

Lost Princes

Mordheim was a rich and prosperous city, one that had stayed clear of the attentions of the warring would-be emperors and their priests and witch hunters. To its streets came all manner of eccentric figures, including alchemists, magicians, and students of esoteric lore who were keen to avoid the gaze of the overly pious or the overly lawful.

To some, the study of the ancient civilisation of Nehekhar was very much skirting the edges of what was acceptable, as it dealt with foreign parts and curses, but also necromancy and the quest for eternal life through sorcerous means. Scholars of an ancient land, readers on the exploits of Alcadizaar the Conqueror, High Queen Khalida, and Nagash the Forsaken, all flocked to Mordheim as a safe haven to undertake their studies without the judgement of a small-minded society.



From the city they gathered relics of Khemri and the Land of the Dead, seeking to catalogue and learn more, whether out of academic interest, personal desire for the power of the priest-kings, or because of the coin paid by a generous patron who could not be seen to gather these artefacts for themselves.

It is certain that even before the Hammer of Sigmar there were rumours about the stone sarcophagi that were spied being lifted into basements or carefully handled into houses in the dead of night. Some may have arrived in the city at the hands of tomb robbers when all was still well, but others have only recently been spotted in the days since the calamity that has scoured Mordheim of sanity.

There have since been tales of voices dry as the desert commanding retinues of hard-eyed mercenaries to gather wyrdstone for them, so they may try and undo a curse of living death. In their wake scuttle tiny heralds of the grave, and at their backs loom terrible forms of ancient gods given life by ancient rites. Alongside these, depraved cultists, perhaps hoping to share in some small shred of immortality or glory, seek to serve, and serve they will whilst their masters rule.

Choice of Warriors

A Lost Princes warband must include a minimum of three warriors. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 15.

Tomb Prince: Each warband must have one Tomb Prince; no more, no less!

Disciples: Your warband may include up to three Disciples.

Nehekharan Scholar: Your warband may include up to one Nehekharan Scholar.

Mercenaries: Your warband may include any number of mercenaries

Ushabti: Your warband may include one Ushabti.

Scarab Swarms: Your warband may include up to three Scarab Swarms.

Starting Experience

A **Tomb Prince** starts with 20 experience

A **Nehekharan Scholar** starts with 12 experience

A **Disciple** starts with 8 experience

Lost Princes Skill Table

	Combat	Shooting	Academic	Strength	Speed	Special
Tomb Prince	*		*	*		
Nehekharan Scholar			*		*	*
Disciple	*				*	

Special Skills

Full Rites – With painstaking research and beseeching of the gods of old, the Nehekharan Scholar can more fully empower their Ushabti. The warband's Ushabti no longer suffer from *Stupidity* and its Leadership value becomes 8.

The Curse – Using ancient rites to restore their master's wrath made manifest, the Nehekharan Scholar's fell ritual bestows the Tomb Prince with a new special rule called *The Curse*. Any model that takes the Tomb Prince *out of action* has +1 applied to all injury rolls *against them* for the rest of the game.

Hired Swords

Lost Princes may hire Warlocks and Ogres from the Mordheim core book.

Maximum stats – Tomb Prince

M	Ws	Bs	S	T	W	I	A	Ld
4	6	3	5	5	4	3	4	10

Lost Princes Equipment List

Hand to hand weapons

Dagger	1 st free / 2 gc
Hammer / mace	3 gc
Axe	5 gc
Sword	10 gc
Double-handed weapon	15 gc
Spear*	10 gc
Halberd	10 gc

Missile weapons

Bow	10 gc
Crossbow*	25 gc

Armour

Light armour	25 gc
Shield	5 gc
Helmet	10 gc

*indicates mercenaries only

Heroes

1 Tomb Prince – 90 gold crowns to hire

Ancient nobles bound into a living death, Tomb Princes are proud and jealous warriors who seek domination and power. The wyrdstone of Mordheim is a perfect lure to their vanity, as it may hold a cure to their cursed existence, or it may just grant new means of exerting power over their foes.



M	Ws	Bs	S	T	W	I	A	Ld
4	4	3	4	4	2	3	2	8

Weapons / Armour: Tomb Princes may be armed with weapons and equipment chosen from the Lost Princes equipment list.

Special Rules:

Leader: Any model in the warband within 6" of the Tomb Prince may use his leadership instead of their own.

Cause Fear: Tomb Princes are fearsome undead creatures and therefore cause *Fear*.

Immune to Psychology: Tomb Princes are not affected by Psychology (such as *Fear*) and never leave combat.

Immune to Poison: Tomb Princes are not affected by any poison.

No Pain: Tomb Princes treat a 'stunned' result on the injury chart as 'knocked down'.

Sarcophagus Treasures: Tomb Princes always begin a campaign with one roll on the Sarcophagus Treasures table. *Sarcophagus Treasures may only ever be used by the Tomb Prince and may not be sold.*

0-3 Disciples – 20 gold crowns to hire

Dedicated to the secret and mysterious ways of ancient Nehekharan, there are scholarly cults dedicated to gaining the lost knowledge of the ancients. Though often dubious warriors, they can be fanatical when roused.

M	Ws	Bs	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Weapons / Armour: Disciples may be armed with weapons and equipment chosen from the Lost Princes equipment list.

Special Rules:

Their Will Be Done: as long as the Tomb Prince is not Out of Action and within 12", Disciples are immune to psychology.

0-1 Nehekharan Scholar – 60 gold crowns to hire

In pursuing lore of old Nehekharan, some scholars pursue deeper and darker paths which lead to them gaining magical powers not seen in millennia. They will seek out the Tomb Kings and their dynasties to learn more, and in doing so gain sorcerous power at the cost of becoming pawns to these undying masters.

