

WARHAMMER: TIDES OF THE OLD WORLD

INTRODUCING PERILOUS ADVENTURES AT SEA

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Tidebreaker

The rich purple flag of BarakVarr hung proudly at the head of the short mess room, clamped in place to prevent it from falling or flapping around when the hull of the creaking vessel was tussled by strong ocean currents. Krakyr looked up at the flag for a brief moment longing for his clan hall, the taste of succulent meat and ale so strongly envisioned it was almost on the edge of his tongue. As he tugged at his beard in thought he looked back to the map spread across the feasting table.

“Why don't we go back and warn the hold?”

Another dwarf suggested, noticeably short in beard as he placed a finger on BarakVarr; The hold was four days away.

“And how would we find them again, Modlin?”

He said almost accusingly at his apprentice, who fell quiet and began fidgeting with his stone-bread.

“We'll have to sort them out now before the grobi scum get bored and start looking for dawi to sink” Krakyr murmured as he hunched over the map in front of him, his helmet candle casting it in a warm glow.

Quaffing the last of his tankard as he stood up, he dipped his quill and drew a line carefully across a stretch of sea, outlining what he had in mind. The other dwarfs murmured between themselves before nodding their approval, some clambering down to the boiler room and others to their station, followed shortly by the clank and thunk of torpedoes being loaded and instruments being tuned as they set out to intercept the greenskin pirates ahead of them.

Bardin Ironeye heard the clanking and clattering of the crew and felt the nautilus pick up speed, heat swelling up through the thick iron plates beneath his seat. He was perhaps the oldest and most cantankerous of the crew but being a rhunki as well as an engineer for much of his life had forced both young and old to look up to him. His mind turned to the rune-inscribed torpedoes he had fashioned, currently being loaded into the

weapons bay. A nasty surprise indeed he thought to himself as his wizened hand pulled leavers and wound cranks around the helms-room. He peered out into the murky deep between the viewing port and the black shape ahead of them; an urk ship they had been pursuing that was wreaking havoc on the trading fleets trying to reach or depart from BarakVarr. Bardin muttered an oath to Grungni before pulling on a heavy chain which caused a loud whistle to fill the ship as the submersible started to rise. It was time to sink the urk scum.

Grotfang was picking his teeth with a sharp fishbone, leaning against the rails in boredom when he heard something metallic break the surface behind his ship. He might not have noticed at all if his lookout grot hadn't shrieked at him from the crows nest. Looking over to where the panicked grot was pointing he spat the bone out of his mouth and drew a large cleaver from his belt before hollering to his crew. “Oi, we got som'fin' behind us ya gits! Get ready fer a fight!”

The nautilus Ungvarf broke the surface right behind the infamous ork ship and thundered as the forward cannon sent a shell whirling through the air only to bury itself in the deck of the urk ship, crushing several unlucky orcs in its' path; Determined not to be outdone however the orcs turned their ship sharply, the masts pitching to the side as it brought about with ferocious speed and attempted to come alongside the dwarf ship and bring its' weapons to bear. Goblin arrows whistled past harmlessly as the Ungvarf tried to turn sharper, Bardin cursing as he operated the various controls.

Grotfang stood atop the 'umie Killa peering out at the dwarf vessel as they sailed parallel, the paddle wheels creaking while his ship slowly came into striking distance, a smug look spreading across his face as large rocks and pieces of junk were hurled against the enemy hull; his satisfaction quickly turned to anger as the loose

debris bounced off harmlessly, roaring his frustration and cutting down one of his orc boys in a fit of wrath.

