

# Vampire Hunt

*Adolphus Hexenbrenner looked around. The village of Steinbach had totally been destroyed by the fire. A fire set by an upset mob of villagers. Steinbach had been invested with a horrible illness and the only way of curing the village were the cleansing flames of Sigmar. Weeks ago some villagers had been mysteriously vanished only to be found dead a few days thereafter. And all of them bear the sign of Vampirism on their necks. It was rumoured that the long dead relatives of many villagers had been seen walking around at the graveyards in dark nights.*

*Desperately the villagers asked the church of Sigmar for help and they sent a two Witchhunters and a priest of Sigmar. Their leader, a Reiklander called Adolphus Hexenbrenner had a great reputation as Witchhunter. It was said that everywhere on his path the stakes burned... At the same time a group of fanatic pilgrims with flails wandered through the village, more than willing to join the Witchhunters in destroying the undead plague. The local nobles sent a group of halberdiers and handgunners as support. Incited by the flaming speech of the Witchhunters the villagers were ready to destroy their undead enemies, willing to risk their lives if needed. T*

*The first thing the Witchhunter Adolphus Hexenbrenner ordered was to burn down the houses around the graveyard. Although the villagers were not really happy with that idea, they did as Hexenbrenner ordered them.*

*Now the Mob stood between the still burning ruins of Steinbach, ready to get rid of the undead plague. In the distance there stalked hideous creatures between the graveyards tombstones. Hexenbrenner knew what he had to do: Hidden between trees near the graveyard there was the entrance to a long forgotten tomb. It was clear to the Witchhunter that the Vampire would hid in that dark crypts. But he was sure that it would be not easy to reach the entrance...*

## The Scenario



As we were both tired of conventional scenarios we decided the following:

1. a simple goal (to kill the Vampire) that would decide the outcome of the battle (tired of calculating victory points).
2. Army sizes without any reasonable correlation (500 vs. 400 points) although the Undead have the advantage of reinforcements by summoning.
3. Two linked locations (surface and Crypt)
4. a skirmish scenario (no regiments bases).



**Natascha:** 500 points of Imperial troops. Wow. This means that I would have at least 30 men in my warband/army. I have never had the opportunity to command so many troops in a skirmish game. From Mordheim I'm used to having only around 12 models...

First I took the Witchhunter. I used the stats of the Captain from the Empire armybook. Equipping him with a pistol he would benefit from the additional handweapon-rule in close combat which means that he has four strength 4 attacks, one at -2 armour save. I also gave him a light armour.

Every Witchhunter needs the assistance of a loyal priest and his prayers. Giving him the Hammer of Judgment and heavy armour would make him a fearsome opponent.

Empire Militia should form the core of my troops. As the models look very peasant-like they make the perfect Mob. With two handweapons and light armour they should stand a fight against the vile Undead. I upgraded one of the Militia to Sergeant.

Also I chose 5 Halberdiers as the +1 Strength bonus would come in handy. For additional firepower I took 5 Handgunners which should keep the enemy at a distance.

As big parts of the Battlefield were covered with woods some Hunters would be an excellent choice as I can place them anywhere on the table after all enemy troops have been deployed. Upgrading one of the Hunters to Marksman means one model with BS 4.

I knew that Bernhard would use his newly painted Zombies and lots of other fear-causing troops, so Flagellants with their immunity to psychology would be a nice addition to the mob.

With the remaining points I bought 5 Wardogs using the stats from the Mordheim rulebook as they fitted into the fluff of a Witchhunters mob. I guess that with that army the Undead would be no real challenge.

**Bernhard:** First things first. I had only 400 points to split up upon the two battlefields (Crypt and village). I fear some Vampire was needed for a real Vampire hunt. So I picked a classic von Carstein Vampire thrall. His stats were impressive enough and should mean quick death for any human beings that challenged him. As I had only about 300 points left I decided on ten skeletons including a captain that should guard the Vampires catacombs. As a last addition to the dungeons guard I chose a Graveguard.

My plans for the surface were simple: don't buy troops, summon them! I took a Necromancer and upgraded him to level two. His job was to reinforce troops.



To accomplish his job without disturbance I took two ghouls and two dregs (Natascha and I decided to use Militia/Bowman stats for them). 2 Direwolves and a Fellbat should complete my army. Although I start with less troops the magic superiority is mine! With a bit of luck I will outnumber Nataschas troops in a few turns. And then...

