

Creating a Warband

as told by Brahm Tazoul

Sure, it *sounds* simple, but getting a winning warband together can be one of the most difficult challenges you'll face in Mordheim. More daunting than staring down the blessed barrel of a Witch Hunters pistol, choosing this armor or that weapon can truly be frustrating.

With that in mind, I've come up with some starting warband roster sheets that will enable you to field a competent group of individuals capable of holding their own in a brawl. **A word to the wise:** I am a firm believer in WYSIWYG (what you see is what you've got). If a model has a sword and a shield, then that's what I equip him with. My roster sheets use as many Mordheim-specific models as possible. If you decide to use other models, that is completely within your realm of control, and I applaud your creativeness, however I would implore you to stick with the the feel of the game, and equip them as they look. The only things I'll let slide is armor that you wear; if I decide to buy someone a helmet that is not represented on the model, I'll let my opponent know prior to the battle. If a model appears to be wearing heavy armor, but I cannot afford it, I'll let it slide. Most people that I have played with don't pay particular attention to what the warrior is *wearing*, rather what they are toting. So, with that in mind, let's get to some of my past warbands, their

equipment, and how they did for me in their adventures wandering through the city of the damned.

Undead Warband

Vampire:

Sword, mace, shield. 128gc

Necromancer:

Sword, dagger. 45gc

Dreg #1:

Spear, dagger. 30gc

Dreg #2:

Axe, club, dagger. 28gc

Heroes: 4, 231gc, 269gc remaining

Ghouls: 4, 160gc

Dire Wolves: 1, 50gc

Zombies: 3, 45gc

Henchmen: 8, 255gc

Warband:

12 members, routes on 4 OOA, 14gc left in treasury. Rating: 88pts.

This warband did very well for me in the first league that I played in. I have since modified it slightly to reflect what I have learned from my experiences there. The Dire Wolves are great at the beginning of the campaign, but their usefulness wanes as time passes. Without gaining any xp (and for their cost) if and when they go out of action (for they *will*, trust me) just let them go and replace them with Ghouls first and foremost, and zombies if you're short on coin. They (wolves) work well with your Vampire, being a forward shock-troop with him, but they will soon be out-paced by your

opponents weaker models due to their xp. The ghouls are the key to your victory. With T4, they take a lickin' and keep on tickin'. Get their WS up, and they will truly be a force to be reckoned with. I would recommend keeping them in different groups so that a)you increase your chance of "Lads got talent" and b)you can drop the ghouls who get lousy advancements and hire them back in the pack that got good advancements. The zombies are simply meat-shields. Use them as such. Tie up anyone who would dare charge your Necromancer (and later, Warlock, as he's vital to your warband...two evil spell-casters standing side by side, slinging arcane power at your foes...) and then take them out with the nearby ghoul-brigade. Lovely. Key thing...FEAR! Almost all of your models cause fear. Don't forget that. It makes Skaven shiver, wardogs cringe and even the most stalwart Reiklander will think twice before charging. Protect your Dregs early-on, and let them level up a bit. Starting with 0xp does have it's advantages.

So...

First priority is to gain your third and last Dreg. With 14gc in the Treasury at the start, you should be able to afford him after your first game, as long as you didn't lose some vast portion of your warband. Next priority would be to increase your ghouls and obtain a warlock hired sword. His hiring cost is 30gc, he comes with two spells, and only costs 15gc to upkeep. Well worth the added arcane firepower. Once you've got a ghoul-king (lad's got talent), start amalgamating your ghouls into the best grouping. Start looking for hired swords with some range (hopefully your warlock will gain the "Arrows of Arha" spell, 24" range, D6+1 arrows, all S3) and make your way into the top three of your league!

Reiklander Warband

Captain:

Sword, pistol, dagger, bow **95gc**

Champion #1:

Sword, dagger, bow **55gc**

Champion #2:

Sword, shield, l.armor, dagger, bow **80gc**

Youngblood #1:

Spear, dagger, bow **35gc**

Youngblood #2:

Sword, buckler, dagger, bow **40gc**

Heroes: 5, 305gc, 195gc remaining

Marksmen: 3, crossbow, dagger, 50gc ea

Swordsmen: 1, sword, dagger, 45gc

Henchmen: 4, 195gc

Warband:

9 members, routes on 3 OOA, 0gc left in treasury. Rating: 81pts.

