

WARHAMMER

DARK SHADOWS

SUMMER CAMPAIGN 2001



GAMES
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Introduction

Welcome to Dark Shadows. This supplement has been written to allow players to participate in our worldwide Warhammer campaign. In these pages you will find a collection of background related to Albion and the Dark Shadows campaign, new rules (including two new character types and a special monster) and six Dark Shadows scenarios to chart your army's adventures on the rain-lashed isle of Albion.

As well as this information, we've included rules that enable you to run your own campaigns set on the isle of Albion, should you not be able to take part, either through our website, www.games-workshop.com/albion/, or via normal mail. This includes working out which Winds of Magic are strongest, as well as weather and terrain generators.

Finally, we've gathered together our collective wisdom on playing campaigns, to expand upon the advice written in Warhammer. We hope you enjoy playing Dark Shadows and also run many campaigns of your own in the years to come.



Alessio

Jake

Space

Playing in Campaigns	2
Albion	4
Map of Albion	6
Shadows Gather	8
Dark Emissaries	10
Truthsayers	11
Fenbeasts	12
Winds of Magic	13
Albion Weather	14
Scenario 1 - The Mists Recoil	16
Scenario 2 - The Fens	18
Scenario 3 - The Ogham Stones	19
Scenario 4 - The Giants' Causeway	20
Scenario 5 - Bastion of the Old Ones	21
Scenario 6 - The Plain of Battles	22
Albion Terrain Generator	23
Campaign Ideas	24
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Playing in Campaigns

Wouldn't it be great if your victories gave you an advantage the next time you fought – if each of your battles added together to give you an edge. You'd know that your skill as a commander was rewarded and that the gods of battle have smiled on you. And how much cooler if it was all part of a bigger picture, where winning the battle meant saving the town from certain destruction or bought vital time to bring up reinforcements for the deciding battle. Where you might fight to the last man for a 'greater good' and where victory meant more than just a tally of bodies. This and much more is what campaigns are all about.

In a campaign you command an army as it marches not only on the battlefield, but across the pages of history. Where each battle counts and the results of each paves the way for greater victories later on! Your army and units will earn fame and glory, and you'll groan with dismay at the loss of favored veterans.

Campaigns are fun and exciting both to participate in and to run. There are many different types of campaigns, and if you've never played in one then try reading Warhammer pages 232-237. This includes some discussion of the various different campaign types and is a good starting point to running your very own campaign.

OPEN OR CLOSED?

One point that isn't mentioned in the rules is the idea of campaigns being 'open' or 'closed'. This simply means whether they have a planned ending or not. In a closed campaign everyone knows how many battles will be fought and that this will determine the winner. In an open campaign there is no set number of battles to be fought and a winner will emerge over time.

The advantage of an open campaign is that you can carry it on as long as it's fun and everyone is enjoying the battles. On the other hand, there is a real temptation to drag out the campaign far longer than is really worthwhile, and many over-extended open campaigns have faded into oblivion as players drift off to other things.

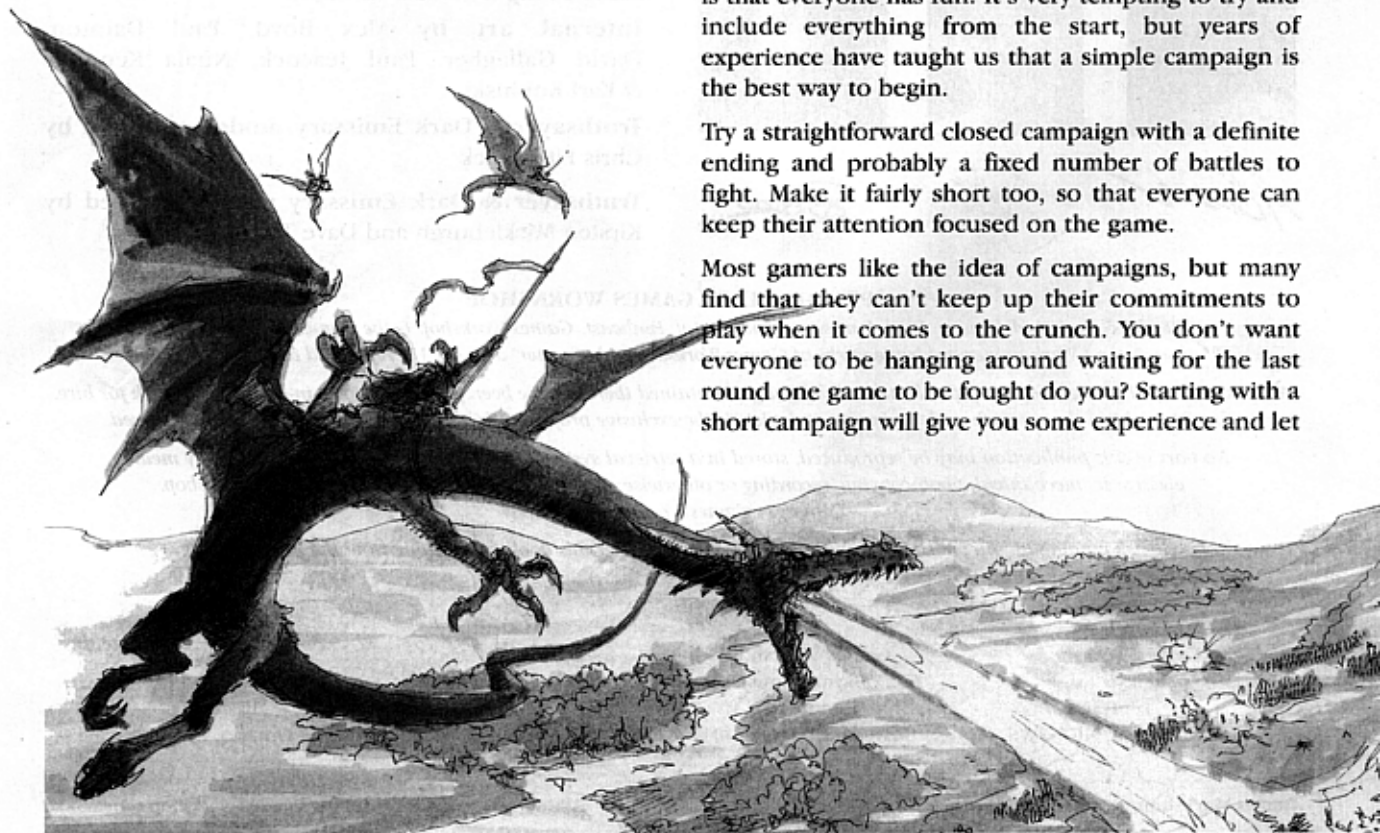
Closed campaigns can feel more artificial than open ones, but are much more practical and easy to run. If you're running your first campaign then it's probably a good idea to run a closed one. This will give everyone a clear idea of what's expected of them and how many games they'll be playing. You can build on your success with more elaborate schemes later.

RUNNING YOUR FIRST CAMPAIGN

The most important thing about your first campaign is that everyone has fun. It's very tempting to try and include everything from the start, but years of experience have taught us that a simple campaign is the best way to begin.

