECIAL TRIBAL NATIONS LANDSCAPE FEATURE RULE: In the Magic Spells section below, you will notice that Forest or Wooded Landscape Features are sometimes mentioned. In any type of game (friendly or tournament), when players see or place any type of Landscape Feature on the tabletop when getting ready to play a game of Mythic Earth, and that scenery has trees, or shrubs that are about the same height or taller than a Humanoid Mini then they will always be considered as Forest/Wooded Landscape Features. Forest/Wooded Landscape Features are always considered to be Difficult Landscape Features. This, of course, is true for any Forests or Wooded Landscape Features which grow due to a Tribal Nations Spell. These rules apply for all games which involve a Tribal Nations Force, even if that Force does not include a Magic User.

The Way of The Everliving and Everchanging Magic Spells.

Regrowth of the Woods (All Medicine Men know this spell).

Casting Value: 16

Range: 10" x Caster Level

Target: Any point on the battlefield within Range and Line of Sight that is not already a Forest/Wooded Landscape Terrain Feature.

Effect: Immediately place a Forest/Wooded Landscape Feature that is lightly wooded, up to 5" in diameter, centered on the designated spot. This is a unique Landscape Feature type known as a "Tribal Nations Woods". A Tribal Nations Woods may not overlap an existing Landscape feature. Any models within the affected area are placed inside the newly created Tribal Nations Woods in their original location, as the woods suddenly grow around them.

Duration. The spell lasts until the end of the game. Once the Regrowth of the Woods spell has been successfully cast any new Tribal Nation Woods that have been created can't be dispelled or destroyed in any way.

Deepening Shadows.

Casting Value: 14

Range: 10" per Caster Level.

Target: A number of friendly Units equal to the Caster's Magic Level, within range and Line of Sight.

Effect: The affected Unit(s) gain the Stealth Talent.

Duration. The spell lasts until the end of the Game Turn.



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The Way of The Everliving Magic Spells.

Shifting of The Woods.

Casting Value: 14

Range: 10" per Caster Level.

Target: Any friendly Unit within range and wholly within a Forest/Wooded Landscape Feature. It is not necessary for the caster to have Line of Sight to the target.

Effect: The affected Unit is moved to any Forest/Wooded Landscape Feature on the board. The final location of that Unit cannot be within 1" of another Unit and the Unit must be wholly within the new Landscape Feature. If these conditions cannot be met, the target Unit remains in its current location.

Protection of The Woods.

Casting Value: 14

Range: 10" per Caster Level.

Target: Any friendly Unit within range and Line of Sight.

Effect: The affected Unit Immediately removes 1D3 Unit Brave Status Markers.

The Way of The Everchanging Magic Spells.

Vengeance of The Woods.

Casting Value: 14

Range: 10" per Caster Level.

Target: A point within range and wholly within a Forest/Wooded Landscape Feature.

Effect: All enemy Units within 3" of the selected point immediately suffers D3+1 Hits and are treated in the same way as for sShooting.

Despair of The Woods.

Casting Value: 18

Range: 10" per Caster Level.

Target: Any enemy Unit within range and Line of Sight.

Effect: The targetted Unit suffers 1D3 Unit Brave Status Markers.



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Everliving Blessings of The Way.

Wendigo.

The Wendigo gains the Dodge Talent and Movement 6 for this Game Turn.

Everchanging Blessings of The Way.

Wendigo.

At any time pull your lowest value Unit Activation Die from the Unit Activation Dice Pool, and assign it to the Wendigo as an On Alert Unit Action.



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