

the Innocents



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the Innocents

"The rats, they're whispering again!" Hugo's hands flew to his ears.
"Please, Amicia, make them stop!"

"Shhh, Hugo." His big sister took his hand and squeezed. *"Don't listen to them."*

The orphans had lost count of how many moons had passed since they quit their home, the Cemetery of the Innocents, in search of food, wyrdstone and whatever else the prophecy demanded. On more than one occasion since, Hugo's gift had saved the gang but this time it appeared to be more of a curse. The voices in his head had led them deep into the tunnels under the Great Library. As a foul stench filled her nostrils, Amicia pushed the torch further into the inky catacombs.

Lucas and the blacksmith's son,

"Can ye nay conjure a pork chop or somethin', warlock?"

Tossing a stone into the blackness, Rodric hawked a gob of phlegm at Lucas.

"I'm sick of rat stew."

"First of all, that's not how alchemy works. And I'm not a warlock per se, I'm an alchemist's appren..."

Movement in the corner of his eye cut him short.

Out of the shadows before them, a thin claw shot forward and grabbed Hugo's leg. Long fingers wrapped around the boy's ankle and yanked him into the darkness. The torch slipped from Alicia's hand. Where seconds before she had held brother and light, now she stood empty-handed in the shadows.

From somewhere ahead, Hugo screamed. Fumbling for her slingshot, Amicia fired a stone after her brother. Tugging a hammer from his belt, Rodric dashed forward, half-tripping in the gloom. Her heart racing, Amicia drew her dagger — once the sharpest letter opener this side of the Stir, or so her Ma had sworn — and prepared to charge after him. She would open more than letters, to protect Hugo. She had sworn that.

A sudden explosion stripped back the darkness. For one moment, that horrible silhouette was revealed: a long, twisted thing bent and blinded by the light. A piercing shriek ricocheted from the brickwork. Its bald tail shivered. Holding its injured chest where the chemical bomb had hit, the creature fled into the night.

Sobbing, Hugo stumbled into his sister's arms. One by one, the orphans turned to Lucas, who smiled proudly as he stored away his almanac.

"That, my friends, is how alchemy works."



No monk will ever write about them in his chronicles. No scribe will ever trace their lineages, family feuds and battles. No minstrel will ever sing about their romances and adventures. They are the hands that built Mordheim. They have lived in the City of the Damned all their lives and they will surely die in it.

The nameless orphans of Mordheim have always struggled for survival in the unforgiving slums in and around the Cemetery of the Innocents in the Poor Quarter. Organised in rag-tag gangs of misfits, misers, thieves and beggars, these children of the ruins fight for naught but survival. From time to time, charismatic leaders appear in their midst, gifted siblings who follow a calling for knowledge and salvation. Joined by apprentices of alchemists and blacksmiths, the imperfect students of dead masters, they search for the hidden powers of Alchemy.

Ever since the orphans of Mordheim had united in the great Children's Crusade during the days of the Black Plague, the Church of Sigmar and its followers have regarded the so-called Innocents with distrust and resentment. Their search for knowledge in the vaults of the Great Library and in ruined apothecary shops all over the city borders on the heretical. But there are darker powers far beyond these petty struggles of man: The vile rat-men have taken an interest in the Innocents and their gifted leaders.

At one with the nature of the City, some of the children seem to be able to control its creatures, and many a stray dog and cat has joined the gang. Even the rats in the sewers have left their natural instincts and the calls of their skaven kin behind and followed the orphans' song.

What are these children up to?

What will they find in the ruins of the City of the Damned?

Who will live to tell the tale of the Innocents?

Special Rules

They're Just Kids: May not be Fearsome. If Fearsome is rolled, reroll the result.

The Innocents are not evil and may not align with such warbands, hired swords, or dramatis personae including Chaos, Skaven, and Undead.



The Innocents skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Siblings		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Alchemist's Apprentice		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Blacksmith's Apprentice	<input checked="" type="checkbox"/>			<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>
Companions	<input checked="" type="checkbox"/>			<input checked="" type="checkbox"/>		

Innocents equipment list

This equipment is only available to The Innocents, and no other warband may purchase it.

