



Welcome to the Khemri an unofficial supplement to Mordheim

These pages contain information for playing skirmish battles,
using Games Workshop's Mordheim rules, in Khemri and Araby.

There are few in the Old World who have heard of Nehekara. Fewer still remember the names of the cities of old. Khemri, Lahmia and Numas. The Crusaders came, but when they left few would talk of what they saw. Legends persist of fabulous treasures.

***Are you brave enough to go in search of gold where
dead men walk?***

The Land of Nehekara

The ancient nation of Nehekara lies to the east, in the area now better known as the Land of the Dead. This ancient civilisation fell many years ago in a brutal civil war. In lost pyramids buried beneath the desert sands the Liche Lords and Mummy Tomb Kings rule over legions of corpses, their servants in death as they were in life. In musty crypts of dead noblemen, tomb robbers freeze in terror when they hear the clink of silver rings and movement behind them.

Today the Land of the Dead is a wilderness of sand. The great river is poisonous and blood-coloured, providing no relief to the thirst of adventurers and tomb raiders. The cities are empty of life, crumbled ruins on the edge of the great necropolises. The roads have long been buried by the shifting sands, leaving only a few toppled statues and wind-eroded monuments to mark their presence. It has been said that the ancient tombs contain many riches and treasures, however the dead walk these tombs. Despite these dire rumours adventurers dare these dangers in search of the treasure.

At the heart of this vast deserted realm lies the cursed city of Khemri, in the centre of which rise two of the mightiest structures ever created by man. One is the awesome Great Pyramid of Khemri, which rises a hundred times the height of a man above the ancient ruins. The other dwarfs even this mighty edifice; the famed Black Pyramid of Nagash – a wonder and terror to all who behold it. Scattered about the feet of these structures are the tombs and crypts of kings and lesser nobles that make up the city of Khemri.

The ruling king, his family and trusted advisors were entombed in great sarcophagi and huge pyramids. As each generation passed larger and more elaborate tombs were built until in the deserts beyond each city stood a necropolis - a city of the dead, and as the years passed these cities became bigger than the towns of the living. The tombs guarded by titanic statues and fortified like great keeps, built to keep their inhabitants secure through all eternity. Bridges spanned the gaps between the doorways on the pyramid tops and cities grew into a vast interlined jumble of structures. Unquiet spirits who perform ancient rituals in worship to the Great Necromancer stalk the streets of this grotesque version of a city.

With the coming of Nagash and his great ritual the inhabitants of the Necropolises were brought back to the land of the living. The Kings and Lords once more command their legions, but they are now undead automatons. On certain dark nights the corpses of the dead stir from their homes and go about their business in a grim parody of their former lives. They repair the time-eroded tombs and patrol the boundaries of their necropolis.

Wonderful Things

When the Tomb Kings and their courtiers were interred in the magnificent necropolises they were buried with the fabulous wealth and goods they would require when they were re-wakened. They surrounded themselves with all of the luxuries to equip themselves in their future existence. Slaves and warrior were put to death to provide their armies.

When Nagash re-animated them prematurely they found themselves imprisoned in their dead mummified bodies. Despite having no use for their treasure they guard it with a ferocity born of an eternal frustration and hatred.

The stories of the treasures of the Tomb Kings have persisted down the ages. Generations of thieves and tomb robbers have tried their luck at finding the valuables. Not all of the treasure is gold or jewels. The Liche Priests of ancient Khemri were masters of the necromantic arts. Their secret writings and papyri are eagerly sought by modern day necromancers, mages and seekers after forbidden knowledge. The ultimate prize for a necromancer would be one of the volumes of the Book of Nagash - the feared Liber Mortis. Even a single page from one of those evil books has been known to drive lesser willed men to insanity.

The modern day inhabitants are the Araby Nomads. They mainly keep themselves to the less inhospitable margins of the desert. Every now and again a bold Sheikh of Araby will rouse his Bedouins to raid the crumbling necropolises. They know full well the horrors they may encounter. The tales of old are kept alive by their storytelling traditions.

Warbands

Khemri - The Land of the Dead is written with a specific theme in mind and while you can use any warband in this setting some of them are not appropriate. The humans are well known to be greedy and all too willing to risk their lives in search of treasure. Norse and Pirate warbands may be a stretch in the Land of the Dead as they prefer the open seas or coastal raids. Halfling warbands are more at home in the Old World. While the Lustrian warbands, such as the Amazons, won't leave their rainforest for a desolate desert. There will of course be the mummy prince's Tomb Guardians and their arch enemies the Crusaders. In addition there are the treacherous Hobgoblin Raiders and Araby Nomads hailing from the desert fringes. There will only be room for so many warbands in this series of articles. We have many more such as the Necromancers and Mages warbands which will be published on the Khemri - Land of the Dead website.

Introduction By Tommy Punk, Brian Coggin & Terry Maltman

Weather Conditions

By Steven "Grafix" Gibbs

We made it to the oasis. There was no sign of the undead until we topped that last dune. They rose from the ground and attacked. The air felt funny like some doom approaching. That's when I saw the cloud of dust approaching fast. "Dust storm" I shouted to my men. Some heard me some didn't. In a matter of minutes it was upon us. Four of my men were knocked down and I lost one due to the storm. The undead lost quite a few but we still had to retreat.

Weather Conditions

Roll on this chart at the beginning of a scenario to see how the weather is going to effect your play. Hot Weather has no adverse effects on the undead.

