

Creating a Warband

as told by Brahm Tazoul

This is my second article in regards to warband creation. I'll skip a bunch of the preamble, and just recommend that you read these articles in order. These lists are what I personally use as my starting roster for warbands, and should give you a good idea of each warbands strengths and weaknesses prior to committing yourself to any one path. As always, I'll recommend that you take this all with a grain of salt, and stick to your own feelings when it comes to that ever-important question of what warband you'd like to play. Sure, my lists are great for ideas, however you should really look at the models and the rules (and fluff) of the warbands and choose whichever one captures your imagination. This is meant to be fun, and if you don't have fun... then don't do it! On to the warbands!

Sisters of Sigmar

Matriarch:

Sigmarite warhammer, shield, heavy armor, sling, dagger, helmet **152gc**

Augur:

2 daggers, sling. **29gc**

Sister Superior #1:

2 sigmarite warhammers, dagger, helmet, sling. **77gc**

Sister Superior #2:

Steel whip, dagger, buckler. **50gc**

Heroes: 4, 308gc, 192gc remaining

Novices: 2, hammer, dagger, sling, buckler, 25gc ea

Sisters: 3, sigmarite warhammer, dagger, sling, buckler, 47gc ea

Henchmen: 5, 191gc

Warband:

9 members, routes on 3 OOA, 1gc left in treasury. Rating: 81pts.

I'm currently using this warband, almost right out of the box. The box-set that I purchased had everything I needed to create the above warband, with the exception of the Augur model. I am using one of the sister-models as a Sister Superior; she's got a nunchuk-looking item above her head that I'm calling a Steel whip. I purchased and converted a 40k model for my third Sister Superior (which you will need to add at your earliest convenience). She's got two steel whips, and a flaming helmet atop her head...looks very cool now that I cut the oxygen-tubes off of her helmet and removed her back-pack.

The key thing to remember with this warband is that they do not parry without a buckler. A lack of swords on their weapons-list means that you'll have to upgrade each and every model with a buckler before they can be *truly* effective in combat. The reason that I included them with the henchmen is my playing-style; I'll charge in with my fodder, and then swoop in with my heroes, raining death upon mine enemies heads!

The Matriarch is your tank, and should be kept safe, nestled in the midst of your sisters. She's got a H2H AS of 3+, plus her helmet-save against stunned results, but save her for the "sure charges". Her prayers can

truly aid those that are close to her, so keep that in mind as well.

Each and every sister here has a sling. Sure, it's only got an eighteen inch range, however you can take two shots at -1 if you're in half-range! Consider that your Augur gets to re-roll any missed dice, and you can hit almost anything! Move and shoot, move and shoot. Since your Matriarch has a reduced movement rate due to her armor, it's wise to stick together and pelt anything that gets close to you.

Of course, as your heroes level up, you'll find that some are better at clobberin' and others at ranged. My Augur, for example, has Dodge, Sprint, a WS of 3, BS of 4 and 3 attacks. So, if she ever does need to get into H2H, she's got a great chance at taking her opponent down! (I also purchased her an Ithilmar steel whip). With her Steel whip, she gains +1A while charging. Add that to her 3 regular whip-attacks, and her additional 1A for her off-handed weapon, she's got a stunning 5 shots at taking you down before you get to strike back. Add in the fact that she gets to re-roll all her missed attacks...well, you get the picture!

The sisters are an all-around fun warband to play. Fluff-wise, they are despised by the Witch Hunters, which makes for great show-downs, and their special abilities can make dealing with Skaven, Undead, or Possessed a treat. With relative ease, you can start up a Sisters of Sigmar warband, and head out into the streets of Mordheim ready to purge the evil that has corrupted your fair city. Enjoy.



Witch Hunter Warband

Witch Hunter Captain:

Sword, pistol, dagger, crossbow 110gc

Witch Hunter #1:

Sword, dagger, pistol 60gc

Witch Hunter #2:

2 swords, dagger, crossbow 70gc

Witch Hunter #3:

Sword, dagger, pistol 60gc

Warrior Priest:

Hammer, dagger 43gc

Heroes: 5, 343gc, 157gc remaining

Flagellants: 1, flail, dagger, 55gc

Warhounds: 5, 15gc ea

Zealots: 1, Club, dagger, 23gc

Henchmen: 7, 153gc

Warband:

12 members, routes on 4 OOA, 4gc left in treasury. Rating: 116pts.

This roster is a prime example of why I think the Witch Hunters are a bit too powerful off the get-go. While it is already maxed-out, this mob can tear apart nearly anything that gets in it's way. The super-cheap and expendable Warhounds have superior WS and S, not to mention their 12" charge-range. They can easily move in and destroy forward forces, tying up your opponents archers allowing you to move your heroes in-range. The only fighter I'd classify as "poor" or "below-average" on this roster is the Zealot. Once he gains a few stat-increases, he'll be a bit better, but right

now he's just slightly above warhounds in the pecking-order of the warband.

