

Vampire Hunters

By Christian Ellegaard

A smile appeared on Lars Brögger's cold and brutal features. He held his burning brazier up high and gazed over the area. Mannsleib was full and could even be seen through the heavy clouds of ashes and pollution that hung over Mordheim, and it cast a sick, gloomy light over the quarter.

Several fairly intact houses stood in the middle and were surrounded by ruins that were almost impassable. The air was foul, smelling of rotten bodies, and the silence of the night was broken by the howls of hungry wolves that had somehow found their way to Mordheim.

"Duck!" wheezed Karl, one of Lars' scouts, and immediately the old Witch Hunter threw himself on the ground. Wings whistled just above his head, and razor sharp claws tore off his feathered hat. As he slowly dared to raise again he saw a black, flapping creature disappearing into the shadows of a nearby building.

"Sigmar..." mumbled Lars. "If that bat had gashed me I would be half dead," he said and picked up his hat. It had almost been torn apart, and it looked more like something the cat had brought back.

"Er ... should we say this is a sign?" suggested Lars, and Karl nodded, raising his brazier and signalled to his men. Slowly and carefully, for they knew the danger of their mission, the warriors advanced.

That was when they saw the burning torches from the other end of the hollow. He dropped his useless hat again and pulled his sword out of his belt.

The Scenario

This scenario, Vampire Hunters, pitches two warbands in the search for an old Vampire who according to the rumors should be dwelling in an isolated hollow near the Old Cemetery of Mordheim. The Vampire is an old Bürghomeister whose greed could not be satisfied by money, and whether it was the damnation of the gods or a real Vampire who caused it, the Bürghomeister did not die like any other mortals.

Soon after the catastrophe of Mordheim, the Bürghomeister raised and began to haunt the city, sucking the blood of virgins and children every night and dwelling in the crypt of his old estate during the day, guarding the vast treasures that he had once possessed in the days of his glory.

Many treasure-hunters have tried to steal the Vampire's gold, but they have all failed, underestimating the inhuman powers of the creature. Bound to his treasures, the Vampire is prepared to kill anybody who dares to trespass.

There are a few objectives in this scenario that must all be completed by either player. In the end, as we shall see, warbands will receive bonuses for completing the objectives.

Warbands

Vampire Hunters is not designed for any specific warbands, so any warbands can participate in the hunt for the old Bürghomeister. Particularly Witch Hunters suit well into the background, but even the Undead can take part in the battle representing the agents of Vlad von Carstein hunting their master's enemies.

The Battlefield

The battlefield is set up over a roughly 4' x 4' table. Use any ruined buildings, fences, walls etc. you have. Since this scenario includes specific goals within certain buildings it is a good idea to include at least 6 buildings, preferably even more, and make it clear to both players where all the individual buildings are (e.g. by drawing up a map or marking the relevant buildings) as this can sometimes be a bit vague.

Setting Up and Starting

Both players roll one dice, the highest score deploys his warband within 8" of any table edge. The opposing player then deploys his warband within 8" of the opposite table edge and gets the first turn.

Special Rules

In this scenario, both warbands desperately attempt to find the Vampire and slay him and afterwards get away with the treasure chest. Therefore, neither warbands will rout during the battle, no matter how many warriors they lose.

In addition, the many victims of the old Bürghomeister's bloodthirst are bound to the old Vampire, and thus in the beginning of each player's turn the player must roll a D6: On a roll of 1, slaves of the Vampire have been awoken and are drawn into the combat by the same hunger for blood that drives the former Bürghomeister.

D3 minor Vampires appear on the battlefield, each of them entering from a randomly chosen corner of the table. These Vampires take shape as either young maidens and virgins or small children. Alternatively, for I know it is pretty hard to get your hands on Citadel virgin miniatures and children, you can use former servants and bhurgers of Mordheim if you want - in any case, they are still Vampires!

Profile	M	WS	BS	S	T	W	I	A	LD
<i>Vampire</i>	<i>4</i>	<i>2</i>	<i>0</i>	<i>2</i>	<i>3</i>	<i>1</i>	<i>2</i>	<i>1</i>	<i>10</i>

Weapons and armor: Claws and fangs! The Vampires fight with whatever they can use and do not suffer any penalties for that.

Special Rules

Movement: The Vampires will always move at full pace (i.e. 8") towards the nearest enemy in an attempt to charge them and suck their blood (in the case of Undead warbands searching for the treasure, then we presume that they are bound to their master and they attack any unwanted persons). If there is a third player involved in the game, then he or she can control these Vampires.

