

# Collecting a Warband

Mordheim is full of treasure and riches for those brave and savage enough to fight for them. To get your hands on the loot you'll need a warband. If you have the boxed Mordheim game, the plastic models included will allow you to quickly assemble a basic Human Mercenary or Skaven warband.

This section of the book shows you all kinds of exciting ways to set about assembling and painting

your models, and will hopefully inspire you to come up with some ideas of your own.

### Choosing pour Warriors

Each warband has its own distinctive character and there are lots of different ways of choosing one. Some people prefer to pick a warband which suits their style of play whereas others are more concerned with the look of the models. Before you choose which warband is for you, read through the rules and background and have a look at the models in this section. The warband lists tell you which weaponry and armour your chosen

warband can have, which will be helpful when you assemble your models, and gives you plenty of scope for painting and modelling.



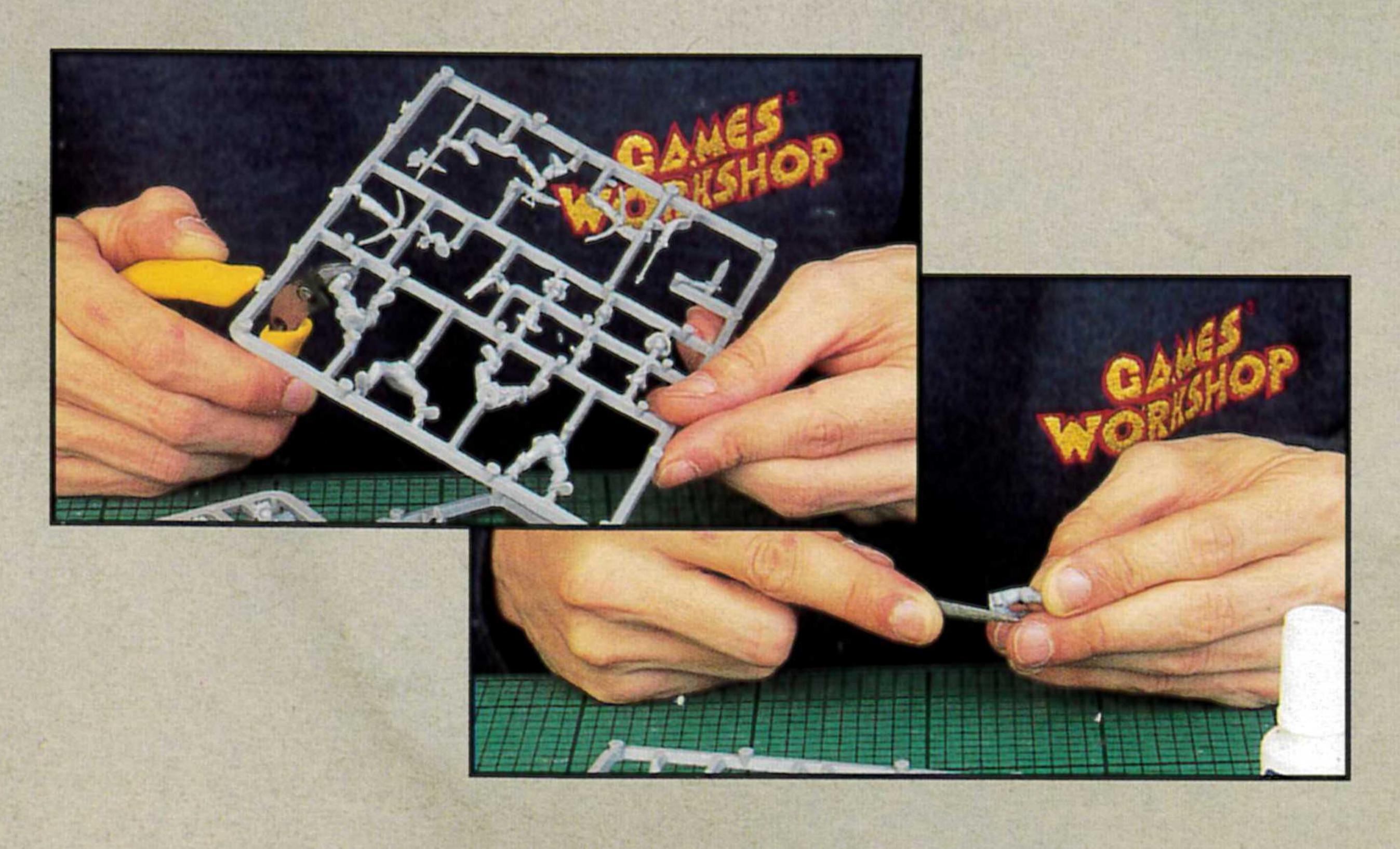
Human Mercenaries



Human and Skaven warbands battle it out amongst the ruins.

# Nainting pour Warband

Painting Citadel miniatures is both challenging and rewarding. The next few pages tell you all you need to know to paint your first warband.



## Areparing to paint

To start with you'll need to glue your models together. Before you can assemble them, you'll have to remove the plastic models from their frames with a modelling knife or pair of clippers. Metal and plastic miniatures may have mould lines which you should gently remove with a modelling knife or file. It's worth taking a bit of time preparing your miniatures as they always look better if you do.

