

Mordheim

Battle Report

The Scent of Warpstone

He hated that city. It was a place of corruption and destruction. Adolphus Hexenbrenner tried to imagine, how the city was before the wrath of Sigmar came upon it. It must have been a powerful, glorious and rich city. A city with great palaces, fat merchants with full money-bags and jewellery-laden whores with painted faces. A city full of corruption and decadence. This was because the Lord Sigmar has cursed the city. And this curse was horrible: a large, twin-tailed comet fell from the sky into the very heart of the city, destroying nearly every live within it. But it seems that humanity will never learn from such punishment: soon after its destruction the Ruins of Mordheim began to draw the attention of Witches, Warlocks, Mutants, Chaos-worshippers and other Heretics. The ruined city became a hiding place for those outcasts of human society. This was the reason why Hexenbrenner and his followers were here. He and his men were the last bastion of humanity against the forces of the dark. Everywhere within the Empire the dark powers began to rise and the ruined city of Mordheim seemed to be the very centre of this corruption. The key to everything was a material known as Wyrystone, splinters from the comet and filled with a dark corrupting power. The rich and powerful within the Empire were willing to pay much to get some of this Wyrystone. It is said, that it has the ability to turn lead into gold and to lengthen the lifespan for centuries. Hexenbrenner hated the warpstone almost as much as he hated that city, but he had learned to search for it because it seemed to be the only source of money in this lands. And he needed money to pay his men. Although most of them were fanatic followers of Sigmar, voluntary fighting for their faith, with an empty stomach it was hard to fight.



Hexenbrenner stepped outside of the ruined church. He was a very tall man, clad in a long dark blue coat with golden buttons and broad brimmed hat. On a silver chain around his neck there hanged a small golden hammer, symbol of the followers of Sigmar. "Master! The dogs seem to be alarmed by something. They smell something..." The man in front of Hexenbrenner had long hair and a huge beard and was clad in a brown cowl. "They smell the presence of the foul ratmen.", another man, clad like a priest, said. "Well, in Sigmars name! We shall cleanse this streets from this skaven-plague!" Hexenbrenner said and the others nodded. "Hail Sigmar! Hail!" they cried as they prepared for the fight.

"Manthings, over there! Near the place of old bones, oh most exceptional of all Leaders. Many, many Stake-burners." Squeeki Quickpaw licked his lips and his tail twitched nervously on the dirty floor as he reported to his master. He had a strong feeling of discomfort in the presence of the Assassin Adept. Their search for warpstone wasn't very successful and their Leader wasn't in the best mood. The dark figure in the shadow remained totally calm and the Shadowrunner was not sure if the other one had understand him. But he was too cowardly and of course, no fool, to ask his Master. "How much?" Chien Leng Swiftpaw asked with a soft, whispering voice. "Seven. And two Barkers are accompanying them, o most kindly of Masters." "Humans!", Chien Leng, thought, Witchhunters if he wasn't wrong. Perfect! Perhaps the day wasn't lost. Perhaps the manthings have had more luck in finding Warpstone in the Ruins of the cursed city. Yes, ambushing the manthings and taking their Warpstone, that would be a good idea. Warpstone was power. The more Warpstone he would bring back to his Clan, the more powerful he will become. And that would mean influence and own hole with his own breeders. "Quick! Quick! Prepare your weapons," he said, "We will ambush the manthings." "A wise decision, wisest of the wise!" the small Skaven nodded and turned around. Everywhere in the dark, shadows began to move as hidden Skaven-warriors readied their weapons and began to move to get closer to their enemies. "Sorcerer!", Chien Leng turned to Quinquish Longtail, a small and mysterious looking Skaven in a long dark cowl. "Let's see if the Horned Rat has a blessing for us!" "Perhaps, my lord, perhaps!" the Sorcerer hissed and began to chant an ancient formula. Suddenly the air began to flicker and in front of the sorcerer the form of a huge rat began to take shape. "The Horned Rat gave us some aid! Praised be his name!" "Very good!" Chien Leng nodded and then he turned and vanished with supernatural speed within the shadows of the ruins....



