



WARHAMMER AGE OF SIGMAR

NAVAL BATTLES IN THE AGE OF SIGMAR

SOULLESS SEAS



EXPANSION

SOULLESS SEAS

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT



CONTENTS

The Soulless Vortex	3
The Flying Tallyman	4
Rules: Sailing the Soulless Seas	5
Rules: High Seas Command	6
Rules: Cannoneering	7
Rules: Stormy Seas	8
Campaign: Soulless Seas	9
Mysterious Islands	10
Battleplan: The Mysterious Island	12
Battleplan: Red Sky at Morning	13
Battleplan: A Storm on the Soulless Seas	14

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THE SOULLESS VORTEX

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The Soulless Vortex is a stable magical sea storm off the southern coast of Eucebum. Because it is hazardous to traverse, most military forces steer clear of it, leaving it as a hiding place for outcasts, pirates, and sea-monsters. When an entire village disappears with no survivors, there is no-one to look for them or avenge their deaths. This works well for the Idoneth Deepkin who dwell beneath the waves of the Soulless Vortex, which has protected their home since its creation.

Since Nagash's Necroquake rocked the seafloor, the soul-hungry Idoneth have enacted a more nefarious scheme that will reveal their presence to the world. They have constructed a Soularium that can be used to siphon soul energy from the warfare that wracks Eucebium, and to power a deadly weapon of war!

Malign portents have shown that something wicked lies at the center of the vortex and scout ships have been dispatched to investigate. What will they find?

THE SOULLESS VORTEX

GHYRAN

PIRATE'S LAIR

Darkisle is a notorious den of thieves and corruption nestled within the Soulless Vortex, safe from prying eyes. The camp is protected by the animate corpses of dead sailors sustained by black magic.

THE KRAKEN

Orghothia has devoured countless ships that strayed too close to her foetid reef.

ORGHOTHIA

THE DUNG MOTHER

THE SOULARIUM

STOLEN SOULS

At the center of the vortex, the Soularium harvests souls, stealing Nagash's rightful due.

DARKISLE

THE FLYING TALLYMAN

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Smitty Cystongue's dreams were haunted for weeks awaiting Grog-Sothoth's arrival. He had remained loyal, never losing faith in his old Cap'n, but even as he gathered a crew of poxy seadogs to prepare for the Cap'n's return, he feared what he had become. One night, Smitty awoke drenched in sulfurous seawater, lying naked in a cave on the shore. He saw something writhing in the darkness, something cruel and alien, a creature of pure chaos, and he knew his Cap'n had come for him.



SAILING THE SOULLESS SEA

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Naval combat requires carefully positioning your line of battle. Massive and unwieldy vessels pick off small maneuverable flanking ships, and large scale boarding actions dominate the swirling center.

WARSHIP

Each player may include any number of Warships in their army. Warships can vary in size, shape, and design, but all follow the rules laid out below:

- **Ship of the Fleet:** Warships in your army are friendly units and each Warship has any keywords that are shared by all of its Crew.
- **Crew:** When you set up a Warship on the battlefield, you may place units from your army in it as a Garrison (*Age of Sigmar Core Rules: Terrain*). Additional units can be set up in it later if you like. A Warship can carry up to one **HERO**, one **WAR MACHINE**, and one other unit, as long as all of the models can physically fit on its decks.
- **Moving:** During your movement phase, you may pick up and rotate your Warship (ignoring intervening models and terrain) about its center to face any direction and then move it up to its Move characteristic of 2D6". When a Warship moves, advances, or retreats, the units within it count as having done so as well.
- **Prepare for Boarding:** During your charge phase, you may pick up and rotate your Warship to face any direction (this rotation may bring it within 3" of enemy models), and may then make a charge move of up to 2D6" in a straight line that must end within ½" of an enemy model (Warship or otherwise). When a Warship charges, the units within it count as having charged.
- **Boarding:** Each time you select a unit to fight in the combat phase, if it is on a Warship, when the unit would pile in, instead the Warship piles in 3" towards the nearest enemy model (The pile in move may be in any direction, but no part of the ship can move more than 3").
- **Scuttled:** At any time if a Warship no longer has any models crewing it, it is scuttled and sinks.
- **Reminders:** All units on Warships count as being in cover except on a turn in which they charge, and measure all ranges for weapons and abilities from the any point on the Warship. Additionally, subtract 1 from the hit rolls of attacks made against a unit on a Warship.



