

# Crossroads Mordheim Campaign: RULES SUMMARY

(Updated 7/18/23)

## Event details

The Crossroads Mordheim campaign is a narrative event. The event is comprised of 4 games on Saturday and 3 games on Sunday. Each battle is followed by a post-battle sequence to resolve income, injuries, exploration and trading. Players can choose to play in as many of the 7 planned games as they would like, you do not have to play in all 7 games to participate.

Booking entry will be \$45. Bookings are transferable upon request to the organizer and non-refundable. Please go to [www.crossroads-gt.com](http://www.crossroads-gt.com) to register for the event.

Discussions, questions, and event updates should be posted to the event Facebook group at: <https://www.facebook.com/groups/748305481863606>

All players are expected to be familiar with some of the Mordheim rules or have some understanding of Warhammer Fantasy Battle. This event was developed to be inclusive for intermediate and expert level fans. Since the event organizers are on hand to introduce new content and explain processes, then it is suitable for eager Warhammer fans who are beginners.

## Timetable of events:

Friday, Sept 22, 2023

5:00pm - midnight: Set up, open play (does not count towards scheduled event)

Saturday, Sept 23, 2023

8:00am Hall: Opens

8:00am-9:00am: Check-in

9:00am-10:30am: Game 1      PvP

11:00am-12:30pm: Game 2      PvP

12:30pm-1:00pm: lunch break

1:00pm-2:30pm: Game 3      PvP

2:30pm-4:30pm: Game 4      3-4 Player Blood on the Streets

4:30pm - Midnight: open play (does not count towards scheduled event)

6:30pm - Dinner provided at the venue- Mexican Buffet

Sunday, Sept 24 2023

8:30am - 9:00am: arrival and set up

9:00am-10:30am: Game 1      PvP

11:00am-12:30pm: Game 2      PvP

12:30pm: lunch break

1:00pm-3:00pm: Game 3      3-4 Player Blood on the Streets

3:30pm: Awards

## **1) Rules:**

a) This campaign will be using The Online Rulebook.

[Broheim | Downloads:](#)

Rulebook Pt. 1      [mordheimlrb2part1 \(broheim.net\)](http://mordheimlrb2part1(broheim.net))

Rulebook Pt. 2      [mordheimlrb2part2 \(broheim.net\)](http://mordheimlrb2part2(broheim.net))

Rulebook Pt. 3      [mordheimlrb2part3 \(broheim.net\)](http://mordheimlrb2part3(broheim.net))

This is a free downloadable resource that combines the printed edition rulebook with the latest errata to give you the most recent version of the game. Several copies will be available at the event.

Be aware that if you have the original rule book there have been changes made to it.

[06 2005 Rules Review FM10.pdf \(broheim.net\)](#)

b) The optional rules will be used: (pages 116-120, except Mounted Warriors, page 119).

The optional rules for the New Critical Hit Charts will be used. These have been altered slightly to reduce the result to Ignore All Armor Saves. Please use the “New Crit Hit Chart 2023” provided in player packet. [Mordheim 2023- Google Drive](#)

c) We will be using a revised rule for shield armor save modifiers. A model armed with one handed weapon (dagger, hammer, club, axe, morning star or sword) and shield gains an additional +1 to his armor save in close combat.

**Example:** Dieter wears light armor and carries a shield and sword. His armour save is 5+ vs. shooting and 4+ in close combat.

## 2) Warbands:

a) The following warbands are allowed: All Mordheim warbands in the Rulebook, plus:

Orc Mob	Kislevites
Dwarf Treasure Hunter	Beastmen Raiders
Ostlander	Carnival of Chaos
Averlander	

b) All warbands start with a base 500gc (Marienburg starts with 600 gc) to build their warbands. (If you are bringing a warband from anything outside the core rulebook, you must have a physical copy of your warbands rules with you as reference.)

c) The following Hired Swords are allowed: All Hired Swords from the Rulebook, Imperial Assassin, Tilean Marksman (Show Me the Money), Beasthunter, Highwayman, and Road Warden (Empire in Flames). [Mordheim 2023- Google Drive](#)

d) This campaign will not be using the mounted rules. Therefore, the Freelancer, Highwayman or Roadwarden will not be mounted if they are hired as a Hired Sword; however, their hire fee and upkeep fees have been reduced. [Mordheim 2023- Google Drive](#)

e) Dramatis Personae are not allowed.