Try a straightforward closed campaign with a definite ending and probably a fixed number of battles to fight. Make it fairly short too, so that everyone can keep their attention focused on the game.

Most gamers like the idea of campaigns, but many find that they can't keep up their commitments to play when it comes to the crunch. You don't want everyone to be hanging around waiting for the last round one game to be fought do you? Starting with a short campaign will give you some experience and let



you know if you and your players want more. You'll learn which of the players you can rely on and can give them the central roles in your next campaign. Not that you should exclude those that can't play every week. Instead, you can weave them into the plot in other ways, having them take the part of roving mercenary bands or as allies or characters who may assist or hinder regular participants as they see fit.

CAMPAIGN NEWSLETTERS & DIARIES

With the Dark Shadows campaign we'll be using both the internet and White Dwarf to keep you up to date on events, but in your own campaigns these aren't usually an option. Even so, a campaign newsletter is a great idea and needn't take an age to do. It doesn't have to be anything more elaborate than a single page of who's won and who's lost. People will be excited by the information so you don't have to worry too much about the presentation (though handwritten and bloodstained parchments do look really cool!). It is also a place for generals to challenge each other and for any additional news of campaign events or personalities to be posted by the umpire.

The newsletter is usually organized by the umpire if there is one, though it doesn't have to be. No matter who does the bulk of this work, it's always fun to get contributions from the rest of the players. The extra input will liven up the newsletter and their comments and challenges will generate responses for the next issue. They also help to build up the character of the generals and is a great source of ideas for scenarios.

A campaign diary can be as simple as a collection of the newsletters. These are more interesting with long-running campaigns as the mists of time blot the details of old battles from players' memories. If the umpire keeps a written account of what went on in the campaign then it can make very interesting reading for everyone once the campaign is over.

Another use is to suggest new scenarios or battles as you go along. Re-reading the diary every now and

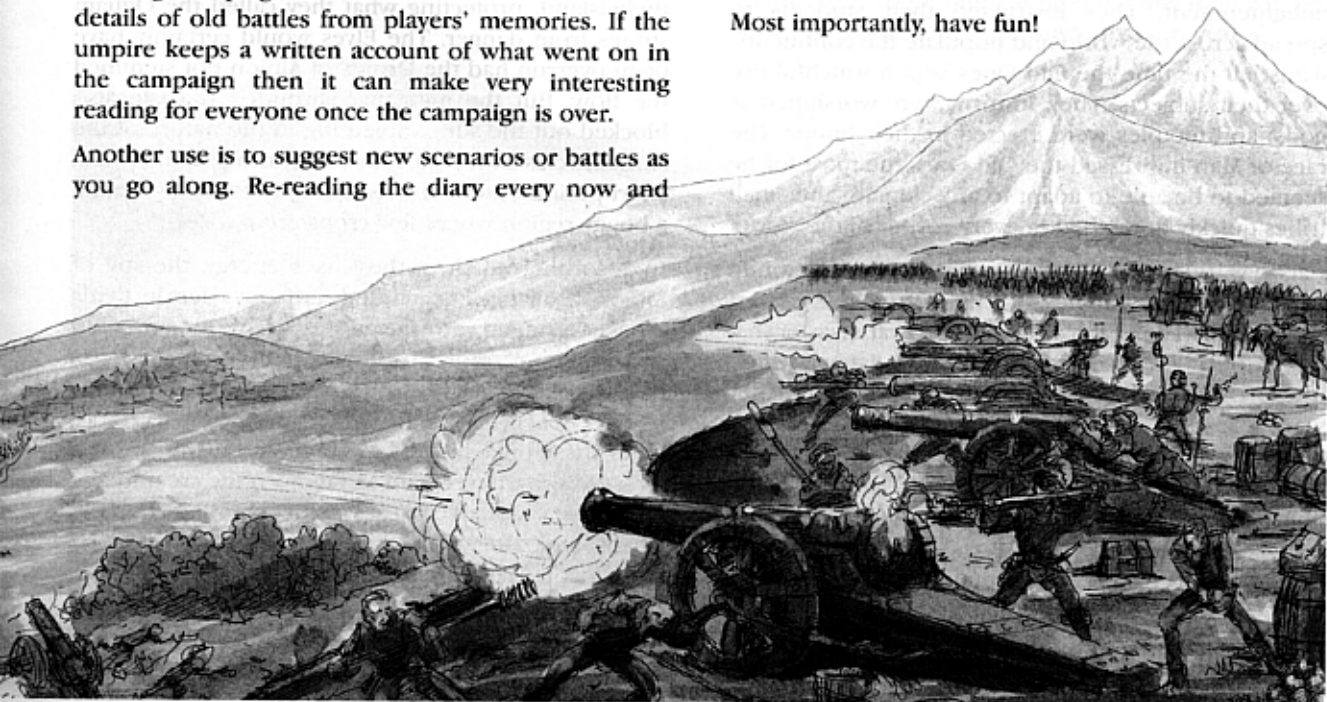
then may remind you of characters that were killed and should be avenged, or captured and need rescuing. Perhaps it will jog your memory about an area you were going to explore before you went off after the Orcs in the hills, or the treasure in the valleys. Maybe you'll also remember someone who's in urgent need of a good kickin'!

THE DARK SHADOWS CAMPAIGN

Now that you have this tome of knowledge, you're probably wondering "What do I do now?" Well, never fear that's where the Dark Shadows Worldwide Campaign comes in. Here's how you can get involved:

- Read the following collection of new troops, rules, and scenarios (this is the obvious step!)
- Rally your Warhammer and Warmaster forces and get them into fighting shape.
- Contact your local Games Workshop and/or Rogue Trader stores to find out about all the special Dark Shadows events that are being organized. Both the Games Workshop and Dark Shadows web sites will have useful store information if you are having difficulties finding a store near you.
- Battles can be fought either on the island of Albion or anywhere in the Warhammer World, so play as many games as you can !!!
- Record the results of your battles and report them through the Dark Shadows web site (www.games-workshop.com/albion/) or by mailing in a Battle Results Form found in White Dwarf Magazine.
- In-between conflicts, visit the Dark Shadows web site to discuss your latest triumphs in the Online Community area, to find out the latest reports on how the worldwide campaign is progressing, and to get hobby, modeling and gaming ideas.

Most importantly, have fun!



Albion

In a time long before Man first discovered the secret of fire, millennia before the first Elf learned the art of the bow, a race known only as the Old Ones forged the world. Legends tell of how they manipulated the ebb and flow of magic to mold the land to their will and of how they sowed the seeds that would form into the vast forests that cover the world. The races of Elves, Dwarfs and Men were like children to them, whom they nurtured and taught. It is said that even the great Dragons were mere playthings to these godlike beings.

In time, the Old Ones chose the island of Albion as one of the locations to build their homes. Little is known of their settlements for few have ever visited Albion, let alone returned from this mysterious place. They forged an island paradise where the sun shone bright and the crops flourished. Gathering together the wisest and bravest individuals of each race, they taught them magic and other skills. They demonstrated the secret of forging runes to the Dwarfs and to the Elves they taught the mastery of spellcasting.

