

THE LOST



Ever since Mousillon declined into the mire, there has been little to hold its inhabitants to the land. Yet the city is still occupied by the dregs of those unable or unwilling to leave. They eke out a living in the docks and in the little urban villages that subsist in the mud and the shadow of the castle. Faced with bandits and night-walking predators, the survivors of the City of Lost Souls were forced to hide and make themselves unworthy of any attention. In recent years, however, as the ordeals of the city become harder and more punishing, certain individuals have dreamed of restoring the city to its former glory. Scorning the tactics of the nobility, who they see as ineffective and distanced from reality, these Barons, as they are known in a mockery of their former rulers, have begun to call the survivors to them.

Where before the survivors avoided the company of others, fearing the attention of the warbands that roamed the city like packs of wolves, the Barons have realised that their only strength is their numbers and their knowledge of the city. They gang together, roaming the streets looking for food and new recruits, sending the stealthiest ahead to lay traps and establish outposts. With them they bring hefty brutes who, hardened by the dog-eat-dog creed of Mousillon, can no longer survive in normal society. One day, maybe, Mousillon will no longer be a city of the Lost, but instead a beacon of the common people. Until then, however, the fight against the oppressive nobles will pale against the fight against the city itself.

SPECIAL RULES

Leaders: The Lost don't follow established leaders. Instead, the Hero with the highest Leadership at the beginning of the game assumes the role, gaining the Leader skill for the duration of the game. If there is no clear leader, then the Hero with the highest Experience will be the leader.

Traps: The Lost use traps to harm their enemies and catch food. Note down on a piece of paper which buildings contain traps - you may rig one building per Hero or Henchman group with this skill. The first model to enter a rigged building must pass an Initiative test or suffer a single S3 hit.

CHOICE OF WARRIORS

A Lost warband must contain at least three models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of models in the warband is 18.

Barons: Your warband must include at least one Baron, to a maximum of three

Elders: Your warband may include up to two Elders

Greenjacks: Your warband may include up to two Greenjacks

The Lost: Your warband may include any number of the Lost

Greycoats: Your warband may include up to five Greycoats

Mummers: Your warband may include up to five Mummers

STARTING EXPERIENCE

A **Baron** starts with 15 + D6 Experience

An **Elder** starts with 8 experience.

A **Greenjack** starts with 0 experience

Henchmen start with 0 experience.

SKILL TABLE OF THE LOST

	Combat	Shooting	Academic	Strength	Speed	Special
Baron	x	x		x	x	x
Elder			x			x
Greenjack	x	x		x	x	

SPECIAL SKILLS OF THE LOST

Heroes of the Lost with the Special skill available to them may choose to use the following Skill list instead of any of the standard Skill tables available to them.

Expert Explorer: The character is an expert at exploring the ruins for food and resources. He may modify one dice in the Exploration phase by +1/-1.

Wall Runner: The character doesn't need to take an Initiative test to scale sheer surfaces.

Trap Master: The character may lay traps, as described in the Special Rules

Silent Strike: The character may shoot whilst hiding without revealing his position.

EQUIPMENT LIST OF THE LOST

Hand-to-Hand Combat Weapons:

Dagger (first free)
2 gc
Sword (heroes only)
10 gc
Flail
15 gc
Spear
10 gc
Club
3 gc
Axe
5 gc
Double-handed weapon
15 gc

Armour:

Helmet
10 gc
Light Armour
20 gc

Missile Weapons:

Sling
2 gc

GREYCOATS EQUIPMENT LIST

Hand-to-Hand Combat Weapons:

Dagger (first free)
2 gc
Spear
10 gc
Club
3 gc
Axe
5 gc

Missile Weapons:

Sling
2 gc
Short Bow
5 gc
Bow
10 gc
Longbow
15 gc

Armour:

None

HEROES

1 - 3 BARONS55 gc

Veterans of the fallen city of Mousillon are known to the Lost as Barons, a bitter mockery

of the feudal lords of Brettonia who abandoned them to despair. The Barons are those who decide where the Lost will wander in search of food, and they divide the spoils fairly. Barons elect their leader on the basis of strength and experience, and it is expected that all members of the warband will follow their lead.

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

Weapons/Armour: Your Barons may be equipped from the Lost equipment list.

SPECIAL RULES:

Mob Mentality: The Lost band together for safety in numbers. For every other member of the warband within 3", the Baron gains +1 Leadership to a maximum of +3.

0-2 ELDERS25 gc

These grey-haired members of the Lost are wise beyond measure, having lived through the bloodiest years of Mousillon's ordeal. Though they have seen better days, and can no longer be assured of their strength, their words of wisdom are well regarded by the Barons.

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

Weapons/Armour: Your Elders may be equipped from the the Lost equipment list.

SPECIAL RULES:

Advisor: The Elders know every aspect of the city, having lived and survived for longer than any can remember. A warrior with this skill allows a single Hero within 6" to re-roll one dice per turn.

0-2 GREENJACKS.....15 gc

Greenjacks are the youngest members of the Lost, children and youths who have been let into the scavenging parties by the Barons to prove themselves.

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

Weapons/Armour: Your Greenjack may be equipped from the Lost equipment list.

HENCHMEN

SCAVENGERS.....20 gc each

The vast majority of the Lost are meagre fighters, but their numbers make them a force to

be reckoned with. They are known as Scavengers, and they pick through the ruins of Mousillon for survival.

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

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

o- 2 GREYCOATS.....35 gc each

There are a number of individuals in every warband who find their niche with the Lost as scouts and runners, wearing the city like a cloak, sniping at their enemies from the shadows. These people are known as Greycoats, after the drab clothes they wear to blend into the city.

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

Weapons/Armour: Greycoats may be equipped from the Greycoats quipment table.

SPECIAL RULES:

Trap Masters: Greycoats operate outside the normal limits of combat, scouting the ruins and laying traps to capture food and harm enemies. Greycoats may set up traps, as described in the Special Rules.

MUMMERS.....35 gc each

Mummer is the general term for those individuals who have lived so long in the ruins of Mousillon that they simply cannot fit into even the vestiges of civilisation. Hulking brutes, Mummers have taken the unwritten law of the city to heart- kill or be killed.

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

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

SPECIAL RULES:

Brutes: Mummers are brutish fighters, no longer able to function properly in even the Lost's society, and may never rise to positions of power. Re-roll any "Lad's Got Talent" results for experience.