

Round Table Games Mordheim Campaign



What is it?	You pick a warband of 1-20 models (most average at 10-12 or so), and fight a skirmish with other warbands. If you play well, your warband gains money, levels, size, and new powers, but play badly and your warband slowly deteriorates as people die or otherwise get dismembered.
How it works	A Mordheim Campaign that will tie individual battles together into a larger narrative. Based on the Heroes of Mordheim Campaign Rules found here http://broheim.net/downloads.html
Where does it happen?	Round Table Games at 128 Main St., Ste. A Carver, MA 02330
When does it happen?	The Campaign day is on Sundays. This is an arbitrary day where more people may be available to gather and play, but also serves as a week start point. Battles can happen any time they can be arranged, and you can play as often as you like in a week, but it takes at least 2 players to battle (as many as 6 can play at the same time)
Cost	Each week you wish to play there is a \$5 administration fee. For this you get 1 Quest card punch (10 punches and you get \$5 off any event), and earn leaderboard points on our minis nobility board for each play. If your warband earned more experience during the prior week than any other warband, you play the next week for free Members of our Knights of the Inner Circle program play for free http://www.roundtablegamesma.com/reward-programs
Goals	The aim of the campaign is to control various Wards in the eastern parts of Mordheim. This is done by breaking each Ward into three Territories, and each Territory into three Districts. By winning games in the Districts a warband can control more and more Territories, and may finally gain domination over a whole Ward, gaining rewards as they progress. The challenging warband gets to choose which location is being fought over, but the only way to take a location from another warband is to fight that warband. If that warband has not fought at least once in the past week, they lose control of one location per week not active.
Duration	Until all the rewards have been claimed. The warband that controls the most territory at that time wins
What do you get?	Warhammer Fantasy-style (but squad-based) fun with friends Chivalry points (10 points for every \$10 spent including the session fee). These can be saved for free drinks/ snacks or discounts on products. Double leaderboard points. Play enough and become ranked in the leader board and get discounts on related products. The Duke (1st place) in a game gets \$5 off tournaments if at least 8 non-RTG staff compete, plus gets 10% discount on purchases related to that game. The Count (2nd place) in a game gets an 8% discount on purchases related to that game. The Viscounts (3rd and 4th) in a game get a 6% discount on purchases related to that game. Barons (25% of the remaining registered players) get a 4% discount on purchases related to that game. These discounts do not stack with other discounts, sorry.
Rules	Rules, FAQ's, sheets, etc. http://broheim.net/downloads.html We will be using some, if not all, of the optional rules. These rules may be adjusted as the campaign progresses.
Requirements	You must provide your own 25-28mm minis to represent your warband, on 1" or appropriate-sized bases. They do not need to accurately represent your warrior (if mounted you must have a mounted and foot version), but should be as close as possible, and you do need to be able to clearly identify, for yourself and your opponent, who is who. You must maintain your warband record and email and changes/ upgrades/ purchases to the campaign admin
Frequency	Play any day or night that you like/ can arrange with at least 1 other player.