

The Vampire

An Undead scenario for Mordheim

Back in the mists of time when Mordeim was just a village, there lived a Vampire count by the name of Otto Van Luthor who was, a terrible and evil bane upon the good farming people of Mordheim. Otto was a powerful Vampire and at the time he was out terrorising the world before the Carsteins were out of their, well whatever they used for diapers in those days Unfortunately for Otto he didn't make it into the history books and as such has never been heard of before.

By night Otto would transform into a giant Vampire bat and fly down to Mordheim. He would get into young girls bedrooms. and generally make all of the villagers terribly afraid. Fortunately at that time there was a great Vampire Hunter called Professor Cara Van "How would you like your stake?" Hellfire. He was famed throughout the land for hunting down Vampires and doing nasty things to them with wooden mallets.

Professor Cara Van Hellfire came into Mordheim and the peasants there told him all about the evil Vampire. They told him how he flew down to the village and broke into young girls bedrooms, how he scared the ?!*S&@?! out of sheep and how he would calmly stop off in the tavern for his ale at night. Professor Cara Van Hellfire vowed to destroy the Count and left for the evil Otto's castle at once.

The Professor fought with the Vampire for many long hours. Up and down the castle they went, pitting crucifixes against hypnotic stares. As they fought they lashed each other with their sharp wits.

"Die you evil hell fiend!" Cara shouted.

"I'm only following my natural instincts to hunt down and suck the blood from living humans. It's not my fault that my hormonal carnivorous ways make me despised and oppressed by your race." Replied Otto Van Luthor.

"Don't give me any of that political correctness nonsense, I'm going to kill you."

On and on they battled and finally Cara Van Hellfire used his extra strong garlic to send the Vampire into a deep, deep sleep. Unfortunately for the prof, just as he was about to put a stake through the evil counts heart. Otto's servant Igor "I've got an original name" The Hunchback - killed the professor with a well placed knife in the back.

During the years that followed Otto slept like a log and the world continued to grow and change. Other Vampires became big and powerful, realms grew and tumbled, Wars ravaged the world throughout the centuries that followed. The seasons came and went, people lived and died in the bitter struggle that is life until at long last, the present day

finally arrived.

Otto woke up and shouted "Errrr! Garlic." The count saw the skeletal form of the very late Professor and his faithful servant Igor. Otto asked for a cup of tea because he was dead parched but Igor lay still. The faithful Igor had waited for his master and died at his side. Calling upon his vast reserves of magic he reanimated Igor and proclaimed that he would become the ruler of the world. He called forth a mighty host of Undead creatures, which had lain at rest in his castle for eons and marched to war against any who would stand in his way.

Professor Cara Van Hellfire was a married man and his wife had a son before Cara Van fought the Vampire count and died. This son became a Vampire Hunter, got married and also had a son and this son was also a Vampire Hunter and guess what, he had a son too (he had a daughter as well but she became a seamstress). This continued for centuries until just before Otto's rebirth, the Hellfire family had two sons and a daughter who all became Vampire Hunters.

The Hellfire Vampire Hunters heard of the rebirth of Otto Van Luthor and decided to intervene. The Doctor, Junior and Buffy Hellfire joined the warband led by a famous Imperial noble which was travelling to Mordheim to stop the threat of the mad Vampire count.

As the warband entered Mordheim they heard grim tales of the evil Vampire and at sunset one day the warband arrived at a small square which was surrounded by the forces of the dead. The Vampire Hunters set wards around the camp and the night passed with only a few distant screams from the neighbourhood interrupting the black of night.

At dawn the warband prepared to charge into the area and they were greeted by the sight of an Undead horde waiting the other side of the square.

The Vampire Hunters reminded the warband leader that only a stake through the heart would despatch the Vampire forever and other methods of killing him would only delay the Vampire's attention for a few centuries. As the sun rose above the abandoned ruins of the City of the Damned the warband raced down into the square and the carnage of battle commenced.

The Scenario

This is a Vampire Hunt. The warband are very likely to win if they kill Count Otto and the Undead are most likely to win if the Vampire Hunters get their heads bitten off and all of their blood drained. Still Mordheim is a funny old setting and anything could happen.

