

Lords of the Night

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Curse of the Vampire: Many believe that the Vampiric curse has been wiped out amongst the noble houses of the Empire and that only foreign lands have to deal with this evil. This couldn't be further from the truth as many of these lords of the night have spent centuries sleeping in coffins in the basements of a merchant or craftsman. There exists a Dark Brotherhood that guards these Vampires in their sleep and who await the time to awaken their masters. In Mordheim that time has come and the streets are once again stalked by creatures they prey upon - the living for fresh blood.

Vampires appear, outwardly at least, to be human which is the greatest weapon in their arsenal when it comes to avoiding roving bands of Witch Hunters or catching their prey - mortal humans. It is speculated that they draw the life force from their victims in order to sustain their own dying life force. 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 Vampire's diet will consist of whatever mortal human, young or old, he can feed upon - although the greatest of their kind insist upon the blood of virgins, the most succulent. Feeding practices are as diverse as the number of Vampires. Some prefer to drink blood from crystal goblets, like wine whilst others 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 upon sleeping children, and who, after all, wouldn't believe the endless tales of monsters in the night?

The sun is the source of life and allows the crops to grow but to the Vampire the sun spells certain death and will burn him to ashes. Although a Vampire can wear an all 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 and many a careless Vampire has fallen foul of a Vampire hunter during the day when unable to move or defend themselves. The Vampire therefore makes use of guards, both living and dead. The Vampire does not rely on humans or the dead alone to protect him. Large Dire Wolves make excellent, terrifying sentries. Ghouls are naturally attracted to the presence of Vampires as they are descendants from degenerated cannibals. Their skin is pale 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 will drain a human of blood and let the Ghouls feed upon the flesh.

Special Item

Book of the Dead; Cost: 200+D6x25 gc; Availability: Rare 12

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

Vampire Special Skills

Skills Note: 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 wait for the Vampire to close. The Glare may be used on any living model in base contact that is not *Immune to Psychology*. The victim must pass a Leadership test on a 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: A Vampire's human form is only one of many and a few can transform into a thin mist in the recovery phase. While in this state the Vampire has a move of 2D6" per turn. He may not attack in close combat, shoot with a missile weapon or cast spells and he gains no protection from armor. 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 modified by any bonuses as it represents the protection of a non-physical form. The Vampire may reduce the injury roll by -2. If the Vampire is Knocked Down he immediately reverts to his physical form. The Vampire may change back to Vampire form in any subsequent recovery phase by choice.



Ratswarm Form: Some Vampires hold a sway 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 of whether the Vampire is Knocked Down or Stunned but he suffers all penalties for standing up for example. The Vampire may change back to Vampire form at the start of any subsequent recovery phase.

M	WS	BS	S	T	W	I	A	Ld
6	3	0	3	3	*	*	4	*

* Use the same characteristics as the Vampire. While in Ratswarm form the Vampire may not use weapons and does not receive any protection from armor. He cannot shoot with a missile weapon or cast spells but can attack in close combat without a penalty for fighting without a weapon. The Vampire should be represented by a Ratswarm base but treat the Vampire as being the size of a single rat for moving through alleys or similar small spaces. The Vampire may move through small holes and gaps that would allow a single rat-sized creature to pass through and can thus move through walls as most have a small holes in them.



Bat Form: Many Vampires can transform into giant bats. A Vampire can change form in exactly the same manner as detailed above.

M	WS	BS	S	T	W	I	A	Ld
8	3	0	3	2	*	*	1	*

* Use the same characteristics as the Vampire. Whilst 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 does not receive any protection from armor. He cannot shoot with a missile weapon or cast spells but can attack in close combat without a penalty for fighting without a weapon.



Giant Wolf Form: Many Vampires can transform into Giant Wolves. A Vampire can change form in exactly the same manner as described above.

M	WS	BS	S	T	W	I	A	Ld
9	4	0	4	3	*	*	2	*

* Use the same characteristics as the Vampire. Whilst in Wolf form the Vampire may not use weapons and does not receive any protection from armor. He cannot shoot with a missile weapon or cast spells but can attack in close combat without a penalty for fighting without a weapon.