Invasion 2024

500 Pts
7 Games
League style play

Warbands allowed: All warbands from Broheim (https://broheim.net/) Grade 1a and Grade 1b are allowed. If you have another warband you want to play outside of those grades get in touch and I`ll take a look at it. -

Hired swords allowed: all grade 1a hired swords are allowed, NO dramatis personae. You may only have ONE hired sword at any time. Should you roll for a free hired sword and you already have one, you may replace your hired sword or pay the upkeep for the one you have.

ATTENTION!! For rules issues or scenario issues, ask me more time than less, i`m happy to help as some of the scenarios can be tricky with new mechanics not often used in Mordheim but more used in other games.

In addition to any item that is listed as one time/one game use, any and all posion/drugs or items that are consumables (use common sense or ask me) are considered to be a ONE off item and must be bought again after use. Only one drug may be active pr hero at any time, but you may still cassy more than one drug.

In scenarios where scout/ infiltrate does not work, any model with this rule instead gets to make a normal base MOVE! (so just your movement! No running, etc, but you may attempt to climb)

In addition to winning a scenario victory, you can always win the scenario by routing your opponent.

ALL warbands receive the following on creation:
1 skill or mutation free of choice for their LEADER as long as the leader can take and use the skill/mutation to begin with, this also include spells, tho the spell has to be rolled for at the start of the event with your opponent observing.
1 rabbit's foot*
1 lucky charm*

- Note that these are free and you cannot purchase more during the campaign, the only way to get more is by finding it during the exploration roll(rolling a result that lets you find a lucky charm as one of the options) , finding one in a treasure or by capturing a model with the charm and stealing it from them.The result ‘Captured’ when serious injury is rolled allows you to take the opponents charms and rabbit foot, but the result ‘Robbed’ does not.

General rules for all tables:
There are 4 wyrdstones/treasures on each table. These give bonus XP as usual, but not victory points.

There are also 12 treasures (crates/ barrels/treasure chests) hidden around the table. To check a crate or barrel for treasure, move a model into base contact with a crate and roll a D6. On a roll of 6 you find treasure, but on a roll of 1 someone has set a trap and it blows up, causing 1 STR. 3 hit on all models within 3" of the crate/barrel, these traps cannot cause critical hits.
If you roll a 6, you get to roll on the treasure table below and find the item(s) listed there. All 12 barrels/crates can only be searched once, after that they are simply terrain. Make sure you mark what barrels have been searched.

To set up the 12 crates/ chests, each player deploys one and then alternates between players until all 12 are placed. They must be placed a minimum of 8" from each table edge and 6" away from each other in any direction.

Hidden treasure chart.
Roll 2D6
2: 1 wyrdstone
3: Sword x1
4: Shield x 2
5: Lucky charm or rabbits foot x1 (1-3 = charm. 4-6 = rabbits foot)
6: Unholy relic x1/ holy relic (choose)
7: Light armour x 1
8: Bugmans Ale x 1
9: Hunting arrows
10: 2d6 gold
11: Helmet x 2
12: 1 Wyrdstone

Winning conditions:
You win a game based on your total victory points. If you get more than 3 VP more than your opponent when the game is done you have won the game. This means you can can win the scenario but still loose the game as whole, it takes planning to win a war!.
You only get the bonus XP and bonus exploration roll if you win the GAME after all VP is counted.
The player with the most VP at the end of the event will be the winner, with games won as tiebreaker 1 and wyrdstone in inventory as tiebreaker 2.

Earning VP.
- 1 vp for killing an enemy.
- 2 vp for killing a large target
- 1 vp for finding a hidden treasure
- 3 vp for winning the scenario either by way of scenario win or rout.

You do not get victory points for killing scenario specific monsters, characters etc, unless stated otherwise.

Scenario 1

Table 1.

Capture the flag.
The enemy has set up base nearby and they are flaunting their colors!

To start setup, both players roll off with the winner selcting an area 6x6 inches somewhere along a table edge, this is where your base is and your " Banner" is hanging. The opponent sets up on the oppsite table edge also selecting an area 6x6 inches.

The players that selcted area first deploys his/her entire warband, the opponent then does the same. You now roll a dice , the highest dice roll starts the game.

Make your way across the table and capture the flag, then return it to your own base.
Creatures/models that does not gain experience cannot pick up the flag.

To capture the opponents banner, you have to move into base contact with it. After moving into contact with the banner, the model can`t do anything else at all that turn.
If you manage to take your opponents banner back to your own safehouse while keeping your own banner safe, you win the game

In this scenario, your banner counts towards warband size and how many models you can lose before taking a rout test. Once the banner is picked up by an opponent, it counts as a model dead on your side and gives the FIRST model that picks it up 1 XP.
If you or your opponent has picked up a banner and is knocked out of action, the flag is dropped and can be picked up by anyone else (just like it was a wyrdstone)

Scenario 2

King of the hill.
The highest point in the area. A great vantage point to keep watch for other looters, thieves and cutthroats. You want it.. but so does the opposing warband.

