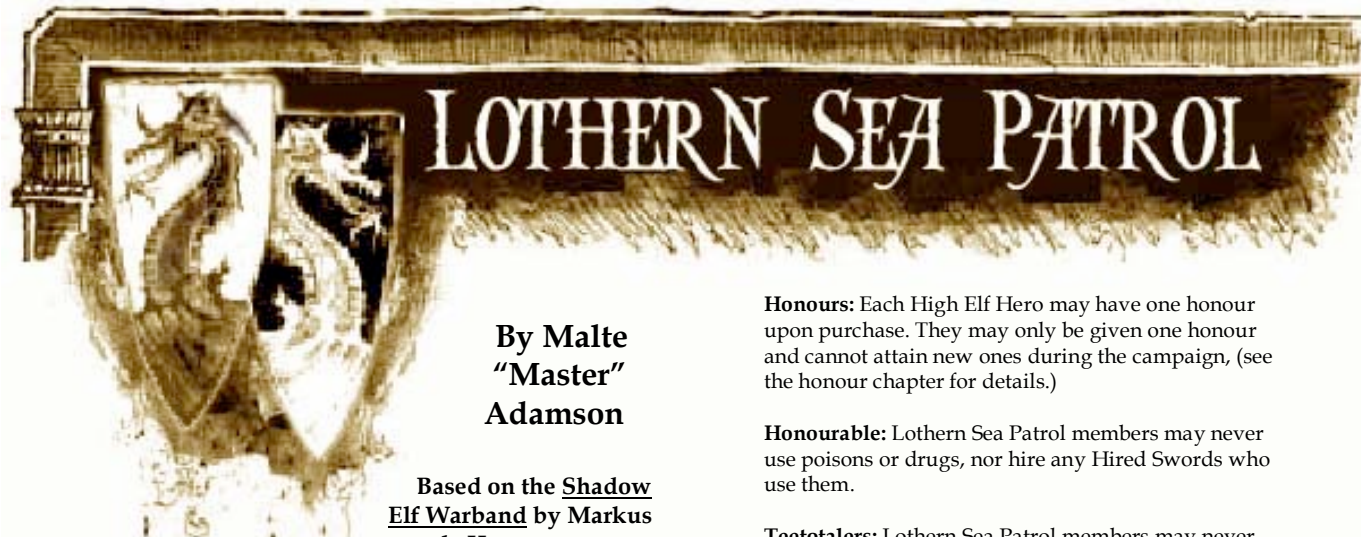




By Malte
"Master"
Adamson

Based on the Shadow
Elf Warband by Markus
de Havener.

Spells from 'High Elf Mage' Hired Sword by
Jake Thornton

For centuries, the Lothern Sea Patrol has patrolled the High Elf borders, keeping vigilante watch over the island kingdom of Ulthuan. Their thin galleys slide through the waves of the world, seas that they could long ago claim as theirs and theirs alone. More so than any other Elves, the Sea Patrol have seen firsthand the shadow of their race's former glory, having sailed past hundreds of abandoned fortresses and towers all over the world.

The Lothern Sea Patrol is made up of mostly levied citizens, who serve not only in wartime, but also during periods of peace. To save space and to prepare for the worst, most Sea Patrol members are trained with spear and bow, as it is rare when only when is needed in any naval battle. Their ships carry batteries of "Eagle's Claws", powerful Bolt Throwers that skewer man and monster with pinpoint accuracy. The captain alone has more experience at sea than the combined ken of many human ships, and thus he knows the fickle tale told in every wave and cloud. Under his cruel but just watch, the Asurs can carry out any mission that is required of them, be it stealth, scout, or marine raid.

With the upcoming election of the Pirate King, the Lothern Sea Commodores are particularly interested in the tiny human isle. A brash or strong King might promote more raids on the Lustria coast, thereby sending more hostile raiders through Ulthuan's waters. A weak or greedy Pirate King, however, might be easily swayed or conquered by the Dark Elves, providing the twisted race a foothold in the Old World. The keen eyes and swift movements of the Lothern Sea Patrol have once again graced the Pirate Isle, and they are sure to have their say before the final vote is cast.

SPECIAL RULES

Excellent Eyes: Elves has excellent eyesight, unmatched by mere human, when spotting hidden enemy units they add +2 to the distance they can spot them.

Look Rich: High elves pay double upkeep for any hired swords that are not Elven, because humans tend to think that elves are rich. They may not hire any hired swords that are not elven or human, and they may not hire any Dark Elves. Neither may they hire a witch.

