



# The Undead

Count Vlad von Carstein and his wife Isabella have ruled the province of Sylvania for as long as anyone can remember – peasants whisper of some dark secret, Witch Hunters revile them, and the Priests of Sigmar shun their court. Indeed, Sylvania has the most dire reputation of all the provinces of the Empire. Few men sent to spy on the rulers of Sylvania have ever returned from those dark Sylvanian forests, and then rarely with their sanity intact.

In the dimly-lit chamber of the Drakenhof castle, on a throne of black obsidian, sits Vlad von Carstein, the ruler of Sylvania. He waits in shadows, having set himself apart from the politics and bickering of the Empire. For he holds a terrible secret: he, and all the ruling aristocracy of his province are Vampires, undying monsters from beyond the grave. Here he patiently waits, drinking the blood of maidens from gold goblets.

For many long years Vlad has gathered his strength and mustered his Undead legions in secrecy. One day soon he will march from the forests of Sylvania at the head of an army of restless dead. The pieces of magic stone that lie scattered among the ruins of Mordheim can give the Count the power to challenge the nobles of the Empire and enslave the men of the Old World.

Wyrdstone holds enough captured magical energy to unleash a great spell of doom to rival that of Nagash the Black. If the Count is successful, he will raise all the dead between the Worlds Edge Mountains and the borders of Stirland, and go to war against the divided rulers of the Empire. His plans laid out, Vlad sends his thralls, the immortal Vampires, to do his bidding.

During dark, moonless nights, black coaches arrive at the gates of Mordheim carrying coffins. Ghouls scuttle from their hiding places to greet them, and corpses are stirred by a command which the living cannot hear. Following the commands of the Vampire, they hunt for shards of wyrdstone.

The night belongs to the Undead, and in Mordheim it is always night.

## Choice of warriors

An Undead warband must include a minimum of three models. You have 500 gold crowns to recruit your warband. The maximum number of warriors in the warband may never exceed 15.

**Vampire:** Each Undead warband must have one Vampire: no more, no less!

**Necromancer:** Your warband may include a single Necromancer if you wish.

**Dregs:** Your warband may include up to three Dregs.

**Zombies:** Your warband may include any number of Zombies.

**Ghouls:** Your warband may include any number of Ghouls.

**Dire Wolves:** Your warband may include up to five Dire Wolves.

**Skeletons:** Your warband may include any number of Skeletons.

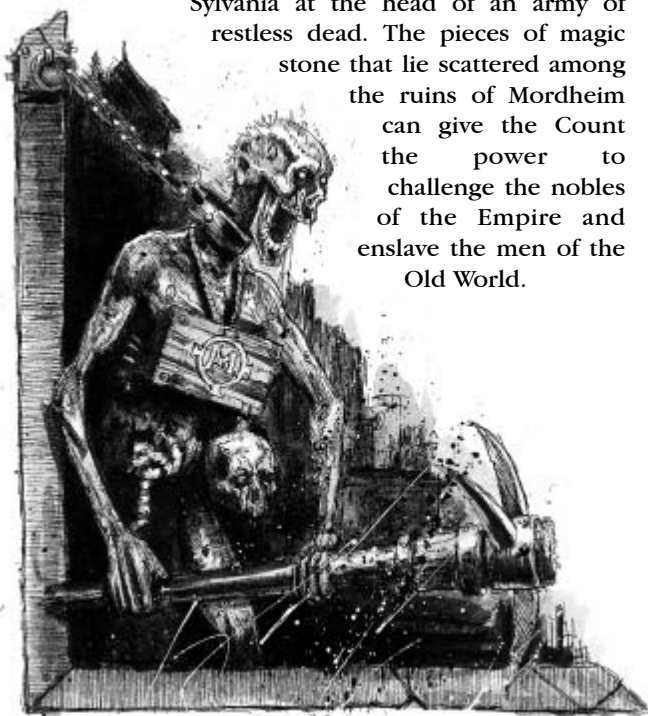
## Starting experience

A **Vampire** starts with 20 experience.

A **Necromancer** starts with 8 experience.

**Dregs** start with 0 experience.

**Henchmen** start with 0 experience.



## Undead skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Vampire	✓		✓	✓	✓	✓
Necromancer			✓		✓	
Dreg	✓			✓		

## Undead equipment lists

The following lists are used by Undead warbands to pick their equipment.

### Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Double-handed weapon	15 gc
Spear	10 gc
Halberd	10 gc

### Missile Weapons

Bow	10 gc
Short bow	5 gc

### Armour

Light armour	20 gc
Heavy armour	50 gc
Shield	5 gc
Helmet	10 gc

## Undead only items

### Book of the Dead

200+D6x25 gc Rare 12  
This is a book that contains 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

(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 hypnotise 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 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 for one enemy model in base contact at the start of each combat phase. A transfixed model gains its senses at its next recovery 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 and may ignore other models and terrain while moving and may also move vertically freely. He may not attack in close combat, shoot with a missile weapon or cast spells and he gains no protection from armour. All to

rolls against the Vampire need a natural '6' to hit and 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.

#### Animal Form

Some Vampires hold 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 if the Vampire is *knocked down* but he suffers all penalties for standing up. The Vampire may change back to Vampire form at the start of any subsequent recovery phase. While in animal form the Vampire may not use weapons and does not receive protection from armour. 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 with an appropriate model. Choose the animal form when selecting this skill.

Profile	M	WS	BS	S	T	W	I	A	Ld
Ratswarm form	6	3	0	3	3	*	*	4	*
Bat form	8	3	0	3	2	*	*	1	*
Wolf form	9	4	0	4	3	*	*	2	*

\* Use the same characteristics as the Vampire

In Ratswarm form treat the Vampire as being the size of a single rat for moving through alleys or similar small spaces. The Vampire may move through walls as most have small rat sized holes in them.

Whilst in Bat form the Vampire may fly and ignores movement penalties, he cannot run as such but may move double distance and the charge move is also doubled.

## 1 Vampire

### 110 gold crowns to hire

Vampires lead the Undead in their search for the magical stones that will give their master the power to conquer the Empire.

Although but pale shadows when compared to the dread Vampire Lords, the immortal servants of Vlad are still some of the most powerful creatures who fight in Mordheim. Most of them serve the undying count of Sylvania, but some have found the city to their liking, and have become independent.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	4	4	4	2	5	2	8

**Weapons/Armour:** Vampires may be armed with weapons and armour chosen from the Undead Equipment list.

### SPECIAL RULES

**Leader:** Any models in the warband within 6" of the Vampire may use his Leadership instead of their own.

**Cause Fear:** Vampires are terrifying Undead creatures and therefore cause *fear*.

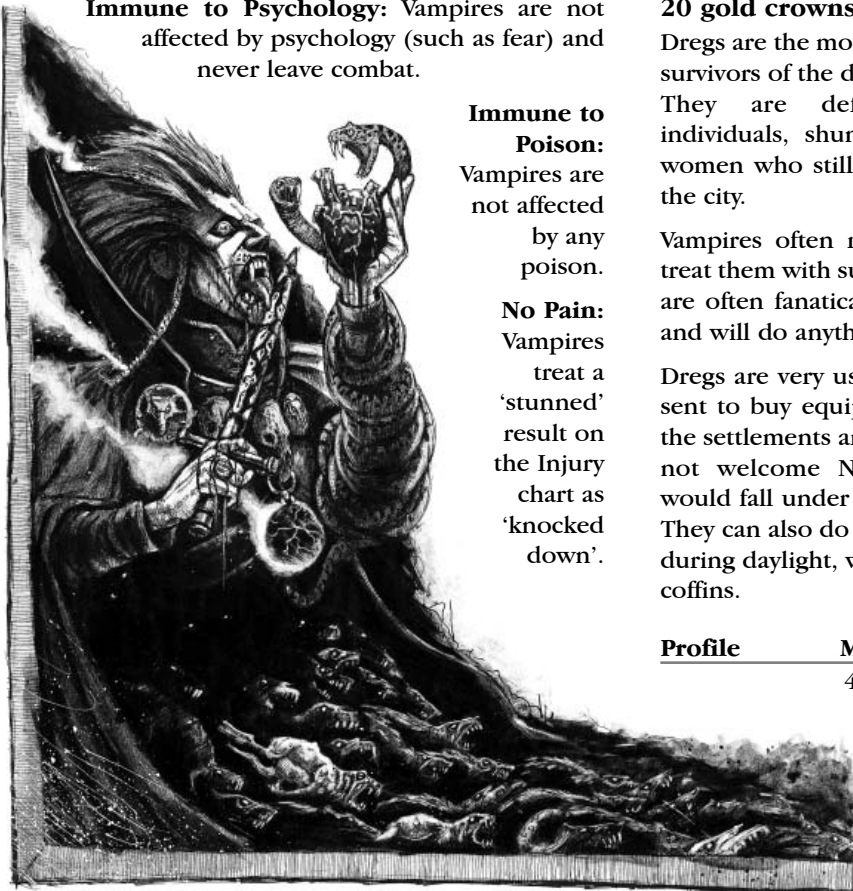
**Immune to Psychology:** Vampires are not affected by psychology (such as fear) and never leave combat.