Introduction

I remember when I was 16 or 17 and read those stunningly good Battle Reports in White Dwarf about WFB, Epic and the other GW games. I guess, I started playing Tabletop games because of this Reports. I was fascinated by the wonderful painted miniatures, the great terrain and the stories around those battles. At that time I was really envious at those guys at GW who were able to play at such a level. Since that time it was always my dream to write my own Battle Report and I knew, that the day would come when this will happen. When last year the idea rose about creating an online-fan magazine I was sure that I will write such a Battle Report for this. I asked much of my fellow gamers if they would be interested in supporting me, but most of them were deterred by the expenditure of such a project. Fortunately, Michael, a good friend of mine and member of our local Mordheim-liga agreed with me and promised to support me. You cannot imagine, how happy I was, because Michael isn't just a good player but he is the Master-tinker in creating fantastic scenery for war games. His pieces of terrain and scenery are at a very high level, I would almost say, that they are on GW-level... (hint, hint ;o)). It was clear to us, that we would play Mordheim, as Michael prefers this skirmish-game and my WFB-Empire army stands almost unpainted on the shelf... (...and I hate it to play with unpainted miniatures).

Preparations

All we had to do now was to choose our Warbands and a scenario. This was a hard decision for me, as I like all of my Warbands. Finally my decision fell on the Witchhunters. I could have also played Possessed or Reiklanders, but as the Possessed are not finished yet (I made some nice conversions) and Michael also prefers Reiklanders, the decision was clear. Being a nice guy, Michael allowed me to choose my opponents. He had a Reiklander Warband, a pack of Skaven and a Beastmen-horde ready to play. It was clear to me that I wanted the classical good guys vs. bad guys in my battle Report. Although when playing Witchhunters, you cannot really be sure on which side they are standing, I knew that I didn't want the Reiklanders as my enemies. One Warband with Imperial Background was enough... Okay, the Beastmen would also be a bad decision, because they are really tough opponents (I know them from our Mordheim-liga, and they are the most dangerous warband there) and I wanted my Witchhunters to survive until round three... With only the Skaven Warband remaining, my decision was clear: the sons of Sigmar would cleanse the city of the damned from that foul disease called Skaven...



Michael: Hmm... good, Natti made a decision and now I have to play those ratmen... I personally prefer Reiklanders because of their superior shooting skills. But I allowed her to chose my warband and she chose the Skaven for me... I knew she would play her Witchhunters and that means very tough henchmen. But the Skaven are a deadly warband. They are quick and the use of slings often causes serious casualties to their enemies. Their only drawback is their weak Initiative, which means that you need as much models as possible to get a high breaking point. Firstly I chose an Assassinadept with Warplock-pistols (I like those guns...) and weeping blades, because of their strength in close combat (they are wounding automatically when rolling a 6). Also I wanted black Skaven in my warband. The one Black Skaven got Fighting Claws which would make him a horrible enemy in close combat, the other one would fight with a Flail, which means S 6 in the first round of close combat. As the one with the Fighting Claws cannot use any weapons, only those with the flail would get a sling for more firepower. An Eshin Sorcerer should add some arcane powers to my warband. Arrgh... I rolled a 2 on the spell-table: Children of the Horned Rat... This would add 1d3 additional Giant Rats to my warband without additional cost. Hmm... A sling would give him more opportunities in the shooting phase. To complete the ranks of my heroes I added two Night Runners. Although they are relatively weak they are heroes and can get experience. Both got slings and their free daggers, one got a sword, the other one would have to fight with a second dagger. Now I had to choose my henchmen. With only 87 Gold crowns left I wouldn't have much choice... Two Verminkin with spears (always strikes first) and slings and one Verminkin with a sling and the free dagger. With only one point unspent I was ready for the battle.



Natascha: I chose the Witchhunters because they are my favourite Warband. The Witchhunters strength are their henchmen: For 40 GCr you get tough Flagellants with S 4 and T 4 and immunity to fear... Okay, their armament is very restricted, but they are worth their price. Also, the Warhounds are a good choice, at least for starting Warbands: M 6 WS 4 and S 4 for only 15 Goldcrowns... The only drawback is that they cannot get experience. In

my opinion, the Zealots are needless: poor stats and poor armament. If ever, I would take them only because I like the minis... Compared to other Warbands, the Heroes are very average. Only the Witchhuntercaptain has good stats and their hatred against spellcasters is nice but of not much use in combat (except if your enemies warband consists entirely of spellcasters...). The Warrior Priest is a good choice as he has a couple of good spells available.



