



The Mummy

By Rob Houdek

'Arise noble creature. May your life-force grow strong. May your heartbeat begin anew. May your will be at my desire...'

Rites of binding – translated from the original Nebekbara text

Before the catastrophe that befell Mordheim, it was home to many wealthy Merchants and Wizards. Many of these were great entrepreneurs and historians interested in the many and varied mysteries of the world. They collected relics and antiquities from all corners of the globe. All manner of items were collected: art and pottery from Tilea; jewel-encrusted glyphs from far off Lustria and ancient scrolls, books and even sarcophagi from myth shrouded desert lands of Khemri. Not all of these sarcophagi were, of course, empty...



Many an archaeologist or unscrupulous tomb robber made a tidy profit by selling the relics and idols of Khemri to the more morbid and sinister of Mordheim's

residents. Of course, it wasn't just wise sages or pretentious nobles who sought the lost treasures of Khemri, many were shady warlocks who studied the dark arts.

A tale has slowly filtered back to the taverns and drinking dens of the encampments surrounding the City of the Damned. This tale tells of a Necromancer who discovered one of these valuable finds amongst the ruins of the city. He made discovery of a sarcophagus that contained the mummified remains of the dread Tomb King KaHotep of Khemri. The Necromancer was apparently slain by the Tomb King after awakening him from his centuries-long slumber and trying to bend him to his will.

Apparently the mummy is still at large haunting the dark streets of Mordheim and has reputedly gathered a host of skeletons as his servants and warriors to protect his hoard of treasure and ancient artefacts. It is rumoured that if a brave warband can find the mummy and slay him that the riches he will discover in the Mummy's lair will be a king's ransom.

Needless to say many warriors whose greed has made them foolish are out searching the ruins of Mordheim for a monster's gold.

In this scenario the warbands have discovered the lair of an Undead Mummy and are trying to steal its treasure.

Warbands

2-6 Warbands of any race/alignment and an arbitrator.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. The first building to be placed is the tomb building and should be placed in the centre of the table. If you are playing with two players use a 4x4 table, if you are playing with 3-6 players use a 4x6 Table. Setup: each player rolls a D6 and whoever rolls highest sets up first. Use the standard deployment rules (i.e. for two player game pick a table edge and set-up within 8 inches of it, with no warband member being closer than 8 inches from an enemy warband member.) For 3-6 players use the multi-player set-up rules.



Special Rules

The warbands know the mummy's hoard is in the warehouse area of the docks in Mordheim but only a detailed search of the surrounding buildings will uncover it. Each time a member of a warband (not animals or brainless Undead such as Zombies) enters a building that has not been previously searched, roll 2D6, on a result of 10+ the member of the warband has found the mummy's treasure hoard. Players may not search buildings in the deployment zone as they have already been searched, and may only search a building once. If none of the players have scored a 10+ when there is only one building left, the hoard is automatically found within that building and the mummy and its skeleton guardians are then placed by the arbitrator (or if you don't have one randomly select an opposing player) within 8" of the building.

KaHotep the Mummy

Mummies are the bandage-covered corpses of the Priest Kings of Nehekhara. The Priest Kings were obsessed with death and strove to find a way to cheat it. On their deaths their bodies would be bandaged and embalmed in mysterious chemicals designed to keep the corpse from deteriorating and to keep the soul close by.

KaHotep is one of the aforementioned Priest Kings although not as powerful as Settra, who ruled the great city of Khemri. KaHotep was none the less a powerful warrior and ruler in his lifetime.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	0	5	5	3	3	3	8

Weapons/Armour: Two massive clawed fists, which count as hand weapons, the extra attack for using two hand-to-hand weapons is included in his profile.

Causes Fear: The mummy is a terrifying Undead creature that causes *Fear*.

Flammable: Being a mummy (and wrapped in oil-soaked bandages) KaHotep takes double damage from fire based attacks.



No Pain: KaHotep being undead suffers no pain so treat Knocked Down as Stunned.

May not Run: Being Undead KaHotep may not run (but may double its movement to charge).

