

Marienburgers - Rich Mercenaries = TOYS!

Tactics

By The Mordheimer,
based on work at [Mordheim Rules!](#) &
[Mordheim Strategy Guide](#).

Marienburgers already have what all the others dream of: gold! They just can't get enough of it. They start out with an enviable 600gc; that extra 100gc will make quite a difference. They also get a bonus when searching for rare items. On the downside, they have none of the special abilities the other mercenaries get. Focus is clearly more on equipment, and anything money can buy.

Pistols and guns can make for very interesting tactics. This is especially important for Marienburger warbands, who can better afford this expensive weaponry. Pistols are extremely effective, doubling the effect with a brace of two. A warrior with a brace is a terrible prospect to attack. His main concerns should be to stay out of reach of ranged fire, and not to be charged by multiple warriors at once. If he gets into close combat, it is important that he dispatches the opposing combatants quickly, so that he can benefit from the pistols again.

Another tactically interesting weapon is the blunderbuss. While it seems very powerful on paper, you will notice its effect can be minimized quite easily by your opponent. This however, means your enemy may have to break formation, and that may be a huge advantage in itself! It does not suffer from the usual modifiers for hitting. In the hands of a fast warrior, he can run around enemy positions, either getting a lot of targets, or hampering the enemy's movement until he has fired the gun. You can give the warrior an extra ranged weapon if you want, but good close combat weapons may be more useful after the blunderbuss has been used.

Because there are so many variations in the composition of a mercenary warband, the tactical possibilities are equally endless. Following are some loose examples of how you could set up your warband to face an encounter. Each case presents a rather one-sided view. Most warbands will have a mix of the listed forces, and the suggested tactics will similarly combine or may apply only partially. Up to you to device the best tactic, or come up with an unexpected tactic, taking your opponent by surprise.

- **Campaign Tactics:** Marienburg Mercenaries are sometimes hard to play with. They don't have any special skills to help you during battle like Reikland or Middenheim, but they do have an extra 100 coins in campaigns and an extra 20% coins in single games, which can help a lot. **This is a huge advantage!** Your warband is 20% ahead of the game (pun intended!) and you should invest your money. Do not go and buy fancy heavy armor (50 gc each); instead recruit more men! With money you can either better equip the warriors you initially acquired or hire more men. Buying "better" equipment can be tricky... for not saying a fool's errand. Buying a fancy Heavy Armor (50 gc) is not a sound investment. On average, after modifications, your warrior will get a 5+ save. For 45 gc you can hire a *Swordsman with a sword*. Not only he serves as a "human shield" for your champion, but in your next game you can buy *another* sword for him (making him a deadly opponent.)

Think of armor as optional insurance. Nice to have another layer of protection, but only after you have all other possible advantages. Once your

roster is full, everyone is armed to the teeth and have minimum protection (i.e. helmets, shields, etc) then you can move to armor. It is a matter of being cost efficient.

- 50 gc = Heavy Armor = 4+ defense + 0 offense
- 45 gc = Swordsman + sword = 100% protection (Cannon Fodder) + attacks back!

Another option that you can do is save the extra 100 coins in your treasury. After the first game, is very hard to get enough money to replace fallen warriors in any warband. Here you can excel by outnumber your opponents quickly.

Marienburgers are also very good for buying rare items, as they have a 1+ bonus, representing their connections with merchants. In battle, however, they have to rely on their equipment making good use of armor and powerful weapons.

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- **Skills:** All mercenary warbands can take a fair share of skills, but their origin strongly influences their aptitude for specializations. The combat skill-list is always a good choice, and all of the mercenary Heroes can take from this skills.
 - *Expert Swordsman* is of extra interest, because your Swordsmen henchmen already have it, and it allows you to build a sword-themed warband.
 - *Weapons Expert* is probably the least useful, as mercenaries already have a great selection of close combat weapons.

Marienburger Champions and Youngbloods are too floppy to get Strength skills. Shooting skills are particularly important for Marienburgers:

- *Eagle Eye* will increase range of your missile weapons - except for the blunderbuss; note that this will also increase the half range by 3", avoiding the penalty for long-range more easily.
- *Trick Shooter* is excellent for snipers, as they will ignore any penalties for partial cover with this skill.
- *Quickshot* allows archers to fire twice if they did not move
- *Pistolier* is the equivalent for heroes with a brace of pistols.
- *Hunter* will allow blackpowder weapons to shoot each turn.
- *Weapons Expert* will allow your heroes to get those cool weapons that would otherwise be only available to your Marksmen.

Speed skills are extremely useful in many types of mission, giving your warband the edge in seeking out strategic positions, getting to goals, or overtaking fleeing opponents.

- *Lightning Reflexes* and jump up serve well in close combat.
- *Sprint* and *Leap* will improve your overall speed dramatically.

- *Acrobat* and *Scale Sheer Surfaces* are great for moving around buildings, and will get your shooters into position much quicker.
- *Dodge* will probably be more useful for your opponent, granting him a save against your shots.