I started with the Witch Hunter Captain: A sword and a pistol would give him a good stand in close combat (in addition to the usual free dagger). For the Witch Hunters I used different armament, because all my Models are nearly WYSIWYG. The first got a Sword, a pistol and I think the huge metal torch he wields in his right hand could also be used as a mace... The second one got an axe, a mace (torch) and a crossbow for some firepower. For the third Witchhunter I chose a sword, the free dagger and a pistol, which is a quite good choice. The Warrior priest would have to fight with a Warhammer and his free dagger. Rolling on the Spell Table I rolled a 1: The Hammer of Sigmar, which would make him a mighty warrior in close combat (+2 S and causing two wounds (!)). For the henchmen I chose three Flagellants with Flails (S 6 in the first round of combat) and two Warhounds as a quick shocktroops. I decided to save the 4 unspent points, which meant I would go into battle with 496 points.

Skaven Turn 1



Winning the dice roll for the first turn meant Michael would have to move the Skaven first. Spotting the Witchhunters near the graveyard, the Skaven advanced towards them. At the beginning of the Game Nasqueeth, the Eshin Sorcerer cast his spell Children of the Horned Rat, allowing him to add another Giant Rat to his Warband.

The Skaven decided to split their Warband into three groups. Group one, consisting of the black skaven with the fighting claws, the young shadowrunner and two giant rats should take over the great tower to take advantage of this high positions. The main force of the Verminkin under the command of the other Black Skaven would advance slowly on the main street. The Assassin Adept Chien Leng Swiftpaw accompanied by the Eshin Sorcerer and the summoned Giant Rat would use the cover of the ruins for their advantage to attack the Witchhunters from the flank.

The rest of Turn 1 was quite unspectacular as there where neither targets within reach nor opponents to charge.

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Witchhunters Turn 1

Like the skaven, the Witchhunters realized the importance of the huge tower. It was clear that this building would be the main objective of the game. The Witchhunters couldn't allow the foul Skaven to take control of this strategic position. For this reason, the Warrior Priest Brother Helfgott, accompanied by the Wardogs and the furious Mob of Witchhunters ran across the great place near the graveyard to reach the Tower in time. The other Witchhunters took position at the back-gate of the graveyard, preparing for the battle. Hiding between the graveyards wall and the entrance of an ancient tomb, Zündler took position.. From this place he would be able to fire his crossbow-bolts upon any foul enemy trying to move down the Main Street. While the others prepared their weapons for battle, Wich Hunter Captain Adolphus Hexenbrenner entered the graveyard to accompany his brothers in their fight against the foul brood of Chaos.



Skaven Turn 2



Hiding between garbage and rubble, the Giant rats darted through the ruins to get into the flank of the Flagellants, while Rakeesh Shadowclaw and his young companion Squeeki Quickpaw reached the stairs of the tower. As soon as possible they would try to reach the upper levels to get a good position to hurl their stones at the sons of Sigmar. The main bulk of the Verminkin under the command of Sheerak Longfang and Nakreesh Greentail continued their rush at the witch hunters their slings ready to shoot. Chien Leng sneaked through the dark ruins heading for the building near the graveyard. Soon he would be in a position to charge the Witchhunters covering behind the graveyards walls. Following his path, the Eshin Sorcerer would wait for his opportunity to strike.

In the shooting phase the Verminkin on the main street hurled their stones at the War Dogs but failed to hit.

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Witch Hunters Turn 2

Seeing the vile Skaven moving towards her Warband, Natascha sent her Witch hunters forward to meet the foul Ratscum in the open area. Only covered by Crossbowmen Zündler, hiding between the tombstones, they advanced into the open ground in front of the graveyard. As the thrown stones swirled around their heads, the Wardog started to run barking towards the verminkin on the main Street. In the next round they would reach the Rat-brood. Speaking a prayer, Brother Helfgott ordered his fanatic followers to double their efforts in reaching the tower as he saw the two Skaven up the narrow stairs of the tower.

Witchhunter Zündler prepared his crossbow and tried to shoot at one of approaching skaven on the main street but his shoot missed. The crossbow bolt flew past the Skaven without doing any damage.



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Skaven Turn 3



As Blitz and Donner, the Wardogs approached, the Skaven on the main Street decided to retreat to get out of the charging range of the dogs. The Rakeesh Shadowclaw and the Nightrunner climbed up the stairs of the tower to get into a good fighting position. At least they had won the race to the tower against their sigmarite enemies. Once in a good position, it would be almost impossible for Nataschas Warband to beat the Skaven in the Tower. Fascinated by some strange smelling garbage between the ruins near the great Tower two Giant Rats forgot to move this turn.

