

Mordheim Warband Builder

Pascal de Bruijn

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Author: Pascal de Bruijn
Layout: Pascal de Bruijn
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Introduction

This document provides an analysis of the Mordheim tabletop strategy game.

What's Mordheim?

Mordheim: City of the Damned, is a tabletop strategy game from a range of games published by Games Workshop. A tabletop strategy game is the play of simulated military operations through the movement of miniatures on a tabletop.

Mordheim: City of the Damned miniatures are at an approximate scale of 1:65, each player requiring about 10-15 miniatures to play.

The Mordheim Living Rulebook

Before reading this analysis, it's highly recommended you familiarize yourself with these:

- ◆ [Mordheim Rules](#)
- ◆ [Mordheim Warbands](#)
- ◆ [Mordheim Campaign Rules](#)

Required Functionality

The following functionality is required by the user:

No	Entity	Functionality	Completed
1	Warband	The user needs to be able to add new warbands	
2	Warband	The user needs to be able to edit existing warbands	
3	Warband	The user needs to be able to delete existing warbands	
4	Warband	The user needs to be able to export existing warbands to HTML	
5	Warrior	The user needs to be able to add new warriors to an existing warband	
6	Warrior	The user needs to be able to edit existing warriors	
7	Warrior	The user needs to be able to delete existing warriors	
8	Extra	The user needs to be able to add new extras to an existing warrior	
9	Extra	The user needs to be able to remove existing extras from a warrior	

Data Dictionary

Data Dictionary

Field Name	Table Name	Type	Allowed Values	Description
ArmourSave	WarriorType	long	2 – 7	
Attacks	WarriorType	long	0 – 10	
BallisticSkill	WarriorType	long	0 – 10	
DeltaArmourSave	Extra	long	-10 – 10	
DeltaAttacks	Extra	long	-10 – 10	
DeltaBallisticSkill	Extra	long	-10 – 10	
DeltaInitiative	Extra	long	-10 – 10	
DeltaLeadership	Extra	long	-10 – 10	
DeltaMaxMembers	Extra	long	-10 – 10	
DeltaMovement	Extra	long	-10 – 10	
DeltaStrength	Extra	long	-10 – 10	
DeltaToughness	Extra	long	-10 – 10	
DeltaWeaponSkill	Extra	long	-10 – 10	
DeltaWounds	Extra	long	-10 – 10	
Experience	Warrior	long		
ExtraId	Extra	long	autoincrement	
ExtraId	ExtraExtraType	long		
ExtraId	WarriorExtra	long		
ExtraId	WarriorTypeExtra	long		
ExtraTypeId	ExtraExtraType	long		
ExtraTypeId	ExtraType	long	autoincrement	
ExtraTypeId	WarriorTypeExtraType	long		
GoldCrowns	Extra	long		
GoldCrowns	Warband	long		
GoldCrowns	WarriorType	long		
Initiative	WarriorType	long	0 – 10	
Leadership	WarriorType	long	0 – 10	

Field Name	Table Name	Type	Allowed Values	Description
MaxAttacks	Race	long	0 – 10	
MaxBallisticSkill	Race	long	0 – 10	
MaxExperience	WarriorType	long		
MaxInitiative	Race	long	0 – 10	
MaxLeadership	Race	long	0 – 10	
MaxMembers	WarriorType	long		
MaxMovement	Race	long	0 – 10	
MaxStrength	Race	long	0 – 10	
MaxToughness	Race	long	0 – 10	
MaxWarriors	WarriorType	long		
MaxWeaponSkill	Race	long	0 – 10	
MaxWounds	Race	long	0 – 10	
MinMembers	WarbandType	long		
MinWarriors	WarriorType	long		
Movement	WarriorType	long	0 – 10	
Name	Extra	string		
Name	ExtraType	string		
Name	Race	string		
Name	Warband	string		
Name	WarbandType	string		
Name	Warrior	string		
Name	WarriorClass	string		
Name	WarriorType	string		
Notes	Extra	string		
Notes	Warband	string		
Notes	WarriorType	string		
RaceId	Race	long	autoincrement	
RaceId	WarriorType	long		
SpecialRules	Extra	string		
SpecialRules	WarbandType	string		

Field Name	Table Name	Type	Allowed Values	Description
SpecialRules	WarriorType	string		
SpellDifficulty	Extra	long		
StartExperience	WarriorType	long		
StartGoldCrowns	WarbandType	long		
Strength	WarriorType	long	0 – 10	
Toughness	WarriorType	long	0 – 10	
Upkeep	WarriorType	long		
WarbandId	Warband	long	autoincrement	
WarbandId	Warrior	long		
WarbandTypeId	Warband	long		
WarbandTypeId	WarriorType	long		
WarbandTypeId	WarriorType	long	autoincrement	
WarriorClassId	WarriorClass	long	autoincrement	
WarriorClassId	WarriorType	long		
WarriorId	Warrior	long	autoincrement	
WarriorId	WarriorExtra	long		
WarriorTypeId	Warrior	long		
WarriorTypeId	WarriorType	long	autoincrement	
WarriorTypeId	WarriorTypeExtra	long		
WarriorTypeId	WarriorTypeExtraType	long		
WeaponSkill	WarriorType	long		
Wounds	WarriorType	long	0 – 10	
WyrdstoneShards	Warband	long		

Tables

This section describes all tables and rows.

