

Rules for the Mordheim Tournament.

Scenarios and Such;

There will be 7 games in total with 90 min duration for the first 5 games on Saturday and 120 min duration for the last 2 games on Sunday.

The missions will be taken from the main rulebook with a few twists announced on the day.

Scoring and winning.

- taking an enemy hero out of action : 3 points
- taking an enemy henchmen out of action: 1 point
- collecting a wyrdstone shard : 2 points
- winning the scenario: 3 points
- loosing your leader out of action: -2 points
- Loosing your other heroes out of action: -1 point

In the end you will have a total sum of points, leaving one as the winner / loser / draw.

At the end of the tournament , whoever has the most points will be the winner of the tournament tiebreakers are in the following order

1. most wins .
2. most models killed .
3. most wyrdstone collected

You will need to supply everything that you need to play: tape, pencil, models, etc.

Rules of Engagement

The following rules allow players to pick warbands up to the value of 900 (1000 for Marienburg) gold crowns. Use the Warband lists to recruit and equip your warband. The lists tell you which Heroes, Henchmen and equipment your warband is allowed to use. You must recruit at least 5 warriors, including a leader, and you must follow the limitations for the maximum size of a warband given in that list. You will only be allowed to select from the list of Warbands and hired Swords that is listed below. You will only be allowed to hire one Hired Sword from that list, no dramatis persona is allowed .

-painting: all minis must have atleast 3 colours and bases , you may chose to use square or round bases as long as they are the correct size.

-terrain: will be pre placed on each table and is not to be moved unless neded for measuring .

-LOS: Mordheim is a true LOS game and LOS is measured from the shooting/casting models FACE to its target, it will be good to have a laser pointer available for this. If in doubt , ask the ref.

- shadow warriors : a max of 3 models may chose to have the sniper rule.
- All warbands: a max of 10 ranged weapons is allowed

Weapons & Armour

Each Hero you recruit may be armed with one or more weapons and any armour chosen from the appropriate list. Different types of Heros are restricted to different types of weapon. The Equipment lists for the individual warbands tell you exactly what equipment is available. You may buy rare weapons and armour. Pay the appropriate prices for these as given in the Trading charts, any item that has an additional 1d6/2d6 etc cost will have this extra cost removed. Every model in each Henchman group must take exactly the same weapons and armour. This means that if your Henchman group has four warriors, and you want to buy them swords, you must buy four swords.

Try to adhere to wysiwyg, but as we all know, modeling everything on a mini is difficult, make sure to inform the opponent of what armour and gear your minis have and have your roster available for viewing.

NB: Only half your warband (rounding down) may have ranged weapons.

Upgrading Heroes

You may increase the starting characteristics of your HEROES by paying the cost in gold crowns given below. Note that all races have maximum statistics values. These can be found in the Experience section of this rulebook. Models that cannon gain xp (like wardogs) cannot be upgraded in stats by spending gold. And before anybody asks: No. henchmen and hired swords do not get upgrades.

Weapon Skill +15gc per point.

Ballistic Skill +15gc per point.

Strength +25gc for the first increase/+35gc for each additional increase.

Toughness +30gc for the first increase/+45gc for each additional increase.

Wounds +30gc for the first increase/+30gc for each additional increase.

Initiative +10gc per point.

Attacks +25 GC for the first increase/+35gc for each additional increase.

Leadership +15gc per point.

Skills: +40gc for each skill. You may choose one skill at this price for each characteristic increase you take. Choose from the skills normally available to your warrior.

— Note: skill that increase your collected amount of wyrdstone shards will not affect your total points in this tournament.

Ready for Battle

Your warband will now be ready to fight.

List of Warbands.

Using Broheim.net.

All grade 1a. 1b. 1C and grade 2 warbands are legal.

List of Hired Swords

Dwarf Troll Slayer

Elf Ranger

Freelancer

Halfling Scout

Warlock

Ogre Bodyguard

Pit Fighter

Tilean Marksman

Priest of Morr

These may be hired following their normal hire rules

Time schedule:

0900. Registration

0915. Pairings and missions

0930. round 1 start

1100. break

1130. round 2 starts

1300. lunsj

1400. round 3 start

1530. break

1600. round 4 start

1730. Break

1800. Round 5 start

1930. Day one ends

Sunday.

1000. Round 6 start

1200. Best Painted Break

1300. Round 7 start.

1500. Games over, tournament end

1600. award ceremony.