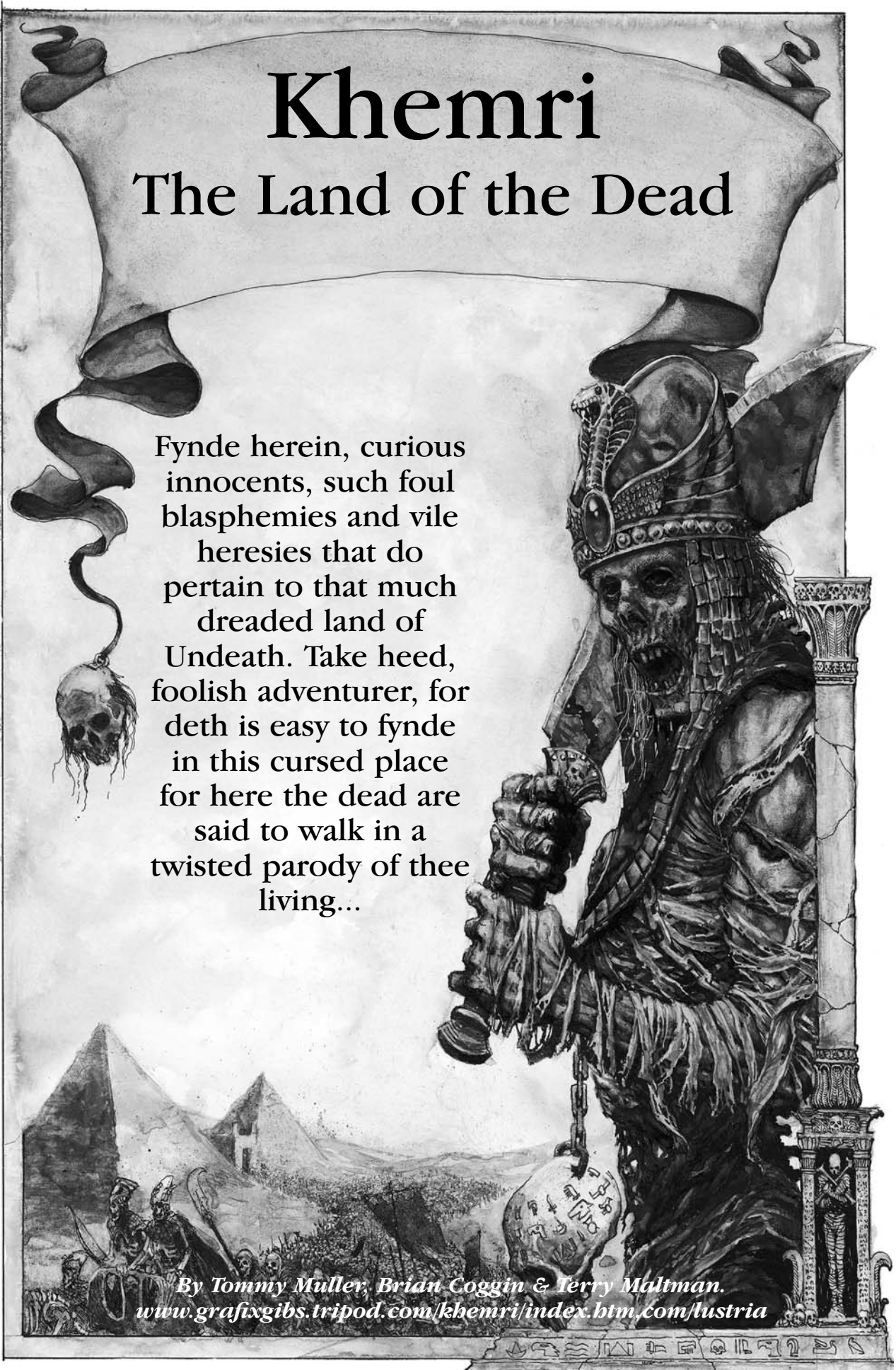


Khemri

The Land of the Dead

Fynde herein, curious
innocents, such foul
blasphemies and vile
heresies that do
pertain to that much
dreaded land of
Undeath. Take heed,
foolish adventurer, for
deth is easy to fynde
in this cursed place
for here the dead are
said to walk in a
twisted parody of thee
living...



By Tommy Muller, Brian Coggin & Terry Maltman.
www.grafxgibs.tripod.com/khemri/index.htm, www.lustria.com

The Land of the Dead

'Listen closely brave warrior for what you bear today may save you from a fate far worse than death... you don't believe me eh? There are few in the Old World who have even heard mention of the ancient land of Nebekhara but here under the burning desert sun tis enough to freeze a man's blood. Few even of the wise Tuareg, the Gods preserve them, still remember the names of the cities of humanity's oldest civilisation: Khemri, Labmia, Mabrak, Lybaras, Zandri, Quatar and Numas. The Crusaders came to cleanse the heathen of thrice-cursed Sultan Jaffar, but when they returned to your lands of the north few would talk of the horrors they bore witness to. Legends persist of fabulous treasures, of mountains of sparkling gemstones, of monstrous statues of solid gold and obsidian. And the wise know why it all lies untouched...

Are you brave enough to go in search of riches where dead men walk?'

THE LAND OF NEHEKHARA

The location of this long dead and forgotten land is to the south-east of the Old World, in the area now better known as the Land of the Dead. This ancient civilisation fell centuries ago in a brutal civil war. In pyramids buried beneath the desert sands 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 rustle of rotting rags and ancient bones.

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 rumoured that the ancient tombs contain magnificent riches and treasures, however here the dead walk. Despite these superstitions groups of adventurers, the foolhardy and the greedy, risk all on the chance of fabulous wealth.

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, the Great Necromancer – 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.

Back in ancient times, before the catastrophe, 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 were guarded by titanic statues of mythical beasts and fortified like great keeps, built to keep their inhabitants secure throughout 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 parody of a city to this day.

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.

PRECIOUS 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 reawakened. They surrounded themselves with all of the luxuries to equip themselves in their future existence. Slaves were put to death to sate their every need and desire.

When Nagash reanimated them





Map of the Ancient land of Nehekbara scribed by
the Arabian scholar and cartographer Kashaff
Wallayaf.

Khemri – The Land of the

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 present day necromancers, mages and seekers of forbidden knowledge. The ultimate prize for a necromancer would be one of the fabled volumes of the Book of Nagash – the feared Liber Mortis. It is reputed that just a single page from one of these evil books has driven lesser-willed men to insanity.

Today much of the desert lands are inhabited by the Araby Nomads. They mainly keep themselves to the less inhospitable margins of the desert and avoid the accursed necropoli. Every now and again a bold, some would say foolish, 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

This setting 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 greed of humanity is too well known and all are 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. Lustrian warbands, such as Amazons, aren't likely to leave their rainforest for a desolate desert. There will, of course, be Mummy Tomb Prince's guardians and their arch-enemies the Crusaders. In addition, there are treacherous Hobgoblin Raiders and Arabian 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 Necromancer and Mage warbands which will be published on the website:

<http://grafixgibs.tripod.com/Khemri/index.htm>

Running a Campaign

A campaign set in the Land of the Dead uses the rules from the Mordheim rulebook, with a number of important exceptions that are detailed below.

PRE-BATTLE SEQUENCE

Just as with a Mordheim game you must generate the scenario and set up the terrain that you are going to play on. This can be done in any way that all players agree on – we fully encourage experimenting with different set-ups or altering scenarios! These games are meant to be fun and we do not in any way wish to restrict the players with a certain style of play. You have our full blessing to alter our rules, warbands and scenarios in any way that you like. We are however very interested in hearing of your experiences and campaigns so do send your feedback.

1. Generate the scenario and set up the battlefield.
2. Generate the weather condition.
3. Expend water units.



SCENARIO AND SET UP

The player with the lowest warband rating rolls on the Scenario table to determine which scenario is played. In the scenarios where there is an attacker and a defender, the same player can choose which he is. Roll for warriors with old battle wounds to see whether they can participate in the battle or not and set up the terrain and warbands according to rules for the scenario that you are playing. If you wish you can play a tunnel scenario instead, see the Tunnel rules section for details.

Use these scenario tables instead of the one on page 126 in the Rulebook. We have included a separate table for multi-player scenarios.



2D6 Two-player scenarios

- | | |
|-----|--|
| 2 | The Warband with the lower rating chooses which scenario is played |
| 3 | Hidden Treasure |
| 4 | Defend the Find |
| 5 | Breakthrough |
| 6-8 | Skirmish |
| 9 | Defend the Oasis |
| 10 | Defend the Tomb |
| 11 | Chance Encounter |
| 12 | The Warband with the lower rating chooses which scenario is played |

2D6 Multi-player scenarios

- | | |
|-----|--|
| 2 | The Warband with the lower rating chooses which scenario is played |
| 3 | Monster Hunt |
| 4 | Tomb Raid |
| 5-6 | Treasure Hunt |
| 7 | Desert Skirmish |
| 8-9 | Ambush |
| 10 | Protect the Prince |
| 11 | One man's Rescue |
| 12 | The Warband with the lower rating chooses which scenario is played |

Where the scenario refers to Wyrdstone, substitute artefacts and items of treasure which have an equivalent value.



WEATHER CONDITIONS

'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 strange like some doom approaching. That's when I saw the cloud of dust approaching fast. In a matter of minutes it was upon us. Four of my men were knocked down and I lost one due to the storm. At least it saved us from the Undead...'



Roll on the chart below before the start of the game. Weather effects confer no penalty to Undead unless this is explicitly stated in either the scenario special rules or the rules of the weather effect, however Undead warbands

often contain living warriors that are affected as normal. Weather will not affect either warband if you are playing a tunnel scenario, but any water units that are lost due to the weather are still lost.

2D6 Weather Conditions

- | | |
|-------|--|
| 2 | Rain!: If its not too hot its too wet, a freak rainstorm has started and is soaking everything. All missile weapons are at a -1 to hit due to the poor visibility. In addition black powder weapons may not be used. Mummies ignore the flammable rule for this battle. All warbands have their water stash filled to its maximum. |
| 3 | Hot as Hades: The hot sun is beating down upon the parched desert. All warriors suffer a penalty of -2 to WS and BS. In addition the warband uses up one additional water unit per member. If you have too few units left to supply the warband then each warrior that didn't get any suffer from mirages in addition to any other dehydration effect. A model that suffers from mirages must roll a D6 for each of his hand-to-hand combat attacks or shooting attacks, on the roll of 6 he attacks the mirage and the attack is wasted. |
| 4-9 | No adverse conditions: The desert is harsh as usual but there are no additional effects. |
| 10-11 | Hot: The heat is unbearable today. All models suffer -1 to WS and BS. In addition the warband uses up an additional D6 water units. If you have too few units left to supply the warband then each model that didn't get any suffer from mirages (see above). |
| 12+ | Dust Storm: The warbands are surprised by a dust storm just as they prepare for battle. A dust storm will hit the battlefield for the first D3+2 turns, no missile attacks are possible, no model may run and can only charge his normal movement, no spells may be cast and no model may benefit from the leader's Ld. |



Khemri – The Land of the

WATER

Water is a crucial resource in the desert, to the Arabs it is considered more valuable than gold. In the desert to run out of water is certain death.



Water is recorded on each warband roster in exactly the same manner as stash. Each water unit that the warband carries adds one to the water 'stash' for the warband. Each unit that the warband uses up reduces the water stash by one. If the water stash drops to zero the warband is in serious trouble. Each member of the warband may carry a number of units equal to his Strength, and the total number of units is the maximum number for the water stash. All warbands start with a full water stash.

Obviously it will arise that warriors would also like to carry treasure that they have plundered and this inevitably lowers the amount of water that they can carry. This is represented by the burden limit, which is the total Strength value of all of the warband's members. The burden limit is most often the same value as the maximum water stash value. Water units and treasure units both use up one point of Strength.

After a battle, and after you have rolled for exploration and serious injuries, add up the treasure and water unit totals. This total may not

exceed the burden limit, and may consist of any ratio of treasure to water. Water and treasure units that exceed the burden limit are lost. Note that the burden limit and water stash will be affected by members that die, suffer serious injuries or receive lowered Strength due to water shortage or extreme weather conditions. You do not lose water or Treasure units even if some of your members die, to keep the book keeping to a minimum the units are pooled after each game when you check the burden limit.

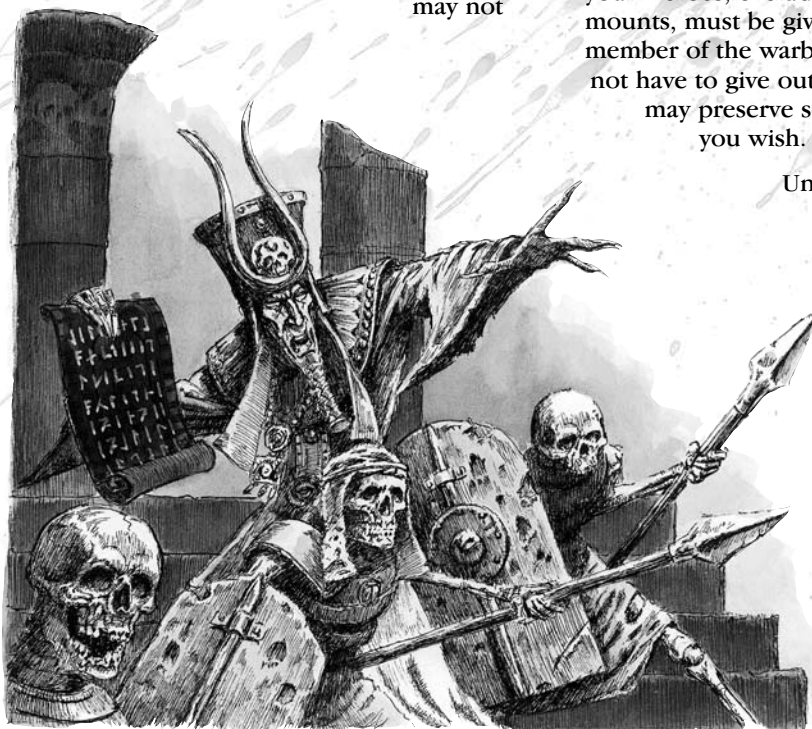
Example: A warband consists of a hero with Strength 4, 8 warriors each with Strength 3 and a horse with Strength 3. The burden limit is 34 ($4 + 8 \times 3 + 2 \times 3 = 34$). The warband could therefore carry 12 units of water and 22 units of treasure or 4 of water and 30 of treasure (or any other combination). If they had a combined total of treasure and water of 38 units then they must discard 4 units.

Water Expenditure

Water units are expended before the start of each game. Each model in the warband uses up 1 water unit, each large creature or animal (as stated in the creature's special rules) uses up an additional 1 unit. In addition certain weather conditions will force the warband to use up more units.

A warband may choose to refuse water to certain members in order to preserve water for more important warband members. All your Heroes, excluding accompanying mounts, must be given water before any other member of the warband is given water. You do not have to give out all of your water, you may preserve some for the next battle if you wish.

Undead warriors do not require water, but any living member in their warband does. Undead warriors capable of using weapons are allowed to carry water and treasure. This usually means that the Undead warband has a high water stash and that their animals are not likely to suffer from lack of water.



Lack of Water

A warband without water will soon begin to suffer ill effects. Before every game each member of the warband who hasn't been given any water must pass a Toughness test. A successful test means that he was able to resist the effects of the lack of water. A failed test means he has succumb to this lack of water. Roll on the Dehydration table to determine the effect. If the warrior is without water for several battles in a row he adds +1 to the roll for each time that he failed his Toughness test.

1D6 Effects of Dehydration

- 1 *Parched:* The warrior cannot speak as his mouth is too dry. He may no longer extend his Leadership to nearby models. This primarily affects any model with the Leader ability or any ability/skill with a similar effect, and he may not cast spells as he can't voice the incantations.
- 2 *Light-Headed:* The warrior gets knocked out on a 2+ instead of a 3+ on the injury table.
- 3 *Weakened:* The warrior starts the game with Toughness and Strength reduced by -1.
- 4 *Exhaustion:* For each round after the first in a single hand-to-hand combat, the warriors Strength is lowered by -1. Note that this only applies to subsequent turns of the same combat, as long as each combat is only one turn long the warrior has time to recover. If the warrior's Strength is reduced to zero he automatically goes Out of Action.
- 5 *Confused:* The warrior has to take a Leadership test whenever he wishes to move. A failed test means that he moves D6" in a randomly determined direction. If a warrior is forced to flee, he must pass a Leadership test in order to flee per the normal rules – if he fails the test he is removed as a casualty as he trips and falls.
- 6 *Passed out:* The warrior cannot participate in this battle and cannot carry any treasure or water after the battle.



Animals

Animals are warriors that cannot use equipment cannot carry water or treasure (dogs, Possessed, etc). Ridden animals are able to carry units just as any other model, however most animals have the *Beast of Burden* special rule (see Equipment section) which allows them to carry twice their Strength value. However with their increased load they use up three water units instead of two. If they are carrying no more than their Strength value then they only use two water units as normal. In the case of riding mounts the warrior has to fight on foot if his mount is exhausted or collapses. If the warrior is a henchman in a group that are all mounted, he cannot participate in battle until his mount is replaced. This is partly to keep things simple, and not split up a henchman group, it also illustrates how specialised the warrior is at fighting mounted. Animals that are not given water use the Dehydration table below.

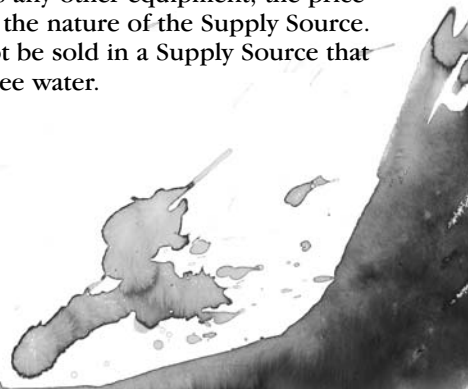


1D6 Effects of Animal Dehydration

- 1-2 *Steadfast:* The animal is able to carry on as normal, no penalties apply.
- 3-5 *Exhausted:* The animal is able to keep up with the warband but is unable to fight or carry any treasure or water.
- 6 *Collapse:* The animal was not able to withstand the heat and lack of water and collapses exhausted. The animal has to be abandoned in the desert and is considered to be dead.

Acquiring Water

A warband can refill their water supply in a number of ways. Water can be bought at a trading post, it can be gathered during rain, there are rare pools located in the tombs and there are occasional oases that aren't poisoned. If the warband finds a source of water they may gather as many water units as they wish, as long as it they don't exceed the burden limit. Water can be sold in the Trading phase just as any other equipment, the price depends on the nature of the Supply Source. Water cannot be sold in a Supply Source that offers you free water.



Khemri – The Land of the

POST-BATTLE SEQUENCE

After the battle is over, both players work their way through the following sequence. You do not have to complete Trading, Recruitment and Updating your warband roster straight away. However all rolls must be made in front of the other player, or a third party.

1. Work out injuries.
2. Allocate experience.
3. Roll on the Exploration chart.
4. Check the Burden Limit.
5. Locate a Supply Source.
6. Recruitment and trading.
7. Update your warband roster.

INJURIES

Determine the injuries for each warrior who is Out of Action at the end of the game. See Serious Injuries on page 118 in the Mordheim Rulebook. A warrior that is unable to participate in the next battle is not allowed to carry water or treasure and will automatically fail his Toughness test if he is not given water.

EXPERIENCE

Heroes and Henchmen groups gain experience for surviving battles. See the Experience section on page 120 in the Mordheim Rulebook and Scenarios section for details.

BURDEN LIMIT

Calculate the burden limit as in the Water section above. Discard any water or treasure that exceeds the burden limit.