Setup: Normal deployment.
To claim the vantage point you have to get to the top with one of your warband heroes that is not a wizard. Lets face it, they are too chicken to do grunt work. To achieve victory, you need to hold it for 2 full rounds (meaning the round you reach the top, one more of your rounds, and two of your opponents rounds).

A knocked down or stunned model does not count as holding the vantage point.Once at the top, there is nowhere to hide. They know you are there and no model, regardless of rules, can claim to be hidden or in cover.

Scouts or similar skills cannot be used in this scenario

Scenario 3

The Arena.
Mordheims gladiatorial ring, where heroes are made, the weak and unfortunate die, and strange magics dwell.

Setup: Normal deployment.

Once you enter the arena proper you cannot leave, shoot or cast spells to the outside as a strange wall of magical fog obscures your line of sight and direction, and on the same note you cannot charge, shoot or cast spells into the arena from the outside.

In the arena you face untold horrors. For each turn spent inside you must pass a LD test. If you fail,the model will go mad under the influence of chaos and will attack anyone and anything nearby, be it friend or foe. If there is no one close enough to charge (shooting does not count), the model will attack itself. Scratching and clawing its face and head, trying to get the madness out, using normal combat resolvement rules (unarmed attack vs self)
Heroes that are immune to psychology are not immune to this effect but may reroll the LD test with a minus 2. Heroes that are stupid are too.. well stupid to understand the dangers and will also be able to reroll the LD test with a minus 2.

If you manage to get 3 models into the center of the arena and down into the sewers, you win the scenario. To open the hatch to the sewer, you need to pass a strength test for each model entering.

Scouts or similar skills cannot be used in this scenario (scenario 3).

Scenario 4

The hunt.
You've been wronged! A member or three of the opposing warband has said some nasty things about you and some mammal you apparently love dearly.. or your mother.. who knows. Revenge is needed either way!

Before the game, secretly mark down 3 of the opponents heroes or large targets. If you manage to kill all 3 targets you win the scenario.

Deployment:
All heroes and large targets MUST be deployed first, using normal deployment rules.

The warbands came upon each other by surprise while searching the ruins. No model may be deployed within 6” in any direction of another friendly warband model. If you can't deploy all models this way, the rest will enter the game on turn two on a roll of 4+.Any models not on the table by turn 4 arrive automatically from your table edge.

Scenario 5

Scavengers
While searching the area for loot you come across another warband doing the same darn thing (who would have thought..). You obviously need to defend your turf and throw them out.

The game lasts for 10 turns. The warband that has found/olds the most treasure by the end of turn 10 wins the game. It is not possible to voluntarily rout.

If there is an equal amount of treasures found/held by the end of turn 10,the scenario ends in a draw and no points for winning it will be awarded.

Deployment and activation.
The deployment zone is 24” from the table edge you choose, but no model may be deployed within 10” of another friendly model (but as close as you want outside of 1” of an enemy model)
Players deploy models alternating turns , if you can't deploy all models they come on as reinforcements in round 3.
When the game is started, players activate models alternating turns until all models have activated.

Example: player A deplyos ONE model, then player B, then player A etc etc , alternating until every model is deployed.

When the game starts Player A activates one model and completes anything that model can do (move and shoot, charge and fight etc) , when this is completed, player B does the same with a model of his/her choice.
Players then alternate activating models this way until all models have moved. (place a dice or a marker next to the minis to show that they have activated.

When the next turn starts, player B starts first doing the same as before, and alternates the same way.

Scenario 6

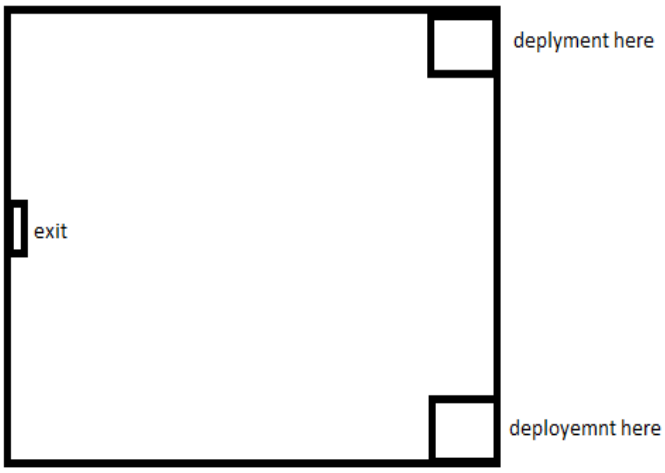
Haunted forest
You enter the strange realm of Mirkwoo... oh wait.. different universe.. errr.. Deadwood!!
A cave up ahead is your only way to get out of the insanity that is messing with your heads.

