



MORDHEIM

CITY OF THE DAMNED

WARBANDS COMPENDIUM

ROGUE »
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WELCOME TO THE EARLY ACCESS OF MORDHEIM: CITY OF THE DAMNED.

In the current build, you have access to one preset Warband for the Skaven of Clan Eshin, and The Mercenaries from the Empire. Later in the Early Access campaign and after release, you'll be able to customize and develop your own Warbands including anything from aesthetic details and gear, to stats and names.

In this document, you will find details on the composition of the currently available preset Warbands.

The document shows statistics that reflect the configuration of your unit with its primary (not secondary) weapon, without any debuffs incurred from battle.

This document will be updated to reflect new Early Access content throughout the campaign, currently based on version 0.14.4.4 of the game.

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STATS DESCRIPTION

In this document, you'll find stats for each warrior(s). Below is a description of what each of the statistics means, and their effects. To access this panel, press the shift button of your keyboard or Y on the gamepad.

INGAME STAT PANEL

QUICK STATS

Agility	Leadership	Weapon Skills	Morale
Strength	Intelligence	Ballistic Skills	Movement
Toughness	Alertness	Accuracy	Initiative

RESISTANCES

Resist Melee	Resist Range	Resist Magic	Resist Poison
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STAT DESCRIPTIONS

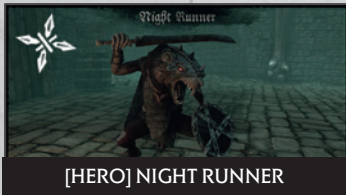
Increases chances to successfully dodge, climb, leap and jump down.	Represents the addition of the warrior(s) to the Warband's Morale.
Increases carrying capacity and damage dealt with melee weapons.	Represents how many meters the warrior(s) can move with a single Strategy Point.
Increases Wounds and Poison Resistance.	Represents how fast the warrior(s) acts during combat which is reflected by the Initiative ladder.
Increases the morale value of the warrior(s) and chances to succeed at Psychological tests.	Reduce enemy chances to hit the warrior(s) with melee weapons.
Increases damage done by spells along with lock picking and mental condition checks (such as Stupidity)	Reduce enemy chances to hit the warrior(s) with range weapons.
Increases initiative.	Chances of resisting spell effects
Increases Melee Resistance.	Chances of resisting poison effects
Increases damage done by range weapons.	Represents the amount of Combat Actions a warrior(s) can take in one turn.
Increases chances to inflict a critical strike by X%.	Represents the amount of Non-Combat Actions a warrior(s) can take in one turn.



WARBAND SKAVEN

Beneath the lands of men exists a vast Under-Empire inhabited by monstrous ratlike creatures: the Skaven. Fractious and self-serving, Skaven society is split into numerous clans that each aim to dominate and enslave their rivals. Even within the clans, individual ratmen jockey for power and position. Among the most powerful of the clans is Clan Eshin, feared assassins and killers. Cloaked in black, the eyes and ears of Clan Eshin are everywhere. Coveted beyond compare by the Skaven, Clan Eshin seeks to capture the wyrdstone for themselves and has sent its most merciless warbands into the city for just such purpose.

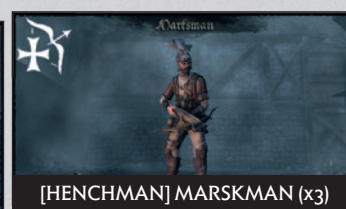
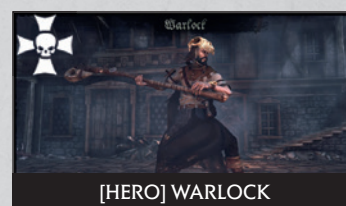
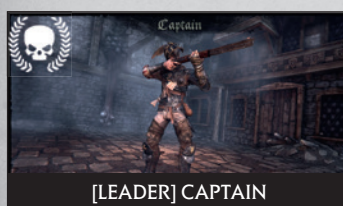
OVERVIEW



WARBAND MERCENARIES

With the Empire broken and fragmented by rival claimants to the Imperial throne, the land is beset by violence and confusion. In this turmoil, mercenary companies thrive, selling their services to the highest bidder. The wyrdstone shards left behind by the comet that destroyed Mordheim represent a source of fantastic wealth for those who can secure it. Determined to gain control of this treasure, the lords of Reikland have dispatched warbands of mercenaries into the wasted city. Infested with monsters, cultists and the malefic corruption of Chaos, Mordheim's perils are great, but the rewards promise to be even greater.

