

Welcome

to the Nordic Tabletop Showdown Mordheim tournament
The tournament is a small scale campaign, intended for fun and laughs
Balance is horrendous, the terrain decent, and the TOs has been overworked to insanity
Enjoy your games, speak highly of your tactical retreats, and have the time of your life as
your 3rd henchman falls off a roof.

Roster Sheets

Players must bring an **easily verifiable rostersheet** on entry to the tournament, with a full breakdown on the purchases made for the warband. We suggest a laptop or tablet using an editable PDF for ease of use.

Models

Models need not be original models, but **must** be representative of their entry and use, and be of correct size. A TO may declare a model illegal; bring models accordingly. Models must be painted and based, with at least 3 colours excluding the base.

Furthermore we understand heroes can gain and lose weapons and equipment during the campaign. We encourage our players to have their models WYSIWYG at the beginning of the tournament, but also be understandable that the mercenary captain may have later acquired a Crossbow Pistol, not represented on his model.

Player Equipment

Players should bring their own measuring tool, dice and a scatter dice.

Base sizes

Models should be based on bases no smaller than the original model, they may use round or square bases. Players should strive to have the models on original, or close to original sizes.

Full rules on warband building and house rules can be found in the Player Pack!

Saturday

08:00 – 09:00: Check in
09:00 – 09:15: Introduction
09:15 – 11:45: **Game 1**
11:45 – 12:45: Lunch and Best Painted
12:45 – 15:15: **Game 2**
15:15 – 15:30: Break
15:30 – 18:00: **Game 3 – Grand Multiplayer**
18:00 – 18:15: Information Regarding Day 2
18:15 – 22:00: Free Play

Sunday

08:45 – 09:15: Check In
09:15 – 11:45: **Game 4**
11:45 – 12:45: Lunch
12:45 – 15:30 **Game 5 - Multiplayer**
15:30 – 16:00 Declaration of winners and goodbye

House rules

- Shooting multiple shots for any reason confers a -1 To Hit, *this does not include magic spells.*
- Wielding 2 or more melee weapons in combat confers -1 weapon skill, *paired weapons and mutations included.*
- A model may Climb at any point during his movement, even when charging and running
- We use these optional rules from the rulebook
 - New Critical Hits Chart
 - Escaping from Combat
 - Rewards of the Shadowlord
 - Mounted Warriors
- Heroes may still search for wyrdstone and look for rare items if they had been Taken Out Of Action in the battle. *But not if they are Dead!*
- Henchmen may be equipped with Common rarity Equipment
- a warband may not Voluntary Rout before they begin to roll for Routing normally
- Any Serious Injury roll for a hero that would result in the Dead! Result must be rerolled. The second roll then applies.
- Serious Injury Table, 56: Bitter Enmity: Use the following instead:
 - The warrior gains Hatred for the next battle, if he rolls this injury again, he instead becomes Stupid for the next game onward.
- **Shallyas Mercy:** Once during the tournament, you may ask for Shallyas Mercy from the TO. This may remove injuries from your heroes, give you gold to buy henchmen, or other such acts of balancing, in order to keep your warband in the game.

Winning conditions

The winner is the player who have accrued the most points

During a battle

- Each enemy Hero out of action + 3 points
- Each enemy Henchman out of action + 1 points
- Each Wyrdstone Shard collected during a game + 2 points
- Winning the Scenario + 1-4 points
- Completed Hidden Goal + 2 points
- Each friendly Hero out of action - 1 points

Once per tournament

- Invoking Shallyas Mercy - 2 points
- Playing Mootlanders +5 points

Tiebreakers in order:

- Most Wyrdstone total collected
- Most Wins
- Highest Warband Rating

Warbands

All warband lists are taken from **Broheim.net**, warbands will be verified upon entry to the tournament; we will be using the **Raw Editable Rulebook**

The following Warbands are allowed:

- Averlanders
- Beastmen Raiders
- Bretonian Knights
- Carnival of Chaos
- Cult of the possessed
- Dwarf Treasure Hunters
- Kislevites
- Marienburgers
- Middenheimers
- Orc Mob
- Ostlanders
- Pit Fighters (TC 21)
- Reiklanders
- Sisters of Sigmar
- Skaven
- Undead
- Witch Hunters
- Mootlanders

The Following Hired Swords are allowed:

- Pit Fighter
- Ogre Bodyguard
- Halfling Scout
- Warlock
- Freelancer
- Elf Ranger
- Dwarf Troll Slayer

Warband creation rules and equipment rules

Each player has 750 gold crowns to create a warband with (Marienburger has 900 gold crowns)

- They may be used on anything on their warbands list
- They may purchase characteristic upgrades and skills for a total of 150 gold crowns following the rules for fighting individual battles, adjusting the xp and warband rating accordingly
- They may purchase unique items from the rulebook Price Chart (page 130/131) for a total of 150 gold crowns. Any roll for random price, is determined as if you rolled a 3 on a D6.
- All magicians will have their spells rolled for during the entry verification, rolling twice and taking any of the results, rerolling doubles.

Limitations

- No warband member may carry more than 2 ranged weapons (braces counts as 2)
- No warband member may carry more melee weapons than they have hands for, excluding the dagger
- The warband as a whole may have no more than 10 ranged weapons
- Hired swords may not be purchased until after the first game