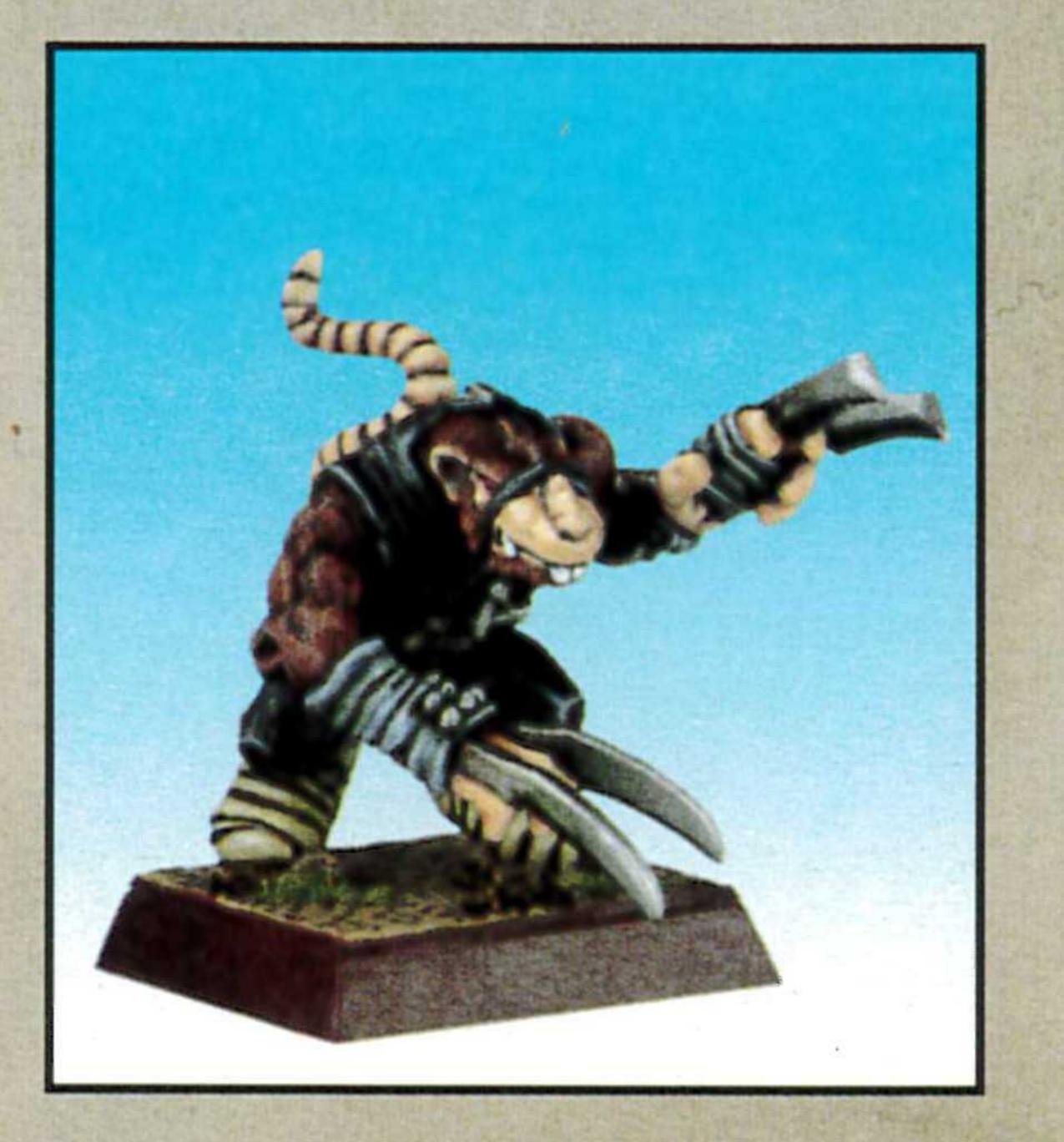
## The undercoat

Before you start painting you must give your model an undercoat. This is a thin coat of paint onto which you can easily apply your colours. If you want your models to have lots of bright colour it's best to use a white undercoat and if you want to use darker tones then use a black undercoat. The quickest and simplest way to undercoat a model is to use spray paint.

## Top Tip: Thin Jown the paint

If you use paint straight from the pot, it may obscure some of the detail on the model so it's a good idea to thin down your paint with a little water first. If the first coat doesn't cover the model completely, wait for it to dry and then paint on a second coat.

Some gamers like to thin down their paint with a matching colour ink, such as Red Ink for Blood Red, as this makes the original colour brighter.

