

Mortal Realms – Night Haunt: The Vengeful Dead -- A dirt-cheap raiding force

Review by Rob Morgan

Readers in the UK have an opportunity these days to purchase a copy of the first edition of Warhammer's 'Age of Sigmar -- Mortal Realms' pack from newsagents and W.H. Smith, for only £2.99.



Tremendous value. I'm certainly not going to buy the whole series of these packs, the price will rise after a couple of 'bargain' entry packs incidentally, as an artificial fantasy world like this one, isn't to my taste. However, Week One (do buy it) provides several useful items, six

dice, a ruler which has many uses, an attractive 12-inch by 8-inch playing area, which could easily be used in other wargames, as a *Champs Clos* for combat or duels perhaps. There's a full colour booklet, 20 pages or so, introducing the broad scenario, future developments and giving instructions on painting, assembly, etc. As well as many seductive (sic) offers, and a map, A4, of 'Shyish, Realm of Death.' Hm?

I like maps. I started life as an Historical Geographer, but this one's like that in *Game of Thrones*, *Earthsea* and many others from Tolkien down. Plenty of land features, but broken up by seas, fjords and channels. If you're going to name big empty spaces of water 'Sea of Fading Hope' and 'Sea of Best Hauls,' you need fleets to get around, and to fight. The sea's always been the weakness with GW. There, but so often unused.

There are 13 figures in this introductory pack, three large warlord Judge Dredd-ish types, on very big bases, very big (these three bases would make perfect 1/1200th or 1/3000th scale wargame islands), typical of these ranges, and 10 undead-ish slight wraith type figures. They look like they could slip in behind

the Nazgul, or come out of the mountain of doom. All are easy assembly, each is in two pieces plus a base, good clean plastic. The superhero types are in three, or four bits.

There's a very simple game included for using all of these 13 models, let's call them roughly 1/28th (or 1/25th-ish) which could be used to introduce very basic figure game ideas, not at all bad that.

Back to the bargain: The wraiths are called the Chainrasp Horde. All seem anchored by a ball and chain, but assembled the 10 of them make up a decent raiding party to slip in anywhere in a game. They'd face Crusaders, or Normans, or Cossacks, lots of enemies really. My 15mm Medieval monk army will do nicely. The thing is, they're only 30p a figure and £3 a fighting force, plus all the extras. That's value!

The blurb tells me that there'll be "Gondoresque" terrain and a mass of undead models over the weeks, but after issue three or four, these magazine packs will rarely appear on the shelves. So, buy it and try it.

The second issue, selling at £5.99 will provide a Banshee unit of four figures, by the way; so that might be worth looking at too.