



Extra Undead Troop Types



Credits

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With thanks to The staff at GW Bath store for putting up with us and all the GW studio staff that worked on Mordheim



Choice of Warriors

Liche: An undead warband may include a single Liche, the Liche replaces both the Vampire and Necromancer as the Leader and Spellcaster of the warband. A warband that includes a Liche may not include a Vampire or Necromancer

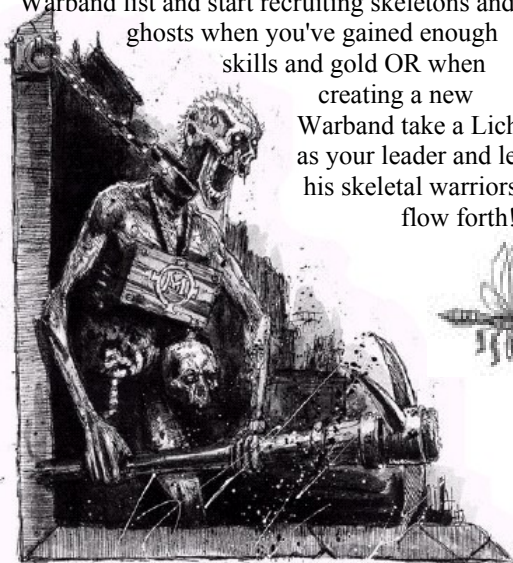
Skeleton Champions: Your warband may include up to three Skeleton Champions.

Skeletons: Your warband may include any number of Skeletons.

A word from the author

These house rules allow you to include a few extra undead troop types in you games. Maybe you'd like to have some skeleton warriors in your warband? Or have it lead by a powerful Liche? Or how about a ghost to scare your enemy into submission ?

There are 2 ways you can go about using these rules, either start out with the regular Undead Warband list and start recruiting skeletons and ghosts when you've gained enough skills and gold OR when creating a new Warband take a Liche as your leader and let his skeletal warriors flow forth!



Starting Experience

Liche: a Liche starts the game with 20 experience

Skeleton Champions: Skeleton Champions start with 8 experience however they are not alive, thus they never gain any further experience

Henchmen: start with 0 experience.

Special Skills For Undead

Skeleton Mastery (spell casters only)

Through research into the dark art of necromancy, the Necromancer to has learned how to create more powerful undead servants. You can now 'recruit' Skeleton Champions and Skeleton Warriors into your warband. From now on any spells that affects zombies will also affect skeletons in your warband.

Spirit Mastery (spell casters only)

The necromancer has learned to bind the shades of the dead to his will You can now 'recruit' ghosts into your warband

-Heroes-

Liche

110 Gold Crowns to hire

Some wizards are powerful enough to defy death itself and return to the world of the living as an evil hearted Liche. A Liche is a necromancer risen from the dead, although his flesh maybe shrivelled and rotted away and his bones cracked and ancient, he is still immensely powerful. Infact he is probably even more powerful than he ever was in life, with the added advantages of being undead as well as his spell casting abilities.

Liche

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

Weapons/Armour: The Liche may have equipment from the Undead Equipment List. Note he may not wear armour as it interferes with his spell casting.



SPECIAL RULES

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

Cause Fear: a Liche is a terrifying Undead creature and therefore causes *fear*.

Immune to Psychology: A Liche is not affected by psychology (such as fear) and will never leave combat.

Immune to Poison: A Liche is not affected by any poisons.

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

Wizard: Liches are wizards and so are able to use Necromantic magic. See the Magic section of the Mordheim Rulebook for details.

Skeleton Mastery: Liches always start with the Skeleton Mastery skill (see Special Skills for Undead above)

SUGGESTED MODEL & BASE SIZE

Over the years citadel has produced many liche miniatures particularly in the mid 90's undead range. Liches should be mounted on 20mm bases

Skeleton Champion

30 Gold Crowns to hire

Champions in death as they where in life, Skeleton Champions retain some skills from their former existence.



Skeleton Champion

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

Weapons/Armour: Skeleton Champions may have equipment from the Undead Equipment list.

SPECIAL RULES

Cause Fear: Skeleton Champions are unnatural creatures that cause *fear* in others.