The Old Ones believed that the race they called Man was too primitive to learn, but they were quickly surprised at the speed Mankind adapted to his surroundings. They were so impressed that they chose to teach a select few of the cave dwelling tribesmen some of their secrets. Those they taught went by the name of Truthsayers for it was their duty to teach the other tribesmen the true path to enlightenment. They instructed their students to spread across the world and populate the continents, whilst all the time the Old Ones kept a watchful eye over their subjects. They, in turn, were worshiped as gods, and temples were erected in their honor. The race of Man impressed the Old Ones the most for he seemed to be able to adapt to any climate, and small tribes quickly flourished in every corner of the world.

Carvings upon the Slann pyramid temples found deep within the jungles of Lustria and the earliest songs of the High Elf bards tell of a great disaster that befell the noble Old Ones. A magical gateway, their portal to other distant worlds, collapsed, and they were forced to flee the fledgling world that they had created lest they become stranded. Unable to help those races they had brought into the world, the Old Ones had little choice but to leave them to fend for themselves. Their parting gift was to create a race of giant warriors to protect the people of Albion.

The collapse of the gateway tore a great hole in the fabric of the heavens allowing the forces of Chaos to pour into the world. As the Chaos mists enveloped

the land, hordes of gibbering Daemons and all manner of foul beasts descended from the north in a bloody rampage. Many of the wise Slann, the highest servants of the Old Ones were the first to fall. A brave race, they tried to fight off the first wave of attackers, but were too few and too weak. They fled into hiding within the dense jungles of Lustria. Next, the Chaos hordes turned their attentions to the High Elves, but the Old Ones had taught their children well. The High Elves constructed a vortex at the center of the heart of Ulthuan to contain and drive back the dark mists. The mages of the Elves created this vortex by building a series of stone circles to absorb and diffuse the Chaos energy. In their arrogance the High Elves thought that they alone were the saviors of the world, but it was not so.

By concentrating their attack on Ulthuan and leaving the isle of Albion, the Chaos hordes made a fatal flaw in their plan of conquest. The Truthsayers, or Druids as they were called by the people of Albion, gathered together the Giants and bade them also to construct a series of stone circles. With such immense strength at their disposal, the Truthsayers soon had a great many of these circles whose mystical properties would allow them to channel their spells and bind the forces of Chaos to the north.

In many ways their mastery of this form of magic was better than that of the Elves. Not only were they able to contain the Chaos mists, but they were also able to use the stones to weave their own veil of fog around their island, protecting what they called the Ogham stones from danger. The Elves would certainly have been overrun had the Druids of Albion not stemmed the flow. But the mist that shrouded the isle also blocked out the sun. Something in the nature of the stone circles attracted rain and storms, and over a short period of time the fertile land of Albion became a boggy region where few crops grew.

In absorbing much of the Chaos energy, the soil of Albion itself became tainted and once fertile fields quickly changed into quagmires where a man could sink without trace. The thick woods and forests became wild places where hawthorn and poisonous plants choked the life from the trees. Many feared to enter these once beautiful glades, and many of those who did were never seen again. Even the creatures of Albion were not able to escape the mutating effects of Chaos and after only a short period of time the tribesfolk told tales of terrible monsters lurking in the darkest reaches, emerging at night to prey upon the unwary.

It was a price the Truthsayers had little choice but to pay. If the dark forces of Chaos were to be contained, then Albion had to remain hidden. The Truthsayers gave the task of guarding these stone circles to the Giants who had constructed them. Said to have been formed from the earth itself, these Giants were highly intelligent beings and knew the importance of their vigilance. For a while stability was created. The High Elves flourished as a race, learning much of the world through their contact with other more primitive races such as the Dwarfs and Man.

The Truthsayers of Albion, on the other hand, were isolated. They preferred the safety of their remote isle to the danger of the outside world and became introverted and reclusive. The Giants also suffered from their imposed isolation. Centuries of inbreeding dulled their minds. When the danger of Chaos vanished, they became bored and restless and resorted to mindless displays of strength in order to pass away the time. The tribes of Men on the island also suffered a similar fate. With the disappearance of the Old Ones and a distinct lack of contact with the outside world they degenerated into a race of warring tribesmen and primitive cave dwellers.

During all this time the Truthsayers continued to teach a chosen few of each successive generation their secret magic, waiting for the day when their masters would return. Each Truthsayer would be taught in minute detail the ritual ceremonies that were needed to maintain the mists that enveloped the island. They would each learn of the nature of the stones and the offerings that must be made so that the magical power of these circles never waned. Over time, though, the ancient lores were slowly forgotten and, although the Truthsayers still practiced their art, it was but a

shadow compared to the powers that used to be at their command. Some practices still survived, though, and on the night of each full moon the Truthsayers would gather and perform ceremonies in order that the mystical energies stayed bound to the stones.

So it came to be that Albion remained a mysterious island. Many tales tell of raiding ships that have vanished into the mists never to be seen again. Occasionally the gossip in a tavern will turn to the tale of a friend of a friend who was shipwrecked on the isle and returned to tell stories of creatures that were half horse, half man or of terrible one-eyed beasts that stalked the mists. Some even claimed to return with riches beyond a man's wildest dreams.

No truth to these stories has ever been proven, and the rumors of Albion remain little more than fantastic tales told by drunks to any who would listen. But now a new legend has spread across the land. Sailors talk of an island which has suddenly appeared to the far north. Huge white cliffs loom out from the sea but the sailors have also spied beaches where a small boat may possibly make a landing. It would seem that the mists have parted and the land lies open to explore. Every race across the Warhammer World is gathering its armies to seek the treasures of Albion and claim the island as their own.

Even more disturbing are the rumors of dark strangers who have been traversing the length and breadth of the world. They talk of a Dark Master, one who will lead the strong to conquer the weak. Of these Dark Emissaries, as they have been named, little is known. People talk of sinister magics at work and where they walk death follows. Of the Dark Master nothing is known, save for the fact that he has called his followers to join him at Albion. Only time will tell of the secrets that will undoubtedly be revealed.



Sea of Chaos



From Lustria
and the
New World

ALBION

HERE BE
Whales



Isle of Wights
Many Runways here





Shadows Gather

A dark shadow is spreading across the Warhammer World. An evil presence has awoken and seeks to enslave each and every race to its malicious will. Dark Emissaries stalk the land, offering their services to any who would join their cause. They whisper rewards of untold power and wealth to those who will fight for the Dark Master. Of this mysterious lord, little is known but these Emissaries have allied themselves with the forces of Chaos and Darkness. They rouse all those with malice-filled hearts to march unto war. How many of these Dark Emissaries have spread the seeds of corruption in the Old World none can say, but the people speak in hushed whispers of their passing and of the terrible magics they possess. Few have dared to challenge these sorcerers, and those who did have perished before they have had a chance to regret their folly.

Hordes of Goblins and Orcs have been seen rampaging down from the Worlds Edge Mountains. Not since the time of Morglum Necksnapper have Greenskins gathered in such numbers. Together they march to war, laying claim to the distant isle of Albion and challenging any who say otherwise. The green horde is not the only threat poised to strike the Old World. Sightings of the dreaded Black Arks have become more frequent. Rumors have even spread that flights of Black Dragons have been spied soaring high above the clouds, and Malekith, the Witch King, has been seen abroad once more. It is rumored that he has turned his attention towards Albion in the hope that its hidden treasures will lend him the power to destroy his most hated enemies, the High Elves. Once again the dead have risen from their peaceful slumber and gather together in a fearsome, unholy union of death. Some even talk of terrible man-sized rats crawling out from the sewers in vast numbers. Each witness speaks of different horrors but all who have spied these dreadful hordes say that they march northwards – it would seem that the isle of

Albion is their destination. All eyes turn upon this mysterious place, as the mists part and its secrets are revealed for those who dare venture past the storm-battered beaches.