#### Immune to

**Poison:** Vampires are not affected by any poison.

#### No Pain:

Vampires treat a 'stunned' result on the Injury chart as 'knocked down'.



## 0-1 Necromancer

### 35 gold crowns to hire

Necromancers are evil wizards, studying the corrupt art of Necromancy. Many of them are acolytes and servants of Vlad von Carstein, and follow the agents of their master to the city of the Damned. Others are recruited from amongst wizards and warlocks who have come under the suspicion of the various agents of Sigmar and have fled to Mordheim to avoid persecution.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

**Weapons/Armour:** Necromancers may be armed with weapons and armour chosen from the Undead Equipment list.

### SPECIAL RULES

**Wizard:** Necromancers are wizards and so are able to use Necromantic magic. See the Magic section for details.

## 0-3 Dregs

### 20 gold crowns to hire

Dregs are the most miserable human survivors of the demise of Mordheim.



They are deformed and rejected individuals, shunned even by the other men and women who still live in the ruins and catacombs of the city.

Vampires often recruit Dregs as their servants and treat them with surprising kindness. As a result, Dregs are often fanatically loyal to their Undead overlords and will do anything to protect and serve them.

Dregs are very useful to their masters as they can be sent to buy equipment, weapons and supplies from the settlements around Mordheim which would often not welcome Necromancers or where Vampires would fall under the suspicion of the Witch Hunters. They can also do the bidding of their vampiric master during daylight, when the Vampires must rest in their coffins.

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

**Weapons/Armour:** Dregs may be armed with weapons and armour chosen from the Undead Equipment list.

# Henchmen

## Zombies

### 15 gold crowns to hire

Zombies are the most common of the Undead: creatures animated by the will of their Necromantic masters.

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

**Weapons/Armour:** Zombies may not have any weapons or armour and suffer no penalties for this.

### SPECIAL RULES

**Cause Fear:** Zombies are terrifying Undead creatures and therefore cause *fear*.

**May not run:** Zombies are slow Undead creatures and may not run (but may charge normally).

**Immune to Psychology:** Zombies are not affected by psychology and never leave combat.

**Immune to Poison:** Zombies are not affected by any poison.

**No Pain:** Zombies treat a *stunned* result on the Injury chart as *knocked down*.

**No Brain:** Zombies never gain experience. They do not learn from their mistakes. What did you expect?

## Ghouls

### 40 gold crowns to hire

#### (bought in groups of 1-5 models)

Ghouls are the descendants of evil and insane men who ate the flesh of the dead. When the lean and hungry times of famine come upon the Old World, the most depraved and destitute took to feasting on corpses to survive.

Driven by their unspeakable craving for the meat of their fellow men, these creatures have given up their human life and dwell near graveyards, crypts and tombs, digging up the rotting corpses of the recently buried and consuming the cold flesh with their bare teeth and claws.

The destruction of Mordheim attracted many Ghoul clans from the north, and now they have taken up permanent residence in the crypts and cemeteries of the ruined city.

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

**Weapons/Armour:** Ghouls never carry any equipment, apart from a few bones which they use as primitive weapons.

### SPECIAL RULES

**Cause Fear:** Ghouls are twisted and repulsive creatures and therefore cause *fear*.

## 0-5 Dire wolves

### 35 gold crowns to hire

Dire Wolves are slaving Undead hounds, the animated remains of the giant wolves of the Worlds Edge Mountains. Their chilling howls can strike fear into the hearts of even the bravest warriors or most ruthless Dwarf mercenaries. They prowl the streets of Mordheim like shadows, and many men have died with the cold jaws of a Dire Wolf around their neck.

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	3	0	4	3	1	2	1	4

**Weapons/Armour:** None.

### SPECIAL RULES

**Charge:** Dire Wolves are slaving creatures that overpower their opponents when they charge. Dire Wolves fight with 2 attacks instead of 1 during the turn they charge.