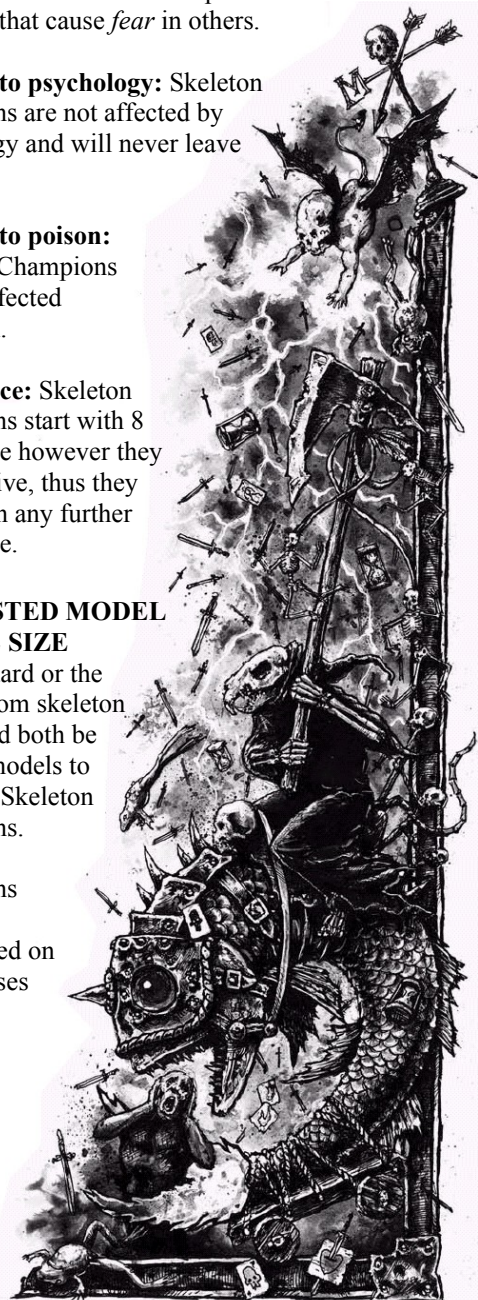
Immune to psychology: Skeleton Champions are not affected by psychology and will never leave combat.

Immune to poison: Skeleton Champions are not affected by poison.

Experience: Skeleton Champions start with 8 experience however they are not alive, thus they never gain any further experience.

SUGGESTED MODEL & BASE SIZE

Grave Guard or the leaders from skeleton unit would both be suitable models to represent Skeleton Champions. Skeleton Champions should be mounted on 20mm bases



-Henchmen-

Skeleton Warrior

20 Gold Crowns to hire



The battlefields of the Old World are strewn with the graves of countless brave warriors who have fallen in combat, consigned to a hasty resting-place or simply left up on the ground amidst the carnage. Even in death there is no peace for some of these fallen warriors, for they can be summoned back to action by dark sorcery. All that Skeleton Warriors can recall of mortal life are faint memories of battles fought long ago. They feel the compulsion to fight, to march, to wage war and obey the commands of their master as they did in life. The power of dark magic binds their bones together and gives strength to their grip.



Skeleton Warriors carry rusty weapons, axes and swords, spears with splintered shafts and other ancient war gear.

A few tattered rags may still cling to their old bones, or they may still be encased in battered armour covered in filth and corrosion

Liche

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

Weapons and armour: Skeletons may have equipment from the Undead Equipment list.

SPECIAL RULES

Cause Fear: Skeletons are unnatural creatures that cause *fear* in others.

Immune to psychology: Skeletons are not affected by psychology and will never leave combat.

Immune to poison: Skeletons are not affected by poison.

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

No Brain: Skeletons are not alive, thus they never gain experience.

SUGGESTED MODEL & BASE SIZE

This profile is here so you can use the plastic skeletons in Mordheim as well as the plastic zombies. There are also hundreds of other skeleton models out there that are just as good. skeletons should be mounted on 20mm bases.



Ghost

50 Gold Crowns to hire



The dead do not rest easy in the old world. Ghosts, shades and spectres of dead men return to haunt the land of the living. On certain nights these lost souls can be seen hovering above the places of their death, shimmering with unnatural light. Perhaps they left some important task unfinished or seek revenge on those who did them harm.

Ghost

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

Weapons/Armour: None

SPECIAL RULES

Ethereal: Ghosts are insubstantial creatures whose bodies are *Ethereal*. They can move through solid objects and therefore suffer no penalties for moving over difficult terrain or obstacles. They can also move through buildings just as easily, but cannot move through other troops.

Magical: ghosts can only be harmed by attacks from magical weapons or daemons. The are also effected by spells and blessed water.

Cause Fear: Ghosts are supernatural creatures, shades of the dead. Ghosts cause *fear*.

Immune to Psychology: Ghosts are unaffected by psychology and never leave combat.

Experience: Ghosts are dead and never gain experience

SUGGESTED MODEL & BASE SIZE

Any of the classic citadel ghost models will do just fine or you could try putting the ghosts from the spirit host on separate 25mm bases.

