



Sea Ghosts

Sea Elf Rangers

During the Storm of Chaos, the Admiral of the elven fleet deployed from Ulthuan led warships with the haste of Asuryan to aid the Empire against Chaos. Aided by the Sea Rangers of the Uranai, his ships companies wiped out settlements and slaughtered livestock, spreading fear and confusion along the coast of Norsca.

Not content to merely contain the longships of the marauders and prevent their attacks, Sea Lord Aislinn adopted an offensive strategy, striking at villages on the Norscan seaboard. The terrified survivors of the Sea Lord's attacks carried tales of the 'Sea Ghosts', from village to village.

Elf rangers are rustic outsiders, choosing to work and sometimes live out their many years at sea or out in the wilderness. Troupes of wildling elves from Laurelorn Forest consort with clans from the Elf Quarter in Marienburg. Recruiters enlist novice traders, wayfarers and travelling youngbloods. Wood elves are otherwise socially isolated from port inhabitants. The cultural divide is bridged between seafaring companions. Maritime adventurers form one caste despite schism. Entertainer or warrior, loyalty is always to the crew after swearing allegiance to the ship's company.

Scholar's view of the Elves

They were mighty sailors and explorers and wizards without equal. Elf folk were said to be cruel and degenerate and given over entirely to pleasure. Elvish slavers often raided the coast of the Old World, and mortal men never saw those they took again. Some scholars claimed only those sworn to darkness enslaved mankind. Others claimed that this was simply a convenient fiction that allowed elf traders to disclaim responsibility for their cruel corsair kindred.

"It is said that the words of an elf are as slippery as machine oil."

— Gotrek Gurnisson, Trollslayer

Elf trading communities amongst men

Sea Elves were originally traders and often visited the ports of the Old World. The Elves living around the coasts of the Elven Kingdoms have a tradition of seamanship and fighting, and lack the normal Elven disdain of physical labour. Because of this, the High Elves look down on them, thinking Sea Elves rough and uncouth.

Sea Rangers are brave warriors and tireless guardians of the seaways, and it is thanks to them that the sea routes between the Old World and Lustria remain open. Sea Elves are quite venturesome, and can often be found as merchants and traders in Old World ports. Some of the Uranai settled in the more

important ones aside from Marienburg, such as L'Anguille on the northern coast of Bretonnia. Most of them speak Reikspiel as well as Elvish, and many have a smattering of the Norse language too. The Elven trading posts of the Old World are run almost exclusively by Sea Elf clans.

The Sea Elves set out on voyages of exploration which range as far as Cathay in the east, Lustria in the south and the New World to the west. To the Old World, their ships bring goods from every continent. Every Old World port with a population over ten thousand has its own Elven quarter – an area where the Elven merchants build their houses and administer their own laws and customs. These quarters are generally regarded as off-limits by the human populace, and even the city militia and local authorities are reluctant to interfere here. Elven trade is a valuable asset to any community, and most people are happy to let the elves run their own affairs as long as it continues to be profitable. A typical trading community would have a population of about 1% of the total city population. Although trading posts are sometimes maintained in smaller cities, this is rare, and often occupation is sporadic or temporary – traders coming or going, a family settling for a few years before retiring back home. The largest Sea Elven trading quarter is to be found in Marienburg, where there are about 500 elves. Marienburgers call it 'Elftown'.

Elftown

Some elves in Marienburg are emissaries from flotillas sailing into port from Lothorn in Ulthuan. Where as merchants from a dozen lands of men inhabit the foreign quarters of Lothorn, only scholar-servants from far Cathay reside in Elftown. Outsiders inhabit buildings around the district borders of the Marienburg trading quarter. In the harbour of Lothorn, mighty merchant galleons from Marienburg and Bretonnia, dhows from Araby with sails like shark fins, and junks from Cathay with towering stern-castles and lateen rigs, dock alongside the many elven ships. By contrast the wharves of Elftown are exclusively lined with long lean Eagles, Falcons and Bloodhawks of elven design. The ships of men may have come to Lothorn to trade but they are prohibited by law from entering waterways connecting to the Elf Quarter in Marienburg! Sea Elf watch patrols judiciously inspecting the canals make sure nobody gets in or out.