ORPHANS EQUIPMENT LIST

Hand-to-Hand Combat Weapons

Axe	5gc
Dagger	1st free/2nd 2gc
Club, Mace, or Hammer	3gc

Missile Weapons

Throwing Stones	1gc
Sling	2gc
Short Bow	5gc

Armour

Buckler	5gc
Light Armour	20gc

COMPANIONS EQUIPMENT LIST

Hand-to-Hand Combat Weapons

Axe	5gc
Dagger	1st free/2nd 2gc
Club, Mace, or Hammer	3gc
Double-Handed Weapon	15gc
Sword	10gc

Armour

Light Armour	20gc
Heavy Armour	50gc
Shield	5gc
Buckler	5gc
Helmet	10gc

Miscellaneous Equipment (Heroes only)

Acid Bomb	20gc	Stink Bomb	15gc
Bait Bomb	5gc	Smoke Bomb	15gc
Firebomb	20gc		

Choice of warriors

An Innocents warband must include a minimum of 3 models. You have 500 gold crowns to recruit your warband. The maximum number of warriors in the warband may not exceed 15.

Siblings: Each Innocents warband must have one set of siblings upon creation: no more, no less!

Alchemist's Apprentice: Your warband may include a single Alchemist's Apprentice.

Blacksmith's Apprentice: Your warband may include a single Blacksmith's Apprentice.

Companion: Your warband may include up to two Companions.

Petty Thief: Your warband may include up to three Petty Thieves.

Orphan: Your warband may include any number of Orphans.

Stray Dog: Your warband may include up to five Stray Dogs.

Ratswarm: Your warband may include any number of Ratswarms.



Starting experience

Siblings start with 20 experience.

Alchemist's Apprentices and **Blacksmith's Apprentices** start with 8 experience.

Companions start with 0 experience.

Henchmen start with 0 experience.



Special skills

Step Aside

This Innocent has a natural ability to avoid injury in combat. Each time he or she suffers a wound in close combat they may make an additional saving throw of 5+. This save is never modified and is taken after all other armour saves.

Infiltration

An Innocent 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 which infiltrate, roll a D6 for each, and the lowest roll sets up first.

Taunt

After years of baiting opponents into playground brawls, this Innocent has learned some of the vilest insults in the Empire. During the shooting phase, this warrior may choose to taunt one enemy instead of shooting with a missile weapon or casting a spell, even in hand-to-hand combat. The warrior may target any enemy model in LOS within 12". The enemy must pass an immediate Leadership test. If failed, the enemy must spend their next movement phase attempting to charge the taunting warrior.

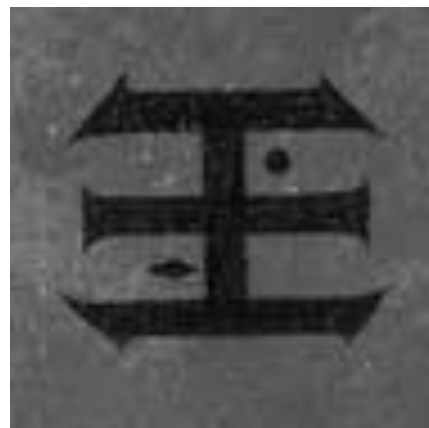


Humane

Having grown up amidst the animals of the alleys and streets, this Innocent exudes a certain charm to all 'normal' animals (i.e. warhorses, warhounds, rats, bats, snakes, spiders, etc.). Animals will ignore and not attack this Innocent. In addition, one Stray Dog or Rat Swarm does not count against the maximum number of models in the Warband. Repeated instances of this skill does stack (i.e. six heroes with the Humane skill may not count up to six Stray Dogs or Rat Swarms against the warband roster maximum).

Child of the Ruins

Growing up in the Damned City, this warrior knows where to find... well, anything! This Innocent may add +2 to the roll that determines their chances of finding items during trading. In addition, when searching the ruins in the exploration phase you may re-roll one dice when rolling on the Exploration chart. The second result stands.



The Innocents special equipment

This equipment is only available to The Innocents, and no other warband may purchase it. See the Trading section for full rules on acquiring rare items.