2d6 Conditions

2	It's Raining. All missile and powder weapons are at a -1 to hit. Black Powder weapons have to roll to see if they can fire each time that they shoot. Roll a d6 1-2 the powder is too wet, 3-6 you can fire as normal. The storm lasts d3 turns. All mummies suffer -1 ws -1 bs -1 mv and that lasts until one turn after the storm stopped.
3	Hot as Hades. The weather is so hot it saps your energy. -2 to all WS and BS. You also start to see mirages. Each time you prepare to attack roll a d6 on a 6 you attack the mirage doing no damage to anyone.
4-9	No adverse conditions.
10-11	Hot. The weather is so hot it saps your energy. -1 to all WS and BS
12	Dust Storm. A dust storm will be here in d6 turns. You have that amount of time to get your warband in cover. Each fig out of cover will suffer d3 s3 wounds . Roll on this chart for wounds 1-3 knocked down, 4-5 stunned, 6 ooa. OOA means the player is covered by sand. If he is not rescued by the second turn after the Dust Storm he is OOA for the rest of the battle.

Tombs

The desert is littered with tombs. They say great treasure lies beneath the sands and the greatest treasure is in Khemri. But be warned, traps lay beneath the surface for the unwary explorer and death awaits.

There are two styles for playing tomb scenarios one is quick and simple using Warhammer Quest tiles, the other involves creating tiles from scratch and have a bit more depth to them. Each way is viable just decide before you play which one to use. Foot tiles tells how to set up a standard 3D tile for underground fighting. Traps tells how to incorporate traps into your game play.

Tiles

These rules are for use with the Tomb Raider scenarios. Each player starts with a small room at one corner of the table. From here they will build the Tomb as they go, unless a scenario states otherwise. Also a large room is placed in the center as the objective, unless stated otherwise in the scenario. Start each turn by rolling to see what type of tile you may place on the board and then roll a d6 to find out where to place it. When adding a tile it must:

be off the end that is not connected to a tile
connect to the tile you most recently placed
can not go off the table

Roll a d6 to randomize which side of the end the next tile is placed off of, ie: the last tile you placed was a hall. Select each side to be a different value 1-2 side 1, 3-4 side 2, 5-6 side 3 after you roll for the edge place the tile connecting to that edge.

You may connect to other halls, rooms, etc. but you should never end up going off the table.

Roll 2d6 to find out what type of tile you may place on the board.

2	Large Room
3-6	Hall
7-8	T junction
9-11	Small room
12	is your choice

Foot Tiles Version 1.0

By Jeff Hogg

Foot Tiles are modular terrain sections for use in tunnel settings. They are meant to be portable as well as functional. Each foot tile is a 12" square piece of terrain for use in underground scenarios. The rules for creating them are a standard for creating modular terrain. There are several advantages to using standardized tile rules. The foremost of which is that each player can build terrain that is 'favorable' to his (or her) style of play. A player with a 'shooty' warband is going to want some areas with long corridors that he (or she) can take advantage of. A player with a 'goon squad' of hand-to-hand warriors is going to want lots of short hallways and areas roomy enough

to set up a good skirmish line in. Both players can get what they want, provided they build it. Which points the way to another advantage of the foot tile standard. Every time a player plays against a previously unmet opponent, the challenge of the table's layout is renewed. If both the players are playing warbands that prefer to kill at a distance, the foot tile standard will generate a table with lots of long hallways to shoot down (making both players happy). If both players are using warbands that go for getting 'stuck in', the table will be a labyrinth of turning hallways (again, making both players happy). If the players split in their warband fighting styles, the table will have elements of both. The last point in favor of using this standard is one of simple mechanics. If everyone is working off the same standard, then the Set Up rules for any scenario can take the standard into account as they are being written, allowing for a more robust cross-section of scenarios. By allowing part of the tabletop to use more traditional terrain a large underground gallery can be created. This would allow for a scenario that takes place in a Great Hall, Calendar Chamber, or Treasure Store Room and the corridors around it. In essence, the standard allows a 'short-hand' method of describing very complex areas of the underground setting.

Building the modular terrain for the Foot Tile Standard follows these rules. .

1) While it would be nice for each tile to be exactly 12" by 12", some allowance has to be made for the fact that the tiles are not likely to be perfectly square or sized. If the tile is fractionally under measured then it will still work fine. So the tile should be as close to 12" x 12" without exceeding that measurement. If there is to be fractional error, the must be fractionally LESS than 12".

2) All tiles are to be built with the exit/entrance points CENTERED on the tiles edges and all exit/entrances should be 2" wide. Again there will be some error in measurement but errors in the 'doorways' between tiles will not cause the table to 'warp' (so they are much less critical).

3) The minimum width for a hallway is 2". This allows two 20mm or 25 mm base models or one monster base model to effectively block a hallway and still leaves a little room to get your fingers in and move models without grazing them off of one another.

4) The measurement between the most distant exits MUST be no greater than 20". This is to prevent players from creating filigree labyrinths pieces that would take a dozen turns to cross and screw up time based scenarios.

5) No section of the tile can cause a 'dead end'. Please note that if a pair of tunnels that cross 'over and under' each other, but never join is still acceptable.

6) Each player is required to have 8 tiles. Of the eight tiles, 5 of them MUST have four exits. The remaining 3 must have three exits.

7) The tiles may have terrain that builds 'upward', but the tiles height should never exceed 6" and the area of the 'floor space' may not exceed 216 square inches. This allows that a tile may be built that has a 'second story', but the area it covered could not exceed 1/2 of the 'first floors' area.

As long as the 'terrain' created adheres to these rules, the players may build on the tile as they choose. While I would like to see players create their own layouts in three dimensions by placing walls on the tile, drawing and coloring them would do. People who feel that their modeling/painting talents are limited could color copy or scan the tiles from WH Quest and paste them to the tile.

Traps

The pyramids and tombs of Khemri were regarded as sacred places where the spirits of the dead resided in the afterlife. Tombs were often filled with riches and treasures to bring comfort to the dead in their final place of rest just as the dead themselves were elaborately tended to in preparation for eternal life. To prevent pillaging and the defiling of the deceased, many tombs were equipped with a series of deadly traps. Often these were simple devices intended to ward off would-be intruders, but in some cases intricate traps capable of horrible destructive power were found in the tombs of the wealthy and powerful. Warbands exploring the tombs must contend with these ancient devices, which are still poised to kill an unwary intruder. Often warbands will have to find alternate routes to the tombs or risk suffering great losses to these constructs of antiquity. However, some experienced tomb raiders are well versed in the manner and style with which the ancient people guarded their dead, and possess the ability to avoid and even disarm the traps that await them beneath the surface of the desert.