SUPPLY SOURCES

Unlike Mordheim, where plenty of settlements are near the city and readily accessible to warbands, the clusters of tombs and necropoli are isolated and far from civilisation. To make matters worse they are within the most desolate and vile clutches of the desert, which is barely habitable. This makes the exploration of the tombs much more complicated as warbands find themselves far from their source of supply. Often enough missing treasure hunters will be found buried in the sand, killed not by the dangers within the tombs or by another warband, but by the harsh conditions of the desert. 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 Nehekara, travelling merchants looking to take advantage of ill-equipped treasure hunters or even a secret and beautiful oasis where travelling caravans and nomadic tribes make their stops.

RECRUITMENT AND TRADING

If you successfully located a Supply Source you may add extra warriors to your warband and buy new equipment as described in the Trading section on page 144 in the Mordheim rulebook. However use the special Land of the Dead Trading Chart instead of the chart from Mordheim, notice that some prices and availability are different from those listed in the Mordheim rulebook.

UPDATE YOUR WARBAND ROSTER

You are now ready to fight again, make sure that you have recorded all the changes to the warband and calculated your new Warband Rating.

NEXT ISSUE...

Our exploration continues with new rules, warbands equipment and more.



Khemri – The Land of the

Day 23

We met a band of nomads earlier today. A strange people – almost every inch of their countenance covered in heavy clothing, despite the constant heat of the day. Ibn translated their harsh tongue and they warned us not to go any further alone especially during the hours of darkness. Can you believe the superstition and ignorance of these heathen? No-one has been near any of these ancient pyramids for thousands of years – the most we may face is a tomb robber or two, who will be easily scared off by our swords.

Day 24

We camp tonight outside the great pyramid of which I spoke yesterday. Truly these monoliths cannot have been made by men – I fear that even the greatest architects in Altdorf could not construct such wondrous yet sinister structures. Our faithful guide, Ibn Muhaffa, dislikes making camp so close to these mysterious remnants of a bygone age – these locals are a superstitious lot but we have Sigmar to protect us. Tonight we sleep, and the dawn will bring wealth unimagined! Ibn takes the first watch. I can barely contain my excitement, for tomorrow we will all be rich.

Day 25

Ibn allowed me to sleep through my watch, the fool. When I awoke, he was gone. I do not know where. That is a concern for later as we will need a new translator when I return to the encampment of Sheikh Barabar and trade the wares we will find here. The men are cautious but the lust for gold has excited them and their blood is up.

Day 26

The air inside the ancient tomb was stale and bitter, we had to cover our faces with scarves. The desert sand covered everything, how it got this far into the pyramid who knows. I doubt anyone has disturbed these ancient stones in a thousand years. Our torches did little to illuminate the insides of the massive structure, it seemed that the darkness was constantly attempting to overwhelm us. The hieroglyphs of which other explorers have spoken covered the walls, adding to the alien menace of the tunnels. It was Marcus who set off the first of the devious traps that had been set by the architects of this dark hole. A hail of darts spat from hidden crevices within a wall. Marcus was dead in seconds, a vile green liquid oozing from his wounds. Still we pressed on. Schmit stepped through a shaft of light which shone through a crack in the high ceiling. Next, he and Helmut were crushed by falling stone blocks, I narrowly escaped with a well-timed leap. This now left just the four of us to continue – young Albrecht begged us to go back but the thought of riches was too strong in our minds.

And then there it was... our goal. Caskets lined the walls, surrounding a gigantic tomb in the middle of the chamber. All was bedecked in shining gold barely affected by the passing of years. And there were countless sparkling jewels, representing every colour of the rainbow. Forgetting caution, we rushed forward to begin prying loose the gems, and stripping off the gold. It was Albrecht who heard the caskets around us creaking open... His screaming was cut brutally short and in the half light we saw something fly through the air and land at our feet with a thud. I shone the torch at the floor and let out a fearsome gasp – I saw Albrecht's severed head at my feet, his face contorted in sheer terror. I ran as fast as I could and narrowly missed losing my own head to the swishing of a wickedly barbed blade. As I reached the doorway to the chamber I looked back for my colleagues and saw a horror I just cannot describe. Then I ran as fast as my legs could carry me until I left the accursed place. I fear that Hans and Dr. Rassbaum are now dead or worse.

Day 31

At least I believe it is day 31. I am nearly out of water, but I'm sure the nomad encampment is near, the Sheikh did say they would not be moving for another day yet. For days I have been wandering in the desert, but at least my pack is half-filled with gems. I cannot speak of what I saw. For what I saw in that pyramid... it chills me to the bone...

Extract from the diary of Max Feser, explorer and adventurer of great
renown,
bought at a bazaar in Al Haik.

By Nick Bate

Roll of Honour

The Khemri – Land of the Dead setting is the work of the mb_khemri internet mailing list. All of the following have contributed by writing articles and rules, reviewing and testing them and generally contributing ideas and discussions. It has been a truly international project.

Luke Bell	DPs, rules
Bowen Ash	Warbands, rules
Chris Manos	Rules, Army Builder files
Cyber	Rules
David Cecchinato	Rules, scenarios
Michael Yungbluth	Warbands
Exn	Rules
Shep Moore	Scenarios, rules
Teale Fristoe	Warbands, rules
Gert Joris	Rules
Steve Gibbs	Rules, equipment, warbands, scenarios
Nick Bate	Fiction, rules
Horacio Gonzalez	DP, rules
Jo-Herman Haugholt	DP, rules
Miguel K. Hidalgo Barnes	Rules
Jeff Hogg	Rules, scenarios
Steve Cornette	Rules
Jeff Visgaitis	Rules
James S. Mackay	Rules, articles
Roger Latham	Warbands, rules, scenarios

Tommy Punk Warbands, rules,
compilation, editing

Donato Ranzato Rules warbands

Robert Walker Warbands, rules,
scenarios

Sam Sedghi Scenarios, warband,
DP and HS

Terry Maltman HS, fiction, rules,
compilation, editing

Tom Strasz Rules, fiction

Brian Coggin Rules, editing

Rick Vegetta HS, Rules

Peter Long Rules, fiction

*Also the following who participated in
playtesting & running demo games*

Watford gaming group

Ryn Tyrr group

Hammersmith Gaming group

Nottingham Games Club
(now Warhammer World Games Club)

Michael Simpson (demonstrator)

David Maltman (demonstrator)

John Maltman (demonstrator)

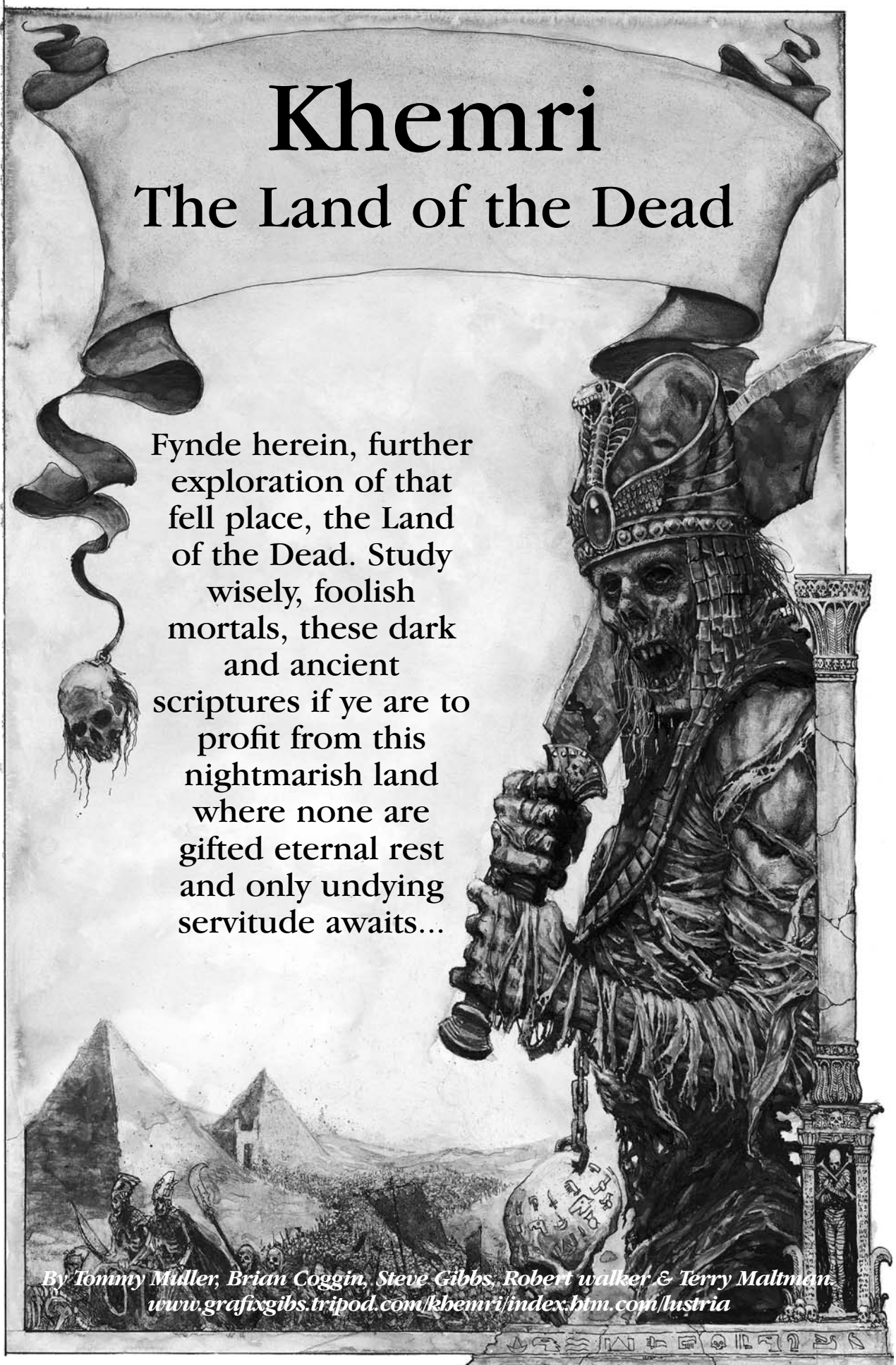


Khemri

The Land of the Dead

Fynde herein, further
exploration of that
fell place, the Land
of the Dead. Study
wisely, foolish
mortals, these dark
and ancient
scriptures if ye are to
profit from this
nightmarish land
where none are
gifted eternal rest
and only undying
servitude awaits...

By Tommy Muller, Brian Coggin, Steve Gibbs, Robert walker & Terry Maltman
www.grafixgibs.tripod.com/khemri/index.htm www.lustria.com



Khemri – The Land of the Dead

This is the second installment of Khemri – The Land of the Dead; the new setting based to the far south of the Old World amidst the burning desert sands and lost temples of old Nehekhar. This section introduces new equipment and rules for fighting within the great tombs of this realm of Undead.

Going Underground

Those of you who have played Warhammer Quest will remember the fun of exploring dungeons and encountering all manner of evil creatures in the depths. You can also set Mordheim games in dungeons using the following rules. These rules are applicable to any setting including Mordheim, Khemri and the up and coming Karak Azgal – Halls of the Dwarflords the prototype rules for this were 'Mordheimquest' were first featured in issue 12 in the Rivers of Blood scenario.



FIGHTING IN TUNNELS

For the most part skirmishing in the confined tunnels of a Khemrian tomb, the crypts and sewers below Mordheim or a Dwarf stronghold follow the normal rules for fighting in city streets. There are however a few additional restrictions on movement.

Large Creatures: Large creatures (Ogres, Trolls, mounted models, etc.) can move and run normally in rooms and halls but cannot run in tunnels as they have to stoop. If they charge in a tunnel they are limited to normal movement.

Flying: Flyers may fly only in rooms and caverns where there is sufficient height. In tunnels they must walk.

Blocking tunnels: Space to move around in tunnels is limited. For a model to pass by another there must be a gap equal to the width of the passing model's base. This is especially important to prevent models charging around the back of an enemy who is blocking a passage. In three-dimensional terrain it is easy enough to notice this but care should be taken when playing on two-dimensional tiles.

Narrow passages: On occasion tunnels will be as narrow as 1". These are often secret passages linking other locations. As they are so narrow only models with 20mm or 25mm wide bases will be able to creep along them. Running is not possible. Large creatures will not be able to enter a narrow passage at all.

UNDERGROUND TERRAIN

There are several ways of simulating tunnels and catacombs. The simplest is the tile system used in Warhammer Quest. If you have access to that game you can lay out a dungeon by taking turns to place a tile which links onto a previous one. If you prefer to explore an unknown dungeon then use the rules below for randomising tiles. If you don't have the Quest tiles they can be reproduced simply by cutting rectangles from cereal packets and painting or drawing details on the reverse side.



For a regular dungeon player (and it can become addictive!) it is worth constructing a set of 'Foot tiles'. Each player builds eight tiles 1 ft square each (hence the name) which can be laid out to fill a 4' x 4' table in a variety of ways. The tiles are made to standard dimensions and are hence compatible no matter who builds them. The simplest can be painted onto a flat piece of card or board. I have made a simple set by sticking photocopies of Quest dungeon tiles onto cork floor tiles. Those of you who visited Games Day UK may have seen our demo table with fully modelled 3D scenic modules.

EXPLORE AS YOU GO

The following rules are for placing your dungeon tiles for underground scenarios. Each player starts with a small room at one corner of the table. From there they will build the Tomb as they go, unless the scenario states other wise. Also a large room is placed in the centre as the objective, unless stated otherwise in the scenario. Start each turn by rolling to see what type of tile to place on the board and then roll a D6 to find out where to place it. When adding a new tile it must:

1. Connect to the tile you most recently placed.
2. Be placed in contact with a side of the previous tile that is not connected to another tile.
3. Not go off the table.

Roll a D6 to determine which edge of the last tile the new tile is placed against (eg, the last tile you placed was a hall. Select each side to be a different value 1-2 left side, 3-4 end, 5-6 right side. After rolling for the edge place the new tile flat against that edge). You may connect to other halls, rooms, etc, as you go along, even those placed by your opponent.

Roll 2D6 to find out what type of tile you may place on the board.

2D6	Tile
2	Large Room
3-6	Hall (corridor)
7-8	T-junction
9-11	Small room
12	Room of your choice

FOOT TILES

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 standard for creating modular terrain. There are several advantages to using standardised tile rules. The foremost of which is that each player can build terrain that is 'favourable' to his style of play. A player with a 'shooty' warband is going to want some areas with long corridors that he can take advantage of. A player with a close combat orientated warband 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 untried opponent, the challenge of the table's layout is renewed. If both players have 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 prefer to get 'stuck in', the table will be a labyrinth of twisting hallways. If the players split in their warbands fighting style, the table will have elements of both. The last point in favour of using this standard is one of simple mechanics. If everyone is working to the same standard, then the Set Up rules for any scenario can take this into account as they are being written, allowing for a more adaptable set of scenarios. By allowing part of the tabletop to use more traditional terrain a large underground gallery can be created. This could mean for a scenario that takes place in a great hall, burial chamber, or treasure room and the corridors around it. In essence, the standard allows a 'shorthand' method of describing very complex areas of the underground setting.

Building the modular terrain for the Foot Tile Standard follows these principles:

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 the same size. If the tile is fractionally under-sized 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 error, then it must be fractionally less than 12".

2. All tiles are to be built with the exit/entrance points centred on the tile's edges and all exit/entrances should be 2" wide. Again there will be some error in measurement but doorways not fitting together exactly 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 25mm base models or one monster base model to effectively block a hallway but still leaves enough room for you to move them without getting stuck.

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



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

6. Each player is required to have eight tiles. Of the eight tiles, five of them must have four exits. The remaining three must have three exits.

7. The tiles may have terrain that builds upward, but the tile's height should never exceed 6" and the area of the floor space may not exceed 216 square inches. This allows for a tile to be built that has a second storey, but the area it covers can not exceed that of the first floor's 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 colouring them would do fine. People who feel that their modelling/painting talents are limited could colour copy or scan the tiles from WH Quest and paste them to the tile.

By agreement with your gaming group you may also create larger chambers of maybe 2'x1' or even 2'x2'. These larger rooms should still conform to multiples of the standard dimensions for doorways. As large underground chambers they should have pillars to support the ceiling (obviously you don't actually have to model a ceiling!) and lots of other cover. Think of the amount of cover you would expect in Mordheim.

You may also want to create special 'objective rooms'. These are rooms containing a feature which is used as a scenario objective. These may be tombs, treasure chambers, a monster's lair or maybe a prison. These rooms are a good excuse to use your imagination and go to town with the detailing.

UNDERGROUND SCENARIOS

In general, any Mordheim scenario which can be played in the streets of a ruined city can also be played in the tunnels and chambers of an underground dungeon. There are just a few things that need to be changed:

Entrances: When a scenario refers to deployment on a table edge, it clearly isn't possible as there are no distinct edges in a dungeon. Whichever way you construct your dungeon there must be at least one entrance per warband. Treat each entrance as a

potential deployment zone. The warband should all be placed within 8" of the entrance doorway. Either the player can choose an entrance in the same way as he would a table edge or you can randomise the entrances. Place one of the numbered counters that come with the Mordheim box set adjacent to each entrance and roll a D6. If you roll a non-existent entrance or if the entrance is already occupied by a warband, then re-roll.

Exits: One of the nasty things about dungeons is that as soon as you enter, the door slams shut behind you. If there is a need to get off the table with treasure or for a breakthrough etc, then it should be done via a different entrance unless the scenario says otherwise. This stops wary warbands skulking around their entrance waiting for other warbands to fight all of the random monsters or set off the traps.

Rooms: Where the scenario calls for the occupation or searching of a building then treat a room as a building. A room is any space 3" or wider in both directions. When placing treasure markers you can either randomise the rooms or randomise the entrances to deploy in. Either way it prevents one side taking advantage of the set-up.

The following are examples of how certain scenarios are affected. Unless otherwise stated, the scenarios follow the instructions given in the Mordheim rulebook.

2. Skirmish

The warbands are each deployed at a random entrance and fight until one warband routs.

4. Breakthrough

The attacker deploys within 8" of a chosen entrance. The defender may then deploy anywhere in the dungeon at least 14" away from any attackers. The attacker wins if two of his warriors leave the dungeon via an exit other than the one they entered by.



7. Hidden Treasure

The warbands are deployed within 8" of a random entrance. Warriors (not animals) must search for treasure by exploring rooms. As soon as a warrior enters a room roll 2D6. On a roll of 12 the treasure is found. Warbands may not search the room in which they start. If the treasure is not found when there is only one room left, then it must be in the last

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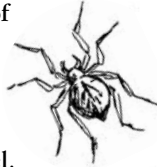
room. The warband must carry the treasure chest out of the dungeon via an exit other than the one they entered the dungeon by.

9. Surprise Attack

The defending player determines which warriors are available at the start of the game according to the instructions in the rulebook. The models are deployed anywhere within the dungeon but must be no closer than 8" to another model.

No model may be deployed closer than 8" to an entrance. The attacker is deployed within 8" of a random entrance. Any defending troops that appear after the first turn arrive through hidden passages. Number the rooms within the dungeon (you can use Mordheim numbered tokens to show this) and randomise which passage each Hero or Henchman group, arrives through.

Using these principles, almost any Mordheim scenario can be set underground. You may also wish to make up your own based on them. Oh, and if you want to try a multi-player scenario then try Monster Hunt from Best of Town Cryer. The Troll Slayers love that one!



Traps – Curse of the Ancients

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 terrible 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.