Fine Craftwork: High elves may not use any heavy armours except for Ithilmar armour. However, should they get their hands on a magical armour, they may use it nevertheless as the craftwork is so great.

Honours: Each High Elf Hero may have one honour upon purchase. They may only be given one honour and cannot attain new ones during the campaign, (see the honour chapter for details.)

Honourable: Lothern Sea Patrol members may never use poisons or drugs, nor hire any Hired Swords who use them.

Teetotalers: Lothern Sea Patrol members may never drink any alcohol, with the exception of Elf Wine.

Swabbies: Lothern Sea Patrol may capture Swabbies. Willing members join the Ship's Company, unwilling members join the Raw Recruits.

A Note on Blackpowder: Lothern Commodores have spent years watching the kingdoms of Man use Blackpowder weapons, and the feelings towards it vary from captain to captain. They do not start with access to Blackpowder of any kind, but there is no rule forbidding it. If you have an inquisitive hero with the Weapons Expert skill, he's allowed to use any powder weapon he finds.

Choice of warriors:

The Warband must include between a minimum of 3 models, and a maximum of 12 models. You have 500 gold for which to recruit your initial warband.

Heroes:

Commodore: Each warband must include one Commodore.

Mist Mage: a warband may include one Mist Mage

Bossuns: a warband may include up to two Bossuns.

Henchmen:

Ship's Company: A warband may include any number of Ship's Company.

Sea Guard: A warband may include any number of Sea guards.

Sea Rangers: A warband may include up to 5 Sea Rangers.

Raw Recruits: A warband may include up to 5 Raw Recruits.

Starting experience:

The **Commodore** starts with 20 experience.

The **Mist Mage** starts with 10 experience.

Bossuns starts with 8 experience.

Henchmen starts with 0 experience.

LOTHERN SEA PATROL

	Combat	Shooting	Academic	Strength	Speed	Pirate	Special
Commodore	✓	✓	✓		✓	✓	✓
Mist Mage			✓		✓		✓
Bossun	✓	✓			✓	✓	✓

WARRIOR EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger 1st free/2gc
 Axe5 gc
 Sword 10 gc
 Spear 10 gc
 Halberd 10 gc
 Double-handed weapon15 gc
 Ithilmar Weapon. 2 x Cost*

Missile Weapons

Bow 10 gc
 Long Bow 15 gc

Armour

Shield5 gc
 Buckler5 gc
 Helmet10 gc
 Light armour 20 gc
 Ithilmar Armour. 60 gc*

RANGER EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger 1st free/2gc
 Axe5 gc
 Sword 10 gc
 Spear 10 gc
 Ithilmar Weapon. 2 x Cost*

Missile Weapons

Bow 10 gc

Long Bow 15 gc
 Elf Bow 35 gc
 Throwing Knives15 gc

Armour

Shield5 gc
 Helmet10 gc
 Light armour 20 gc

RECRUIT EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger 1st free/2gc
 Axe5 gc
 Sword 10 gc
 Spear 10 gc
 Boat Hook.8gc
 Double-Handed Weapons. . . .15gc

Missile Weapons

Belaying Pin.3 gc
 Bow 10 gc

Armour

Buckler5 gc
 Helmet10 gc
 Toughened Leathers 5 gc

*The cost of Ithilmar weapons and armour is reduced at creation, due to the relative ease they have of finding Ithilmar in their native fortresses.



SEA PATROL SKILLS

Graceful Strength: The Elf may use Double-Handed weapons without the usual penalty of striking last. Work out order of battle as you would other weapons.

Fey Quickness: Few can ever hope to match an elf's inhuman quickness. An Elf with fey quickness can avoid close combat or missile attacks on a roll of 6. If the Elf also has Dodge or Step aside, this will increase to 4+ in the respective area.

Swordmasters Protégé: Only available to Swordmasters. When armed with a double-handed weapon, the Swordmaster may parry as if armed with a sword and a buckler.

Swift Fighter: This elf maneuvers through combat, as a fine ship maneuvers through a storm, by evading and withdrawing. The elf may make a Leadership Test at

the end of any hand-to-hand combat phase (elf players or enemy's turn) if he is still in base contact with any enemy models. If he passes he may make a normal movement away from the enemy (he may not run or charge), without the enemy striking any blows at him. If he fails he remains in combat and must fight as normal in the following turn. If the Elf knows this skill AND the Pirate Skill 'Swashbuckler', he may make one attempt to escape combat, rerolling once if he fails.

Defending Guard: This warrior may parry blows made against any warrior within 1" of him, however he may only parry once per turn as normal. May not be used if he is stunned or knocked down.

