Invasion rulespack 2022

TO: Damon Andersen

Rules to be used, Living rulebook (you can find this on Broheim.net)

Gold crowns allowed : 900 (+ 20% for marienburgers.. filthy rich scum that they are)

Warbands allowed: Any broheim rated 1 and 2 warbands are allowed

Hired swords: you may have one hired sword pr warband, and only hired swords of grade 1 is allowed.

Equipment: you can buy and use any equipment your warbands is allowed to use pr your warband rules, this means you can start with any of the items listed in the Trading section in the rulebook as long as your warband is allowed to use it, if there is anything that is unclear or anything you wonder about, contact the TO.

Skills and stats buys

You may buy stats and skill upgrade pr the table in the rulebook.

Note that you must adhere to the maximum statline of your warband regardless.

Henchmen may buy only ONE singe stats upgrade, and if bought for a member of a group, the whole group must have it at the additional cost.

A hero may have only one skill bought for them, but any number of stats increase up to the allowed statline for your warband.

" Henchmen units that does not / cant gain xp and Animals cannot buy stat upgrades"

Drugs and posions : you may one of each posion and drug that's listed in the trading section in your warband (ie one madcap , one dark venom, one black lotus, one mandrake root etc etc) and a single hero can only have one of them, so no stacking drugs to make a superstar destroyer!! Raaaawr!!!!

Other restrictions :

Ranged weapon is a maximum half your warband to a maximum of 10

Shadow warriors may have a maximum of 3 heroes with the sniper skill

Scoring and winning the games

We will use a Warhammer fantasy style ish system for deciding the winner of the game.

Count how many points you have remaining and your opponenet does the same.

If you have more points (confer the table below) then your opponent you are winner and victory points will be allocated as shown below

Bonus points:

Each wyrdstone you hold at the end of the game (no matter if you rout of not) gives you 25 bonus points to add to your score to determine if you win the game

Winning the scenario gives you 175 pts to add to your score to determine if you win the game.

Winning margin:

0-150. Draw (10-10)

151-200 . Minor victory (12-8)

201-500. Major victory (15-5)

500+ . massacre (20-0)

Missions:

We are playing a total of 6 games this year. One less than last year, but lets face it.. less stress and more time to enjoy the best game ever made!!

There will be 100 mins allowed for each game

4 games on Saturday and 2 on Sunday .

The possible missions you will face are as follows , with the chance of more depending on how many players we are.(with a better description coming a bit later)

1. The bridge
2. King of the hill
3. Wyrdstone hunt
4. Mountain goats
5. The lost city of Elfheim
6. Twin towers

With more missions to come if we fill up the participant roster

A more filling description will come for each scenario as we draw closer, but a general rule for all of them are :

Total of 8 wyrdstone on each table

A scenario win condition

Random events table simplified