WADING IN THE SOULLESS SEA

Only Warships and nautical units (like Idoneth Deepkin or conversions like Steam Tanks Boats, Black Coaches Galleons, or AleGrogguzzler Sea Gargants) can move freely in water (although flying units can of course fly over it). Other units can "wade" in water while wholly within 6" of land.

HIGH SEAS COMMAND

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Command of a fleet requires different skills from a conventional army. A fleet is led not just by a fleet commander, but also by a flagship that provides a rallying point for the rest of the fleet, and represents the pinnacle of their shipyard's building capabilities.

FLAGSHIP TRAITS

If your army includes any Warships, choose one to be your Flagship. Your Flagship can be crewed by an additional **HERO** or **WAR MACHINE**, and also has one of the Flagship Traits below:

D6 Flagship Trait

- 1 **Brutal:** After a Brutal Flagship ends a charge move, choose one enemy unit within 1/2". That unit suffers D3 mortal wounds.
- 2 **Mysterious:** A Mysterious Flagship is a **WIZARD** can attempt to cast one spell in each of your hero phases, and unbind one spell in each enemy hero phase.
- 3 **Commanding:** During your hero phase, one **HERO** crewing your Commanding Flagship can use a command ability without spending a Command Point.
- 4 **Swift:** A Swift Flagship rolls an additional D6 when determining its Movement during the movement phase. Additionally, you may re-roll charge rolls for a Swift Flagship.
- 5 **Magnificent:** Units crewing a Magnificent Flagship do not have to test for battleshock during the battleshock phase.
- 6 **Gunboat:** Units crewing a Gunboat Flagship can attack during the shooting phase even if the Flagship retreated during the same turn.

COMMAND ABILITY

Your general has the following command abilities.

Fleet Commander – *When the Fleet Commander casts his attentions at a specific ship, the crew put forth every effort to catch the wind and push forward at a good clip.*

You may use this command ability during your movement phase after a Warship has rolled to determine its movement. Change one of the dice rolled for the Warship's movement to a 6.

Broadsides Attack – They're in your sights! FIRE!!

You may use this command ability during your shooting phase. Choose an enemy Warship and a friendly Warship that is wholly within 9" of it. Add 1 to the Attacks characteristic of the Missile weapons of all units on the friendly Warship.



CANNONEERING

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Naval warfare is accompanied by innovations in munitions and cannoneering. Though some armies do not normally field heavy guns in terrestrial warfare, they bring them to the high seas simply because it is more tactically sound.

SHIPBOARD WAR MACHINES

Many factions do not have access to the types of weapons that would be mounted on a warship. To expand access, any army can include **WAR MACHINE** units as long as they share a Grand Alliance keyword (**CHAOS**, **DEATH**, **DESTRUCTION**, **ORDER**) with the rest of the army, however, that **WAR MACHINE** must be crew for a Warship, and cannot leave the Warship.

Designer's Note: *DEATH and DESTRUCTION Grand Alliances are very light on supported WAR MACHINE units. For narrative battles, you can simply borrow a ranged attack from another thematically appropriate warscroll or field a makeshift IRONWELD ARSENAL CANNON. If you want to be more official though, look up the TOMB KINGS and GITMOB WAR MACHINES respectively.*

OPTIONAL: CAPITAL SHIPS

Not all Warships are created equal. Capital Ships are very large Warships that have increased crew capacity. An army should include at least 3 regular Warships for each Capital Ship. Additionally, Capital Ships should not be included unless both players will be using them.

A Capital Ship can be crewed by as many units as are able to fit on its decks.

Designer's Note: *You can invent other types of Warships in between and come up with unit type restrictions that match your collections and fleets. Capital Ships are potentially pretty unbalancing.*

SPECIALTY MUNITIONS

One **WAR MACHINE** in your army that is crewing a Warship can be equipped with one of the specialty munitions listed below:

Chainshot: *Chainshot rips through masts leaving ships adrift until they can make the necessary repairs.*

- When you hit an enemy unit with Chainshot, until your next hero phase a Warship it is crewing cannot run and only moves 1D6" when moving and charging.

Hotshot: *Flaming munitions set warships ablaze forcing crew to abandon ship or roast to their deaths.*

- When you hit an enemy unit with Hotshot while it is crewing a Warship, roll a dice for each unit crewing the Warship. For each 4+, the unit being rolled for suffers D3 mortal wounds.

