



Innocents Lost

When the comet struck Mordheim, the city's doom spared no one. Not men. Not women. Not children... The children that were not killed immediately in the initial blast were either burned alive in the ensuing firestorm, choked to death as smoke and ash filled the air, or suffered an even more horrific fate as the wyrdstone that rained down upon the city took its toll.

Mothers attempted to shield their young from the devastation and others were sheltered in the lower rooms of buildings only to stagger out of the wreckage, alone and terrified, desperately crying out for aid that would not come until they met their inevitable end. These poor lost and traumatised souls have not rested easy in the City of the Damned and tales tell of warbands encountering eerie children with their toys simply staring at them from the shadows or wandering the streets in the company of small, clearly rabid, dogs. Some of those warbands are said to have never returned. Others are rumored to have suffered an even worse fate than death ...

Such tales have taken an even darker turn of late, as such sightings have become more frequent and, rumor has it, more violent and terrifying, following some complex and twisted pattern. Rumors have begun to stir of a "Dark Mother" that has brought the spirits of these doomed children together for some unknown purpose and sent them to gather the same wyrdstone that took their old lives from them. Those who believe such wild tales speculate that this "Dark Mother" is a servant of the Shadowlord, while others claim that she must be a vile necromancer or accursed vampire of dark and terrible power. Still others claim that there is no such being at all and that these spectral children are merely becoming more active as more wyrdstone is brought to the light of day.

Whatever the truth, children's laughter once more fills the streets of the doomed city. Giggling, singing,

Choice of warriors

An Innocents Lost 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.

Wicked Innocent: Each Innocents Lost warband must have one Wicked Innocent; no more, no less!

Japes: Your warband may include up to two Japes.

Scamps: Your warband may include up to two Scamps.

Wicked Poppets: Your warband may include up to five Wicked Poppets.

Rabid Dogs: Any number of models may be Rabid Dogs.

Rascal Gang: Your warband may include up to one Rascal Gang.



Starting experience

A **Wicked Innocent** starts with 20 experience.

Japes start with 8 experience.

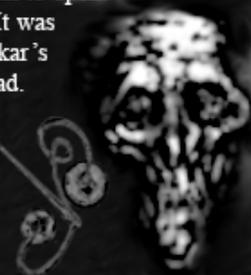
Scamps start with 8 experience.

Henchmen start with 0 experience.

Maximum characteristics

With the exception of the Rabid Dogs and Rascal Gangs, which do not accrue experience, all other members of the Innocents Lost use the maximum characteristics for Humans.

"Claus. He's waking up Claus." Slowly and painfully, Oskar Hettinger's eyes began to open. His vision was red and blurry, and his head throbbed. No. No, it didn't throb. It was being scraped. No. Not tapped. Gnawed. Gnawed! Blood flowed down into Oskar's eyes turning his blurred vision red as something continuously gnawed at his head. He tried to flail and scream but found that he could not move and his lips would not open. Oskar heard a little girl's giggling and remembered with horror what had happened. How he and his fellows had found a group of children playing while searching the ruins. How those same children had turned on them with knives in hand. How those children had... oh Sigmar, what those children had done!



Special skills

The Innocents Lost may use the following skill list instead of the standard skill lists.

Boo!

The lost soul makes maximum use of their slight size and shadowy nature to stay out of sight until they're ready to jump out. If the warrior is hidden, any enemy model wishing to spot them must first make a successful Initiative test.

Gifts for Mother

The warrior has become especially adept at uncovering interesting treasures. If this warrior is not taken out of action, once per game or post battle sequence, you may reroll to see if you have found a specific treasure (the Hidden Treasure scenario or Corpse exploration result for example.)

How dare you!

Despite their innocent appearance, these lost souls are manifestations of severe trauma and anger and will quickly lash out at any that seek to harm them. If an enemy model hits the warrior but fails to force an injury roll, the warrior gains another immediate attack with their primary weapon.

Thread and needle

The Dark Mother has taught the warrior the art of stitching up broken toys and bodies. If the warrior ends their move in base contact with a Wicked Poppet, they may restore that warrior to its full wounds quota. If it does this, the warrior may do nothing else, including fight in Close Combat, until your next turn.

Underfoot

The warrior knows how to use their small size to harass and trip up the grown ups and misfortune seems to dog the targets of their games. If the warrior hits an enemy model that would potentially fall off a ledge if knocked down in close combat, that model must test or fall regardless of whether or not they were actually injured.

