

## Undead Rules For Mordheim Scenarios

Since we tend to use undead frequently in our scenarios, this is a reference sheet for their Mordheim stats. We've included a few Warhammer undead types that may be toned down a bit for Mordheim. This is still a work in progress.

This document contains rules and statistics for various types of undead for use in Mordheim scenarios. They are not intended for use with undead warbands run by players, which are covered in the Mordheim rulebook, but as a reference for scenarios where undead are being used as NPCs.

### Undead Types

#### Zombies

|        | M | WS | BS | S | T | W | I | A | Ld |
|--------|---|----|----|---|---|---|---|---|----|
| Zombie | 4 | 2  | 0  | 3 | 3 | 1 | 1 | 1 | 5  |

Special Rules: **Cause Fear, May Not Run, Immune to Psychology & Poison, No Pain**

#### Skeletons / Skeleton Captains

|                  | M | WS | BS | S | T | W | I | A | Ld |
|------------------|---|----|----|---|---|---|---|---|----|
| Skeleton         | 4 | 2  | 2  | 3 | 3 | 1 | 2 | 1 | 5  |
| Skeleton Captain | 4 | 2  | 2  | 3 | 3 | 1 | 2 | 2 | 5  |

Special Rules: **Cause Fear, May Not Run, Immune to Psychology & Poison, No Pain**

#### Ghouls / Ghasts

|       | M | WS | BS | S | T | W | I | A | Ld |
|-------|---|----|----|---|---|---|---|---|----|
| Ghoul | 4 | 2  | 2  | 3 | 4 | 1 | 3 | 2 | 5  |
| Ghast | 4 | 2  | 2  | 3 | 4 | 1 | 3 | 3 | 5  |

Special Rules: **Cause Fear, May Not Run, Immune to Psychology & Poison, No Pain**

### Dire Wolf / Doom Wolf

|           | M | WS | BS | S | T | W | I | A | Ld |
|-----------|---|----|----|---|---|---|---|---|----|
| Dire Wolf | 4 | 2  | 0  | 3 | 3 | 1 | 1 | 1 | 5  |
| Doom Wolf |   |    |    |   |   |   |   |   |    |

Special Rules: **Cause Fear, May Not Run, Immune to Psychology & Poison, No Pain**

### Fell Bat

### Wight

M WS BS S T W I A Ld

Wight 4 3 3 4 4 1 3 1 8

Wight Champion 4 3 3 4 4 1 3 2 8

Special Rules: Cause Fear, May Not Run, Immune to Psychology & Poison, No Pain

Wight Blade: all to hit rolls of 6 wound automatically, although the Wight still rolls "to wound" to see if the hit is a critical

### Necromancer

M WS BS S T W I A Ld

Necromancer 4 3 3 3 3 1 3 1/2 7

Equipment: The Necromancer has a sword, a dagger and a short bow

Special Rules: The Necromancer is a Wizard and cast Necromantic Spells. Roll d6:

1 = Lifestealer

2 = Re-Animation

3 = Death Vision

4 = Spell of Doom

5 = Call of Vanhel

6 = Roll again

Re-Animation works on zombies, skeletons, and skeleton captains.

If your roll Re-Animation for the Necromancer and the escort is other than skeletons or zombies, roll again. If Re-Animation appears a second time, then that is the Necromancer's spell.

## **Vampire**

M WS BS S T W I A Ld

Vampire 6 4 4 4 4 2 5 2 8

Equipment: The Vampire has a sword and a dagger, and on d6 roll of 4+ wears heavy armor

Special Rules: Cause Fear, Immune to Psychology & Poison, No Pain

## **Wraith**

M WS BS S T W I A Ld

Wraith 6 3 0 3 3 2 2 2 7

Special Rules: Cause Fear, May Not Run, Immune to Psychology & Poison, Ethereal. Because the Wraith is ethereal, it can move through solid (but not living creatures), and it suffers no movement penalties for doing so. It cannot be harmed in combat except by magical weapons or Daemons (including the Possessed), but it is affected by spells as normal. It cannot stand the touch of iron weapons, so if it is hit by an iron weapon the Wraith must make a Leadership test. If it fails the test it will flee 3d6" immediately away from the attacker. During the Wraith's next turn it may move as normal. If the Wraith is driven off of the table edge in this fashion, it is considered vanquished.

## **Banshee**

M WS BS S T W I A Ld

Banshee 6 3 0 3 3 2 4 2 8

Special Rules: Cause Fear, May Not Run, Immune to Psychology & Poison, Ethereal, Ghostly Howl.

Because the Banshee is ethereal, it can move through solid (but not living creatures), and it suffers no movement penalties for doing so. It cannot be harmed in combat except by magical weapons or Daemons (including the Possessed), but it is affected by spells as normal. It cannot stand the touch of iron weapons, so if it is hit by an iron weapon the Banshee must make a Leadership test. If it fails the test it will flee 3d6" immediately away from the attacker. During the Banshee's next turn it may move as normal. If the Banshee is driven off of the table edge in this fashion, it is considered vanquished.

Ghostly Howl: The eerie cry of the Banshee brings doom to those mortals who hear it. The Banshee uses its Ghostly Howl in the shooting phase. The attack targets one victim within 8". Roll 2d6+2, and compare the total to the victim's leadership score. For each point by which the roll beats the victim's leadership value, the victim suffers one wound with no armor saves.