All is not lost, though, for even as the Dark Emissaries spread disorder across the face of the world, a beacon of light shines forth, calling for those who are good of heart and true to the cause of righteousness to rally together. A mystical race of warrior-wizards known only as the Truthsayers have braved the perilous crossing over the Sea of Chaos to seek out noble civilizations. They foretell of great danger should their homeland of Albion fall; the forces that bind the Chaos mists to the northern realms will weaken and in so doing, Daemon armies will be able to descend upon the world. To those who will help protect the isle they promise to teach secrets lost to civilization since the disappearance of the Old Ones. Magic weapons and artifacts thought long vanished from the world will be given to those who the Truthsayers deem worthy, but time is of the utmost importance.

The Elves of Ulthuan have pledged their allegiance to the cause, and already the Truthsayers are sailing aboard the High Elf fleets. Soon they will make landfall on the coast of Albion. Also, the Elector Counts have gathered in council and after a surprisingly close vote have also agreed to provide support, though there are those who refuse to lend their forces. The knights of Bretonnia have formed a crusade and are speedily heading north where they will embark on the perilous sea crossing. Word has spread that a vast Dwarf throng, lured by the rumor of hidden treasures, have boarded their ironclad steamships and set sail from the hold of Barak Varr. It would seem that the Truthsayers have managed to spread the word of warning far and wide across the Warhammer World.





Even the elusive Lizardmen have been spied marching forth, their divination of the constellations forewarning them of the peril. Though none have spied any fleets on which they have could have made the long journey, a number of armies have been seen crossing through the lands of the Empire, and others report that they are already on Albion in numbers. The marshes and fens are ideally suited to them. Only time will tell whether the chill climate will affect their cold-blooded nature. With the possibility of discovering a link to their distant past, perhaps they of all the races have the strongest interest in the isle.

The Truthsayers warn the leaders of every army to prepare their soldiers for the harsh climate that will face them as they march upon Albion. The potent raw Chaos energy which has been absorbed by the earth of Albion creates highly unstable weather conditions. Albion is constantly bombarded by heavy rain and lashing gales which has led to the ground becoming boggy and infertile to all but the hardiest of plants. The rumble of thunder has become an everyday sound and torrential rain whips the face of all who walk the land. Some parts of the island are so wet that they have become deep quagmires where any who wander off the muddy paths soon sink without trace.

The dense mists that have parted from the coast are still thickly concentrated at the center of the island, and it is all too easy for individuals to become separated from their comrades and wander blindly into one of the treacherous marshes. These same mists hide a myriad of fearsome beasts, ready to strike at any who pass by before vanishing back to their lairs.

Although a relatively flat land, the coast of Albion is rugged, and the great white cliffs that surround the island tower high into the sky. The waters of Albion teem with a vast array of hideous sea beasts, some of which are fully capable of pulling even large galleys to a watery tomb. Landing places are few, and those beaches which do reach down to the turbulent storm lashed waters are difficult to find, let alone land upon. Jagged rocks rise out from the water, but it is the

rocks that lie hidden beneath the foaming sea that pose the greatest threat. They will tear through the hull of a boat as easy as a Dwarf axe cleaves through a Goblin's neck.

Many of the Giants that were created to guard the Ogham stones enjoy nothing more than to stand at the top of these cliffs and launch great boulders down onto any ship that tries to land. The sight of one of these Giants is often enough to ward away would-be treasure hunters. The Giants are very protective of the land and attack all intruders who set foot in their realm, and only the tribes of primitive cave dwellers have gained the Giants' trust, and they, too, are a territorial race. What exactly they fight to protect is unknown, but the arrival of other more advanced races on Albion signals a very real threat to their way of life, which has remained unchanged for millennia.

The legacy of the Old Ones still remains strong on Albion. Something deep within the ancient nature of the Ogham stone circles intensifies the power of magic and makes the isle a powerful vortex for magical energy. There are many of these mysterious circles located across Albion. The winds of magic blow with the strength of gales across the island, causing havoc amongst the mages who are exploring the land. Spells that are supposed to simply light a camp fire become deadly fireballs, whilst the most powerful sorcerous blasts might merely spark and fade from the caster's fingertips.

Possession of the Ogham stones is the key to conquering Albion, but it will not prove easy. Each race knows of their importance and will attempt to wrest the stones from those who are currently in possession of them. For those that succeed, power beyond any other that has existed on the Warhammer World will be theirs to control, and the fens and moors of Albion will be the lonely resting places for those that fail. The fate of the Warhammer World is in the hands of the generals and commanders of the armies who have come to this isle, and only one race will win. The call to arms has truly begun!

DARK EMISSARIES

When fighting a game in the Albion campaign, first agree with your opponent on which side your armies are fighting. Having done this, you need to decide if you want your battle to include a Dark Emissary and a Truthsayer. Dark Emissaries and Truthsayers do not count towards the number of characters an army can have, nor do they add to the total points value of the army. Since they always come in pairs, one on each side, their values even out. In games where Victory points are counted, Dark Emissaries/Truthsayers are worth 265 Victory points. They cannot be the army General.

If fighting alongside a Dwarf army containing an Anvil of Doom, make two separate pools of Power dice in your own Magic phase: one pool to be used with the Anvil (D6+2 dice) and one to be used by the Emissary (two dice plus four for his Level).

In your opponent's Magic phase, you can group all your Dispel dice into a single pool.

Weapons: Staff of Darkness (hand weapon)

Armor: None

Mount: Always fight on foot

Spells: Dark Emissaries are Level 4 Wizards. They always use spells from the Dark Emissaries' list below.

SPECIAL RULES

The Spiral

5+ Ward save

The symbol of the Dark Master and a feared sign of damnation. Few enemies dare look upon it.

MAGIC ITEMS

Staff of Darkness

+1 to cast spells

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

DARK EMISSARIES' SPELL LIST

D6	Spell	Casting value
1	Bolt of Dark Light	7+
2	Betrayal in Death	7+
3	Nightmare	7+
4	Curse of the Dark Master	8+
5	Fog of Death	10+
6	Coils of the Serpent	12+

BOLT OF DARK LIGHT

Cast on 7+

The Dark Emissary conjures the powers of the Dark Master and unleashes a deadly ray of pure dark energy.

The Bolt is a magic missile with a range of up to 18". If successfully cast, it hits its target and causes D6 Strength 5 hits.

BETRAYAL IN DEATH

Cast on 7+

Under the effect of this curse, enemy warriors who are mortally wounded are transformed into ghostly animated bodies and turn to attack their comrades.