You can't hide!

If an enemy model is hidden and outside spotting range but within the range of this warrior's ranged attack during your Shooting phase, the warrior may immediately spot them by making a successful Initiative test.

Innocents lost skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Wicked Innocent	✓		✓		✓	✓
Jape	✓			✓	✓	✓
Scamp	✓	✓			✓	✓

Through his blurred vision he saw hands. Small hands. The held thread and a bloody needle, and suddenly Oskar understood why he could not open his mouth to scream. Other hands shooed away whatever whining and snarling thing had been gnawing him and grasped the sides of his head, clumsily but almost gently, slowly bending it back until it rested at a painful angle, and Oskar found himself looking into a young boy's inverted face smiling at him... smiling out through empty and bleeding eye sockets...

"Don't worry. My name's Claus, and this is Elli. She's playing nurse and will have you set all to rights soon. Then we can play a new game. Won't that be fun!"

Oskar couldn't scream and so he wept in horrified silence as he felt the cold caress of a blade slicing down the skin of his chest and stared into those empty, smiling, sockets...



Innocents Lost equipment lists

The following lists are used by the Innocents Lost to pick their equipment.

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Club	3 gc
Hammer	3 gc
Spear	.10 gc
Flail	15 gc

Armour

Buckler	5 gc
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Missile Weapons

Sling	2 gc
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*Note about Slings: Many players do not like to play against warbands using slings as they are seen as being too powerful for their gold cost. If all players agree, you may use one of the following options:

- a) Replace any Sling option with Short Bow or Throwing Knives, whichever is seen as more appropriate to the warband in question.
- b) All Sling's Strength is lowered from 3 to 2.

Heroes

1 Wicked innocent

90 gold crowns to hire

Among the lost and tormented souls of the children that died when the comet struck, there are those whose strength of spirit and personality set them apart even in life, and they have kept much of their personality and memories in death, though twisted in murderously wicked ways. These "Wicked Innocents" are the special favorites of The Dark Mother and are held high in her favor. They draw many other lesser lost spirits similar to themselves out of the ruins to play their vicious games and find gifts to give to "Mother".

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	2	2	1	4	1	8

Weapons/Armour: The Wicked Innocent may be equipped with weapons and armour chosen from the Innocents Lost equipment list.

SPECIAL RULES

Leader: Any models in the warband within 6" of the Wicked Innocent may use his Leadership instead of their own.

Wizard: The Wicked Innocent is the most self aware and cunning of their kind, able to make the most use of the powers of their spectral state. The Wicked Innocent counts as a Wizard that uses the Rhymes of the Lost magic and starts with one randomly generated spell.



Cause Fear: A Wicked Innocent is a highly disturbing entity and causes fear.

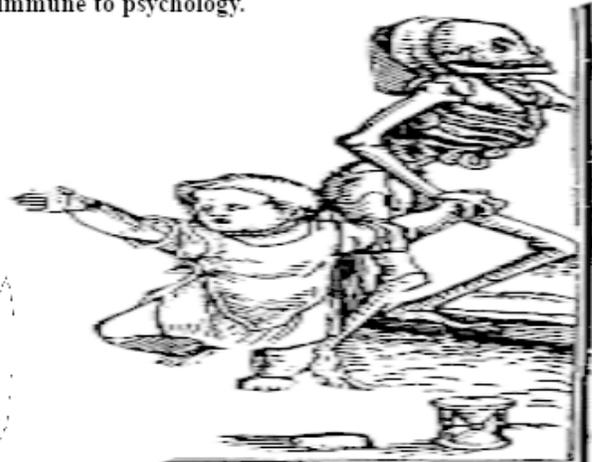
Immune to Psychology: A Wicked Innocent is not affected by psychology and never leaves combat.

Immune to Poison: A Wicked Innocent is not affected by poison.

No Pain: A Wicked Innocent treats a stunned result on the injury chart as knocked down.

Traumatic Manifestation: A Wicked Innocent is not a material being but a psychic manifestation of a child's trauma and, as such, is difficult to damage. A Wicked Innocent has a 5+ save vs. all damage that is not modified by strength or armour piercing; magical damage sources ignore this save. If forced to roll on the Serious Injury chart, a Wicked Innocent ignores and must reroll any result of Captured or Sold to the Pits.

