



A Banshee, Reaper and Restless spirit haunt the ruins, hunting for the shard they need to perpetuate their existence...

Lost souls

The city was full to bursting when the comet struck, and the level of casualties unparalleled in the history of the empire. Such a sudden number of deaths caused the winds of shyish of gather thickly in the destroyed streets. Spirits of the dead and damned were prevented from moving on and roamed the ruins seeking anything to make them feel alive once more or finally end their suffering.

In any other place they would be doomed to wander alone and lost till the end of days, however, they were not in any other place, they were in the ruins of Mordheim. The wandering spirits found that when around the remnants of the comet they would be able to feel once more, becoming semi-corporeal, sensations flowing back into them in a glorious cascade. This effect would only be temporary, relying on the magical energies of the wyrdstone. As the power would be leached from the shards over time, feelings would trickle away leaving the Spirit with only loss and the addicts need to find more.

Bands of these spirits started to join together around particularly strong spirits, those whose faculties were mostly complete, allowing them to gather much more wyrdstone than alone, and guard their hoards from marauding foes. They knew this would not be forever, but any time, and sensations that allowed, were better than none...

Special rules

All warriors in a Lost Souls warband have the following special rules, any mercenaries they recruit do not get to benefit from these rules.

Ethereal

No warrior in the warband can ever purchase or wear armour, any armour found can still be sold. However every member of the warband gets a 6+ saving throw to any damage, this save is never modified.

Immune to Poison

As they have no blood to transmit it, no warband member is affected by any poison.

Lost Souls and Income

Gold means nothing to the dead, and income from selling wrydstone in the case of the Lost Souls represents the capacity for their hoard to draw fresh spirits nearby who seek the power of the stone, and awaken lost memories as to where supplies they can use would be (visiting the merchant). They count as Undead for what equipment members of the band can use

Hired Swords

Particularly savvy Revellers are not unknown to outsource certain muscle where it is needed, managing to bear with parting with just enough wrydstone to keep these Hired Swords employed. They can recruit any Hired sword that May Be Hired by the Undead

Choice of Warriors

Each Lost Souls warband must include a minimum of three models. You have 500 gold crowns (representing the current effective resources) which you can use to recruit and equip your warband. The maximum number of warriors in your warband can never exceed 15.

Reveller: Each Lost Souls warband must have one Reveller: no more, no less!

Banshee: Your warband may include a single Banshee if you so wish.

Reaper: Your Warband may include up to two Reapers if you so wish.

Gheist: Your Warband may include up to two Gheists if you wish.

Restless spirit Your Warband may include any number of Restless Spirits

Stalker Your Warband may include up to five Stalkers

Spirit host Your Warband may include a single Spirit Host

Maximum Characteristics (For all members of the Lost Souls Warband)

Profile	M	WS	BS	S	T	W	I	A	LD
Souls	5	6	6	4	4	3	6	4	10

Starting Experience

Reveller starts with 20 experience

Banshee and
Reapers start with 8 experience

Gheists start with 0 experience

Lost Souls Skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Reveller	X		X		X	X
Banshee	X		X		X	X
Reaper	X			X		X
Gheist	X				X	X

Lost Souls Special Skills

Lost Souls can choose from the following skill list instead of any of the standard skill tables available to them

Phase

The Warrior has learnt to control its presence on the mortal plane, at the beginning of a turn it can roll a dice, on a 4+ they can move through terrain as if it is not present. This includes making charge moves.

Wisp

The 6+ ethereal save becomes a 5+ save.

Infiltration

A Lost Soul with this skill is always placed on the battlefield after the opposing warband, and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model. If both players have models with infiltrate roll a D6 for each and the lowest sets up first.

Terrible to behold

The warrior now causes fear. If the warrior causes fear via another means, they can choose to cause any passed fear tests they cause to be re-rolled.