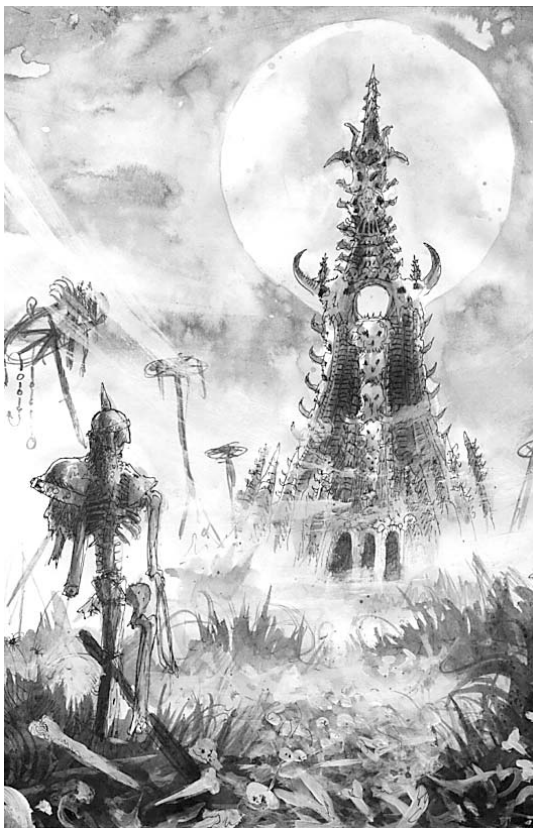
The ancient peoples of Khemri had many different designs for the traps that they would set in the tombs. Over time, some of these have become ineffective as their parts slowly decompose or seize up. Some of the traps were quickly built, while others were built into the structure of the tombs, and are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

WHERE, WHEN AND HOW...

These rules are written for the Khemri setting but can easily be adapted to others, such as Mordheim or Lustria. We hope to bring you alternate trap lists in the future.

Unless it states otherwise in the scenario, as you lay the tiles to make the dungeon, each time you place a room or a Foot tile roll a D6. If the result is a 1 for a Warhammer Quest style tile or a 1-2 for a Foot tile, then there is a trap in the room. Place a trap counter approximately in the centre.

The difference in D6 score needed is because it takes a lot more Quest tiles than Foot Tiles to cover a table top. On average, either method should give you between four and six traps in a 4" Square dungeon. Trap counters can be made from small pieces of card about 1" square or you can use the counters that come with the Mordheim game. Spare slottabases are also suitable.



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When a warrior moves within 1" of a Trap counter he must test against his Initiative. A successful test means that the warrior is able to avoid the trap through either skill or luck. An unsuccessful test means that the warrior has triggered the trap's detection mechanism (anything from a trip-wire to a pressure-sensitive block). Roll a D6 and consult the table below to reveal the nature of the trap. A simple trap causes an automatic hit but a complex trap means that the warrior has stumbled onto something really nasty! Once the type of trap is known then it cannot be changed if it is subsequently reset.



D6 Trap

- 1-2 Simple Trap:** These are traps that were quickly jury-rigged and easy to make. They will only ever affect the warrior that trips them, and cause a S3 hit. The warrior must make a roll to wound, with armour saves allowed as normal.
- 3-5 Dud:** These are traps that have become useless over time. They will not work in any effective manner, and are therefore quite harmless.
- 6 Complex:** These are ingeniously designed traps that are remarkably destructive. 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 effect. Roll 2D6 and consult the Complex trap chart below.

2D6 Complex Trap

- 2 Boulder:** A giant boulder has fallen from the ceiling, and threatens the model beneath. The warrior must take another Initiative test. A successful test means that the warrior has avoided the boulder. An unsuccessful test means that the warrior was too slow, and takes D3 S5 hits (no armour saves). The boulder will roll D6" in a random direction (use a Scatter dice). Any other warriors in its way will also have to test Initiative, failure will result in one S5 hit. This trap will only work once.
- 3-4 Pit:** As a warrior walks along, the floor suddenly opens up and he drops D6 inches into a pit. Any other warriors 1" or closer to the pit must also test Initiative, failure meaning they fall into the pit too. Use the Mordheim rules for falling. Warriors 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 Arrows:** The warrior triggers a hail of D6 arrows (S3). Roll a D6 for each arrow: 1-3 Hit, 4-6 Miss.
- Any arrows that miss the warrior may hit nearby warriors, (within 2"). If there is a warrior within this range, then it must roll on the Hit/Miss chart above 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 warriors that walk over the Trap counter again must also test their Initiative.
- 6 Curse:** The Liche Priest who supervised the building of the tomb has placed a powerful curse on all who desecrate it. All warriors within 1" of the trap when it is triggered must re-roll any successful to hit rolls or armour saves. Affected warriors must take a Leadership test in each of their subsequent Recovery phases. If they pass they have shaken off the effects of the curse.
- 7 Swinging Blades:** As the warrior passes by, large razor-sharp blades swing out

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from the wall. The warrior must make another Initiative test, or receive 2 x S5 hits (armour saves as usual). Should the warrior have stopped on the trap counter during his Movement he will have to test his Initiative at the beginning of his next turn or suffer a further 2 x S5 hits. This trap will strike any warrior that passes over it with a failed Initiative test.

- 8 **Poison Gas:** The warrior is engulfed in a blast of poison gas. The gas will cause D3 S4 hits as the warrior gasps for air. Any other warriors within 2" will also be affected (one S4 hit). Warriors immune to poison take no damage.

- 9 **Sandbox:** Slabs of stone fall from the roof, behind and in front of the warband, trapping any warriors within 2" of the warrior who triggered the trap, totally blocking the passage. The space between the slabs begins to fill with sand!

The only way to escape is to find a loose stone beneath which there is a switch that resets the trap, clearing the area. Trapped warriors must make a successful Initiative test to find the switch. This has a cumulative penalty of -1 each turn after the first, as the sand slowly traps the warrior in its grasp.

If the warrior's effective Initiative reaches 0, the warrior is trapped and can do nothing; he is considered Out of Action. After the battle, a Hero from the warband may try to find the lost warriors instead of trading for rare goods. Each Hero takes an Initiative test in the same way as looking for Dramatis Personae. If they are found they are all released and must roll for injuries as normal. If there are warriors trapped in more than one Sandbox then search for each group separately. Only Heroes who did not go Out of Action may search for trapped warriors.

- 10 **Fire Trap:** A pillar of fire blasts out from the wall, engulfing the warrior and any others nearby. The warrior immediately receives a S5 hit, and on a roll of 4+ will count as being on fire. Warriors within 2" must roll a D6, on a score of 4+ they are also on fire. (See the fire rules from TC no. 7).



- 11 **Deadfall:** A large block of stone slowly descends from the ceiling, totally blocking the passage. The warrior who triggered the trap and any other warrior within 2" may go forward to a new tile or return to any adjacent tile already placed. The warriors can easily step from under the slowly moving block and it will cause no damage.

This has the potential to be a real pain for a warrior – trapped deep in the tomb or having to find another (long) way around.

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



NEW SKILL

Trap Expert (Academic skill): This Hero is able to detect 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). He can attempt to disarm any traps he comes across. He must stop at the trap during his Movement phase, and may do nothing else that turn. To disarm a Simple trap, he must roll 6+ on 2D6. To disarm a Complex trap, he must roll 8+ on 2D6. If unsuccessful, he must test against his Initiative. A failed test means he has inadvertently set off the trap himself!

He is also able to 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. If restoring a Simple trap, he must roll a 6+ on 2D6. If restoring a Complex trap, he must roll an 8+. Failure will mean that the trap has failed to activate.

Scenario 10: Defend the Tomb

So that players can try out these new rules we've included this special scenario.

Your warband has entered a tomb and found the main burial chamber. After plundering it you hear the sounds of another warband entering the tomb. You must get it out without getting caught (the full list of scenarios can be found in issue 16 of TC).

TERRAIN

The dungeon is laid out with a large objective room at the centre. The objective room should have at least three entrances, more if possible. The defending warband is deployed first, inside or within 6" of the objective room. The attacker is deployed within 6" of any one or more entrances. The game ends if at the end of the defender's turn the attacker has more standing models inside the objective room than the defender. Alternatively, when one warband fails its Rout test the game ends.

WARBANDS

Roll to see who starts inside the tomb. Highest roll chooses. Whoever starts at the entrance of the tomb goes first and is the attacker. The defender deploys first inside the Burial chamber. The attacker(s) then deploy within the entrance room(s).

STARTING THE GAME

The attacker goes first. If there is more than one attacker then roll to see who goes first.

SPECIAL RULES

One figure is nominated to carry the treasure chest. He may only walk with it (no running or charging unless attacking someone within walking distance). The person with the chest may not use two-handed weapons. When the person carrying the chest is taken Out of Action another figure may pick up the chest by standing next to it for one turn without doing any thing.

ENDING THE GAME

The game ends when all but one warband fails a Rout test. Whoever gets the treasure out of the tomb wins.

EXPERIENCE

+1 Survives. If the Hero or Henchman group survive the battle they gain +1 experience

+1 Per Enemy Out of Action. Any Hero earns +1 experience for each person he puts Out of Action.

+1 Winning Leader. The leader of the winning warband gains +1 experience.

+1 Getting the Treasure. The warrior who carries the treasure out of the tomb gains +1 experience.

REWARDS

The winner gets D6x10 gc & D3 gems worth D6x5 gc and gets to roll for treasure on the following chart. Roll three times on the chart below to find out what else you get.

D6 Treasure Found

- | | |
|---|--------------------------------------|
| 1 | Heavy Armour |
| 2 | D3 Scimitars (count as hand weapons) |
| 3 | D6 Jambyias (dagger) |
| 4 | Gem-encrusted Helmet worth D6x10 gc |
| 5 | Shield |
| 6 | Monkey's Paw (see equipment list) |

Equipment

The new equipment listed and explained here is exclusive to the Khemri – The Land of the Dead setting, although there is no reason why players that are travelling from Mordheim to Khemri and back in their campaign shouldn't continue using them on their return.

Lamp of the Djinn 50+2D6gc/Rare 12

These are exceptionally rare items that date back to the time of the Sultan Jaffar. It was said that the Sultan used magic and dark ritual to bind strange daemonic entities to mundane, everyday items so that he could call upon their powers but hide their true identity. Occasionally, one of these items finds its way into the hands of those foolhardy or reckless enough to try to use the powers of the dread Djinn.

Each time a hero uses the lamp it grants him three wishes but each time you roll on the 'Light table' you must roll on the 'Dark table' and apply the results.

D6 Light

- | | |
|---|--|
| 1 | Gain D6 Experience points |
| 2 | Gain one skill from your skill list |
| 3 | Gain D6x10 gc |
| 4 | Gain a random item from the equipment list |
| 5 | Choose an item from the equipment list |

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- 6 Roll twice more on this chart

D6 Dark

- 1 Nothing happens
- 2 Nothing happens
- 3 Lose D6x10 gc
- 4 Lose D6 weapons
- 5 Lose the lamp
- 6 Roll once on the injury chart

Monkey's paw 50+1D6gc/Rare 10

Fashioned during the strange religious rites of the nomadic Tuareg people, this item is of similar potency to the Lamp of the Djinn. As with the fickle powers of the Djinn the, Monkey's paw is not always beneficial to its owner.



Each time a Hero uses the paw it grants three wishes but you only have to roll once on the dark side. If you roll this item you must take it. Every two games you have it and don't use it you have to roll on the dark side. You may not get rid of the paw unless you use it three times or roll lose the paw. After the third use it disappears.

D6 Light

- 1 Gain D6 Experience points
- 2 Gain one skill from your Skill list
- 3 Gain D6x10 gc
- 4 Gain an extra Hero even if it is above your maximum allowed
- 5 Gain an extra Henchman even if it is above your maximum allowed
- 6 Roll twice more on this chart

D6 Dark

- 1 Lose D6 Experience points
- 2 Lose one random skill
- 3 Lose D6x10 gc
- 4 Lose a Hero
- 5 Lose a Henchman
- 6 Lose the paw

Magic Carpet 50+4D6gc/Rare 12

These wondrous items from a forgotten age are even rarer than the lamps of the Djinn and are thought to have originated from the distant long dead Sorcerer's Isles.

A magic carpet is indeed just that – a carpet

that flies! It counts as a mount and allows movement of 16" with no restrictions for terrain. You can move onto the roofs of buildings and other high places with no penalty. The carpet may carry up to three men or one large creature and a man. One of the riders must be a character. Due to its magical nature it cannot be destroyed.



Katar

5gc/Rare 4

This is an Arabian-style punch dagger. It has a handle perpendicular to the blade and is used in a punching thrusting manner.

Range: Close Combat

Strength: as user

Special Rules: -1 enemy armour save

Tufenk

15gc/Rare 10

This is a blowpipe that projects alchemical fire about eight feet causing burning damage.

Range: 8'

Strength: 2

Special Rules: May fire every other turn, causes fire damage.

Fire – If you hit roll a D6, on a 4+ your opponent is set on fire. They must roll a D6 each Recovery phase, on a 4+ they extinguish the fire or they immediately suffer a S4 hit and may only move. Friendly models may help in extinguishing the model that is ablaze. They must be in base-to-base contact and need to roll a 4+ on a D6. Against dry targets like Mummies they are Strength 3 and on a 2+ on 1D6 the Mummy catches fire.

NEXT ISSUE...

Fynde there the fyrst warband for the Land of the Dead, the dreaded Tomb Guardians

Khemri – The Land of the Dead

The Storyteller.

The old man sat on a piece of worn carpet near the edge of the bazaar. Like the other traders he was there every day but unlike them he had no wares to sell. Still a small crowd gathered, seated at his feet. Everyone knew where to find the storyteller at this time of day and they all came as the heat of the midday sun began to cool into evening. Young and old alike would sit in awe around him as he wove tales of dashing heroes or mighty princes, love and treachery. Sometimes these tales were of mighty deeds, sometimes of tragedies, but the ones they always asked to hear were the ones that frightened them the most.



“Long, long ago in the land we now call the Land of the Dead,” the storyteller started in a low whisper. He didn’t need to raise his voice, his audience was silent, hanging on his every word. He noticed some of the younger children move closer to their mothers. However many times he told this story he still felt a shiver of fear himself.

The story unfolded revealing mad kings who craved eternal life and evil priests who practiced forbidden arts. He told of vast necropolises built to house the dead at the expense of the living. Then as the sun began to set over the old town and with darkness beginning to creep over the market place, he told them of the coming of the Great Necromancer but would not name him. At the back of the crowd a child started to cry and was hurried away by her mother.



As the sky turned from orange to red and then black, he told them of the raising of the Tomb Kings and the mighty hordes of living dead who warred ceaselessly. His listeners, who were just as captive as those undead warriors, shuffled uncomfortably.

Finally he told them what frightened them most. The undead kings still waited in their tombs, biding their time before setting forth to war again. He spoke of the countless treasures buried with them. As he fell into silence, his tale exhausted like himself, a boy he judged about fourteen, nearly a man, asked, “But why doesn’t everyone just dig up the treasure?”

“Many do try,” replied the old man after a pause for thought. “But few return, and most of those that do are driven so mad that they dare not speak of what they have seen.”

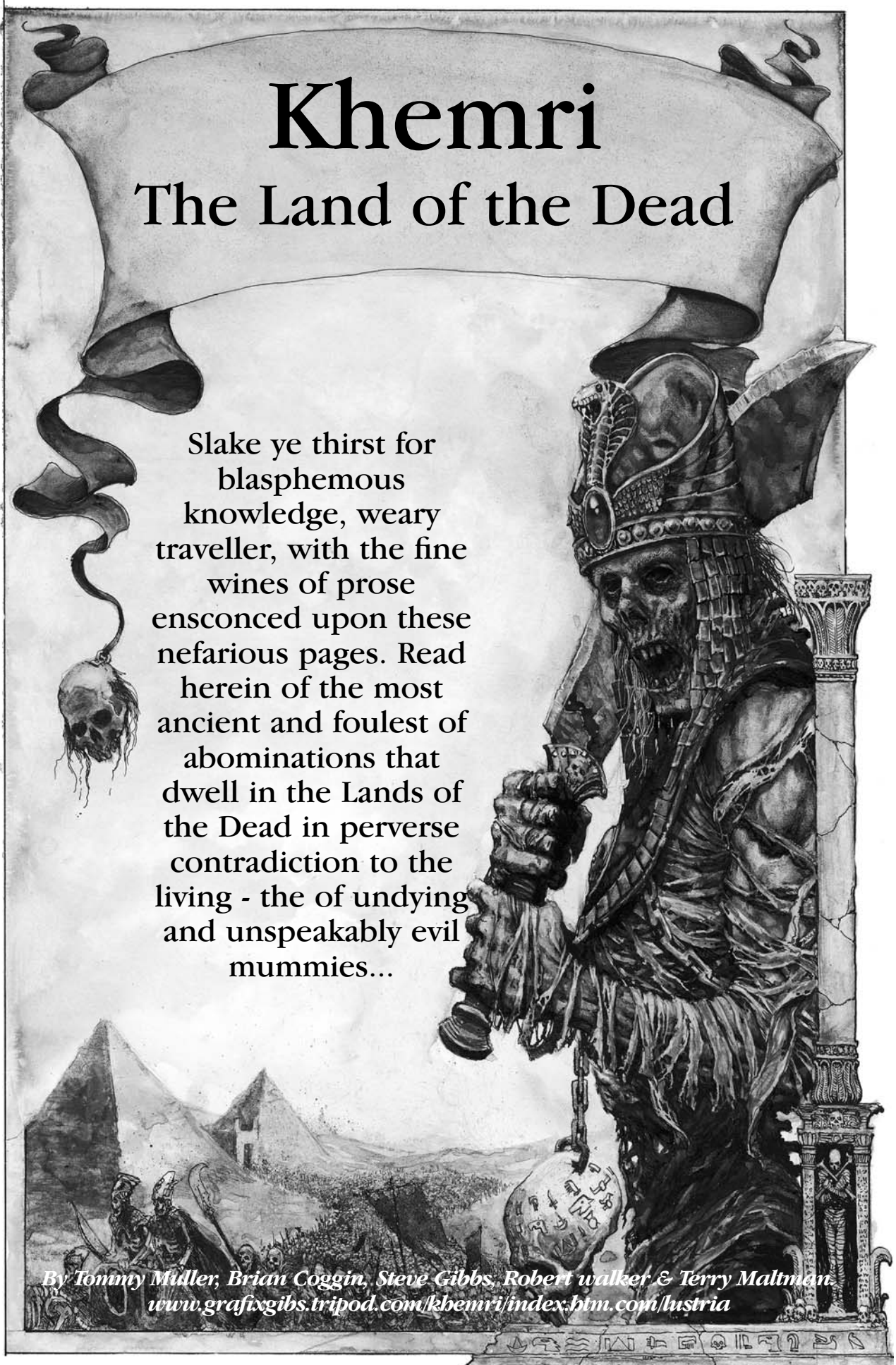
“Others...” he paused again, with a faraway look in his eyes. “Others return bearing stories and legends of long ago...”

Khemri

The Land of the Dead

Slake ye thirst for
blasphemous
knowledge, weary
traveller, with the fine
wines of prose
ensconced upon these
nefarious pages. Read
herein of the most
ancient and foulest of
abominations that
dwell in the Lands of
the Dead in perverse
contradiction to the
living - the of undying
and unspeakably evil
mummies...

By Tommy Muller, Brian Coggin, Steve Gibbs, Robert Walker & Terry Maltman
www.grafixgibs.tripod.com/khemri/index.htm www.lustria.com



Khemri – The Land of the Dead

This is the third installment of Khemri – The Land of the Dead; the new setting based to the far south of the Old World amidst the burning desert sands and lost temples of old Nehekhar. This section introduces new equipment, the Trading chart and a warband – the Undead Tomb Guardians.



