

VAMPIRE WARBAND

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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 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.

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.

CHOICE OF WARRIORS

The Vampires warband must include at least 3 models. You have 500 Fear Points which to form your warband with. The warband may have a maximum of 15 models.

HEROES

Vampire	The warband must lead by a Vampire.
Dark Brothers	The warband may include up to four Dark Brothers.

HENCHMEN

Thralls	The warband may include any number of Thralls.
Zombies	The warband may include any number of Zombies.
Direhounds	The warband may include any number of Direhounds.

HEROES

VAMPIRE.....70 Fear points

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.

Profile	M	WS	BS	S	T	W	I	A	LD
Vampire	5	4	4	4	3	2	5	1	8
Wolf	9	*	0	*	*	*	*	*	*
Rat swarm	6	-1	0	2	*	*	+1	+2	*
Giant Bat	8	*	0	2	*	*	*	1	*

* Same characteristic value as in the Vampire form

+/- Same characteristic value as in the Vampire form but with a bonus or penalty

Weapons and armour: The Vampire may have equipment from the Dark Brotherhood Equipment list but may take use missile weapons.

SPECIAL RULES

Leader: The Vampire is a leader and a warrior within 6" may use his Leadership characteristic for any Leadership test, note that Zombies and Ghouls may never use the leaders Leadership characteristic.

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 is treated as a missile weapon and may be "fired" in the Shooting Phase at a living person with a range of 6". If the Glare hits then the victim must pass a Leadership test on 2D6 or be transfixed, a transfixed model may not move, fight or shoot for D3 turns. The model counts as having a WS of 0 and to hit and to wound rolls are at +1.

Mist form: Vampires hold many powers over nature and they can transform into a thin mist at the start of the Magic Phase. While in this state the Vampire may not be harmed by non-magical weapons and have a move of 2D6" per turn. He may not attack or cast spells, but any physical objects are transformed as well and may thus be retained. Note that the Vampire will be very vulnerable to the Wind Blast spell and he will be removed from play if being forced into a Storm Area. The Vampire will not be killed by this action but will be in severe pain until the next battle. The Vampire may change back to Vampire form at the end of his own Magic Phase.

Animal form: Vampires hold many powers over nature and they can transform into a wolf, a swarm of rats or a giant bat, this is done at the start of the Magic Phase. While in this form the Vampire may not use weapons but count as having natural weapons. The Vampire may change back to Vampire form at the end of his own Magic Phase. While in Bat form the Vampire may fly. While in Rat Swarm form treat him being the size of a single rat although he is a swarm, EG the Vampire may move through small holes and gaps that would allow a single rat to pass through,

Fear of death: The Vampires make full use of their vampiric abilities to avoid being harmed and as they hold a strong fear of dying they will retreat if they realizes they may actually be killed. If a Vampire receives the "Taken out of Action" injury then he immediately transforms into a mist or animal form, instead of being removed the Vampire flees 2D6+6" toward the nearest table edge. He may rally as normal and may then return to the battle. If he returns to the battle he will be in animal or mist form but may change to Vampire form at the end of his own Magic Phase. Even if he have come back to the battle he is still vary of those that almost incapacitated him, the Vampire thus Fear the model or models that was in base contact with him when he was "Taken out of Action". If the Vampire is forced into animal or mist form (IE being Taken out of Action) the player may volountarily Bottle Out.

0-4 **DARK BROTHERS**.....25 Fear points to attract

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. Even in life they live upon other people, they long for power no matter the source. 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.

Profile	M	WS	BS	S	T	W	I	A	LD
Dark Brother	4	3	3	3	3	1	3	1	7

Weapons and armour: The Dark Brothers may have equipment from the Dark Brotherhood Equipment.

HENCHMEN

THRALLS.....15 Fear points

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 vine. 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 unfortunate peasants that are left alive after a "dinner invitation" are strangely drawn to the Vampire and will obey any command while in his presence. These Thralls have their uses to hide the Vampires coffin and to protect in during the day.

Profile	M	WS	BS	S	T	W	I	A	LD
Thrall	4	2	2	3	3	1	3	1	6

Weapons and armour: The Thralls may have equipment from the Zombie Equipment list.

ZOMBIES.....20 Fear points to create

In the City of the Damned fresh corpses line each and every street. Many Vampires are skilled in the art of magic and because of their station between life and death they can easier manipulate the dead, especially those they killed themselves.

Profile	M	WS	BS	S	T	W	I	A	LD
Zombie	4	2	2	3	3	1	1	1	5

Weapons and armour: The Zombies may have equipment from the Zombie Equipment list.

SPECIAL RULES

Mindless: The Zombies are controlled by the Necromancer and don't think for themselves, they are dead after all. They are Immune to Psychology, cant run and always strikes last in hand-to-hand combat even if they charged. Further they may not parry at all.

Animated: The Zombies are dead and ignore many wounds that would have rendered a living warrior unable to fight. They use the special Undead Injury Table.

Unstable: The link between the Vampire and the Zombie is not as strong as that that animates the Skeletons, because the Zombies have not been dead for as long as the Skeletons. Before you roll on the Injury Table roll a D6 and if it comes up as 5+ the Zombie is automatically Smashed to Pieces, armour may still save it.

Fear: The Zombies causes *Fear*.

DIREHOUNDS.....15 Fear points

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.

Profile	M	WS	BS	S	T	W	I	A	LD
Direhound	6	4	-	4	3	1	4	1	5

Weapons and armour: Jaws and brutality. Direhounds cannot use weapons.

GHOULS.....25 Summoning points to control

They are Ghouls 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.

Profile	M	WS	BS	S	T	W	I	A	LD
Ghoul	4	2	-	3	4	1	3	1	5

Weapons and armour: The Ghouls may have equipment from the Ghouls Equipment list.

SPECIAL RULES

Living: The Ghouls are living beings.

Cowards: The Ghouls will flee if they run into a lengthy fight or faced with something unfamiliar. They will always fail any Leadership test that they are required to make and they may not use the Vampires Leadership characteristic even if he is within 6".

Fear: The Undead causes *Fear*.

GHOUL EQUIPMENT LIST

Hand-to-hand combat

weapons:

Dagger (first free)	2 SP
Club	3 SP
Double-handed club	15 SP

Missile weapons:

None

Armour:

None

DARK BROTHERHOOD EQUIPMENT LIST

Hand-to-hand combat

weapons:

Dagger (first free)	2 FP
Mace	3 FP
Sword	5 FP
Axe	5 FP

Halberd	10 FP
Morning star	10 FP
Double-handed weapon	15 FP
Missile weapons:	
Bow	10 FP
Pistol	15 FP
	(30 for a brace)
Crossbow	25 FP
Armour:	
Shield	5 FP
Helmet	10 FP
Light armour	20 FP

ZOMBIE EQUIPMENT LIST

Hand-to-hand combat weapons:

Dagger (first free)	2 FP
Mace	3 FP
Club	3 FP
Sword	5 FP
Axe	5 FP
Spear	10 FP
Morning star	10 FP

Missile weapons:

Bow	10 FP
Crossbow	25 FP

Armour:

Shield	5 FP
Helmet	10 FP
Light armour	20 FP