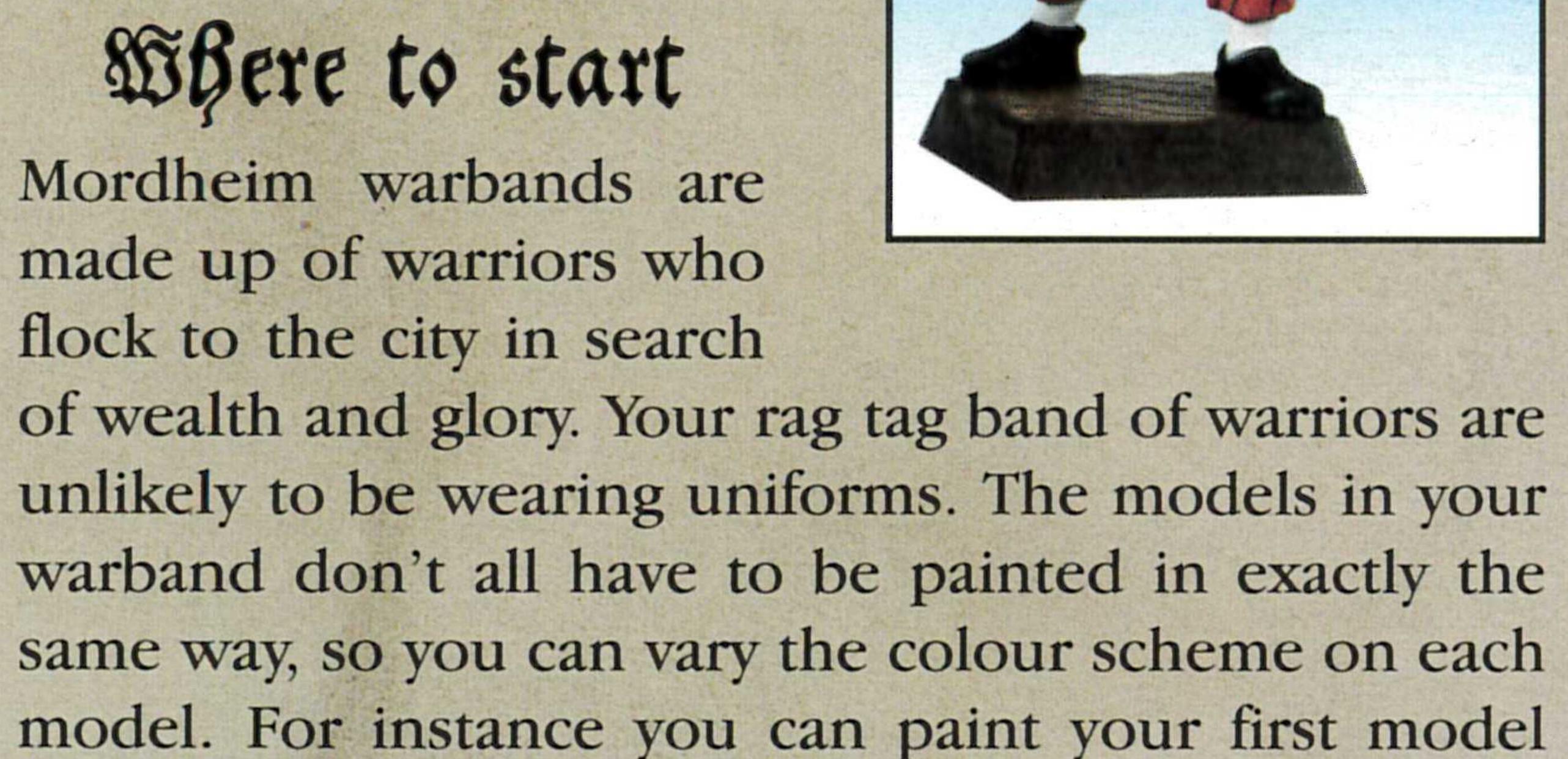




The two miniatures above were undercoated black first, then dark colours were painted on top. The Mercenary on the right was undercoated white, which suits the brighter, more lustrous colour scheme.

## Where to start

Mordheim warbands are made up of warriors who flock to the city in search



with red trousers, the second with a red tunic, the

third a red hat, etc. Next paint a blue tunic on the first

followed by blue trousers on the second, and so on. This means that all models will appear to be from the same warband but their clothes will look less like a uniform. A great example of this the Marienburg warband shown on the left. What looks to be a complex colour scheme is in fact three colours painted on

different areas of each

model.



Marienburg Mercenaries



These trousers have been shaded and bigblighted from Vomit Brown up to Skull White to emphasise the detail.

## Ghading pour models

Many painters like to add extra depth to a painted model by adding a bit of shading. One way to do this is to paint the area you've chosen a dark colour, such as Vomit Brown, then paint a lighter tone of that colour by mixing

in some Skull White. Make sure you leave a little of the original darker colour in the recesses of the model as the shading. Another way to add shading is to wash







This face was painted with Bronzed Flesh and shaded with Flesh Ink, then it was drybrushed with Bleached Bone. You could also try just painting the highlights onto the raised detail like the nose and cheeks instead.







This fur cloak was painted with Snakebite Leather and shaded with Chestnut Ink. The shaded fur cloak was then drybrushed with Vomit Brown.

## Top Tip: Smooth ink washes

Inks can sometimes dry in a blotchy way but if you add a drop of washing up liquid to your ink before painting it on it will flow much better.

over the colour you've chosen with a suitable coloured ink such as Chestnut Ink over Vermin Fur or Flesh Ink over Bronzed Flesh. The ink flows into the recesses of the miniature providing the shading.

As well as shading the recesses, you can highlight the raised areas of the model to bring out even more detail. Simply mix a lighter tone of the colour you want to highlight and apply it to the raised areas of detail on the model. Another way to highlight is to drybrush the lighter colour onto the model. This technique is described below.

## Orpbrusking fur and kair

A quick way to paint textures and raised detail such as fur, beards and hair is to drybrush them. Pick a lighter

shade of the base colour and wipe away most of the paint on the brush onto a tissue. Then lightly brush over the area you want to highlight. The colour in the brush will come off onto the raised detail. This leaves the darker colour in the recesses, providing shading. The more you drybrush over the model, the lighter the model will look. You can also paint armour, weapons, cloth, faces and hands in this way.