Equipment

Snake Charmer's Flute

A warrior who possesses this item is able to transfix and control serpents. If the warrior does nothing for a whole turn, he may play the flute. If this happens, any serpent within 6" may not move or attack in their subsequent turn.



Magic Gourd

The power of the gourd may be used at the end of each battle. It will supply 1D3 units of water. Once the amount of water is determined, roll an additional D6 – on a roll of 6, the gourd's magic is exhausted and it shatters.

Venom Ring

The Venom Ring renders the wearer immune to the effects of all poisons.

Scorpion Ring

At the beginning of the battle the warrior is able to call forth a single Tomb Scorpion to fight for the warband if he can pass a Leadership test. The summoned scorpion will fight for a single battle only (use Tomb Scorpion from Tomb Guardians list).



Nomad Robes

Woven by native desert dwellers these robes enable the wearer to suffer only half penalties from Weather Conditions. The robes affect the following results on the Weather table:

It's Raining: The robe protects the warrior's equipment. When rolling a D6 each time that you fire a black powder weapon, the shot is only wasted on a 1.

Hot as Hades: A warrior wearing a Nomad Robe only suffers a penalty of -1 to WS and BS and he only requires the normal amount of water.

Hot: A warrior wearing a Nomad Robe suffers no penalty to WS or BS. If at least half of the warband are wearing Nomad Robes, they only require the normal amount of water.

Dust Storm: The robe has no effect – not even the Nomad Robes can protect the warrior from the ferocity of the storm. Apply rules for a Dust Storm as normal

Nehekharan Map

Maps of the Land of the Dead are rare. Accurate ones are even rarer. The shifting sands and dry riverbeds can render a map obsolete in a season. Use the rules for the Mordheim map in the rulebook.

Bota Bag

Like a wine skin it allows the owner to carry one more water unit than normal. Each character may only take one Bota Bag.



Price Chart

HAND-TO-HAND COMBAT WEAPONS

Item	Cost	Availability
Dagger/Jambiya	2 gc	Common
Club, Mace, Hammer or Staff	3 gc	Common
Axe	5 gc	Common
Halberd	10 gc	Common
Spear	10 gc	Common
Sword/Scimitar	10 gc	Common
Double-handed Weapon	15 gc	Common
Morning Star	15 gc	Common
Flail	15 gc	Common
Lance	40 gc	Rare 8
Ithilmar Weapon	3 x price	Rare 10
Gromril Weapon	4 x price	Rare 12

MISSILE WEAPONS

Item	Cost	Availability
Sling	2 gc	Common
Javelins	5 gc	Common
Short Bow	5 gc	Common
Bow	10 gc	Common
Throwing knives	15 gc	Rare 5
Pistol/Brace	15 gc/30 gc	Rare 9
Crossbow	25 gc	Common
Blunderbuss	30 gc	Rare 10
Duelling Pistol/brace	30 gc/60 gc	Rare 11
Crossbow Pistol	35 gc	Rare 9
Elf Bow	35+3D5 gc	Rare 11
Handgun	35 gc	Rare 9
Warplock Pistol/Brace (Skaven only)	35/70 gc	Rare 11
Repeater Crossbow	40 gc	Rare 7

ARMOUR

Item	Cost	Availability
Buckler	5 gc	Common
Shield	5 gc	Common
Helmet	10 gc	Common
Light Armour	20 gc	Common
Heavy Armour	50 gc	Common
Barding	80 gc	Rare 8
Ithilmar Armour	90 gc	Rare 10
Gromril Armour	150 gc	Rare 12

MISCELLANEOUS

Garlic	1 gc	Common
Net	5 gc	Common
Rope & Hook	5 gc	Common
Bota Bag	5 gc	Common
Magic Gourd	10 gc	Rare 7
Lantern	10 gc	Common
Lucky Charm	10 gc	Rare 6
Black Lotus	10+D6 gc	Rare 9 (Not available to Witch Hunters, Warrior Priests or Sisters of Sigmar. Lizardmen and Forest Goblins Rare 7)
Blessed Water	10+3D6 gc	Rare 7 (May not be bought by Undead)
Tears of Shallaya	10+2D6 gc	Rare 12 (Not available to Possessed or Undead)
Snake Charmer's Flute	10+D6 gc	Rare 9
Scorpion Ring	10+D6 gc	Rare 11
Holy (Unholy) Relic	15+3D6 gc	Rare 8
Venom Ring	20+2D6 gc	Rare 10
Nehekharan Map	20+4D6 gc	Rare 10
Healing Herbs	20+2D6 gc	Rare 8
Nomad Robes	25 gc	Rare 8
Warhorse	80 gc	Rare 11 (Available only to humans)
Hunting Arrows	25+D6 gc	Rare 8
Mandrake Root	25+D6 gc	Rare 9
Wardog	25+2D6 gc	Rare 10 (Not available to Skaven)
Mad Cap Mushroom	30+3D6 gc	Rare 9
Superior Blackpowder	30 gc	Rare 11
Dark Venom	30+2D6 gc	Rare 8 (Not available to Witch Hunters, Warrior Priests or Sisters of Sigmar. Dark Elves and Lizardmen Rare 6)
Halfling Cookbook	35+3D6 gc	Rare 8
Crimson Shade	35+D6 gc	Rare 8
Cathayan Silk Robes	50+2D6 gc	Rare 8
Lamp of the Djinn	50+2D6 gc	Rare 12
Monkey's Paw	50+1D6 gc	Rare 10
Magic Carpet	50+4D6 gc	Rare 12
Holy Tome	100+D6x10 gc	Rare 8 (Only available to Warrior Priests)
Tome of Magic	200+D6x25 gc	Rare 12 (Not available to Witch Hunters or Sisters of Sigmar)

Tomb Guardians

The borders of the dead are terrible to behold walking resolutely forward, bones rattling, dry flesh creaking, and clutching ancient and rusty weapons or those torn from the grip of defeated enemies. How can you kill what is already dead?

The first true human civilisation, Nehekharan arose around the Imperial year -2500, in the area now called the Land of the Dead. This ancient kingdom was built along the river valleys of northern Nehekharan. From the earliest period of their civilisation, the Nehekharans buried their dead in pyramid cities in the desert outside their townships and in the belief that the soul and spirit lived on for as long as the body remained intact. Their priests began to experiment with mummification so that the body would be preserved forever as would the soul giving eternal life. The Mortuary Cult was formed to study the arts of mummification and perform the rituals of awakening. After many centuries the priests discovered the secret and were able to mummify and preserve the bodies of their kings.

The king, his family, and trusted advisors were entombed in great sarcophagi, which were laid at the heart of the huge pyramids. As each generation passed, larger and more elaborate tombs were built as each king tried to out-do his predecessor. Eventually, in the deserts beyond each of the great cities, stood a necropolis – a city of the dead. As the years passed, these eerie cities grew even larger than the towns of the people who had built them. The tombs were guarded by titanic statues and fortified like great keeps, built to keep their inhabitants secure through all eternity from those who would disturb their graves. So vast and maze-like were these cities that bridges and walkways were built to span the gaps between the pyramid tops enabling easier access for the priests who maintain these sprawling conurbations.

The preservation of the body depended on the wealth and status of that person; a farmer would be buried in a small family tomb, while the kings, their family, and trusted advisors were entombed in great sarcophagi and huge pyramids. Every Nehekharan was buried with a number of items that they held dear; a rattle from childhood or perhaps the tools

of an artisan. The more wealthy the person, the more precious the items buried with him.

Not all mummies were once wealthy merchants or mighty warriors; artisans were highly regarded in the old Nehekharan Empire. These people were the builders and architects of the tombs. Indeed many were entombed in the structures they had worked on – a final reward from their patron.

Choice of Warriors

The Warriors of the Dead must include at least three models. You have 500 Gold Crowns with which to form your warband. The maximum number of models in the warband is 15.

Heroes

Tomb Lord: Your warband must include a Tomb Lord.

Liche Priest: Your warband may include a single Liche Priest.

Acolytes: Your warband may include up to two Acolytes.

Henchmen

Skeleton Warriors: Your warband may include any number of Skeleton Warriors.

Tomb Guards: Your warband may include up to two Tomb Guards

Giant Scorpions: Your warband may include up to three Tomb Scorpions.

Starting Experience

A **Mummy Prince** starts with 20 experience.

A **Liche Priest** starts with 8 experience.

Acolytes starts with 0 experience

Henchmen start with 0 experience

Undead Maximum Characteristics

Maximum characteristic values for Mummies, Liche Priests and Acolytes.

Profile	M	WS	BS	S	T	W	I	A	Ld
Tomb Lord	4	6	6	5	5	5	5	4	9
Liche Priest & Acolyte	4	6	6	4	4	3	6	4	9

Tomb Guardian Equipment List

The following lists are used by Tomb Guardian warbands to pick their weapons:

UNDEAD EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Axe	5 gc
Sword	10 gc
Halberd	10 gc
Spear	10 gc
Morning Star	15 gc
Double-handed weapon	15 gc
Flail	15 gc

Missile Weapons

Bow	10 gc
Asp Arrows*	10 gc
Nehekharan Javelin*	10 gc

* Tomb Lords only

Armour

Shield	5 gc
Light Armour	20 gc

LICHE PRIEST EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Staff	3 gc
Sword	10 gc
Morning Star	15 gc
Serpent Staff*	30 gc

* Liche Priests only

Missile Weapons

None

Armour

None



Tomb Guardian skill tables

	Combat	Shooting	Academic	Strength	Speed
Mummy	x	x	–	x	–
Liche Priest	–	–	x	–	–
Acolyte	x	–	x	–	–



Undead Special Rules

The warriors of the Tomb Kings are already dead and are unaffected by wounds that could daze or cripple a living warrior. Their lack of emotion means that they look upon Ogres and Youngbloods with equal ambivalence. These special rules apply to all warriors in the warband that have the special rule Undead.

Cause Fear: All Undead warriors cause *Fear*.

Immune to Psychology: All Undead warriors are immune to psychology and never leave combat.

No pain: All Undead warriors treat a Stunned result as Knocked Down.

May not run: No Undead warrior may run, but may charge as normal.

Immune to poison: No Undead warrior is affected by poison.

No Brain: Skeletons are not alive, thus they never gain experience.

Note: Tomb Lords don't actually learn new skills, rather they remember the skills they knew when they were alive. Liche Priests and Acolytes are also Undead but they have

Khemri – The Land of the Dead

retained a form of living mind and are capable of learning from their experiences.

Flammable: The Tomb Lord is as dry as tinder and wrapped in bandages soaked in highly flammable resins and preservatives. A hit from a fire-based attack will cause double the normal number of wounds on it.

Do not Drink: Undead models do not need food and water. However any living animals that accompany the Mummies follow the water rules as normal.

Home Ground: The Tomb Guardians live in the Necropolises and have no trouble locating the hidden tombs in search of weapons and armour to help them defend their homes. A Tomb Guardian warband always roll one extra dice in the Exploration phase.

Special Equipment

Nehekhharan Javelins

These warriors throw javelins equipped with a becket; a string wound around the javelin. When it is thrown, the javelin spins like a bullet increasing its accuracy.

Range: 8" **Strength:** As user

Special Rules: +1 to hit

Asp Arrows

Made from the mummified remains of poisonous snakes, these are guided through the air by ancient magic.

Special Rules: +1 to hit.

Serpent staff

The highest Liche Priests of their order carry staffs adorned with a serpent head as their badge of office. The staff is used with two hands and may be used to *Parry*. However, the Liche Priest may forgo all his normal attacks and parries in a round to use the power contained within the staff. A single word of command brings the serpent to life to attack their enemy. The staff always attacks first in close combat and makes a single attack with WS4 and S4.

0-1 Skeleton Chariot **Cost:**
200+10D6gcs

A Skeleton Chariot is made from the bones of the dead, pulled by two Skeleton Steeds and ridden by a member of the warband.

Profile	M	WS	BS	S	T	W	I	A	Ld
Chariot	–	–	–	4	4	3	–	–	–
Steed	8	2	2	3	3	1	2	1	5

SPECIAL RULES

Mounting – A charioteer may mount and dismount a chariot in the same way as a ridden steed.

Movement – A Skeleton Chariot normally moves at 8" and may not *run*. However, it may double its normal move when charging.

Difficult Ground – If a chariot moves over difficult ground it suffers D3 Strength 4 hits. If the chariot is charging over difficult ground, it suffers 2D3 Strength 6 hits.

Steeds – If one steed dies, the chariot is reduced to half movement but may still charge (also at half normal charge distance). However impact hits will no longer be effective. If both steeds die, the chariot is immobile and the charioteer must fight on foot.

Combat – Chariots are feared for their devastating charges that make use of their horrible scythed wheels that will cut down any warriors in their path. A charioteer is allowed to charge any enemy warrior that he can see who is in the open, he is not forced to charge the closest warrior. If the chariot moves more than half its normal move, it may make impact hits. Anyone directly in the path of a charging chariot is permitted an Initiative test to dodge out of the way and avoid being hit. The charioteer must roll to hit as normal, a successful hit causing a single wound at Strength 4 with a -2 armour save. At the end of the charge move, the charioteer may fight any enemy models in base contact, as if he had charged normally.

In combat, enemy warriors in contact may elect to strike the chariot or its driver. If hitting the chariot, the attacker must still make a to hit roll against the charioteer. If in base contact with only a Skeletal Steed, then only the steed can be hit.



Shooting – A chariot is a large target and a warrior gains +1 to hit when shooting at a chariot. If the chariot is hit, roll a D6 to see where it is hit: 1-2 steed, 3-4 chariot, 5-6 charioteer.

New Skill

Drive Chariot (academic)

Chariots are very difficult to control and a warrior must have this skill to drive a chariot effectively in combat. A charioteer without this skill cannot charge.

Heroes

1 Tomb Lord

150 gold crowns to hire

The legions of the dead are led by Tomb Lords, trusted officers and captains in the Nehekharan armies. But not all Tomb Lords were soldiers in life and some were the great engineers and artisans who constructed the Necropolises and were granted mummification for their accomplishments

Profile	M	WS	BS	S	T	W	I	A	Ld
Mummy	4	4	3	4	5	3	3	2	8

Weapons and armour: The Tomb Lord may have equipment from the Undead Equipment list.

SPECIAL RULES

Leader: The Tomb Lord is the warband's Leader and follows all the rules for Leaders.

Undead: The Tomb Lord is undead and follows all rules for the Undead.



0-1 Liche Priest

55 gold crowns to hire

The Mortuary Cult perfected their magic over a thousand years until the Cult could cheat death itself. The priests now hold a unique kind of power, standing by the Tomb King's side – they alone are able to invoke the power that allows the Tomb King's armies to march to war.

Profile	M	WS	BS	S	T	W	I	A	Ld
Priest	4	2	2	3	3	1	3	1	7

Weapons and armour: The Liche Priest may have equipment from the Liche Priest Equipment list. Note he may not wear armour as it interferes with his spell casting.

SPECIAL RULES

Wizard: The Liche Priest is a Wizard and uses Liche Priest scrolls (see the Liche Priest section for more details).

Undead: The Liche Priest is undead and follows all rules for the Undead.

0-2 Acolytes

20 gold crowns to hire

The Mortuary Cult has been a very large influential priesthood in the Land of the Dead for centuries. Acolytes to the Cult have to study long and hard (even beyond death!) before they can assume the mantle of Liche Priest. During their apprenticeship to the Liche Priests, Acolytes have to perform all of the menial tasks as well as protect their masters from harm.



Profile	M	WS	BS	S	T	W	I	A	Ld
Acolyte	4	2	2	3	3	1	3	1	7

Weapons and armour: The Acolyte may have equipment from the Liche Priest Equipment list.

Undead: The Liche Priest is undead and follows all rules for the Undead.

Henchmen (bought in groups of 1-5)

Skeleton Warriors

20 gold crowns to hire

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 this time the legions are made up of skeletons rather than living soldiers.

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

Weapons and armour: Skeletons may have equipment from the Undead Equipment list.

SPECIAL RULES

Undead: Skeletons are undead and follow all rules for the Undead.

0-2 Tomb Guardians

30 gold crowns to hire

As the kings and lords were awakened, so too were their bodyguards, the Tomb Guards; faithful in death as they were in life. Often armed with the best armour and weapons, they are always at their lord's side.

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

Weapons and armour: Tomb Guards may have equipment from the Undead Equipment list.

SPECIAL RULES

Undead: The Tomb Guards are undead and follow all rules for the Undead.



0-3 Tomb Scorpions

15 gold crowns to hire

Vast nests of scorpions infest the ancient Necropolises of Khemri, dwelling in the dark cracks and niches of the tombs, aggressively defending their home. Liche Priests can summon these poisonous creatures and direct them to attack any invaders.

Profile	M	WS	BS	S	T	W	I	A	Ld
Scorpion	5	2	-	2*	2	1	4	1	4

Weapons and armour: Scorpions don't use weapons or armour.

SPECIAL RULES

Living: Scorpions are living beings and are affected by Psychology as normal. However as they are small desert creatures they do not need water.

Animals: Scorpions are animals and do not gain experience points.

Scorpions sting*: Scorpions attack using the poisonous sting in their tails. This attack is worked out exactly as if the scorpion was attacking with Black Lotus as explained on page 52 of the Mordheim Rulebook.



Khemri – The Land of the Dead

The Pyramid...

Ankhatep stood atop his Great Pyramid and scanned the horizon, the freezing night wind whipping around his mummified body. He felt nothing though; after all, he had been dead for countless centuries. Ankhatep knew his land well; he had grown up here when the people of his youth used the great river to irrigate the fertile land. That though had been so long ago...

His eyes came to rest on the lights that shone on the horizon. It was less a settlement, more of a collection of tumbledown shacks and tents around a mud and clay well.

The well...

Ankhatep hated the water and cursed the living ones who relied on it. The water drew warriors to the area – warriors who in their audacity came to steal his burial treasures. He had seen the new warriors arrive as the sun set last and he knew that later that day they would come.

Fools...

In life, Ankhatep had commanded a vast army of fanatically loyal warriors, in death nothing had changed. His personal bodyguard, a whole legion, had been sealed into his Great Pyramid when he was laid to rest. Now they stood ready for his commands once again.

"I can sense them, my Lord." Shabar, the Liche Priest had come to his master's side. Ankhatep ignored the priest, lost in his own world of sorrow and bitterness. Shabar waited patiently. His master's propensity for violence towards those who interrupted his thoughts was well known. Despite the reliance of the Tomb Kings on their Liche Priests, Shabar was the third to serve Ankhatep since the Great Awakening.

The sun had broken the horizon when Ankhatep deigned to reply, "Gather my warriors." His voice was barely a whisper, carried away in the breeze, but Shabar had no problem hearing his master. Centuries of familiarity had seen an almost telepathic link develop between master and servant.

"By your divine command." Shabar replied, and returned into the blackness of the pyramid.

Ankhatep could clearly see the approaching invaders. Twelve arrogant mortals walking to their doom; 'Will they never learn?' Ankhatep mused...

Two hours passed and the once cold wind was replaced by the scorching heat of the still rising sun.

'Why do they keep coming to their certain doom?' Ankhatep's mind pictured all those that had come before; all those whose sun-bleached bones now littered the desert around his Great Pyramid.

Ankhatep could hear the droning of Shabar as he read the Chant of Awakening deep inside the pyramid. These mortals would pose no problem to his guards, but Ankhatep thirsted for battle. He entered the maze of corridors within the pyramid, picked up his gold-hilted scimitar and waited.

Shabar's monotone suddenly stopped, punctuated by the rattling of dozens of bones. Phelias and Parn, Ankhatep's two loyal lieutenants came to his side as his warriors filed behind. He looked at each of them and wordlessly stepped towards the pyramid's entrance. They followed, each clutching an elaborately engraved halberd.

