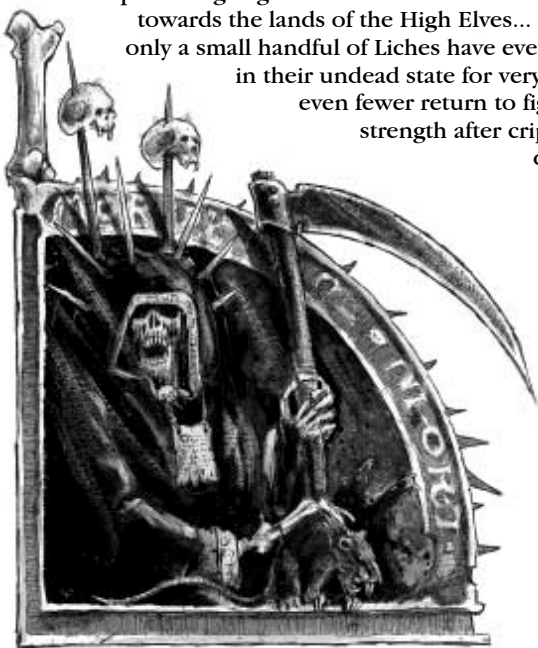


The Restless Dead

By Chris de la Rosa

A Liche is a necromancer who was wise enough never to expend his own life energy to fuel his spells during his lifetime. As time eats away at his body, he retains his soul which allows him to manipulate magic, which is what separates them from pitiful wraiths. Unfortunately, the undead bodies of the Liche are not capable of retaining magic forever. They must absorb massive amounts of magic through the use of dark rituals and forbidden spells. The most common ritual involves the devouring of the soul of a human. The soulless human becomes a zombie under the Liche's control. This continues until he is discovered.

When a Liche is found, great armies are sent against it. The Liche retaliates by creating armies of undead warriors to defend itself, expending vast amounts of stored magical energy to do so. Win or lose, the Liche is greatly weakened in this process. More often than not, the Liche is crippled such that he is incapable of bringing himself to his former strength. In this event, the Liche has two options. Most of them wander south to the forest of Lorien where they seek the wild and infinite magic of the wood. Some wander north towards the Chaos Wastes where they are almost always discovered and destroyed en-route. An even smaller percentage go west in ramshackle boats towards the lands of the High Elves... so far, only a small handful of Liches have ever lived in their undead state for very long; even fewer return to fighting strength after crippling defeat.



Unfortunately for the world, a much more accessible and less risky way of getting their strength back has presented itself. They journey towards the City of the Damned, Mordheim, often with the small remains of their former armies. The use of wyrdstone in their unholy rituals will help regain their lost strength faster than ever before. The Liches who journey to Mordheim are a mere shadow of their former glory, but they are powerful and fearsome nonetheless, their mere presence calls the dead to a restless unlife



Choice of Warriors

An Undead Liche warband must include a minimum of three models. You have 500 gold crowns to recruit your warband. The maximum number of warriors may not exceed 12.

Liche: Each Undead Liche warband must include one Liche: no more, no less!

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

Grave Guard: Your warband may include up to three Grave Guards.

Zombies: Your warband may include any number of Zombies.

Skeletons: Your warband may include up to eight Skeletons.

Wights: Your warband may include up to three Wights.

Bone Goliath: Your warband may include a single Bone Goliath.

Starting Experience

A Liche starts with 20 experience.

A Necromancer starts with 8 experience.

Grave Guards start with 6 experience.

Wights start with 0 experience.

Racial maximums

Profile	M	WS	BS	S	T	W	I	A	Ld
Liche	5	4	4	4	4	8	6	3	10
Profile	M	WS	BS	S	T	W	I	A	Ld
Grave Guard	5	5	5	4	4	4	5	4	10

Note that Necromancers have the same racial maximums as Humans.