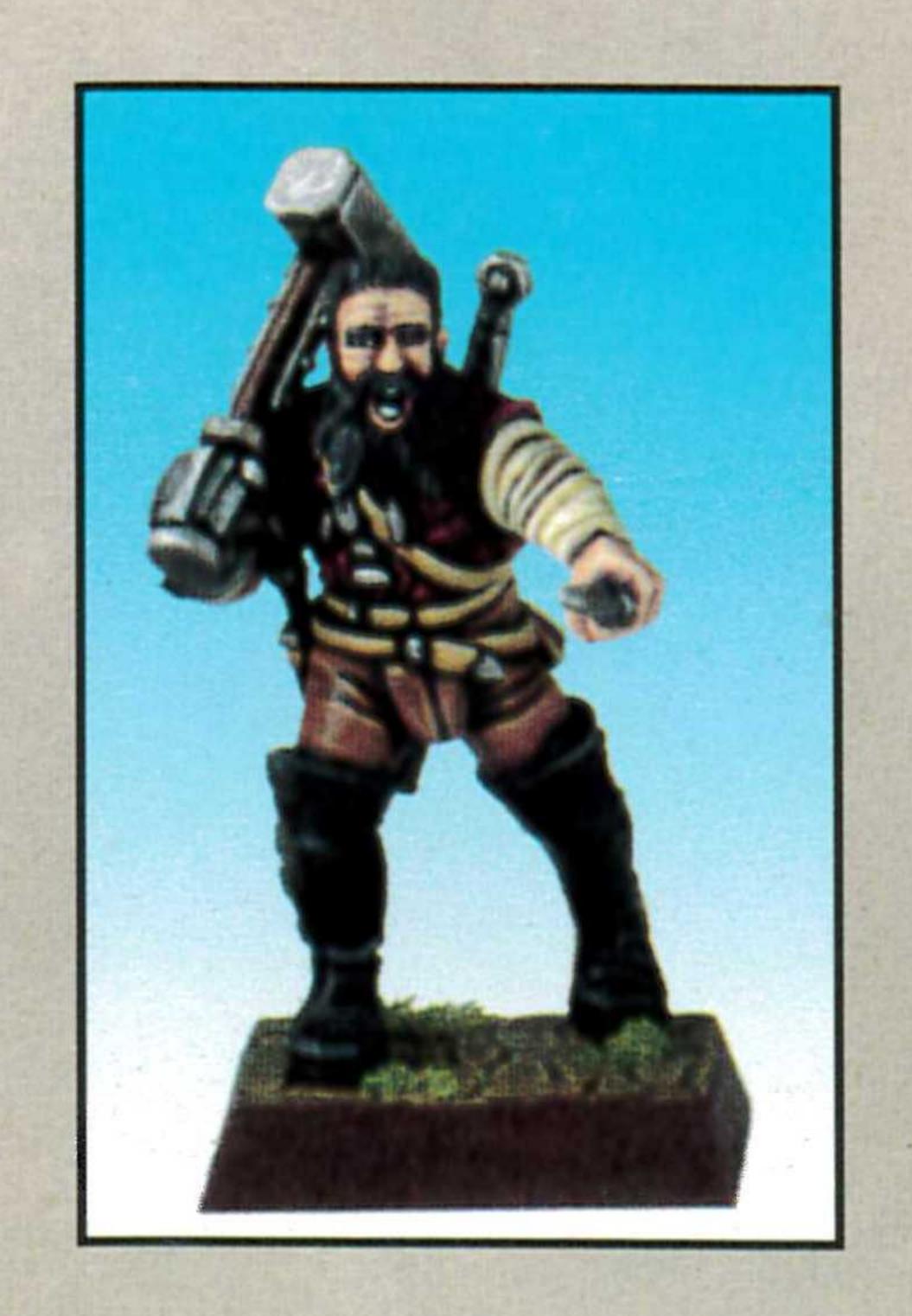




If you paint your warband's bases all the same way it helps to make them look more coherent on the battleground. The simplest way to finish a base is to paint it a suitable colour, such as Vermin Fur, Shadow Grey or Chaos Black. Bases also look



more impressive if they have some surface texture. Gluing sand to the top of a base is a quick and easy way to do this but for Mordheim, cobblestones and flagstones would look even more effective. For example, small blobs of modelling putty pressed onto the base make great stone work. If you are feeling adventurous you could use textured plasticard (available from model shops) or even wallpaper that has a suitable raised pattern on it. Paint and drybrush the texture to really finish the bases off. Why not add extra detail to the base such as grass, gravel, rats, skulls, etc?



## Alding the detail

The final areas of the model to paint are the weapons, belts, armour plates and extra equipment such as lanterns and rope. It's usually easier to paint belts and straps a dark colour like Bestial Brown or Chaos Black. Alternatively you could paint them a contrasting colour. Metallics such as

Mithril Silver and Boltgun Metal look best when painted over a black undercoat. Metal objects can be made to appear rusty by giving them a wash of Brown Ink. Highlight Boltgun Metal with Chainmail or Mithril Silver to create keen razor edges to axes and blades.