## 3) Equipment:

Only weapons, armor and equipment from the main rulebook will be used (nothing from Empire in Flames or Mordheim Annual 2002 will be used)

### MISSILE WEAPONS

Item	Cost	
Blunderbuss	24*	gc
Dueling Pistol/brace	24/48*	gc
Handgun	28*	gc
Pistol/brace	12/24*	gc

**A blunderbuss does auto hit however a d6 must still be rolled for each shot, it will misfire if the result is a 1.**

**\*Black powder weapons will misfire on a 1 to hit, but are cheaper.**

Only 1 lucky charm per warband.

Only 1 holy/unholy relic per warband.

## 4) Game Play:

a) PVP Scenarios will be selected from those available in the core rulebook. Some will have a slight alteration, random happening or a special objective.

b) Multi-player Scenarios will be selected from those available in Mordheim Annual 2002, Chaos on the streets . Some will have a slight alteration, random happening or a special objective.  
We will be using the Secret Agenda rules for multiplayer games during the event.

c) Battles will be timed. If a winner is not determined per the scenario when time is called, the current player will finish his current action, and the match will be considered a tie.

- d) WYSIWIG (what you see is what you get) models are required. You can't call a Halfling model an Ogre. A model with a sword and bow must have these weapons on the model (armor and daggers are an exception to this rule).
- e) Painted models would be preferred, but some of the newer players are not to this stage yet. Try to have at least a 3-color minimum and do the bases (see c, above).
- f) Each warrior that uses a ladders or walkway that can be removed from the board will break it on a roll of a 1 on a d6. The warrior will fall from the middle of the ladders or walkway (4 inch ladder, 2 inch fall). Then the ladders or walkway is removed.
- g) Note that each warrior may only cause one critical hit per phase (page 16), so only one ricochet. Black powder weapons will misfire on a 1 to hit, but are cheaper. (See 3, below).
- h) It is assumed that a Blackpowder Pistol may be used as a club in the second and subsequent rounds of existing combat.
- j) When your model fires the blunderbuss, draw a (line) 16" long and 1" wide **cylinder** in any direction from the firer (the line must be absolutely straight). Any and all models in its path are automatically hit by a Strength 3 hit. A "to hit" roll must still be made, on a 1 the blunderbuss misfires, otherwise it is an auto hit as stated. **A solid wall will stop the shot of scrap metal from a blunderbuss.**

#### \*What to bring\*

- Your warband list filled out on a printed paper roster sheet (see link in Reference Guide) plus pencil and eraser to record updates.  
(If you are bringing a warband from anything outside the core rulebook, you must have a physical copy of your warbands rules with you as reference.)
- Miniatures for your starting warband and reinforcements to represent warriors hired in later rounds. Bring enough models to fill in for losses/recruits/hired swords. Please strive to have your models indicate their actual loadout as closely as possible. WYSIWYG
- Dice, measuring tape, counters etc.
- Mordheim rulebook (either the book, a print off or PDF) plus any rules explaining your warband to be referenced by all players.

#### \*When to attend\*

Doors at the gaming hall are open by 5pm on Friday, September 22nd for setup and open play. Campaign games start on Saturday 9/23 and continue on Sunday 9/24. You can choose to play in as many or as few of the campaign games as you like, you are not required to play in all 7 campaign games throughout the weekend. Dinner will be provided at the venue on Saturday night, and cost is included in the price of admission.

#### Awards:

Best sportsman is the main prize!

Prizes awarded for:

best sportsman ranked 1st, 2nd and 3rd

Bloody handed (most wins)

Lost soul (most losses)

Best warband (display bases encouraged but not essential)