Undead skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Liche			✓			✓
Necromancer			✓		✓	✓
Grave Guard	✓			✓		

Undead equipment list

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

Hand-to-hand combat weapons

Dagger	1 st 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

Shortbow	5 gc
Bow.....	10 gc

Armour

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

Undead special skills

Liches and Necromancers may choose to use the following skill list instead of any of the standard Skill tables available to them.

Corpse Bomb

Special magics and rituals can cause a Zombie to explode when they are near the enemy. Secretly nominate one Zombie at the beginning of the battle to be a Corpse Bomb. If the enemy charges or is charged by the Zombie, it immediately detonates. All models within D6 inches take D3 Strength 4 hits. The detonated Zombie may never be used again as it is splattered in a million pieces all over Mordheim! Corpse bombs killed by shooting do not detonate. Only one Zombie at a time can be a corpse bomb although the skill can be taken by both the Necromancer and the Liche.

Deathspeaker

At the start of the battle, the undead player may deploy D3 Zombies for free. These zombies do not count towards the maximum number of models in the warband, but increase the warband's rating as normal. Zombies created in this way may *not* be used as Corpse Bombs. These Zombies only last for the duration of the battle.

Wraith Touch

The hero may make a Wraith Touch attack instead of their normal attacks in close combat. The hero making a Wraith Touch makes a single unarmed attack, if it hits, it wounds automatically, all rules that apply to unarmed attacks apply to the Wraith Touch. If a Liche uses this skill and wounds, then he may regain one lost wound. This may not take the hero beyond his starting total. Necromancers do not regain wounds with this skill. This skill has no effect on the Possessed or Undead.

Dark Ritual

Nominate one spell known by the hero with this skill. That spell, for the duration of the battle, gets a bonus of +D3 to see if the spell is cast. Roll the D3 at the beginning of the game, not for every separate casting of the spell.

Summoner

The maximum warband size is increased by 1.



1 Liche

125 gold crowns to hire

Liches journey to Mordheim to find wyrdstone shards to regain their former power. Even as shades of their old selves, they are still horrendously powerful.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	2	2	4	4	1	8

Weapons/Armour: Liches may not carry any non-magical weapons and do not suffer any penalties for this. They may wear any armour from the Undead Equipment list.

SPECIAL RULES

Wizard: A Liche is a powerful wizard and so is able to use Necromantic magic and starts with two spells randomly generated from the Necromantic magic list.

Cause Fear: A Liche is a horrible abomination and causes *fear*.

Immune to Psychology: A Liche is not affected by psychology and never leaves combat.

Immune to Poison: A Liche is not affected by poison.

Eternal: A Liche can choose to ignore any result on the hero's Serious Injury chart except *Killed* by taking a permanent -1 on their starting Wound profile.



Obviously, a Liche with 1 Wound remaining on their starting profile does not have this option. A Liche that gets a *Killed* result instead takes a permanent -D3 Wounds on their starting profile. If this takes their starting Wound total to 0 or less, the Liche is *Killed* as normal.

Feed Upon Magic: A Liche can perform rituals that, with the consumption of D3 shards of wyrdstone, can give the Liche a permanent +1 Wound on their starting profile. This can *only* be used in between battles and cannot be used if the Liche searches for rare items or was put *out of action* in the previous battle. Note, if the warband does not have enough wyrdstone to complete the ritual, then the shards are consumed anyway and the Liche does not gain the Wound... this usually represents the Liche replenishing his strength in other ways that are too miniscule to make much difference in combat.

Warrior Wizard: The Liche may wear armour and cast spells. Indeed, it is often the clothing and armour alone that gives the Liche substance and form!

Advancement: If a Liche gets an advance roll of +1 Wound, they may instead pick a new skill from their available lists.



0-1 Necromancer

40 gold crowns to hire

Necromancers who travel with Liches are apprentices to the dark arts of Necromancy. They are the only living thing that a Liche will tolerate in his proximity!

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 being trained by their Liche masters in the art of Necromancy and so are able to use Necromantic magic. They start out knowing one of the two spells known by their Liche masters.

