

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.

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

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. Note that we ignore the magical artifacts table .
-Achievement 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(all of this must be spendt at the creation of the warband or as close to it as possible)

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.

Shadow warriors: may have max 3 models with the sniper skill

No warband may have more than 50% ranged rounded down at the start of the event, but may exceed this during the event, note that skaven are allowed a max of 10 models with sling.

Heavy armour and light armour cost half their normal price for a new warband. NOTE that this means ONLY Heavy and light armour, not gromril or ilmather armour.

Any items bought that hasan 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 itdoes 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 achivementsheet.

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 when the game ends.

Game 4. Hostage. Each warband secretly nominate one of the enemy's models to capture, when that is achieved, the scenario is "won". To capture you must spend one full opponents turn in base contact with the model and knock it down or stun it.

Game5. Hidden treasure (with random event)

Game 6. Stake out (town cryer 08)

Game 7. Blood hunt (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 done work with that type of warband)

Game 8. Nightmare. 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 player with the most collected wyrdstone wins, if this is tie the the lowest warband rating of the tie wins) second and 3d place

Achivement winner for getting the most points for achivements.

Best Painted

Timetable:

Saturday	Sunday
08:30 Dørene åpner	09:00 Kamp 6
09:00 info	10:45 Kamp 7
09:15 Kamp 1	12:30 Pause
10:45 Pause	13:30 Kamp 8
11:00 Kamp 2	15:15 Turnering ferdig
12:30 Lunsj	16:15 Premieutdeling
13:30 Kamp 3	
15:00 Pause	
15:30 Kamp 4	
17:15 Pause	
17:45 Kamp 5	
19:30 Dag 1 slutt	