

Taken from the Khemri website – published by ntdars

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

Necromancer Warband

By Michael Yungbluth



Necromancer from all over the world journey to Khemri for in search of knowledge. Khemri being the place where the great knowledge of raising the dead came from makes it a treasure chest of knowledge on the secrets of Necromancy. Many bring apprentices and adepts with them and there own undead to search the tombs for books or scroll of spells.

Warband and starting ex

Max. Warband size is 15

Heroes

1 Necromancer ex20

0-1 Apprentice ex0

0-3 Tomb robbers ex11

Henchmen

Any numbers of Skeleton

0-5 Undead Vultures

0-1 Undead Golem

Skills

Necromancer- Shooting, Academic, Speed

Apprentice - Shooting, Academic, Speed

Tomb robbers- Combat, Strength, Speed

Heroes

Necromancer 60 gold

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

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

Weapons- May have weapons from Necromancer list

Skills- Leadership, may start with 1 spell chosen at random

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

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

Apprentice 40 gold

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

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

Weapons- May have weapons from Necromancer list

Skills- May use one skill enhancement to learn necromancer magic

Tomb Robber 45 gold

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

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

Weapons- May have weapons from Warrior list

Skills- Start with Disarm/Spot traps skill

Henchman

Skeleton 20 gold

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

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

Weapons- May use weapons from Warrior list

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

Undead vulture 20 cost

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

Profile	M	WS	BS	S	T	W	I	A	LD
	8	2	0	3	3	1	2	1	5

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

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

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

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

Undead Golem 200 gold upkeep 15

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

Profile	M	WS	BS	S	T	W	I	A	LD
	4	3	0	4	4	3	2	2	6

Weapons- May have weapons from Warrior list

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

Equipment list

Necromancer list

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

Warrior list

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

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