This spell can be cast on an enemy unit that is engaged in close combat and within 18" of the caster. If successfully cast, models who fall casualty will attack their own side in a final spasm of unholy energy. The spell lasts until the start of the caster's next turn. Fight the combat as normal. Any model in the affected unit which is killed during the combat immediately makes one further attack against a member of his own unit before it is removed - this is regardless of whether the model has already fought or not. Models killed by their own comrades will not be affected, only those killed by the enemy. The warrior will drop any weapon he's carrying and attack with his bare hands in a zombie-like fashion, thus the attack is always resolved at the model's basic Strength. In the case of mounted models, models riding chariots or monsters and so forth, only riders strike. If the dying model has a choice of different friendly models to attack, the Dark Emissary may choose which. Casualties caused by this spell will affect that round's combat resolution.

NIGHTMARE

Cast on 7+

The perverse arts of the Dark Emissary creates the illusion of the enemy's worst fears in front of their very eyes.

This spell can be cast on an enemy unit visible to and within 24" of the caster, and which is not engaged in close combat. If successfully cast, the unit immediately takes a Panic test. Units immune to panic are immune to the effect of this spell.

CURSE OF THE DARK MASTER

Cast on 8+

Remains in play

The heart of the enemy is grasped by icy tentacles of fear and doubt, that sap their strength and their will to fight.

This can be cast on an enemy unit anywhere on the battlefield, even if engaged in close combat. If successfully cast, all models in the unit suffer a penalty of -1 to all their rolls to hit (both shooting and close combat attacks). Once cast, it remains in play until dispelled, or until the Wizard chooses to end it (which he can do at any time), attempts to cast another spell or is slain.

FOG OF DEATH

Cast on 10+

A mysterious fog rises from the ground, shrouding the entire battlefield. All fighting stops for a short time, while friend and foe alike are lost in the haze and sinister screams fill the air.

Each enemy unit on the table suffers D6 Strength 3 hits, randomize hits as per missile hits. The Dark Emissary has only a limited control over the nightmarish creatures he has summoned, so the casting player must roll a dice for each of his own units (excluding the Dark Emissary himself or the unit he is with). On a 4-6 nothing happens, on a 1-3 the unit is affected by the spell exactly like an enemy unit.

COILS OF THE SERPENT

Cast on 12+

A writhing form snakes its way from the outstretched hands of the Dark Emissary and wraps its coils around a single enemy warrior, crushing the life out of his body.

This can be cast on a single unengaged enemy model within 12" of the caster (you can even pick a character inside a unit, a war machine crew, or choose to hit the character or monster/chariot he is riding, etc.). The victim must immediately take a Toughness test. If failed, the model is crushed to death (remember a roll of 6 is always a failure and models without a Toughness value fail only on a 6). No Armor saves or Ward saves are allowed.

TRUTHSAYERS

When fighting a game in the Albion campaign, first agree with your opponent on which side your armies are fighting. Having done this, you need to decide if you want your battle to include a Truthsayer and a Dark Emissary. Truthsayers and Dark Emissaries do not count towards the number of characters an army can have nor do they add to the total points value of the army. Since they always come in pairs, one on each side, their values even out. In games where Victory points are counted, Truthsayers/Dark Emissaries are worth 265 Victory points. Truthsayers and Dark Emissaries cannot be the army General.

If fighting alongside a Dwarf army containing an Anvil of Doom, make two separate pools of Power dice in your own Magic phase: one pool to be used with the Anvil (D6+2 dice) and one to be used by the Truthsayer (two dice plus three for his Level).

In your opponent's Magic phase, you can group all your Dispel dice into a single pool.

Weapons: Staff of Light (counts as a halberd)

Armor: None

Mount: Always fight on foot

Spells: Truthsayers are Level 3 Wizards. They always use spells from the Truthsayers' list.

SPECIAL RULES

The Triskele

4+ Ward save

The magical symbol of their office, it also focuses positive energies onto Truthsayers, protecting them from harm.

MAGIC ITEMS

Staff of Light

+1 to dispel attempts

This counts as a halberd.

	M	WS	BS	S	T	W	I	A	Ld
Truthsayer	4	4	3	4	4	3	4	2	9

TRUTHSAYERS' SPELL LIST

D6	Spell	Casting value
1	Wings of Fate	5+
2	Light of Battle	6+
3	Gift of Life	7+
4	Blessing of Valor	8+
5	Boon of Courage	8+
6	Voice of Command	9+

WINGS OF FATE

Cast on 5+

The Truthsayer conjures a flock of enchanted birds to attack his enemies.

The flock is a *magic missile* with a range of up to 24". If successfully cast, the flock hits its target and causes 2D6 Strength 2 hits.

LIGHT OF BATTLE

Cast on 6+

A chosen regiment of warriors is protected by a shimmering barrier that deflects enemy missiles and blows.

This spell can be cast on one friendly unit anywhere on the battlefield, even if engaged in close combat. All models in the unit receive a 5+ Ward save until the beginning of the caster's next turn.

GIFT OF LIFE

Cast on 7+

Dying warriors that are lying broken on the battlefield are granted a new chance, their bodies are healed of all wounds and their strength is returned to them.

Each unit in the player's army is given back one model that has been removed as a casualty during the game. The model is placed back in its original unit, with its full complement of Wounds. The spell has no effect on units that have been destroyed or fled off the table. All characters, chariots and models with 4 or more Wounds on their profile who have been wounded get one lost Wound back. This spell has no effect on war machines (but it can restore a lost crew member).

BLESSING OF VALOR

Cast on 8+

Remains in play

The prayers of the Truthsayer are heeded in the heavens and his warriors are filled with the strength and skills of the gods of hunting and battle.

This spell can be cast on a friendly unit which is anywhere on the battlefield, even if it is engaged in close combat. If successfully cast, all models that are in the unit get a bonus of +1 to all their rolls to hit (both shooting and close combat attacks). Once it is cast, the Blessing remains in play until it is dispelled, or until the Wizard chooses to end it (which he can do at any time), attempts to cast another spell or is slain.

BOON OF COURAGE

Cast on 8+

The warriors bear the commanding voice of the Truthsayer in their minds, calling upon their honor and bidding them to fight on, no matter how desperate their situation has become.

This spell can be cast on one friendly unit anywhere on the battlefield, even if it is engaged in close combat. If successfully cast, the unit is Unbreakable until the beginning of the caster's next turn.

If cast on a fleeing unit, the unit immediately rallies, regardless of how many models are left in it.

VOICE OF COMMAND

Cast on 9+

Hearing the booming voice of the Truthsayer, an enemy regiment suddenly stops in its tracks, doubt filling their minds, hesitation paralyzing their limbs.

This spell can be cast on any enemy unit on the table. The unit must immediately take a Leadership test. If the test is failed, the unit immediately loses all its fighting spirit. The affected unit cannot move in its next Movement phase (except if the unit is subject to some form of compulsory movement, such as fleeing, stupidity, etc.). In addition, the unit cannot shoot in its next Shooting phase. This spell has no effect on models that are Immune to Psychology.



FENBEASTS

The land of Albion is steeped in magic. The Ogham stones draw magical energy to the isle, and the soil, rocks, plants and even the fog, air and rain are saturated with this. The Truthsayers and Dark Emissaries can harness this energy in a number of ways, either harnessing it through the Ogham circles or drawing it in its raw state from the air and ground itself. One such way these wizards of Albion use this magical energy is to summon forth the elemental monsters known as Fenbeasts.

