

Mordheim Campaign Rules at Round Table Games

1. We will be using the Living Rulebook found here
<http://broheim.net/downloads/rules/Mordheim%20Living%20Rulebook.pdf>
 - a. We will be using the optional New Critical Hit charts, Escaping from combat rules, rewards of the Shadowlord rules, Mounted Warriors (Blazing Saddles) rules, Opulent Goods rules, Power In the Stones rules, Sawbones rules, Ye Olde Curiosity Shoppe, Encampment rules, and official errata
2. Create a warband
 - a. Choose a warband from <http://broheim.net/warbands.html> graded as 1a or 1b
 - b. Recruit at least 3 warriors including a leader and equip them. You have 500 gold crowns to spend
 - i. We are not using WYSIWYG rules, so your models do not need to correspond exactly to your units and their gear (although close is better). That being said, you must clearly note down on your records and for your opponents, which model represents which character and what gear they have.
 - c. Submit your warband to the Campaign administrator at Round Table Games email
 - i. You must maintain an accurate and up-to-date record of your warband and submit any changes to the campaign administrator
 - ii. Your warband will be assigned a warband rating (the number of warriors x 5 + any accumulated experience; large creatures are worth 20 points + accumulated experience)
 1. Henchmen may never use any special equipment (unless noted) and gain experience as a group
3. At time of a battle
 - a. You can arrange a battle any day, any time. Sunday is Mordheim Day, which is just an arbitrary day to claim as such and marks the end of the Mordheim Week.
 - b. Make sure you have paid the weekly \$5 administration fee (unless you are exempt) and get your Quest card punch
 - c. Choose a district over which to battle from the Heroes of Mordheim section here <http://broheim.net/downloads.html> (this is chosen in turns so that the choice goes to a player who has made the fewest district choices to date. In the case of a tie the player who's choice was furthest back in the calendar chooses. If still a tie, the player with the lowest warband rating chooses. If still a tie, roll a d6)
 - d. Roll for warriors with old battle wounds
 - e. Set out terrain appropriate to the district in question (the more, the better)
 - f. Randomly determine the Scenario to be played (if more than 2 players are battling this may limit the choices). Multi-player games will use the Chaos In the Streets rules
 - g. Pay heed to the special scenario rules
 - h. Follow and district-specific pre-battle sequence rules
 - i. If the reward for the district has already been claimed, include the Raining Fische and Random Happenings rules
 - j. Play the game
 - k. Follow the scenario post-battle sequence
 - i. Injuries
 1. When a warrior is killed all his equipment and weapons are lost
 2. If your leader is slain, the Hero with the next highest leadership value (the most experience points breaks ties, roll a d6 if still tied) takes command, gains the Leader ability (he has to use his original skill list) and can use equipment available to the leader
 - ii. Allocate Experience (remember to check the Underdog chart)
 1. make Advance rolls if allowed
 - iii. Roll on the Exploration Chart
 - iv. Sell Wyrdstone
 - v. Check available veterans (you don't have to hire any at this point)
 - vi. Make rarity rolls and buy rare items
 - vii. Look for Dramatis Personae (optional)

- viii. Hire new recruits and buy common items
- ix. Reallocate equipment if allowed
- x. submit any changes to the campaign administrator and receive a new warband rating

4. Rewards

- a. If your warband is the first to take control of a territory or ward, you gain the appropriate reward. Subsequent victories would be to strip away territory from a player only.
- b. If your warband earned more experience than any other during the week, you do not need to pay the next week's maintenance fee (this only applies for the next following week - it cannot be saved)