The ancient peoples of Khemri had many different designs for the traps they would set in the tombs. Over time, some of these have become ineffective as their parts slowly decompose. Some of the traps were quickly built, while others are built into the structure of the tombs, and are incredibly dangerous. Traps are therefore classified into three divisions:

Simple: These are traps that were quickly jury-rigged and easy to make. They will only ever affect the model that trips them, and cause a S3 hit.

Complex: These are traps that have remarkable destructive power. Since the builders of the tomb wanted no one desecrating the holy ground within, the traps have the potential to hurt more than one model at a time. Some will activate each time they are triggered, and others will work only once, but to devastating consequences.

Dud: These are traps that have become useless over the ages. They will not work in any effective manner, and are therefore quite harmless.

The ratio of Simple:Complex:Dud traps is 3:1:1, in that the Simple traps were the easiest to build, and the ancient technology was such that very few of the traps would ever fail over time. A "deck" of traps will contain this ratio of the different trap types.

At the start of the game (before players have set-up their models or have determined which side of the board they will start on), each player rolls a D6. The amount rolled is the number of traps that that player can put onto the board. (Or there could be one D6 roll that applied to everyone, or just a set number included in the scenario/modifier to the # of traps as designated by the scenario). The trap counters must be drawn from the deck without anyone (including the player whose drawing) seeing what the trap is (trap-type faces down). The traps are placed on the board face down. Traps may be placed anywhere on the board, but no trap can be 2" or closer to another one. "Gamer's Sense" would dictate that traps would not be placed in areas out of the way, but be placed in important passages or narrow spots where they would be difficult to avoid.

When a model was to move over a trap counter, then the player would test against his I. A passed test would mean that the model was able to either avoid the trap through skill or luck. A failed test means that the model was unlucky and has triggered the trap's detection mechanism, (anything from a trip-wire to a pressure-sensitive block). Turn the trap counter over, and reveal

the nature of the trap. A dud is the best result, as this represents a useless trap, and no ill effect comes to the model. A simple trap causes an automatic S3 (4?) hit to the model, who must roll to W, with armour saves as normal. A complex trap means that the model has stumbled onto something really nasty. Roll a D12 to determine what the nature of the trap is:

2 - Boulder: A giant boulder has fallen from the ceiling, and threatens the model beneath. The model must take another Ini test. A passed test means that the model has avoided the boulder. A failed test means that the model was too slow, and takes D3 S5 hits (no armour saves). The boulder will roll D6" in a random direction (down a narrow hall, 50/50, otherwise use a scatter dice). Any other models in its way will also have to test against Ini, failing will result in one S5 hit. This trap will only work once.

3-4 - Pit: As a model walks along, the floor suddenly opens up and the model drops D6 inches into a pit. Any other models 1" or closer to the pit must also roll against I, a failed test mean they fall into the pit too. Use the MH rules for falling. Models who find themselves still alive in the pit will also have to climb out. This trap will work only once, but there will be a pit (depth determined by the original roll) in the tunnel.

5-6 - Arrows: The model triggers a hail of D6 arrows (S3). Roll a D6 for each arrow:

1-3 Hit
4-6 Miss

Any arrows that miss the model may hit nearby models, (within 2") If there is one model within this range, then it must roll on the Hit/Miss chart for every arrow that misses the original target. If there are multiple targets, then divide the misses among them (starting with the closest, and continuing outwards). Any further misses will have hit the opposite wall. This trap will work multiple times, so any models that walk over the trap counter again must also test against their Ini.

7 - Swinging Blades: As the model passes by, large razor-sharp blades swing out from the wall. The model must make another Ini test, or receive 2 S5 hits (armour saves as usual). Should the model have stopped on the trap counter on his movement, he will have to test against Ini at the beginning of his next turn or suffer a further 2 S5 hits. This trap will strike any model that passes over it with a failed Ini test.

8-9 - Poison Gas: The model is assaulted by a blast of poison gas. The gas will cause D3 S4 hits as the model gasps for air. Any other models within 2" will also receive a dose of the gas (one S4 hit). Any models immune to poison will receive no effect.

10-11 – Fire Trap: A pillar of fire blasts out from the wall, engulfing the model and any others nearby. The model immediately receives a S5 hit, and on a roll of 4+ will count as being on fire. Models within 2" must roll a D6, on a score of 4+ they are also on fire. (See fire rules in TC #7).

12 - Collapsing walls: The walls close in on the model, threatening to crush him entirely! The model must make an additional Ini test. If successful, the model is quick enough to dodge the trap, (and if the model had stopped on the trap counter, move it 1" to either side). If the model fails the Ini test, the walls crush him between them. The model will receive 1 S8 hit. Once the walls collapse, they immediately open up again, ready for the next unwary intruder to activate them.

SKILLS

Spot/Disarm trap: This hero is able to detect the traps in the tombs with relative ease. A character who possesses this skill will never set off traps himself (but may be subject to their effects if he is too close to one if it goes off). Also, he can also attempt to disarm any traps he comes upon. He must stop at the trap on his Movement, and may do nothing else that turn. If disarming a Simple trap, he must roll a 6+, or he is unsuccessful. If disarming a Complex trap, he must roll an 8+, or he will be unsuccessful. If unsuccessful, he must roll against his own Ini. A failed test means he has inadvertently set off the trap himself! You can take this skill multiple times (limit 4), and reduce your roll by 1 each time, (so a Simple trap would disarm on a 2+, a Complex on a 4+.