Albion is riddled with marshes and bogs, and many creatures founder whilst trying to cross them, being dragged down to a murky grave. At such places the mystical forces of Albion gather, drawn by death. When a person dies, it is said that their soul is trapped in the fens, unable to escape. At these places a wizard can perform certain rituals to summon forth that trapped spirit. A fist-sized stone inscribed with magical Ogham symbols is dropped in the mire at the place of the soul. A ritual involving the blood of the summoner binds the soul, the magic and the marsh as one, giving the wailing, insane spirit a

form. The Fenbeast then bursts forth from its muddy grave, the Ogham stone pulsating with energy at its center. These creatures are totally without their own will, instead they are driven forth by the mind of their creator, to do their bidding.

Formed from mud and the detritus of the marshes, Fenbeasts are not living creatures in any true sense. They feel no pain and can reshape themselves to reform limbs that have been blown or chopped off. They have an elemental strength, drawing power from the ground beneath them to smash the enemy with fists as powerful as battering rams. They are without emotion, fearless beasts which will not stop as long as their master's will endures.

USING FENBEASTS IN GAMES OF WARHAMMER

Any army that includes a Truthsayer or Dark Emissary may field one or more Fenbeasts. Up to 3 Fenbeasts may be included as a single Rare choice. No army may include more than 3 Fenbeasts.

	M	WS	BS	S	T	W	I	A	Ld
Fenbeast	6	3	-	5	5	4	2	3	10

Cost: 85 points each.

SPECIAL RULES

Single Model: Fenbeasts never form units and cannot be joined by characters – they always operate as units of one model with a Unit Strength of 4.

Unbreakable: Fenbeasts have no emotions to speak of and will never flee from combat. They follow the rules for Unbreakable models on page 112 of Warhammer.

Fear: Being horrific, unliving creatures, Fenbeasts writhe with supernatural energy. They cause *fear* as described on page 81 of Warhammer.

Fen-walker: Fenbeasts are completely at home in marshes and bogs, able to move with effortless speed. For the purposes of movement, they treat fens, marshes, morasses and similarly swampy terrain as open ground.

No Will: The Dark Emissary or Truthsayer controls the Fenbeast, if they should fall casualty then the magic that binds it to the world is released. If the Truthsayer or Dark Emissary in the army is slain, any Fenbeasts in the army immediately collapse and are removed.

Special Regenerate: Fenbeasts can tap into the energy of Albion through marshes and fens, rebuilding themselves from its substance. They have the Regeneration special rule (page 113 of Warhammer) when in marshes, fens, morasses, and similar swampy terrain features. Note that this does not include lakes, rivers or other types of 'pure' water feature. They are vulnerable to magical attack, however, and so in addition to fire attacks they may not regenerate magically inflicted wounds (from spells, magic items, etc.).

Elemental Power

Casting roll: 6+

Fenbeasts are elemental creatures which thrive on the magic which suffuses the isle of Albion. This can be boosted by magical energy from the Truthsayer or Dark Emissary.

As well as their normal spells, Truthsayers and Dark Emissaries also have the Elemental Power spell, which is only of use on Fenbeasts. Pick a single Fenbeast within 18" of the caster. The Fenbeast immediately gains D3 Wounds, up to its starting value of 4.



Winds Of Magic

The winds of magic continually ebb and flow, gaining and losing their mystical power as the gods dictate. Sometimes a given spell will be well within the abilities of a wizard, and other times way beyond his grasp. There is always an order to the potency of these winds, and a good wizard will understand which are waxing and which are waning. It is also true to say that their changing is not entirely random, but linked in some way to the uses they are put to by the practitioners of magic – both for good and ill.

At the start of the campaign the ranking for the lores of magic is:

1. Lore of Beasts
2. Lore of Light
3. Lore of Life
4. Lore of Shadow
5. Dark Emissaries' magic
6. Truthsayers' magic
7. Lore of Death (and Necromancy)
8. Lore of Fire
9. Dark Magic
10. Lore of Heavens
11. Lore of Metal

During the campaign this will change. If you want to use the current ranking based on the world-wide campaign, then log onto our Dark Shadows web site at www.games-workshop.com/albion/ and check on the daily report. Alternatively, you can use the following system to keep track of the changes in the battles fought by you and your regular opponents.



After each battle that results in a clear winner (i.e., anything but a draw) make a note of the type(s) of magic used by the winner. Include all of them if there was more than one lore on the victorious side. Move up all lores on the winning side by one ranking. For example, if the Lore of Fire was ranked 8th before the battle and was used by the winner, it would now become 7th ranking and the old 7th ranking lore (Death) would drop to 8th. After this, move down all lores on the losing side by one ranking. Note that this can cause a lore to move by more than one ranking.

The effect that these rankings have on the game is shown below:

Rank	Effect
1	<i>The tempestuous raging of this veritable hurricane is extremely potent, but very difficult to control.</i> +3 to the casting total of each spell. However, any double rolled (except a double 6) will be a Miscalc.
2	<i>This gale force wind of sorcery grants blasts of raw power to fuel the spells of those that are trained in the secret arts.</i> +2 to the casting total of each spell.
3-4	<i>A steady and strong magical wind blows for the followers of this discipline.</i> +1 to the casting total of each spell.
5-7	<i>A familiar ebb and flow of power allows wizards to easily shape this magical breeze to their own ends.</i> The normal rules apply.
8-9	<i>The sorcerous current fades in strength, leaving those who rely on it struggling like beached fish.</i> -1 to the casting total of each spell.
10	<i>This magical wind is the merest zephyr and only the most determined can tap into its feeble powers.</i> -2 to the casting total of each spell.
11	<i>Barely a breath of magical potency stirs in the wizard's witch-sight.</i> -3 to the casting total of each spell. However, there is so little magical energy here that you cannot Miscalc or cast with Irresistible Force.

NECROMANCY

As a debased, corrupted form of Death magic, the power of Necromancy is linked directly to the same Wind of Shyish. Consequently, Necromancy should be included in the tallies of victories as the Lore of Death and suffers the same penalties and gains the same benefits.

WAAAGH! MAGIC

The distinct magic of the Orc & Goblin races is not linked to the fickle winds of magic. Instead it is gifted to them directly from their quarrelsome gods. Because of this it will not change in the same way as other winds, and never varies as much.

In a campaign keep track of how many battles the Orcs win and how many they lose. Ignore draws. Compare ratio of wins to losses on the table below.

- Win 3x (or more) more than lose:** +2 to cast spells.
Win 2x more than lose: +1 to cast spells.
Lose 2x more than win: -1 to cast spells.
Lose 3x (or more) more than win: -2 to cast spells.
 Any other result gives the Greenskins no modifier.

Albion weather

Most of the time battles are fought in fairly good weather with perhaps a slight drizzle or high winds, but nothing to really dampen the murderous enthusiasm of the troops. On Albion things are different. Perhaps it is because it is an island, perhaps it is due to the ancient wards of the Old Ones, but whatever the cause the weather on Albion intrudes into every activity. In fact, the locals are famous for their continual whining about the weather – whatever it does it's too hot, too windy or, more often, too wet! The following rules allow you to include this important feature in the Warhammer battles you fight on Albion.