"Innocent": From a distance, a Wicked Innocent can easily be confused with a mere lost child and even those that would not care about such things can easily overlook them as not presenting a threat. If an enemy model wishes to shoot or cast ranged spells at a Wicked Innocent, they must first succeed at a Leadership test. This is ignored by models that are immune to psychology.



O-2 Japes

60 gold crowns to hire

Little bullies and roughians in life, Japes fulfill much the same role in death, harassing and intimidating the weak willed among the living and unliving alike. Japes are always willing to get into a scrap and tumble, but now their mean spirited games have turned deadly and their cruelty knows no age limits.

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

Weapons/Armour: Japes may be equipped with weapons and armour chosen from the Innocents Lost equipment list.

SPECIAL RULES

Cause Fear: A Jape is a highly disturbing entity and causes fear.

Immune to Psychology: A Jape is not affected by psychology and never leaves combat.

Immune to Poison: A Jape is not affected by poison.

No Pain: A Jape treats a stunned result on the injury chart as knocked down.

Traumatic Manifestation: A Jape is not a material being but a psychic manifestation of a child's trauma and, as such, is difficult to damage. A Jape has a 5+ save vs. all damage that is not modified by strength or armour piercing; magical damage sources ignore this save. If forced to roll on the Serious Injury chart, a Jape ignores and must reroll any result of Captured or Sold to the Pits.

"Innocent": From a distance, a Jape can easily be confused with a mere lost child and even those that would not care about such things can easily overlook them as not presenting a threat. If an enemy model wishes to shoot or cast ranged spells at a Jape, they must first succeed at a Leadership test. This is ignored by models that are immune to psychology.

O-2 Scamps

60 gold crowns to hire

These spirits were pranksters and troublemakers in life. Scamps still play their pranks, but now those pranks are deadly and woe to those who catch their interest or stumble into one of their "adventures".

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

Weapons/Armour: Scamps may be equipped with weapons and armour chosen from the Innocents Lost equipment list.

SPECIAL RULES

Cause Fear: A Scamp is a highly disturbing entity and causes fear.

Immune to Psychology: A Scamp is not affected by psychology and never leaves combat.

Immune to Poison: A Scamp is not affected by poison.

No Pain: A Scamp treats a stunned result on the injury chart as knocked down.

Traumatic Manifestation: A Scamp is not a material being but a psychic manifestation of a child's trauma and, as such, is difficult to damage. A Scamp has a 5+ save vs. all damage that is not modified by strength or armour piercing; magical damage sources ignore this save. If forced to roll on the Serious Injury chart, a Scamp ignores and must reroll any result of Captured or Sold to the Pits.

"Innocent": From a distance, a Scamp can easily be confused with a mere lost child and even those that would not care about such things can easily overlook them as not presenting a threat. If an enemy model wishes to shoot or cast ranged spells at a Scamp, they must first succeed at a Leadership test. This is ignored by models that are immune to psychology.



Henchmen

0-5 Wicked poppets

35 gold crowns to hire

When warriors are killed or captured by the “innocents”, they are rarely allowed the peaceful rest of sleep. Rather the tormented spirits seek to make new friends and toys to keep them company and join them in their “games”. The Dark Mother has taught them how to bind these damned souls to dolls and toys stitched together from rotting cloth and wood along with the victim’s dried skin, and using their sinews for thread, often starting while the victim still lives... These new “friends” have little choice in the matter and are imperfect creations at best, their psyches having been shattered by the trauma by the horrific experience of their creation.

Profile	M	WS	BS	S	T	W	I	A	Ld
	9	3	0	4	3	1	2	1	4

Weapons/Armour: None.

SPECIAL RULES

Patterns of the Dark Mother: Wicked Poppets may purchase abilities from the Patterns of the Dark Mother list when first being recruited and whenever they may choose a skill (this replaces the skill.)

Cause Fear: Wicked Poppets are disturbing animated creatures and so cause fear.

Immune to Poison: Wicked Poppets are not affected by poison.

Immune to Psychology: Wicked Poppets are not affected by psychology and never leave combat.

No Pain: Wicked Poppets treat a stunned result on the injury chart as knocked down.

No Substance: Wicked Poppets are incredibly difficult to take down with shooting as there are few vital parts to hit. The wicked poppet counts as having a T6 against all shooting and magical missiles.

Likewise, a wicked poppet is immune to critical hits caused by shooting. The exception to this rule is missile weapons or spells that are fire based, which deal damage as normal.