OVERVIEW



Each warrior(s) has a primary and secondary weapon-set. The stats for each set below are the primary weapon-set stats, with the secondary stats subject to change and not reported below.

SKAVEN



[LEADER] ASSASSIN ADEPT

Only the most vicious and cunning of Skaven are initiated into the secret art of assassination. Those who survive the trials become masters of murder. The most ambitious of these killers are given command of small retinues of warriors and unleashed upon Mordheim to secure wyrdstone. A successful Assassin can expect great reward. The price for failure is best not contemplated...



Weapon Set:

- Weeping Blade
- Warlock Pistols

Armor:

- Light

Skills:

- Basic Actions / Stances
- Guidance Mastery

+: 81

Wounds

X: 8-14

Attack

Shield: 3

Armor

Down: 47

Initiative

Strategy Pts: 4

Strategy Pts

Offensive Pts: 4

Offensive Pts

QUICK STATS

LEADER / ASSASSIN ADEPT

Wounds: 8	Attack: 8	Armor: 7	Initiative: 14
Strategy Pts: 3	Offensive Pts: 6	Defensive Pts: 4	Resistance: 13
Heart: 2	Shield: 6	Target: 6	Down: 47

RESISTANCES

Fire: 14	Fire: 0	Fire: 0	Fire: 64
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Guidance Mastery

Nullify the ill effects of Mental conditions (Stupidity, Paranoia, etc.) on an ally within 30 meters for 3 turns.



[HERO] ESHIN SORCERER

Versed in the dark arts, the magic of an Eshin Sorcerer may seem paltry beside the might of a Grey Seer, but their arcane power is still considerable. Their magic is focused upon the strategies of deception, concealment and swift death favoured by Clan Eshin. An Eshin Sorcerer is a valuable asset to any warband, but one a wise Assassin will keep a wary eye on.



Weapon Set:

- Warplock Pistols
- Weeping Blade

Armor:

- Cloth

Skills:

- Basic Actions / Stances
- Musk of Courage
- Wither

+: 81

Wounds

X: 15-19

Attack

Shield: 0

Armor

Down: 55

Initiative

Strategy Pts: 4

Strategy Pts

Offensive Pts: 4

Offensive Pts

QUICK STATS

HERO / ESHIN SORCERER

Wounds: 7	Attack: 7	Armor: 3	Initiative: 11
Strategy Pts: 2	Offensive Pts: 8	Defensive Pts: 6	Resistance: 13
Heart: 2	Shield: 5	Target: 5	Down: 55

RESISTANCES

Fire: 6	Fire: 0	Fire: 0	Fire: 64
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Musk of Courage:

The caster impregnate the fur of his nearby allies with a musk that grants them a courage they wouldn't normally have.



Wither:

The caster calls down the power of the Horned Rat on his victim to make it feel older and weaker.





[HERO] NIGHT RUNNER

Young, swift and nimble, Night Runners have only recently been initiated into the secret arts of Clan Eshin. Their freshness and eagerness to rise within the structure of their clan makes a Night Runner a valuable minion for an Assassin - a skilled fighter who can be easily manipulated because of his lack of experience. A Night Runner quickly learns that a Skaven must lookout for his own pelt.



Weapon Set:

- Mace & Mace
- Warplank Pistols

Armor:

- Light

Skills:

- Basic Actions / Stances

: 81
 : 12-24
 : 3
 : 52
 : 4
 : 4
 Wounds Attack Armor Initiative Strategy Pts Offensive Pts

QUICK STATS HERO / NIGHT RUNNERS

9	3	3	7
2	3	3	13
2	6	4	52

RESISTANCES

6	0	0	64
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[HERO] BLACK SKAVEN

Among the Skaven race, those whelps with black fur tend to be bigger and more vicious than their fellows. Raised in a climate of bullying brutality, Black Skaven dominate all they see as weaker than themselves. Trained in the martial arts of their clan, they combine the speed of their smaller kin with brawn seldom found amongst the ratmen. In the ruins of Mordheim, they excel at ambushing man-things.



Weapon Set:

- Claws
- Warplank Pistols

Armor:

- Light

Skills:

- Basic Actions / Stances
- Black Hunger

: 81
 : 8-16
 : 3
 : 52
 : 4
 : 4
 Wounds Attack Armor Initiative Strategy Pts Offensive Pts

QUICK STATS HERO / BLACK SKAVEN

7	3	5	7
6	3	3	13
2	6	5	52

RESISTANCES

10	0	0	64
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Black Hunger

The warrior calls out on the power of the Black Hunger and suffers 10 damage. Until next turn, melee attacks of the warrior are made with an extra 20% damage and are harder to dodge/parry by 10%.





