

UNDEAD: KHEMRI - FLOATING NECROPOLIS

A Khemri Floating Necropolis is a massive yet inherently elegant ship. These ships are extremely seldom seen, as the Khemri kings are normally too much occupied by internal struggles to really send out ships to the open sea.

The ship is powered by unyielding skeletons, tirelessly rowing. Two mighty Bone Giants standing on the aft steer the Necropolis without apparent effort to its hapless prey. Banks of powerful screaming skull catapults rain their hideous payloads over the enemy.

Movement

Oars, 6". 8" if moving straight. May move backwards 3" if forfeiting all other movement.

May turn 90 or 180 degrees on the spot, for half or full movement, respectively.

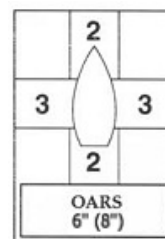
May use the Hawkship 90deg turning template, if both Bone Giants are in existence, the normal turning template if only one is in existence. If both Bone Giants are destroyed, the Necropolis can either only move straight forward or turn on the spot.

Armament

Screaming Skull catapults

The Floating Necropolis has vast banks of Screaming Skull catapults. Rules for these as per Citadel Journal #6 (9" range, attacking high locations in middle and long range, at the end of the Battle phase: ships that have taken damage from Screaming Skull catapults roll 1d6, on a 1 they lose 1 crew).

2 forward firing, 2 backward firing, 3 broadside. Cannot be used for grapeshot.



Ramming

A floating Necropolis may ram if moving at least 3" in a straight line. Rammed target must make waterline save, if failed roll a die:

1-3: 1pt of waterline damage

4-5: 2pts of waterline damage

6: 3pts of waterline damage

Special

The Necropolis towering on top of the ship gives one additional spell card to any wizard aboard, as long as the location is undamaged. If it is damaged or the wizard leaves the ship, then he has to discard one card of his choice, to get to his normal maximum of cards at hand.

Crew

Assign as per normal Undead rules, maximum crew of 8, the Floating Necropolis' own Bone Giants do not count in towards crew total.

Special:

- The Necropolis in undamaged condition also carries 2 Bone Giants. These give a defensive bonus of +1 each. They do not count for offensive actions. Neither can they initiate boarding. If only the Bone Giants are left on the Necropolis, count it as abandoned (it drifts and does not shoot). To take it into possession, however, you still have to kill the Bone Giants by boarding. Bone Giants are immune to crew-killing magic. They are automatically destroyed if the fleet's tomb king or Liche is killed.

-Whenever the Necropolis loses crew (apart from the Bone Giants) for whatever reason, it is saved from destruction on a roll of 5 or 6 on a D6, do not remove the counter.

Cost

250 pts. 12 battle honours.

Design notes:

I am no friend of magic movement. Furthermore if there are anyways lots of skeletons aboard, why not use this idle power for rowing? In order to have it not stopped too easily, it got lots of row locations. These nevertheless are easier to destroy then the original Floating Necropolis where you have to score waterline damage.

The Bone giants steering idea sprang from the desire to give the ship a more Khemri-like touch, also fitting in with the barge-appearance. They give also enhanced manoeuvrability, albeit less exaggerated then true magical movement is. Maybe save for them should be 5,6, play-testing will tell.

Maybe cost should be reduced to 200pts, as in this version there is no magic move, and the extra spell card can be lost early.

Vers 1.1: Added backwards move, added ram. On the calculator evening out at 255pts if maximum crew on board.

Vers. 1.1 Copyright 2009-2012, H. Daniels – May photocopy for personal use.

Certain terms The following are copyrights and trademarks of Games Workshop, all copyright remains that of its original authors. No challenge to their status intended.