Flammable Construct: Wicked Poppets are primarily ratty cloth and rotting wood parts and, as a result, they burn very easily. Wicked Poppets count as being flammable. In addition, a wicked poppet will be 'caught fire' on the roll of a 3+ as opposed to the normal 4+. A Wicked Poppet may re-roll any rolls on the serious injury table unless taken out of action by wounds caused by fire or magic.

Experience: Wicked Poppets may gain experience, however they only gain half the experience that they would normally gain after each battle as their traumatised psyches have difficulty learning.

Recruitment: After the warband's initial recruitment has been completed, Wicked Poppets may only be purchased and added to the henchmen group if an enemy warrior was captured and sacrificed (this replaces the bonus experience point) or killed, or if a straggler or prisoners are found during exploration.



Rabid Dogs

15 gold crowns to hire

When Mordheim was a thriving city, rat catchers employed small but vicious dogs to hunt their chosen bounties. After the comet fell, these dogs went feral and soon whole packs were wandering the streets only to be infected by a maddening disease. In a twisted semblance of the relationship that children form with puppies, these frothing canines often attach themselves to the lost souls that make up the warbands of the "Innocent".

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	3	3	1	3	1	5

Weapons/Armour: None.

SPECIAL RULES

Animals: Rabid Dogs are animals and thus do not gain experience.

Rabid: Rabid Dogs are infected with a maddening disease that causes them to attack and attempt to infect all other living animals that they can reach. Rabid Dogs use the rules for Frenzy.



01 Rascal gang

180 gold crowns to hire

The sheer number of children who died in a state of pure pain and terror on the night the comet fell is horrific to contemplate. So too is the number of their lost souls that now wander the ruins of the damned city. Most of these are too weak to even manifest themselves to the living, but the Innocents can call them together and give them purpose. When gathered together in this way, their power grows... These gangs of "rascals" must stay together or risk wandering off and dissipating but, so long as they do, they are truly a terror to any poor living creature that crosses their path.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	2	2	3	4	D6+1	7

Weapons/Armour: A Rascal Gang may be equipped with weapons and armour chosen from the Innocents Lost equipment list.

SPECIAL RULES

Large: Though made up of numerous small ghosts, rascal gangs as a whole are represented by a single model on a large base. Rascal Gangs are Large and cause Fear.

Little Dummies: The weak spirits that make up the "gang" have the mentality of confused children and must be directed in order to fight at their best. If not within 6" of the warband leader, a Rascal Gang suffers from Stupidity. Rascal Gangs do not gain experience.

Special Attacks: Roll at the beginning of each Close Combat phase to determine the Rascal Gang's number of Attacks for that phase.

Immune to Psychology: A Rascal Gang is not affected by psychology (except Stupidity as noted above) and never leaves combat.

Immune to Poison: A Rascal Gang is not affected by poison.

No Pain: A Rascal Gang treats a stunned result on the injury chart as knocked down.

Traumatic Manifestation: A Rascal Gang is not made up of material beings but psychic manifestations of children's trauma and, as such, is difficult to damage. A Rascal Gang has a 5+ save vs. all damage that is not modified by strength or armour piercing; magical damage sources ignore this save.

Patterns of the Dark Mother

The toy-like forms of the Wicked Poppets possess many advantages but are ill equipped to handle weapons and other gear. The Dark Mother has begun teaching the Innocents new stitches and patterns to use when making the Poppets in order to make them more “fun” in their “games”.

Patterns of The Dark Mother may be bought for a Wicked Poppet only when they are recruited and when they are eligible to gain a skill; if purchased, this replaces the skill.) The first gift is bought at the price indicated, but second and subsequent gifts bought for the same model cost double.

knives for running

The Poppet is given new “toys”; toys that children should not play with... The warrior counts as being armed with multiple bladed hand-to-hand weapons in Close Combat and may not be disarmed or otherwise lose these weapons. These weapons grant no other special rules aside from +1 Attack for being armed with two close combat weapons.

Cost: 20 gold crowns

sticks and stones

The Poppet may now extend the energy of its spirit to fling minor, but dangerous, nearby debris at its enemies with frightening speed. The warrior counts as being armed with Throwing Knives/Stars, but may not be disarmed or otherwise lose this weapon.