As they stepped into daylight the mortals stifled gasps of fear and astonishment. This would be a short fight...



Khemri – The Land of the Dead

The Mortuary Cult

The Mortuary Cult was formed long ago to learn the mysterious arts of mummification and perform the hidden rituals of awakening. After many centuries, the priests discovered the secrets they were seeking and were able to mummify and preserve bodies. The Mortuary Cult perfected their magic over a thousand years until the cult could cheat death itself. When Nagash performed his Great Ritual, raising the dead of Nehekhara, the priests rose as Liche Priests, undead beings with a mind of their own. Their experiments had given them eternal unlife. The Liche Priests now hold a position of great power, standing by the Tomb King's side – they alone are now able to invoke the power that allows the Tomb King's armies to march to war.

The Mortuary Cult Liche Priests do not use the evil Necromancy spells, instead they use a system of ancient scrolls. In game terms, the scrolls work just like normal spells and the Priest must test to see if he can read the incantation out correctly, as normal; not an easy task in the middle of a fight.

Khemrian Names

The following is a list of names of Egyptian Pharaohs you can use and at the end are a few other names that I have found. These were taken from a Swedish book so the spelling might be different in English. Female names have been marked with (f). In the Egyptian society, females were equal to males in many

areas; there were female temple-priests, artisans, merchants and Pharaohs.

Nebka, Djoser, Snefru, Khaba, Huni, Cheops, Khufu, Radjedef, Kefren, Menkaure, Shepseskaf, Userkaf, Sahure, Neferirkare, Shepseskare, Neferefe, Niuserre, Menkauhor, Djedkare, Unas, Teti, Pepi, Merene, Nitocris (f), Qakare, Neferkaure, Neferkauhor, Mentuhotep, Inyotef, Amenemhat, Senusret, Sebeknefru (f), Ahmose, Amenhotep, Tuthmosis, Hatshepsut (f), Akhenaton, Smenkhare, Tutankhamon, Ay, Horemhab, Ramses, Seti, Merneptah, Amenmesse, Siptah, Tawosret (f), Sethnakht, Lynaferet (f), Senedjem, Imhotep.



If you want to design your own names that will sound Egyptian or tweak the name of a Pharaoh, I found these trends in the names above. Many names start with Men-, Mer-, Mern-, Kef-, Nef- and Tut-. Many names end with -kaure, -kaf, -kare, -khare, -kauhor and -hotep. Some names end with Ptah or start with Set- or Seth- and these are names of Egyptian gods. You can use er, an, tu and e to bind the names together.

NEXT ISSUE...

Fynde here the Guardians of the sands, the Arabian Tomb Raiders warband.

Mortuary Cult Scroll

The Liches Priest's magic is preserved in magical scrolls that date back to Nagash's time as High Priest of the early Nebekharan civilisation.

D6 Result

1 Menkare's scroll of Urgency

Difficulty 6

The Liche Priest reaches out to urge an Undead warrior forward. A single Skeleton Soldier within 6" may immediately move again up to its maximum Movement distance, ie, 4". If this takes the model into base contact with an enemy model, it counts as charging.

2 Horrebe's Curse of the Mummy

Difficulty 8

The Liche Priest amplifies the curse that all mummies bear, and focuses it against a single enemy model. The target must be in base-to-base contact with a Mummy and within 18" of the Liche Priest. If the spell is cast successfully, the enemy model has a -1 penalty on all to hit, and to wound rolls, and on all armour saves. This lasts until the start of next the Tomb Guardian Shooting phase.

3 Tawosret's Scroll of Tomb Dust

Difficulty 7

The Liche Priest can command the sand around him to assault a single warrior within 12". The warrior is automatically knocked down as he chokes on the sand. This spell only affects a living model.

4 Neferre's Scroll of Quaking Horror

Difficulty 7

The Liche Priest selects a warrior within 12" who is beset by terrible, haunting visions of his own death. The model must pass a Leadership test or flee 2D6" directly away from the Liche Priest. The warrior will continue to flee in each Movement phase until he makes a successful Rally test in the Recovery phase. This spell has no effect on Undead models or models that are immune to psychology.

5 Merneptah's Scroll of the Scarab Song

Difficulty 7

With a short, rasping chant, the Liche Priest summons a swarm of scarabs, which burrow up through the ground, and all over an enemy warrior. A single model within 8" of the Liche Priest suffers 2D6 Strength 1 hits. In addition, that model may not be shot at for the rest of the Tomb Guards Shooting phase, nor may he fight or be fought in hand-to-hand combat. If the model is already in hand-to-hand combat, move him 1" away from the combat as he staggers about in agony. Unless he suffers an actual injury the warrior counts as having just stood up in the next turn.



6 Djedre's summonation of the Vengeful Dead

Difficulty 5

The Liche Priest may re-animate a Skeleton Soldier that went out of action during the last turn. Place the model anywhere within 6" of the Liche Priest, but not straight into hand-to-hand combat with an enemy model.



The Warhammer range contains a massive selection of Undead. Here's a suitable selection of mummies and their like. The Armoured Skeletons make excellent Tomb Guardians.



MUMMY 2



MUMMY 1



MUMMY 3



MUMMY 4



LIGHT WIZARD
Can be used as Liche Priest



ACOLYTE 1



ACOLYTE 2



SCORPION SWARM
Can only be purchased as a swarm from Mail Order but for game purposes can be used singularly or on a swarm base.



ARMoured SKELETON
WITH SPEAR 1
020703601



ARMoured SKELETON
WITH SPEAR 2
020703602



ARMoured SKELETON
WITH SPEAR 4
020703604



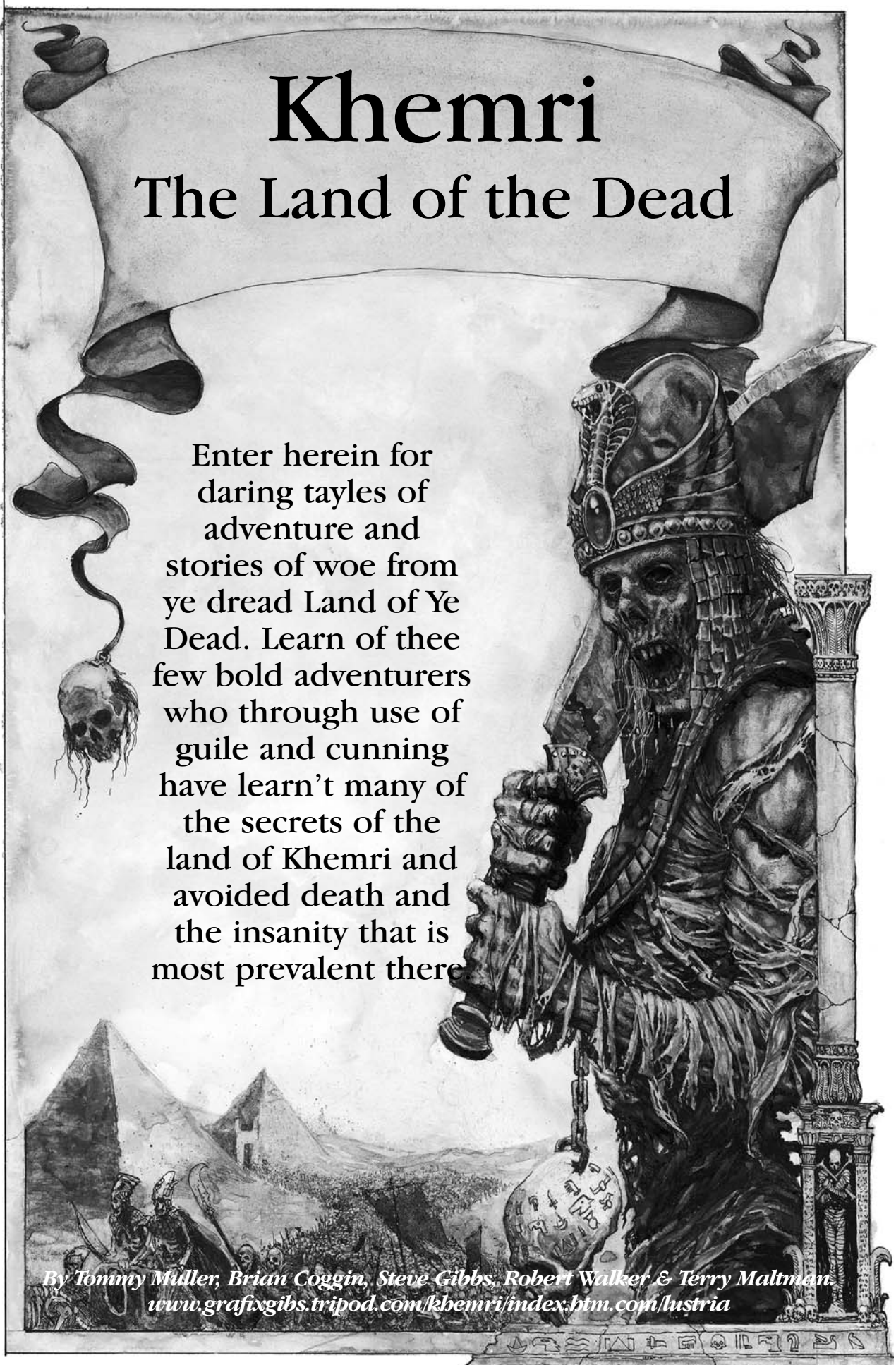
ARMoured SKELETON
WITH SPEAR 5
020703605

Khemri

The Land of the Dead

Enter herein for
daring taylor of
adventure and
stories of woe from
ye dread Land of Ye
Dead. Learn of thee
few bold adventurers
who through use of
guile and cunning
have learn't many of
the secrets of the
land of Khemri and
avoided death and
the insanity that is
most prevalent there

By Tommy Muller, Brian Coggin, Steve Gibbs, Robert Walker & Terry Maltman
www.grafixgibs.tripod.com/khemri/index.htm www.lustria.com



Khemri – The Land of the Dead

This is the fourth installment of Khemri – The Land of the Dead; the new setting based to the far south of the Old World amidst the burning desert sands and lost temples of old Nehekhara. This section introduces Exploration charts, new scenarios and new Hired Swords.

Income

During the Exploration phase, the warbands will find equipment, weapons and armour that they can use, and items that can be traded for gold. The items are supposed to be exchanged for supplies at the main camp or traded with other warbands for equipment.

At the end of each battle, a warband may roll on the Khemrian Exploration chart (below). There are some multiples that result in a trap or encountering a monster. The entry for the result will detail what happens. As the Hero

runs the risk of being seriously injured, it is a good idea to choose a Hero with good characteristics as it improves his chances of surviving the encounter. In Khemri the warbands search for treasure in the form of gems, gold, and ancient artifacts, rather than Wyrdstone. However, this makes no difference as far as the rules go, where the rules read Wyrdstone treat it as treasure.

Equipment is bought from the Khemrian equipment list and follow all rules from page 144 in the Mordheim book. Equipment that is found can only be used by a warrior that can buy such items in his equipment list or who has the relevant skill to use such weapons.

Exploration Chart

If you roll several of a kind in your Exploration phase, you have found additional items, just as exploring the ruins of Mordheim.

Doubles

(1 1) Stash

A badly weathered monolith in the desert, covered in indecipherable markings implies there could be treasure beneath.

Chose one of your Heroes and make a test against his Strength on a D6. If successful the Hero manages to lift the rock and reveal the treasure underneath – add one valuable to the warband's treasury. If the Hero fails the test he has been injured and misses the next battle as he recovers.

(2 2) Lost Pouch

As the warband shuffles across yet another sand dune one of the Heroes notices a leather pouch half-buried in the sand.

The pouch contains D6 gc and if a '1' is rolled a *Lucky Charm* as well.

(3 3) Skeleton

The warband stumbles upon a sand blasted skeleton. Some of its equipment is still useable.

Roll a D6 to see what is found when the skeleton is searched:

- 1-2 D6 gold crowns
- 3 Club
- 4 Spear
- 5 Scimitar (Sword)
- 6 Light Armour

(4 4) Mad Man

you encounter an insane wanderer in the desert. He talks to apparitions and screams about the horrors of the desert.

Good warbands (humans, Elves, Dwarfs etc.) can try to make sense of his madness and in doing so learn about the local desert. In the next exploration Phase the warband may roll one more dice and then discard one dice.

Undead warbands can kill the man and gain a new Zombie or Skeleton; whichever is available to that warband.

Skaven, Chaos or greenskin warbands can sacrifice the man to their dark gods and the leader of the warband gains +1 experience.

(5 5) Dead Camel

A common sight in the desert, this has a large chest strapped to its back.

Roll a D6 to see what of value the chest contains:

- 1-2 Map of the Desert (see p.55 of the Mordheim rulebook)
- 3-4 A ring worth 2D6 gold crowns.
- 5-6 A flashy silver gilded sword and dagger set. They can be kept and used or sold for double the usual selling price of a sword and dagger.

(6 6) Jackal

A common desert dwelling creature, this will make for a good meal.

The jackal can be skinned which will sell for D6 gold coins.

Triples

(1 1 1) Lamp of Djinn
(See TC 17 page 10 for details)

(2 2 2) Pool
In the dark recesses of a tomb a small pool of cool sweet water has somehow survived.

2D6 water units can be collected from the pool.

(3 3 3) Old Campsite
Your warband encounters a hastily abandoned campsite. Looks like they had reason to leave in a hurry since many supplies are lying around forgotten.

Your warband finds 2D6 gc worth of salvageable supplies.

(4 4 4) Lost Zombie
A lone zombie is found shambling through the desert. After sighting your warband it shambles toward it mumbling the word 'brains'. Your warband easily subdues the zombie without injury.

Roll a D6 to find out what the zombie was carrying:

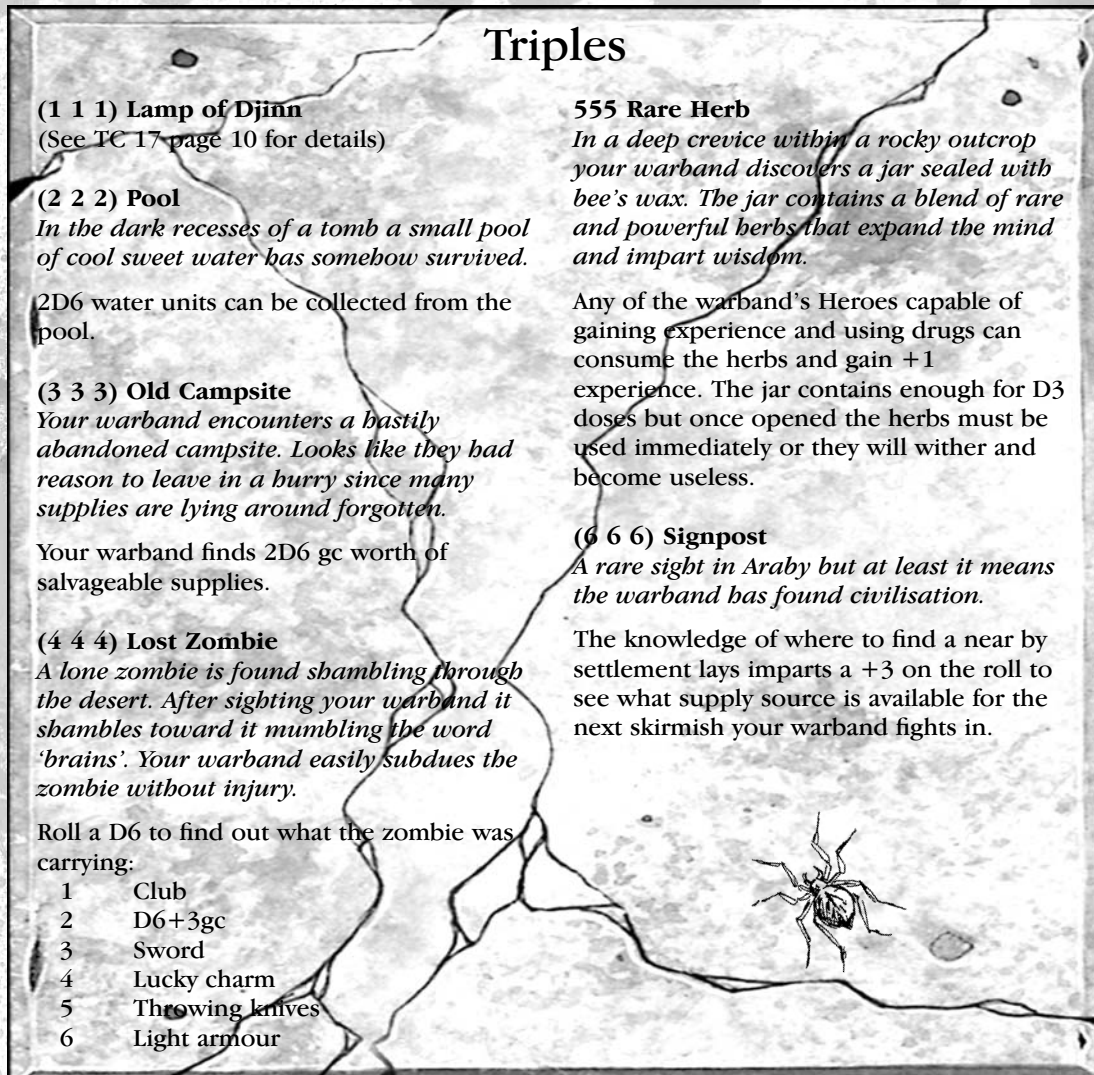
1	Club
2	D6+3gc
3	Sword
4	Lucky charm
5	Throwing knives
6	Light armour

555 Rare Herb
In a deep crevice within a rocky outcrop your warband discovers a jar sealed with bee's wax. The jar contains a blend of rare and powerful herbs that expand the mind and impart wisdom.

Any of the warband's Heroes capable of gaining experience and using drugs can consume the herbs and gain +1 experience. The jar contains enough for D3 doses but once opened the herbs must be used immediately or they will wither and become useless.

(6 6 6) Signpost
A rare sight in Araby but at least it means the warband has found civilisation.

The knowledge of where to find a near by settlement lays imparts a +3 on the roll to see what supply source is available for the next skirmish your warband fights in.



Expedition Day Five.

Five days after our arrival in Araby, we are still stuck in the port of Djambiya. This delay is intensely frustrating, as are the opportunities wasted by our enforced sojourn here. Our quest to explore the lost cities of Khemri is of the utmost importance. I remain sceptical about many of the ancient myths regarding the rise of the so-called 'Lords of the Night', Liches, Vampires, and the legendary Lord of the Dead, Nagash. I have come with my apprentice Ernst to uncover ancient artifacts from the ruins of those ancient cities to see if I can piece together the ancient histories and discover the true fate of the land of Nehekhara.

Djambiya is an exotic and oft confusing place. Local Arabyans, in their brightly coloured robes, mingle in the streets with desert nomads, their faces marked by ritual scars, lean and fit as jackals. Equally strange are the local cults and superstitions, all in some way associated with the fear of death that seems to brood over the city. There are also many other Old Worlders here, Tilean and Estalian sailors and merchants, the odd mercenary and some curious men in what appear to be knightly or priestly robes.

I persist in trying to find guides but unfortunately the locals are ignorant and benighted, ruled by superstition and fear. I have tried to persuade them by scientific argument that they have nothing to fear from the ruins of Khemri. These 'Tomb Kings' of whom the Arabyans appear to be so afraid are obviously the work of fiction, the tales of madmen driven insane by the desert. The very idea that anything could have survived the centuries in such a desolate environment is so laughable to any educated man that I find it hard to be patient with the natives' foolishness. But unless we can find a guide our quest will fail before it begins.