Pulling ahead of the orcs now, Ungvarr fired at them from its' stern, breaching the wooden hull on the greenskin ship before diving down again, a hunk of stone launched from a chukka whirling just over the top of them. As they turned about a heavy clunk above their heads sounded out while Bardin signalled for Modlin and Krakyr to make ready the grundstok torpedoes. Peering through his own gandok Karkyr slowly wound two cranks to adjust aim as Modlin waited on the other side of the small cramped chamber ready to throw the lever at his command. "NOW!" thundered Krakyr and a loud clacking sound filled the room as Modlin threw the switch, the first torpedo piercing the depths and glowing ominously as the runes armed themselves. First there was nothing, naught but a faint glow disappearing in the distance and thick dark water obscuring anything else. Krakyr waited with bated breath, the seconds feeling like minutes to the old dwarf as the ship went silent in anticipation. Then It happened, a mighty cracking sound like rolling thunder pealed across the water, so loud even the dwarfs heard it under the sea as a rumbling tremor – in short succession a bright blue flash turned into a blinding explosion as the torpedo hit its' mark, followed by a wave of force that rocked the nautilus for a few moments. In the distance of his view port Bardin smiled with grim satisfaction as he saw the orc ship split in two and sink beneath the waves and struck another grudge out of his book.

Introduction

Welcome, sailor to Warhammer: Tides Of The Old World, a project aimed at expanding the scope of Warhammer Fantasy RolePlay 2nd edition to support adventures and campaigns set in the fabled seas of the old world!

In this rules expansion you will be able to play as any of the major factions of the old world; From the Dwarf engineers of Barak Varr and sailors of the Empire to Ogre Sea-dogs and Skaven Bilge-Rats!

Not only will this allow for your travels between distant lands be more eventful with encountering friend and foe alike on the harsh seas of the Old World but you'll also be able to feature entire campaigns focused on casting your foes into the sea while you cast yourselves into living legends!

This rules expansion is designed to support the following;

- Crewing a single vessel with your party and setting sail as one crew under the same flag
- Crewing a single vessel with your party and employing the support of other ships to form a flotilla
- Crewing each vessel with individual party members acting as captains together in a flotilla
- Exploring the exotic coasts of Tilea, Araby, and other commonly inaccessible locations
- Having a new selection of careers to choose from specialised for seafaring character options
- Having a large selection of ships available to crew as well as engage in naval combat

These are just some of the things I hope you will be able to gain from this project – Hopefully many more features will reveal themselves!

To learn more about each major faction, their ships, unique advantages and approach to combat view the Seafarers Supplements for each expanded faction!

Seas of Legend

The Sea of Claws:

The Sea of Claws is a cold and bitter sea that borders Kislev, The Northern Wastes, The Empire, and some of Bretonnian north coast as well. It is joined to the Great Ocean to its west and features access to the ports of Erengard and Marienburg in addition to the secret entrance to Kraka Drak

The Sea of Chaos:

The Sea of Chaos is a sea that rests above the north coast of Norsca and Albion, the north shores of the sea washing up against the Chaos Wastes; It features a large population of sea monsters due to the chaos winds blowing often along its' waters and few major cities access the nightmarish seas; most noteworthy would be the lost holds of **Kraka Drak** to the south east and **Karag Dum** to the north east – the eastern end of these waters meet the shores of the Dark Lands and the Eastern Steppes

The Great Ocean:

The Great Ocean is a large body of water that surrounds all of the larger continents of the Old World and many of the famous and infamous empires of The Old World are connected by it whether they like it or not – among all assortments of ships, fleets and sea monsters that dwell in and below The Great Ocean, it is also populated with a few major islands, many small coastal islands and also smaller peninsulas

The Sea of Dread:

The Sea of Dread is an enormous body of water ranging between The Gates of Calith and the Fortress of Dawn which is occupied by the elves below the southlands. It also covers all of the shores to the north of those two points; This includes the Kingdoms of Ind, the west coast of The Hinterlands of Khuresh, The Shifting Mangrove Coastline east of the southlands, The Dragon Isles, The Straits of Nagash, and lastly The Dark Lands – primarily the seas here are sailed by the infamous Chaos Dwarfs and to a lesser degree The High Elves. - noteworthy locations may include The City of Spires, The Tower of The Sun and the mysterious Tower of Scars.

The Sea of Storms:

This is a small sea that lies between **The Dragon Isles** and **The River Ruin Delta**

The Sea of Malice:

An inland sea found in the north of Naggaroath.

The Far Sea:

The sea between the new world and the lands of **Cathay**, **Nippon** and **The Lost Isles of Elithis**

The Rules Of

Engagement

listed below are the rules for playing through an encounter at sea.

