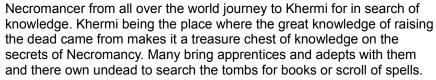
Taken from the Khemri website – published by ntdars http://grafixgibs.tripod.com/Khemri/necro.htm

# Necromancer Warband

By Michael Yungbluth





Warband and starting ex

Max. Warband size is 15

Ď Heroes

1 Necromancer ex20 0-1 Apprentice ex0 0-3 Tomb robbers ex11

### Henchmen

Any numbers of Skeleton 0-5 Undead Vultures 0-1 Undead Golem

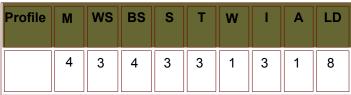
### Skills

**Necromancer**- Shooting, Academic, Speed **Apprentice** - Shooting, Academic, Speed **Tomb robbers**- Combat, Strength, Speed

## Heroes

### Necromancer 60 gold

The Necromancer has come to Khermi for the great knowledge of the necromancy that is locked away in the tombs.



Weapons- May have weapons from Necromancer list Skills- Leadership, may start with 1 spell chosen at random

**Special notes:** If the Necromancer dies then the Apprentice takes over the warband. He will take all of the old necromancer's books and scroll and such and start teaching himself. He is the only one who can maintain the warband so if the warband has no Apprentice or necromancer then the undead turn to dust. If your Apprentice becomes the leader he will become a Necromancer and you can hire a new Apprentice.

For magic use the Necromancer spells in the Mordheim rule book.

### Apprentice 40 gold

The Apprentice is a student of the Necromancer that has began to learn how to control the great art of Necromancy. Though still learning he can maintain the undead in the warband if needed.

Profile	Μ	WS	BS	S	T	W	Ι	A	LD
	4	2	3	3	3	1	3	1	7

Weapons- May have weapons from Necromancer list

Skills- May use one skill enhancement to learn necromancer magic

### Tomb Robber 45 gold

These are raiders that the Necromancer has hired to assist him in robbing the graves. They are veterans in robbing tombs that are not picky about who pay them or who they work with.

Profile	Μ	WS	BS	S	Т	W	Ι	A	LD
	4	4	3	3	3	1	4	1	7

**Weapons**- May have weapons from Warrior list **Skills**- Start with Disarm/Spot traps skill

### Henchman

### Skeleton 20 gold

Do to the fact that Zombies will not last in the desert and will fall apart Necromancer tend to use skeletons instead. Technically the skeletons can gain experience but it is more that they remember things from there former life. Do to the weakness of bones Skeletons max. stats are WS6, BS5, S4, T3, W2, I4, A4, Ld8 and can only learn combat skills if they become heroes.

Profile	М	WS	BS	S	Т	W	I	A	LD
	4	2	2	3	3	1	1	1	5

Weapons- May use weapons from Warrior list

Normal undead abilities- Causes Fear, Immune to poison, Immune to physiology, May not run

### Undead vulture 20 cost

Vultures are even pulled into the ranks of the undead. The Necromancer some times will leave pieces of flesh out in the desert to attrack vultures. Then with a few well placed arrows he can get some undead scouts. The undead vultures make great scouts and add valuble speed to the slow undead force.

Profile	Μ	WS	BS	S	Т	W	I	A	LD
	8	2	0	3	3	1	2	1	5

**Undead:** The vulture suffers from all rules that undead suffer from. (Can't gain experience, can't run, causes fear, does not suffer from stun, and such)

Flyers: The Bats ignore terrain when they move and can freely charge any model, regardless of height and

interceptors, that they can see. Also shooting and hth suffer -1 to hit do to how hard it is to hit something flying.

**Fragile:** Birds, even undead ones, are more fragile than humans. They use the following Injury chart= 1-3 Knocked Down (Do to the fact they know no pain), 4-6 Out of action.

#### Undead Golem 200 gold upkeep 15

The undead golem is a batch of human part specially collected and put together to create a monstrous brute. The technique to create such a monster was drerived from the study of undead creatures known as mummies. This brute is remarkable strong and is often a Necromancer's master piece. Also because of the elite nature of the body it needs more maintance then most undead and an upkeep must be paid to maintain it. Also the golem's mind is more advance then a zombies but not up to a human level. These a golem may improve but never learn new things.

Profile	М	WS	BS	S	Т	W	I	A	LD
	4	3	0	4	4	3	2	2	6

Weapons- May have weapons from Warrior list

**Normal undead abilities**- Causes Fear, Immune to poison, Immune to physiology, May not run, May gain experience but may not get "Lad's got talent" re-roll if this happens. (This is Tuff Git's Flesh golem for Mordheim modified)

### Equipment list

Necromancer list						
Jambiya	free/2 gold					
Масе	3 gold					
Katar	5 gold					
Scythe	5 gold					
Sword	10 gold					
Spear	10 gold					
Ankus	13 gold					
Scimitar	15 gold					
Cutlass	15 gold					
Buckler	5 gold					
Shield	5 gold					
Helmet	10 gc					
Light armor	20 gc					
Short bow	5 gc					
Bow	10 gc					

### Warrior list

Γ	
Jambiya	free/2 gold
Масе	3 gold
Katar	5 gold
Scythe	5 gold
Sword	10 gold
Spear	10 gold
Ankus	13 gold
Scimitar	15 gold
Cutlass	15 gold
Double-handed weapon	15 gold

Great Scimitar	20 gold
Buckler	5 gold
Shield	5 gold
Helmet	10 gold
Light armor	20 gold
Heavy armor	50 gold
Short bow	5 gold
Bow	10 gold
Long bow	15 gold