Four of a Kind

(1 1 1 1) Lost Mule

A forlorn and pathetic looking mule is encountered lying on its side dying. It pathetically whinnies at your warband.

If the warband can give the mule 3 Water units the mule will be revived enough to get up and follow the warband. Warbands not allowed to use animals must sell the mule at the first possible opportunity and cannot use it to carry anything or in battle. See TC14 for rules on Mules.

(2 2 2 2) Deep Well

How fortunate you find a well that no one is guarding. This is your lucky day. Better hurry before the owners come back though...

The warband gains as much water as they like for free. You can't have more water than you can carry!

(3 3 3 3) Besieged Caravan

The warband hears screams and animal howls. They run to investigate and find a caravan under attack by jackals. With the assistance of your warband, the caravan guards drive off the jackals. The Caravan Master approaches you, overjoyed.

The caravan leader offers to sell anything he has available to you at cost. All the normal rules for trading with a caravan apply but everything is half price! Roll the cost of an

item and divide by two. This means you can buy and sell things for the exact same amount of money.

(4 4 4 4) Lost Treasure

In an alcove in a small cave you find an old chest which contains two near priceless giant pearls.

The warband gains two items of treasure.

(5 5 5 5) Wadi

The warband comes across a long dried up stream. You sigh at the thought of a raging river of clean cool water and prepare to move on, but wait what was that sparkle? On closer inspection you find several gold nuggets on the riverbank.

The warband gains 4D6 gold crowns

(6 6 6 6) Mausoleum

The warband encounters a lone mausoleum set in a cliff face.

Unscrupulous warbands can loot this final resting-place for the wealthy. Religious warbands or tomb guardians will seal the tomb. You may choose how you treat the graves.

Warbands of the first type gain D6x10 gold crowns. The second type gains D6 Experience points to distribute among the heroes of the warband at your discretion.

Expedition Day Six

Success! We have managed to procure a guide who will take us to the ruins. The circumstances of our finding him were curious. I was approached in the bazaar by a man swathed in dark robes, who led me to a house down a narrow alleyway. Inside I was ushered into a room draped with dark hangings, the air heavy with the scented smoke of incense, which threatened to quite fuddle my senses. All the same, beneath the smell of the incense I thought I detected something else, a musty odour I thought I recalled from my research in the dissection laboratory back at the university, but I must have been mistaken. I was greeted by a tall man, also robed and with his face veiled, who spoke in a husky voice, which was scarcely more than a whisper. He asked if I was searching for lost Khemri and joined my mockery of the locals. I repeated to him my conviction that the rumours of Undead were the works of fantasy. "Of course," he replied. "Wise men speak not from rumour but from learning, and you are so obviously a wise man. How could it be otherwise?" As I rose to leave he grasped me by the hand and for a moment I almost recoiled from his touch before I chastised myself for my foolishness. Yet the feel of his flesh was somehow strange and dry, his hand was thin and I could feel the bones through the flesh. But many men are thin. I must have listened too long to the idiotic ramblings of the locals.

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Our benefactor has agreed that one of his servants will guide us through the desert to the ruins. I cannot wait to see the lost necropolises of Khemri and uncover the hidden secrets they hold. The parting words of our mysterious helper ring hopefully in my thoughts: "May you come face to face with that which is hidden," he said, "and may you learn more than you ever dreamed." The black pyramids of Nehekharra beckon me in my dreams, offering knowledge and, perhaps, the real truth about the Undead. And surely we have nothing to fear from the truth...

Additional note: I seem to have developed a curious dryness and flaking of the skin on the palm of my hand. Perhaps I have acquired some local ailment. On my return from the desert I shall send Ernst to the bazaar for some ointment or local remedy. I am sure it is nothing serious. In any case, I cannot be distracted from my quest. The land of the dead beckons!

Extracts from the Expedition Journal of Johannes Steinkopf, sometime
Professor of Necrology, University of Altdorf

Five of a Kind

(1 1 1 1 1) Treasury

Uncovered in a sandstorm a lavish building is discovered that contains the valuables of an ancient noble.

Inside, hidden amongst the debris, you find D6 x 10 gc worth of gold and treasure.

(2 2 2 2 2) Snake Pit

As the warband is making its way through some ruined buildings a Hero notices a shrine with a hole in the floor. Upon further investigation he notices that it was once a nest of venomous snakes, obviously a snake sacrificial pit. There are several corpses down in the pit amongst the snake skeletons and some of them still have their equipment with them.

You manage to get hold of the following items. Roll for every item separately (apart from the gold crowns) to see if you find it.

Item	D6 Result Needed
A Purse with 2D6 gc	Auto
A Duelling Pistol	5+
A Sword	4+
D3 valuables	4+

(3 3 3 3 3) Boulder Race

As the Hero prises a carved jade statue from its place in an ancient temple, he suddenly realises that he has triggered a trap. At that moment, a giant boulder comes rolling down into the tunnel!

Choose one Hero to attempt to recover the statue. The Hero must roll less than or equal to his run distance on 2D6. Note that he may use the Sprint skill if he has it. If the Hero fails this roll he dies! Remove him from the roster.

If the Hero survives, he may sell the jade statue for 50 gc. He also gains +1 experience.

(4 4 4 4 4) Maze

The warband discovers a necropolis half buried by the sand and dispatches a Hero to investigate. The Hero gets himself lost in the maze of tunnels! He will miss the next game and possibly others after that too.

Randomly select a Hero. He became lost in the maze and will miss D3 games while he attempts find his way out. If he rolls a 1 then he is lost forever and is removed from the warband's roster. Any equipment he has is lost with him.

(5 5 5 5 5) Ruined Temple

Time has destroyed this once beautiful building, making it unsafe for all but the most daring to explore.

You find D3 pieces of treasure amongst the ruins. In addition take a Leadership test against the leader's Ld. If passed a black hound that was guarding the temple joins the warband. Use the profile for a wardog.

(6 6 6 6 6) Secret Door

Whilst ransacking some ruins you stumble upon a secret door and learn how to recognise these in the tunnels.

You may always re-roll one dice when doing Exploration rolls. Make a note of this in your warband's roster sheet. Second and subsequent Secret Doors you find do not grant you any additional re-rolls, although you may find further re-rolls from other sources.

Six of a Kind

(1 1 1 1 1 1) The Tomb of The King

You have entered the inner sanctum of the necropolis – the tomb of the king himself. You sense danger here; the very walls seem to watch you.

If you wish you can send one of your Heroes to search for treasure hidden here. Roll a D6. On a roll of 1 the Hero is captured and dragged away by Tomb Guardians to join the ranks of the Undead. On a roll of 2 or more, he returns shaken but with D6+1 pieces of treasure.

(2 2 2 2 2 2) Statue of the Sphinx

Although there are many huge statues of Sphinxes scattered throughout the desert, the most common are only a few feet tall. Despite their small stature they hide many valuable gifts. It is said, though, that only the wise may find these, for the inscrutable Sphinx are reluctant to relinquish their treasure.

If you wish to challenge the Sphinx, pick a Hero. Roll a D6 and add +1 for each Academic skill that character has. If the result is a 6 or more, then you have solved the 'Riddle of the Sphinx' – roll on the table below to see what you have found. If you roll a 5 or less, the Sphinx attacks the challenger. The model invariably comes off worse, and spends the next battle recovering.

Item	D6 Result Needed
D3 pieces of treasure	4+
5D6 x 5 gc	Auto
Snake Charmer's flute*	4+
Suit of heavy armour	5+
D3 jewels worth 10gc each	4+
Holy (or Unholy) relic	5+
Nomad robes*	5+
Monkey's paw*	5+

*See the Equipment list in TC17.

(3 3 3 3 3 3) Slaughtered Warband

You find the remains of a massacred warband. Bodies lay scattered amongst the ruins still carrying some items of equipment.

You can find the following items. Roll for every item separately (apart from the gold crowns and daggers) to see if you find it.

Item	D6 Result Needed
3D6x5 gc	Auto
D3 Suits of Light armour	4+
Suit of Heavy armour	5+
D6 Daggers	Auto
D3 Halberds	5+
D3 Swords	3+
D3 Shields	2+
D3 Handguns	5+
D3 Helmets	2+
D6 Pistols	4+

(4 4 4 4 4 4) Lamp of the Djinn

You hear a noise from under a pile of rubble. On investigation you find a lamp. In an attempt to clean it to assess its value, you give it a rub. To the astonishment of the whole warband a strange magical creature seemingly comprised of mist emerges from the lamp and asks your bidding.

(See the Equipment list in TC17.)

(5 5 5 5 5 5) Flying Carpet

Rolled up in a corner of a ruined building you discover one of the legendary magical flying carpets of Araby.

(See the Equipment List in TC17.)

(6 6 6 6 6 6) Magic Rope

The warband finds what looks like a snake. You hit it with a stick and then feel rather foolish. It is nothing but a coil of rope but when the correct tune is played on a flute the rope rises into the air and is as solid as a ladder.

The rope allows the Hero to climb 12" up or down without having to take an Initiative test.



Scenarios

Here are a few of the scenarios that have been specifically tailored for Khemri (see page 7 of TC 16 for the full tables).

Scenario 9 – Defend the Oasis

Your warband has found an oasis to camp at. These finds are essential to the warriors' survival. As you are taking a break you are set upon by another band that wish to steal your cache of water.

Terrain

Place terrain in centre of 4'x4' board 12" from the edges. Rocks, trees, small buildings/ruins are great for this. One item represents a well or pool.

Warbands

The warband with the lowest rating defends the oasis. If you have the same number of warriors the one with the lowest water count defends. If water counts are equal, then roll to see who defends. Interestingly Undead will defend an oasis even though they have no use for the water.



Set-Up

The defender deploys first, within 6" of the well or pool. The attacker deploys within 6" of any table edge.

Starting the game

The attacker takes the first turn.

Ending the Game

If a warband fails a Rout test the game ends. If the attacking warband has more men within 6" of the well than the defender at the end of a turn then the attacker wins.

Experience

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

+1 Winning Leader. The leader of the winning warband gains +1 extra Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts out of action.

Rewards

The winner may fill his water supply to the maximum. Remember that you cannot carry more water and treasure than your burden limit.

When trading, the winner may remain at the oasis (since they successfully defended or captured it), and rolls for a caravan (3+) as normal. Meanwhile, the defeated warband has to roll on the Exploration chart with a -1 modifier, (as finding another oasis would be considerably difficult).

Scenario 4 – Tomb Raid

The warbands have heard rumours of a tomb in the area with treasure. Each warband is trying to find it first and make it back out of the tomb alive.

Terrain

Use tiles to represent the tomb (see TC 17). Place the Burial chamber in the centre of the table and an entrance in room one of the corners of the table. If more than two warbands are playing, place as many entrance tiles as needed at the corners.

Warbands

Roll to see who has the first turn. Highest D6 score chooses the starting tile.

Starting the game

Roll to see who goes first. Highest D6 score starts.

Special Rules

Each warband is trying to get to the centre chamber to get the treasure chest. Once there they must attempt to carry it out of the tomb. A warrior must be in contact with the treasure chest for a turn to pick it up. Once carrying it, he must move at half speed. If two warriors are carrying the chest they may move at normal speed. If a warrior routs whilst carrying the chest it must be dropped immediately in the tile he is in.



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Ending the Game

If a warband routs the game ends. If the treasure chest is removed from the board that warband wins.

Experience

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

+1 Winning Leader. The leader of the winning warband gains +1 extra Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts out of action.

Rewards

In the tomb the winner gets D3 items of treasure from the following chart. Roll a D6 each time to find out what you get.

D6 Item Found

- 1 Heavy armour
- 2 D3 Scimitars
- 3 D6 Jambyias (daggers)
- 4 Gem-encrusted helmet worth D6x10 gc
- 5 Shield
- 6 Monkey's paw (see TC 17)

Scenario 10 – Protect the Prince

(Scenario for 2-4 players)

Many stories have been told of wealthy princes or other nobles travelling through the hot deserts of Araby and never reaching their destinations. Most of the merchants that travel the deserts are attacked by all sorts of raiders seeking to steal their riches. These stories persuade the merchants to protect themselves from whatever may happen, and hire mercenary warbands to do their fighting for them.



Warbands

Half of the warbands fighting this scenario are defending the merchant's wagon from attack whilst the other half are trying to raid the wagon of the merchant. Determine who are defenders and attackers in the usual way except there may be more than one of each. If there is an odd number of warbands then there will be one more defending player.



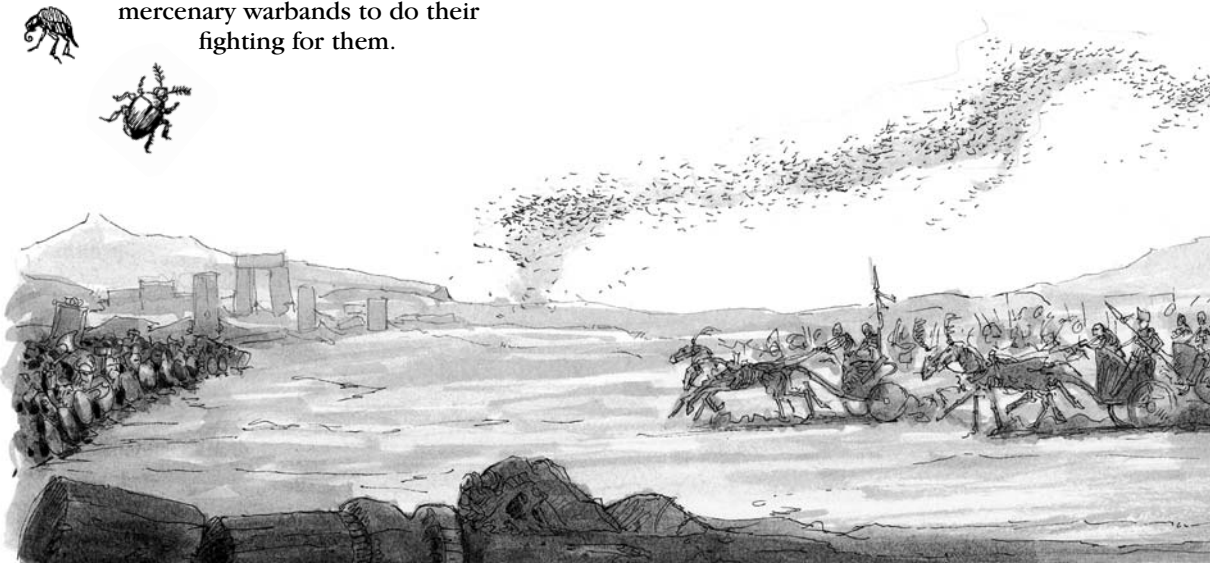
The defenders' job is to provide enough of a distraction to the opposing warband(s) for the prince to make it safely off of the opposite edge. The attacker's job is to prevent the prince from escaping to the other side of the table by attacking and putting him out of action.

Terrain

The battle takes place in the open. The scenery may consist of dunes, oases and ruined buildings. Place them as normal.

Set-Up

The defenders are set up first on one long edge of the battlefield. Next the attackers set up on either of the two short sides.



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Special Rules

The prince will follow any friendly model up to the limits of his movement. If he is more than 1" from a friendly Hero at the start of the Movement phase, then he will run the maximum distance in a random direction (use a Scatter dice). If this takes him into base contact with an enemy then this counts as charging. He will not voluntarily charge an enemy.

If any unengaged enemy models are within 2" at the beginning of the movement phase he will flee directly away from the closest one. He will rally by passing a Leadership test in the usual way. If a friendly model is in base contact he may also make a Leadership test to restrain the cowardly prince.

Each defending player controls the prince in their turn. This may create some interesting conflicts in a multi-player game. His profile is as follows:

Profile	M	WS	BS	S	T	W	I	A	Ld
Prince	4	2	2	3	3	1	3	1	7

Equipment: He is equipped with a Scimitar (sword) and a Jambiya (dagger).

Ending the Game

A defender wins the game if he is in control of the prince when he makes it off the appropriate table edge. If he flees off another table edge then neither side wins. An attacker wins by killing the prince before he leaves. In a multi-player game warbands may choose to ally and share the victory and winnings.

Experience

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

+1 Winning Leader. The leader of the winning warband gains +1 extra Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts out of action.

+1 Killing the prince. Any character who puts the prince out of action gains +1 Experience.



Rewards

If the prince escapes he will reward his protectors with 4D6 gold crowns from his purse. If he is killed then the winning warband will find 2D6 gold crowns, plus jewellery equivalent to two pieces of treasure on his body.



Hired Swords

There are plenty of swords for hire in the Land of the Dead; many of them are the last survivors of a raid on a Necropolis, while others are professional mercenaries. In the Land of the Dead you can only use the Hired Swords listed in this section. The Land of the Dead is a long way from Mordheim and even further from Lustria, and not every Hired Sword will be available.

You can use the following Hired Swords from Town Cryer magazine and the Mordheim rulebook: Halfling Scout, Tilean Marksman, Ogre Bodyguard and Pit Fighter.

Snake Charmer

40 gold crowns to hire + 10 gold crowns (+ 5 gold crowns per snake) upkeep.

In the bazaars and markets of Araby crowds often gather around a mystic Arabian sitting playing a flute. Mesmerised by the music or some say by his rhythmic swaying is a deadly venomous snake. Snake charmers generally survive on the money they can make as entertainers but often some offer their services and that of their snakes as warriors.

May be Hired: Any good warband (human, Elf, Dwarf, etc.) may hire a Snake Charmer.

Rating: A Snake Charmer increases the warband rating by 5 points, +1 point for each Experience point he has and +5 points for each snake.

Profile	M	WS	BS	S	T	W	I	A	Ld
Snake Charmer	4	2	2	3	3	1	4	1	7
Snake	4	3	0	1*	2	1	5	1	5

Equipment: The Snake Charmer is equipped with a dagger and a scimitar. The Snake Charmer starts with three snakes.

SPECIAL RULES

Snake Charmer: The Snake Charmer can control up to five snakes provided that they remain within 6" of him. If a snake is not within 6" of the Snake Charmer in the Movement phase, they will move 1D6" in a random direction. If that takes them into contact with a model, either friend or foe, it will attack as if charging.

Immune to poison: The Snake Charmer has been bitten so many times that he is immune to poisons.

Venomous: The snakes are venomous and count as attacking using Black Lotus as described on page 52 of the Mordheim rulebook.

Animals: Snakes are animals and do not gain Experience.

Snake hunter: After each game the Snake Charmer may attempt to catch another snake, provided that he did not go out of action. The Snake Charmer makes this roll in the Recruitment and Trading phase and must roll under his initiative to successfully catch a snake. The Snake Charmer may only attempt to catch one snake after each game. If he fails to catch the snake there is a chance that he is attacked. Roll a D6. On a roll of 1 the Snake Charmer suffers a S3 hit.

Skills: A Snake Charmer may choose from Academic and Speed when he gains a new skill.

Nomad Scout

30 gold crowns to hire + 15 gold crowns upkeep.

The guides of the nomad tribes are at best uncouth and uncivilised. However, they are good warriors, living a life of almost constant battle within the deserts they call their home. An Old World warband is well advised to hire a guide if they are to survive the ravages of the desert.

May be hired: The Nomad Guide may be hired by any warband that can afford him.

Rating: A Nomad Guide increases the warband's rating by +12 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Nomad	4	3	4	3	3	1	4	1	7

Weapons and Armour: The Nomad Guide is armed with a Scimitar and a bow.

SPECIAL RULES

Son of the Desert: The Nomad Guide is adept at finding sources of water. The

warband can modify the result on the Supply Source table by +/-1.

Skills: The Nomad Guide may choose from Shooting and Speed skill when he gains a new skill.

Tomb Robber

30 gold crowns to hire + 15 gold crowns upkeep.