**May not Run:** Dire Wolves are slow to react and may not run (but may charge normally).

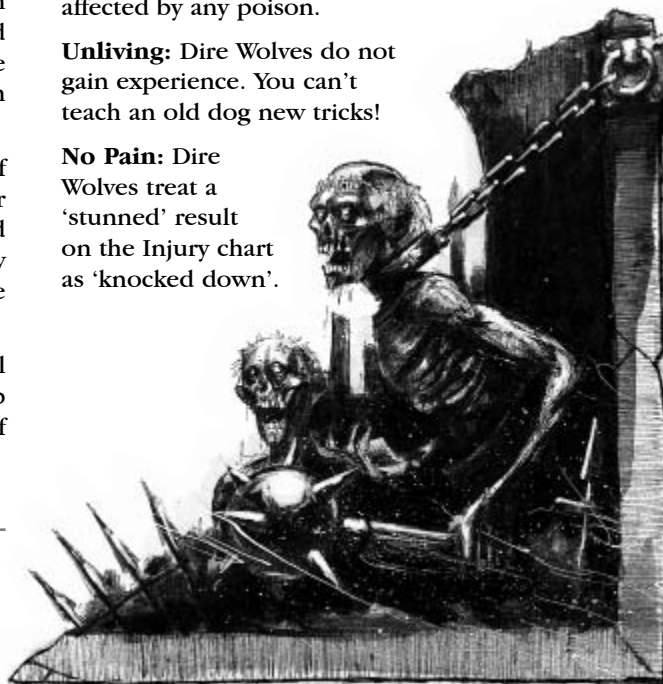
**Cause Fear:** Dire Wolves are terrifying Undead creatures and therefore cause *fear*.

**Immune to Psychology:** Dire Wolves are not affected by psychology and never leave combat.

**Immune to Poison:** Dire Wolves are not affected by any poison.

**Unliving:** Dire Wolves do not gain experience. You can't teach an old dog new tricks!

**No Pain:** Dire Wolves treat a 'stunned' result on the Injury chart as 'knocked down'.





# Necromancy

*Necromancy is the magic of the dead. It grants Necromancers the power to raise the dead and command spirits, but also to destroy the vitality of the living.*

## D6 Result

### 1 Re-animation

**Difficulty 5**

*At the spoken command of the Necromancer, the dead rise to fight again.*

One Zombie, Skeleton or Dire Wolf that has went *out of action* after the casters last shooting phase immediately returns to the battle. Place the model within 6" of the caster. The model may not be placed straight into hand-to-hand combat with an enemy model.

### 2 Call of Vanhel

**Difficulty 6**

*The Necromancer summons the world of the dead to invigorate his Undead servants.*

All undead models with May not a special rule may immediately move again if within 12" of the caster, regardless of enemy models nearby. This move may not be used to move models into base contact with enemy models and a model may be affected by this spell only once per turn.

### 3 Spell of Doom

**Difficulty 9**

*The Necromancer whispers to the sleeping dead to rise up from the ground and seize his enemies.*

Choose a enemy model within 12". The model must roll less than his Strength on a D6 or the dead emerging from the earth will rend him with supernatural power. If he fails, you may roll on the injury table to see what happens to the unfortunate warrior.

### 4 Death Vision

**Difficulty 6**

*The Necromancer calls on the power of Necromancy to reveal the moment of his enemies' death.*

The caster causes *fear* in his enemies for the duration of the battle. If he already does so, *fear* tests against him are taken with a -2 modifier to Ld.

### 5 Necromancy

**Difficulty: Auto**

*The Necromancer is knowledgeable of the rituals necessary to maintain and preserve the various forms of Undead.*

If the caster is not put out of action, then Zombies, Skeletons (henchmen only) and Dire Wolves gone out of action leave the warband after a battle only on a roll of a 1 rather than a 1-2. Furthermore, if the caster rolls the Dead result on the serious injury chart, he may roll again, but must abide by the second roll.

### 6 Spell of Awakening

**Difficulty: Auto**

*The Necromancer calls the soul of a slain warrior back to his body and enslaves him with corrupt magic.*

If an enemy Henchmen is killed (ie, your opponent rolls 1-2 on the Serious Injury chart after the battle) then the Necromancer may rise him to fight as a Zombie in his servitude. You gain a new Zombie henchman.

If an enemy Hero is killed (ie, your opponent rolls 11-16 on the Serious Injury chart after the battle) then the Necromancer may raise him to fight as a Zombie in his servitude.

The dead Hero retains his characteristics and all his weapons and armour but may not use any other equipment or skills. He may no longer run, counts as a Henchman group on his own, and may not gain additional experience. This spell always succeeds (rules for Henchmen and experience are described later). The new Zombie follows all the normal Zombie rules (immune to poison, causes fear) except for retaining his profile, weapons and armour.