Infiltration: This skill is the exact same as the Skaven skill of the same name. May only be taken by Heroes with the Ranger Honour and promoted Sea Rangers.

HEROES

1 COMMODORE

70 Gold Crowns to Hire

Charged to control both seasoned fighters and unskilled citizens, the Commodore needs to know how to be a good captain as well as a good commander.

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

Weapons and Armour: may be taken from the Warrior list.

Special Rules: Honours, Leader.

0-1 MIST MAGE

50 gold crowns to Hire

A Lothorn Sea Patrol is a victim to the weather and waves, so it's rare to find a crew without a Mist Mage, who has mastered the raw power hidden in nature.

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

Weapons and Armour: May be taken from the

Warrior list. May not use armor while casting spells.

Special Rules: Wizard. Learn spells from the "Spells of the Lothorn Sea" List (see the end of the document.)

0-2 BOSSUNS

50 Gold Crowns to Hire

The Bossuns are like the closest friends of the Commodore, and they protect him with their lives. Given time, they will surpass him in skill, and sometimes they have been blessed with courtly honours too.

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

Weapons and Armour: May be taken from the Warrior List.

Special Rules: Honours, Disciplined.

Disciplined: Any warrior within 3" of a Bossun may use his/her leadership instead of their own.

HIGH ELF HONOURS

Upon recruitment, any High Elf Hero may purchase one and only one honour. Each honour has its own bonuses, though some carry drawbacks as well. They may only purchase one when first recruited. An honour is often included in the name of the model, IE and elf could be: "Cerdan the Swordmaster", or "Halrion the Pure-hearted".

Pure of Heart: 5gc. This warrior immediately passes the first leadership test he is required to take each game (if taken by a leader, this does not include rout checks.) However, the hero may not charge stunned foes.

Spearmaster: 10gc. In the first round of combat, when using a spear, a hero adds +1 to his Strength and may reroll one failed roll to hit.

Swordmaster: 10gc. This warrior gains +1 WS, in addition he starts with the Graceful Strength skill. However, a Swordmaster may never use any missile weapon, and he may not increase his ballistic skill.

Sea Guard: 10gc. This warrior has spent countless years at sea and is well versed in both bow and spear. In addition to the normal Warriors Equipment, the warrior may purchase and use an Elf Bow without additional training. Also, when armed with a spear, he fights at +2 Initiative when determining combat order.

White Lion: 20gc. This warrior starts with Strength 4; in addition he starts off with a white lion pelt: this is a cloak that adds +1 to armour save against missile attacks. Only White Lions may wear it, and if stolen,

costs 10gc to replace it (no roll for rarity.) A white lion may never use a spear and loses access to Shooting skills, but may use missile weapons as normal.

Phoenix Guard: 15gc. Only one hero in the warband may be a Phoenix Guard. This warrior may not speak, and thus he may not be the warband leader and he may not look for rare items. However, because he has seen the future, he is Immune to Psychology, and rolls 2 dice for exploration. Immune Leaders still need to roll for rout.

Ranger: 10gc. Only one hero in the warband may be a ranger. A ranger must be equipped with long bow or an elf bow at all times; if not, you must purchase one for him when next able to. A ranger uses the Ranger equipment list instead of the Warrior Equipment list, and a ranger gains the Seeker special rule, which allows him to modify one dice roll in the Exploration phase by +1/-1.

Loremaster: 10/15gc. The Hero starts with an Academic Skill of your choice. Bossuns who start with this honour may also learn Academic Skills, but it costs 15gc to buy instead of 10gc.

HENCHMEN

SHIP'S COMPANY

25 Gold Crowns to Hire

The Ship's Company consists of young elves that have just entered military service, and as such they are average fighters. They will soon be the back bone of the ship, whether they sail to Sartosa or far off Ind.

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

Weapons and Armour: May be taken from the Warrior list.

SEAGUARDS

40 gold crowns to hire.

Seaguards are masters of the spear, and they serve as guardians of the ship. They have sailed the world, and thus little is left that can make them quake.

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

Weapons and Armour: May be taken from the Warrior list.

Spear Master: In the first round of combat, when using a spear, a Seaguard adds +1 to his strength and may reroll one failed roll to hit.

0-5 SEA RANGERS

40 gold crowns to hire

Sea Rangers are Shadow Warriors who gladly travel themselves aboard Lothern ships, for the Sea Patrols frequently find themselves at odds with Dark Elf corsairs and slavers. Sea Rangers are skilled scouts and provide essential missile support on land and sea.

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

Weapons and Armour: May be taken from the Ranger list.

Hide in shadows: When trying to spot a Sea Ranger an opponent must halve his initiative.