While the sinister ruined tombs of Nebekhara have claimed the lives of many would-be robbers, a few have survived using their wit and lightning reflexes. Many of these expert robbers are drawn from the nomadic tribesmen of the vast desert and knowledge of the necropolises is second nature to them. Some, though, are Old Worlders lured by the temptation of riches who have amassed a wealth of knowledge in archaeology and ancient traps.

May be hired: The Tomb Robber may be hired by any good warband (human, Elf, Dwarf, etc.) that can afford him.

Rating: A Tomb Robber increases the warband's rating by +20 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Tomb Robber	4	4	3	3	3	1	5	1	7

Weapons and Armour: The Tomb Robber is armed with a sword and crossbow pistol. In addition he carries a rope and hook.

SPECIAL RULES

Explorer: The Tomb Robber allows your warband to modify a single dice roll on the Exploration chart by -1/+1.

Traps: The Tomb Robber has the *Trap Expert* skill, for more details see the TC17.

Excellent Reflexes:

The Tomb Robber has a special save of 5+ against any attack made against him, be it shooting, close combat, traps or spells. If the Tomb Robber gains the *Dodge* skill this save increases to a 4+ special save.

Skills: The Tomb Robber may choose from Combat, Shooting or Speed skills when he gains a new skill.



Thief

30 gold crowns to hire +15 gold crowns upkeep.

The Thieves guilds of the Old World aren't a patch on the brutally efficient and highly organised guilds of Araby. So skilled are the thieves of Araby it is said that they can steal the treasures of the gods themselves.

May be Hired: Any warband except Undead may hire a Thief.

Rating: An Araby Thief increases the warband's rating by +22 points, plus 1 point for each experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Thief	4	3	3	3	3	1	4	1	7

Equipment: Two daggers, Thief's cloak

SPECIAL RULES

Thief's Cloak: Thieves wear cloaks that help them blend in with their surroundings and can disguise them very well in both the desert and the towns. A warrior firing a missile weapon at a warrior wearing a Thief's cloak suffers -1 on his roll to hit.

Also the distance required to spot a thief when *Hidden* is doubled.

Tea-Leaf! Naturally thieves are most adept at stealing items! A Thief may attempt to steal one item during the Trading phase. Choose any item, if it is a common item the Thief successfully steals it on a 2+ on a D6. A Rare item is successfully stolen by rolling higher than the availability number on 2D6. Any items stolen may be used in exactly the same way as one that was bought. If the Thief fails to steal the item roll a D6. On a score of 1-5 the thief is chased out of the trading post and escapes. On the score of a 6 the Thief is captured by whatever authorities there may be and is hung (remove him from the warband roster).

Skills: A Thief may choose from Combat & Speed Skills.

NEXT ISSUE

Ab see, we lied! There were no Arabians this issue but there will be the Arabian Tomb Raiders warband next issue, we promise...

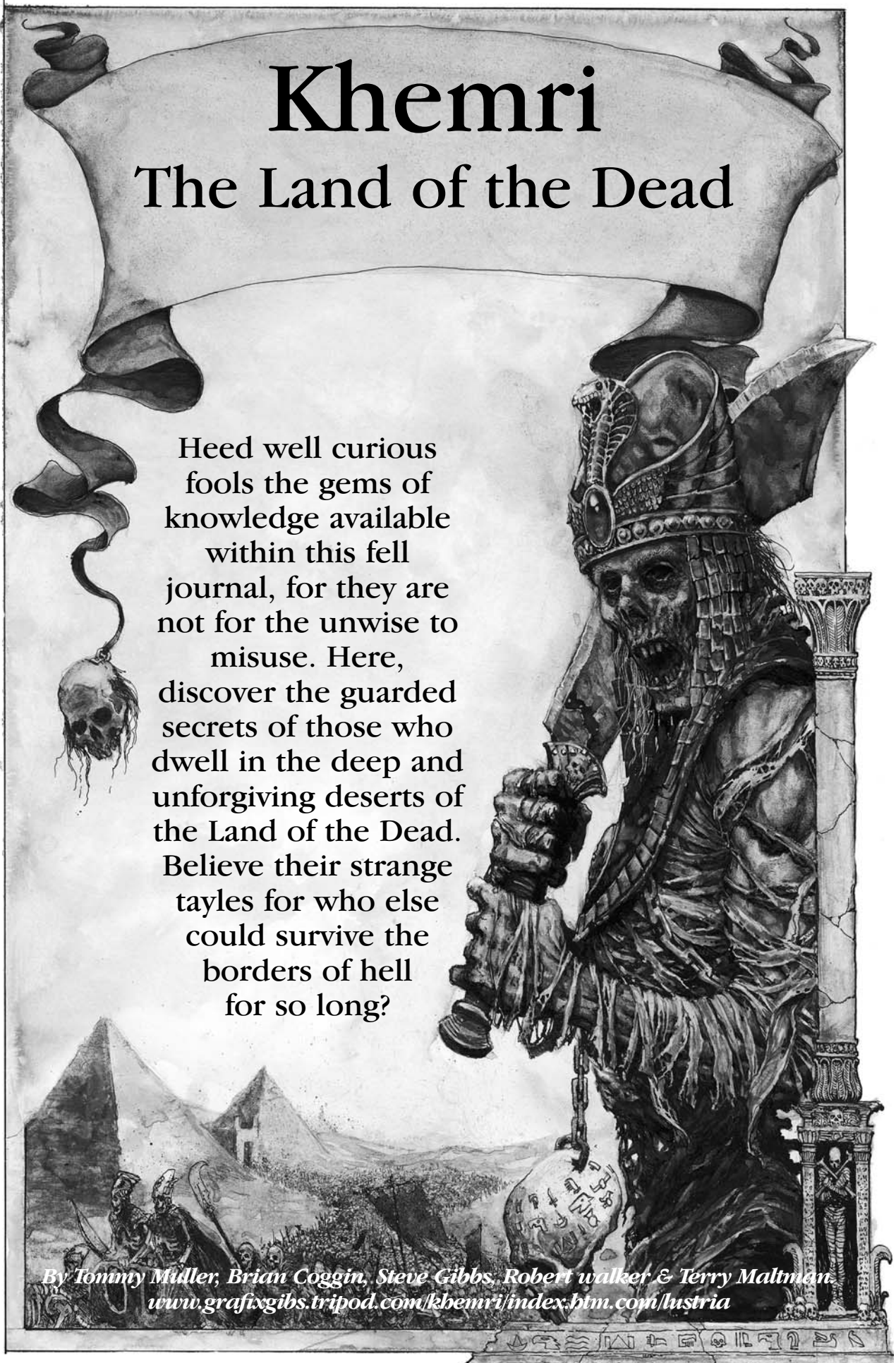


Khemri

The Land of the Dead

Heed well curious
fools the gems of
knowledge available
within this fell
journal, for they are
not for the unwise to
misuse. Here,
discover the guarded
secrets of those who
dwell in the deep and
unforgiving deserts of
the Land of the Dead.
Believe their strange
tayles for who else
could survive the
borders of hell
for so long?

By Tommy Muller, Brian Coggin, Steve Gibbs, Robert Walker & Terry Maltman
www.grafixgibs.tripod.com/khemri/index.htm www.lustria.com



Khemri – The Land of the Dead

This is the fifth installment of Khemri – The Land of the Dead; the new setting based to the far south of the Old World amidst the burning desert sands and lost temples of old Nehekhar. This section introduces the Arabian Tomb Raiders warband and the last of the special scenarios.

Scenario 11 – One Man's Rescue is Another Man's Kidnap

Throughout history, intelligent beings have always coveted one another's possessions – whether that's his gold, weapons or slaves; so it is in Khemri too. Kidnapping is not uncommon in the land of dunes and palms – whether for ransom, political advantage or use as raw materials! Many of these victims are subject to a 'rescue' attempt, either by the victim's family, hired mercenaries or by another group who also wants to ransom the victim.

This scenario is classically played out between Nomad warbands, but can be played by any warband.

Terrain

The defender first sets up a camp at least 18" from any table edge. The camp consists of at least one tent for every three members of the warband, excluding animals and Undead henchmen (who don't need tents). In any case the camp must have at least two tents. Also see Tents hereafter. Each player then takes it in turn to place other pieces of terrain – an oasis, sand dunes, ruins, etc, at least 4" away from any other piece of scenery.

Objective

The objective of the game is for the attacking warband to free the kidnap victim and escort him/her (preferably alive) from the table. The defenders must try to keep the victim on the table (and alive). If the victim dies, the game is considered a draw – neither side gets the win bonus – additional Experience points and gold.



Warband

The defender sets up the warband's models anywhere within the camp, including inside the tents. The kidnap victim model must be set up inside a tent – profile as a Young Blood. Models should be set up inside tents in secret – ask your opponent to look away as you place any of your models inside the tents.

The attacker sets up on any side, no more than 8" onto the table. The attacker goes first.

Special Rules

The victim is considered free if at the end of any turn there is an attacking warrior model within 2" and he is closer than a defender. The victim model may then move as normal.

Ending the Game

The game ends when the victim has been rescued, or when one warband fails a Rout test. The winning warband gains 5D6+10 GC as a ransom/reward.

Experience

+1 Survives. If a Hero or a Henchman group survives a battle they gain +1 Experience.

+1 Per enemy out of action. Any Hero earns +1 Exp. for each enemy he puts out of action.

+1 Winning leader. The leader of the winning warband gains +1 Experience.*

+1 Rescuer. The warrior who rescues the victim gains +1 Experience.*

*Note: The last two are not awarded if the kidnap victim dies.

Special Rules – Tents

Cost: 20+2D6GC

Those that travel the deserts require shelter from the freezing nights and often-fierce sandstorms. The inhabitants of Khemri have developed light, robust tents to protect them from the extremes of the desert. These are frequently quite lavish and opulent – displaying the owner's wealth with items such as embroidered wall hangings, silk pillows and rare rugs.

Tents normally have only one entrance and only one model may shoot from a tent each turn. If an attacking model is within 2" of the entrance to a tent he can see inside – remove the canopy, revealing the models within.

Because of the tent's narrow entrance, it is unusual for more than one model to be able to fight in hand-to-hand combat (depending on your model tent). If a model in the entrance to the tent (either immediately inside or outside) is stunned, then any standing model in base contact may move it outside. Either player may move the model, but the player controlling the model has the final decision if there is any dispute. Place the stunned model to one side of the tent entrance, but move it no more than 2". This will allow attackers to gain entrance by dragging enemies out or pushing injured warband members out of the way. A model may not be moved and then attacked in the

Khemri – The Land of the Dead

same turn (although he may be attacked then moved). Assume that the stunned model is moved at the end of the current player's turn.

Because of the cramped conditions, weapons that require two hands to use (including halberds and most missile weapons) cannot be used inside a tent.

Optional Rules

This adds a level of complexity, slowing down the game; it also allows for greater tactical flexibility and realism.

Damaging Tents: Tents are made of a tough, hard wearing material but can be slashed and cut open using natural claws, a dagger or other bladed weapon (but not a hammer, dogs' paws, camel hooves, etc). In game terms they have a Toughness of 2, 4 Wounds and count as flammable.

If a sharp weapon causes a 'wound', a hole has been opened. Place a marker to indicate where this improvised opening is. However, a successful Initiative test must be made to

enter, otherwise the warrior has become tangled in the tent's fabric and can do nothing else this turn. A warrior, thus entangled, may be attacked from inside or outside the tent, and the entangled warrior is at half WS when defending himself.

If reduced to 0 Wounds, the tent collapses. All inside must make a successful Initiative test to free themselves. They may do nothing else until freed, nor may they be attacked. The kidnap victim must be freed from a collapsed tent by a warrior– she is tied up and cannot free herself.

Tent Models

The tent models should be made with one entrance and so that no more than six models (20mm bases) can fit inside. They can be round or rectangular (rectangular is easier for game play) – both are appropriate for the setting. Make the tents such that the canvas can be lifted off to leave a floor area with some wall (about an inch or so) so that the entrance is clearly marked.

THE SHEIKH

"Where are we going, effendi?" asked Ben Ahrim.

"You will find out soon enough my friend", replied the tall bearded man at his side. "We are going to find gold and treasures beyond your wildest dreams". The Sheikh smiled, showing his gold tooth.

"Uncle, I know of only one place where treasures lie for the taking and I do not want to go there". Ben's swarthy skin looked pale. "They say that the princes of old walk the sands even though they have been dead for thousands of years. They say that they hate all living things and long only to kill them to raise in their own foul image".

"Ben Ahrim, you are my sister's son. You are my family. Since the thrice cursed greenskins came and killed my beloved son Ibn, you are my heir and successor."

"I know uncle. You have been like a father to me since my own father died. Tell me that you are not leading our tribe to its doom". Ben Ahrim trembled as he spoke, belying his years as a warrior.

"Do not fear. I know full well the monsters that await us in the Land of the Dead. I would not take us there unless I was sure that we could beat the cursed ones." The Sheikh turned making his robes rustle in the hot breeze. The silver chain that held his amulets and charms tinkled. Walking towards them was a short fat man with the brightest robes you could find in any bazaar. "Welcome", boomed the Sheikh, "The hospitality of my tent is yours. My water is your water".

The newcomer paused, out of breath. "My lord is most gracious. My water is yours also," he panted.

Ben Ahrim looked at him incredulously. "Is this a new warrior to help us defeat the dead princes? With respect he hardly looks able to hold a spear to defend himself."

"Please excuse my nephew." The Sheikh turned back to Ben. "The creatures of which we speak are creations of ancient evil magics. They will use it against us. To fight magic we must employ magic ourselves." Gesturing to the gaudily dressed little man, "This is Abu ben Baba. He is a powerful mage he assures me. With his help we will destroy the undead monsters."

Young Ben Ahrim looked again at the mage then turned back to the sheikh, "How much gold did you say?" A gleam appeared in his eye, "Uncle, forgive me for doubting you. Let us away immediately".

Arabian Tomb Raiders

The nomads of Araby live on the fringes of the great desert Araby, to the west of the Land of the Dead. There are a few scattered towns and settlements but the nomad tribesmen shun these places in favour of a wandering lifestyle. The nomad tribes of Araby have been living in the deep deserts for centuries, their realms dictated by the life-giving oases. There are hundreds of different tribes of nomads – the Tuareg, the Dervishes, the northern Fuzzy-wuzzies, the Al'Rahem and the near legendary Muktarhin to mention but a few. Although they have a very fastidious code of honour between them, which to many Old Worlders would appear almost ritualistic, many bitter rivalries and blood feuds often flare up between tribes over the slightest of things. These blood feuds are so brutal they can last for generations and make a Tilean vendetta seem like a child's argument over a broken toy! A strange people by all accounts and with many bizarre customs and superstitions they are difficult people to deal with, especially for Old Worlders whom they view with suspicion and dislike. They are, however, masters of desert survival and any Old Worlder explorer hoping to survive in the unforgiving deserts of their land will need a nomad guide just to stay alive. These hardy people can live in the deep desert for months travelling from oasis to oasis, navigating using the stars and knowing how to avoid the worst dangers of the desert. Nomads are also justly feared as raiders and bandits because in their culture stealing is a just and righteous thing to do so long as it is from a rival tribe. Theft within the tribe is most harshly dealt with.

Some nomadic tribes occasionally wander into the Lands of the Dead but this is rare and mainly because they have become lost in a freak sandstorm. Generally speaking, even Nomads will not travel for long within these dread lands, for theirs is an ancient people whose ancestors once traded with the Nehekharans before the catastrophe. Tales and songs are passed down through generations warning the tribe of the fall of the kingdoms of the west and of the curse of the onethey call Nagash the Black. For this reason they seldom venture too close to the legendary cities of the Tomb Kings. Sometimes though, a young sheikh eager to prove his worth in the

tales of his people, will seek out knowledge of the Land of the Dead so that he may claim a name for himself and discover untold riches. Needless to say, many of these reckless individuals and their bands of loyal followers are never seen or heard of again...

Choice of Warriors

An Araby Nomad warband must include a minimum of three models. You have 500 gold crowns to recruit your initial warband. The maximum number of warriors in the warband may never exceed 15.



Heroes

Sheikh: Each Araby Nomad warband must have one Sheikh: no more, no less!

Champion: Your warband may include a single Champion.

Nomadic Mystic: Your warband may include a single Mystic.

Henchmen

Bedouins: Your warband may include up to two Bedouins.

Warriors: Your warband may include any number of warriors.

Slaves: Your warband may include up to five slaves.

Starting Experience

A **Sheikh** starts with 20 Experience.

A **Champion** starts with 8 Experience.

A **Mystic** starts with 8 Experience.

Henchmen start with 0 Experience.

Special Rules

Hate Undead: The men of Araby have suffered heavily at the hands (or should that be claws!) of the Tomb King's armies of the Land of the Dead. Therefore Arab Heroes hate all Undead.

Arabian Tomb Raiders Equipment List

The following lists are used by Arabian Tomb Raiders warbands to pick their weapons:

WARRIOR EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger (Jambiya)	1st free/2 gc
Mace	3 gc
Sword (Scimitar)	10 gc
Spear	10 gc
Double-handed weapon	15 gc
Flail	15 gc

Missile Weapons

Short Bow	5 gc
Bow	10 gc
Tufenk	15 gc
Hand Gun	35 gc

Armour

Shield5 gc
Buckler5 gc
Helmet10 gc
Light Armour	20 gc

SLAVE EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger (Jambiya)	1st free/2 gc
Club	3 gc
Katar	5 gc
Sword	10 gc
Spear	10 gc

Missile Weapons

None

Armour

Shield5 gc
------------------	-------



Arabian Tomb Raiders skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Sheikh	x		x	x	x	x
Champion	x	–	–	x	x	x
Mystic	–	–	x	–	x	x



Special Skills:

Arab Heroes may use the following skill table instead of any of the standard skill tables available to them.

Sand Worm

The warrior can bury himself in sand and become almost undetectable. The model can hide in open ground. Cannot be used inside buildings.

Hit and Run

The warrior can run and shoot but suffer -2 to hit instead of the -1 to hit for moving.

Weather Tolerant

The warrior has grown so used to the weather it doesn't even affect him anymore. Weather conditions such as heat and such no longer effect this model.

Heroes

1 Sheikh

60 gold crowns to hire

The Sheikh is the undisputed leader of the warband. The Sheikh is a hardened warrior living in the burning hell of the desert and having to constantly fight off bandits, members of other rival tribes, and of course, the evil Undead. He is often also the head of the tribe, respected and trusted by his fellow tribesmen. To all the Nomads the Sheikh's word is law and they obey without question, such is their custom. Only very rarely will another member of the tribe, who is of noble birth, challenge the Sheikh's leadership and then single combat is fought to determine who has the divine right to lead the tribe.



Profile	M	WS	BS	S	T	W	I	A	Ld
Sheikh	4	4	4	3	3	1	4	1	8

Weapons and armour: A Sheikh may be equipped with weapons and armour chosen from the Warrior Equipment list.

SPECIAL RULES

Skills: Leader.



0-2 Champions

40 gold crowns to hire

Noble relatives of the Sheikh's family are fanatically loyal to him and give him the necessary support and muscle when needed. The Champion keeps the rest of the Warband in line, disciplines those who have offended the Sheikh, divides up the booty (after the Sheikh has taken his chosen share of course) and tells tall tales by the fireside to ensure the warband's morale and respect for him. Needless to say, the Champion needs to be a tough fighter if he is to lead by example.

Profile	M	WS	BS	S	T	W	I	A	Ld
Champion	4	4	3	3	3	1	3	1	7

Weapons and armour: A Champion may be equipped with weapons and armour chosen from the Warrior Equipment list.