[IMPRESSIVE] RAT OGRE

Monstrous beasts bred by Clan Moulder, Rat Ogres are valued for their immense strength and hardiness, if not their wits. It is not uncommon for a Rat Ogre to forget which side it is fighting or even that it is in a fight. Still, the terrifying might of a Rat Ogre is too enticing for even Clan Eshin to resist and many of these brutes have been bought by the warbands in Mordheim.



Weapon Set:

- Bracers

Armor:

- Light

Skills:

- Basic Actions / Stances
- Strong Blow Mastery
- Stupidity Check

+: 123 ✂: 17-27 🛡: 0 ⚔: 43 🌀: 4 🩸: 6
 Wounds Attack Armor Initiative Strategy Pts Offensive Pts

QUICK STATS IMPRESSIVE / RAT OGRE

👤 6	👤 7	👤 6	👤 13
❤ 9	🧠 2	🔪 3	👤 12
❤ 8	👤 6	🎯 8	⚔ 43

RESISTANCES

🔪 12	🔪 -10	🌀 0	☠ 92
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Strong Blow Mastery

A melee attack dealing an extra 60% damage which is easier to parry/dodge by 15% for the victim.

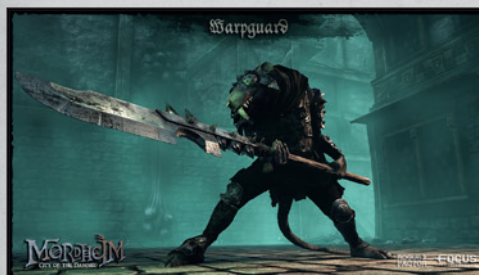
Stupidity Check

If the warrior(s) is not engaged in melee combat, it suffers from stupidity. The stupid warrior(s) must roll an intelligence test to act normally. If it fails, the warrior(s) stands there confused and drooling.



[HENCHMAN] WARGUARD

Warpguards are Skaven warriors who have been especially trained and adapted to guard stocks of Warpstone – the Skaven name for wyrdstone. Heavily armoured and given better weapons than Verminkin, Warpguards are fearsome warriors in their own right. Magical rituals enhance their resistance to the corrupting effects of wyrdstone, making them less likely to suffer debilitating mutations.



Weapon Set:

- Spear & Shield
- Sword & Mace OR
Halberd

Armor:

- Heavy

Skills:

- Basic Actions / Stances

+: 84 ✂: 6-14 🛡: 6 ⚔: 44 🌀: 4 🩸: 2
 Wounds Attack Armor Initiative Strategy Pts Offensive Pts

QUICK STATS HENCHMAN / WARGUARD

👤 4	👤 3	👤 4	👤 5
❤ 5	🧠 3	🔪 2	👤 13
❤ 3	👤 3	🎯 3	⚔ 44

RESISTANCES

🔪 23	🔪 20	🌀 0	☠ 66
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[HENCHMAN] VERMINKIN

The common ratmen of Clan Eshin, Verminkin form the vast majority of the clan, the great armies of Clanrat warriors and labourers. Each Verminkin strives to prove himself to his masters, to rise and be initiated into the secret arts of his clan. Few realize their dreams, murdered by jealous rivals or nervous superiors who see not promise but threat in the ambitions of their underlings.



Weapon Set:

- Mace & Shield OR
- Spear
- Halberd

Armor:

- Cloth

Skills:

- Basic Actions / Stances

+: 81 ✂: 6-14 🛡: 0 ⚔: 76 🌀: 4 🩸: 2
 Wounds Attack Armor Initiative Strategy Pts Offensive Pts

QUICK STATS

HENCHMAN / VERMINKIN

👤 6	🏹 3	🔥 3	⚖ 5
♥ 2	🧠 3	🔪 3	👤 13
♥ 2	👁 4	🎯 4	⚔ 76

RESISTANCES

🔥 6	🧠 0	🌀 0	💀 64
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MERCENARIES



[LEADER] CAPTAIN

Mercenary captains are seasoned professional warriors. A captain must have cunning as well as a good sword-arm to command a warband. Among mercenaries, it is the bold and ruthless who often succeed, men who care little for what they must do or who they must fight so long as they are paid. In the blighted ruins of Mordheim, such men can prosper and seize wealth beyond their most avaricious dreams.