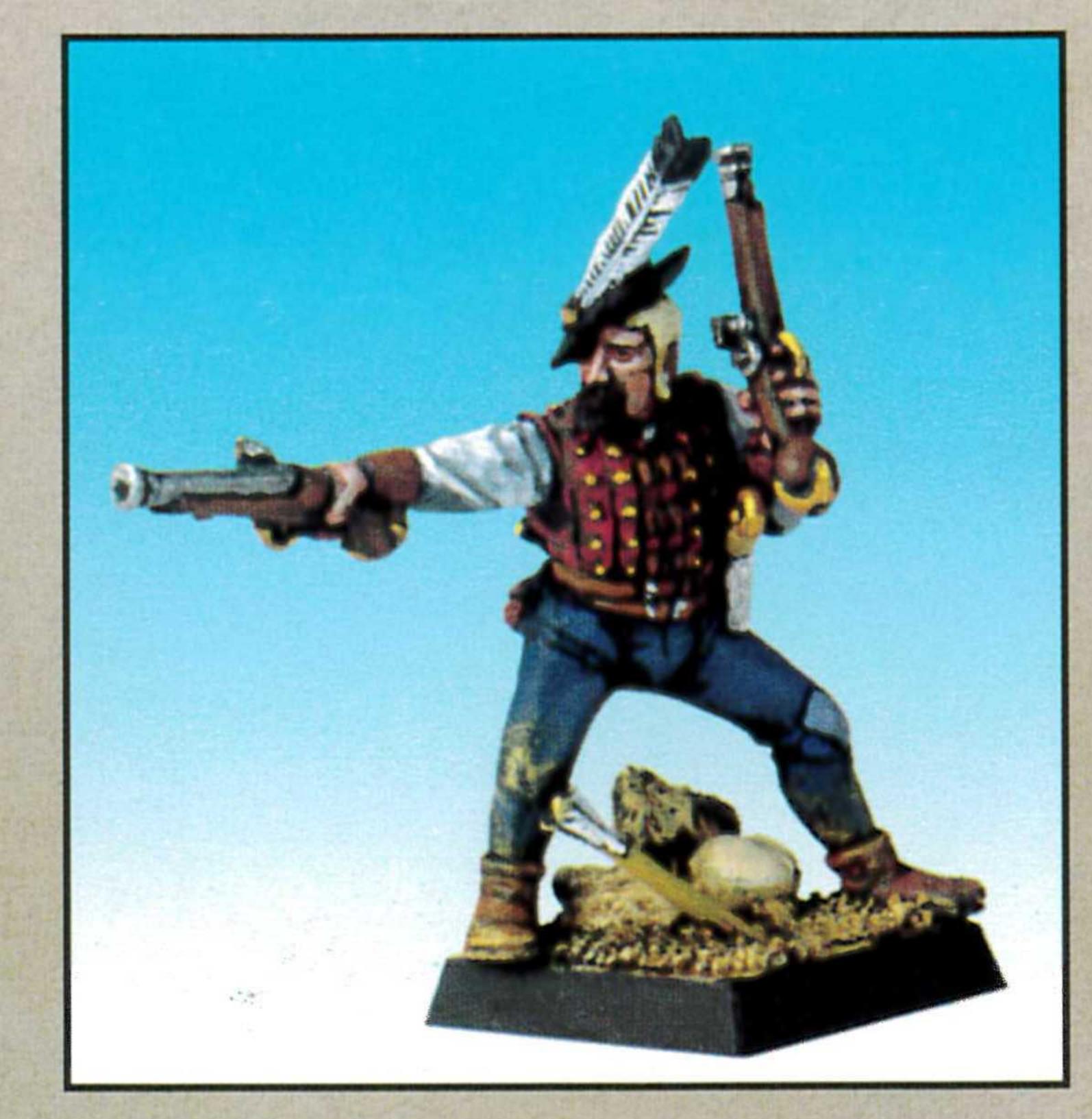
## Sirt and grime

Battles in Mordheim are normally fought in dirty, burned out buildings and muddy streets so most warriors are usually covered in a layer of grime and dust. This means you don't actually need to be too



Boltgun Metal was painted over Chaos Black to make the metalwork on these Skaven stand out. The teeth on the throwing star were picked out with Chainmail and a wash of Brown Ink was used to make the metal look really rusty.

neat when painting your models, a little roughness helps! Use Vermin Fur or Bestial Brown to apply streaks and splashes of mud to the boots and feet of your troops.