Apprentices: Necromancers may only ever know spells known by their Liche masters. Even if they *did* know spells the Liche didn't, they wouldn't *dare* use them for fear of their master's response for their arrogance! If the Liche is ever killed, the Necromancer can continue to learn magic spells as a normal wizard, ignoring the Apprentice rule.

Gofer: as an Apprentice, the Necromancer spends much of their time running errands for their Liche masters and over the years get exceptionally good at it. When a Necromancer searches for rare items, they roll 3D6 and pick the two highest.

03 Grave Guards

35 gold crowns to hire

Grave Guards were once the finest warriors, hand selected by their masters for their martial skill and bravery, who fell in battle many centuries ago. They are now slaves to their necromantic masters in restless undeath.

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

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

SPECIAL RULES

Wight Blades: Any non-magical close combat weapon carried by the Grave Guards counts as a *Wight Blade*. In addition to any special rules the weapon has, it will cause 'critical hits' on a roll of 5+ instead of 6. Gromril and Ithilmar weapons may not become *Wight Blades*.

Cause Fear: Grave Guards are terrifying undead creatures and so cause *fear*.

Immune to Poison: Grave Guards are not affected by poison.

Immune to Psychology: Grave Guards are not affected by psychology and never leave combat.

No Pain: Grave Guards treat a *stunned* result on the injury chart as *knocked down*.

May not Run: Grave Guards are slow undead creatures and may not run (but can charge normally).

Truly Horrifying: Grave Guards may not search for rare items



Genchmen



Zombies

15 gold crowns to hire

Zombies are the most common of the undead: creatures animated by the will of their Necromantic masters to be slaves in their undeath.

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

Weapons/Armour: Zombies may not carry any weapons or wear armour and do not suffer any penalties for this.

SPECIAL RULES

Cause Fear: Zombies are horrible abominations and so cause *fear*.

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

Immune to Psychology: a Zombie is not affected by psychology and never leaves combat.

Immune to Poison: a Zombie is not affected by poison.

No Pain: Zombies treat *stunned* results on the injury chart as *knocked down*.

No Brain: Zombies never gain experience.

08 Skeletons

20 gold crowns to hire

Skeletons are difficult to remain animated in the harsh magical realm of Mordheim. The extra effort to keep these bony servants is often worth it, as they are faster and far more adaptable than their Zombie counterparts.

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

Weapons/Armour: Skeletons may be armed with weapons and armour chosen from the Undead equipment list.

SPECIAL RULES

Cause Fear: Skeletons are terrifying undead monsters and so cause *fear*.

May not run: Skeletons are slow undead creatures and may not run (but may charge normally).

Immune to Psychology: a Skeleton is not affected by psychology and never leaves combat.

Immune to Poison: a Skeleton is not affected by poison.

No Pain: Skeletons treat *stunned* results on the injury chart as *knocked down*.

Mindless: Skeletons never gain experience.

03 Wights

30 gold crowns to hire

Wights were formerly great champions among men, now reduced to shambling bodyguards. They resemble skeletons, but are far better armed and armoured and retain a substantial amount of their old combat prowess.

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

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

SPECIAL RULES

Cause Fear: Wights are terrifying undead creatures and so cause *fear*.

