Oceans of the realms

An unofficial Age of Sigmar supplement for naval battles
V 0.2

The Rules

About this document

Oceans of the Realm are just my personal, unofficial thoughts to add another layer to the basic Age of Sigmar rule set, in order to include battle between ships or entire fleets in the countless oceans of the mortal realms. You can also find a proposal for warscrolls for 3 different ship classes at the end of the document.
Feel free to enhance my ideas and rules, develop fraction specific warscrolls or battle plans, include see monsters or think about battles between flying ships in the skies! There are no boundaries anymore in the Age of Sigmar!

Ships and crews

Ships are separate units, but other models may be placed on their deck.
The maximum number of units on deck is restricted by

- the size of the deck - the model must somehow be able to stand on it on its own, no model may stand on another model except on ships
- At the game start, each ship must be manned by a fighting crew. It may come from several warscrolls and those units will move and fight independently as usual, but the total amount of their wounds may not exceed the the ships wound value. At later stages of a game, ignore this restriction
- Monsters are to heavy to be placed on ships

Ships have a working crew under deck which moves the vessel and fires its guns. They are part of the ship model and it's attributes.
The fighting crew on deck ensures the working crew is following your commands. Once all models of a fighting crew have been slain by an enemy boarding commando, the opposite player is taking over control of the ship.
Ships with no fighting crew on deck move each player's turn half of their movement forward and do not fire their weapons.
Fighting crews can be selected from warscrolls as usual but the minimum amount of models for each unit does not need to be considered. Also you can mix different equipment stiles of a warscroll in your units but you must be able to differentiate which model carries which arms.
While being on deck of a ship, units are in cover in case they are attacked by missile weapon. In addition models of a unit can move further away than 1 inch.

Moving

Ships can only move straight forward. They are allowed to turn up to turn up to 90 degrees as many times as stated on their warscroll. They do not run and can only move through water, but not through solid terrain or other ships.
Swimming models do not block the movements of ships, as they are simply driven aside.

Jumping

When moving or charging, units may cross gaps between ships by up to 2 inch by jumping.

If they do so, throw a dice for each model. At a 1 or less, the model fails and drops into water. Subtract 1 if the model has a save characteristic of 4 or better - their armor is pulling them down. At gaps smaller then 1 inch you do pass this test automatically.

Shooting

Attacks by ships do not have the 360 degree view then normal models but are divided into 4 90 degree arcs measured from the center of its model:

- Portside
- Starboard
- Aft
- Prow

When using your ship weapons in your shooting phase, you can only target hostile ships but not individual fighting crew units on them. Nevertheless, when your opponent distributes wounds to the ship model in the last step of the shooting activation, each 3rd wound must be assigned to a model of the fighting crew instead.
Ships do not fire their cannons while enemy models are on deck. Also you cannot target ships which have at least on friendly model on deck.

Planks

In the beginning of the charge phase, ships can place planks in order to board other vessels or solid ground. Each ship can have as many planks on each flank active as described on its warscoll.
Planks can cover a distance of up until 3 inches. They are wide enough for one model.
Ships connect with planks do not move.
You can remove the planks in your hero phase when there are no enemies on your ship and the plank anymore.

Close combat

Wounds must be allocated to the models which are closest to the enemy.
You do not need to assign wounds to models of the same unit which are 3 inch further away to currently slain models.
After having removed all casualties, the activated unit may pile in 2 further inches before the next unit gets activated, in order to gain ground on the boarded ship.

Swimming

Models with a save of 4 or better drown once they drop into water - their armor is simply to heavy. Other models may do nothing except normal moves (no running) or charging.
Ships do only drown when their wound value reached 0. For each model on it's deck throw a dice, if the result is 1, the sinking ship pulls it with it to the ground of the sea. At any other result, the model swims (in case it is allowed to swim of course)

Railing

When your models jump or charge out of the water but there is no space on ships to place them on, they can hang on to the railing and attack (at least with one arm) the model blocking the space to enter the vessel. Place your model or unit outside the ship but mark them that they hang to the railing. Such models may do nothing more then retreat, move (in case no further enemies are within 3 inch of course) and attack in the combat phase. There, subtract 1 from their rolls to hit, as fighting is not easy in that position, with the defenders adding 1 to their save rolls.

General

Of course you must call him captain or admiral, depending on the size of the model's hat!

The Warscrolls

Small vessel

Move	Wounds	Save
18	20	3+

Turns	Planks
3	1

	Attacks	Type	Range	To hit	To wound	Rend	Damage
Starboard canons	2	Range	18 -36 inch	5+	5+	2	W3
Starboard canons	2	Range	< 18 inch	3+	4+	3	3
Portside canons	2	Range	18 -36 inch	5+	5+	2	W3
Portside canons	2	Range	< 18 inch	3+	4+	3	3

Penalties
10+ wounds suffered

Move -9 Attacks -1

Medium vessel

Move	Wounds	Save
24	30	3+

Turns	Planks
2	1

	Attacks	Type	Range	To hit	To wound	Rend	Damage
Starboard canons	4	Range	18 -36 inch	5+	5+	2	W3
Starboard canons	4	Range	< 18 inch	3+	4+	3	3
Portside canons	4	Range	18 -36 inch	5+	5+	2	W3
Portside canons	4	Range	< 18 inch	3+	4+	3	3

Penalties
15+ wounds suffered

Move -12 Attacks -2

Large vessel

Move	Wounds	Save
12	50	2+

Turns	Planks
1	3

	Attacks	Type	Range	To hit	To wound	Rend	Damage
Starboard canons	6	Range	18 -36 inch	5+	5+	2	W6
Starboard canons	6	Range	< 18 inch	3+	4+	3	3 +W3
Portside canons	6	Range	18 -36 inch	5+	5+	2	W6
Portside canons	6	Range	< 18 inch	3+	4+	3	3 + W3
Prow cannon	2	Range	< 18 inch	4+	4+	2	W6
Aft cannon	2	Range	< 18 inch	4+	4+	2	W6

Penalties
15+ wounds suffered

Move -2 Attacks -2

30+ wounds suffered

Move -6 Attacks -4