Warband

The Warband table describes a single instance of a specific warband type.

WarbandId

WarbandId is a unique identification code for every row in the table, which also serves as the primary key.

WarbandTypeId

WarbandTypeId refers to the primary key of the WarbandType table. Every Warband is of a WarbandType.

Name

Name is a random user assigned name for a warband.

GoldCrowns

GoldCrowns is the amount of gold crowns which is owned by the warband.

WyrdstoneShards

WyrdstoneShards is the amount of wyrdstone shards which is owned by the warband.

Notes

Notes are random user assigned notes for a warband.

WarbandType

The WarbandType table describes the characteristics of a specific warband type.

WarbandTypeId

WarbandTypeId is a unique identification code for every row in the table, which also

serves as the primary key.

Name

Name is the name used by the game rules to identify a warband type. These names can be found in the “Warbands” section of the Mordheim rulebook. Examples: Mercenaries, The Cult of the Possessed, Witch Hunters, The Sisters of Sigmar, The Undead, Skaven. Others can be found in the Town Cryer magazine.

StartingGoldCrowns

StartingGoldCrowns is the amount of gold crowns a user may spend while creating a new warband. Gold crowns are usually spent on warriors and extras. Most warband start out with 500 gold crowns, though exceptions are possible.

SpecialRules

SpecialRules are special rules associated with a warband, these special rules are usually outlined at the start of the warband rules in the Mordheim rulebook. Not all warbands have special rules.

MinMembers

MinMembers defines how many members (warriors) a user should buy (add) to a warband to make a legal warband.

MaxMembers

MaxMembers defines how many members (warriors) a user could buy (add) to a warband before a warband isn't legal anymore.

Warrior

The Warrior table defines a specific instance of a warrior type.

WarriorId

WarriorId is a unique identification code for every row in the table, which also serves as the primary key.

WarriorTypeId

WarriorTypeId refers to the primary key of the WarriorType table. Every Warrior is of a

WarriorType.

WarbandId

WarbandId refers to the primary key of the Warband table. Every Warrior belongs to a specific Warband. Theoretically a Warrior could join multiple Warbands, however this is just not done.

Name

Name is a random user assigned name for a Warrior.

Experience

Experience is the amount of experience points acquired by this specific warrior, at certain points values an extra (only certain skills) can be added (bought for free) to the warrior.

WarriorType

The WarriorType table describes the characteristics of a specific warrior type.

WarriorTypeId

WarriorTypeId is a unique identification code for every row in the table, which also serves as the primary key.

WarriorClassId

WarbandTypeId

RaceId

Name

MordheimProfile**ArmourSave****SpecialRules****GoldCrowns****Upkeep****Rating****MinWarriors****MaxWarriors****Notes****WarriorClass**

The WarriorClass table described the characteristics of the available warrior classes.

WarriorClassId

WarriorClassId is a unique identification code for every row in the table, which also serves as the primary key.

Name

Name is the name used to identify a warrior class. There are only a few warrior classes: Hero, Henchmen, Henchmen (Animals), Hired Swords, Dramatis Personae.

StartingExperience

StartingExperience defines how much Experience a warrior of a certain class starts out with.

MaxExperience

MaxExperience defines how much Experience a warrior of a certain class can acquire during it's career.

Race

The Race table defines the characteristics of the available races.

RaceId

RaceId is a unique identification code for every row in the table, which also serves as the primary key.

Name

Name is the name used by the game rules to identify a race. These names can be found in the "Campaigns" section of the Mordheim rulebook on page 82. Examples: Human, Elf, Dwarf, Ogre, Halfling, Beastman, Possessed, Vampire, Skaven, Ghoul.

MaxMordheimProfile**Extra**

The Extra tables describes the characteristics of the extras available to warriors.

ExtraId

ExtraId is a unique identification code for every row in the table, which also serves as the primary key.

Name

Name is the name used by the Mordheim rulebook to identify an extra.

DeltaMordheimProfile**DeltaMaxMembers****SpecialRules****SpellDifficulty****GoldCrowns****Notes****ExtraType**

The ExtraType table is used to define the available extra types.