The Battlefield

The battlefield needs to be set up with a square surrounded by five buildings in the centre of the table. Both sides should be able to reach these buildings in their first turn provided they run to them. So set them up 8" from the deployment zones. Other pieces of terrain

are placed according to the rules.

The Objective

In each of the five buildings is a young female of virginal quality whom the Count has brought here from his nightly raids in the surrounding villages. The Vampire must enter each building and suck out the blood of the maidens and the Vampire Hunters must prevent this from happening. The Vampire Hunters and the great Count Otto himself are also key objectives to winning this scenario.

The Square Special Rules

It will take the remainder of a turn for Otto to suck the blood of the young maiden provided he has moved into the building with her inside during the movement phase. While sucking the blood the Vampire may not do anything else. Attack, cast spells etc. The Vampire Hunters may free the maidens by entering a building which still contains a female and releasing her from the hypnotic spell which has been cast upon her. The released young lady will follow the Vampire Hunter who is their rescuer around the battlefield.

Should a Vampire Hunter subsequently die at the Vampires hands then the evil count gets any maidens with them and scores the victory points for them. Should any other Undead forces except the Vampire kill a Vampire Hunter any maidens with them are slain as well and neither side gets the victory points.

When a maiden is rescued you should use a suitable miniature to follow the Vampire Hunter around. The maiden may not attack or be attacked and therefore has no profile. The maiden will move as far as her rescuer does.

The Warbands

This scenario has been written with the intention that you create your own warbands to fight with. That's right we're not going to tell you which warband you must use, instead you can use your own favourite Undead warband. There are, however a few restrictions that we want to impose upon you.

The Undead warband must choose Otto and Igor. The Undead warband are free to choose another Vampire but he cannot gain victory points for sucking the blood of the maidens.

The heroic warband must take the Vampire hunters special characters, included in this article.

Vampire Hunter Special Rules

Each Vampire Hunter is armed with a Sword and a wooden mallet. The mallet does not count as an extra hand weapon but is used for hammering stakes into Vampires. And

speaking of stakes each Vampire Hunter carries blessed wooden stakes.

Blessed Wooden Stakes: -1 to hit, Strength = 5, if the wooden stake does damage then it causes 2 wounds against Vampires only.

Vampire Hunters may not be the warband leader. The Vampire Hunters move independently (although its best to have them close together so that all three confront the Vampire at once).

Magic Items

Each Vampire Hunter may carry three magic items. Two of these will always be Professor Cara Van Hellfire's extra strong Garlic and the Silver Crucifix. Each specific Vampire Hunter has their own third magic item.

Scenario Options

This scenario is easily adaptable to suit our own warbands and preferences. For example you might have a friend who has an Undead warband but you might have a Dwarf warband. It is perfectly alright to use the Dwarf warband by simply adding the Vampire Hunter characters to the warband list.

The characters given in this scenario can be used in other games of Mordheim that you play. So if you really want to take care of those pesky Vampires you could take one of our special Vampire Hunter characters. I'm certain you will.

Victory Conditions

Both players gain the experience points as the normal Mordheim rules dictate. The following special victory conditions apply to this scenario only. Note that the victory points for the special characters included in this scenario are included here and no other VP's should be added for them.

Heroes:

- 8 Vampire Hunters kill Otto Van Luthor with stake in heart.
- 4 Otto is put to sleep / Otto is killed by another model or weapon.
- 2 For every maiden rescued by the Vampire Hunters.
- 1 Per wound caused upon Otto Van Luthor.
- 1 If Igor is killed by any model in the Empire army.

Undead:

- 3 Per Vampire Hunter killed by Otto.
- 1 Per Vampire Hunter killed by anyone else in the Empire army.
- 2 For every maiden who has had her blood sucked from her by Otto.
- 1 If Igor stays alive to protect his master.
- 1 Per wound caused by Otto upon any of the Vampire Hunters.

Otto van Luthor (375 GC)

- + 25 points Bloodsword
- + 15 points Shadowcloak
- + 25 points Shapechanging scroll

Profile	M	WS	BS	S	T	W	I	A	Ld
Otto	6	8	6	7	6	4	9	4	10

Special Rules

Leader

Otto Van Luthor is your warband leader and replaces the leader from the Undead warband list. All models within 12" may take Ld tests using his Ld characteristic.

