

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 single 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

You may buy +1 movement even if it takes you above maximum stats for your race

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 50 pts to add to your score to determine if you win the game.

Winning margin:

0-175. Draw (10-10)

176-200 . 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. The pit/arena
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

Table 1. The bridge

Each warband attempts to cross the bridge to get to their hideout, but they are intercepted by an enemy warband.. and other horrors...

Deployment and starting the game.

both players roll of, the winner choses a side to set up on at the base of the stairs, the opponent gets the opposite staircase .

scouts, infiltrators etc can deploy on top of the stairs instead of at the bottom.

Roll to decide who starts the deployment, the players who deploys all his minis first (not counting scouts and infiltrate) selects who starts the game.

Mission:

Your objective is to get your warband across to the other side, descending the staircase where the opponent did not deploy, once you have 25% of your starting warband across and down the staircase, you win the scenario.

Bonus points:

Down in the gap between the two bridge overhangs there are undead!. But they cannot be shot at or targeted until someone goes into the gap.

There are 8 skeletons in total, each one holding a wyrdstone, kill a skellie and the wyrdstone is yours until you win/rout/ or are taken out of action.

When someone descend into the gap, all 8 skellies activate at the end of each turn unless attacked.

To exit the gap you MUST use the ladders.. the walls are too slippery to climb

Table 2. King of the hill

Each warband has their sights set on a building sitting high up on the docks, perfect for a birdseye view of the area.

Deployment and starting the game:

Both warbands deploy in the boats at the end of the table (yes the boats fit all your minis, and no if you are aquatic you don't have to use the boat, but you cannot use the run action while in the water)

The player with the lowest warband rating chooses what boat he / she wants.

Roll off to see who starts first on their journey to the docks.

Mission:

Get half your starting warband into the building without having any enemy warband models within 6 inch of it, you then win the game.

Bonus points:

On the way up the streets, you spot wyrdstone/ treasure ! A must for a pirate/ scallywag or

explorer!

There are 8 chests/ shards scattered around the area, all within 12 inches of the center of the table.

Table 3. Wyrdstone hunt

Each warband has tracked down an area rich with wyrdstone , and they be damned if they`ll let anyone else have it.

there are 8 wyrdstone in total, and they are placed by the players in turn, starting with the player with the lowest warband rating, all wyrdstone must be placed more than 10" from a table edge and you must end your movement in base contact to pick it up "

Deployment and starting the game:

Both players roll off, the winner deploys ONE model anywhere on the table, the opponent then does the same, but must be 8 inches away from any other model, continue deployment until all models are placed. If there is not enough room for all, the rest will enter the table as reinforcements on a roll of 5 in round 2, a roll of 4 in round 3 and automatic in round 4.

The player with the LEAST number of models on the table starts the game.

Mission:

Pick up as many wyrdstones as you can and move them off the table, once you have secured 4 wyrdstone pieces and taken them off the table you win the scenario. (note that these wyrdstone are for winning the scenario only, they do not give you bonus points, the treasures fill that task)

Bonus points:

The real treasure here is located in the ruined manor in the middle of the table. Here you will find 8 treasure tokens and each will award you bonus points as listed in the tournament rules pack.

Table 4. The pits / the Arena

The pits... a legendary place.. now home to everything that is terrible in mordheim.. and the occasional warband.

One warband has taken up refuge in the pits, setting up their camp and in possession of great wealth

Deployment and starting the game.

Each warband sets up on a table edge that's not in front of the pit`s gates.

The player with the lowest movement avg choses table sides then roll of to see who starts deployment. Normal 8" deployment.

Mission:

Unlodge the warband that has taken up refuge in the pits and claim their base and treasure.

Use the profile below for the warband defending the pits against the two intruders (thats you

guys)

Each member of the warband carries a wyrdstone shard that can be claimed when killed in close combat or picked up after they are taken out of action.

If a player controls have 25% of his starting warband strength inside the camp after round 5 and no enemies are within the camp area you win the scenario.

