

Scenario 096 - The Damned Duke's Hoard

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Here is a Halloween special scenario that could be used in a campaign. It involves some colorful characters. The first part of this article will describe a scenario to involve four special characters, which are described after. The experience, terrain, treasures, characters, and etc can all be modified to your playing style. I would recommend a GM to play the Damned Duke and friends; if one is not available then the players can take turns playing the Damned Duke Entourage.

Terrain

Each player takes a turn to place a piece of terrain, either a ruined building, tower, or other similar items. We suggest that the terrain is set up within an area roughly 4" x 6". The first building placed should be placed in the middle of the table; this building will represent the Damned Duke's Vault.

Warbands

The Damned Duke and Company will always be the defenders. The Damned Duke and Company are placed within 6" inches of the vault. The attacking warbands set up as normal.

Special Rules

Special Characters: Follow the special rules in the special characters detailed below.

Summoning Zombies: The Duke will be able to summon D3 zombies on each turn on a roll of 8+ on 2D6. They may be placed anywhere within 8" inches of the Duke. The zombies may charge in the Duke's turn.

Lads Got Talent: If a henchmen kills one of the four main characters he may automatically be promoted to Hero status. If the warband is at maximum Heroes then the leader may decide to dismiss a hero to make room or pass on the Lads Got Talent. If you pass on the Lads Got Talent then the henchmen group's Initiative will permanently go down by one to represent their disappointment of not being able to get past the "Glass Ceiling."

Starting the Game

Each player rolls a D6. The player rolling the highest has the first turn and order of play proceeds clockwise around the table (based on where players placed their warbands). The Damned Duke and Company will always go last.

Ending the Game

The game ends when all warbands but one has failed their Rout test. The routers automatically lose. If one or more warbands have allied, they may choose to share the victory and end the game.

Experience

+1 Survives: If a Hero or Henchmen group survives the battle they gain +1 Experience.

+1 Winning Leader: The leader(s) of the winning warband(s) gains +1 Experience. If they allied.

+1 Per Enemy Out Of Action: Any Hero earns +1 experience for each enemy he puts

Out Of Action. Henchmen can only gain experience if they killed a character.
+4 Experience for killing Damned Duke. Anyone who kills the Damned Duke will gain +4 Experience.
+3 Experience for killing Frankenheim, Headless One or Freddy. Anyone who kills Frankenheim, Headless One or Freddy will gain +3 Experience.

The Duke's Hoard

Item	Result on D6
4D6 gold crowns	Automatic
Opulent Coach	6+
D3 Gems (worth 10 gc each)	5+
Tome of Magic	4+
D6 Pieces of Wyrdstone	4+
Holy Relic (Unholy)	4+
Tarot Cards	4+
D3 Rope and Hook	3+
Hunting Arrows	3+
D3 Pieces of Wyrdstone	3+
D3 Heavy Armour	3+
D3 Shields	3+
Mordheim Map	3+

The Damned Duke

The Damned Duke (CJ 32), now that he is affectionately known currently, was said to be a powerful Duke before the comet struck Mordheim. It has been rumored that the Damned Duke was actually Duke of the von Steinhardt family (WD 239), the noble family that governed Mordheim.

Even whilst alive the Duke was harsh, he was known for being cruel and would punish his servants for minor infractions. He demanded strict allegiance to him and him alone. It had been rumored that his Pheasant Hunting trips were actually Peasant Hunting trips, in which he hunted men. Before the comet struck Mordheim, it was a bustling city of commerce. People began comparing Mordheim to Marienburg and Mordheim was seen as a rival influence on trade in the Empire. Rumors are floating around that the Duke had vaults full of gold coins, treasures and other valuables. The Duke used his influence to gain bribes from local merchants, businessmen, other aristocrats and the like to increase his wealth. Those merchants who did not pay off the Duke would mysteriously vanish.

The Damned Duke is said to ride through the streets of the city looking for his subjects demanding allegiance and tribute. He is a ghastly figure who is bent on his subjects serving him. Again, this could be all hearsay. Almost the entire population of Mordheim was wiped out when the comet struck. Many others were permanently crippled and forced to live the rest of their days in miserable half-existence (WD

223). Those who do talk of the Duke are half-crazed and demented. Who can you believe?

Profile	M	WS	BS	S	T	W	I	A	Ld
Duke	4	5	5	5	5	3	6	3	10
Warhorse	8	3	0	3	3	2	3	2	6

Weapons/Armor: The Damned Duke wears Heavy Armor (4+), Shield (3+), Crossbow, Sword, Dagger and is mounted (2+), thus his SAVE: 2+.

Magic Items:

- *Ancient Armor:* The armor has been passed down generation from generation. It is wrought from the finest steel but has been tainted by the foul Wyrystone that lies in the City. The Ancient Armor gives the Duke a 4+ save (if shield was not used 3+ HTH). If he does fail a save he may re-roll it saving on a 5+ with no reductions for saving throw modifiers.
- *Tainted Broadsword:* The Duke's broadsword adds +1 Strength in hand-to-hand combat. Each time a wound is caused roll a D6, on a 5+ the wounded model takes an additional Wound from the Tainted Broadsword. The Broadsword has been tainted by the foul chaos magic that lies in the ruined city.