Bloodlust: The minor Vampires of the old Bürghomeister are driven solely by their bloodlust, and as soon as they see a living creature they are itching to suck their blood. Once a warrior has suffered a wound from a Vampire, he or she will fight the rest of the battle with a -1 Initiative penalty. This does not, however, apply to Skaven (Vampires would only get their mouth full of fur if they would attempt to bite a Skaven!).

After the battle, warriors bit by a Vampire are dragged to the nearest doctor or priest in an attempt to save them from Vampirism. Roll 2D6: On 2 the warrior has fallen into the damnation of the Vampires under the command of the old Bürghomeister; on 3-12 the doctor has successfully saved the warrior's life!

Objective One

The first objective is to find the building in which the Vampire is dwelling. In each building, place a little miniature coffin to represent the possibility that the Vampire might be sleeping in that house. You can use small tokens to represent these coffins such as LEGO© bricks (very colorful), but if you feel challenged, then get your hobby knife and PVA glue and build them yourself from balsa wood! This is the option preferred by the author, and with little effort you can bring a whole lot of character into the scenario! (And the coffins can be used afterwards too in ordinary battles.)

Any warrior from either warband can search the coffins, not only Heroes (not to mistake it for the *Treasure Hunt* scenario in the Mordheim rulebook). The coffins will be placed on the ground floor or, if the building has one, the crypt or cellar, as Vampires prefer to sleep safely on the ground in their coffins.

To search a coffin, the warrior must simply roll a D6. On a roll of 6+ the Vampire has been found. On 1-5 the coffin is empty, and the warrior will rush out of the building in frustration. Every time one coffin has been searched, all warriors from both warbands receive +1 to their search rolls to represent the greater chances of finding the Vampire's place of dwelling. This bonus is cumulative. Remember, all natural 1's will automatically fail.

If there is only one building left to search and the Vampire hasn't been found yet, then that building will automatically be the place where the old Bürghomeister sleeps. The warrior who finds the Vampire gets a great shock and is pushed back D6+2" towards the nearest entrance of the building.

Adolf stepped into the building. A terrible stench met him, and he turned up his nose looking around inside. Parts of the loft had fallen down, probably caused by fire, but the stone walls had ensured that the inside of the building wasn't completely damaged.

His torch cast a weak light into the room, and immediately he saw the coffins.

"More coffins!" he thought. "Somebody's playing with us..."

But he did not hesitate. He drew his sword and began to break it open. From below him he seemed to hear a deep growl, soon to be a roar, and suddenly the coffin splintered. Out leapt a tall, voluminous creature, half man, half animal, with long fangs, fierce and yet dead eyes, long, white hair and long, claw-like nails. It opened its mouth and howled out loud, spitting out streams of blood and small bugs and flies.

Adolf tumbled around on the floor, terrified by the Vampire. He had never in his wildest dreams imagined such a gruesome monster - but they did exist, they certainly did, for it jumped out of the coffin, punched him into the wall with a single blow and rushed out of the building, roaring like a berserk.

Objective Two

When the Vampire has been awoken, he will move before the first player's turn - i.e. before any of the player have moved. The Vampire will move towards its hidden treasury in one of the buildings. To decide what building this is, either roll a dice or draw lots.

If a third player is watching the Vampire Hunt he or she can take over the Vampire, otherwise follow these simple guidelines: The Vampire will charge towards the building as fast as possible (see the stats below) using the straightest way. If any warriors are within the 2" of the path of the Vampire (in which case mortals as well as immortals would normally be intercepted, as described in the Mordheim rulebook) then the Vampire will attempt to strike them, using Strength 2 instead of Strength 4 as the blows are struck in a hurry. Warriors can only get *Knocked Down* or *Stunned*, so re-roll *Out Of Action* results (or, if you're smart: 1-3 = *Knocked Down*, 4-6 = *Stunned*). The warriors cannot strike back as the Vampire is already gone before the treasure-hunters even have a chance of reacting!

The Vampire can be charged in the other players' turns as normal, and if so, the warriors can attack it too. However, it can only lose Wound points as the cold determination of the Vampire will keep it alive (or dead, if you wish). Still, it will only fight back with Strength 3 as its focus is on the treasures. In addition, it will automatically break the combat during its next turn. All enemies will be pushed back D3".

When the Vampire has reached the building in which the treasures are hidden, the treasure chest automatically appears. You can use the one from the Mordheim boxed game - or, yet again, LEGO© pieces work great, but alternatively you have unlimited possibilities with a hobby knife, PVA glue and some balsa wood!

