

## Mordheim Spring League Rules

1. The League will begin February 21th, 2007.
2. Games will begin promptly at 6:30 pm on Wednesday nights.
3. A different scenario will be played each week and will be announced on the [www.brahmsbook.com](http://www.brahmsbook.com).
4. Points are as follows:  
Winner of a Multi player Scenario with no alliances throughout the game: 4 Points  
Winner of a Multi Player Scenario with an alliance at some point in the game: 2 points  
Winner of a Two player Game: 3 points  
Loser of a Scenario: 1 point  
Killing an enemy leader: 1 point (This means an OOA Leader rolls 11-15 on the Serious Injury Chart)
5. Each warband must declare an Employer for each Chapter. Should you decide to change Employers, it must be done so between Chapters. You will not be eligible for one round of benefits/costs should you change allegiance from Queen to the Black Hand or vice versa. Should you decide to choose one or the other from the point of be an untied warband, you will be eligible for benefits/costs immediately at the beginning of the next mission.
6. Points will be awarded for having a painted warband at the beginning of each Chapter.
7. In game rewards will be given to players who provide a piece of terrain to the league.
8. Warbands permitted in the league will be taken from the Mordheim Rulebook, Mordheim Annual, the Town Crier, Sylvania or Games Workshop website. The most current version of the warband published must be used (Beastmen, Pitfighters, etc..)
9. Experimental Warbands will be reviewed by the League Administrator (Tom or Terry) and ruled on a case by case basis.
10. Each league member is responsible to have the rules for their warband on hand during the game. That means that if the warband is not in the main rulebook or the Mordheim Annual than you will need to obtain a copy of the Town Crier or get a print off from the website. The same applies to Hired Swords. An Army Builder list is not a replacement for rules. If a member is not able to produce a copy of their warbands rules than they forfeit and their warband routs that turn.
11. Warbands should be clearly printed on a Roster sheet. The extended roster sheet available on [www.brahmsbook.com](http://www.brahmsbook.com) is recommended. A warband may not exceed one roster sheet, meaning no more than six heroes, and no more than six henchmen/hirelings. Anyone without a complete and accurate warband list forfeits and may not play that warband that week.
12. A model should have weaponry that represents what is portrayed on their roster. If a model has weaponry contradictory to the description on the roster than it is the opponents choice whether to allow it.
13. The Optional Critical Rules, Gunpowder Rules and Mounted Warriors rules are in effect.
14. A player who disbands a warband will maintain their points. See rule #21.
15. Hired Swords may be included in warbands. The rules and restrictions are still in force (i.e. no Elven Rangers in a Dwarf Warband). Members must be able to present a copy of the rules for any Hired Sword they have in their warband.
16. After each battle another league member must witness rolls for experience and exploration. No exceptions.
17. Warbands may accumulate several lucky charms during campaign play but they may only use one per battle. Designate who is holding the Lucky Charm prior to battle by writing it on a piece of paper and placing it in the middle of the battlefield.
18. People who spend a considerable amount of time painting their figurines do not appreciate them being mishandled. Avoid rolling dice into other people's figures and only pick them up if you have permission.

19. Players are encouraged to consider fair play when disputes arise. However, if there is a clear violation that is reported then Tom or Terry will be the final arbiter.

20. You will have 500gc to create your initial warband.

21. You cannot “restart” your warband unless at least one of the following conditions are met:

- a) It is during a Chapter Intermission
- b) All Heroes are Dead (Not Fired, Etc)
- c) No Heroes are eligible to play a scenario

Under these circumstances, a 500gc warband may be created. As such, if you need to rout, DO IT! It is not worth spiting someone for a week to ruin your chances over several months.

22. First Round “Random Happenings” (Only 1RR per table, only eligible to happen on the first round.

23. A note on alliances: While neutral bands can ally with whomever they choose (as long as it does not go against the character of their warband. ie: Witch Hunters allying with the Undead...) members of each faction can only ally with each other. Someone in the employ of the Queen of Kislev cannot, of course, ally with someone in the employ of the Black Hand Guild, and vice versa. As such, while remaining unemployed makes for a more versatile playing style, the rewards are equally toned down for not choosing a side.

#### Rules Additions and Clarifications

1. When fighting in HtH a model with a shield and hand weapon gains a extra +1 to their armour save. Therefore, a warrior fighting with a sword and shield would have a 6+ AS against missile fire and a 5+ in close combat.

2. If the result of a critical for missiles is Ricochet than you do not reroll to wound the original target.

3. If Ricochet is rolled than the ricochet will affect the closest enemy model within 6 inches of the original target that is NOT in hand to hand.

4. Firing into melee is acceptable if the shooters warband is not allied with any of the combatants. Roll to randomly determine target before rolling to hit.

5. “Sawbones” Optional rules will be employed.

6. “Power of the Stones” Optional rules will be employed.

7. While a dagger can still cause a critical hit, it rolls at -2 on the Bladed Table, with a result of 1 being the lowest possible result.