Transfixing Glare

Make a Ld test if failed the victim is transfixed.

Bite your neck

Otto may attempt to bite someone's neck. This may only be made on someone who is transfixed. The person is drained of blood and suffers 1 automatic wound.

Wizard

Otto is a Level 3 wizard.

Magic Items

Otto may carry four magic items in total. Three of these will always be: Shapechanging Scroll, the Shadowcloak and the Bloodsword.

Bloodsword

This sword drips with blood constantly and is believed to have had blood involved in the forging process of the blade. The potent bite of the Bloodsword drains the victim of their blood in no time at all.

The Bloodsword causes D3 wounds every time it inflicts damage with no armour saves allowed except magic armour.

Shadowcloak

The Shadowcloak is made of the darkest fabrics and shifts magically, confusing the eye and making the Vampire who wears the cloak a difficult target to hit.

A Vampire wearing the Shadowcloak is very hard to hit. There is a -1 to hit penalty against him in hand to hand combat and shooting.

Shapechanging Scroll

This scroll contains a powerful spell which can alter the Vampire's form.

The Vampire may use this scroll once during the battle to change form. This alternative form lasts until the end of the turn. The Vampire may move into combat while in an alternative form but will not count as charging.

Giant Bat: May fly up to 24". May not attack but may move over models and obstacles with no penalty. Enemies may not attack a Vampire in Giant Bat form.

Ethereal Mist: May move 9" through any model or obstacle. May not attack while Ethereal but causes Fear. When he returns to the table he will have recovered 1 wound, this cannot push the Vampire's wounds past his starting wounds of 4.

USE ONCE AND DISCARD

Igor the Hunchback (10 GC)

Profile	M	WS	BS	S	T	W	I	A	Ld
Igor	4	3	0	4	3	2	1	2	5

Special Rules

Igor counts as a Zombie, albeit a hard Zombie. He is armed with a club and does not have any armour. He must stay within 4 inches of Count Otto. If Igor is not within 4" of Otto then the magic which sustain him drains away and Igors reanimated body collapses into dust. Igor causes fear and is immune to psychology.

Frenzy

If Otto dies, Igor becomes frenzied and must move directly towards whoever killed his beloved master. Igor's anger at the loss of his master overcomes the lack of magic animating the hunchback. At the end of the turn Igor will drop dead from the magic lost to him. Note that Igor does not need to take a Leadership test when Otto, the general, dies because he counts as a character.

Igor may ride upon Otto's back when he is in Giant Bat form (See Shape changing Scroll) provided he began the turn adjacent to Otto.

Doctor Hellfire (121 GC)

+ 25 points Holy water

+ 20 points Garlic

+ 30 points Crucifix

Profile	M	WS	BS	S	T	W	I	A	Ld
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Doctor	4	6	6	4	4	3	6	4	10
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Special Rules

Healer

May heal any wounded model within his move distance of 4" during the turn after they are out of action. Any models within 4" who are Out of Action either lie down or put to one side and during the movement phase that Doctor Hellfire reached them he may attempt to heal one model on the D6 roll of 4+. If the model is healed stand him back up and put him on the spot he came from. He will have one wound. If the roll fails remove him from the table.

Magic Items

Doctor Hellfire may carry three magic items which will always be Professor Cara Van Hellfires Extra Strong Garlic, the Silver Crucifix and Holy Water.

Professor Cara Van Hellfire's Extra Strong Garlic

This extra strong garlic can make Vampire's fall fast asleep with one whiff.

If you win the combat the Vampire falls asleep. Lie him down. While down he may be hit automatically. For this reason Vampires Fear garlic and must make a fear test to charge a Vampire Hunter with garlic. Lasts for one turn only.

USE ONCE AND DISCARD

Silver Crucifix

The Silver Crucifix has long been a sign of warding against creatures of the night and this magical silver crucifix distracts a Vampire's attention in combat.

During the first turn of combat between a Vampire Hunter and a Vampire the Vampire Hunter strikes first by distracting the Vampire for a split second with the Silver Crucifix. This applies even if the Vampire was the one who charged.

Holy Water

Holy Water is a Vampire's bane and burns the skin of a Vampire upon contact.