Special Rules:

- *Undead:* The Duke and his War Horse are Undead and follow all the rules for the Undead warband.
- *Never Dismount:* The Damned Duke and horse are always together and can not dismount.
- *Feared Leader:* Although dead the Damned Duke was a great leader and men would serve him willingly or fear of reprisal. Any enemy henchmen, living or un-living, within 12" of the Duke must take a leadership test. If failed, the model is under control of the Duke until the model can pass a leadership test. A model that failed the leadership test will be under the control in the Duke's next turn.
- *Head Thrower:* The Duke collects the decapitated heads of his fallen opponents and will use them to throw. The throw range is twice the Duke's Strength in inches. Roll to hit using the Duke's BS and will be Strength 5. No modifiers for range or moving apply. It has been rumored that the heads scream while being thrown towards someone. If a thrown head causes a hit then any enemy model within three (3) inches of the Hit must take an All Alone Test. The Duke has an unlimited amount of heads.
- *Nimble:* The warrior may move and fire with weapons that are normally used if the firer has not moved.

Frankenheim

Simius Gantt, The Crow Master, (TC 25) created several successful, or unsuccessful, lab subjects (depends on how you look at it.) Frankenheim was one of them.

Profile	M	WS	BS	S	T	W	I	A	Ld
Frankenheim	6	4	0	4	5	3	3	3	6

Weapons/Armor: Frankenheim is considered unarmed but suffers no penalty for that. He is made of many different body parts and is full of metal hinges and plates. Because of that he has a 3+ save (unmodified). Frankenheim is NOT considered Undead.

Special Rules:

- *Causes Fear:* Frankenheim is a terrifying creature and therefore causes *Fear*.
- *Immune to Psychology:* Frankenheim is not affected by psychology and will never leave combat.
- *Immune to Poison:* Frankenheim is not affected by poison.
- *Large Target:* Frankenheim is a Large Target +1 for Shooting.
- *No Pain:* Frankenheim treats all Stunned result as a Knocked Down.
- *No Brain:* Frankenheim suffers from *Stupidity*.
- *Fire:* Frankenheim must take a leadership to charge a model that has a torch. Frankenheim no like fire. ARRRRG!

Frederick Krugerstein (a.k.a. Freddy)

There once was a banker named Frederick Krugerstein he was famed to be from Mordheim. Frederick worked out of The Merchant’s Quarter, known as the district of the Flying Horse. This was a bustling environment with merchants and traders from all over the known world. He was alleged to be a very proficient banker who dabbled in all the commodities that Mordheim handled. The plot thickens as it is rumored that Frederick had a dark side, a side that many of his peers never knew about. Frederick had a lust for blood, though from a business relationship you would never have known it. A night he would go out and look for “victims” those he deemed outcasts, vagrants, homeless and etc. Since the disaster, Frederick roams Mordheim with a blood thirsty desire for death and carnage. Gone are the days of family and banking, now are the days for the hunt.

Profile	M	WS	BS	S	T	W	I	A	Ld
Freddy	5	5	4	4	5	3	5	4	8

Weapons/Armor: Freddy, as he is known on the streets, carries a pair of claws and throwing knives. See page 92 of the Mordheim Rulebook under Weeping Blades. Freddy is alive... but that could be debated. Freddy is NOT considered Undead.

Special Rules:

- *Skills:* Dodge, Step Aside, Scale Sheer Surfaces, Mighty Blow, Sprint, Acrobat, Jump Up, Fearsome and Leap.
- *Unfeeling:* Freddy is a cold, calculating killing machine. He is *Immune to Psychology*.
- *No Pain:* Freddy is burned and scarred. This gives him a high Toughness and 3+ armor save.

The Headless One (Written by Kevin J. Coleman, as appeared on TC 12)

Mordheim was once a flourishing city of the Empire until its horrific destruction from an accursed twin-tailed comet. Now the unthinkable horrors lurk in the shadows waiting to prey upon the greedy mercenaries and would-be adventurers. Among these

unspeakable denizens stalking Mordheim's inhospitable ruins roams a Headless One. A relentless killing machine, tall, dark and headless! His true origin remains a mystery, though it is known that he wreaks horrible vengeance upon those foolishly cross his path, lopping off interlopers to satisfy his own dark needs.

Profile	M	WS	BS	S	T	W	I	A	Ld
The Headless One	5	6	0	5	4	2	5	3	10

Weapons/Armor: 2 enormous swords.

Special Rules:

- *Skills:* Acrobat, Lightening Reflexes, Step Aside, Expert Swordsman, Fearsome.
- *Beheading:* When the Headless One rolls a natural 6 when rolling on the injury table, roll an additional D6. On the result of another 6 his victim is decapitated and is quite dead.
- *Regenerate:* When the Headless one is taken Out Of Action, roll a D6 at the start of each turn. On the result of a 5 or 6 the Headless One is fully regenerated with his full quota of wounds.
- *Undead:* The Headless One is no longer among the living, forever demanded in a state of undeath. He is *Immune to Psychology* and *Immune to Poison* based attacks.