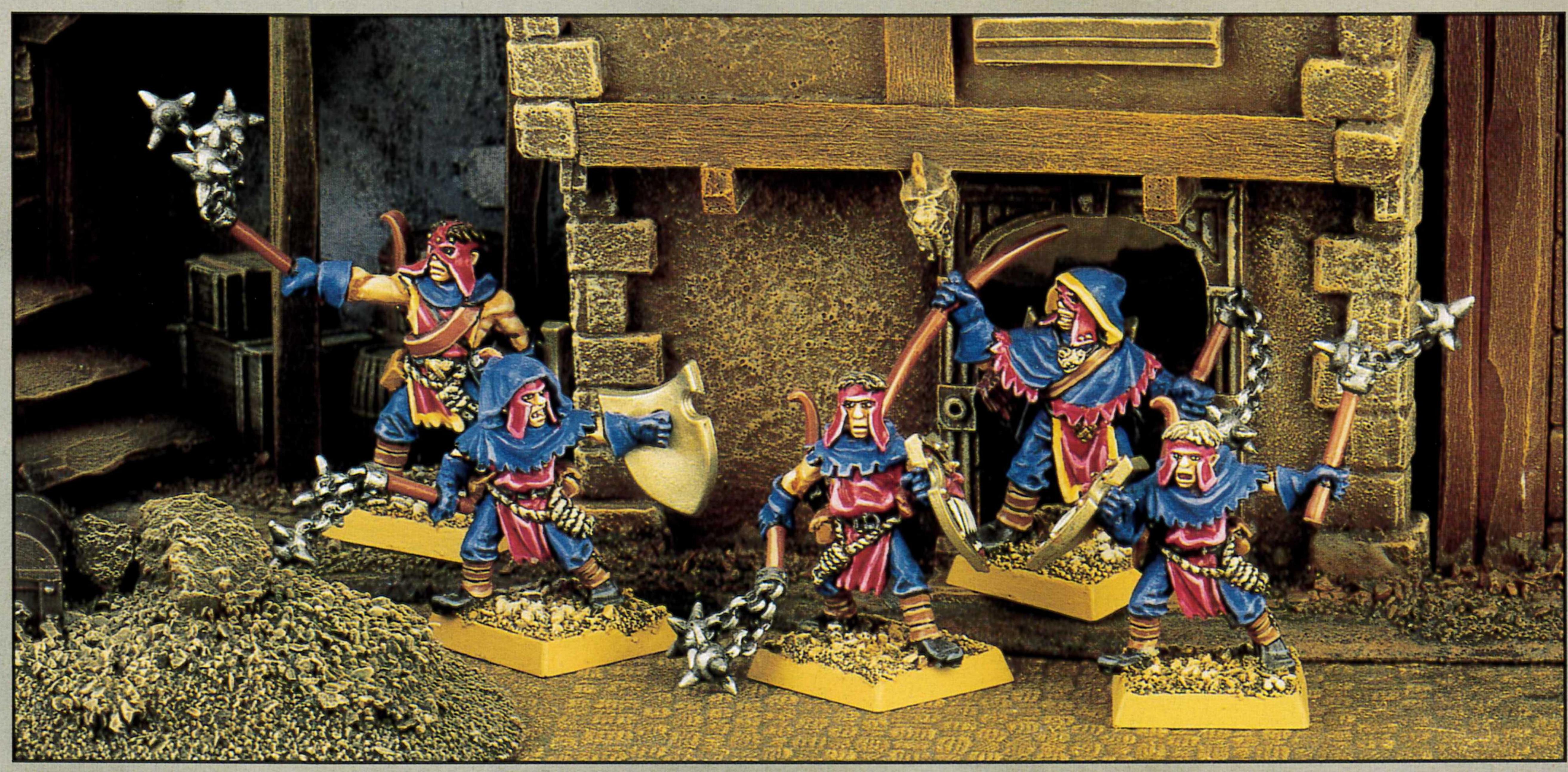


## Choosing vour colours

If you look through the different warbands in this section, you'll soon have lots of ideas for different colour schemes. Feel free to mix and match any of the ideas you see. Also, because you have only a few models to paint you can really go to town on the detail! Have an experiment, take some chances and most importantly, have fun!



Witch Hunter Zealots



Paul Sawyer's converted Possessed warband.



## Modelling and Converting In Mordheim no two warriors will be exactly the same, which gives you

In Mordheim no two warriors will be exactly the same, which gives you a great opportunity to personalise your warband by adding knives, pouches and other interesting bits of equipment

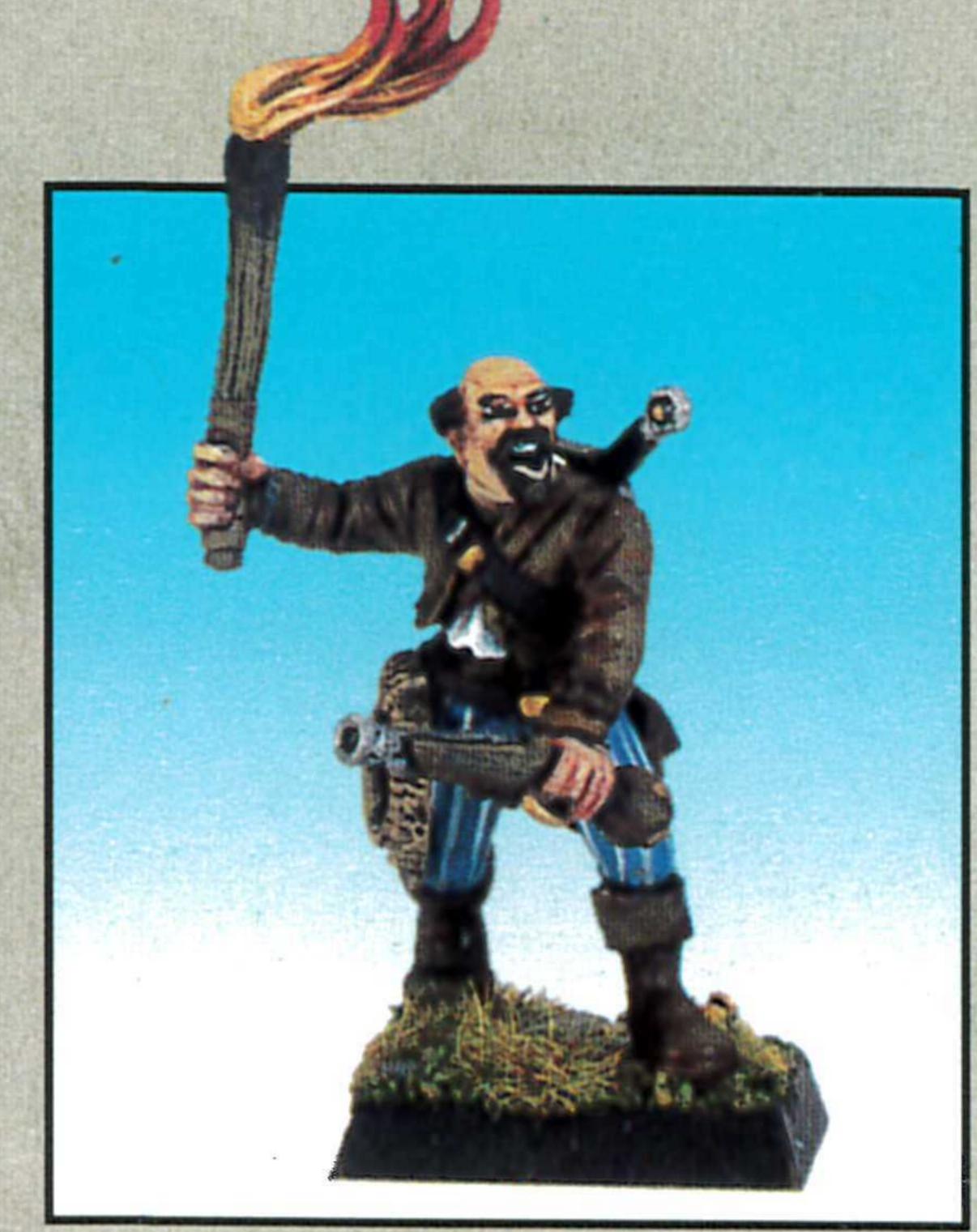
to your miniatures.



