

# Coffin Hunt Reference

## Coffin Hunt Setup

1. Setup terrain based on area.
2. Determine weather.
3. Subplot on 4+ on d6
4. Setup subplot markers or models, place Orcs if in Baurnhoff (see below).
5. Generate Vampire Forces (see below).
6. Place each group of VF separately at random table location. Command may be placed alone or added to any group.
7. Prepare twelve coffin tokens and place on board (see below).
8. Place player warriors by groups. Warriors grouped with scouts choose edge and enter within 1" of that edge. Other groups come in on a random edge on a 1-4, a random location on a 5-6.

## Subplot Tables

### Hugel Friedhof

- 1-2: Sacrificial Ceremony
- 3-4: Hunt for Dark Magic
- 5-6: Rise of the Newly Dead

### Ruins of SchattenWald

- 1-2: Lost Patrol
- 3-4: Caught in the Webs
- 5-6: The Ghost's Treasure

### Bachmeir Baurenhof

- 1-2: The Looters' Return
- 3-4: The Captives
- 5-6: Kalt Magritte

### SchattenTurm

- 1-2: Lost Patrol
- 3-4: Rise of the Newly Dead
- 5-6: The Necromancer's Relic

## Starting Vampire Forces

### Base Dice

Clear Day: (1d6 x players) + 1d6  
Ovc Day: (1d6 x players) + 3d6  
Night: (1d6 x players) + 5d6

### Bonus Dice based on Influence

Count Influence Points in current area as full points, in other areas as half points:

- 1 IP: +1d6
- 2-3 IPs: +2d6
- 4-6 IPs: +3d6
- 7+ IPs: +4d6

**Spending Dice:** Roll all the dice and set aside 5s and 6s. The number of remaining 1-4s represent the number of rolls to be taken on core table appropriate for area. Each 5 or 6 may be spent on one of following:

- Take command table roll.
- Take two core rolls.
- If Influence Reward creature for this area has been earned, place that creature in play.

## Coffin Setup

Prepare twelve coffin tokens, some empty (blank), some with regular treasure (T), some with bonus treasure (T+1), and some possible vampire coffins (V) as follows:

Coffin	Clr Day	Ovc Day or Night
Empty	2	3
T	3	3
T+1	2	2
V	5	4

CM scrambles tokens and places as desired.

## Starting the Scenario

Players get first turn, followed by Vampire Forces. If in Baurenhof, Orcs go after VF.

At the start of each player turn: 1d6 for scenario expiration (see limited turns, below).

At the start of each VF turn: Reinforcements roll as below.

## Special Rules

**Limited Turns:** d6 start of each player turn, when total reaches 35 scenario ends at end of that turn.

**Scouts:** In addition to setup special rule, each scout gets 2d6 to use as rerolls during the scenario for either a Limited Turn roll at start of player turn, or for rerolling the contents of a Vampire Coffin,

**Wandering Undead:** Start of each VF turn roll # d6 equal to # of players. Add one die for each Influence in current area, and one for each *full* three influence points in

other areas. Only roll in Schattenturm if there are models above ground. New undead appear as follows:

- Night: Each 4+ is a new group.
- Overcast Day: Each 5+ is a new group.
- Clear Day: Each 6 is a new group.

Reroll a die for each new group, on a 5 or 6 it is a command model.

Roll d6 for placement: 1-4 is random edge, 5-6 is random location.

Newly placed models may move or run only on first turn (no charge, shoot, or spell), unless they are command model or within Direct Undead range of another model.

**Searching Coffins:** Model ending movement within 3" of coffin counts. Roll made at end of player turn. 6+ first turn, +1 per turn after. Each extra model searching adds +1. Enemy model within 6" removes ability to search. Searches may not shoot or cast spells. Reveal contents immediately. If treasure or vampire coffin, roll as follows (two rolls on treasure table for T+1 coffins):

### Coffin Treasure Table

1-2:	1 Treasure (Wyrdstone)
3-4:	d3+1 Random Tr. Rolls
5-6:	1 Treasure (Wryd) and d3+2 Random Tr Rolls

### Vampire Coffin Table

1-2:	Empty
3:	d3 Random Tr. Rolls
4-5:	Sleeping Minor Vampire
6:	Strangulf Coffin!

Vampire Coffins at night are always empty. If Str. Coffin found at day, check token on Away Board to see if he is sleeping in it.

**Dealing with Vampires in Coffins:** Clear day, they are helpless – go to Staking if Rosewood Stake available on model touching coffin. Otherwise may attempt to take out of action as per a knocked down model. If successful roll injury after battle to determine vampire's fate.

If overcast, roll d6 at beginning of each VF turn. On a 5+, vampire

awakens and may take turn as normal. Strangulf awakes on overcast day on a 4+.

**Staking:** Model with stake must be adjacent at start of their turn. Ld test during shooting phase. If passed, vampire staked. Staking Strangulf is at -2 penalty on test on overcast day, -1 on clear day. Stake is expended.

Staked minor vampire is "dead" and thus raises Morale by one at end of scenario. Mark Away Board to track number of vampires slain in current area.

**Ruining Strangulf Coffin:** A located Strangulf coffin is ruined in the shooting phase by any model in contact with it in possession of Blessed Water. The water is expended. Town Morale increases by one and Influence lowers by one at end of scenario.

### **End of Game**

Scenario ends when players rout, turns expire, or Stangulf is staked.

Resolve Morale and Influence due to minor vampires being staked or slain heroes appropriately. For minor vampires a Morale is gained for each one slain, and for each one there is a chance Influence is lowered in the area as follows:

First minor vampire remove an IP on a 6+ on a d6, second on a 5+, third and subsequent on a 4+. Track minor vampires slain per area on the Away Board.

### **Baurenhof Orcs**

Big Uns equal to # of players. Boyz equal to # of players x 3. Troll only present on a 4+ on a d6.

#### **Boss Morg the Vile**

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

Morg has a crossbow, light armor, sword, shield, and helmet. Note that he has an extra wound and one better leadership than a starting Orc Boss. Mount on boar optionally.

#### **Gadooz, the Shaman**

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

Club and Bow.

Orc Skill 'Ard 'Ead, 3+ save to only be knocked down when stunned..

Led'z Go! (diff 9, lasts till knocked down or stunned). Orcs within 4" gain Strike First.

Fire of Gork (diff 8, range 12"). Two bolts that each cause d3 str3 hits at single closest target or at two closest targets.

#### **Big 'Uns**

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

Arm as per model.

#### **Boyz**

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

Arm as per model.

#### **Big Nutz the Troll**

Profile M WS BS S T W I A Ld  
6 3 1 5 4 3 1 3 4

Regen (heals wound on 4+), vomit attack (str 5 auto hit, no armor save, single model, instead of regular attacks), stupidity.