Set Trap: A Hero who possesses this Skill will be able restore Dud traps or previously de-activated traps back into active traps. To determine what a Dud trap becomes, roll a D6: 1-4: Simple, 5-6: Complex. Obviously a previously disarmed trap will revert back to what it was. He must also test against the Difficulty of the trap (Simple:6, Complex:8). A failure will mean that the trap has failed to activate a success means that it will work. This skill can also be taken multiple times (4 max) to decrease the difficulty of arming (re-arming) traps.

Taking The Fight Out Of The Streets and Into the Dark

Optional rules concerning Perception In Darkness and Concealed Warrior Movement for Mordheim

By Jeff Hogg

Ver 1.1

The rules for Mordheim, and Necromunda before it, assume that anything on the table can be seen from anywhere on the table as long as the path of perception is clear. They do not cover any instances of obstruction for darkness, fog, smoke, etc. These two concepts are linked and should be considered (for organizational purposes) from the point of them being an "optional" section of the Mordheim Rulebook. This is broken down into two groups of rules that introduce new concepts. The first, perception, concerns the effects of limited range for line of sight. The second, Concealed Warrior Movement, concerns the difficulties of having two players, one table, and the given that within certain scenarios there is no feasible way for the opposing leader (player) to know absolutely where and how an opponents warriors are positioned. These rules are 'generic' in a sense. By fine-tuning them they can be used to reflect any setting. Whether it's a stronghold ruin, ancient tomb, burial catacombs, or anything else you can imagine, these rules will help you to see through the darkness.

PERCEPTION IN THE DARKNESS

Warriors that fight in dark subterranean settings are subject to the following rules for determining whether a model can see another model.

All models in a scenario that uses the darkness rules are always considered to be hidden (counters not required) unless the model is in an area that has been declared to be a lighted field by the rules of the scenario, house rules for individual pieces of terrain, or the model is in the mobile lighted field that is created by having a burning torch or lantern. A lighted field is the area of light created by torches, lanterns, glowing cave fungi, Dwarven light gems etc. Warriors also can see enemies if they are inside the normal area allowed for spotting hidden models determined by the observing warriors initiative.

The following rules apply to all warriors that are in darkness.

- 1) Warriors may not run or add the move multiple for charging in darkness unless the path of their movement is in a light field.
- 2) Warriors may not shoot at any target that is hidden. The presence light sources does not cause any penalty for shooting.
- 3) Shooting from darkness into light is permissible and warriors that cast spells may do so when in darkness or in a lighted field.
- 4) Warriors that cast spells or shoot while in the dark remain hidden, as do models that are stunned and in the dark as the darkness always hides them.
- 5) Any warrior in hand to hand combat that cannot 'see' is at -1 on all rolls to hit.

Optional Rule: Silhouettes can be seen when one warrior is viewing another that has a light source behind him. In this instance a warrior with the light source behind him may remain hidden as long as he knows that the viewer is watching by hiding. A warrior hiding in the dark is essentially pressing up against the wall or dropping to the floor and can only remain hidden if he moves half of his move or less (rounded down) during his movement phase. If this rule isn't used then the warrior remains hidden until he enters a light field and may move as normal.

Some races (who spend far too much time under ground) have developed an acute perception to allow them to see in the dark. These races should be given either the darksight or the deadsight special rule at no additional cost. The races that have darksight include Scaven and Night Goblins. Dwarves as a rule do not have darksight, as they have in the past mined gems that gave off enough light for them to function in the dark. The only 'race' that has deadsight is the undead, and only true undead get it at no cost, so dregs and ghouls do not start with deadsight. As a matter of balance, all the 'races' (or warband lists) of the Warhammer Fantasy setting should get a 'free' special rule of their own to balance the ledger so they will be listed below as well. Any 'unofficial' Warband list should have one of these special rules associated with it. These other special rules require the use of most of the other optional rules below.

Darksight- Warriors with darksight see as if they have an area around them that is treated in the same way as a light field. Darksight functions ONLY for the warrior that has it and works in an area that includes everything within a 9" radius of the warrior.

Example: Scaven A and B are on guard and watching for intruders. They are posted 6" apart. Goblin A is walking toward them on a path that is parallel to the distance between the Scaven Guards and is closer to Scaven A than to Scaven B. Both races are assumed to darksight. Scaven A and Goblin A will be able to see each other when they are nine inches apart. Scaven A will be able to raise the alarm; Scaven B cannot see the goblin to raise the alarm because Goblin A is too far away. Warriors with darksight can run in darkness without penalty.

Deadsight- True undead such as Vampires have the ability deadsight instead of darksight. Deadsight functions as darksight does but the range is much farther. A warrior with deadsight is treated as having a personal light field that extends out to the table edges. This ability has a price though. Creatures with this ability are repulsed by light. Any warrior with deadsight must make a leadership test to charge a warrior carrying a lantern, torch, or any other item that creates a lighted field. A warrior failing the leadership test should be treated as having failed a fear check and warriors who are immune to leadership tests are not immune to this test.

Stepping Wisely- Dwarves get this underground ability for free. Some warriors are better at navigating the traps (natural and unnatural) of the underground better than others. These warriors may add 1 to the result of any roll required due to running in the underground. This includes both the rolls to check for the presence of a trap as well as the effect it causes.

Imperial Resolve- Warriors of elven stock, as well as the warriors of the human mercenary warbands have the training (or the abundance of pride) required to keep their wits about them when all seems lost. Warriors with this special rule may make a leadership test to stop before leaving the table due to failed all alone tests. If the warrior passes the leadership test he is placed at the edge of the board.

Friend of the Dark- Warriors of the Possessed and the Sisters of Sigmar suffer far fewer problems with Dungeon Fauna than other warbands. Warriors with this special rule encounter Dungeon Fauna only on a roll of one.

Masters of the Fire Which Purifies- Warriors of the Witch Hunter Warband always have the stuff for lighting fires on hand. The Witch Hunters always have a number of torches or lanterns

with them equal to the number of heroes in the warband. These torches and lanterns may be distributed freely among the warband.

