

UNDEADS - VAMPIRE

By Tommy Punk

Many believe that the vampiric curse has been wiped out among the nobles in the Empire and that only Sylvania still holds Vampires. This is far from the truth as many lesser Vampires have spent centuries sleeping in coffins in the basements of a merchant or craftsman. There exists a Dark Brotherhood that guards the Vampires in their sleep and who waits for the time to awaken their masters. In Mordheim that time have come and the streets are once again stalked by the Vampires in search of fresh warm blood.

Vampires appear human and living although the curse of undeath runs in their veins, they are indeed dead and need to sustain themselves on the warm blood of living beings. It is speculated that they draw the lifeforce from their victims in order to sustain their own dying lifeforce. If a Vampire is prohibited from feeding he will lapse into a state of death, although being fed warm blood can revive him. Despite the tales of handsome Vampires seducing princesses and daughters of burgomeisters a Vampires diet consists mainly of peasants. The feeding practises are as diverse as the number of Vampires. Some prefer to drink the blood in a glass, like wine, and some prefer the hunt and the smell of fear as they sink their fangs into the neck of their screaming victim. Some, notably weak Vampires, prey on sleeping children, and after all who will believe the endless stories of monsters in the night?

The sun is the source of life and allows the crops to grow but to the Vampire the sun is death and will burn him to ashes. Although a Vampire can wear an enclosing cloak and move around in the twilight he must sleep in darkness during the day. This resembles the sleep of humans but is much deeper, many Vampires have fallen to the stake of a Vampire hunter during the day when they are unable to move or defend themselves. The Vampire therefore makes use of guards, both living and dead. The Vampires do not rely on humans or the dead alone to protect them. Large hellhounds make excellent sentries and their bark will warn off the peasant guards as well. The hounds are larger than a normal canine with dark or reddish-brown fur and giant teeth. In the dark their eyes glow softly of red or yellow.

Ghouls are naturally attracted to the presence of Vampires, they are descendants from degenerated cannibals. Their skin is dark and filthy, their eyes bestial and insane and their snarling lips reveal sharp-pointed teeth and slavering mouths. Many carry bones that they use as clubs but with their long claws and sharp teeth they don't really need any weapons. The Ghouls and the Vampire get along well, the Vampire drain a human of the blood and let the Ghouls feed on the flesh.

BOOK OF THE DEAD

Cost: 200+D6x25 gc

Rare 12

This is a book that contain transcripts from the famous books of Nagash, the Great Necromancer. A Vampire can learn Necromancy magic with the Arcane Lore skill and this book and a Necromancer will gain a new spell permanently.

VAMPIRE SPECIAL SKILLS

Note that only Vampires can pick from this list and no henchmen can choose this skill list as they advance to become heroes.

Transfixing Glare: The Vampire is able to hypnotize a victim using his glowing red eyes, the victim will remain passive and waiting for the Vampire to close. The Glare may be used on any living model in base contact that is not Immune to Pshychology, the victim must pass a Leadership test on 2D6 or be transfixed. A transfixed model may not attack in close combat and is treated as being knocked down for purpose of being attacked. Roll for the Glare at the start of the combat phase.

Mist form: Vampires hold many powers over nature and they can transform into a thin mist in the recovery phase. While in this state the Vampire have a move of 2D6" per turn. He may not attack in close combat, shoot with a missile weapon or cast spells and he gain no protection from armour. All to hit rolls against the Vampire need a natural 6 to hit and all to wound rolls need a natural 6, note that this may not be changed by any bonuses its to represent the protection of a nonphysichal form. The Vampire reduce the injury roll by -2, if the vampire is knocked down he takes physical form. The Vampire may change back to Vampire form in any subsequent recovery phase.

Ratswarm form: Vampires hold many powers over nature and they can transform into animals such as a wolf, a swarm of rats or a giant bat. A Vampire can change form in the recovery phase regardless if the Vampire is knocked down or Stunned but he suffer all penalties for EG standing up. The Vampire may change back to Vampire form at the start of any subesquent recovery phase.

Profile	M	WS	BS	S	T	W	I	A	LD
Ratswarm	6	-1	0	2	*	*	+1	+2	*

* Same characteristic value as in the Vampire form

While in Ratswarm form the Vampire may not use weapons and do not receive any protection from armour. He cannot shoot with a missile weapon or cast spells but can attack in close combat withot a penalty for fighting without a weapon. The Vampire

should be represented by a Ratwarm base but treat the Vampire as being the size of a single rat for moving through alleys or similiar small spaces. The Vampire may move through small holes and gaps that would allow a single rat to pass through, he can thus move through walls if the wall have a small hole in it.

Bat form: Vampires hold many powers over nature and they can transform into animals such as a wolf, a swarm of rats or a giant bat. A Vampire can change form in the recovery phase regardless if the Vampire is knocked down or Stunned but he suffer all penalties for EG standing up. The Vampire may change back to Vampire form at the start of any subesquent recovery phase.

Profile	M	WS	BS	S	T	W	I	A	LD
Giant Bat	8	*	0	2	*	*	*	1	*

* Same characteristic

value as in the Vampire form

While in Bat form the Vampire may fly and ignores movement penalties, he cannot run as such but may move double distance and a charge move is also doubled. The Vampire may not use weapons and do not receive any protection from armour. He cannot shoot with a missile weapon or cast spells but can attack in close combat withot a penalty for fighting without a weapon.

Wolf form: Vampires hold many powers over nature and they can transform into animals such as a wolf, a swarm of rats or a giant bat. A Vampire can change form in the recovery phase regardless if the Vampire is knocked down or Stunned but he suffer all penalties for EG standing up. The Vampire may change back to Vampire form at the start of any subesquent recovery phase.

Profile	M	WS	BS	S	T	W	I	A	LD
Wolf	9	*	0	*	*	*	*	*	*

* Same characteristic

value as in the Vampire form

While in Wolf form the Vampire may not use weapons and do not receive any protection from armour. He cannot shoot with a missile weapon or cast spells but can attack in close combat withot a penalty for fighting without a weapon.

HENCHMEN

These are additions to the Vampire warbands list, the warband can become quite powerful with living henchmen that can use weapons but I missed the Dark Brothers in the original list. They have a high cost at 25 gc to balance this fact.

VAMPIRE BATS.....xx gold crowns

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Coming soon

DARK BROTHERS.....25 gold crowns

There exists a Dark Brotherhood that guards the Vampires in their sleep and who waits for the time to awaken their masters. Not all the servants of a Vampire have been scared into service, no matter how vile the bloodcurse is there are always ruthless people wishing to be embraced. They flock to a Vampires court and will fight for him to try and distinguish themselves enough for the mighty being to grant them the dark embrace. They will carry out any command from their master, and many of them hold high positions in the Guild of Merchants or in a cities administration, many lesser Vampires have spent centuries sleeping in coffins in the basements of a rich merchant families or burgomeisters.

Profile	M	WS	BS	S	T	W	I	A	LD
Thrall	4	2	2	3	3	1	3	1	7

Weapons and armour:

The Thralls may be equipped from the Undead Equipment list.

Tommy Punk - Kalmar, Sweden

Direwolf list Skaven FAQ Rep | Mordheim list moderator

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