0-1 Mystic

40 gold crowns to hire

In the distant past the Arabians were renowned for their studies in the magical arts, whether they were originally taught by the Elves, as were the men of the Old World is not known. The wisemen of Araby have mastered a strange aspect of colour magic, known as Elementalism, which is based on the four primary elements: earth, wind, fire and water. Unlike the flamboyant and fabulously wealthy sorcerers of the cities, the mystics of the nomadic tribes are more shamanic and are revered by their fellow tribesmen. These scholars are an integral part of the tribe and take a great part in guiding and motivating the tribe as a whole.

Profile	M	WS	BS	S	T	W	I	A	Ld
Mystic	4	2	2	3	3	1	3	1	7

Weapons and armour: A Mystic may be equipped with weapons and armour chosen from the Warrior Equipment List.

SPECIAL RULES

Wizard: A Mystic is a Wizard. He uses spells from the Elemental Magic list. He starts with a single spell chosen at random from the list.

Henchmen (bought in groups of 1-5)



0-2 Bedouins

35 gold crowns to hire

Bedouins are nomadic tribesmen who live on the outskirts of tribal life as the tribesmen themselves do with the rest of civilisation. Loners by nature they are experts in desert craft and make excellent scouts and guides for their tribe or outsiders who are willing to pay enough for their services.

Profile	M	WS	BS	S	T	W	I	A	Ld
Bedouin	4	3	3	3	3	1	3	1	7

Weapons and armour: A Bedouin may be equipped with weapons and armour chosen from the Warrior Equipment list.

SPECIAL RULES

Desert Trader: Add +1 to your search for Equipping/Trading result. Note that you only get +1 even if you have two Bedouins.

Nomad Warriors

25 gold crowns to hire

All the males of the tribe are warriors first and foremost; some may be talented in the crafts of weaving or weapon smithing but all are brought up from an early age in the use of weapons, primarily the bow and the scimitar. These people are hardy, being used to living in the harsh conditions of the desert. They are also a very superstitious people and their trust is very hard to gain especially for outsiders. Many are members of the Sheikh's extended family and their loyalty is unquestioned.

Profile	M	WS	BS	S	T	W	I	A	Ld
Warrior	4	3	3	3	3	1	3	1	7

Weapons and armour: Warriors may be equipped with weapons and armour chosen from the Warrior Equipment list.

0-5 Slaves

15 gold crowns to hire

Slavery is rife in Araby and indeed the slave markets of Al-Haikk or Lashiek are testament to this. Many Old Worlders look upon the Arabians with a great deal of contempt and see them as nothing more than barbarians. Nomads look upon slaves as nothing more than a commodity. Most slaves are those taken captive from other tribes and theirs is a short and often brutal existence. When it comes to battle they are unmotivated and make poor fighters.

Profile	M	WS	BS	S	T	W	I	A	Ld
Slaves	4	2	2	3	3	1	3	1	6

Weapons and armour: Slaves may be equipped with weapons and armour chosen from the Slave Equipment List.

SPECIAL RULES

Life of Slavery: A Slave may gain experience but if he rolls *Lad's got Talent* the leader executes the Slave and he is removed from the roster. The rest of the group may then re-roll their advance.



Arabian Elemental Magic

The magic of the Djinn is a rare, almost lost, art among men. It is the preserve of the Djinn of the deep desert and of those Djinn unfortunate enough to be captured.

D6 Result

1 Riding the Wind

Difficulty: 6

Invoking the Element of the Air, the caster rises up on a warm breeze, only to set down again on another part of the battlefield.

This spell is cast at the beginning of the caster's Movement phase. The caster may move up to 12+D6" anywhere on the battlefield, ignoring any intervening terrain; this counts as the caster's movement for that turn. This spell may not be used to move the caster into base contact with an enemy warrior, but the caster may shoot as normal (with a -1 penalty for having moved).

2 Skin of Stone

Difficulty 7

Calling upon the Element of the Earth, the caster is able to make a warrior's skin become as hard as stone.

This spell may be cast on any friendly warrior within 6". The target gains +2 to his armour save but suffers a -1 penalty to Initiative. The spell may be maintained each turn, providing the affected warrior remains within 6" of the caster and the caster can pass a Difficulty test. If the caster is more than 6" away from the affected warrior in the Recovery phase, the spell cannot be maintained and wears off. Only one warrior may be affected by a Stone Skin spell at any one time, although the caster is free to cast other spells while maintaining the Stone Skin.

3 Burning Hand

Difficulty: 8

By invoking the Element of Fire, one of the caster's hands becomes burning hot which he can use to smite his enemies.

This spell is cast at the beginning of the Combat phase. The caster may sacrifice all of his normal attacks to make one hand-to-hand attack at Strength 5 causing 2 wounds. If the enemy warrior is successfully hit, he is set on fire on a roll of 4+. This spell lasts for one round only.

4 Quicksand

Difficulty: 6

By invoking the Element of Water, water rises from the very rocks and sand and turns the ground to quicksand.

This spell is cast at any warrior within 6". The water floods the area for 3" around the targeted warrior. The effect lasts until the beginning of the caster's next Recovery phase. All warriors within the quicksand must pass a Strength test or be unable to move. Warriors in combat cannot attack but may defend themselves.

5 Storm of Magic

Difficulty: 9

By breaching the very fabric of reality, the caster is able to summon a bolt of pure magical energy.

The caster may target any warrior within 12". If the spell is successfully cast, the target is struck by a bolt of energy and takes one S5 hit. Armour saves may be taken as normal.

6 Blessing of the Elements

Difficulty: 6

The caster calls on the elements of the desert and draws upon the fortune they can bestow.

In the post battle sequence the player may re-roll any one dice or modify one dice by +1/-1. If the caster was taken out of action this spell may not be cast.

Converting an Arab Warband

One of the trickiest parts of designing a new warband is making sure that players can actually build the models to play with. Settling down with my trusty Citadel Miniatures Annual and a blank Mail Order form, I set out to find what was available to build my Arab warband from.

In the Warhammer section I found Suliman the Saracen and Al Mukhtar's Desert Dogs. Not too promising as they are all mounted and Khemri warbands are on foot. Then I was reminded about the rules for mounts in Town Cryer 14. That would give me two or three possible models but I still needed a lot more. The answer came from the Warhammer 40,000 range. The Imperial Guard Tallarns are perfect Arabs. I managed to select several which could be easily converted by snipping away the 40K weaponry – some even came with scimitars. The finishing touches would come from the Desert Dog sword arms and the ever-useful Mordheim Mercenary and Accessory sprues.

In the end I used:

- Suliman the Saracen + shield
- Sheikh Yadosh (Dogs of War paymaster)
- Sheikh Shufti + shield
- Desert Dogs + sword arms + shields
- Tallarn Captain Al'Rahem
- Tallarn Desert Raider with lasgun 1
- Tallarn Desert Raider sergeant 1
- Tallarn Desert Raider missile firer
- Mordheim Human Mercenary sprue
- Mordheim Accessory sprue

You will find listings of these with pictures and numbers later in the magazine.

I won't go through all the tools and techniques to use as they have been covered previously. My main tip is that wherever possible, drill and pin the joints. Many a good model has fallen apart during the stress of battle due to relying on superglue alone. Secondly, take care. Knives and drills are sharp, 'Nuff said.'

Now down to the detail. Every warband must have a leader. Here I had two choices: Sheikh

Shufti or Al'Rahem. I plumped for the Sheikh as he was available mounted. The first model was built as intended. His unmounted twin was made by cutting him off at the waist and fitting him with a spare pair of Tallarn legs. In order to match the mounted model I extended his robe down to his ankles with Green Stuff. As you will see I am no Mark Bedford so that is about the limit of my sculpting!

I decided that Al'Rahem would serve as the Sheikh's champion. I carved away his goggles, leaving eyes to be painted in later. Then I cut the hand off a Desert Dog sword arm and replaced it with a handgun from the Mordheim sprue. I positioned it pointing upwards because you often see images of Arabs shooting skywards in celebration or warning. The handgun was originally a blunderbuss but I carved and filed away the trumpet end to make it look like an ordinary gun.

For the Street Mage I used Sheikh Yadosh the mercenary paymaster. He is a fat and slightly comical figure so I gave him a defensive weapon – a spear cut down from a Mordheim halberd.

The remainder of the Arabs were made from Tallarns equipped with a selection of scimitars, swords, bows, handguns and spears. The missile launcher Tallarn is the easiest as he has a free left hand and an interchangeable right arm. The Desert Dog's arms provided suitable sleeves and wrists to take Mordheim weapons. One arm was bent to look like it was drawing a bowstring. The Tallarn sergeants were also pretty simple. They have a scimitar in the left hand and a lasgun extended in the right. I carefully snipped the right hand away and replaced it with either a Desert Dog sword or a Mordheim weapon. Some of the figures required details like grenades clipping off. With care and a sharp pair of clippers they don't need any further finishing. My favourite is the one holding a handgun single-handed whilst looking along the barrel, 'Go on punk – make my day!'. The sergeant figures ended up better equipped and more imposing so I used them as the Bedouin Heroes and the missile launcher Tallarns as warrior henchmen.

Khemri – The Land of the Dead

The next task was painting. I took my theme from a Desert Dog unit I saw at a recent Warhammer tournament. The owner had given them dark skin and contrasting light robes. I used Bestial Brown to give a Moorish look and Bleached Bone for the robes. As a highlight I coloured the tassels and some small details in Blood Red. A small highlight like that can make a warband much more visually exiting and help tie it together. The trick is not to overdo it. I made the Street Mage a little different with Enchanted Blue inner garments whilst still keeping with the theme. Other details were a variety of drab browns to blend in with the Bleached Bone. The idea was to avoid the 'coat of many colours' look.

Finally, I painted the bases Snakebite Leather and coated

them with sand using PVA glue. The colour is a good match for the desert tables available at Warhammer World where I usually play. You can choose a colour to match your table.

I hope that I have given you some ideas of how to build your own Araby Nomad warband. I haven't given you a blow by blow account of every model because I'm sure you can come up with your own versions.

NEXT ISSUE

Not quite finished with the Land of the Dead as the Dramatis Personae will crop up in our final instalment next issue...



Terry's converted Arabian Tomb Raider warband

The models below are from the vast Warhammer and Warhammer 40,000 range of models and can be used to convert into your own warband of Tomb Raider warband.



Captain Al'Rahem's body
010501601



Sheikh Yadosh
021402209



Suliman's body
020304401



Sheik Shufti
021400608



**Tallarn Desert Raider
Sergeant 1**
010500506



**Desert Raider with
Lasgun 7**
010501317



**Desert Raider
Missile Firer**
010503423



Suliman's Shield
020304402



Desert Dog Shield
021400608



Desert Dog Sword Arm 2
021400607



Desert Dog Sword Arm
021402710

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Khemri

The Land of the Dead

By Tommy Muller, Brian Coggin, Steve Gibbs, Robert walker & Terry Maltman.
www.grafixgibs.tripod.com/khemri/index.htm

This is the sixth and final installment of Khemri – the Land of the Dead; the new setting based to the far south of the Old World amidst the burning desert sands and lost temples of old Nehekhara. This section introduces Dramatis Personae that are exclusive to Khemri.

Dramatis Personae

Abdul Alhazred, the Mad Sorcerer

Abdul Alhazred is renowned as the mad sorcerer from the Arabian town of Sanaá. Born to wealthy merchants he was educated with the sons of the local Caliph and it was in the Caliph's private library that he first learnt about the land of the Dead from tomes he had been expressly forbidden to read. It was then that he developed an obsessional desire for knowledge of the long dead civilisation of Nehekhara and some say it was the dread reputation of this ancient land that drew him on to rash acts. Others say it was the calling of the legendary Nagash none know...

It is said that he left immediately, stealing enough money to fund his wanderings along with an artefact of such antiquity it was believed to have come from Nehekhara. He has visited the ruins of Khemri, Zandri, Numas and Quatar and over long years plundered them of their secrets. His discoveries rival those of Abdul Ben Raschid, whose works he has voraciously studied and it is these that have sent him spiralling into insanity. Referred to as 'The Mad Sorcerer' he is shunned by all except those foolish enough to want to learn the secrets of the Land of the Dead.

Hire Fee: 70 gold crowns to hire + 30 gold crowns upkeep.

May be Hired: All warbands, except Witch Hunters and Sisters of Sigmar, may hire the Mad Sorcerer.

Rating: Abdul Alhazred increases the warband's rating by +30 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Abdul	4	3	2	3	3	2	4	1	8

Equipment: Black Nomad robes, Dagger, The Eye Pendant

Skills: *Sorcery*

SPECIAL RULES

The Eye Pendant: The Eye Pendant is an ancient artefact stolen by Abdul from the Caliph of Sanaá. Only after much painstaking research did Abdul discover its secrets and he has used its arcane powers to protect himself from the wrath of the Tomb Kings and their servants. Any Undead warrior wishing to attack Abdul must first pass a Ld test. In addition, the pendant gives Abdul a 4+ Ward save against all damage.

Psychology: Abdul Alhazred has witnessed some of the foulest monstrosities of the Land of the Dead and is quite mad! He is immune to all Psychology-tests.

Djinn Master: Abdul Alhazred has spoken to many of the mystical Djinn in his time and despite his unsteady state of mind knows how to see through their lies and bend them to his will. If the warband he is with acquires a Lamp of the Djinn he may assist a Hero using it with a +1/-1 modifier on the Light and Dark tables respectively.

Master Wizard: The Mad Arab is one of the most learned and powerful wizards in Araby. He knows all the spells in the Elemental and Necromancy lists. Because he is mad, however, he must roll at the beginning of each Shooting phase to see which spell he remembers.

Roll a D6: 1-3 Elemental, 4-6 Necromancy

Then roll a D6 to see which spell he remembers.

Khar-mel the Djinn

Djinn are magical elemental spirits akin to Daemons, that reside in the deep deserts of Araby and the Land of the Dead. They may be summoned by a complicated ritual involving dark pacts and unholy promises. Djinn are creatures born of the elements and may assume many different forms such as horses made of sand, pillars of fire or mighty Arabic warriors comprised of swirling air. As with all Daemons, anyone learning a Djinn's true name will receive great power over it. Djinn are ancient spirits and know many long forgotten secrets, especially from the early days of Nehekhara and for this reason many sorcerers and priests attempt to summon them to learn such forbidden knowledge. Sultan Jaffar was known to have been in prolonged contact with some of the mightiest Djinn, although many surmise that their lies led to his downfall.

Khar-mel is one of the few known Djinn of Araby. She has oft been encountered in the western desert over the centuries. Despite being centuries old, she normally appears as a beautiful arabian woman of about 30 years of age, although she has been known to appear as a swirling cloud of dust or a pillar of fire on occasion.

Like all Djinn, Khar-mel knows many secrets forgotten by mortal man and many sorcerers and priests have tried to summon her to answer their questions. If she does have one weakness it is her thirst for knowledge. A warband who claims that they are undertaking a quest in search of ancient lore may well secure Khar-mel's services.

May be Hired: Any warband may hire Khar-mel. However in order to summon her, a Wizard (or other spell caster, including a Priest) must pass a test on his own Leadership. This Wizard may be a Hired Sword, but must have been with the warband for at least one battle prior to attempting to summon Khar-mel. If the Wizard that summoned Khar-mel is killed or leaves the warband, Khar-mel will leave as well.

Rating: Khar-mel increases the warband's rating by +45 points.

Hire Fee: 80 gold crowns to hire + 30 gold crowns upkeep.

Profile	M	WS	BS	S	T	W	I	A	Ld
Djinn	6	4	4	4	4	2	3	2	8

Weapons and armour: Khar-mel is armed with a scimitar but wears no armour.

SPECIAL RULES

Fear: The Djinn naturally radiate an aura of power and cause *Fear*.

Ethereal: Khar-mel has only a semi-solid form and has a 5+ save that is never be modified due to high Strength or anything else. The save is not effective against magical weapons.

Elemental Magic: Khar-mel knows D3 spells chosen from the Elemental magic list. Roll randomly on the Elemental magic list to determine the spells she may use.

SKILLS

All Djinn have magical powers due to their spiritual and elemental nature. Khar-mel has mastered each of these in her time but she may only use one at a time. During her Recovery phase she may declare that she is using one of her powers. It will last until her next Recovery phase. She may not use the same power for two consecutive turns.

Whirlwind: Khar-mel has the power to turn into a whirlwind. This can take many forms: a sandstorm, a pillar of fire or a hazy shimmer in the air. She can run at triple her movement but may not charge or be charged. She cannot make any attacks or cast spells while using this power, but is at -1 to hit with missile weapons.

Djinn's Curse: Djinn are incredibly ancient creatures, prophets of fate and doom to many. This interferes with all of the Djinn's enemies within 4", incurring a -1 penalty to their to-hit rolls (both with missiles and with close combat weapons) and all saves.

Djinn's Luck: Djinn have been around for centuries and due to their prophetic powers are very good at avoiding trouble. This power confers a 4+ Ward save. If no save normally applies (eg, against magic weapons) then she gains a 6+ save.



Khemri – The Land of the Dead

Heinrich 'Altdorf' Schmidt

Dr. Heinrich Schmidt is renowned at the University of Altdorf. However, most of this renown is not out of his scholarly works, but rather the priceless artifacts he sends home from his journeys. Thanks to him, artifacts from Kislev or Norsca, as well as far off places such as Cathay and Lustria have found their way home to Altdorf. Since all his findings are shipped back to Altdorf, this has earned him

the nickname 'Altdorf' Schmidt. His main arena for relic hunting however, has come to be in Araby and Khemri, with its grand tombs and priceless treasures. The acquisition of the relics is not often discussed, as most of the scholars agree that they are more capable of appreciating them than the inhabitants of the lands from which they came.

Hire Fee: 75 gold crowns to hire; + 1 treasure upkeep

May be Hired: Any Human warband may hire Altdorf Schmidt.

Rating: 'Altdorf' Schmidt increases warband rating by +75 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Djinn	4	4	4	3	3	2	6	2	8

Equipment: Whip, sword, Duelling Pistol, Light armour, Lantern, Rope & Hook

Skills: *Tomb Explorer, Lightning Reflexes, Whip Master, Step Aside, Streetwise, Dodge, Luck* (re-roll any one dice during the game).

(Rules for Whip & Whip Master can be found in TC14).

SPECIAL RULES

Oh no, not Snakes!: 'Altdorf' *Fears* all snakes and serpents

Whip Swing: 'Altdorf' Schmidt has developed a technique to use his whip as a rope to swing over gaps. To represent this, 'Altdorf' Schmidt can jump a gap (up to a maximum of 4"), without deducting the distance jumped from his normal Movement allowance. You must, however, still make an Initiative test not fall down. In addition, he may use his whip to jump to a lower level, even through windows. However, there must always be something on a higher level to attach the whip to in order of swing with it (just use common sense here – sewers, dungeons, tunnels, etc, always count as having something to attach the whip to). If Altdorf Schmidt falls into a pit trap, he may try to use his whip to save himself from falling down by passing an Initiative test.

No time for you: Altdorf Schmidt is notorious for being a man in a hurry. If his charge path toward a Hero, treasure or some other important target is obstructed by an enemy henchman who would prevent his charge, 'Altdorf' Schmidt may attempt a single shot with his Duelling Pistol before charging (assuming he didn't fire it last round of course). If this shot knocks down, stuns or takes the henchman out of action, Altdorf Schmidt may charge as if the henchman wasn't there. If the henchman is unharmed, it counts as a failed charge as normal.

I'll Take That!: Rather than being paid in gold, 'Altdorf' collects relics and artifacts from the places he visits. His upkeep cost is taken as a piece of treasure.

Well that's it for Khemri – the Land of the Dead. Hopefully we shall compile all of this as a supplement sometime in the future, so keep your water bottles handy!