Hiding behind the corner of a ruined building, Chien Leng saw the Witchhunters as they prepared their weapons for the upcoming battle. He loaded his Warplockpistol and drew his blades while the Nasqueet, the Eshin Sorcerer waited behind him, also ready for attack. Smelling the sweat of the humans, the giant rat charged the nearest witch hunter, Jakob Teuffler, but unfortunately he was he out of charge-range allowing the rat only to make a normal move.

Jumping out his Cover, Chien Leng fired his Warplock-pistols at Jakob Teuffler. Somehow the Assassinadept overestimated the range of his pistols and so his shots only made a big noise but no harm. Withdrawing from the approaching Wardogs, the Skaven Warriors on the Main Street shot with the slings at their pursuers, but none of the stones hit a target... From his high position, Squeeki Quickpaw hurled stones at the Flagellants on the street deep below his feet. Their god must have been blessed them, because none of the stones hit.

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Witchhunters Turn 3



As there were no enemies within charge-range, the Witch Hunters advanced nearer to the Skaven.

Blitz and Donner tried to charge the stone-hurling Skaven on the main Street, but being out of charge-range, they where only allowed a normal move... Brother Helfgott yelled while he and the Flagellants moved nearer towards the skaven hiding in the upper levels of the great tower.

The Witchhunters tried to shoot at the Assassinadept but unfortunately the Giant Rat was nearer than the leader of the Skaven and so they had to shoot at the Rat instead. Teuffler fired his Pistol and Zündler his Crossbow, but both missed. Only Hexenbrenner was able to score a hit and the rat went down unconscious

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Skaven Turn 4



Seeing he had the ideal opportunity to kill one of the witchhunters, the Chien Leng charged Teuffler. With the wardogs within charge-reach, Sheerak Blackfang realized that it was charge or be charged and therefore decided to attack one of the dogs, swinging his flail furiously. The Skaven Warriors accompanying him gave cover to his attack by hurling a rain of stones at the other war-dog with their slings. The Giant Rats lost interest in the garbage and again they moved nearer to the Flagellants. Squeeki Quickpaw reached the second level of the Tower and started to fire stones down at the Flagellants and the Sigmarpriest, but the Nightrunner missed with every shot.

Chieng Leng, fired his Warplock-pistols at Teuffler, both shots hit, but the Witchhunter had more than luck as the hits only stunned him. On the main Street, Sheerak Blackfang skilfully knocked the Wardog down with a blow from his flail.

Witch Hunters Turn 4



Teuffler recovered consciousness, but he decided to remain calm. Perhaps the Assassinadept thought he was already dead. Hexenbrenner, who saw Teuffler going down, felt the anger growing within him and with a prayer to Sigmar he charged the fierce Skaven-leader. Donner, the Wardog, ran wild when the stones hit him and he charged the nearest Skaven. The other Witchhunters moved to support while the Flagellants under the command of Brother Helfgott reached the stairs of the tower.

Hexenbrenner attacked Chieng Leng with Sword and Dagger, but both blows missed. The Skaven was so surprised by the attack of the towering Witchhunter that his counterattack failed. The charging warhound was knocked down, as his enemy had a spear, allowing him to attack first.

Skaven Turn 5

Nakreesh Greentail moved out of the shadows of a ruin, where he had been hidden the last rounds and charged one of the Wardogs. The Giant Rat, now fully recovered from Hexenbrenners shot two rounds ago, attacked the Zündler. Being now in a good position, the other Giant Rats charged the Sigmarite Warpriest from behind. One of the Skaven Warriors attacked Josephus Flammenwerfer who had carelessly moved out of his cover.

From his hiding place high in the tower, Squeeki Quickpaw fired his stones down at the Flagellants, hitting one of them critically and taking him out of action.



The Warhounds were also taken out of action as Sheerak Longfang and the other Skaven hacked down at them furiously. The Giant Rat attacking Zündler was not so lucky as its attack missed the witchhunter. Zündlers counterattack took the Rat out of action. Attacked from behind, the Sigmarite priest went out of action, bitten to pieces by Giant Rats. The Skaven Warriors attacks missed and so Flammenwerfer sent his enemy to the rat god by a skilful blow with his sword.

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Witchhunters Turn 5



With 3 Models lost, Nataschas Witchhunters had to make a Leadership test to avoid a retreat. But rolling a 3, the witchhunters passed the test without a problem.