Kicka- Orc's are known throughout the world as the masters of destruction. Orcs automatically do two wounds to a door anytime they score a wound to try and break a door down.

One last note on special rules in general in a tunnels setting. There are lots of special rules in the game and some of them are not going to mesh well with this system. One that really stands out is the Imperial Assassin's Hide in Shadows ability. If a warrior with a torch is standing in an empty hallway and is in base to base contact with an assassin, the warrior still needs to make an initiative check to see the assassin. While that's ludicrous, it would be even more so to try and list every possible contentious point. Use your common sense to settle any problems that occur.

By adding the perception rules the following equipment needs to be altered

Torch- A torch creates a light field centered on the warrior carrying the torch. The radius of the light field is 9". A torch requires a hand to use but it also counts as a weapon in hand-to-hand combat. It has a Range of Close Combat and strikes with the strength of its user. If a torch is used in close combat it also has the following special rules. Note that a torch cannot actually set a person on fire.

Concussion: A roll of 2-4 is treated as stunned when rolling to determine the extent of a model's injuries.

Burning Brand: A torch has a chance of scorching an opponent. A torch has an extra save modifier of -1.

Breakable: A torch breaks after any wound causing a critical hit is scored. This causes the torch to fall (and be extinguished) and to cease to be a weapon. The critical wound is resolved as normal before the torch ceases to be an available weapon for the remainder of the scenario.

Extinguishable: A warrior using a torch in combat is at risk of extinguishing his light source (which then ceases to create a light field). If the torch falls it is extinguished. A warrior will only drop his torch in the most dire of circumstances, which is when the torchbearer receives a wound that causes a stunned or an out of action result, or when the torch scores a critical hit.

Cost: 8 gold. The torch may be purchased at the time of warband creation and is considered a common item. This purchase is actually a supply of torches that will last through the whole campaign.

Lantern- A lantern creates a light field centered on the warrior carrying the lantern. The radius of the light is 9" but hooding the lantern can change the area to a 1"x 9" rectangle. By hooding a lantern the bearer can keep other warriors hidden behind him and still reveal what's ahead. A lantern may not be used in combat but may be put down to enter combat. If the warrior is charged or charges the lantern is assumed to be dropped to the ground at his feet once the warrior is engaged.

Cost: 10 gold. The lantern may be purchased when the warband is created and is a common item.

CONCEALED WARRIOR MOVEMENT

In the hallways of Dwarven strongholds and the tunnels of Scaven nesting burrows, guessing the disposition and placement of enemy warriors is a nightmare. In the ruins of Mordheim the leader of a warband can 'guesstimate' the position of the enemy based on sound and prior sighting. But in underground complexes of any sort, the leader simply doesn't have the information to make those 'guesstimates'. The Concealed Movement Rules help to reflect this in a scenario.

In a scenario that uses the Concealed Movement Rules, the following must be done during the deployment phase of the scenario. During deployment the players must list the models that are part of each group on separate cards and pick tokens that will represent them on the table. Each group will have a card prepared even if the player elects to place no models in it. The card should list the type of group and a description of the token on one side and the list of models in the group on the other. The groups and restrictions for each group are as follows.

1) Rearguard Group- this group is optional but important. The player may elect to place no models in it but will have some serious problems if the skirmish goes badly. This group is may be made up from any warriors in the warband. This group does not require a hero to lead it, as its job is to secure the deployment area where the warband entered the table. This group may not have more than one fifth the warbands warriors in it (round all fractions up to the next non fractional number).

2) Main Group- this group typically represents the bulk of a warbands forces. It will always have a hero leading it, so one or more of the warriors in it must be a hero. This group's equipment, weapons and armor are unrestricted.

3) 3 Scout Groups- these groups are the 'eyes and ears' of a warband. They are always lead by a hero, so one or more of the warriors in it must be a hero. The warriors in this group may NOT be wearing or carrying heavy armor. If any of the models are equipped with heavy armor, it is assumed that they stripped it off before going off to scout and it is in the warbands stash of equipment.

Each group will have a 'fantasy appropriate' token. The token can be a traditional miniature of the warband being played, or can be anything 'typical' that could be found in a tunnel/cave/mine setting. The token should be on a 20mm base as a standard. This allows players who really enjoy the modeling aspect of the game to get creative and make tokens that enhance the look and feel of the game. The token could be a cave rat; half of a fallen skeleton; spent lanterns lying on the ground, in short anything. These tokens represent the unknown and maddening sounds that permeate the darkness.

Unless the scenario declares differently, when deploying the groups the following placement rules apply. The Rearguard Group Token is placed within 1" of the warbands entrance. The Main Group is placed up to 3" from the warbands entrance and the Scout Groups are placed out as far as 3 times the move rating for the tokens.

All tokens have a move rating equal to the lowest normal (as in unmodified by permanent injury) move rating associated with the group. Therefore a Marinburger warband's tokens would move at 4" per turn, while a Scaven warband's tokens would move at 5" per turn.

If an opponent warrior manages to draw a clear line of site an enemies token after considering cover and being hidden then the tokens card must be shown. Note that if the token qualifies as having cover then it is not shown. If there are warriors listed in that group then they must be placed on the board immediately with the first model placed where the token was and any others behind it. The game continues as normal from there.

If the token's group doesn't have any of the warbands models associated with it then a roll would be made to see if there was something else there. A roll of 1 or 2 on a d6 indicates that the token is actually some sort of 'dungeon fauna'. All 'dungeon fauna' has the following stats whether it's a large spider, rat, bat or other critter.

Dungeon Fauna

M	WS	BS	S	T	A	I	W	Ld
5	2	0	2	3	1	3	1	4

Optional Rules

If you want use a random encounter table you can substitute one of your own design with the dungeon fauna rules. I suggest that the roll on your encounter table would be caused only (and automatically) by encountering an 'empty' group token.

