http://web.archive.org/web/20040919091411/http://www.strike-to-stun.com/Mordheim/Karak\_Azgal/KARAK\_AZGAL\_files/DP\_Alchec.htm

## **ALCHEC OF STRIGOS - STRIGOI DP - V1.1**

The beast stirred, Alchec reached out to calm it and sleep returned. How long had they been like this? It seemed forever, perhaps it was, perhaps it would be. It was getting harder to think about, but there had been a time when he had been in control. Master and beast, working together, tackling problems together. Not anymore, the lines were blurring, no had blurred. Alchec was no longer sure what the relationship was, he was no longer the master that he knew. Not since, no, don't think about it, but it had seemed better then, there was still a future. The small mountain village had offered a second chance, master and beast still, revered almost as a god. Then the skaven came, nasty little rats, as he slept the village was



slaughtered. He had awoken too late, when he attacked beast had got hurt by a warpthrower, yes that was it, the nasty fire machine and the grey rat had thrown magic, burny magic, it still hurt, wait, stop, change your thoughts, no, no nasty fire, it was still on his leg, kill them, tear, slash.

Beast awoke, more dreams of rats, they would die all of them. He looked around the dismal room, the row of horned skulls drew his eye. Yes spell rats, did he remember another was here below Karak Azgal? what did it call itself? Neekit? Well the shelf would hold another trophy. With a hideous smile the hunched creature turned to the door. Where were the ghouls? it was time to hunt.

Alchec is an old Strigoi, his creation dating back to the days of Strigos. He escaped its destruction and for many years lived with a Strigany group in an isolated mountain village. Fed on lone travellers by the Strigany he had few wants. Eventually the village was destroyed by skaven. Alchec suffered a humbling defeat from a Grey Seer after being roasted by a warpfire thrower. It took years to recover from the impregnated warpstone and he can still feel the fire now. The animal side of the vampire took control then and fled to Karak Azgal. There it found other Strigoi and ghouls. With most Strigoi there is little left of the original man, more so in Alchec's case. Rarely does the animal side let Alchec control it and never to use magic.

**Hire fee**: None. Alchec will help any Strigoi warband if they send one or more of their heroes to look for him in the normal manner, rolling under or equal to their Initiative. If they manage to find him then he might decide to help the warband in the forth-coming battle, but only if he thinks they need it. i.e. the enemy has a higher rating than the warband who is looking for his help.

Roll a D6 and consult the table below to see if he will come to the warband's aid. If the warband faces Skaven, add +1 modifier to the D6 roll. However if the opposing warband has hired Neekit he will help on a 1d6 roll of at least 5+ regardless of the difference in warband ratings.

Difference in Warband Rating	D6
0-49	No chance
50-99	6+
100-149	5+
150-199	4+
200+	3+

May be Hired: Any Strigoi or Strigany warband may hire Alchec

Rating: Alchec increases a warband's rating by 70 points.

M WS BS S T W I A LD

## **Alchec** 4 4 4 5 5 2 5 3 8

(lost one M to his old leg wound)

**Equipment**: None

Skills: Combat master (the more the merrier), Strike to injure (those claws are very sharp), Leap up (his hatred

drives back to the fight)

## SPECIAL RULES:

Vampire: Alchec is subject to all the normal vampire rules

Bestial: Alchec has an innate way of avoiding being hurt. He has a 6+ ward save against all attacks.

Wizard: Although a Strigoi Vampire, Alchec's animal nature prohibits him using magic.

**Strigoi Lord**: Alchec is a very ancient and powerful Strigoi. Alchec is automatically the leader of any warband he joins.

## Bloodlines:

*Infinite Hatred*: Strigoi vampires have a deep feral hatred of all other creatures living or dead. He may re-roll all failed to hit rolls in the first turn of each combat. He may only re-roll each dice once.

**Blood Lust**: The red thirst takes over the vampire and he fights with a burning rage. He is subject to *frenzy*.