

Middenheimers - Packing a Punch

Tactics

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

Get ready to move close! Middenheimers are not a shooting warband. They, on the other hand, can be a deadly HTH combat. Focus on this ability, use cover to its maximum and get close. An way to maximize this warband's HTH advantages is to buy 4 Swordsmen armed with 2 swords each. Why? Well, remember that the Swordsmen have the *Expert Swordsman* skill that allows re-rolls on ALL their missed attacks. Those are 220 gc of pure enjoyment! Your opponents will freak!

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:** Swordsmen have the *Expert Swordsman* skill, which allows them to re-roll failed hits when charging with swords. This skill can also be taken by mercenary heroes. It justifies taking 2 swords, gaining the advantage on each strike. Of course this inspires the use of offensive tactics, as it is essential for warriors with this skill to charge. However, your swordfighters will not hold out for long if they are outnumbered. After their initial charge, it is likely that they will be charged by other warriors, and their skill's advantage will be lost then. Pairing them up with other close combat warriors is a good idea. Try to get multiple warriors to attack single opponents. Once the enemy is down, the to-hit bonus is no longer needed to eliminate him; high strength is more useful then. 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!
- **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.

Middenheimer Champions and Youngbloods excel in Strength skills:

- *Mighty Blow* gives +1 strength.
- *Pit Fighter* gives +1WS and +1 attack indoors.

- *Resilient Deducts* -1 strength from opponent blows (boiling down to a higher toughness),
- *Unstoppable Charge* will confer +1WS when charging.
- *Strongman* is a very popular and interesting choice. When using a double-handed weapon, the combatant with this skill is no longer forced to strike last!
- *Fearsome* shouldn't be underestimated: it also makes one immune to fear.

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.