

MORDHEIM™

Warfare in Flames House Rules

Gameplay

Rules & Errata - The campaign rules will be based on the www.broheim.net Core Rules and "The Ultimate Mordheim Frequently Asked Questions (FAQ) & Errata" documents subject to these House Rules.

Optional Rules - All 'Optional Rules' are used including 'Critical Hits', 'Escape From Combat', 'Misfires' etc

Armour Piercing - Armour penetration starts from attacks made with S5 weapons instead of S4

Scraped off the Cobblestones - If a model goes out of action from a fall caused by being knocked down or stunned then the model who caused it is deemed to have taken them out of action (For XP purposes etc).

Shooting from windows/ledges - You may shoot over a ledge or out of a window if you are within 1/2" of the ledge/window. If you choose this, you are visible for return fire.

Weapons

Ranged Limit - A maximum of 50% of warband members (rounded up) may use ranged weapons

Shields - Shields grant the user +1 to their save in hand-to-hand combat, if carried in a free hand

Lucky Charm & Rabbit's Foot - Limited to one of each per warband

Black Powder - All Blackpowder weapons are 20% cheaper (Rounding any fractions up)

Spears - In the first round of combat, models with spears strike before any other weapon, incl 'Strike First'

Price Changes - Hammers, Maces and Clubs are priced at 6gc instead of 3gc. Slings are also 6gc instead of 2gc

Dual Wielding - If a model is using two one handed weapons, 1 attack must be made with a modifier of -1 to hit

New Skill - 'Ambidextrous' is a new skill available to all Heroes, This will negate the effects of 'Duel Wielding'

Warbands

The following Warbands may be used

Avalanders, Beastmen Raiders (EIF edition) Carnival of Chaos, Cult of the Possessed, **Dwarf Treasure Hunters**, Kislevites, Marienburgers, Middenheimers (Can use Wolf Priest of Ulric), Orc Mob, **Reiklanders**, **Sisters of Sigmar**, Skaven, Undead & **Witch Hunters** - Warbands in **bold** are considered "good" for the narrative.

The following Hired Swords may be used

Beastslayer, Dwarf Troll Slayer, Elf Ranger, Freelancer, Halfling Scout, Highwayman, Imperial Assassin, Ogre Bodyguard, Pitfighter, Roadwarden, Tilean Marksman, Warlock

The Following Dramatis Personae may be used

Aenur, Sword Of Twilight, Bertha Bestraufung, Countess Marianna Chevaux, Johann The Knife, Nicodemus, Ulli & Marquand, Veskit, High Executioner of Clan Eshin

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Warfare in Flames

Day 1 - Welcome to the City of The Damned

All 'Good' warbands will face off against the Evil warbands exploring all 4 quarters of Mordheim

Round 1 - Skirmish - 10am - 11.30am

Meet your foe in a battle for the streets of Mordheim

Round 2 - Occupy - 11.30am - 1pm

Take and hold your territory and gain a foothold

Round 3 - Defend the Find - 3pm - 4.30pm

You've found the fabled wyrdstone, defend it or take it

Round 4 - Escape the Ambush - 4.30pm - 6pm

The enemy is on the horizon, it's time to leave the City with your spoils

Day 2 - Blood on the Streets

Your warband will discover why this is 'The City of the Damned'

Round 5 - Spawn Hunting - 10am - 12.30pm

Chaotic spawns roam the streets, will you defeat them or tame the beasts to your will?

Round 6 - Finale - 1.30pm - 4pm

Magnus is coming! help prevent evil from escaping the cursed City or escape, spread your corruption throughout Ostermark, The Empire and The Old World

Awards & Trophies - 4pm - 4.15pm

Awards for Most Kills, Most Losses & Best Warband

Registration will start from 9am on both days - You may leave models overnight on Saturday

Please be ready to play 10 min before each game as narrative twists may be introduced pregame

Whilst 1pm-3pm on Saturday & 12.30pm-1.30pm on Sunday are allotted lunch & convention breaks you may consume refreshments during games, please do check out the trader stands!