Bonus point:

8 defending warband members.. 8 wyrdstones... go get em!

Pit defenders statline

M 4

WS:4

BS:3

S: 4

T: 4

A:2

I: 3

LD (immune to all test)

4 with light armour and shield and dagger and crossbow

4 with heavy armour, shield and sword

The pit defenders activate at the end of the turn, will shoot the target that is easiest to hit and charge the closest target. They will never go beyond 12 inch of the center

Table 5. Lost city of Elfheim

Somehow your warbands have lost their way in dense forest and fog and have wandered into an ancient elf settlement.

Deployment and starting the game:

Both players roll off, the winner chooses what side of the walkway to deploy in, the opponent get the other, if you cannot place all your models within 8 inches on the walkway, they will wander on the table in round 3 from a random table edge. Roll a dice at the start of round 3 to decide where.

Scouts, infiltrators etc cannot use their ability in this game

The player with the lowest warband rating starts the game.

Mission:

Ancient elf buildings!!! must be explored, for each of the small wooden pedestal buildings you hold for one turn without any enemy making their way onto it, you get 1 search point.

If you hold the giant cluster of trees with walkway without any other enemy model within 3inch of it you get 2 search points each turn.

If you hold the portal! (for sure a way to escape to safety?? no one has ever gotten hurt using ancient webway portals?... ooops.. wrong game) and there is no enemy model within 6 inch

of it. You gain 3 search points.

The first player to reach 15 search points or more wins the scenario

Bonus points:

There are hidden treasures in Elfheim, 8 treasures are scattered around the map waiting to be found, all are placed within 12 inches of the center of the table.

Additional rules:

Fog. Elfheim is shrouded in fog, each time you want to shoot roll a dice for each model that is shooting on a roll of 5 you are on a minus 1 to hit this turn. On a roll of 6 you are unable to see anything in the thick fog that is outside of your initiative range.

Table 6. Twin towers

Two large towers, long lost to time and fallen into ruins scars the landscape, some strange magic saturates the area, you must discover the cause of this magic and power!

Deployment and starting the game:

Players roll off, the winner chooses what side to deploy on, your opponent gets the other side. During deployment, you may not deploy closer than 4 inches to another model.

Random activation:

Use the supplied dice bag/ box or whatever i found to use ;) put a number of your own dice in the bag/box to a maximum of 12!! (and make sure they have a different colour than your opponent) that matches the number of models in your warband, your opponent does the same Then, without looking pull a dice out the bag/box and give it to the owner, that player may now activate ONE model. Do this until all dice have been drawn.

Models that did not activate are to awestruck/ dumbfounded by the magic in the area to have done anything and just stands still (but will defend if attacked)

Mission:

The towers seem to be generating some foul timewarp magic, making movement sluggish and erratic. Investigate the towers to find out how to stop the magic from oozing out. The first player to hold BOTH towers without any enemy inside it for one full game round wins the scenario.

Bonus points:

There are 8 treasures lying around the towers, 4 at each site, but they are also shrouded in strange magic. Any model that picks up the treasures HALF all characteristics for the rest of the game.

Random happenings table for Mordheim 2022 Invasion

one event happens each round, starting round one and it's the same for each table.
When an event has occurred, it will not happen again

1

Earthquake .Powerful magical energies from the crater at the centre of the city shake the local landscape. The ground heaves and buckles violently and warband members find it hard to keep their footing. Roll a D3 to determine how many turns the earthquake lasts. While the shaking persists all movement is halved, all Initiative tests (climbing, etc) suffer a -1 penalty and all Shooting and Close Combat to hit rolls are made with a -1 penalty.

2

Thick Fog .A fog rolls in, thick as pea soup. Models can only see 3D6" (roll once for the distance all models can see; do not roll individually for each model). Re-roll at start of each Encountering Player's turn to see what the visibility is for that turn. The fog lasts for 3 full game turns.