Note that to resolve boarding actions simply treat them as a standard skirmish engagement and use the decks of the engaged ships as a battlefield.

It is recommended to use the theatre of the mind for this, but otherwise ship dimensions will be available to refer to.

[I – Preparation]

If you are using a battle map to play out the naval engagements, assign a compass direction to each edge of the map and draw up a grid – each grid square should be 2x2cm:alternatively, drawing a map onto printed grid-sheets is recommended (Numbering the X and Y axis of the grid is not a requirement but it may help in remembering various manouvres and actions you have taken during the turn)

[II – Deployment]

The order of deployment is determined by the Standard Movement value of each ship in knots (not yards) , the fastest ship deploying first through to the slowest ship deploying last; when two ships are of equal speed and are from separate fleets roll 1d10 for each fleet and concede to the lower result

When deploying, roll using the deployment table to determine which direction your ship arrives from – two fleets can't deploy from the same direction: if your enemies deploy from the same direction the player who deployed the first ship will succeed and the slower fleet must redeploy

note that in narrative engagements this might be predetermined

The turn order starts from the slowest ship and proceeds until it reaches the fastest ships in order of standard speed in knots – each ship must take its' turn individually as opposed to resolving the actions of one fleet before the other.

If two opposing ships tie for turn order resolve it by rolling 1d10 each and conceding to the lower result.

Ships must be deployed with their prow forwards and entirely within 12 yards of the battle edge they arrive from while maintaining a minimum distance from any enemy ships of atleast 60 yards.

Any additional ships of the same fleet (under the command of allied PCs or allied NPCs, or any of their subordinates acting in the capacity of captain) must deploy within a proximity of eachother determined to be 6 yards, and an additional 2 yards for each Command Point (CP) shared between your fleet.

for example combining the CP value of three gut-ships will result in 6cp and allow for a maximum distance of 18 yards between each of the ships upon being deployed. This is the **ONLY** time that players will be permitted to combine the cp value of their fleet for any purpose.

[III – Command Phase]

After resolving deployment and turn order each ship begins its' turn with a *Command* phase; during the command phase your ships begin the engagement by issuing orders to their crew – Each captain may issue as many orders per turn as their Command Points allow; for each Command Point your captain may issue 1 order per turn during the command phase

Also use this phase to make any saves regarding devastating effects

[IV – Manoeuvre Phase]

once all captains have issued their orders their ships may begin further manoeuvres; Various manoeuvre orders are available depending on the ship and crew however some ships must rely on luck alone.

[V – Artillery Phase]

When all ships have resolved their manoeuvres they may begin to fire on the enemy – the number of attacks a ship is allowed to make is determined by how many crew are available; one attack may be made per crew member.

To determine an artillery test add the first digit of your BS to the second digit of the WS of the selected crew member together. This is your artillery characteristic.

For each attack an artillery test must be made using the profile of the selected crew (captains are not included in determining the amount of attacks)

If your crew number is less than your artillery then you may attempt to fire the additional weapons; Each successive weapon fired by the same crewmember suffers an additional -10% penalty to their Artillery Test.

If the selected crewmember fails the artillery roll then the weapon won't fire; critical failures might even cause terrible tolls to be afflicted on your own crew by the attempt.

In the event of a successful hit determine damage using the ARTILLERY TABLE appropriate to the artillery being fired – further details of determining the outcome of successful hits on enemy ships can be found in the later section *Gundersons Guide to Gunnery*

After all shots, damage and DEVASTATION are been resolved you may proceed to the MAGIC phase. To assist in determining the results of your ARTILLERY phase please refer to *Gundersons Guide to Gunnery* and any related Seafarer Supplements for artillery profiles and Devastating effects

[VI – Magic Phase]

During this phase each ship may cast a spell for every mage on board until all spell-casters have either cast a spell or skipped their casting phase – A mage that has cast a spell in the magic phase may not use magic if they are engaged in a boarding action in the same turn

[VII – Assault Phase]

