# Victor Danzig

With your new-found riches, you head into the nearest hamlet. Whilst there, you notice the wanted signs for various vagabonds and murders. You take particular notice to a very well paying contract offered upon the head of one Victor Danzig, Scientist and murderer. The poster makes many unreal claims, including (but not limited to) mutilation, grave robbing, murder and crimes against livestock (obviously in ascending order of severity). You accept the contract and head north, in the last known direction of your prey.

**Terrain:**
The table should be lightly peppered with trees. Debris is scattered about the area, and several hovels and destroyed building should dot the landscape. Ensure that there are at least 5 buildings per table.

**Setup:**
Players may set up within 6" of a table edge, but must be no closer than 10" of an enemy model.

**Victor Danzig:**
Victor Danzig is all the wanted poster claims and more. A brilliant mind borne of Altdorf, Victor was exiled to Sylvania when it was found he was creating mutants by testing animal implants upon mental patients "borrowed" from the University. During his time in Sylvania, Victor found himself in the employ of several notable Von Carsteins, and has gained wealth and mental instability in equal measures. Returning now to the Empire that has scorned him, Victor strives to bring his vision of perfection to the masses. Unfortunately, the villagers of the nearby Hamlet do not agree with his quest. 100gc are offered for him, dead or alive.

| Profiles | M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|---|
| Victor | 4 | 5 | 0 | 5 | 5 | 4 | 5 | 3 | 10 |

Victor has no weapons; instead he has amputated his own arms and attached a Saurus Warriors arm and a great tentacle in their stead. He suffers no penalties for fighting as such. He may sacrifice an attack to entangle a single opponent, reducing their attacks by one. If more than one weapon is present, randomize which has been affected.

**Skills:** Victor has *Lightning Reflexes, Step Aside, Dodge, Jump Up, Mighty Blow* and *Sprint.* Victor causes *Fear.*

**Special Rules:**
**Heeeere Psycho psycho psycho...:** Victor does not wish to be found. He is hiding in one of the buildings. When a warband enters a building, they require a 6+ to find Victor. Each time a building is entered and Victor is not present, decrease the die-roll needed to find him by 1. When all but the last building have been explored, Victor is automatically within it.

**Quiet as a mutated mouse:** Victor *is* hiding. He will not attack any member of a warband until he is discovered. When found, he will charge the first model who entered the building immediately and attack. He will from that point on attack during his own phase, which occurs after all players have played.

**Insane in the Membrane:** Victor is (as you would probably imagine) quite insane. At the beginning of his turn, roll a D6. On a roll of 1, he loses touch with reality and must check on the following table:

**D6:**

**1-Stupid:** stands and drools. Will defend himself if attacked.

**2-4: Normal-ish:** Reduce attack and weapon skill profile by 1 for this turn.

**5: Angry:** Gains +1S for duration of turn due to inhuman rage.

**6: Frenzied:** Is considered *Frenzied* until *Knocked Down, Stunned* or taken *Out of Action.*

## Ending the Game:

The game ends when all warbands but one have failed their rout tests. Warbands who rout automatically lose. If two or more warbands have allied when the other warbands have all routed, they may decide to share the spoils of victory or fight on until there is only one remaining on the field.

## Experience:

**+1 Survives:** If a Hero or a Henchman group survives they gain +1 Experience.

**+1 Winning Leader:** The Leader of the Warband who won the scenario gains +1xp.

**+1 Per Enemy Out of Action:** A Hero earns +1 Experience for each enemy he puts *Out of Action.*

**+1 Taking Victor *Out of Action*:** Any model who successfully takes Victor *Out of Action* gain +1 Experience (over and above the +1xp for taking an enemy OOA).

**+1 For discovering Victor:** The first model who enters the building where Victor is found gains +1 Experience.

## Bonus/Penalty:

*Queen of Kislev:* You have lost contact with your employer. There are no rewards/penalties for this game.

*Black Hand:* You have lost contact with your employer. There are no rewards/penalties for this game.

## The Reward:

Should your warband choose, you may instantly return to the Hamlet and claim the 100gc reward. Due to the fact that you are subduing this monster and ensuring you are not ambushed by another warband while en-route, you do not search for Treasure this post-game sequence.

Otherwise, you may decide to allow Victor to join you for your next outing. You will search for Treasure as normal, but are forced to spend 15gc on a sturdy set of shackles with which you will keep Victor in at all times. He is added to your roster and is a member of your warband for all intents and purposes, with the exception that you may only decide to release him once. Once placed upon the field, he will escape come the battles-end, never to be seen or heard from again...