Powerful merchants from the Ten Great Families can purchase magical wares, powerful drugs and medicine for which the elves are famed, and in return they bring cargos of silk, exotic woods, perfumes, spices, and trained pleasure slaves to the Elven Kingdoms.

"My father is a merchant. He often does business in Marienburg. There is a colony of elves there even to this day. Word gets out. Stories get told."

— Felix Jaeger, Poet

A medley of seafaring testimonies dredged up by the ceaseless archiving of playwright, street performer and suspected wererecreature Stuart Cresswell paying homage to the elder races through maritime fables, inspired by the legacy of pioneering scribe Mark Havener.

Special rules

Sundering: All elf warriors in a Sea Elf Rangers Warband have an unyielding hatred for Dark Elves. Sea Elf Rangers *bate* Dark Elves.

Excellent Sight: Elves have eyesight unmatched by mere humans. All the Elves can spot Hidden enemies from twice as far away as other warriors (i.e. twice their Initiative in inches).

Distaste for Poison: The use of poisons and various drugs is a Dark Elf specialty. As such, it is frowned upon by other Elves. Warriors in a Sea Elf Rangers Warband may not use poisons of any type.

Tolerant: Due to their outsider status with the Asur, Sea Elves have learned to stifle their distaste for younger races. Unless specified otherwise a Sea Elf Rangers Warband may hire any Hired Sword that is not a Dark Elf, Skaven or a follower of Chaos. In addition they shun the company of anyone specializing in the use of poison so may never hire Assassins.

Magicians: If a Sea Elf Rangers warband hires the Elf Mage Hired Sword then the magician can be retained after each battle by paying 25 gold crowns upkeep.

Unforgiving: In addition to their hatred of their corrupt kin, elf folk have a long history of struggle against the forces of Chaos. In multiplayer games, a Sea Elf Ranger warband may never forge an alliance with Dark Elves, followers of Chaos or Skaven warbands.



Guardians Of The Peace

Mannioc-quish is the watch patrol force in Elftown more commonly referred to as Mannikins. Silver-lamplit canal avenues are patrolled by Sea Elf watch officers in fast boats. Private ways with glittering shops on branching boulevards attract trespassers. A patrol detail will turn away visitors unless they are invited guests. The jurisdiction of the stone-faced Mannikins only stretches beyond the borders of the elf quarter for the purpose of policing crimes involving elves. Missives sent by the elves are curt. It is no surprise that elf police are not well liked by other constabularies in the city. A sentiment that is shared by most Marienburgers!

All elf crime committed anywhere in the Wasteland is also the purview of the Guardians of the Peace. Black Hats and the River Watch help keep the peace by depositing suspected violators of Elftown law on the Elfgate Bridge. The law enforcement constabulary is divided into two bodies each governed by separate clans. The Sun Guardians work the dayshift. Clan Aisellion enforces sentry duties at the three watch barracks where s officers including sergeants and sages preserve order on the docks and hinder any smuggling attempts.

The Moon Guardians were originally governed by the smallest of the eight major clans until an incident involving Stromfels cultists. Guardians appointed to the nightwatch by Clan Lormorillian were unable to prevent a series of kidnaps and killings through torture of important representatives from Clan Tallaindeloth. Strong trade connections with the Empire, Kislev and Bretonnia were not enough to dissuade the High Council from seizing control of the division after the fiasco. As a consequence, the Exarch was assigned to manage affairs until the High Council decreed the House of Silvermoon should have direct control over the Moon Guardians. Following the appointment, there has been an investigation into the murder of a significant clan member. The outcome is a campaign of conflicts with an old enemy being fought in the dank catacombs beneath the city.

Undercover operatives are split between three smaller agencies. The Star Gazers is a clandestine assembly gathering intelligence through a network of spies and informants reporting back to the Star Gazer Council. The Nightwalkers and the Shadows are the other two parts of the organisation. The Shadows are composed of elite combat experts and contributes mages whilst the Nightwalkers position highly trained skilled field agents in delicate covert operations.