Equipment

Acid Bomb 20gc; The acid bomb may be thrown in the Shooting phase and has a thrown range of twice the thrower's Strength in inches. Roll to hit using the model's BS. No modifiers for range or moving apply. Successful hits cause D3 Strength 5 hits without saves for armor. All warriors, friend or foe, within 1" take 1 Strength 4 hit with saves as normal. Successful hits immediately destroy all normal armour (heavy armour, light armour, shields, bucklers, helmets, but not Gromril or Ithilmar). If the throwing warrior rolls 1 when rolling to hit, the bomb misfires and explodes just as if the throwing warrior had been successfully hit by his own acid bomb.

Bait Bomb 5gc; The bait bomb may be thrown in the Shooting phase and has a thrown range of twice the thrower's Strength in inches. Roll to hit using the model's BS. No modifiers for range or moving apply. Successfully hit targets attract all Stray Dogs and Ratswarms. During their next movement phase (if the Target is still alive), all Stray Dogs and Ratswarms within 12" of the bait bombed model become Frenzied. They must attempt to charge or move as close as possible to the bait bombed model and ignore all other models, friend and foe alike. If multiple models are bait bombed, Stray Dogs and Ratswarms will charge the closest bait bombed model. If the throwing warrior rolls 1 when rolling to hit, the bomb misfires and explodes just as if the throwing warrior had been successfully hit by his own bait bomb.

Missile weapons

Throwing Stones 1gc; Range: 6"; Strength: As user; Special Rule: Thrown Weapon: Models using throwing stones do not suffer penalties for range or moving as these weapons are perfect for throwing. They cannot be used in close combat. May be used with the Knife-Fighter skill.



Firebomb 20gc; The firebomb may be thrown in the Shooting phase and has a thrown range of twice the thrower's Strength in inches. Roll to hit using the model's BS. No modifiers for range or moving apply. Successful hits cause D3 Strength 4 hits without saves for armor. All warriors, friend or foe, within 1" take 1 Strength 3 hit with saves as normal. If the throwing warrior rolls 1 when rolling to hit, the bomb misfires and explodes just as if the throwing warrior had been successfully hit by his own firebomb.

Stink Bomb 15gc; The stink bomb may be thrown in the Shooting phase and has a thrown range of twice the thrower's Strength in inches. Roll to hit using the model's BS. No modifiers for range or moving apply. Successfully hit targets must take a Toughness test or be knocked out. All models within 4" must pass a Toughness test or suffer -1 to hit until the end of their next recovery phase. Stink bombs do not affect Chaos, Undead, Ostlanders, or similar warbands immune to the effects of strong odour. If the throwing warrior rolls 1 when rolling to hit, the bomb misfires and explodes just as if the throwing warrior had been successfully hit by his own stink bomb.

Smoke Bomb 15gc; This substance can be used to blind enemies and can be thrown as an enemy charges the wielder (as an interrupt). The charger is placed in base contact and must take an immediate Initiative test to recover. If failed, he is temporarily blinded and will strike last during the hand-to-hand combat phase regardless of Initiative and special skills.



Heroes

1 Siblings

65 gold crowns to hire

Unlike most who enter the City of the Damned, the Siblings never left. After seven days and nights of smoke and terror, the Siblings appeared unscathed in the rubble. Their determination to survive as Mordheim goes mad has attracted a strong following of orphans and friends.

Profile

M	WS	BS	S	T	W	I	A	Ld
4	2	4	2	3	2	6	2	8

Weapons & Armour: Siblings may choose weapons and armour from the Innocents Equipment List.

SPECIAL RULES

Leader: Any warrior within 6" of the Siblings may use their Leadership instead of his own.

Close Knit: Siblings occupy the same base and are treated as a single model (25x25mm square or 32mm round are suggested). To represent this, Siblings begin with +1 Wound and +1 Attack (already represented on their profile).

Irreplaceable: Siblings are only available for recruiting during the creation of the warband.



0-1 Alchemist's Apprentice

35 gold crowns to hire

When news of wyrdstone spread, many alchemists descended upon the damned city in droves. Many mutated into foul beasts or met awful ends as others went mad, abandoning their students. Thus, it is not uncommon to find a young Alchemist's Apprentice wandering about the ruins of Mordheim.