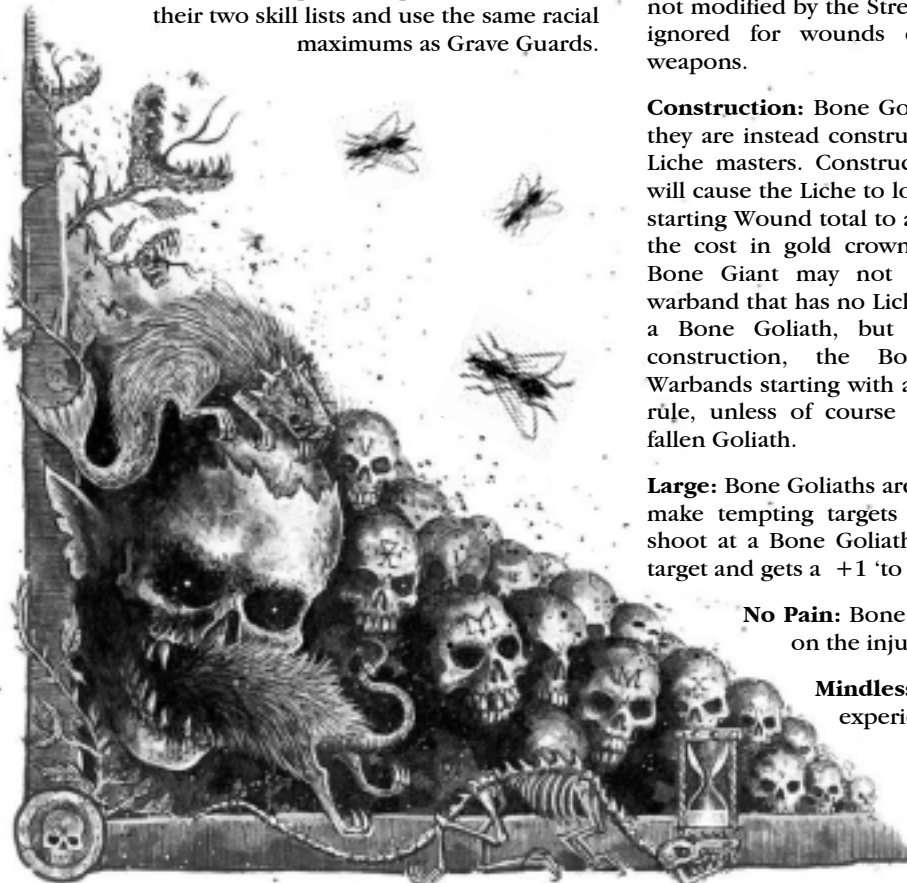
Immune to Poison: Wights are not affected by poison.

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

No Pain: Wights treat a *stunned* result on the injury chart as *knocked down*.

May not Run: Wights are slow undead creatures and may not run (but can charge normally).

Experience: Note that Wights are the only henchmen to gain experience. However, Wights that roll *The lad's got talent* will be unable to search for items as heroes in the same way as Grave Guards. They may not choose Academic, Speed or Special to be one of their two skill lists and use the same racial maximums as Grave Guards.



01 Bone Goliath

225 gold crowns to hire (construct)

A Liche will rarely construct a giant made of bone because it takes a vast amount of time, and more importantly, energy. For those who face a Bone Goliath, they see a terrifying giant made of the bones of a hundred fallen, standing twice the height of a man!

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	0	5	5	3	2	3	6

Weapons/Armour: Bone Goliaths may never carry any weapons and suffer no penalties for this. They also never wear any armour.

SPECIAL RULES

Cause Fear: Bone Goliaths are gargantuan undead constructs that strike fear in the hearts of any man foolish enough to stand before it. A Bone Goliath causes *fear*.

May not run: Bone Goliaths are slow undead creatures and may not run (but may charge normally).

Immune to Psychology: a Bone Goliath is not affected by psychology and never leaves combat.

Immune to Poison: a Bone Goliath is not affected by poison.

Undead Construct: Bone Goliaths ignore any injury rolled on the 'injury chart' on the roll of a 4+ and continue fighting, so a Bone Goliath has the possibility of taking much more damage than their 3 wounds suggest. Note, this is not an armour save and so it is not modified by the Strength of the attack. This rule is ignored for wounds caused by magic or magic weapons.

Construction: Bone Goliaths are not hired or found, they are instead constructed at great expense to their Liche masters. Constructing (hiring) a Bone Goliath will cause the Liche to lose a permanent D3 from their starting Wound total to a minimum of 1 in addition to the cost in gold crowns. A warband constructing a Bone Giant may not look for any rare items. A warband that has no Liche to lead it may not construct a Bone Goliath, but if the Liche dies after its construction, the Bone Goliath is unaffected. Warbands starting with a Bone Goliath can ignore this rule, unless of course they make one to replace a fallen Goliath.