Choice of warriors

A Sea Elf Rangers warband must include a minimum of three models. You have 500 Gold Crowns which you can use to recruit and equip your warband. maximum number of warriors in the warband is 12.

"The High Elves know too much of discipline and too much of restraint to take a proper part in the affairs of the world. That is why the first sea elves had to quit their company in order to carry forward the great quest which their cousins had all but abandoned."

— Kerewan, Sea Elf Magician

Wayfinder: Each Sea Elf Rangers warband must include a Wayfinder as the leader.

Feast-Master: Your warband may include a single Feast Master.

Lookouts: Your warband may include up to two Lookouts.

Sea Rangers: Your warband may include any number of Sea Rangers.

Minstrels: Your warband may include up to three Minstrels.

Wildkin: Your warband may include up to two Wildkin.

River Boat: Each Sea Elf Rangers warband may include one River Boat.

Starting experience

A **Wayfinder** starts with 20 Experience.

A **Feast-Master** starts with 14 Experience.

Lookouts starts with 8 Experience.

Henchmen start with 2 Experience.

Sea Elf equipment lists

The following lists are used by Sea Elf Ranger warbands to pick their equipment.

ELF RANGERS EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Axe	5 gc
Boat hook	8 gc
Spear	10 gc
Sword/Glaive	10 gc
Double-handed weapon	15 gc
Ithilmar weapon	3x price

Missile Weapons

Belaying pin	3 gc
Bow	10 gc
Longbow	15 gc
Elf bow	35 gc

Armour

Shield	5 gc
Helmet	10 gc
Light armour	20 gc
Sea Dragon cloak	50 gc
Ithilmar armour	60 gc

Miscellaneous Equipment

Rope & hook	5 gc
Lyre*	15 gc
Elven wine	30 gc
Compass	45 gc
Elven cloak	75 gc
Riverboat	100 gc

FEAST-MASTER EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Axe	5 gc
Sword/Glaive	10 gc
Spear-stave (counts as Halberd)	10 gc
Double-handed weapon	10 gc

Miscellaneous Equipment

Elven cloak	75 gc
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*Minstrels only



Sea Elf skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Wayfinder	✓	✓	✓		✓	✓
Feast-Master	✓				✓	✓
Lookout	✓	✓			✓	✓

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The Elves are a special case. They have been deliberately left off the list as they are, in their current form, entirely inappropriate for Mordheim. Elves will return in the future, but will be somewhat different when they do.

Sea Elf special equipment

This equipment is only available to Sea Elf Rangers, and no other warband may purchase it.

Lyre

15 gold crowns (Minstrels only)

Availability: Rare 8

All Elf Minstrels have their own favourite songs and medleys are played on instruments handcrafted in Ulthuan, the home of the High Elves. Moving music performed using enchanted harps, pipes and lutes will attract Elf warriors during these troubled times.

The maximum number of warriors allowed in your warband is increased by +1 if the Minstrels group are equipped with enchanted instruments.

During the shooting phase the Minstrel or group of Minstrels can sing and play their instruments. They may not play while running or charging and may not perform while in close combat. Roll a D6 on the Song chart to see which tune they attempt to play. Lower the Difficulty by 1 for each additional Minstrel playing the song.

"Here we do not strain our desires with antiquated moral codes, for we are all travellers on the road of the senses."

— Narentir, Elf Poet

D6 Result

D6	Result	Difficulty
1	Lay of Bravery All friendly models within 6" automatically pass all Leadership tests. The songs effect lasts until a new song is played.	7
2	Marching Medley All friendly models within 6" may immediately move an additional D3". Any models moved into base contact count as charging. This extra move does not count as running and models may still shoot.	8
3	Litany of Deeds All friendly models within 6" re-roll failed rolls to wound in the next round of combat.	9
4	Hymn of Glory All friendly models within 6" may re-roll failed rolls to hit in the next round of combat.	9
5	Call to Arms All friendly models within 6" gain +1 Attack in the next round of combat.	9
6	Ballad of Woe All enemy models within 6" must pass a Leadership test or lose -1 Attack down to a minimum of 1 total attack (including attacks gained by wielding extra weapons and additional special attacks). Any models Immune to Psychology ignore the effects of this song.	10



1 Wayfinder

70 gold crowns to hire

Every elf sailor aspires to serve on the crew of a notorious Elf-captain. Before a sea elf acquires a ship and achieves captaincy the lifetimes of many men will come to pass. It takes an elf with exceptional perception and navigational talent to lead elven mariners on a seaward voyage.