ROUTING IN TUNNEL COMPLEXES

If a warband wishes to (or is forced to) rout in a tunnels setting it may have troubles beyond the fact that it has had its pride injured. When a player routs (forced or voluntary) check to see if the Rearguard Group is still in it's position. The Rearguard must be no farther than twice it's move rating from the deployment zone. If the Rearguard Group is not in position the player may not rout as normal. All unengaged warriors will move to the nearest closest deployment zone to them during their move and exit the table there when they reach. All engaged warriors automatically attempt to escape from combat during their movement using the optional rules by the same name listed on page 161 of the Mordheim book. Warriors that successfully escape will move to the closest exit off the table. Warriors that are leaving the table due to a failed All Alone test must also move to the closest deployment zone. Any warrior that leaves the table from any exit that is not the warrior's initial deployment zone must roll on the Lost Table during the post game sequence. Hero's may add one to the roll as they are the stuff of legends but may only earn the You Found What result on a natural roll of six.

Lost Table

Die roll Result

1 Forever Lost- The warrior is removed from the warbands roster.

2 Almost made it but then...- The warrior is treated as if he went out of action.

3 Temporarily Lost- The warrior manages to find a way out but must miss the next game due to the deprivations suffered.

4 Muddled Through- The warrior returns in time for the next battle but does not get to roll for exploration or search for rare items at the market.

5 No Problem- The warrior returns in time to roll for exploration and searching at the market.

6 You Found What!- As above but the warrior may re-roll one dice for exploration and the warrior gains an additional experience point.

MOVEMENT IN THE DARK

A step in time...

The underground settings are very dangerous places, even without the adversarial warbands. Whether a warrior breaks his leg by tripping on loose stone or falling in a hidden pit, the effect is the same. However warbands that are cautious tend to suffer fewer casualties to the complex they are exploring. To reflect this the movement rules are altered to include the following.

Any warrior may walk as normal in the underground but when the warrior ceases to be cautious, things happen. If a warrior chooses to run or charge then there is a chance that he will spring a trap, be it something placed by human hands or created by the forces of nature. A running or charging warrior must roll a d6 once for each extra multiple of his move that is used (warriors using the sprint skill to cover more ground must roll twice). On a roll of 1 or 2 the warrior has found a potentially fatal surprise and must roll on the table below to determine the effect of the surprise. Warriors with a six initiative (or better) may add one to the roll. A warrior with a Rabbits Foot may choose to use it to re roll for this test. A warrior 'hit' by the effect that has a lucky charm MUST use it to ignore the hit, effectively ignoring the accident itself and doesn't need to roll.

Die Roll (2d6) Effect

1 Crud, Aaahhh...- The warrior is Out Of Action, and Lost.

2 Crud, Yeowch- The warrior is Out Of Action.

3-5 Crud, Ouch- The warrior is Knocked Down.

6-8 Crud, That Smarts- The warrior is Stunned.

9-10 Yikes- The warrior is treated as having failed a charge, but no other effect.

11-12 Graceful Turn - the warrior dodges a fatal accident. No effect

The effects that are generated happen at the point in the warrior's move where he would stop if he had made a failed charge. If a warrior has multiple wounds and is required to roll on this table, a result of 3-8 counts the model as having taken a wound (no save of ANY kind) AND the additional effect is ALSO generated as the warrior temporarily incapacitated by the 'trap'.

Ouch, me 'ead 'urts...

The underground is a very difficult place for warriors with the Huge Special Rule. To reflect this they may not run at any time and may only move as far as their Movement score when charging.

Doors and other feats of Dwarven Design

The underground has doors in it. Whether it's a Dwarven tunnel or a Scaven Burrow there are going to be places that the builder wanted to keep others out of or restrict access to and doors are the solution.

For the purposes of underground tactical games a door represents an obstruction to both movement and line of sight. The line of sight part is covered perfectly under the rules for cover so it doesn't need be addressed. Movement on the other hand is a different sort of animal. Doors in the tunnels are described with three pairs of traits. Doors are either open or closed, unlocked or locked, and either spiked or clear. All doors in a tunnel scenario are considered as being closed and locked at the start of a game.

An unlocked door may be opened or closed with no movement penalty.

A hero who has the key to a locked door may unlock it and move through without movement penalty.

A hero who wants to go through a locked door must spend a full movement phase doing nothing but "unlocking" the door. Henchmen and hirelings cannot unlock doors unless they have a special rule that allows them to do so. Once a door is unlocked in this manner, it remains unlocked until a warrior locks it again. Hero's, henchmen, and hirelings may choose to destroy a locked door as described below.

A hero or henchmen who has the key to a door (as declared by the scenario) or a special rule (provided my an academic skill) may lock doors.

A spiked door cannot be opened at all and must be destroyed to move through. Any warrior who attacks a door may destroy it. No attack roll is required as the attack always hits. All doors should be treated as having a toughness of 3 and 2 wounds unless a scenario describes the door(s) differently. Only one warrior may attack a door in each players turn. Any warrior who is armed with a hammer (or club, mace etc.) or axe may add one to his strength when determining wounds. Once the door is destroyed in this manner it has no further effect on game play and cannot be repaired.

Heroes may be equipped with iron spikes to spike doors with. A hero must spend an entire movement phase spiking a door to have it considered spiked. Spikes are treated as an item that is purchased along with other supplies and does not need to be purchased to be used.

ARMED AGAINST THE DARK

Some weapons are nearly useless in a tight tunnel setting. To reflect this, the following weapons are of such a reduced effect that they either cannot be used or suffer the following restrictions.

Bows

All bows require an amount of 'loft' to reach out to their maximum range and unfortunately there isn't enough 'overhead' room in tunnels to allow them their normal reach. All bows are restricted to a maximum range of 16" though any other special rules they might have are unaffected.

