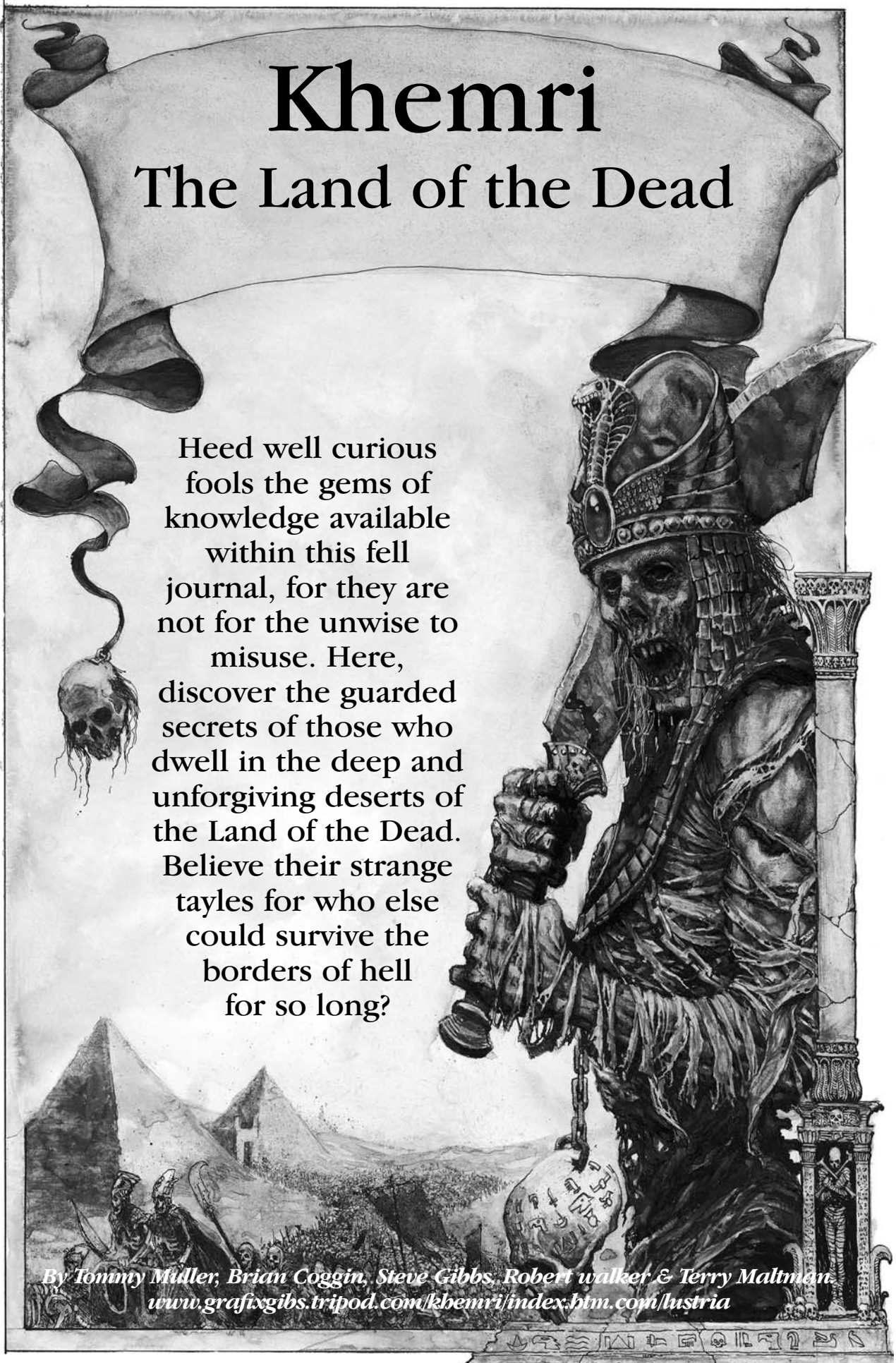


Khemri

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

Shield	.5 gc
Buckler	.5 gc
Helmet	.10 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

Shield	.5 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.

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.

Hit and Run

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

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

MAIL ORDER % UK 0115 9140-000 USA 1-800-394-GAME CANADA 1-800-GW- TROLL AUS 02982 960606