As your troops deploy for battle, a light drizzle is falling, dampening both their battle gear and their spirits. This is the starting place for the Weather table, and gives you a starting number of 4. During the battle this may worsen or improve as the skies cloud over or brighten up.

At the start of each game turn including the first, roll 1D6 on the Outlook table to see if the weather gets better or worse. By 'Game Turn' we mean both players' turns with the same number, eg, both players' Turn 1s together make up Game Turn 1, both Turn 2s make up Game Turn 2, and so on.

Outlook table

D6 Result

- 1-2 Subtract -1 from the Weather number.
- 3-4 No change.
- 5-6 Add +1 to the Weather number.

CAMPAIGN WEATHER

In a campaign, you might want to vary the starting number for each day's weather. The first battle of the campaign is Light Drizzle (4) as normal. For the second and each subsequent battle roll on the Outlook table to see if the base number is altered or not. For example, if you roll a 6 for the outlook of the second battle you get Showers (5) instead. This effect is cumulative, so if you rolled another 6 for your third game you would start the battle deploying in Torrential Rain (6).

The Albion website, which you can find at www.games-workshop.com/albion/, will include the prevailing weather for each day. Just look up the area you want to fight in and see what the weather report is. This will give you a starting number for the weather on any given day.



WEATHER TABLE

Weather Number

Result

1

Hailstorm

The sky turns black and fist-sized hailstones pummel the armies.

Flying movement is at half normal rate, i.e., 10" rather than 20" for most flyers. All missile fire is at -2 to hit. Any war machine that does not use BS to hit may only shoot on a 6+ on 1D6. Roll each turn to see if it may shoot. In addition, all rally attempts are at -1. Treat fens as fetid swamps.

2

Driving Rain & Gales

Sheets of bitterly cold rain lash at the regiments, soaring gales blow arrows and bolts all over the sky and shouted commands are lost in the roaring wind.

Flying movement is at half normal rate, i.e., 10" rather than 20" for most flyers. All missile fire is at -1 to hit. Any war machine that does not use BS to hit may only shoot on a 4+ on 1D6. Roll each turn to see if it may shoot. In addition, all rally attempts are at -1. Treat fens as fetid swamps.

3

Light Drizzle & Fog

Wraiths of mist shroud both armies and the air is heavy and damp.

At the start of each game turn, roll an Artillery dice and multiply the result by 3 to find out how far in inches the troops can see. If you roll a Misfire then the fog lifts momentarily, but roll again next game turn. You cannot shoot, charge or cast spells that require line of sight to targets you cannot see.

4

Light Drizzle

All the troops are a bit soggy and there's much grumbling in the ranks, but there's a war on!

Everyone expects drizzle in Albion, so there's no effect.

5

Showers

Heavy showers periodically soak the armies, though it does nothing to halt the killing.

Treat fens as fetid swamps.

6

Torrential Rain

The skies open and the armies are drenched. Black powder is damp and slow to spark, bow strings stretch and the troops themselves are sodden and miserable.

Flying movement is at half normal rate, i.e., 10" rather than 20" for most flyers. All missile fire is at -1 to hit. Any war machine that does not use BS to hit may only shoot on a 4+ on 1D6. Roll each turn to see if it may shoot. Treat fens as fetid swamps, and fetid swamps as morasses. Treat fast streams as rivers.

7

Thunderstorm

Black clouds smother the sky as the rains batter the struggling armies. Streaks of lightning arc furiously across the skies as the gods themselves war in the heavens.

Flying creatures cannot take off and must use their ground movement rate instead. All missile fire is at -2 to hit. Any war machine that does not use BS to hit may only shoot on a 6+ on 1D6. Roll each turn to see if it may shoot. In addition, all rally attempts are at -1.

Treat fens as fetid swamps, and fetid swamps as morasses. Treat fast streams as rivers.

On top of all this, at the start of each player's turn that a Thunderstorm is raging, one or more units will be struck by lightning. Each player rolls 1D6. The player that rolls the lowest nominates one of his own units to be struck by lightning. If the roll is a tie, both players nominate one of their own units. Each unit that is struck by lightning takes D6 Strength 5 hits.

Note that once the rain has affected the armies, they stay soaked for the rest of the battle. Apply the worst penalty from the weather so far to missile units each time they shoot. For example, if in the previous turn it was Raining, but now it's just Light Drizzle, missile troops are still at -1 to shoot.

Terrain which has been soaked also continues to follow the rules for its wettest version. For example, if the battle began in Torrential Rain, but later became merely Showers, any fast streams would still be counted as rivers.

SCENARIO 1 – The Mists Recoil

A battery of war machines has been set up in a dominant position on a rocky promontory, covering one of the few accessible tracts of Albion's shoreline.

An assault team is attacking the position in a daring dawn assault, in preparation for the arrival of the main force.

This scenario is played using the Skirmish rules on page 242-246 of the Warhammer rulebook.

Dark Emissaries and Truthsayers cannot be used in this scenario.

ARMIES – DEFENDER

The Defender has three war machines and a defense force.

THE WAR MACHINES

Empire: Any combination of three cannons/mortars. One of the three can be a Helblaster Volley Gun.

Orcs & Goblins: Any combination of three Rock Lobbers/Spear Chukkas. One of the three machines can be a Doom Diver.

Dwarfs: Any combination of three cannons/bolt/stone throwers (no runes allowed). One of the three can be a Flame Cannon or an Organ Gun.

Vampire Counts: Any combination of three normal bolt/stone throwers (see rules on page 120-125 of the Warhammer rulebook), each crewed by two/three Skeletons equipped with light armor and hand weapons.

High Elves & Dark Elves: Three Repeater Bolt Throwers.

Skaven: Three units of five Jezzails.

Chaos Warriors: Any combination of three normal bolt/stone throwers (see rules on page 120-125 of the Warhammer rulebook), each crewed by two/three Marauders equipped with hand weapons.

Khemri: Three Screaming Skull Catapults.

Lizardmen: Three Salamanders with Skink crew.

Beastmen: Any combination of three normal bolt/stone throwers (see rules on page 120-125 of the Warhammer rulebook), each crewed by two/three Ungors equipped with hand weapons.

Wood Elves: Three normal bolt throwers (see pages 124-125 of the Warhammer rulebook), each crewed by two Glade Guards equipped with hand weapons.

Chaos Dwarfs: Any combination of three Death Rockets/Hobgoblin bolt throwers. One of the three machines can be an Earthshaker.

Daemons and Bretonnians cannot play as the Defender, they will always be the Attacker.