The Vampire will remain in touch with the treasure chest and attempt to fight off any warriors that charge it. No warriors can "charge" the treasury - it is defended by the old Búrghomeister, and the stats are:

Profile	M	WS	BS	S	T	W	I	A	LD
<i>Vampire</i>	6	4	4	4	4	2	5	2	10

Weapons and armor: The Vampire has a sword, and apart from that it uses claws, fangs and whatever inventories that can be used. It wears no armor. However, the Vampire is far from a weapons master, so ignore the rules for the sword (it just looks so cool!).

Special Rules

Bestial Rage: The Vampire is possessed by his treasures and will fight until the bitter end with a burning frenzy and rage, so he can never be Routed. The Vampire is, naturally, totally unaffected by *All Alone* tests as well as all other Psychology!

Fear: The Vampire is a horrific creature indeed - an evil parody of mankind and greed, and this causes *fear* in all opponents that do not cause *fear themselves* (you can't horrify a horrifying creature!).

Immune to Poison: The Vampire cannot be affected by Poison.

No Pain: The Vampire treat *Stunned* results as *Knocked Down*.

Hugo heard the sound of steel against steel, fierce cries now and then when one was hit and wounded, and even the thundering sound of a black powder weapon being fired once in a while. No doubt that the fight was hectic inside the building.

He quickly surveyed the surrounding streets to ensure that no-one was following him, and with his shield raised and club ready to strike he sneaked over the alley and looked inside through a window. The glass - if there had ever been any glass - had splintered, and now there were only some iron bars to keep animals and strangers outside.

In the middle there was a huge, mounted chest, and on this stood the Vampire and fought ferociously against the brave warriors who had dared to face that terrible creature of the night.

As he gazed at the fight, one of the warriors suddenly fell. The man rolled around on the floor in an attempt to get up, but the Vampire had wounded his arm, and he seemed unable to use his weapon.

"Knud!" shouted Hugo. He charged inside, and with a burning frenzy he attacked the Vampire. Another warrior had knocked him off the chest, and although the old Bürgerhomeister was still a few heads taller than the others he didn't claim the same advantage as before.

"Die, you beast!" cried Hugo, and with all his strength he stroke the Vampire on the side of his head. There was a sound of crushing bone, and the mighty creature howled painfully. Half of his face was a bloody pulp, and he was forced to kneel.

"Step aside, Hugo," mumbled a voice from behind, and he turned around. There came Knud, with his two-handed sword held in his left hand, staggering, and swung the heavy sword. With a disgusting sound it cut through the neck of the Vampire like was it butter, and as the head of the old Bürgerhermeister, face twisting with pain, rolled down the floor, blood squirting out of the neck like a fountain.

"Gotcha..." whispered Knud and closed his eyes. Hugo just watched the dead Vampire - the head and body began to seethe and fizz, and slowly it all vanished into the air like steam. Finally, all that was left was the Vampire's heart, black and twisted, pulsating on the wooden floor.

"Kill it!" cried another warrior and raised his sword, but at once, as if magical, a small, black bat took shape around it, took off and escaped through a little hole in the loft.

Hugo was just paralyzed.

Objective Three

The Vampire has been banished - but the battle isn't over yet!! There are still hordes of treasures to recover, and now this is up to the two warbands.

A warrior can carry the treasure chest alone, but he will move at half pace. If two warriors carry it, they will move at full pace.

The battle goes on until one warband manages to carry the treasury all the way back to their own deployment zone.

"This way!" shouted Lars and began to run. The two Heroes carrying the treasury followed him, a bit slower and more clumsy, but as the first arrow landed just in front of them they quickly speeded up.

They rushed through the streets with the huge treasure chest, and here and there they were met by an enemy charging them from the ruins, but they were all driven back by Lars' sharp and experienced sword.

They were running up a steep alley. Rain was pouring down, and the thunder rolled over the black sky.

"There ... our coach ... run ... just a few hundred paces..." puffed Lars. Suddenly a tall, bulky man jumped down in front of him.

"You think you're gonna run away with that one?" snarled the warrior. "Well, first you have to dodge me!"

The Middenheimer charged the Witch Hunter. He fought skilfully with his halberd, but Lars was able to parry most of the blows with his buckler and strike back when there was an opportunity. The two men who were carrying the chest halted and were just about to draw their weapons.

"Run, for Sigmar's sake!!" cried Lars and dodged a mighty blow from the huge Middenheimer. "I'll take care of this scum of Ulric myself!"

The warriors picked up the chest again and ran towards the coach. Finally, puffing and blowing, they reached it and pulled it into safety inside.

"Drive!" shouted one of them, and the driver immediately whipped the horses and started the wagon.

"Wow ... that was quite a mission..." moaned one of the Witch Hunters and opened the treasure chest. "But we got away with the treasures..."

