

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

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.