Weapon Set:

- Dueling pistols
- Axe Shield

Armor:

- Heavy

Skills:

- Basic Actions / Stances
- Courage

+: 93 ✂: 11-17 🛡: 6 ⚔: 40 🌀: 4 🩸: 4
 Wounds Attack Armor Initiative Strategy Pts Offensive Pts

QUICK STATS

LEADER / CAPTAIN

👤 4	🏹 8	🔥 6	⚖ 14
♥ 6	🧠 6	🔪 6	👤 11
♥ 6	👁 5	🎯 3	⚔ 40

RESISTANCES

🔥 12	🧠 0	🌀 0	💀 72
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Courage

Increase chances of all allies within 6 meters to succeed at Leadership tests by 10% for 1 turn.



[HERO] CHAMPION

Champions are the biggest, toughest and strongest warriors in a warband. Better versed in the arts of war than their comrades, it is often a Champion's role to lead an attack and to accept personal challenges issued by foes. In return, Champions typically get the choicest pick of any loot seized by the warband, after their Captain, of course.



Weapon Set:

- Two handed Axe
- Sword Shield

Armor:

- Heavy

Skills:

- Basic Actions / Stances

+: 96
 X: 19-27
 U: 6
 V: 26
 : 4
 : 4
 Wounds Attack Armor Initiative Strategy Pts Offensive Pts

QUICK STATS HERO / CHAMPION

4	5	8	9
7	4	3	11
7	3	4	26

RESISTANCES

16	0	0	74
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[HERO] WARLOCK

Sweeping across the world are aethyric streams of energy called the Winds of Magic. Warlocks are humans who are able harness these energies, transforming the raw magical power into spells. Warlocks risk much for their arcane abilities, equally menaced by the prospects of mutation from the aethyric energy and execution by religious zealots who fear their powers.



Weapon Set:

- Staff
- Bow

Armor:

- Cloth

Skills:

- Basic Actions / Stances
- Blinding Light
- Lightning Strike

+: 84
 X: 10-20
 U: 0
 V: 60
 : 4
 : 4
 Wounds Attack Armor Initiative Strategy Pts Offensive Pts

QUICK STATS HERO / WARLOCK

4	6	4	10
3	9	3	11
3	5	3	60

RESISTANCES

8	0	0	66
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Blinding Light

The caster creates an eruption of bright light that blinds everyone caught in the area of effect.



Lightning Strike

The caster summons a strike of lightning to hit a specific enemy.



[HERO] YOUNGBLOOD

Among any warband, there are those who lack the experience of their comrades but who possess a determination and drive in excess of the usual warrior. Youngbloods are untried recruits who harbour within themselves the potential for heroic deeds -if they survive long enough to reach that potential. Eager to prove themselves, many Youngbloods discover too late how unforgiving Mordheim is.



Weapon Set:

- Two handed Sword
- Handguns

Armor:

- Light

Skills:

- Basic Actions / Stances

: 84
 : 17-23
 : 3
 : 35
 : 4
 : 4
 Wounds Attack Armor Initiative Strategy Pts Offensive Pts

QUICK STATS HERO / YOUNGBLOOD

6	3	4	7
3	4	4	11
3	5	3	35

RESISTANCES

8	0	0	66
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[IMPRESSIVE] OGRE MERCENARY

Immense creatures twice the size of a human and possessed of incredible strength, Ogres are highly sought after by any mercenary warband. The durability of an Ogre on the battlefield is legendary, capable of enduring wounds that would kill the toughest human. To have an Ogre acting as shock-troop for their warband, Captains easily overlook the logistics of feeding an Ogre's prodigious appetite.



Weapon Set:

- Two handed Hammer
- Axe & Sword

Armor:

- Light

Skills:

- Basic Actions / Stances
- Daredevil Mastery

: 123
 : 19-23
 : 3
 : 36
 : 4
 : 6
 Wounds Attack Armor Initiative Strategy Pts Offensive Pts

QUICK STATS IMPRESSIVE / OGRE

3	8	8	14
8	4	3	10
8	5	8	36

RESISTANCES

16	-10	0	92
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Daredevil Mastery

The warrior(s) enters a careless state of mind until next turn. His melee damage increases by 150% while his melee resistance suffers a penalty of 40% for 1 turn.



[HENCHMAN] WARRIOR

The core of any mercenary warband are the Warriors. Experienced dogs of war, Warriors have blooded themselves in battle long before journeying to Mordheim. Grim fighters, Warriors fear no man so long as they have their weapons and armour.