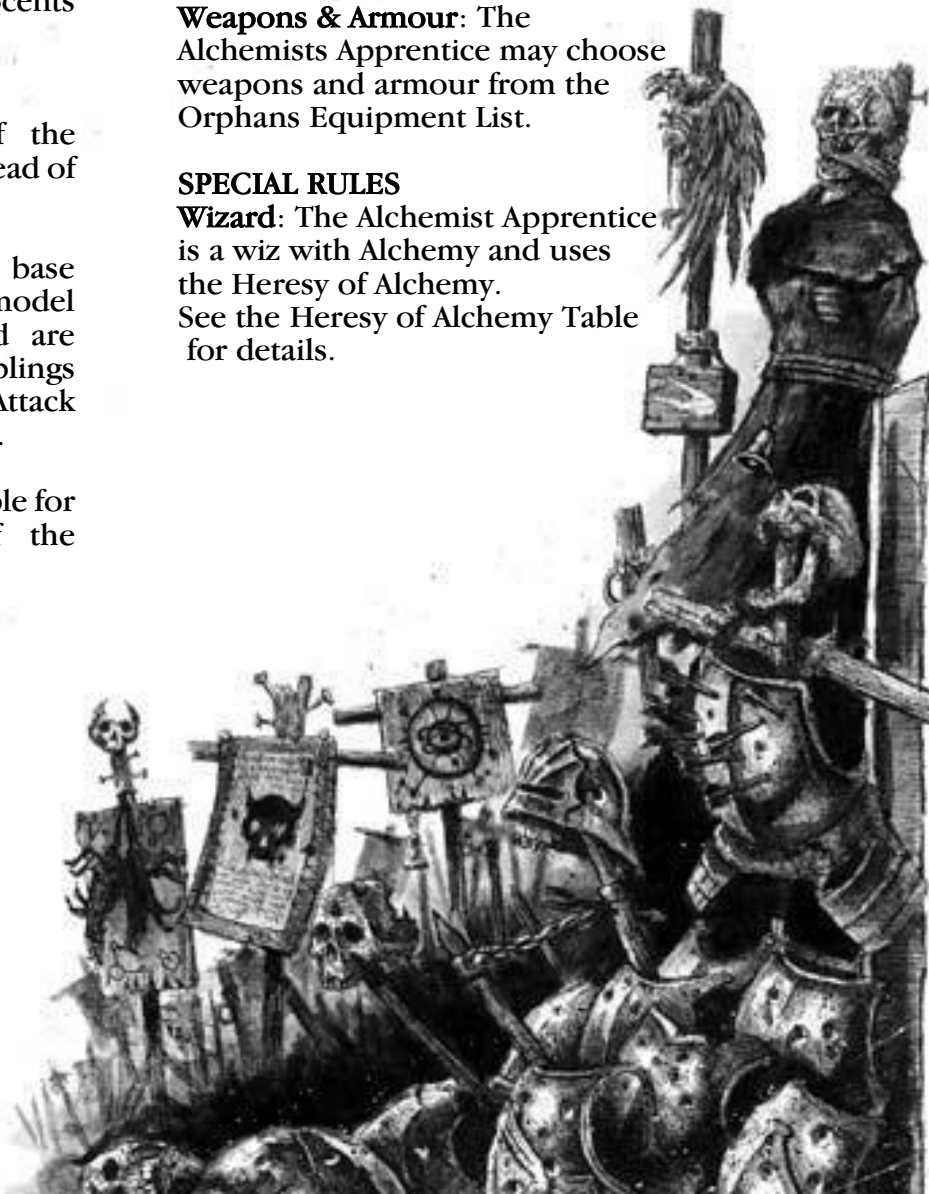
Profile

M	WS	BS	S	T	W	I	A	Ld
4	2	4	2	3	1	5	1	7

Weapons & Armour: The Alchemists Apprentice may choose weapons and armour from the Orphans Equipment List.

SPECIAL RULES

Wizard: The Alchemist Apprentice is a wiz with Alchemy and uses the Heresy of Alchemy. See the Heresy of Alchemy Table for details.