During this phase any ships within a distance equal to half of their standard speed (in yards) or less may attempt a ramming action if a ram is available; if the target ship is within 5 yards of your vessel you can only choose to attempt a boarding action – ships with an assault ram however may attempt to board following a successful ram
Ramming weapons will not require an Artillery Roll to determine their success if an enemy ship is rammed but still must proceed using an Impact roll to determine DEVASTATION or damage
Determine the damage of a ram attack according to the ram profile

[VIII – Boarding Phase]

After the ASSAULT phase you may begin the BOARDING phase. During this phase any boarding actions must be resolved as a standard combat encounter between the crews and captains of two or more vessels (depending on how many ships have attempted a boarding action against the same target) – generally boarding actions are to occur above and below the decks and hulls of ships but at the GMs choice may extend to additional fixtures of the vessel such as riggings.

Each ship will be given dimensions in terms of breadth and length but beyond that it will be up to the GM to determine the exact details of how each ship is layed out; you will find the dimensions listed in the related factions' Seafarer Supplements

If necessary, to further simulate a boarding action between the two (or more) ships simply make a battle map featuring the dimensions of each vessel in terms of breadth and length and place the two ship templates together before decorating as needed

This can be used multiple times if simulating multiple decks is necessary but for simplicity players are recommended to only use two or three decks at most at the same time during a boarding action

Gundersons Guide To Gunnery

Gundersons Guide to Gunnery will teach you everything you need to know regarding the use of artillery on the high seas of the old world, be it against enemy vessels or terrible blood-chilling monsters of the deep.

[I – Artillery tests]

using any piece of old-world artillery to attack an enemy will require one (or in some cases two) artillery tests to determine an artillery test combine the first digit of their BS and the second digit of their WS and make a test against the result. In example; If John has BS: 42 and WS: 29 then he will need to achieve a result lower than 49 to succeed

[II – Artillery Profiles]

Artillery profiles can be found within each of the Seafarers Supplements depending on which faction the artillery piece will most likely be crewed by. They will include the following characteristics, listed below.

Recoil: The lower the better; add this to the result when you're resolving Artillery Tests with with weapon

Range: This represents the maximum range of the projectile with effective accuracy – while you may attempt to fire beyond this range you must add 30 to the result of your Artillery Test when doing so

Projectile Speed: the higher the projectile speed the better; subtract this from the result of your Artillery Test when attempting to fire on enemy ships

Impact: Impact determines the effectiveness when breaching enemy hull; make a percentile roll and achieve this value or higher to succeed.

- If you fail an impact roll then the shot won't damage the enemy ship
- subtract the cladding value of the enemy ship from the results of your impact roll to determine the outcome
- If your impact roll results in an outcome of 80-100 then your shot causes DEVASTATION and you may determine the effect after rolling for your damage

Damage: If your impact roll is successful you may roll for damage – refer to the Artillery Profile to determine the result; if devastation was achieved then resolve the devastation using the following sections.
Reloading: how many turns are required to reload this armament

[III - DEVASTATION]

When DEVASTATION is achieved make a percentile roll and use either the DEVASTATION AT RANGE table or DEVASTATION AT QUARTERS table depending on if you achieved your DEVASTATION using ranged artillery or by ramming an enemy ship.

Once the DEVESTATING outcome has been determined apply the appropriate effects by following the DEVASTATION PROFILES below.

DEVASTATION AT RANGE

result	outcome
[00] – [40]	Flooding
[40] – [65]	Fires
[65] – [90]	Shrapnel
[90] – [100]	Magazine Explosion

DEVASTATION AT QUARTERS

result	outcome
[00] – [45]	Flooding
[45] – [90]	Shrapnel
[90] – [100]	Broken Keel

[IV - DEVASTATION PROFILES]

FLOODING: when attacking an enemy if you inflict flooding they must make a bilge save. To succeed with a bilge save, roll 1d10 and achieve a result below the bilge rating: each time the save is failed the ship takes on more water (1 gallon per failed save).

For every gallon of water you take on, add 1 to the result of the Bilge Save roll. When the amount of water (gallons) exceeds the bilge rating the flooding ship is considered to be sinking.

For every successful Bilge Save, flooding is reduced by 2 gallons.