M	Ws	Bs	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons / Armour: Nehekharan Scholars may be armed with weapons and equipment chosen from the Lost Princes equipment list.

Special Rules:

Wizard: A Nehekharan Scholar is versed in the Lore of Ancient Sands and starts with one randomly generated spell from this lore.

Genchmen

Mercenaries – 25 gold crowns to hire

Tough renegades and low-down cut-throats who ask no questions and will do anything for coin, these warriors will perform any low and mean task as long as they get paid – even if it means trucking with ancient forces and dark magics...

M	Ws	Bs	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons / Armour: Mercenaries may be armed with weapons and equipment chosen from the Lost Princes equipment list.

0-1 Ushabti – 165 gold crowns to hire

Whether crafted as copies by fervent disciples under the watchful eyes of a Nehekharan Scholar, or looted from a far off land and manhandled to Mordheim, once they are awakened the Ushabti are a strong and relentless servant of their Tomb Prince.

M	Ws	Bs	S	T	W	I	A	Ld
5	4	2	4	4	3	3	3	5

Weapons / Armour: Ushabti are always armed with a double-handed weapon. This may not be sold or otherwise changed in any way.

Special Rules:

Cause Fear: Tomb Princes are fearsome undead creatures and therefore cause *Fear*.

Immune to Psychology: Tomb Princes are not affected by Psychology (such as *Fear*) and never leave combat.

Immune to Poison: Tomb Princes are not affected by any poison.

No Pain: Tomb Princes treat a 'stunned' result on the injury chart as 'knocked down'.

Large: Ushabti are huge creatures and therefore make tempting targets for archers. Any model may shoot at Ushabti, even if not the closest target.

Experience: Ushabti do not gain experience.

Locked Potential: Ushabti suffer from *Stupidity* unless a Lost Princes hero is within 6" of it.

0-3 Scarab Swarms – 60 gold crowns to hire

Scarabs were seen as being sacred to Usirian, Nehekharan god of the Underworld, as his messengers and his servants. As such they would often be placed as guardians in sarcophagi, ready to swarm and burrow into the flesh of any who would disturb their Tomb Prince's slumber...

M	Ws	Bs	S	T	W	I	A	Ld
4	3	0	2	2	5	1	5	10

Weapons / Armour: Little bitey mandibles full of deadly poison

Special Rules:

Experience: Scarab swarms do not gain experience.

Swarm: For every wound that the swarm takes, reduce its Attack value by 1.

Crawling legs: The swarm ignores penalties for moving through difficult or very difficult ground, and may also climb a distance of up to 3" without taking an Initiative test.

Poisonous: Treat every attack as though coated in Black Lotus

Immune to Psychology: Scarab swarms are not affected by Psychology (such as *Fear*) and never leave combat.

Immune to Poison: Scarab swarms are not affected by any poison.

Sarcophagus Treasures

Before purchasing any members or equipment, roll 1d6 and gain that item from the following chart:

D6 roll	Result
1	Arrows of Asaph – arrows blessed by the goddess Asaph which are unnervingly accurate. <i>Ignore any shooting penalties when using a bow, may not be combined with any other arrow types.</i>
2	Mask of Ptr – Resplendent as the sun god, this mask helps its wearer SEE ALL. <i>The wearer can't hide, but does triples their Initiative for the purposes of spotting hidden enemies.</i>
3	Scrolls of Tahoth – ancient papyrus writings that hold much wisdom from the god Tahoth. <i>The bearer has a 5+ save against all magic.</i>
4	Extra bandages – Sometimes it helps to carry a few extra ritually-prepared bandages. <i>Treat as Healing Herbs which only work on the Tomb Prince.</i>
5	Trophy fangs – There are some enmities can be carried on for several lifetimes. <i>The Tomb Prince Hates Vampires.</i>
6	Bast's Child – A desiccated cat bound in the sacred manner and given the proper respect it deserves. <i>Treat as Lucky Rabbit's Foot.</i>

Lore of Ancient Sands

D6 roll	Result
1	Soul Scarabs - Difficulty: 7 <i>Dozens of luminescent scarabs swarm the target's very soul.</i> A single model within 12" of the wizard must take a Leadership test. If failed, the model takes the number failed by in S2 hits. <i>Example – a Leadership 7 model rolls a 9, and therefore takes 2 S2 hits.</i>
2	Sand Vortex - Difficulty: 6 <i>A sudden vicious storm of sand is summoned into being.</i> All models within 3" of the wizard are at -1 to be hit, friend or foe. This includes models shooting at models within 3" of the wizard. The effect lasts until the beginning of the wizard's own next turn.
3	Djaf's Shadow - Difficulty: 8 <i>The Nehekhara god of war passes his jackal-headed shadow across the battlefield</i> All injury rolls made within 6" of the Scholar by Lost Princes models receive a +1 modifier. The effect lasts until the beginning of the wizard's own next turn.
4	Khsar's Wind - Difficulty: 7 <i>The favoured of Khsar, the Desert Wind, are whisked away at his bidding</i> The Tomb Prince, Ushabti, or 1 Scarab Swarm may immediately move anywhere within 12", including into base contact with an enemy, in which case they count as charging. If engaging a fleeing enemy, in the close combat phase they will score one automatic hit and then the opponent will flee again (if able to).
5	Sakhmet's Disdain - Difficulty: 8 <i>Weakness and withering afflict the forsaken target</i> One enemy model within 6" of the Scholar loses -1 from their Strength and Toughness. The effect lasts until the beginning of the wizard's own next turn.
6	Ptr's Favour - Difficulty: 9 <i>The favour of the Sun God is truly awe-inspiring and brings out the best in everyone</i> Any Lost Princes models within 12" of the wizard may re-roll any rolls of 1. The effect lasts until the beginning of the wizard's own next turn.