"Indeed," whispered a voice from behind. "But in the wrong coach!"

And two razor sharp knives slightly cut their throats. Their lifeless bodies fell out of the coach like a couple of messy dolls.

Ending The Game

The game ends once one of the two warbands manages to bring the old Bürgermeister's treasure chest into their own original deployment zone in which case it is supposed that slaves and hanger-ons have carried it safely back to the warbands camp.

Wyrdstone

The treasure chest is but a fraction of all the treasures of the Vampire. All of them would be impossible to transport, especially during the hectic hours of a battle. However, there still are some goodies left for the warband that gets away with the treasures. Most of these treasures are useless items such as old paintings, worthless jewelleries and pearls, but the gold, silver, silks and other valuable items are determined in the table below:

D6	Result
1	What the...?! Well, it looked so great, but apparently most of the contents of the chest are useless scrap. You find treasures worth 1 Wyrdstone!
2-4	How shiny! Apart from a few apple cores there are some nice and shiny gold crowns and Wyrdstones that can certainly cover the next couple of meals. You find treasures worth D3 Wyrdstone.
5-6	What a weird thingie... The warband finds a special item with an extraordinary ability. Roll on the Special Items table below to see what has been found.

D6	Result
1	Sword of Parry: <i>A long, shiny sword with some strange runes has been found in the treasury. In combat, the sword seems to have a special ability - it almost always parries the opponent's blows! If a warrior with the Sword of Parry fails to parry a blow he may re-roll the Parry roll. If the roll fails then the sword loses its effect for the rest of the game.</i>
2	The Golden Comb: <i>A golden comb has been found, and first off the warband is about to throw it away. However, the gold on the comb might mean that it could be sold for a few Gold Crowns, so they choose to keep it. As one of the warband members secretly meets his match with it none of the others can find him! A warrior with a Golden Comb will automatically be Hidden if behind the smallest obstacle - even though only his foot or hand is covered!</i>
3	The Black Doll: <i>The Black Doll is a dumb, ugly doll on a stick that suddenly turns alive when there is bloodshed. A warrior with the Black Doll must roll a dice in every close combat phase if engaged with an opponent - on a roll of 1-3 the Black Doll turns its head and laughs out loud scaring the warrior terribly, and on 4-6 he grins evil-eyed to the opponent confusing him in his fight. A warrior having been scared by the Black Doll cannot use any Parry skills that turn.</i>
4	Mordheim Map: <i>A Mordheim map has been found amongst the useless scrap of the Bürghomeister's treasury! See the Mordheim Rulebook for details.</i>
5	Dagger of the Serpent: <i>The warband finds a dagger in the treasure chest, and finding it rather useless one of the warriors keep it. However, it appears to be quite special indeed - the opponent does not benefit from the +1 Armor Save modification that usually applies to daggers. Instead, use the following Injury Table: 1 = Knocked Down, 2-4 = Stunned, 5-6 = Out Of Action.</i>
6	Elven Mirror: <i>The small mirror on the bottom of the treasure chest is initially ignored, but one of the warband members suddenly gathers that his girlfriend might be happy to have it! As he looks into it himself he suddenly sees into the future ...the warband can now re-roll any one dice in the Exploration phase!</i>

Experience & Fame

+1 Survives. If a Hero or a 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 model he puts *Out Of Action*.

+1 Finding the Vampire. Any Hero earns +1 Experience for finding the Vampire. Henchmen don't earn any Experience!

+1 Killing the Vampire. Any Hero receives +1 extra Experience for killing the Vampire. That makes it a total of 2 Experience for slaying the beast!

+1 Getting Away with the Chest. If a Hero solely carried the Vampire's treasure chest off the battlefield he will gain +1 Experience.

+1 Fame for the Winner. The winning warband earns +1 Fame.

"An old BÜRghomeister?" asked Reinhard, the Reiklander captain.

The youngster nodded. "Once upon a time he was a BÜRghomeister in Mordheim. His greed could not be estimated in money, so after his death he woke up again as a Vampire, probably because of the damnations of the gods, to protect his treasures and suck the blood of virgins and children."

"Well, then let's go and find those treasures!" said the captain and raised his sword as a sign to the rest of his warband. As they advanced, he suddenly halted and picked something up from the earth. He looked at it.

"Hmm. Looks like a hat - that feather ... the scratches..." He smelled at it. "And fresh blood. The sign of a hammer ... must be the hat of a Witch Hunter..."

He saw two glowing red eyes gazing at him from a low wall. He stepped towards it as it suddenly took off and flapped into the darkness.

"This is mystical..." he mumbled and dropped the hat.