## **The fierce Mob**

Adolphus Hexenbrenner, Witchhunter <i>Handweapon, light armour, pistol</i>	59
Brother Willibald, Sigmarite Priest <i>Handweapon, heavy armour, hammer of Judgement</i>	134
10 Militia <i>Light armour</i> <b>Julius Zündler</b> , <i>Witchhunter (Sergeant)</i>	70
5 Huntsmen <i>Marksman</i>	56
5 Hallberdiers	30
5 Handgunners <i>Marksman</i>	45
6 Flagellants <b>Jonathan der Eiferer</b> , <i>Prophet</i>	78
5 Wardogs	25
<b>Total</b>	<b>497</b>

## **The vile Undead**

Heinrich von Schattenwald, Vampire	80
Anton Knochner, Necromancer <i>Handweapon,</i> <i>2nd level</i>	100
10 Skeletons <i>Light armour</i> <i>captain</i>	120
2 Direwolves	20
2 Ghouls	16
Dreg (used Empire Bowman profile)	8
Dreg (used Militia stats)	5
1 Graveguard	24
1 Fellbat	20
<b>Total</b>	<b>393</b>

## The fierce Mob Turn 1



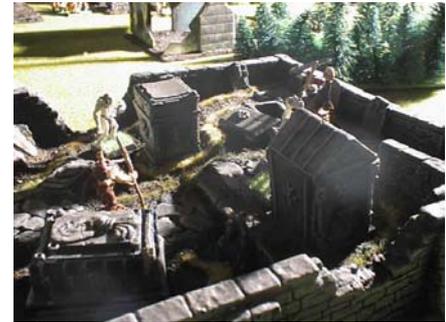
Hexenbrenner ordered his Halberdiers to advance towards the Crypt while the Hunters sneaked through the wood to get in a better shooting position. Incited by the flaming speech of the Witchhunter Julius Zündler, the fierce Mob stalked through the ruins of the village of Steinbach. At the other end of the village the Flagellants led by the fearless fanatic Jonathan der Eiferer headed for the graveyard. They were accompanied by the witchhunters barking wardogs

One of the Hunters spotted a horrible Direwolf near the Crypt. He aimed his arrow at the undead creature and it went down, this time forever.

## The vile Undead Turn 1

The unlucky Archer who killed the direwolf was charged by a huge Fellbat. The last thing he saw was the gaping maw full of canine teeth. The ghouls and one of the Dregs hid between the tombstones ready to jump up and attack everyone who would dare to enter the graveyard.

Anton Knochners hunchbacked servant Klaus took his bow and shot at the advancing wardogs. Unfortunately he missed (not for the last time in this game). The Necromancer tried to unleash his vile powers but his Incantation was banned by the faith of the Sigmarite priest Brother Willibald.



## The fierce Mob Turn 2



Under the covering fire of the Handgunners the brave Warriors advanced nearer towards the entrance of the Crypt. Those hunters which had hidden in the ruined barn left their cover to accompany Hexenbrenners mob and assist them with their firepower.

The remaining Hunters in the Wood tried to avenge their fallen comrade but all attempts to shoot the bat failed.

## The vile Undead Turn 2

Irritated by the arrows of the Hunters, the Fellbat decided to remain in the cover of the trees. The Ghouls licked their lips when they spot the advancing Flagellants but continued to guard the graveyard.

Knochner repeated his summoning spell and this time a group of nine zombies worked their way out of the muddy ground between the graveyard and the flagellants. Klaus the dreg aimed his arrows more carefully this time resulting in the death of one of the wardogs.



### The fierce Mob Turn 3



Unimpressed by presence of the rotting Zombies the Flagellants knew only one way to react: Charge! Meanwhile the rest of the Mob reached the foot of the Crypt's hill. Two of the hunters followed the fellbat deeper into the woods. The wardogs occupied the graveyard (digging for bones).

Many Zombies were smashed by the mighty blows of the Flagellants but enough of them remained to slow down their further approach.

### The vile Undead Turn 3

One of the Direwolves who had hid between the trees charged into the halberdiers and the fellbat attacked the back of the uncautious Sigmarite priest. The Ghouls jumped out of their cover and attacked the wardogs. The remaining zombies countercharged into the flagellants.

Witnessing the destruction of his summoned Zombies, the Necromancer quickly decided that he would need more



reinforcements. Speaking the foul words of necromantic power he made another twelve zombies appear around the crypt. Oh.. and the Dregs arrow missed its target again.



One of the halberdiers was devoured by the fangs of the direwolf and the sigmarite priest suffered a wound from the bat. A flagellant was dragged down by the supremacy of the zombies. The ghouls got rid of the annoying wardogs.

### The fierce Mob Turn 4

Hexenbrenner and his companions nearly reached the entrance of the Crypt but the summoned Zombies prevented them from entering. Having no other choice the Witchhunter commanded his men to slaughter their way into the dungeon. Overcoming their fear the remaining halberdiers threw themselves into combat with the direwolf. The Flagellants prophet hurried through the woods to reach the tomb along with Hexenbrenner.

Brother Wilibald tried to invoke the powers of Sigmar but with a grin the Necromancer dispelled the effects of the Soulfire.



The Flagellants fought down the last standing zombies. On the hill the battle raged on as the mob cut down many of the zombies and made the way to Crypts entrance clear. But this small victory wasn't gained without casualties: three of the villagers lost their lives. The lone direwolf was no match for the battle-hardened halberdiers. With his last strength the Sigmarite priest smashed the head of the Fellbat with his warhammer, reciting an ancient warchant. On his way towards the Crypt Jonathan der Eiferer smashed down every undead creature in his way.