Weapon Set:

- Hammer and Hammer OR Mace Shield
- Spear Shield OR Crossbow

Armor:

- Light

Skills:

- Basic Actions / Stances

+: 87 ✂: 6-12 🛡: 0 ⚔: 44 🌀: 4 🔴: 2
 Wounds Attack Armor Initiative Strategy Pts Offensive Pts

QUICK STATS HENCHMAN / WARRIOR

👤 3	👤 3	👤 4	👤 5
❤ 4	🧠 3	🔪 3	👤 11
❤ 4	👤 3	🎯 3	⚔ 44

RESISTANCES

🌪 23 ⚡ 20 🌀 0 ☠ 68



[HENCHMAN] MARSKMAN

Across the Empire, archers and hunters are famed for their skills. The best are reckoned to be able to strike a coin with an arrow at 300 yards. Such Marksmen are a coveted asset for mercenary warbands, often deployed to snipe at enemies from the windows of ruined buildings and from behind broken walls.



Weapon Set:

- Crossbow OR Long-bow OR Rifle
- Mace OR Dagger

Armor:

- Cloth

Skills:

- Basic Actions / Stances

+: 84 ✂: 14-18 🛡: 0 ⚔: 59 🌀: 4 🔴: 2
 Wounds Attack Armor Initiative Strategy Pts Offensive Pts

QUICK STATS HENCHMAN / MARKSMEN

👤 3	👤 3	👤 3	👤 5
❤ 3	🧠 3	🔪 5	👤 11
❤ 3	👤 3	🎯 4	⚔ 59

RESISTANCES

🌪 6 ⚡ 0 🌀 0 ☠ 66

BASIC ACTIONS / STANCES

Movement

You can move either with the WASD keys, or with the gamepad. Movement within the radius of the blue circle uses one point, and moving past it extends the radius, using an extra point each time.



Attack [Cost 2OP][Require drawn melee weapon]

Attack the targeted enemy with a melee weapon.



Charge [Cost 3OP][Require drawn melee weapon]

Charge the targeted enemy with an increased movement bonus. The attack deals an extra 10% of damage, but has -10% chances to hit.



Shoot [Cost 2OP][Require drawn ranged weapon]

Attack the targeted enemy with a loaded range weapon.



Aim [Cost 3OP][Require drawn ranged weapon]

Using a loaded range weapon, the warrior takes time to aim and then shoot with a 15% bonus to hit.



Reload [Cost vary per weapons][Require drawn ranged weapon]

Once a range weapon has been unloaded, the warrior must reload it at a cost of strategy points before being able to shoot again. The reload cost vary per weapons.



Delay [Cost 1SP]

Making a warrior wait before its next turn is often a viable strategy. Instead of wasting a turn doing nothing, the warrior can perform a Delay action at the cost of 1 Strategy Point to slide further down in the Initiative ladder by 3 positions. The warrior will then resume its turn with the amount of points it had left. It can't be used if the warrior is last in the ladder.



Disengage [Cost 2SP][Must be engaged to perform]

Carefully disengage from melee combat to prevent enemy attacks while doing so.



Switch weapons [Cost 2SP]

Replace the currently equipped weapons with the alternative weapon set.



Flee [No cost][Must be engaged to perform]

Flee from melee combat without care, providing each engaged enemy with a free attack.



Perception [Cost 2SP][Cannot perform while engaged]

Pay attention to the surrounding area until the end of the turn. Allow the detection of traps and hidden enemies when successful. The warrior also gain 15% chance to resist trap effects until next turn.



Ambush Stance [Cost 2SP][Require drawn melee weapon]

Take a stance which end the warrior's turn. It will charge the first enemy who moves within range with an attack that deals an extra 10% of damage, but has -10% chances to hit. Requires a melee weapon equipped.



Overwatch Stance [Cost 2OP][Require drawn ranged weapon]

Take a stance which end the warrior's turn. It will shoot the first enemy who moves within range with an attack that has -10% chances to hit. Requires a loaded range weapon equipped.



Dodge Stance [Cost 2SP]

Take a stance which end the warrior's turn. the warrior will automatically try to dodge the next successful attack it suffers.



Parry Stance [Cost 2SP][Require a specific type of weapon]

Take a stance which end the warrior's turn. the warrior will automatically try to parry the next successful attack it suffers. Requires a parrying weapon or a shield.



Climb-Leap-Jump Down

In multiple locations, warriors will have the option to either Climb, Leap or Jump Down at the cost of 1 Strategy Point. When performing one of these actions, the warrior will perform an Agility check that might lead to failure which in turn leads to falling and receiving damage.



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