

Mordheim Warbands - Pros and Cons

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Greetings all,

Since people are interested, I will quickly go through the Mordheim Warbands and their pros and cons:

Marienburg mercenaries: These are the rich kids, backed up by the Merchants. 600 Gold (instead of 500) to start with, +1 on rolls to locate rare items.

Middenheimers: Captain and Champions get +1 S, plus some unique items (in WD).

Reiklanders: 12" command radius for the captain, +1 BS to all Marksmen.

Sisters of Sigmar: Sigmarite warhammers (+1 St, 1 handed), prayers of Sigmar, Augur to predict future (lots of re-rolls), but few missile weapons.

Undead: Well, you get a Vampire! :) Immunity to psychology, fear, Necromancer to use magic, but poor choice of equipment, little experience, no running.

Possessed: Chaos cultists. Chaos magic, Beastmen, madmen and above all, the Possessed themselves -living fighting machines, men with the souls of Daemons inside them. Brutal fighters, but very expensive to hire.

Witch Hunters: Hate magic users, good equipment, wardogs, Sigmarite Warrior Priest with prayers, flagellants.

Skaven of Clan Eshin: Fast, deadly, good climbers, lots of special rules and equipment. Really good warband - apart from the abysmal Leadership. :) Good choice, but if your opponents learns to play against Skaven, you must be careful.