A Wayfinder is one such fit for the task by possessing a heightened sense of awareness in the open air. Captains dress in black, with jerkin, hose and boots fashioned from different kinds of leather. A decorated skipper senses trouble and avoids natural disaster which is why wayfaring kindred sailing under his captaincy follow orders explicitly.

Profile	M	WS	BS	S	T	W	I	A	Ld
Shipmaster	5	4	4	3	3	1	5	1	9

Equipment: The Wayfinder may be equipped with weapons and armour chosen from the Elf Rangers equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Wayfinder may use his Leadership value instead of his own when taking Leadership tests.

Navigator: Once the Wayfinder earns a captaincy aboard his own vessel he becomes Shipmaster. The Shipmaster can turn the tide when battles are being fought at sea. The Hero allows you to re-roll a single dice result per battle when within 6" of the Warband's boat.

0'1 Feast Master

90 gold crowns to hire

Accomplished performing minstrels and poets are found amongst the crew aboard elven vessels. One troupe on any ship is assigned an athletic dancer.

Resin-stiffened hair styled elaborately and skin heavily tattooed with talismanic designs sets the Feast-Master apart.

Profile	M	WS	BS	S	T	W	I	A	Ld
Feast-Master	5	5	4	3	3	1	6	1	8

Equipment: Feast-Masters may be equipped with weapons and armour chosen from the Feast-Master equipment list.

SPECIAL RULES

Bestial: Feast-Masters are *immune to psychology*. Instinctual fury overcomes them in a fight as they dance and strike with savage abandon. They are too feral to become the leader of the warband.

Talismanic Tattoos: Feast-Masters are adorned with all manner of tattoos and warpaint that grant them the blessing of their gods. A warrior with Talismanic Tattoos gains a special 6+ save that cannot be modified by Strength, or magic spells and abilities.

Shadow Dances of Loec: Enactors of the Shadow Dances of Loec, Feast-Masters may choose a new Dance to learn from the Wardancer special skills list instead of learning a new skill. In each round of close combat that they fight Feast-Masters must choose one of the Shadow Dances to perform if able. They cannot choose the same dance in two consecutive turns of the same combat engagement.

WARDANCER SPECIAL SKILLS

Whirling Death: Each strike of the Wardancer's blade is made with uncanny precision, capable of severing a head or piercing a heart with one deceptively elegant stroke. While performing this Dance, the warrior gains +1 to any Injury rolls.

Storm of Blades: The Wardancer rains blow after blow upon their opponent, moving with such speed that the eye cannot follow each distinct cut and thrust. While performing this Dance, a warrior is granted +1 Attack.

The Shadows Coil: With agile grace the Wardancer evades the clumsy attacks of their enemies, becoming almost impossible to strike. While performing this Dance, the Wardancer has a special 4+ save throw which cannot be modified by Strength, magic spells or magic weapons.

Woven Mist: The sinuous movements of this Dance distract and confuse the enemy, allowing the Wardancer to strike before their foe can react. When performing this Dance, the warrior reduces his total attacks by one but always *Strikes first* in combat. If their opponent also *Strikes first*, resolve attacks in Initiative order.

0'2 Lookouts

30 gold crowns to hire

Dextrous youngbloods swing from the rigging aboard boats docked in the Reik estuary. Sentinels are the lowest ordered hawk-eyes outranked by bosuns and the quartermaster.

Perfidious juveniles from the scouting Kindred of Arahain mean ideal candidacy for the crow's nest. Stealth and secrecy is crucial when seeking the unmentionable in shadier quarters of the port.

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

Equipment: Lookouts may be equipped with weapons and armour chosen from the Elf Rangers equipment list.