Additional weapons and other equipment can be added to miniatures as the warband develops. It's a good idea to paint them before gluing them on. When adding equipment, try and place it so it looks like it is banging naturally.



Dave Andrews replaced this model's blade with a pin to make a fencing sword.



Mark Bedford made a torch from the topknot off a plastic



Chaos conversions by Richard Baker for a Possessed warband.



You can use almost any models from the Warhammer range for Mordheim.



Some warriors fight on regardless of the most horrendous wounds. Certain miniatures are sculpted with eye patches, but you can add some nasty wounds as well if you like.



Dave Andrews' Witch Hunters.



Mark Bedford's Zombie models.



# The Battleground

Once you've put your warband together it's time to start fighting! However, battles do not take place out in the open so you will need to put together a city battleground.

A sheet of black card or cloth makes a great playing surface, or you can build a more realistic battleground if you want. If you have the Mordheim boxed game you will already have some great buildings to fight over and you can use most Warhammer and some Warhammer 40,000 terrain as well. On these pages are some great ideas for putting together your own Mordheim terrain, from kegs and buckets to complete city streets.

As you fight your games of Mordheim over your new battleground you'll learn how to make best use of terrain. Tall buildings give excellent fields of fire for warriors with missile weapons and can even be used to leap down from on to your enemies!

You'll soon discover which tactics work best for your warband. If you are facing lots of missile weapons protect your most valuable warriors by putting more expendable ones in front. On the other hand, if your warband is good at shooting, fall back against warriors who are better at hand-to-hand combat. Using magic to its best effect is another skill: always plan your spells in advance and make sure your wizard is in range.




