Blackpowder Weapons

All black powder weapons are handicapped in an underground environment. The function as normal by suffer from the side effect of possibly deafening the user and those nearby. Any warrior within three inches of the black powder weapon must roll vs. his toughness when it is fired. Whether the warrior makes his save or not, for the rest of the battle he can no longer look to his leader for moral reinforcement and must use his own leadership score for psychology tests. If the warrior fails his roll then he will miss the next game as he has been temporarily deafened and cannot be given orders in combat. Black powder weapons are extremely loud and the concussive echo that occurs when using them in a confined space is very dangerous. Unfortunately, useful shooters earplugs are an invention of the 20th century and are not available to correct this. The Scaven Warplock Pistol also suffers from this effect.

Two Handed Weapons

Most hand-to-hand weapons are designed for use on the field of battle and are of limited use in tight corridors. A further aggravation for warriors in the underground is the fact that tunnels are often fortified in such a way as to amplify the limited use of "large" weapons. Any weapon that has the special rule "Two Handed" cannot be used underground.

Ouch, me 'ead still 'urts...

Large creatures suffer from the same weapon restrictions and must choose their weapons appropriately. If a henchman (like an Ogre) is incorrectly equipped at the start of a scenario, he may re-equip himself at no cost to the warband.

Water

Water is vital in Khemri. Remember lads when you travel be sure to carry enough of it. You don't want to be caught between oases without water. That spells death for sure. Those undead, the only thing they have going for them, is that they don't need water. Lucky buggers.

In the desert, water becomes a crucial resource, viewed as being as valuable as the wealth in the tombs (especially to those who have had none for a few days!) Water is represented by a water counter that each warband will have, and must keep track of, (very much like experience). Each warband has a S rating, (basically just add up their S, the total is the rating). This would represent the total amount of water that the warband could carry. Creatures/models that cannot have equipment also could not carry water (dogs, Possessed, etc.) Any extra animals (horses, for example) would be able to carry water equal to their strength as well. Once this rating has originally been determined, it should be pretty easy to keep track of it when new characters are added, characters die, advances are rolled, etc.

The warband will start with a full ratio of water units. They would expend it after each battle in the following way:

- 1 Water Units for every model (-2 for large)
- 1 Water for Animals (Horses, Dogs, Jackals, etc.)
- 1 Water Units for every model OOA

Note: This could be modified if the warband was able to consume less, (due to being accustomed to the conditions, being especially hardy, etc.) Obviously Undead models require no water, but living members of Undead warbands will. Any Undead (or other model) that does not require water, but can carry equipment may carry water.

Note: A warband may choose to not give certain members within its ranks water (so, to preserve water for more important warband members by denying it to less important ones.) This rule must be used within reason (you wouldn't deny your Heroes water, for example, but a slave could be turned away.) Also, when a warband did not have enough water to go around, it would be up to the leader to determine who got the remaining water rations.

Note: If a model dies or loses his equipment, the water he was carrying is also lost.

Getting Water: The water warbands can receive is determined by where they are resupplying: see Equipping/Trading Rules (in the [Bazaar](#)).

Weather: If it rains at all during a scenario, then all warbands involved get their water ratio filled to its maximum, and do not expend water after this scenario. If the weather is "Hot", then D3 units of water have evaporated due to the temperature. If the weather is "Hot as Hell", then D6 units of water have evaporated. ([See weather rules](#)).

WITHOUT water: A warband without water would begin to suffer ill effects. On a game each member who had no water would roll against his T (on a D6). A passed test would mean he was able to resist the effects of the lack of water. A failed test means he would succumb to the lack of water in some way. Roll a D6 to determine the effect:

1 - Mirage: Model would have to take a Ld test any time he moved. A failed test would mean he would walk distance intended in a random direction.

2 - Exhaustion: After the first round in combat, the model would suffer a -1 to S.

3 - Parched Mouth: Can no longer extend Ld to models. This affects any model with the Lead ability.

4 - Dizzy: +1 to any injuries incurred on the Injury roll.

5 - Weak: -1 to T for game.

6 - Dehydration: Model cannot fight this battle.

Each round afterwards that the model does not have water, the test must be made again, but with a cumulative -1 to T. When the model's T reaches 0 on this test, he has succumbed to the lack of water and dies.

Elemental Magic

by Michael Yungbluth

Ice magic

1.Frost- difficulty 7, range 16", target must roll under or equal to their toughness or suffer a wound. 6 always fail.

2.Cone of Ice- difficulty 8, range flame template (The bigger one), any model under the template or partway suffer a Strength 3 hit. No critical hits.

3.Freezing Cold- difficulty 9, range 8", target must roll equal or under its toughness or be stunned no matter how many wounds it has.

4.Hail- difficulty 8, range 12", Target on model. That model suffers 1D3+3 S2 hits. All models within 2" suffer D3 S2 hits. Will not do any critical hits. Target also gets a -1 to hit for shooting his next turn.

5.Numming Cold- difficulty 9, range 8", target model is at -1 to injury roll (If a 1 is rolled then the wound is useless), also he has -2I (min. of 1), and must roll a D6. On a 1 roll another D6. 1-3 model is knocked down, 4-5 model is stunned, and 6 model is taken out of action. Last till beginning of your next turn.

6.Ice Patch- difficulty 6, range 6", Cast at the beginning of the movement phase. Model must roll an Int. test. If failed model is knocked down. No model may charge this model or get with in 4". Any models already within the 4" must move out in their movement phase after they pass an Int. test. If failed they to fall down. If model was in HtH then the battle is separated as they are trying to maintain there balance.

Fire Magic

1.Fireball- difficulty 8, range 16", one model in line of sight takes a S5 hit. This is the lesser magic version.

2.Fairy Fire- difficulty 6, range 8", target model now cause fear and is +1 to hit for being shot at. Also model may not hide. During your recover phase roll a D6. On a 1 or 2 the spell fails.

3.Smoke- difficulty 6, range 6", target model and all models within 3" counts as being in cover. Last till beginning of your next turn.

4.Burning Ring- difficulty 8, range caster, All models with in 2" take one S3 hit. Any model attempting to charge must take a fear test, even models who cause fear. If the charge is successful model takes one S3 hit. Last till your next recover phase.