SPECIAL RULES

Seeker: When rolling on the Exploration chart, the Lookout allows you modify one dice roll by -1/+1.

"We can learn much from the Elves of Marienburg, for they are a true democracy – the liberty of the individual is placed first and foremost. Everyone is free to speak his mind on any topic, even to denounce his rulers. Do the same in Marienburg and you'll get three years on Rijker's for sedition!"
— Haam Markvalt, Agitator

Herbmen

Sea rangers

35 gold crowns to hire

Fearsome fey folk known as the Uranai from the clans of Elftown form up in ships crews. Grey-clad mariners, a company of sea elves dresses in russet browns and dark sea-blues. While a ship's company is no place for a traitor, adventurers of a different stripe can find safe passage among the Sea Rangers.

Profile	M	WS	BS	S	T	W	I	A	Ld
Sea Ranger	5	4	4	3	3	1	5	1	8

Equipment: Sea Rangers may be equipped with weapons and armour chosen from the Elf Rangers equipment list.

03 Minstrels

45 gold crowns to hire

Libertines are typically exiles or half-castes. Skin daubed with chalk and lime, and painted decadently with vivid dyes in reverence to Loec. Cult kindred troupes include novice traders, wayfarers and travelling youngbloods. Entertainment is performed within the troupe by musicians, dancers and artists pursuing dreamwine-fuelled fantasies of one day gracing the stages of amphitheatres in Lothorn.

Profile	M	WS	BS	S	T	W	I	A	Ld
Minstrel	5	3	3	3	3	1	5	1	8

Equipment: Minstrels may be equipped with weapons and armour chosen from the Elf Rangers equipment list.

SPECIAL RULES

Songster: Invigorating deep-sea shanties and reflective Elven lays boost the morale of all those around. Any friendly model within 6" of the warrior

may re-roll any failed Leadership test with a +1 to Leadership. This includes rout tests.

Deathdancer: Occasionally a Minstrel aspires to become a Deathdancer. A Minstrel promoted to Hero may choose a new Dance to learn from the Wardancer special skills list instead of learning a new skill. In each round of close combat that they fight Deathdancers must choose one of the Shadow Dances to perform if able. They cannot choose the same dance in two consecutive turns of the same combat engagement.

02 Wildkin

60 gold crowns to hire

Forest guides known as wildkin, speak with the creatures who dwell within Laurelor. In isolation these woodland beastmasters can adopt aspects of wild animals to commune with the forests denizens. 'Shifters' or 'Alters' only spurn their canopy domain when a great tragedy befalls them. Desperate loners will accompany a troupe of libertines leaving port.

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

Equipment: Wildkin may be equipped with weapons and armour chosen from the Elf Rangers equipment list.

SPECIAL RULES

Loner: Wildkin never truly escape from the primal call of isolation. They are immune to All Alone tests and may never become the warband leader.

Animal Charmer (eg. Falcon Charmer): Wildkin can control up to five animals provided that they remain within 6" of him. If an animal is not within 6" of the Animal Charmer in the Movement phase, they will move D6" in a random direction. If that takes them into contact with a model, either friend or foe, it will attack as if charging.

Sea Elf special skills

Sea Elf Rangers may choose to use the following skill list instead of the standard skill lists.

Infiltration: An Elf 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.

Luck: The Elf is blessed by Lileath, the Elven goddess of luck. Once per game he may re-roll any dice roll he makes (but not one made by other members of the warband).

See in Shadows: The warrior's senses have become especially keen from years spent walking the shadows. As long as he has movement to reach them, the warrior may always roll to charge opponents he cannot see (instead of the normal 4").

Hide in Shadows: Over time the Hero has learned how to freeze in place and remain undetected, even from the heightened senses of their Dark Elf cousins. An enemy warrior attempting to detect this warrior when he is Hidden must halve his Initiative before measuring the distance.

Powerful Build: The warrior is strongly built for an Elf, and is capable of feats of strength not often seen among the elder race. A warrior with this skill may choose skills from the Strength skills table from now on. There may never be more than two Elves with this skill in the warband at any one time.

Fey: Hostile magic spells will not affect the Elf on a D6 roll of 4+.