If your ship has succeeded in reducing flooding to 0 gallons then it is no longer considered flooding. While a ship is SINKING you may attempt a final Bilge Save to try and get rid of the last few gallons and stabilize the water level; if you fail however the ship is lost beneath the waves.

Multiple flooding may be inflicted and you must make a separate Bilge Save for each flood caused

FIRE: If a ship is already flooding or considered sinking you must reroll this outcome

When a fire is inflicted onto an enemy ship it takes 2 turns to extinguish. Roll 2d10 each turn; if the result is greater than 30% the fire spreads and an additional fire afflicts the enemy ship. For each fire active remove 5 hull points per turn from the burning ship – resolve this before the Command phase ends for the afflicted ship

MAGAZINE EXPLOSION: if a ship is devastated by a magazine explosion it suffers 5d10 hull points of damage.

SHRAPNEL: The ship is devastated by shrapnel upon being hit.

Each crew member must take a toughness save. If a crew member fails the save they lose 1d3+2 wounds.

SUNDERED: The ship is completely sundered, splitting in two and sinking beneath the waves taking all hands down with it.

Blood In The Water

An Introductory

Campaign

Blood In The Water can be started from Barak Varr or Marienburg, depending on which is closer to the players. In either of these cities the players will find their quest-giver at the waterfront of the Marienburg ports or a viewing post overlooking the Black Gulf from a watch post in Barak Varr.

Blood In The Water features your players in a story that introduces the many rules and features of *Tides Of The Old World* and tells the story of one of two sailors and their encounters with a terrible new foe that has taken to the sea. If the players start from Barak Varr they can press the sea-dwarf for information about this new threat and offer to help him slay these horrible foes and restore the honour that he lost by being the only survivor to wear such failure. Players can expect the dwarf to already be an engineer of some reputation and will find the ship at his disposal to be much stronger; thus it's recommended newer characters start the quest from Barak Varr to have an easier campaign.

If they choose to meet the scraggled sailor in Marienburg however their ship will be of poorer crew and quality and will make the campaign more difficult, although the merchant of Marienburg will be much more eager to part with his coin for the service which makes it a more rewarding experience for more evolved characters.

[I – Enticing your players]

If for whatever reason you find that your players are in a part of the world that doesn't lend itself to this campaign (maybe they are deep inland or chasing their foes through the mountains) I suggest that you reach them by a dwarf messenger delivering sealed missives of employment to local rough-houses. Imply that the threat (although not really described) is too great for any of the dwarfs at Barak Varr to be talked into confronting and that no amount of dwarf gold would persuade them.

If your players are intended to go to Marienburg for the more challenging approach to this adventure then approach them with or have them come across a priest of Manann, or a representative of a sailing or merchant guild from the city – this should be enough to outline the setup for the adventure.

[II – The Story]

Unknown to most in the old world a few tribes of Ogres have taken to the sea in small floatillas of their savage gut-ships; fast, fierce, and brutalizing, the ogres have been terrorizing less travelled trade lanes and have left few survivors to tell of their infamous deeds. Among those survivors are Borri Sea-hammer, a dishonoured sea-engineer of Barak Varr and Ralf Nurnhafener a terrified and unstable Merchant of Marienburg.

The players must talk to Borri or Ralf before learning about these events however they should be able to hear gossip and pub talk about the two in their respective locations. In Marienburg the rumours will be along the line of him being a paranoid merchant who lost his mind in his last scrap with pirates, while in Barak Varr the rumours will be spread in hushed voices about the lost honour of Borri Sea-Hammer, last survivor of the crew of the monitor *Brynnoths'*

Thunder. Borri will offer players the chance to help restore his honour as he needs a new crew up to the challenge and will pay them around 50 gold coins but in addition to funding their sea-adventure will offer to drop them off at any known port in the old world after his honour has been redeemed; This should allow for any additional encounters or a decent segue into the next adventure you set out for them.

Ralf will instead offer them the last of his coffers to help him hunt down the brutal gut-ships and recover the treasure or gold the ogres plundered from him during their last encounter. This amount should be flexible but is around 200 gold coins.

