

Rules for Mordheim at Invasion 2023, 22-24/9. Kristiansand Norway.

System: Mordheim

Points: 500

what you need: a warband with enough minis to play, and take into account that when you level up you will have more cash and buy more warriors, try to keep it as wysiwyg as possible.

Warband roster written down with a pencil but clearly written to read what your warband is and has, dice/tape measure etc as used when we play Heim.

NOTE: one scenario needs you to bring standins (or the real deal) for Maria Chevraux and Johan the knife.

Rules used: mordheim living rulebook found here (<https://broheim.net/downloads.html>) with warbands from the range 1A/ 1B and 1C to be allowed .

You may also use hired swords from 1A hired sword list and you may only ever have one hired sword at any time.

NOTE: no house rules are used aside from the once written below, we use RAW other than those. If you come across an issue that is not covered or you cannot find rules for it then follow this flowchart!

A. Use common sense.

B. common sense does not apply.. roll a d6 to determine what the ruling is.

C. neither player can agree to use common sense, and don` t want things left up to a d6 because a d6 can` t think... then you go ask Damon, since he LOVES being the bad guy :/

D. If Damon can` t help you.. apply option B and stick to it!.

Type of play :

-campaign tournament with the normal rules for mordheim and campaigns in effect. We level up, roll for shards etc after each game.

- Achivement play is for everyone, but going after them will be a hazard to your warbands health in some cases. This is a “ secondary” tournament inside the main one, you dont have to do it, but if you want to you can :) (and its a lot of fun)

Points: 500 Gold crowns

Missions : 8 in total, with 5 on Saturday and 3 sunday. The missions will be drawn from the core rules mordheim offical scources (TC and fantatic) and one mission of my own fancy :P

Tournament extra rules:

In the case of a dead hero after a game (IE you roll 11-15, reroll that result ONCE), they are made of sturdier stuff after all.

Any items bought that has an extra cost to them(exs 25+2d6) we ignore the extra cost for these items.

In case of the luck trinket, there are many variations on the rules used as how it triggers.

The Luck trinket will work as follows: when hit, roll to see if it activates, if it does not, you may roll the next time a hit is scored until it activates and is then discarded for the rest of that game.

In case I missed something that you feel should be here in the rules, let me know asap and i`ll have a look and test /check it out.

Achivements:

-at the start of the event you will get a score sheet for achivements, you can fill this out once you get the appropriate achivement done.

Some can be done several times, some can only be done once, all of this will be listed in the achivement sheet.

Game 1. skimrish

Game 2. wyrdstone hunt (no roll for wyrdstone, there is 4 wyrdstone placed)

Game 3. occupy (you also gain 1 wyrdstone for each 2 house you control up to a maximum of 2 when the game ends.

Game 4. Hostage. Each warband secretly nominate one of the enemy`s models to capture. To capture a model you have to start your turn in base contact with it and the model must be either knocked down or stunned . If you win this way, the model is “ Robbed” and you take possession of all items he has, you may sell this back to the owner at a cost you agree upon, or you may keep the items for yourself.

Game 5. Hidden treasure (with random event)

Game 6. Chance Encounter (main rulebook)

Game 7. Blood hunt. Skirmish, but you win if you manage to kill the other dramatis persona. (town cryer 25, roll a d6, the high roller gets Johan the knife, the low roller gets Marriana chevaux free of charge even if they normaly don`t work with that type of warband) Please note that Johan the knife will start with a dose of crimson shade that he has with him. Once the scenario is over, they will both leave the warband, you may not keep them even if you can pay their upkeep.

Game 8. Nightmare. Skirmish. Mordheim is angry and the town itself seems to assault the warbands trying to make their way around the city(one random event each turn from turn 2 and out)

Prizes!!

price for best general (most wins, if its a tie then the warbands nominate a model to fight in the pit for the golry of championship)

second place

third place

Achivement winner for getting the most points for achivements.

Best sportsmanship

Best Painted