### **The vile Undead Turn 4**



Having finished eating the remains of the wardogs the Ghouls decided to assist the Zombies by cutting the flagellants into tiny pieces.

Overwhelmed by the sheer force of the combined attack of Zombies and Ghouls another Flagellant met his end at the battlefield. The other Flagellants annihilated the remaining Undead.

Again Knochner used his Black Magic to summon zombies, immediately resurrecting the just fallen villagers around the Sigmarite priest.

### **The fierce Mob Turn 5**

Finally Hexenbrenner, Jonathan der Eiferer and some of their retinue reached the crypts entrance and carefully moved down the stairs. Once inside the dark, smelly dungeon, Julius Zündler headed for one of the closed gates. He opened it cautiously and stepped into the passage behind.

On the surface the Battle continued. Seeing their dead companions rise seemed to be too much for the surviving villagers as none of them was able attack their former comrades. Only the Flagellants, mad as ever, charged into combat destroying two more zombies.



### **The vile Undead Turn 5**



As the door closed behind Zündler he found himself face to face with the rusty weapons of six skeleton warriors. Although he cut down two of his bony enemies he found his end by the spears of the other three skeletons.

Outside the Crypt all of the Zombies engaged in combat killing everything with the exception of one brave flagellant. The Sigmarite

priest fought until his bitter end, but finally he was overwhelmed by the dozens of Zombies which surrounded him.



### **The fierce Mob Turn 6**



The surviving Flagellant hurried down the steps to the tomb leaving only dead (and undead) bodies on the surface. Inside the Tomb, Hexenbrenner commanded his men to charge the skeleton warriors who had killed Zündler. The skeletons were no match for the witchhunter and the flagellants prophet Jonathan.

### **The vile Undead Turn 6**

As all of their enemies had escaped into the deceitful safety of the vampires lair, the Necromancer commanded his undead creatures to follow them downstairs.



### **The fierce Mob Turn 7**

Leaving the Flagellant behind to guard the stairs, the Mob advanced deeper into the catacombs knowing their time was not on their side.



### **The vile Undead Turn 7**

The first Zombies arrived at the entrance hall where the Flagellant already awaited them. Although he fought bravely, swinging his flail wildly around him, he was overrun by the Zombies. He died with a prayer to Sigmar on his lips.

### **The fierce Mob Turn 8**

The mob finally reached the chamber of the Vampire who seemed to await them with his undead servants. The Witchhunter rushed in, immediately shooting down one of the skeleton guards with a silver bullet of his pistol. Jonathan and the other men followed him into the chamber but were not in range to charge any enemies. The vile Undead Turn 8



### **The vile Undead Turn 8**



Whispering a curse the Heinrich von Schattenwald leaped across the chamber and attacked Hexenbrenner. Skillfully the Witchhunter dodged the attack, none of the combatants were able to inflict damage. The remaining undead guards under the command of the Graveguard tried to deflect the other mortal men resulting in the death of Jonathan the Eiferer.

## The fierce Mob Turn 9



Inspired by the sheer presence of the Witchhunter three of the villagers overcame their fear and joined their leader in his fight against the supernatural creature. With forks and scythes they jumped at the vampire. This was just the distraction Hexenbrenner needed: while the Bloodsucker was busy shaking off the peasants the Witchhunter was finally able to lend a deadly blow with his oaken stake.

## The vile Undead Turn 9

As the stake pierced through his unholy heart, the Vampire cried for a last time before his body crumbled to dust. Without the power of the

Vampire the Necromancer was unable to control the Zombies any longer and helplessly saw his troops vanish. Together with his two dregs he decided to leave this place. His plans had failed ... for this time...

## Aftermath:

**Natascha:** The funniest game in my life! Well, it was really great. I never thought that a game of Warhammer skirmish would that entertaining. All of my plans worked perfectly. I knew that I would have to pay much blood to reach the Vampires lair. But I didn't expect that the Zombies would be really so hard. The handgunners were a total waste as I couldn't use them effectively. I wish I had taken a wizard instead of the Warrior Priest as the dark magic of the Necromancer was too devastating. The Priests spells are too easy to dispel....

All in all I really enjoyed that game and hope that Bernhard and I will repeat such a skirmish game as soon as possible. I can recommend every WFB-player to give Warhammer skirmish a chance. Okay, moving each model separately consumes more time than moving regiment-bases, but IMO, it is worth every minute.

**Bernhard:** Outch! My army has been completely destroyed. Oh wait... ahh... isn't that what's supposed to happen in every vampire hunt's story? Over all my plan seemed to work pretty well until ... um ... the vampire died. I successfully separated the Natascha's Mob into two groups, one that entered the dungeon, the other one to be slaughtered outside of the tomb. Unfortunately I underestimated the Witchhunter and my summoned Zombies were too slow to prevent the worst. Lessons learned: 1. Zombies are useless if alone. 2. ten Zombies are GREAT if attacking one single enemy 3. Dregs with Bows are useless. 4. A Vampire without magic items is no Vampire.

After all it was a great game and I really enjoyed the hours I spent for that Battlereport. Next time, Natascha....