

Mordheim, blood red snow.

WARDOME 2025 April 26th and 27th. www.thewardome.com

This season, Mordheim will have a festive (cold), feel as the winter months settle on the city of the damned. At Wardome 2025, we will have two tables chock full of snow terrain, frozen canals, and winter weather effects to fight through. As you and your warriors fight through snow choked streets for weirdstone, beware, monsters roam hunting food. This event will be a “drop in” event. You may play a round between other events, on lunch and into the evening (schedule permitting).

(PLAYER PACK INFO) This event is meant for everyone to dust off old models, remember some fun from years ago, introduce new friends and players to possibly GW’s best ever skirmish game! PER PAGE 123 of the main rulebook build a 1000 point roster of fighters and hero’s. Using these rules to purchase gear and character upgrades. Scenarios will come from page 86 (main rule book), other than scenario 8 which will be changed out with “the cart race”. See below.

Bringing big-uns is encouraged, so dust off that ogre or rat-fiend. Hired swords can be brought after earning enough gold to hire in game.

Rosters available: All core rulebook. All grade 1A from broheim.net No, no lizardmen. Please don’t ask.

Scenario 8, the cart race. (Carts provided) Both warbands are trying to escape the city with the loot! Each cart will have 4 “loot counters”. If you escape with all 4 loot counters (or more than 4), you win if your loot outnumbered the enemy. The table is 4x4, with two large main streets. Both warbands deploy 3 models with the cart. All other members are deployed along the cross table, (warbands facing each other). Up to three members can be set up with the cart. (Mules) the cart can move 6” per turn, or run 12”. If less than 3 members are with the cart, it may not run. Crates, arrows and other things can be used to block the road, sabotage the cart. This mayhem should last no more than 7 turns.