Hate dark elves: Sea Rangers hate Dark Elves.

0-5 RAW RECRUITS

Special Recruitment*

Traitorous or untrustworthy High Elves, taken along the journey to do manual labor. Some are transported to far off colonies to work the rest of their sentence. Some are not even full elves, but fatherless half-breeds. In desperate times, their numbers are padded with captured humans pirates and cutthroats.

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

Weapons and Armour: Raw Recruits may be equipped with weapons and armour chosen from the Raw Recruit Equipment list.

SPECIAL RULES

Specially Hired: You may hire Raw Recruits like normal, but you may also acquire them in the same manner as Swabbies.

Never Gain Experience: Raw Recruits generally aren't interested in proving their worth to the crew, they are interested in survival and hopefully escape! Raw Recruits never gain experience in games.

Rabble: Raw Recruits do not need to be armed all the same. Each may be given different equipment, but only items listed in the Raw Recruit equipment list. Raw Recruits can never use magic, or cast spells of any sort, no matter their original background or abilities.

'Oh dear, they got away!' If the Sea Guard Warband itself Routs, any Raw Recruits who have already left the table in previous turns are presumed to have made a successful escape, and are never seen from again. Remove them from your warband roster as if they had been killed.

'Don't mind them, they aren't true elves!' The rest of the crew barely notice if any Raw Recruits run away or go Out of Action – they know they'll find them later on and give them 30 lashes if they're lucky! Any Raw Recruits who are running away or have been taken out of action do not count towards the need to take a Rout test for the warband.



SPELLS OF THE LOTHEN SEA

Note: Most of the following spells are taken from the "Djed-Hi Spell List" from the "Elven Mage Hired Sword" by Jake Thornton. The exception is the 4th spell, 'Mistress of the Deep', which replaces the spell 'Fleeting Shadows'.

1 Divination of Shirath

Difficulty 6

Looking into the mists of the future, the Mage divines his best move.

The Mage may re-roll all his failed dice rolls, though the second result stands. The effect lasts until the beginning of the Mage's next turn.

2 Shimmering Shield

Difficulty 7

The Mage is surrounded by a pale glow.

This spell acts as a shield to protect the Mage. It gives him an additional unmodified 5+ save against all attacks. The effect lasts until the beginning of the Mage's next turn.

3 Statue of Light

Difficulty 7

A pillar of light transfixes the Mage as another stabs down from the heavens to pin his target.

The Mage chooses a single enemy model he can see. That model may not move as long as the Mage remains both static and alive. The Mage and the target may cast spells normally, but fight in close combat at -2 WS (minimum of 1).

4 Mistress of the Deep

Difficulty 8

The mage summons a spirit from water, more beautiful than imagined and bewitching to hear.

Place a man-sized Oceanid model within 6" of the Mist Mage. This model may not move or make any actions (it is, for all intents and purposes, scenery rather than a living model.) Any time an enemy model wants to shoot or declare a charge on your Mist Mage, it must first measure the distance between itself and the Oceanid. If the Oceanid is closer than the mage, the attacker must first take a Leadership test or be distracted by the Oceanid's singing. If the test is failed, the attacker cannot shoot/charge this turn. Once a model has passed a test, it does not have to test again for the rest of the game. The spell has no effect against models Immune to Psychology. The spell ends when the Mist Mage wants it to, the Mage attempts to recast the spell, or the Mage casts another spell. If successfully recast, the Oceanid model is moved to any new location within 6" of the Mage.

5 Hunter's Fury

Difficulty 9

The Mage gestures at the target, and glowing arrows shoot from his fingertips to fly at the foe.

The spell summons D3+1 arrows which the Mage can use to shoot against one enemy model following the rules for normal shooting. The arrows have a range of 36". Use the Mage's own Ballistic Skill to determine whether he hits or not, but ignore movement, range and cover penalties. Each arrow causes one S3 hit.

6 Silent Guardian

Difficulty 9

Glowing swords appear by the Mage, leaping to his defence if he is attacked in close combat.

This spell acts as an invisible guardian that will defend the Mage. If the Mage is attacked in close combat then the guardian will fight first with WS5, S3. The guardian will make 1 attack per turn against each enemy that attacks the Mage. The guardian will not leave the Mage's side, and will only fight if the Mage himself is being attacked. The Guardian cannot be attacked in return and will only be dispelled if the Mage casts another spell or dies. (Unofficial Ruling: All enemies in contact with the Mage declare their targets before attacking. Any enemies declaring an attack against the Mage immediately receives an attack from the Guardian, before rolling to hit.)