Zündler charged the Assassin Adept, and Teuffler, now fully recovered, joined the attack. Flammenwerfer cleaned his sword on the dead body of the Skaven warrior and then charged the Black Skaven. The two remaining Flagellants quickly moved up the stairs of the tower, ready to take revenge for their fallen brothers.

Attacked from all sides, the Assassin-Adept tried to defend himself, but massive force of the Witchhunters attacks overwhelmed him. Finally he

was put out of action by the mighty blow of Zündlers battle-axe. The attack of Flammenwerfer was so mighty that the Black Skaven was stunned.

Skaven Turn 6

Having lost their leader, the Skaven started an all-out-attack at their enemy: The two Giant Rats who sent Brother Helfgott out of action, another Skaven Warrior and Nakreesh Greentail attacked Josephus Flammenwerfer, who just wanted to strike a final blow at Sheerak Longfang, who lay beneath his feet. Seeing the two Flagellants below him Rakeesh Shadowclaw decided to jump down at his enemies, overwhelming them by surprise.

Sorcerer Nasqueet decided to stay hidden in the ruins and to wait for the outcome of the battle.

With no more enemies to shoot at, Squeeki Quickpaw tried to fire at the towering Witchhunter Captain but missed.

Flammenwerfer was overwhelmed by the attack of the Skaven. Attacked from all sides, he got out of action by the bites of a giant Rat. Rakeeshs jump attack succeeded and not realizing what had happened, a flagellant was stunned.



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Witch Hunters Turn 6



Again, the Witch hunters had to make a Retreat test, and again they passed the test.

Seeing his brother lying stunned at the floor, the flagellant attacked the Black Skaven with bitter determination.

With no enemies within charge reach, the Witchhunters under the command of Hexenbrener advance nearer towards the Skaven.

Yelling a battle cry, the last standing Flagellant attacked the Black Skaven and hit the foul monster with his flail. But the Skaven, trained in the art of War, easily parried the attack and with two blows with his fighting claws he sent the fanatic zealot to the ground. The Flagellant managed not to loose his balance, and avoided falling down from the tower...

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Skaven Turn 7

Squeeki Quickpaw decided that the knocked down flagellants would be easy targets and charged one of them. As the Witchhunters advanced, one of the Giant Rats attacked Hexenbrenner.

The remaining Skaven on the main street shoot with their slings at the approaching Witchhunters, but none of the stones found his target.

The Giant Rats attack failed and Hexenbrenner killed it with a blow of is sword. Being too keen, Squeeki's attack at the knocked down Flagellant failed and so Rakeesh Shadowclaw finished both knocked down Flagellants.

Witch Hunters Turn 7

Although the Witchhunters again passed their retreat test, Natascha decided that it would be better to retreat now and so the battle was over...

Aftermath

Kill, kill the Witchhunters!



Yes! The Skaven were victorious and again they proved their superiority over the humans. But to be honest, Natascha really had bad luck when rolling the dice... I really feared her Flagellants and their high T but it was so easy to take them out of action that I still cannot believe it. Okay, loosing the Assassin Adept was hurting, but in the following turns my Rats took revenge for their leader. Another problem was that I forgot about the Giant Rats and one of the Night Runners, and therefore they didn't move for two whole turns...Sending a Black Skaven and a Night Runner to the Tower was a good idea. With the aid of the Giant Rats they nearly took out half of the Witch Hunter Warband. The Eshin Sorcerer was nearly useless. Besides summoning a Giant Rat he did nothing to change the fate of the battle. The worst thing of all is that the best unit in the Battle were the Giant Rats. First they killed the Warrior Priest, then

one of the Witch Hunters. For 15 CGr. each, they are IMO a good deal, but unfortunately they can get no experience... All in all I'm content with the outcome of the Battle.

Disaster!

AAAHRGH! I still cannot believe that my Witchhunters were defeated! I hate this Rat-scum and I hate slings. Everything went wrong. I thought that equipping my Witch Hunters with Crossbows would give me the opportunity to control the battlefield. But in the beginning I had no good position from which I could snipe at the Skaven and when there was a chance to shoot at the enemy, my witch hunters failed. My second mistake was to attack the skaven at the tower. I should have concentrated more on the enemies on the main street, forgetting about the two Rats in the tower. I paid a high price for nothing... The most hurting was to loose the Warrior Priest before he was able to cast a spell. But there is always a next time...muahahahaha!

