

MORDHEIM

Staff League

Here at the Games Workshop Headquarters the charred streets of Mordheim ran red with blood and the screams of the dying reverberated from building to ruined building. We all felt the tug of greed on our hearts to gather as much wrydstone as possible and give all our co-workers a good bashing! This is the chronicle of six weeks of riches, glory, and undignified defeat...

Learning How to Play!

For those who had not yet played a game but wanted to get a handle on the rules, fine tune their warband, and of course get some first blood, a few quick scenarios were run. These proved to be great introductions before the main event! We heartily recommend a few practice games before entering a campaign.

Starting the League

With enthusiasm at a fever pitch the battles began in earnest! With opportunities to play during lunch breaks, after work or in the comfort of your own home, tales of stunning victories or horrifying defeats began to circulate around the halls of Games Workshop. Participants could play as many games as they'd like and record the results and their current warband ratings to find out who was at the top of the heap!

Posters and flyers, like "Ye Glen Burnie Gazette" were posted at heavily traveled areas to let players gather news of events, issue challenges, and let everyone know about the next dreaded Multi-player League Night. What better way to get involved than to participate in the devilish (and boisterous) Thursday night events!

Getting Started

With the excitement of Mordheim looming over us, who could resist the urge to tear open their copy of the brand new game and start painting a warband worthy of battling it out and grabbing all the wrydstone for themselves!

To get prepared for the mayhem to come, a couple of nights were devoted to getting a few licks of paint on those fantastic

Who would pass up the opportunity to paint with the ever-photogenic Jason Buyaki? That's if he'll let go of his precious paints! Painting nights are a great way to get work done and spend time with friends.

new models. This was a great chance to sit around with friends, hurl insults and challenges, and just relax after a hard day of work!

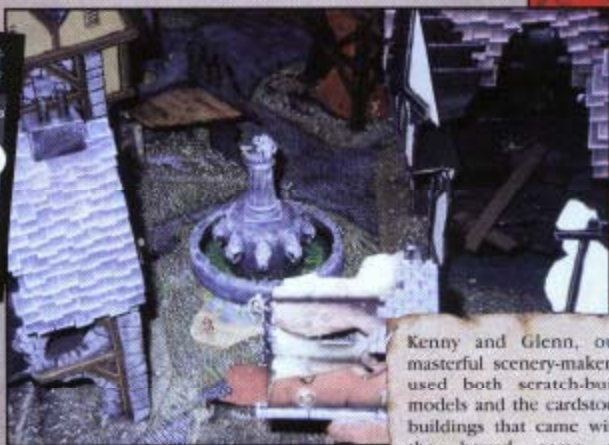
With everyone having a warband that looked like it had been scratching out a desperate existence, we were all ready to search the crumbling city for fortune and fame!



First Event:

Night of the Living Go-Go's!

What better way to start off the first Mordheim League Event Night than with hordes of the living dead! Warbands struggled to find wyrdstone among the shells of ruined buildings, as zombies and other horrors shambled forth from a fog as thick as pea soup. Using dry ice dropped into a plastic-bottomed well created a spooky atmosphere and a resounding cheer; an idea that could only be spawned from the mind of our master of gloom, Chris "Go-Go" Gohlinghorst. Warbands had to fight off not just the roving bands of zombies but each other. As one player discovered a chunk of wyrdstone, two more would try to grab it for themselves! Fortunately, if you survived the onslaught your warband would be greatly rewarded. Each piece of wyrdstone found could be added to the warband's stash and to your belly! All wyrdstone counters were actually green candy.



Kenny and Glenn, our masterful scenery-makers, used both scratch-built models and the cardstock buildings that came with the boxed game to capture the ruinous and desperate atmosphere of Mordheim.

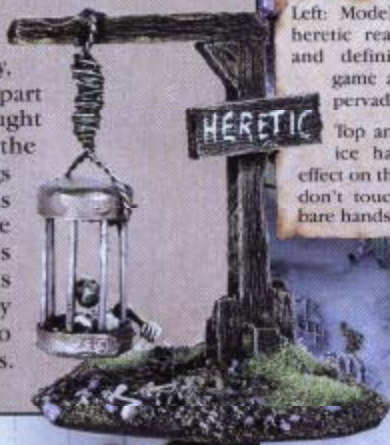
Second Event:

It Came From the Well!

Only trouble can come from a huge amount of wyrdstone hidden at the bottom of a well! Warbands all over Mordheim converged on the revealed stash of The One-Eyed Wolves, one of the richest warbands in the city who mysteriously disappeared! Unfortunately,

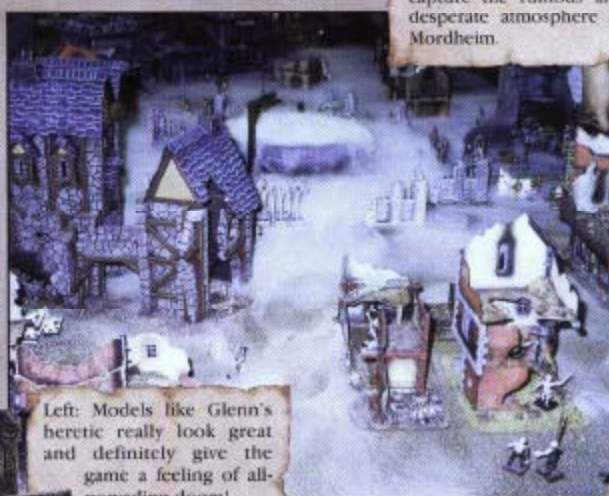


for all those that took part in the event, the wyrdstone wrought some horrendous changes on the denizens of the well. Gigantic frogs and other amphibious mutations sprung from their home much to the dismay of the greedy warbands! Cries (and laughter) were heard as henchmen were swallowed whole by the beasts and brave men who witnessed the horror ran for their lives.