Smokepot: *Cunning commanders launch smoky projectiles that create a haze around enemy ships to impair their vision.*

- When you hit an enemy unit that is crewing a Warship with a Smokepot, all units crewing that Warship subtract 1 from their rolls to hit until your next hero phase.

STORMY SEAS

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On the high seas of the mortal realms, the weather can change in an instant. While an auspicious breeze might allow a fleet to rush into boarding action, on the soulless seas a storm is always on the horizon.

SOULLESS SEAS WEATHER

At the start of the first battle round, roll a dice to determine the weather. At the beginning of the second and each following battle round, advance the weather by D3-1, going back to 1 when you pass number 6.

D6 Effect

1 Calm Seas: *A good day for sailing.*

No effect.

2 Sea Breeze: *A breeze fills your sails, but is it bringing a storm with it?*

Add D6" to the Move characteristic of all Warships.

3 Choppy Waters: *High waves rock your fleet from side to side and disrupt your advance.*

Reduce the Move characteristic of all Warships by D6".

D6 Effect

4 Storm Tossed Sea: *Batten down the hatches!*

Treat all water as *Deadly* terrain.

5 Crashing Lightning: *Thunder rumbles and lightning crackles across the sky.*

At the start of the battle round, roll a dice for each unit. On a 1 or 2, the unit being rolled for suffers D3 mortal wounds.

6 Fog: *The storm is followed by a thick ocean fog.*

The range of missile weapon attacks and all spells and abilities is reduced to 12".

TEMPESTarii



Fleets often train their wizards as tempestarii weather mages.

WIZARDS in your army know the Weather Witching spell.

WEATHER WITCHING

Weather Witching has a casting value of 5. If it is successfully cast, you can set the weather to any result.

SOULLESS SEAS CAMPAIGN

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

Welcome aboard sailor! We've received intel that the Idoneth Deepkin who reside in the Soulless Sea have been working on some kind of secret weapon. The Soulless Seas are shrouded in mystical fog, and at the center is a swirling Soulless Vortex. Our mission is to map the Sea, locate the secret weapon, and capture it if possible.

The Soulless Seas campaign is a 3-battle linked battles campaign for any number of players.

1. THROUGH THE MISTS

As morning mist clears in the overgrown arena, you hear a trapped soul struggling for freedom.

Play the Mysterious Islands battleplan.

TO THE VICTOR GO THE SPOILS

Master of Maps: During the next battle, the winner of this battle may set up one Warship anywhere they wish on the battlefield as long as it is more than 3" from any enemy units.

NARRATIVE IDEAS

- Make pirate or naval themed heroes to lead your army at sea.
- Choose an MVP unit from each army after each battle. Use the Regiments of Renown rules from General's Handbook 2019 or the Path to Glory Followers Rewards tables to give them veteran abilities.
- Introduce secondary objectives like grudge matches/bounties against notorious units, or treasures to uncover on side-islands.
- Add a third player using Idoneth Deepkin to the Capturing the Soularium battleplan. They could set up their army in the center of the battlefield around the Soularium.

2. SHIPS PASSING IN THE NIGHT

As you lead your army on a march through the Geistwald, the balemoon hangs heavy and red in the afternoon sky. Will you make it to the Feast of the Blood Moon? Or be led astray by the wisps of the wood.

Play the Red Skies At Morning battleplan. The player who lost the preceding battle is the Underdog.

TO THE VICTOR GO THE SPOILS

Master and Commander: Whenever the winner of this battle uses one of the naval Command Abilities, roll a dice. On a 4+, they gain a Command Point.

3. CAPTURING THE SOULARIUM

Nagash's plan has become all too clear. Can his soul trap's connection to Efengie be severed?

Play the A Storm on the Soulless Seas battleplan. The player who lost the preceding battle is the Underdog.

TO THE VICTOR GO THE SPOILS

The winner of this battle wins the campaign!



MYSTERIOUS ISLANDS

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

Lookouts reported seeing iridescent crystals glinting on the uncharted islands of the Soulless Sea. Upon collecting the crystals, it became apparent that they were made of the compacted stuff of souls.

