# Scenario 053 – Doppelganger

An ugly creature has been lurking the streets of Mordheim, but those who have returned with the news have a crazed look in their eyes and say it forces you to do yourself harm. They say it guards a treasure of the fallen victims who killed themselves and won't let anyone stand in it's way. This sounds all too easy. One creature guarding some loot, what could be easier.

### Terrain
Each player takes it in turns to place a piece of terrain set up within an area roughly 4' x 4'. Place a Doppelganger in the center of the board inside a building with a chest beside him.

### Setup
All players roll a D6 and whoever rolls highest chooses which warband sets up first.

### Special Rules
The Doppelganger: The creature will charge the closest figure at the end of all players turns, but immediately takes on the appearance and stats of the closest model in LOS. Warband members of the duplicated model will be confused and will refuse to attack the Doppelganger if they fail a LD test. On each of the Doppelganger's turns he will take on the form of the closest model (if there are several, roll for who becomes the duplicate).

The Chest: Any model(s) can retrieve the chest and move it as in the Hidden Treasure scenario. See below for details on the chest contents.

### Starting the Game
Both players roll a D6. The higher player takes the first turn.

### Ending the Game
The game ends when one warband gets the treasure off the board or if a warband fails a Rout test. The routing warband loses. The victorious warband gains the chest.

### Experience
+1 Survives: If a Hero or Henchman group survives the battle they gain +1 Experience.
+1 Winning Leader: The leader of the winning warband gains +1 Experience.
+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts Out Of Action.
+2 For Finding the Chest: If a hero finds the chest he earns +2 Experience.

### The Chest

| Item | Result on D6 |
|------|--------------|
| 3D6 gold crowns | Automatic |
| D3 Pieces of Wyrdstone | 3+ |
| Suit of Light Armour | 4+ |

| | |
|---|---|
| Shield | 3+ |
| Elven Cloak | 4+ |
| Gromril Hammer | 5+ |
| The Count of Ventimiglia's Misericordia | 6+ |

<u>The Count of Ventimiglia's Misericordia</u>: This dagger was used by the notorious Tilean gentleman-pirate known as the 'Black Corsair'. It is claimed that he found it in ancient Elven ruins and legend also has it that the dagger's blade cannot be damaged in any way.

The dagger is treated as a sword. Opponents wounded by it are Stunned on a result of 1-3 (Undead are Knocked Down as normal) and put Out Of Action on a 4-6. See Rulebook page 100 for reference.