Large: Bone Goliaths are huge creatures and therefore make tempting targets for archers. Any model may shoot at a Bone Goliath, even if it is not the closest target and gets a +1 'to hit' bonus.

No Pain: Bone Goliaths treat *stunned* results on the injury chart as *knocked down*.

Mindless: Bone Goliaths never gain experience.

Necromancy

Necromancy is the magic of the dead. It grants Necromancers the power to raise the dead and command spirits, but also destroy the vitality of the living. This list is slightly revised for use in a Liche Warband.

D6 Result

1 Lifestealer

Difficulty 10

The Necromancer sucks out the very essence of life from his victim, stealing its vigour for himself.

Choose a single model within 6". The target suffers a wound, (no saves allowed) and the Liche or Necromancer gains an extra wound for the duration of the battle. This may take their Wounds above their original maximum value. This spell will not affect the Possessed or any Undead models.

2 Re-Animation

Difficulty 5

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

One Zombie that went out of action during the last hand to hand combat phase immediately returns to battle. Place the model within 6" of the Necromancer or Liche. The model cannot be placed straight into hand to hand combat with an enemy model. This spell can be used on Grave Guards and Wights to restore 1 lost wound (should they have more than one). This cannot be used to bring Grave Guards, Wights and Skeletons back to life if they are taken out of action the way Zombies can.

3 Death Vision (Necromancers only)

Difficulty 6

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

The Necromancer causes *fear* in his enemies for the duration of the battle and is likewise immune to *fear*. This spell is the one exception to the *Apprentice* rule that Necromancers must usually follow when in a Liche warband. A Necromancer may choose this spell if the Liche has the spell *Horror*.

Horror (Liche only)

Difficulty 8

The ghostlights around the Liche intensify as he torments the mind of his enemy forcing him to experience the sensation during the very moment of his death over and over.

You may choose one model within 8" of the Liche and roll D6+3. If this score is equal to or greater than the Leadership of the target model, then that model suffers a Wound, no armour saves allowed. If this wounds the target and they still have Wounds remaining, then that target may not move, shoot or cast spells during their next turn. This spell will not affect the Possessed, Undead, or any model that is immune to *fear*.

4 Spell of Doom

Difficulty 9

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

Chose one enemy model within 12". The model must immediately roll equal to or 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.

5 Call of Vanhel

Difficulty 6

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

A single Zombie, Skeleton, Wight or Grave Guard within 6" of the caster will may immediately move again up to its maximum movement distance. If this moves them into base contact with an enemy model then it counts as charging. The targeted Zombie, Skeleton, Wight or Grave Guard will automatically pass Initiative tests needed to be made during this extra movement.

6 Spell of Awakening

Difficulty: Auto

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

If an enemy Hero is killed (i.e. your opponent rolls 11-15 on the serious injury chart after the battle), then the Necromancer or Liche 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 equipment or skills. He may no longer run, counts as a Henchmen group on his own and does not gain additional experience.

MAIL ORDER UK 0115 91-40-000 USA 1-800-394-GAME CANADA 1-800-CW-TROLL AUS 02982 960606



Conversion tips



The Liche

The central figure of the warband is a relatively easy conversion to make... unfortunately my digital camera sucks so you'll have to make do with a detailed description for now. If you do not wish to make a conversion, the archive Heinrich Kemmler model will be sufficient.

Parts

- Archive Necrarch Vampire (part code: 020707301)
- plastic zombie head or skeleton head
- plastic skull from skeleton sprue (without lower jaw)
- plastic zombie right arm
- modelling putty

Optional

- second plastic skull from skeleton sprue (without lower jaw)
- plastic horns from skeleton sprue

