

SKIRMISH CON 2026

MORDHEIM

RULES PACK

EVENT FORMAT / OBJECTIVE:

Six rounds will be played over the course of two days. When signing up for the event please be sure to put your name on the list for all Mordheim time slots.

At the end of round six, the warband with the most wyrdstone will be the winner. This will be a map campaign, but there will be no exploration phase. The only wyrdstone gained will be from wyrdstone picked up during scenarios, such as Wyrdstone Hunt, and from moving to certain areas of the map.

Players will not be able to sell wyrdstone or buy equipment. There will also be no experience and no post game at all. Warbands will “reset” after every round. This will give us more time for more games. This will also ensure that nobody travels and gets a hotel for the weekend only to have several heroes die or get badly injured in round one. Warbands will start with upgrades from the Fighting Individual Battles section from back of the core rulebook. See the warband building rules below.

You will still be able to find equipment to upgrade your warband as you move through the city, such as Hunting Arrows or an Elven Cloak. Items found will be kept by your warband for the rest of the event. Once you give an item to a hero, that hero must keep that item for the rest of the event. Players will be given cards to show that they have found items. These cards will have reminder text and a place to write which hero carries them. The map will clearly show what items are available in what parts of the city.

CORE RULES:

The original version of the core rule book will be used. Some house rules and clarifications will apply. Please see those below.

HOUSE RULES / CLARIFICATIONS:

The following house rules and rule clarifications will be in effect for this event.

1. Shields add an additional +1 to save in hand to hand combat, for example light armor and shield will give a 5+ save against shooting and a 4+ save in combat.
2. You do not have to start your movement next to something to climb it, but you still have to make it all the way up in one move, no stopping mid wall.

3. We will not be using the optional black powder misfire rules, unless using one of the weapons that says you always use them.
4. When negative modifiers require a 7 or higher to hit, first you must roll a 6, then roll that same die again. A roll of 4 on the second roll is treated as a total roll of 7. 5 on the second roll is an 8. 6 on the second roll is a 9. A roll of 10 or more is impossible and will always fail.
5. Animals can climb ladders. All of them. Even horses with riders. It's a world of dragons and wizards, maybe the horses in this world are a little different from horses in our world.

WARBAND BUILDING RULES:

1. Warbands will be from the 1a 1b or 1c lists on Broheim. The Maneaters warband will not be allowed.
2. You get 500 gold to build your warband, and 150 gold to upgrade your heroes' statistics and skills per the rules for Fighting Individual Battles from back of the core rulebook. You may not spend left over money from list building on hero upgrades or vice versa.
3. No hero may take more than two statistic upgrades and no more than one skill. Note that per these upgrade rules a hero must take a statistic upgrade in order to take a skill. Please reference the maximum statistics for your heroes. Most heroes start with maximum movement, and many have maximum strength or toughness. For example, a human hero with movement 4 may not have its movement increased.
4. Warbands must include a minimum of four heroes
5. You may include any of the Hired Swords from the 1a or 1b lists on Broheim. Normal restrictions on which warband can hire which Hired Swords also apply. You may not take more than two Hired Swords. Dramatis Personae will not be allowed.
6. You pick the first spell each wizard knows. If you have a wizard with more than one spell, you roll randomly for each additional spell at the start of each game. If a spell that only applies to campaign play is rolled, such as Spell of Awakening, you may reroll
7. Warbands may include any special weapons, armor, and equipment available to that warband, even if it does not appear on that warband's equipment list. For example a Forest Goblin warband may include Magic Gubbinz.

Bring at least two printed copies of your warband list.

If you have any questions or would like clarification on anything, feel free to email Greg Hurst at GBH8705@gmail.com Please put Mordheim in the subject of the email.