Left: Models like Glenn's heretic really look great and definitely give the game a feeling of all-pervading doom!

Top and Bottom: Dry ice has an amazing effect on the tabletop. Just don't touch it with your bare hands!



Left and Right: The warbands scatter as the first creature springs from the well!

It couldn't be easier to have your own monsters from the pit! Try a Stegodon, a Wyvern, or a pack of hungry Harpies or just take a trip down to the local toy store and pick up some cheap plastic toys.

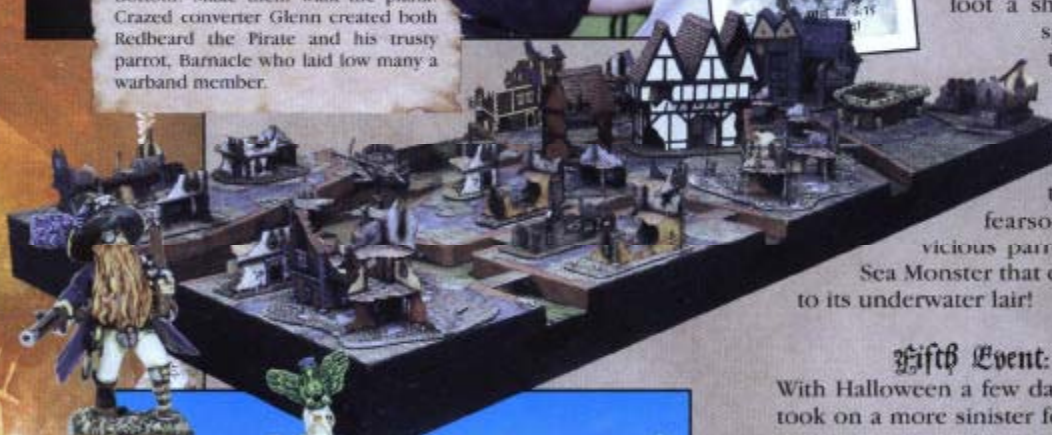


Savage Orcs, were perfect for "The Natives are restless" event and you may find lots of models already in your collection can be used for wacky events.



Top: Argh!...ye think ye landlubbers can grab our booty?

Bottom: Make them walk the plank! Crazy convertor Glenn created both Redbeard the Pirate and his trusty parrot, Barnacle who laid low many a warband member.



Top: Check out the great view of Kenny's scratch-built table complete with murky rivers and partly submerged pirate ship!

Right: The Great Pumpkin, also created by Glenn, was one of the fiends encountered in the "Trick or Treat" league event night.



Third Event:

The Natives are Restless

A Merchants Guild, angered by the lawless antics of a group of supposed bandits, has put a bounty of ten gold crowns on every head a warband can gather. While investigating, the head hunters stumble across the reason for the recent atrocities - a mob of Savage Orcs has taken up residence in the ruins! This event featured a soundtrack of Tribal Drums, Tarzan screams, and jungle noises as players defended themselves from the greenskinned onslaught!



Fourth Event:

Where Your Friend Can Be Your Chum!

When news of a crippled pirate ship washed up into the docks due to recent flooding begins to circulate around town rumors begin to spread that it belongs to none other than Redbeard the Cruel, scourge of the Old Worlds' coasts! What warband wouldn't jump at the chance to loot a ship full of pirate booty? With special rules like the use of rafts to cross the flooded river and "landlubbers" (because everyone knows warbands can't swim!) the scenario was a success. Don't forget the dastardly pirates led by the fearsome Captain Redbeard, his vicious parrot, Barnacle and The 'Orrible Sea Monster that drug many an unfortunate soul to its underwater lair!



Fifth Event: Trick or Treat

With Halloween a few days away, the city of Mordheim took on a more sinister feel. An unexplored area of the ruins were discovered and treasure-hungry warbands descend on it like flies to a corpse. Unfortunately, evil was also afoot. Warbands could explore the collapsed buildings freely and draw from a deck of cards upon entering. A red card represented a "treat"...a chest of treasure for example. But whoa to the player who pulls a black card. The "trick" could be anything from a group of slaving ghouls to Jack the Ripper or the Great Pumpkin!



Final Event: Mordheim Playoffs

For all warbands that survived the horror that is Mordheim a final test awaited them. Skaven spies have been spotted scouting out the city and rumors spread of a massive army on the march! Twelve warbands with the highest ranking will have to stand ground against a 1,500 point Skaven army.

Whoever can hold out for a predetermined amount of time will become the Staff League Champion! Who is going to win this honor? Check out next month's issue!