Lost Souls Equipment List

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

HEROES EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger.....1st free/2 gc
Sword.....10 gc
Axe.....5 gc
Club.....3 gc
Spear.....10 gc
Flail.....15 gc
Double handed weapon.....15 gc
Halberd.....10 gc

Missile Weapons

Bow.....10 gc
Short Bow.....5 gc

REAPER EQUIPMENT LIST

Flail.....15 gc
Double handed weapon.....15 gc
Halberd.....10 gc

HENCHMEN EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger.....1st free/2 gc
Sword.....10 gc
Axe.....5 gc
Club.....3 gc
Spear.....10 gc

Missile Weapons

Bow.....10 gc
Short Bow.....5 gc

Heroes

1 Reveller

60 gold crowns to hire

A Reveller is a Spirit that clings to sensation with greater fervour than most. It seeks wrydstone frantically, gathering bands of like minded spirits around it via force of will.

Profile	M	WS	BS	S	T	W	I	A	LD
	5	4	4	3	3	1	4	1	8

Weapons: A Reveller may be armed with weapons from the Heroes Equipment list

SPECIAL RULES:

Leader: Any warrior within 6" of the Reveller may use the Revellers leadership instead of their own.

Fear: Revellers are so frightening they cause fear

0-1 Banshee

70 gold crowns to hire

Banshees are any spirit consumed by such grief or rage at their existence they release it out in a soul shattering wail. Causing mortals to die of sheer terror.

Profile	M	WS	BS	S	T	W	I	A	LD
	5	3	3	3	3	1	4	1	7

Weapons: A Reveller may be armed with weapons from the Heroes Equipment list

SPECIAL RULES:

Fear: Banshees are so frightening they cause fear

Wail: Banshees can release a terrifying wail in the shooting phase, target an enemy within 8". The targetted warrior must take a LD test, if failed they suffer D3 wounds, with no saves. If the enemy is within 4" they must make the test at -1 LD.

The wail does not effect those immune to psychology

The Banshee can use the wail even in combat.

0-2 Reapers

45 gold crowns to hire

Reapers are known and feared in the streets of Mordheim as those spirits that most closely resemble the dead god Morr. Floating along commonly bearing great Scythes and Axes, taking joy in reaping mortals like wheat.

Profile	M	WS	BS	S	T	W	I	A	LD
	5	4	3	4	3	1	3	1	8

Weapons: A Reaper may be armed with weapons from the Reaper Equipment list

SPECIAL RULES:

Fear: Reapers are so frightening they cause fear

0-2 Gheists

25 gold crowns to hire

Most mortal souls find trouble in holding onto their feelings after death, Gheists excel at it, holding onto spite the hardest. Using it as a crutch to keep them going.

Profile	M	WS	BS	S	T	W	I	A	LD
	5	3	3	3	3	1	3	1	7

Weapons: A Gheist may be armed with weapons from the Heroes Equipment list

Henchmen

Restless Spirit

25 gold crowns to hire

The vast majority of spirits that encounter any wyrdstone only form briefly due to the contact before disappearing again. Restless spirits find a way to hold on until they can access another shard.

Profile	M	WS	BS	S	T	W	I	A	LD
	4	3	3	3	3	1	3	1	6

Weapons: A Restless Spirit may be armed with weapons from the Heroes Equipment list

0-5 Stalkers

35 gold crowns to hire

Not all spirits that died when the comet hit were human, Stalkers are the restless grabbing spirits of the nefarious Ratmen. They are no less vile in death then they were in life and will willingly join up with warbands of lost souls in the never ending hunt for warpstone.

Profile	M	WS	BS	S	T	W	I	A	LD
	5	3	3	3	3	1	4	1	5

Weapons: A Stalker may be armed with weapons from the Heroes Equipment list

SPECIAL RULES:

Fear: Stalkers are so frightening they cause fear

0-1 Spirit Host

150 gold crowns to hire

Sometimes singular spirits get intertwined with others to create a horrible gibbering conglomerate. These still contain the mad desire feeling so can be coerced by bands of Lost Souls into working alongside them.

Profile	M	WS	BS	S	T	W	I	A	LD
	5	3	3	4	4	3	3	3	6

Weapons: Ghostly fists, teeth, nails and a chilling touch. Spirit hosts can never use weapons.

SPECIAL RULES:

Fear: Spirit hoses are so frightening they cause fear

Mad: Spirit hosts do not gain experience. They are also Immune to psychology

Large: Spirit hosts are large gatherings of swirling spirits and therefore make priority targets for archers. Any model can shoot at a spirit host, even if it is not the closest target.