ExtraTypeId

ExtraTypeId is a unique identification code for every row in the table, which also serves as the primary key.

Name

Name is the name used by the Mordheim rulebook to identify an extra type. Rulebook examples: Hand Weapons, Missile Weapons, Blackpowder Weapons, Armour, Miscellaneous Equipment, Magic: Prayers of Sigmar, Magic: Necromancy, Magic: Chaos Rituals, Magic: Lesser Magic, Magic: Magic of the Horned Rat, Mercenary Equipment,

Mercenary Marksman Equipment, Possessed Equipment, Possessed Darksouls Equipment, Possessed Mutations, Witch Hunter Equipment, Witch Hunter Zealot Equipment, Sisters of Sigmar Equipment, Sisters of Sigmar Heroines Equipment, Undead Equipment, Skaven Heroes Equipment, Skaven Henchmen Equipment, Serious Injury, Hero Advances, Henchman Advances, Combat Skills, Shooting Skills, Academic Skills, Strength Skills, Speed Skills, Rewards of the Shadowlord. Other ExtraTypes can be found in the Town Cryer magazine like: Opulent Goods.

ExtraExtraType

The ExtraExtraType table connects the Extra and ExtraType table. A certain (for example something common like a sword) Extra may belong to several ExtraTypes.

ExtraId

ExtraId refers to the primary key of the Extra table.

ExtraTypeId

ExtraTypeId refers to the primary key of the ExtraTypeId table.

WarriorExtra

The WarriorExtra table connects the Warrior and Extra table. A certain Warrior may have several Extras (ie, weapons, armour, skills, injuries, etc).

WarriorId

WarriorId refers to the primary key of the Warrior table.

ExtraId

ExtraId refers to the primary key of the Extra table.

WarriorTypeExtra

The WarriorTypeExtra table connects the WarriorType and Extra table. A certain WarriorType may have several Extras inherent to it's type. For example hired swords have equipment and skills immediately when acquired.

WarriorTypeId

WarriorTypeId refers to the primary key of the WarriorType table.

ExtraId

ExtraId refers to the primary key of the Extra table.

WarriorTypeExtraType

The WarriorTypeExtraType table connects the WarriorType and ExtraType table. The primary use of this table are game rules constraints.

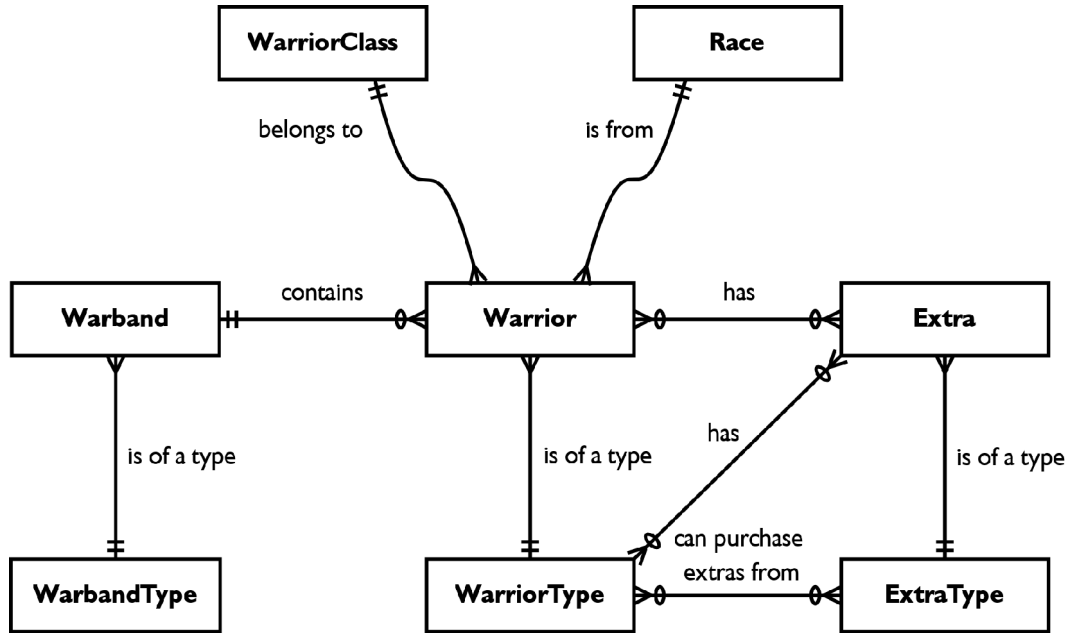
WarriorTypeId

WarriorTypeId refers to the primary key of the WarriorType table.

ExtraTypeId

ExtraTypeId refers to the primary key of the ExtraType table.

Entity Relation Diagram



Logical Data Structure