Cost: 20 gold crowns

shadow tag

The Poppet may use its small size and the shadowy depths of the environment to harass its foes. If the warrior is within, or in base contact with, a building or ruin and makes a successful hit in close combat, it may move up to its normal move distance in a straight line directly away from the enemy it struck, ignoring intervening terrain, so long as it remains within or touching the same piece of terrain at the end of this move. If this would bring the warrior into base contact with another enemy model, the warrior counts as charging. This move does not trigger free strikes from enemy models for moving the warrior out of combat.

Cost: 50 gold crowns

traumatic memories

The Poppet’s ties to both their trauma and their unliving nature is strengthened. The warrior gains a 6+ save against wounds that is unaffected by Strength and Armour Piercing.

Cost: 40 gold crowns

cry of the damned

The Poppet has learned to channel the terror of their death into a horrific scream. If the warrior is engaged in Close Combat, rather than make their normal attacks, they emit a terrifying shriek. Every enemy model in base contact must make an immediate fear test or flee as though they had failed an ‘all alone’ test. Models that are immune to psychology are unaffected by this ability.

Cost: 40 gold crowns

never alone

The Poppet is accompanied by minor disembodied spirits, weaker than the warrior, but still able to harm the living. Any model in base contact with the warrior suffers an automatic Strength 1 hit at the beginning of each close combat phase. This will never cause critical hits.

Cost: 35 gold crowns

unreasoning fear

The disturbing nature of the Poppet is bolstered by an aura of dark malevolence. Enemy models within 6” of the warrior suffer a -1 Leadership penalty. Models that are immune to psychology are unaffected by this ability.

Cost: 40 gold crowns

malicious intent

The trauma of the wretched spirit driving the Poppet has driven it to seek out others to join it as a mere plaything of the Innocents. The warrior doubles its Initiative for the purpose of spotting hidden models.

Cost: 35 gold crowns



Rhymes of The Lost

The "Innocents" that lead these lost souls often know seemingly nonsensical rhymes and disturbing snatches of children's songs that, when taken together and combined with their innate traumatic power, can effect the material world in strange ways reminiscent of the magic of spellcasters.

D6 Result

- 1 Poltergeist** Difficulty 7
Screaming incoherent snatches of rhyme and morbid lyrics, the Wicked Innocent causes angry spirits to manifest near a living being. These spirits cause debris to fly violently about, pelting the unfortunate target of their wrath from every angle.
Make D6-2 S3 ranged attacks against an enemy model within 24". These attacks ignore penalties for movement, range, and cover.
- 2 The Haunting** Difficulty Auto
Softly chanting favorite old nursery songs, the Wicked Innocent lures the spirits of the children who died nearby back to haunt the ruins of their old home.
This spell must be used before the game, and may only be used once per game. When cast, the spell causes one building or ruin of your choice to become haunted. For the duration of the game, enemy models count that building as causing fear.
- 3 Snakes and Ladders** Difficulty 8
Many a child's game is begun with a rhyme. This game is one that many liked to play at, but the Wicked Innocents have perfected it into a horrifying reality.
The caster, or one friendly model within 6", may immediately move anywhere within 12", ignoring terrain, including into base contact with an enemy, in which case they count as charging. If he engages a fleeing enemy in the close combat phase he will score 1 automatic hit and then his opponent will flee again (if he survives).
- 4 The Game That Never Ends** Difficulty 5
With an irritating and nonsensical tune, the Wicked Innocent calls their "friends" back to their malicious games, whether they want to or not...
One Hero, Wicked Poppet, or Rascal Gang that went out of action during the last Close Combat or Shooting phase, and within 6" of the Wicked Innocent, immediately returns to the battle with 1 wound restored. Place the model where they were taken out of action. The model cannot be placed straight into hand-to-hand combat with an enemy model however, if this would occur, move the model 1" away.
- 5 Tag! You're it!** Difficulty 7
With a disturbing snippet of song and a sudden lunge out of nowhere, the Wicked Innocent attempts to force a warrior to join the ranks of their "friends" by stripping them of their life!
The Wicked Innocent makes an immediate charge move against an eligible target and gains -2 Strength in hand-to-hand combat for this Close Combat phase.
- 6 All Fall Down** Difficulty 6
The rhythms of the songs and games played by the Wicked Innocent can even draw in the living who want nothing to do with them. If this happens at the wrong time, this can lead to a long drop followed by a sudden stop...
The spell has a range of 12" and affects a single model within range. The target must re-roll any successful Initiative tests until the Innocents Lost's next turn.