Two Tomb Guardians per Warband

As a High Noble of Khemri, KaHotep had a loyal bodyguard of Tomb Guardians and when he died, they were buried in his pyramid to guard him in the afterlife. As a part of the curse KaHotep has revived these guardians that were brought with him to Mordheim to help him find the book of KaHotep so that he can retain his everlasting life

Tomb Guardians have the following profile.

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

Weapons/Armour: Tomb Guardians are armed with swords, wear light armour and shield.

Causes Fear: Tomb Guardians are terrifying Undead creatures that causes *Fear*.

No Pain: Tomb Guardians being undead suffer no pain so treat Knocked Down as Stunned.



KaHotep

May not Run: Being undead Tomb Guardians they may not run (but they may double their movement to charge).

Once the mummy has been put out of action the tomb guardians will turn to dust, all tomb guardians still in the game will immediately go out of action.

The Mummy Phase: Immediately after KaHotep has been deployed (when his hoard is discovered) he gets a turn. This turn works exactly like a normal players turn. KaHotep will be able to charge, cast spells recover from damage etc. KaHotep will not leave his tomb area except to charge a warrior who is within 6 inches of the tomb, if any warrior enters the tomb building KaHotep will leave combat (opponents get a free strike as he leaves) and will attempt to get into close combat with the player who desecrated his tomb.





KaHotep and retinue of Tomb Guardians

Starting the Game

Each player rolls a dice and the player with the highest roll going first.

Ending the game

The game ends when KaHotep is put out of action, and one warband is only one to have any models within 6" of the hoard.

Experience

+ 1 Survives. If a warrior or henchmen group survives the battle they gain +1 exp.

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

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

+ 1 Wounding the Mummy. Any Hero or

henchman group earns +1 exp for wounding the mummy.

+ 2 for putting the Mummy Out of Action. The Hero that puts KaHotep Out of Action earns +2 exp.

+ 1 for Finding the Hoard. The Hero that finds the Hoard earns +1 exp.

Treasure Hoard

Once KaHotep has been vanquished, the warriors are free to loot the hoard.

Unfortunately most of the hoard consisted of ancient scrolls and pottery from the tomb of KaHotep and was trampled by the previous warband when they were searching for the hoard. But a modest amount of the treasure still remains buried in the ruin. Roll 1D6 for each item separately except for gold crowns which you automatically find.



5D6 Gold Crowns: Automatic, Lucky Charm, 4+ Gromril sword, 5+ Suit of Heavy Armour, 5+ Suit of Light Armour, 4+ Suit of Light Armour, 4+ Shield, 4+ Helmet 4+ D3 Swords, 4+ D3 Gems worth 10 gc each, 5+ Jewellery worth D6x10 gc, 5+ Telescope, 5+ Dispel Scroll, 5+ Bugman's Ale, 4+ tome of magik.

Silence covered the underground chamber like a thick choking blanket. The two Reiklanders moved tentatively forward, stepping over fallen debris and moving dust that has remained still since the comet's untimely arrival upon Mordheim. There it was, a vast hoard of gold and jewels heaped in the corner as a gardener would dump compost for his plants. Heinrich gave an involuntary gulp and quickened his pace, any pretense of remaining silent forgotten in his excited rush to get to the gold before him. Ronard, the more experienced and older held back and continued to look round like a cat on tender-hooks.

A low moan escaped from one of the many darkened alcoves. Ronard immediately raised his halberd and Heinrich stopped and nervously looked around. Again the moan sounded, much closer than before. Heinrich opened his mouth to say something but was stopped dead as a Skeletal figure dropped, cat-like, from the ceiling next to him - its ancient sword already moving in a deadly arc. Heinrich screamed in sheer terror but this was cut short as his head left his body falling to the floor with a dull thud.

The Tomb Guardian looked directly at Ronard, its empty eye sockets seeming to stare straight into his terrified soul. Two more guardians dropped from above but Ronard needed little more excuse to turn and run. Scrabbling over the debris he headed down the thirty foot tunnel for the safety of daylight. Ten feet from the entrance he collided with someone and fell to the ground heavily. Not looking he tried to shove the fool out of his way. It was only then he realised he was looking into the glowing red eyes of an ancient Undead mummy...