5.Burning Hand- difficulty 8, range caster, Caster may sacrifice all of his attacks to make one hth attack with a S5 hit that cause 2 wounds. Also if it hits the model being hit on a 4+ starts on fire.

6.Inferno- difficulty 10, range 12", Target model suffers D3 S5 hits. Also all models within 4" suffer one S3 hit. +1 to injury rolls. On 4+ target starts on fire and on 5+ all models within 4" start on fire.

Wind Magic

1.Riding the Wind- difficulty 6, range caster, model may move anywhere up to 12+2D3". May not move into base to base with an enemy model.

2.Lightning Bolt- difficulty 10, range 12", target takes one S6 hit. If wearing H. armor, light armor and shield, IIm. Armor, or Gromril armor target takes D3 hits with S6.

3.Fog- difficulty 6, range caster, Target counts as being in cover and strikes first in hth, even against spears.

4.Gale blades- difficulty 7, range 12", caster shoots 2D3+2 S3 attacks. Roll to hit with no modifiers.

5.Twister- difficulty 9, range 12", target one model not in hth. Caster rolls 2D6 and target rolls D6. Target adds its Strength and +1 if it is large to the D6. If the casters roll is higher then the target it scatters 2D6" randomly and suffers one hit equal to the distance, Also next turn acts as if it had been knocked down and just got up. If the two rolls are equal then the model scatters randomly D3" and may not run next turn. If the target is higher then nothing happens to him.

6.Wall of Wind- difficulty 7, range caster, any shooting at target or models within 2" is at -2 to hit.

Earth Magic

1.Stone Skin- difficulty 8, range 6", target gets a +2 to his armor save. Every recover phase if the caster is farther then 6" then the spell wears off. To maintain the spell the cast must pass the difficulty test ever recover phase. Only one model may be stone skinned at a time.

2.Earthquake- difficulty 8, all models within 8" must pass an Int. test or be knocked down. No model within the 8" may run next turn.

3.Mud- difficulty 7, range 8", Target model may not move. Will fight back if charged. Last till caster next turn.

4.Stone Guardian- difficulty 10, before battle, summons a stone guardian. Must stay within 8" of summoner. Stats are M5, WS2, BS0, S4, T4, W2, I1, A2, Ld10, armor save of 5+. Guardian is immune to poison and psychology may not run and causes fear.

5.Two stone hands attack Stone Hands- difficulty 8, range 6", the target is attacked by two hands. The hands have WS4, S4, A2. Attacks can be parried. Last for one hth phase.

6.Earth lore- difficulty auto, after battle, May re-roll one dice and/or modify one dice by +1/-1. May not re-roll a re-roll. Spell can effect different dice. If caster was taken out of action this spell may not be used.

Trading

Unlike Mordheim, where plenty of settlements were near the city and readily accessible to warbands, the tombs of Khemri are isolated and far from civilization. To make matters worse, they are within the desolate clutches of the desert, and which is barely habitable. This makes the exploration of the tombs much more complicated. Warbands find themselves far from their source of supply, and often missing treasure hunters will be found buried in the sand, killed not by the dangers within tombs or by another warband, but by the harsh conditions of the desert. And yet there are sources of supply and water in the desert, scarce as they may be. These may come in the form of the last of the great cities that once populated Khemri, traveling merchants looking to take advantage of ill-equipped treasure hunters, or even a secret and beautiful oasis where traveling caravans often make routine stops.

When a battle has ended, all players must roll **2D6** on the following table to determine where (or if) they find a place to resupply. The victor is allowed to add a +1 modifier to his roll:

2-3 Nothing: The warband is lost in the desert, and cannot find anyone to help them. They must survive to the end of the next battle on what they have now.

4-6 Merchant: The warband is approached by a traveling merchant. He has all of the items available in his wagon, as well as horses and/or camels, (whatever). Merchants are usually unscrupulous, and will sell their wares to anyone. However, there will be an increase in the cost of all items bought from the merchant, as he has inflated prices. (So, say add an extra 25% to the cost of everything). As well, he can provide Henchmen (no Heroes) at the same cost increase, (as he will send a servant to retrieve them,) and they will be available for your next battle. He will sell you water at D6 gc per unit. The merchant will buy any treasure/wyrdstone (whatever it is) for the regular cost. Models with the Haggle skill will not suffer the price increase. All items with a Rare level 9+ will not be available.

7-8 City: The warband comes upon an outpost in the desert (Bel- Aliad ;). They are given a relatively good welcome, and are able to shop/trade/recruit as normal. Water will be sold to them for D3 gc per unit.

9-10 Nomads/Well: The warband comes across a group of nomads (D6+1) guarding a well. The warband can either buy items/water from the nomads, or attack them to attempt to gain free access to the well. (Nomad stats required) If the warband buys things, all items are given a +3 to their Rare rating, including normally common items. The items are sold at cost + 25% like the Merchant unless sold to a model with the Haggle skill. Only Henchmen are available to be bought, and no more than 3. Water will be sold at D6 per unit. The nomads will buy treasure/wyrdstone as if your group was one level larger (so a group of 1-3 would be counted as a group of 4-6, a group of 4-6 would be counted as a group of 7-9, and so on.) If you attack the nomads, you must fight them as you would usually. You will receive free water, but can only find common items, which are treated as having a Rare value of 6, but are obviously free.

11-12 Oasis: The warband comes across a rare but beautiful desert oasis. On a roll of a 3+ (with a +1 mod for every battle before that you found nothing when searching like this), there is a large caravan at the oasis as well. The caravan openly trades with the warband, allowing the warband to re-equip/recruit/sell as normally. Also, the water here is plentiful, and the water may be restored entirely for free.

There will be other modifiers to the list. Some of the indigenous warbands will be given a +1 to their roll. As well, other characters/items (whatever) can be used to re-roll the results, etc. (more on this later, in the individual warband/character/item descriptions).