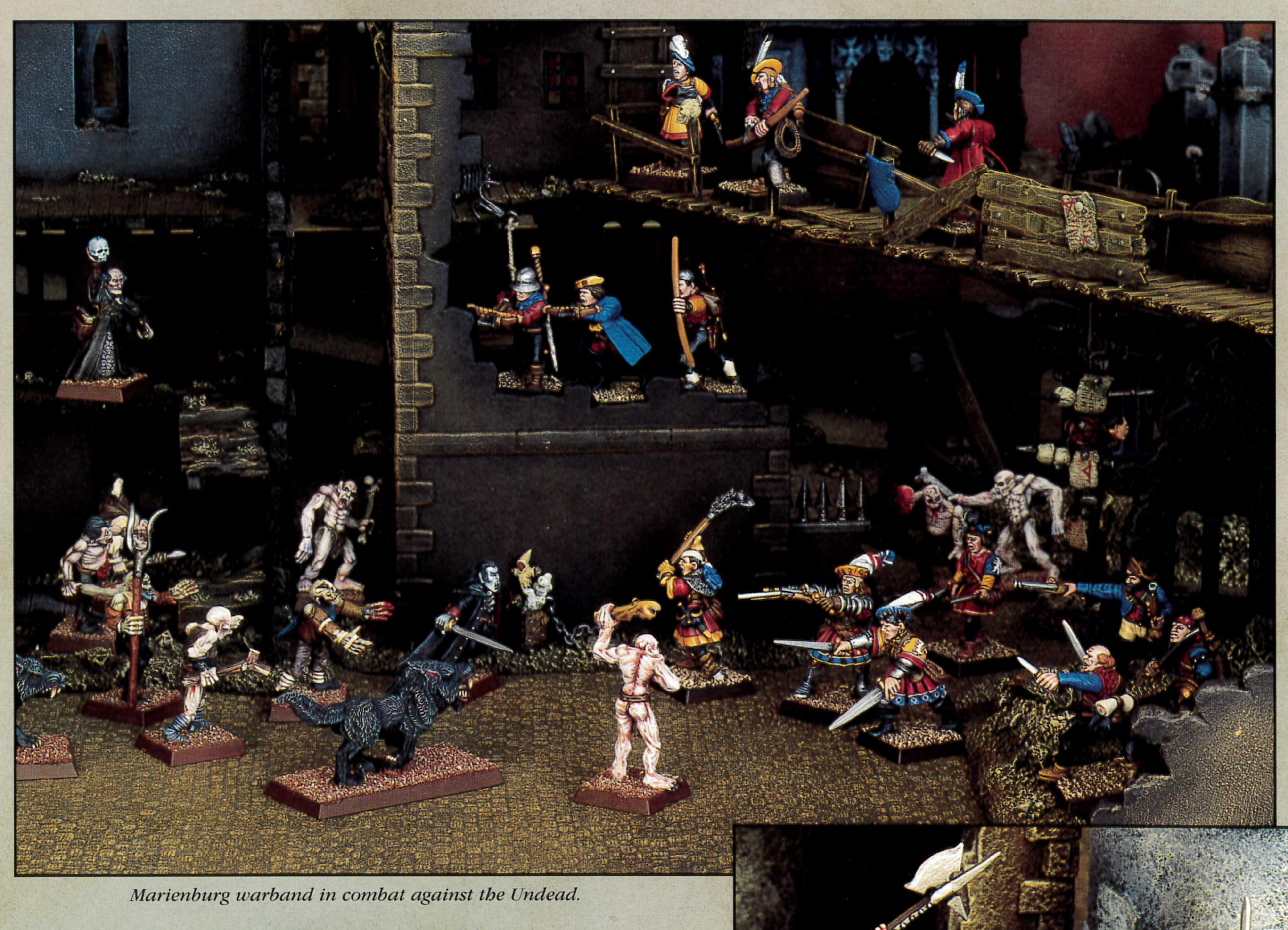
# The Warbands



Marienburg Mercenaries



Reiklander warband



Mariemburg warband in combat egainst the Unidead.

Middenbeim warband



Michael Perry has converted his warband as warriors of Kislev. In the game, he uses them as Middenheimers.



Alan Perry's converted Marienburg warband

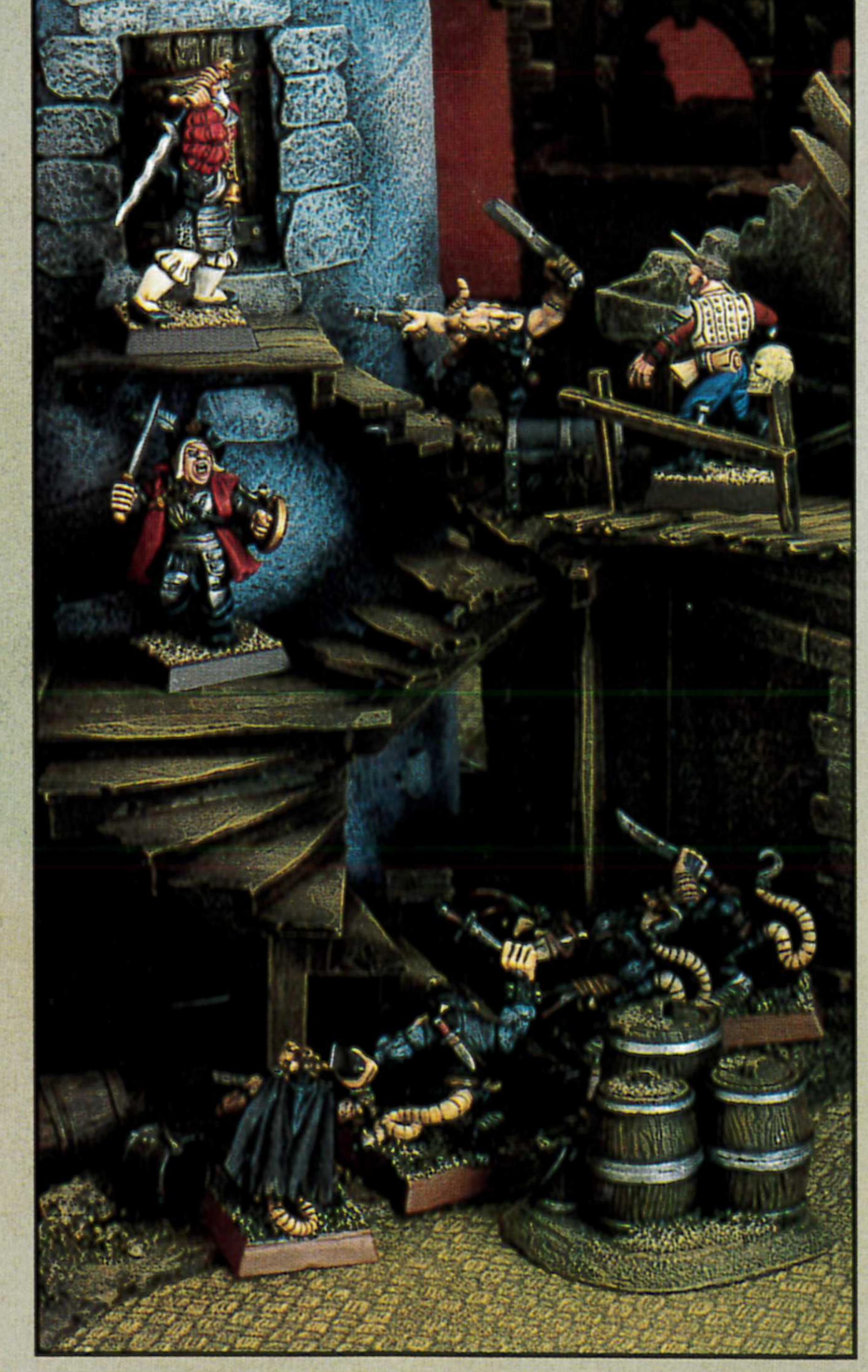


Paul Sawyer converted all the miniatures in his Possessed warband, a lot of them from Necromunda Cawdor gangers and Redemptionists



Sisters of Sigmar





Witch Hunters





The Undead ambush a Middenheim warband.
















Skaven Warp Hunters