This is an excellent "Starter" warband. No weird rules to remember, no special fear-tests, etc, but strong leaders and good marksmen. Your Captain has a 12" radius for his Leadership, opposed to the normal 6", and all of your marksmen get a +1 to their BS, making them a 4 instead of a 3. I've armed the Heroes with bows, as they will need to be more mobile, while the marksmen will have to run to their assigned positions, and then stay static to pepper the enemy with crossbow bolts. Just as an example, your marksmen will have a half-range of 15". If there is an enemy model within 15" and no cover, you need a 3 to hit, and more than likely a 3 to injure (as the

crossbow is S4). Beautiful possibilities. Please be sure to read up on my [Army Tactica](#) if you are just starting out so that you get the best bang for your buck with this marksmen. The other nice thing about the Reiklanders is that they belong to the "Human Mercenary" group, giving you the widest selection of Hired Swords available of any warband. You can tailor-make your warband into whatever you'd like with this ability. Priorities for Hired Swords would be the Elven Ranger, and the Kislev ranger. They both possess the "Seeker" skill, allowing you to modify a single dice-roll in your exploration phase by +/- 1. This is GREAT for exploration, not only in possibly upping your wyrdstone count, but also in turning doubles into triples, etc. 666 in Mordheim allows you a free hired sword! (No hiring cost, you just have to pay it's upkeep if you decide to keep it) That's great for an Ogre Bodyguard, who would normally set you back 80gc and 30gc for upkeep! You can hire a Warlock for flavor, but he's not necessary at all. I would concentrate on Swordsmen to cover your archers, and build up your marksmen. Again, see my [Army Tactica](#) for tips regarding separate fighting-forces and how they should be used.

Dark Elf Warband #1

High Born:

Dark elf sword, dagger, buckler, seadragon cloak, crossbow pistol **175gc**

Fellblade:

Dark elf sword, dagger, buckler **60gc**

Beastmaster:

Beastlash, dark elf sword, dagger, repeater crossbow **105gc**

Sorceress:

Sword, dagger, repeater crossbow **100gc**

Heroes: 4, 440gc, 60gc remaining

Cold One Beasthound: 2, 30gc ea

Henchmen: 2, 60gc

Warband:

6 members, routes on 2 OOA, 0gc left in treasury. Rating: 73pts.

This is how I would set up a typical Dark Elf warband. You need two to rout, so I've included two Beasthounds in favor of the fifth hero (another Fellblade) to run up and take the fall if need be. Otherwise, you'd be risking TWO heroes rolling on the Injury Table if and when you'd have to run away. However, I'd much rather sit back and allow my ranged to pick off those who stood against me. I'd position my Beasthounds to allow them to intercept anyone foolish enough to charge. The sorceress can be a huge asset, depending on what spell she gains. Either way, your first priority should be to include that other Fellblade at your earliest convenience, and then build up your H2H soldiers, equipping them with ranged whenever you have the coin to do so. The Cold One Beasthounds appear to be a poor unit-choice, however in the early-game they allow you to field two units of relatively good H2H power versus a single well-equipped Corsair. While their WS is standard, they do possess a S4 and T4 which will prove to be most frustrating to many models early-on in the campaign. Add to that that they cause *Fear*, and you've a relatively (for the Dark Elves, anyways) cheap unit that is, most importantly, expendable.

Dark Elf Warband #2

**Note: this is an advanced warband, and I fielded it with fluff and role-playing intended. Difficult to play, and not a typical Dark Elf warband.*

High Born:

Dark elf sword, axe, dagger, buckler, seadragon cloak **145gc**

Fellblade #1 & #2:

Dark elf sword, dagger, buckler **60gc ea**

Beastmaster:

Beastlash, dark elf sword, dagger **70gc**

Sorceress:

2xDark elf swords, dagger **85gc**

Heroes: 5, 420gc, 80gc remaining

Cold One Beasthound: 2, 30gc ea

Henchmen: 2, 60gc

Warband:

7 members, routes on 2 OOA, 20gc left in treasury. Rating: 90pts.

This is my "Flavor" warband that I have not yet tabled, but will do so when the next league starts up in roughly a months time. I am using "Manfreds Manslayers" as models for most, with their skin-cloaks being disgusting and wonderful for fluff! The nearly complete lack of long-range will force my warband to be up-close and personal, getting in with their high Initiatives and Weapon Skills, fitting with my back-story that they are maniacal, twisted and sadistic, torturing their foes before killing them, skinning them, and replacing their old worn and tattered (and likely now-rotting) cloaks. My first concern with this warband is to obtain two Corsairs. That will put me over the threshold of 3 OOA to route, and I'll

take everyone with me if I can. I'll likely just equip them with swords and bucklers, and worry about the repeater crossbows later. I will, at some point anyways, be forced to contend with long-ranged warbands, and so I'll need to get my henchmen repeater crossbows, and crossbow pistols for my heroes. I want them engaged at every chance I can. For those of you who play in my league, take this as an advance-warning...I'm coming for YOU! ~wink~ I'm going to concentrate on my Heroes first and foremost. A dangerous game, but one that I think will provide me with weeks of fun and danger...nothing like rolling the dice, *literally*. Use this warband at your own risk; it's highly volatile and apt to be completely destroyed by an unprepared General. Ye have been warned!

Next Installment will have rosters for Sisters of Sigmar, Marienburger, Witch Hunters and Beastmen. Stay tuned!