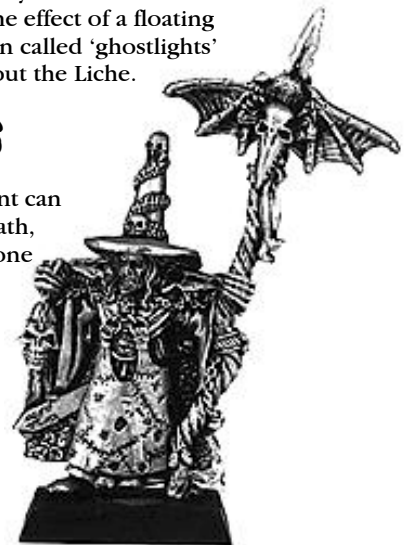
1. Cut off the head as best you can. File away at the neck until the zombie or skeleton head (your choice) fits snugly on the neck. Whittle away at some of the mass around the arm if you want the Liche to look especially gaunt.
2. remove the hand with the sword and replace it with a hand cut from the right arm of the plastic zombie.
3. in the open palm of the zombie hand, glue the skull without the lower jaw into the hand to make it appear as if it is being held.
4. with the modelling putty, create wiry strands of hair to obscure the obvious gaps in the neck by the head created by the head swap.

Optional steps

5. with putty, drape some ragged cloth over the arms and around the edges of the cloak.
6. horns are a nice touch to add to the forehead of the Liche.
7. with the second plastic skull without the bottom jaw, drill a hole in the back of the skull and insert a piece of wire to have it hover above the base of the Liche.
8. When the glue dries, make a trail of putty behind the skull, smoothing it out on the top. Paint it with an ethereal paint scheme (any colour with white as a final highlight) to give the effect of a floating disembodied spirit (often called 'ghostlights' in fluff text) swirling about the Liche.

Bone Goliath

A Tomb Kings Bone Giant can be used for a Bone Goliath, although the size of a Bone Giant is far larger than a Bone Goliath would be. If you feel like converting something, use the Skaven Boneripper after hacking off his extra arm and by using Bone Giant parts to replace his head and arms. This fits the size scale and theme of the warband much better. Personally, I just use a Bone Giant, but it's far too tall. Ideally, Bone Goliaths should be about the size of ogres.



Heinrich Kemmler, The Lichemaster part code: 9947020701301

Questions & Answers

Q: How exactly does the Necromancer's *Apprentice* rule work?

A: If a necromancer wishes to learn a new spell with a skill advancement, they randomly determine the spell from among the spells known by the Liche. For instance, to start off, the Liche knows **two** spells (randomly chosen as normal) and the Necromancer knows **one** spell. Roll the Liche's spells first. From those two spells determine one to be 1-3 on and the other to be a 4-6 on a D6 and roll to determine which of the spells the Necromancer learns. After this, if the Necromancer wants to learn a spell and there is only one spell that the Liche knows that the Necromancer doesn't, then the Necromancer automatically learns that spell, likewise, if they know the *same* number of spells, a Necromancer *cannot* roll on the spell chart for an advance, but can choose from the other skills available should they desire, thus there is no chance that an advance can be wasted. There is no 100% set way to do this, you have to be a little creative, but the way the rules are supposed to be interpreted, is that the Necromancer does **not** roll on the spell chart as normal, **rather** he randomly learns spells from the spells that his Liche master knows.

Q: Can he learn Lesser Magic spells from a Tome of Magic?

A: No, he can't. He can learn Lesser Magic spells *individually* if the Liche learns them first (roll from among the spells the Liche knows, no matter *what* list they're from) but he can't learn them from a tome by himself... a Necromancer is completely at the mercy of his master as to what spells are taught to him. Remember, if the Liche dies for good, the *Apprentice* rule no longer applies and in this case, all normal magic rules apply from then on.

Warhammer Fantasy Models



Necrarch Foot (Scroll)
part code: 9947020710204



Necrarch Foot (Skull)
part code: 9947020710202

Skaven
Boneripper



Undead Grave Guard (3 random miniatures)
part code: 99060207096



Tomb King's Bone Giant
part code: 99110207109



Wight2
part code: 9947020700603



Wight3
part code: 9947020700602



Wight4
9947020700601



Wight5
9947020700607



Wight7
9947020700608



Wight8
9947020700606

MAIL ORDER UK 0115 91-40-000 USA 1-800-394-GAME

www.games-workshop.com