THE MOUNTAIN KINGS

After the fall of one of their coastal holds to an Idoneth raid, the Hammers of Grungni have sworn a grudge against the deepkin and many of their seafaring allies. To settle such a score the clan has taken to the open seas. Although it is not a dorf's natural habitat, The Hammers of Grungni have pooled their ingenuity to create a flotilla of nigh unsinkable ironclad warships to challenge for naval superiority. The Iron Fleet descends upon its foes with a roar of steam engines and cannon-fire, and leaves nothing but the smoldering remains of lesser vessels in its wake.



THE DREAD PIRATE GNARLA

Very little is known about Gnarla the Subtle's mysterious past before she came to be Lady Vendetta's right hand cow. But today it was learned that she spent some time plying the open seas as a privateer under the banner of dread pirate, "Black" Angus Magog, Captain of the Asterion Jr. Gnarla is calling in a favor from her old ship-mate, and the mighty galleon will be at her command to take control of the mysterious island and the Soularium.



ROTBELLY'S BIG ADVENTURE

Rotbelly was too big to fit aboard Larvulous' flagship The Flying Tallyman, so he was loaded onto a longboat with a few nurglings to keep him company, and pushed out to sea. Sadly, his voyage came to an end when his longboat was boarded by the crew of the Interminable Debauchery. Despite being soundly defeated, Rotbelly had a great time smelling the sea air and splashing around in the shallows.

On a hidden island in the Soulless Vortex, fleets crashed together vying for control of The Soularium. As they struggled for supremacy, they used its power to snatch souls, greedily collecting them for use in the larger Soul Wars that ravage the mortal realms.

KYTOSIAN SEA GUARD

The Kytosian Deepkin fought valiantly to defend their research, making great gains at fending off the Gutbusters and Dispossessed at the mysterious islands. However, they were not powerful enough to stop the forces of Slaanesh from capturing their Soularium and the precious Soulstones that they had harvested.



LORD CUEYATL'S LANDSHIP

There's an ancient Slann saying, "Why build boats when we already have spaceships and besides we can make giants chunks of the landscape float around using magic?"

Slann are not known for their pithy turns of phrase, however, they are known for making things float. That includes their furniture, dinosaurs, and enormous slabs of rock they commandeer for naval engagements.



THE INTERMINABLE DEBAUCHERY

Iradrüll's lieutenant Keeper of Secrets Eaddil'ammur gathered an army upon her flagship to capture the Soulstones for her dark princess She Who Thirsts. Through sheer force of will, she and her warriors captured every Soulstone on the mysterious island, and then crushed their enemies to take control of the Soularium. It surely cannot be long before She Who Thirsts awakens.

THE MYSTERIOUS ISLAND

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

On a mysterious island in the Soulless Sea, there are crystallized gems made from pure, compressed souls. This must be related to the Idoneth's secret contraption, a Soularium, reverse engineered and modified from Nagash's Soul Trap. This Soularium would be of great value in the ongoing Soul Wars.

LAURELS OF VICTORY

The player with the most Laurels of Victory at the end of the fifth battle round wins a **major victory**. If at any time after the first battle round only one player has models left on the battlefield, the battle ends immediately and that player gains D6 VP.

Capture the Flagship: When you destroy an enemy Flagship, gain 3 VP.

Soul Crystals: Place three Mysterious Islands along the center-line of the battlefield. Then, place D3 Soul Crystals on the Mysterious Island. At the end of your turn, if you control a Soul Crystal, you may have a friendly unit within 6" pick it up. When the unit is slain, the crystal passes to an enemy unit within 3" if there is one, or a friendly unit within 3" if not. If there are no units within 3", it is destroyed.

At the end of the battle, gain D3 VP for each Soul Crystal you possess. Your units continue to carry any Soul Crystals into the next battle.

THE ARMIES

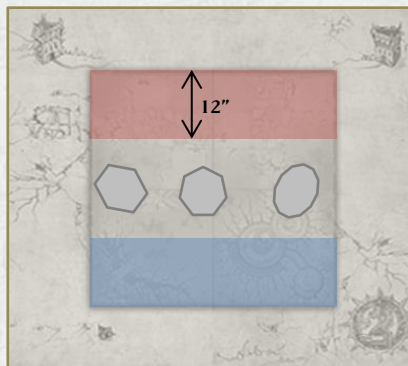
Create armies in any way that is agreeable to both players. If one player has a clear advantage, then their opponent is the Underdog.

THE BATTLEFIELD

This battle can be played on a 4x4 or 4x6 battlefield. Most of the battlefield should be sea. You can consider adding rolling clouds of magical fog or other small islands in addition to the three main islands. Faction terrain can be placed either on a Warship, on an island, or freestanding in the water (in which case it is assumed to be built on an outcropping of some kind).