I recommended you warn your players that they will need some more ships to help them take on the threat.

Feel free to supply up to two other crews and ships for them to hire as allies to swell their numbers if they decide to seek out help – for this reason it's again recommended that only more advanced players begin from Marienburg.

[III – The Pursuit]

It will take several days for your party to reach the great ocean, and the players should encounter or witness several Bretonnian and Estalian Galleons and Empire Wolfships while passing further out to sea; as they reach the fringes of common shipping lanes you should encounter ships more akin to fishing trawlers and merchant junkers while on the lookout for the ogres. How much these ships interact with the players depends on how you want to use them but they are intended as scenery and to illustrate the various ships someone might encounter out on the waves.

Each of the ships you pass, if hailed should mention some rumour or unreliable gossip about whether or not they saw any ogres in a ship of their own making. Remember, just because a lookout may have spotted an ogre gut-ship doesn't mean that anyone believed them! After all, only a madman would actually think that an Ogre was capable of enough intellect to craft a seagoing vessel of their own devices.

[IV – The Encounter]

The Ogres, attracted to the rich and wealthy merchant ships of Marienburg the should be more common near the sea of claws than in the black gulf.

Due to this only include 2 ships to encounter the party if they are helping Borri – otherwise include 3 ships and one for each vessel the players hired before setting sailed from Marienburg. Regardless of which ship your players are crewing Borri will have hired imperial war galleys to his cause, so the same types of ships should be present regardless of the players choice.

When the party finally reaches their destination it will be the dark of night with a thick fog settling some distance away; visibility will be fairly reduced although the captain will have left the lanterns on so they didn't lose contact of their allies in the mist.

The Ogres will be using this to their advantage – They are not allied but they will both see lamplights and decide to attack. At this point the players must make a perception test with a -25% penalty; If they fail the test then proceed to describe how an alarm bell is chimed to action stations – one of the crew should be running past the party to inform the mate or captain of the ship that one of their allies has gone dark and their lamplights are snuffed out.

This should definitely carry an ominous tone and should not be understated.

-if failed the parties ship is surprised for the first round

-if the party passed the perception test then relay this information to them and assume they have alerted the crew; this will prevent you from being taken by surprise by the approaching enemies.

By this point you should have atleast two ships against two or more Ogre raiders depending on which quest-giver you sailed out with –Your dwarf monitor will be impervious to boarding by the enemy but the same can't be said for the wolfship the party would otherwise be aboard; in any case the second ally of your fleet should be able to last until you have sunk the first Ogre ship – this will be the last action it sees however before it is rammed and boarded by the ogre menace; the players should be able to witness this through a porthole or from above deck as but a few ogres wipe out a regiment of imperial marines.

This should leave it up to the players to finish off the last ship as it turns its attention towards their own vessel –The Ogres should be no match for a dwarf Monitor however an Empire Wargalley is a different story and there is a very real risk of the party being sunk.

Once the battle has resolved it should be during the daylight hours – the fog has been cleared and the flotsam from the final ship has began to float to the top of the waves, among it will either be Borris' clan banner or Ralfs' treasure chest; Having restored Borris' honour he will be an ally to the party in any future endeavours, a friendly contact if they are due to come across Barak Varr

again, and a pedlar of *Good* and occasionally *Best* quality goods; while he may not discount any of the items (he may be indebted to you but after all this is what any *dwarf* would be charged for them) everything he supplies will be of one higher level of availability than normal.

If you are playing with the *Heirloom Armoury* in extension to your standard game then Dwarf weapons will always be available at Borris' trading post.

If the players joined Ralfs crew then they will be rewarded by having a powerful trading partner with political influence in Marienburg; Either of these options are fine places to use for a basing point for any further seagoing campaigns or adventures that you devise for your party – you should be able to always have these characters available for your players to purchase exotic goods through (at fairly expensive prices) more readily while also being able to see them for seafaring jobs and passage to exotic locations across the seas, or as a shorter form of transport to more exotic locations to the east.

There are a range of Seafarers Supplements available if you seek more perilous adventures at sea, or simply to add more immersive touches to the setting.