3

Fountain of Blood .The city itself seems to weep as even more blood is shed on its streets. For the rest of the game, whenever a model is taken out of action in close combat, the model that did the deed must take a Strength test or be knocked down as he is hit by a torrent of blood pouring from the ground. If there were others involved in the combat they are not affected, as the steaming liquid seems to be directed only at those who have called it into being by their bloodthirsty actions.

4

Storm of Chaos Clouds rapidly gather above the city in an unnatural, sickly yellowgreen mass and warp lightning begins to dance from one cloud to another. Thunder rocks the air, screaming out in almost intelligible noises. The clouds themselves seem to take on the shapes of monstrous creatures and both warbands in the conflict look at each other with fear on their faces. Roll a D6 to see what the storm manifestation will bring:

D6 Result 1 Warp lightning begins to strike the ground in search of a victim. It will hit the warrior with the best armour save, attracted to the large amount of metal. That warrior takes a S5 hit, with no armour save possible. If multiple warriors all have the highest armour save, randomly determine which is struck. The warp lightning will strike for D3 turns before moving on towards another part of the city.

2 Fish suddenly fall out of the sky to pelt the area! All movement is halved for one turn (due to wet, flapping fish underfoot), but there is no other effect.

3 Wyrdstone dust has mixed with the water vapour in the area and produced the strange looking clouds from which a tainted rain begins to fall. The rain burns flesh and eats into stone and metal. Each warband member in the open takes a single S2 hit (normal armour saves apply) every turn the rain lasts until he gets under cover. The rain lasts D3 turns.

4 A magical mass of lightning forms near the ground, illuminating the area with an eerie greenish glow. It begins to move about the area, drawn to magical powers from which it feeds. Place a counter as per the normal Encounter rules to represent the mass and each turn move it 2D6" towards the highest level spell user (the one with the most spells – each turn roll a D6 if two or more spell users have the highest number of spells). If there are no magic users in the game, the mass will move towards the opposite table edge, doing nothing but blocking line of sight as it moves. If the model the mass is moving towards casts a spell, immediately move the counter another D6" towards the model. If the ball of lightning touches the target model, the model is frozen in time and cannot do anything. While frozen, the model cannot be attacked or harmed in any way – the lightning mass protects its prey! After freezing a model, the lightning will no longer move but will instead remain near its victim to feed. The lightning will feed for D3 turns on the magical energy of its victim and then flies back towards the warp clouds above, freeing the magic user. If the game ends before the feeding is done, the victim is immediately released. Victims suffer no long-term ill effects from their exposure to the lightning.

5 A rumbling is heard from overhead, as thunder erupts from the strange clouds. The thunderclaps become more intense and the heavy pulses of air brings warriors to their knees as if they had been hit by cannonballs of solid air. D6 randomly selected models are knocked down by the air bursts. If any of these models are in close combat, all other members of that melee are knocked down as well.

6

Madness: The grip of Chaos it.s strong in mordheim and ofter drives men and beasts alike insane. Roll a 1d test for each model wanting to do anything at all.

If the test is failed, the model may do nothing that turn.

For models who are immune to psychology you still have to test, but you count as having 1d 10. Last for 2 rounds. Models attacked while in the grip of madness will still defend and fight as normal if attacked.

5

High Winds A powerful wind screams through the area, wildly scattering debris and knocking down anything that is not firmly anchored to the ground. Warband members now suffer a -1 penalty to all Initiative tests (climbing, jumping, etc) and to hit rolls (close combat and shooting) for the rest of the game.

6

Heavy rains and hail. A large but local (funny that) could spews out lots and lots of rain and hails making it nearly impossible to do anything at all.

For 3 rounds any model that want to shoot is at minus 2 to hit and must roll a d6 prior to shooting. If they roll equal to or less than their BS they may shoot, if not the shooter deems it impossible to hit the target .

Any model wanting to fight in melee is at minus 2 to hit and minus 1 to str as they both try to hit their target while cowering from the big balls of hail pounding at them.