

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 Nehekhara. 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

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".