SET-UP

Randomly determine which player chooses their territory first. Then, alternate placing units within your territory and at least 3" from enemy models starting with the player who chose first.



FIRST TURN

The Underdog decides which player takes the first turn in the first battle round. If there is no Underdog, roll off with the player who finished set-up first winning ties.

CREEPING MISTS

If you are using the Soulless Seas Weather rules, the weather is Fog during the first battle round.

RED SKIES AT MORNING

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

The sun rises on panicked and confused crews. Your fleets met in the night, but did not realize it until the sun rose and the fog lifted! You must protect your haul of Soul Crystals and send the enemy to the deep! Prepare to come about for broadsides attack!

LAURELS OF VICTORY

The player with the most Laurels of Victory at the end of the fifth battle round wins a **major victory**. If at any time after the first battle round only one player has models left on the battlefield, the battle ends immediately and that player gains D6 VP.

Send Them To The Deep: When you destroy any enemy Warship, gain D3 VP. When you destroy the enemy Flagship, gain 3 VP instead.

Capture the Soul Crystals: If no units already have Soul Crystals, distribute D6 Soul Crystals amongst the units in your army. When a unit bearing any Soul Crystals is slain, the crystal passes to an enemy unit within 3" if there is one, or a friendly unit within 3" if not. If there are no units within 3", it is destroyed. At the end of the battle, gain 1 VP for each Soul Crystal you control.

Your units continue to carry any Soul Crystals into the next battle.

THE ARMIES

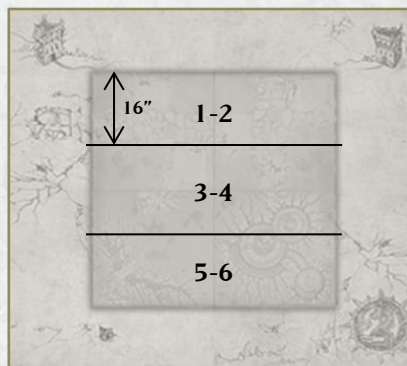
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SET-UP

Roll a dice to determine which player will set up a unit first. That player sets up one Warship in a random section of the battlefield (see chart below). Then, alternate setting up units in random battlefield sections at least 3" from any enemy Warships.



FIRST TURN

The Underdog decides which player takes the first turn in the first battle round. If there is no Underdog, roll off with the player who finished set-up first winning ties.

MORNING CALM

If you are using the Soulless Seas Weather rules, the weather is Calm Seas during the first battle round.

MORNING PANIC!

During the first battle round, at the start of your hero phase, roll a dice for each of your Warships. On a 3+, the Warship can move and attack as normal. Otherwise, the Warship is unready, and cannot move or attack during the first battle round.

A STORM ON THE SOULLESS SEAS

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

You sail through the storm into the eye of the Soulless Vortex. Through your spyglass you can see the whirling machinations of the Soularium, the Idoneth's secret soul-stealing engine. Across the water you can also see the enemy closing in. So it's to be a race is it?!

LAURELS OF VICTORY

The player with the most Laurels of Victory at the end of the fifth battle round wins a **major victory**. If at any time after the first battle round only one player has models left on the battlefield, the battle ends immediately and that player gains D6 VP.

Capture the Flagship: When you destroy an enemy Flagship, gain 3 VP.

The Soularium: Place the Soularium at the center of the battlefield. At the end of your turn, if you control the Soularium, choose an enemy unit within 12" of the Soularium. That unit suffers D3 mortal wounds. If any models are slain in this way, one of your units within 6" of the Soularium gains a Soul Crystal.

When the unit is slain, the crystal passes to an enemy unit within 3" if there is one, or a friendly unit within 3" if not. If there are no units within 3", it is destroyed.

At the end of the battle, gain 1 VP for each Soul Crystal you possess. Your units continue to carry any Soul Crystals into the next battle.

THE ARMIES

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FIRST TURN

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SOULLESS VORTEX

If you are using the Soulless Seas Weather rules, the weather is Storm-Tossed Sea during the first battle round.

The Soulless Vortex is a magical maelstrom bound to Shyish. After a **WIZARD** successfully casts a spell, they heal 1 wound. After a **WIZARD** fails to cast a spell or it is unbound, they suffer 1 mortal wound.