Allow your warhounds to take all of your risks for you, and you should be ok. Concentrate on increasing your Heroes experience, picking stats according to their rolls in the warband (ranged support vs. H2H combat masters). As the campaign progresses, ditch the warhounds (always keep one or two around; they're simply too cheap and effective to ignore) and replace them with Flagellants or Zealots. Another key to this warband is Hired Swords. Witch Hunters, for all their self-righteousness, are incredibly relaxed when it comes to hired swords, and can hire nearly as many of them as the Human Mercenaries! Again, get the Elf and Kislev Rangers, modify your dice-rolls, and bank your cash! It is not uncommon at all to see Witch Hunter Warbands with 16 or 17 members wandering about Mordheim, destroying any and all that fall within their scope!

Marienburger Warband

First Variance; Quality

Captain:

Sword, brace of Dueling Pistols, dagger, Helmet **130gc**

Champion #1:

Sword, dagger, Pistol **60gc**

Champion #2:

Morning Star, dagger, bow **60gc**

Youngblood #1:

Sword, dagger, Pistol **40gc**

Youngblood #2:

Brace of Pistols, Sword, Dagger **55gc**

Heroes: 5, 345gc, 255gc remaining

Marksmen: 2, Crossbow, sword, dagger 60gc ea

Swordsmen: 3, Sword, dagger 45gc ea

Henchmen: 5, 255gc

Warband:

10 members, routes on 3 OOA, 0gc left in treasury. Rating: 86pts.

This is the first setup for the Marienburgers. Due to their increased funds (600gc for a starting warband in a campaign, or +20% in a one-time battle) they are able to do one of two things; increase in weapon superiority, or increase in numbers. This list represents the former. While their Champions are a bit weaker than those of the Reiklanders or Middenheimers (choosing from Combat, Shooting or Speed, not Strength) it makes sense to equip them with weapons that will make up for their weaknesses. The Morning Star will add +1 to the first attack, and the Pistols are great for that extra *oomph* in H2H. The Captain, with his superior BS has some Dueling Pistols, giving him the versatility of either charging, or if they're just out of reach, having that extra 2" to shoot them down in a hail of smoking glory.

The crossbow-wielding Marksmen will offer some much-needed cover-fire for the Swordsmen as they dash in and cut their enemies to bloody ribbons. All in all, this particular warband offers three distinct fighting-groups, allowing you to expand and dominate the whole of the table. Stage your Marksmen on high-ground, allowing them to pick their targets, and create two separate teams for H2H; a Champion, a Youngblood, and two Swordsmen, and then the Captain, a Champion, a Youngblood and a Swordsman. Move through cover, pick off your enemies when the opportunity presents itself, and decimate your foes when you get up-close and personal.

Marienburger Warband

Second Variance; Quantity

Captain:

Sword, dagger, buckler, pistol 90gc

Champion #1:

Sword, dagger, Pistol 60gc

Champion #2:

Morning Star, dagger, bow 60gc

Youngblood #1:

Sword, dagger 25gc

Youngblood #2:

Brace of Pistols, dagger 45gc

Heroes: 5, 280gc, 320gc remaining

Marksmen: 4, Bow, dagger 35gc ea

Swordsmen: 4, Sword, dagger 45gc ea

Henchmen: 8, 320gc

Warband:

13 members, routes on 4 OOA, 0gc left in treasury. Rating: 101pts.

Here's the Quantity-version of the Marienburgers. Note that the second Youngblood has only a Dagger to defend himself with should his pistols fail him... a needed short-coming to add the fourth Marksman. First priority is to buy that poor bloke a sword after the first battle.

Everyone is equipped with the bare-minimum. This warband lacks in overall strength, but attempts to make up for it in numbers. I am not a firm believer in more members to a warband, I still believe that *Might is Right*. As such, I'd recommend the *Quality* version of the Marienburgers over this *Quantity* version. While you don't have as many men, those that you do have will

stand-up better under pressure.

One benefit to this warband is the mobile archers. While they can run around the field, peppering your opponents with arrows, the bows lack the strength of Crossbows (S3 over S4) and as such will have a more difficult time actually inflicting any damage. You are trading strength for mobility, and we all know which I'd prefer.

With all that being said, this would be the warband that I'd recommend for the *Beginning* player to field, rather than the last one (if they were bent on playing Marienburger. I'd still recommend Reiklander as the first choice for a starting General...). This warband allows you to throw your men at the enemy, and learn the strengths and weaknesses of each unit-type and different strategies. It's an easier warband to play, but perhaps not as satisfying (as you may find yourself rolling on the Injury table more than you'd care to!). Overall, I think that the Marienburgers are the last-choice out of the Human Mercenaries. Their "strengths" being a +1 to find rare items and a one-time cash boon don't truly compensate you for the lack of versatility in their Champions. While their story adds some fun *fluff* elements to the game (you can be a pretentious snob during play and get away with it as being "role playing"), I would leave the Marienburgers at home and bring another warband to the hellish gates of Mordheim...

I know, I know, I promised Beastmen, but I'm trying to keep these to four pages each. Next installment will have them, as well as lists for Middenheimers and Possessed. Stay tuned!