

Doctor Doppler and Mr. Genag

"You ought to stay still if you don't want this to worsen! I'm quite sure that you can endure it without problems, without a doubt you are much stronger than the previous ones, and your gaze is that of a man who does not disappoint. When you were brought, I distrusted your companions judgement, but surely after a thorough examination, you proved to have all that is needed. Let me just put this over here..."

You know, I think you should be grateful. You are really lucky, it's not an easy task to find doctors in this city, although sure it seems to overflow with patients. Any ruthless enough healer could make a fortune off of that I say! But I digress, you really are a lucky man. I'm interested in how all unfolds under this new treatment. Just let me adjust this a little bit tighter...oh, that shouldn't be hanging like that...There! Perfect! Now all that's left is to inject this somewhere that hasn't been already...compromised.

It's crucial for you to understand what are we doing here. This city has shown us how fragile we are. Our muscles and bones are useless when met against steel, but if you stay calm and stop moving, we shall soon fix that too. Oh, silence! If you keep screaming like that I won't be able to hold everything coming out of your belly, the treatment is barely beginning. Shortly you should feel slight changes, maybe some inflammation. I hope you do understand that I cannot spare anaesthesia with you, it is so expensive, and after paying your buddies I've got barely any crowns left. But don't worry, I have tested with other patients that when pain is at its highest, it cannot get any worse. Now...where did I put those forceps? Oh, I think I see them! It seems I left them next to your stomach. I will have to cut you again, please try not to scream this time."

Last words heard by Ludolf Schulte.



Dr. Doppler, a master alchemist, always dreamt of revealing the great mysteries of human nature, as well as eradicating its imperfections and even improving its virtues.

His ever-exhaustive research was interrupted when the twin-tailed comet crashed into the city. Hidden in his laboratory, the great calamity passed without much harm, although most of his advances were destroyed. Regardless of the loss, a new element came into being for his studies: wyrdstone.

Marvelled by this new component, Doppler wasted no time in experimenting with it. Within days he believed he had created a new potion capable of enhancing his body and eliminating any trace of imperfection. After drinking it, he was assailed by unbearable pain, and his mind and body were deformed into grotesque and deformed forms. When looking at his new reflection, he couldn't recognize himself and felt how his repulsive self whispered dark words deep within his being, calling himself Mr. Genag.

Obsessed with new results, Dr. Dopple and Mr. Genag are more than willing to put their new strength and intellect to the service of any Warband which provides fresh test subjects for their formula.

Hire fee: 90 golden crowns; + 35 golden crowns, or bringing a test subject for Dr. Doppler's/Mr. Genag's experiments. The victim can be part of your Warband or a captured enemy, as long as they are not: undead, possessed or mutant. Roll a die, on any result other than 6, the unit dies. On a 6, the unit receives +1 to Strength permanently. If the unit belonged to a group of henchmen, make a group only for it, and if it were an enemy unit, then it returns to its Warband free of cost.

May be Hired: Any Warband except Skavens and Sisters of Sigmar may hire Dr. Doppler/Mr. Genag.

Rating: Dr. Doppler/Mr. Genag increases the warband's rating by +70 points.

At the beginning of each of his turns, roll a die, on a result of 5+ Dr. Doppler transforms into Mr. Genag, his monstrous alter-ego.

Once transformed into Mr. Genag, roll a die at the beginning of each of his turns, on a result of 1-2, Mr. Genag transforms back to Dr. Doppler.

The transformation process doesn't heal any wounds.

	M	WS	BS	S	T	W	I	A	Ld
Dr. Doppler	4	2	4	3	3	3	3	1	6

Weapons/Armour: Dr. Doppler is an academic, thus lacking any abilities to wield weapons in close combat. However, he always carries with him some experimental potions. No one knows with certainty what effects they may bring upon their enemies.

Dr. Doppler may throw up to 3 potions per match with a maximum range of 6", which will have a random effect on the enemy target. If you hit an objective, roll a die to determine what happens:



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1: The potion doesn't shatter, giving the enemy a chance of catching it. If the target miniature passes an initiative test, add it to its inventory, and can use it until the end of the match.

2: The potion has no effect.

3-4-5: The potion explodes, generating flames which consume the enemy target. It produces 2 automatic S3 hits on the target and 1 S3 automatic hit on all miniatures within 2" or less of it.

6: The potion brings terrible effects upon its victim, deforming and mutating it in unimaginable ways. For the rest of the match, the target enemy has its Strength, Toughness and Initiative reduced by 2 (to a minimum of 1).

	M	WS	BS	S	T	W	I	A	Ld
Mr. Genag	5	4	2	5	4	3	5	2	7

Weapons/Armour: Mr. Genag uses no weapons nor armour, and suffers no penalties for it.

SKILLS

Mr. Genag has the following skills: *Sprint*, *Leap*, *Scale Sheer Surfaces*, and *Combat Master*.

SPECIAL RULES

Great physical build. Possesses a natural 5+ armour against all attacks.

Fear. Its appearance is hideous, nauseous and terrifying, therefore, causes Fear.

Evil. Mr. Genag is particularly evil, and may decide to attack knocked-down or stunned enemies even if it's in combat with more miniatures.

Hatred. Mr. Genag is a beast, but a beast of science at that, therefore it hates all spellcasters and any miniature with the ability to use Sigmar's prayers.



SPECIAL THANKS

to

Santiago Guillen - Drawing Teacher

Ignacio Villalobo - Translation

Our Mordheim party, madness and damnation has never been so much fun.