A phial of Holy Water may be thrown 8" towards a Vampire in the shooting phase. If Doctor Hellfire hits, the Vampire must make a roll to avoid the holy water. Roll a D6 and on a roll of 6 Otto has dodged backwards 2" away from the Holy Water. On a roll of 1-5 Otto takes an immediate Wound and has -1 to all of his dice rolls for the rest of the turn.

USE AND DISCARD

Junior Hellfire (92 GC)

+ 10 points Blunderbuss

+ 20 points Garlic

+ 30 points Crucifix

Profile	M	WS	BS	S	T	W	I	A	Ld
Junior	4	5	5	4	4	3	5	3	10

Special Rules

Hatred

Junior is subject to Hatred against all Vampires.

Magic Items

Junior Hellfire may carry three magic items which will always be Professor Cara Van Hellfire's Extra strong Garlic, the Silver Crucifix and the Hellfire Blunderbuss.

Professor Cara Van Hellfire's Extra Strong Garlic

This extra strong garlic can make Vampire's fall fast asleep with one whiff.

If you win the combat the Vampire falls asleep. Lie him down. While down he may be hit automatically. For this reason Vampires Fear garlic and must make a fear test to charge a Vampire Hunter with garlic. Lasts for one turn only.

USE ONCE AND DISCARD

Silver Crucifix

The Silver Crucifix has long been a sign of warding against creatures of the night and this magical silver crucifix distracts a Vampire's attention in combat.

During the first turn of combat between a Vampire Hunter and a Vampire the Vampire Hunter strikes first by distracting the Vampire for a split second with the Silver Crucifix. This applies even if the Vampire was the one who charged.

Hellfire Blunderbuss

Junior carries an old and deadly weapon called the Hellfire blunderbuss which fires wooden stakes.

Junior is at -1 to hit with this weapon, has a range of 12" and uses the same rules for stakes (See main rules). The Hellfire blunderbuss takes one turn to reload during which Junior may not move or attack although he may defend himself if attacked.

Buffy Hellfire (68 GC)

+ 5 points Buffy's mirror

+ 20 points Garlic

+ 30 points Crucifix

Profile	M	WS	BS	S	T	W	I	A	Ld
Buffy	4	5	5	3	3	3	6	2	9

Special Rules

Frenzy

Buffy can work herself up into a frenzy when attacking Vampires. Just by thinking about what Vampires do to young Maidens. Buffy is subject to frenzy as described in the Mordheim Rule book against Vampires only.

Magic Items

Buffy Hellfire may carry three magic items which will always be Professor Cara Van Hellfire's Extra Strong Garlic, The Silver Crucifix and Buffy's beauty mirror.

Professor Cara Van Hellfire's Extra Strong Garlic

This extra strong garlic can make Vampire's fall fast asleep with one whiff.

If you win the combat the Vampire falls asleep. Lie him down. While down he may be hit automatically. For this reason Vampires Fear garlic and must make a fear test to charge a Vampire Hunter with garlic. Lasts for one turn only.

USE ONCE AND DISCARD

Silver Crucifix

The Silver Crucifix has long been a sign of warding against creatures of the night and this magical silver crucifix distracts a Vampire's attention in combat.

During the first turn of combat between a Vampire Hunter and a Vampire the Vampire Hunter strikes first by distracting the Vampire for a split second with the Silver Crucifix. This applies even if the Vampire was the one who charged.

Buffy's Beauty Mirror

Buffy carries a mirror with her at all times. Usually she uses this for checking her hair is perfect. When hunting Vampires Buffy uses the mirror to block Vampires transfixing glare.

When a Vampire attempts to transfix Buffy she may use the mirror to block his glare. Roll a D6, on a roll of 1-3 Buffy is not quick enough and must make a LD test as normal, but on a roll of 4-6 Buffy blocks the glare with the mirror and will not be affected.

Miniatures to use in this scenario

These are suitable miniatures that you could use to represent the characters in this scenario.

Otto Van Luthor - we used Vlad Von Carstien

Igor The Hunchback - Luthor from the Catacombs of Terror, Warhammer Quest Adventure pack

Doctor Hellfire - Warhammer Quest Imperial Noble

Junior Hellfire - the Empire war wagon crewman with blunderbuss

Buffy Hellfire - an old Norse Valkyre number 074056/8