Deployment
Deployment zones are as shown in diagram D1. All forest and rocks are considered impassable terrain.

This strange old forest is filled with confusing and ancient magic. Each turn, roll a D6 and apply the result to your entire warband.

1-4: all good, move and act as normal
5: your goons heard something! Probably just scared as usual, but it COULD be something.. you cannot run as you are too busy keeping an eye out for … something (dwarfs are not affected by this and treat it as a result of 1-4) you can still charge/climb.
6: YOU SAW SOMETHING ! You are sure of it! Your warband is all stupid this turn as they are scared witless from seeing... something! Follow normal rules for stupidity.

To win the scenario, you have to move every living remaining warband member into the cave.



- Scouts or similar skills cannot be used in this scenario

Scenario 7

The Hamlet

Two rival warband have arrived at a hamlet on the fringes of Mordheim at the same time with the intent of looting it for all it's worth. Not only must they battle each other for possession of the booty, they must also contend with the desperate residents living there, fighting to defend their property to the last.

Setup: Players a picks a corner and has a deployment area of 6x6, the opponent has the opposite corner to deploy in.

In the hamlet there are several buildings that can be burned to scare the residents, and at the center of the hamlet there is a manor filled with desperate civilians trying to protect their property from looters, bandits and scum (that`s you people).

Whenever ANY model comes within 3" of any part of the house, 3 farmers will appear in the doorways and windows at the front OR rear (roll a D6 to determine where. 1-3 front/ 4-6 back) to protect their home.

This will happen every time a NEW model comes within 3". so in theroy yes, there is an infinite number of pesants in the house.

They have the stats of a human youngblood hero per the rulebook, and are armed with a sword and shortbow. They will shoot when they come outside turn one, then charge in the following turns, and always attack the closest model fighting after both players have had their turn.

Scouts or similar skills cannot be used in this scenario.

To win the scenario you must try to torch the surrounding buildings in the hamlet, each hero may make one attempt to put a building on fire In games 1-2 on a diceroll of 5-6 , in games 3-7 a hero may attempt once pr building on diceroll of 6.

The warband that has torched the most buildings within 10 rounds wins the scenario.

Scenario 8

Rescue.

Somewhere in the city a vile necromancer is performing a ritual where he is set to sacrifice a young maiden! This cannot stand, even for the likes of you criminals. Such a despicable act cannot be tolerated.

Setup: normal deplyment

Somewhere inside the buildings set up outside your deployment zone the maiden is being held captive.

To search for her, a hero must enter a building and roll 2d6. If you roll a 12 you find the maiden! And can escort her to safety.

For each hero in both warbands that tries to search a building, reduce the number needed on the 2d6 to find her by 1. She will be found without a dice roll in the last building that remains unsearched.

The hero that found the damsel must then move with her (at movement 4") without running (a maiden won't run!!) and escort her off a table edge.

The maiden can be killed by the warband not currently controlling her.

If you kill the maiden she leaves behind D3 loot as per the treasure table that anyone can pick up one at a time.picking up this loot is done by moving into contact with what you want to pick up, ending your movement there.

The warband not escorting the maiden may attempt to kill the gallant hero protecting her and take over the escort duty.

To win the scenario you must escort the maiden of a table edge or make the opponent rout.

Scouts or similar skills cannot be used in this scenario

Scenario 9

Monster Hunt.

Setup: Normal deployment.

No line of sight can be drawn to the creature from outside it`s den, you must get inside the den to draw line of sight, the den is the area in the center of the table.

No xp is awarded for inflicting wounds on the creature.

If playing this scenario in games 1-3, the creature is a young gryffon with +1W. If played in games 4-7 the creature is a Young chimera with +1W.

Follow the normal rules for monsters.

To win the scenario , you have to deal the killing blow to the creature in close combat.

Scenario 10

Don't wake the giant.

As per the scenario " don't wake the giant" in Archive pestilens on Broheim.net with the following exceptions.

All 12 crates/barrels/treasures are hidden inside the giant lair and will follow the rules for treasure per the tournament rules, but with no minimim distance from eachother, a model can only open one trasure at a time.

Any combat within 8" of Grumm the giant will wake him, as will the shooting of black powder weapons or casting of spells within 12".

Grumm The giant has no armor save in game 1-3, but has a 5+ armor save in game 4-7. Grumm cannot be stunned. He is knocked down on a roll of 1-5 and dead on a 6 when the last wound is rolled for. If killed he will fall in the direction he was last moving and hit any model underneath for D3 str 6 hits.

Scouts or similar skills cannot be used in this scenario.