0-2 Companions

20 gold crowns to hire

These adults are just as lost as their younger counterparts. Often acting as parent to their adopted children, the Companions will protect them at any cost with the ferocity of a mother Gor.

Profile

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Weapons & Armour: Companions may choose weapons and armour from the Companions Equipment List.



0-2 Blacksmith's Apprentice

30 gold crowns to hire

The Blacksmith's Apprentice found himself masterless once the dust settled on Mordheim. Forging on, he came across the Innocents and found himself useful once again: providing muscle for his adopted brothers and sisters.

Profile

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

Weapons & Armour: The Blacksmiths Apprentice may choose weapons and armour from the Companions Equipment List.



Benchmen

0-3 Petty Thieves

25 gold crowns to hire

The easy prey populating the city has disappeared and many a Petty Thief can no longer sneak by on their own. Yet lending their talents to a large group of children, these Petty Thieves now have the greatest tools of distraction at their beck and call.

Profile

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

Weapons & Armour: Petty Thieves may choose weapons and armour from the Companions Equipment List.

Orphans

20 gold crowns to hire

Some had parents while some never did, yet the Orphans of Mordheim have always been children of the ruins. Someday, these children hope to make the city whole again with families of their own. The Orphans know they can change the course of history.

Profile

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

Weapons & Armour: Orphans may choose weapons and armour from the Orphans Equipment List.



0-5 Stray Dogs

10 gold crowns to hire

Some say they came from a Witch Hunter warband that never survived. Others believe they were once beloved pets from Halibut and Herring. Now Stray Dogs, they've found a fondness for their new owners.

Profile

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

Weapons & Armour: None. Stray Dogs never use equipment.

SPECIAL RULES

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

Ratswarms

10 gold crowns to hire

Stories persist of warbands encountering the Innocents and laughing to death. They never mention the real reason they are found twisted, tattered, piles of anguish: Ratswarms.

Profile

M	WS	BS	S	T	W	I	A	Ld
6	2	0	3	3	1	5	3	5

Weapons & Armour: None. Ratswarms never use equipment.

SPECIAL RULES

Animals: Ratswarms are animals and thus do not gain experience.

Heresy of alchemy: the sanguinis itinera

The Sanguinis Itinera constitutes the basic foundations of alchemy. This table is used by Alchemist Apprentices.

D6 Result

1 Ignifer

The Alchemist's Apprentice has mastered his ability to create Firebombs. During the trading phase, roll a D6 to see how many he can create. 1-2: 1 Firebomb. 3-4: 2 Firebombs. 5-6: 3 Firebombs. He may only create 1 type of Heresy of Alchemy each trading phase.

2 Devorantis

The Alchemist's Apprentice has mastered his ability to create Acid Bombs. During the trading phase, roll a D6 to see how many he can create. 1-2: 1 Acid bomb. 3-4: 2 Acid Bombs. 5-6: 3 Acid Bombs. He may only create 1 type of Heresy of Alchemy each trading phase.

3 Odoris

The Alchemist's Apprentice has mastered his ability to create Stink Bombs. During the trading phase, roll a D6 to see how many he can create. 1-2: 1 Stink bomb. 3-4: 2 Stink Bombs. 5-6: 3 Stink Bombs. He may only create 1 type of Heresy of Alchemy each trading phase.

4 Fumus

The Alchemist's Apprentice has mastered his ability to create Smoke Bombs. During the trading phase, roll a D6 to see how many he can create. 1-2: 1 Smoke bomb. 3-4: 2 Smoke bombs. 5-6: 3 Smoke Bombs. He may only create 1 type of Heresy of Alchemy each trading phase.

5 Incremento

When selling wyrdstone in the campaign phase, he may attempt to duplicate the number of wyrdstones being sold. Roll a D6 to see if there is success. 1: A shard breaks to dust & is lost. 2-3: Nothing happens. 4-5: +1 Wyrdstone. 6: +2 Wyrdstones.

6 Magnum Opus.

The Alchemist's Apprentice has achieved personal and spiritual transmutation, becoming the furnace of the true philosopher's stone. Choose one spell from the Lesser Magic table. No longer an apprentice, this alchemist may now include the Lesser Magic table when choosing skills during advancement.



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