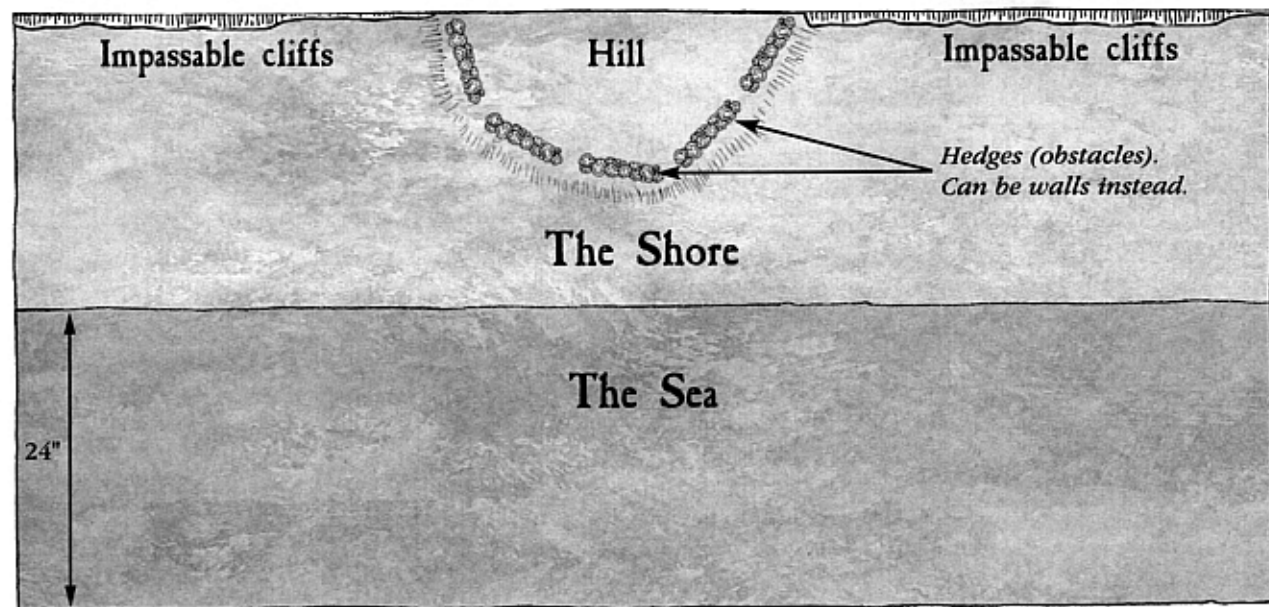
THE DEFENSE FORCE

This has 50 points of infantry models chosen from the Core units. One model can take the Champion upgrade. No Standards or Musicians are allowed.

ARMIES – ATTACKER

THE ASSAULT FORCE

The attacking force has 500 points. It must include one Hero level character on foot who can select his equipment/magic items as normal. The character cannot be a Wizard. The rest of the force must be infantry models chosen from the Core units as normal. Four models can take the Champion upgrade. No Standards or Musicians are allowed.



BATTLEFIELD

The battlefield must be laid out to represent the scenario map opposite as closely as possible.

DEPLOYMENT

1. The Defender deploys first on the central hill.
2. The Attacker's units are not deployed and will enter the table on Turn 1, making use of any number of landing boats (see special rules).
3. Scouting units do not get to use their special deployment rules.

WHO GOES FIRST?

The Attacker moves first.

LENGTH OF GAME

The game lasts until the Attacker achieves the victory conditions or one player concedes defeat.

VICTORY CONDITIONS

The Attacker wins by disabling all the war machines. Rout tests are not taken during this desperate assault.

SPECIAL RULES

Hits from war machines: A model that is hit by a war machine and loses its last wound because of the hit is automatically removed from the game (no need to roll on the Injury table as per the Skirmish rules).

Disabling war machines: War machines can be disabled by two unengaged Attackers spending an entire turn (or a single unengaged Attacker spending two entire turns) in base contact with the machine and doing nothing else.

Landing Boats.

	M	WS	BS	S	T	W	I	A	Ld
Boat	2D6	-	-	-	7	3	-	-	-

A landing boat and its crew are treated as a chariot for gaming purposes, with the following exceptions:

Landing boats can transport as many warriors as you can fit the bases in. Warriors transported in a landing boat are packed in a narrow space, so models must be ranked up exactly like in a unit, becoming much more vulnerable to war machine fire (especially to bolt throwers) than when they are moving on their own.

While in the boats, characters and Champions can make use of the 'Look out Sir!' rule.

When shot at by war machines that do not use Ballistic Skill (cannons, stone throwers, etc) both the boat and the transported troops are hit - work out any hits on the transported warriors first and then on the boat itself. Cannonballs cannot bounce on the sea or on boats, but remember that a wounding hit with Strength 7 or more will automatically destroy a boat.



For shooting that makes use of Ballistic Skill, roll to hit the boat as normal (which is a Large Target) and then randomize all hits as follows: 1-3 hit the boat, 4-6 hit the transported troops. Landing boats and the models which they are transporting are considered to be Unbreakable.

Landing boats move in from the Attacker's own table edge and move like chariots (transporting all the models inside them). Transported models can shoot, but they always count as moving that turn. Landing boats move 2D6" and cannot move on the beach. If you roll any double, the boat moves normally and then hits a sand bank, becoming stuck there for the rest of the game.

Models can abandon a landing boat by moving out in their next Movement phase and starting to swim while they are in the sea area. They will also start to swim if the boat carrying them is destroyed. A swimming model moves 1D6" per turn and, if you roll a 1, it drowns - the model is then removed from the game. Models with an armor save of 5+ or better have a -1 modifier to the Swimming roll, which makes them slower and more likely to drown. Models knocked out or stunned while swimming will drown and are removed. If the roll is enough for the model to reach the beach, move the model onto it for the entire distance rolled. From the next turn, the model may move normally. Swimming models cannot shoot.



SCENARIO 2 – The Fens

Led by a Truthsayer/Dark Emissary, a small attacking army is trying to break through an enemy force and make its way inland.

ARMIES

Both armies are chosen using the Warhammer army lists. The Defender has twice as many points as the Attacker. E.g., 1,500 points of Attackers would face 3,000 points of Defenders.

BATTLEFIELD

Use the Albion Terrain generator. The table should have at least a piece of terrain for each 2' x 2' section.

DEPLOYMENT

Both players roll a dice. The one that rolled the highest can choose on which side he will play.

The Defender sets up his army anywhere within 12" of his table edge. His scouting units must be deployed now, anywhere on the table, providing that they are in cover and within 10" of the opponent's table edge.

The Attacker does not deploy any of his troops.

WHO GOES FIRST?

The Attacker goes first. His forces move in from his own table edge in the same way as troops that have pursued the opponent off the table in a previous turn. Any troops in the Attacker's army that have special deployment rules (such as Scouts, Dwarf Miners, etc.) cannot use them in this scenario.

LENGTH OF GAME

The game ends at the end of the player's turn in which there are no Attacker's units left on the table.

VICTORY CONDITIONS

The player that scores the most Victory points is the winner.

SPECIAL RULES

Victory Points: In this scenario Victory points are assigned for each model separately. Each model is worth a number of Victory points equal to its points cost.

The Defender scores Victory points for each Attacker's model that is killed or who has fled off the table from the Attacker's table edge or from one of the short table edges. Monsters/chariots and characters riding them are considered separate models for this purpose.

The Attacker scores Victory points for each Defender's model killed, that has fled off the table or that is fleeing when the game ends. In addition, he scores Victory points for each of his own models that leaves the table from the Defender's table edge (even fleeing). Attacking units can voluntarily leave the table from the Defender's table edge by moving at least one model off the Defender's table edge. Once they leave the table from the Defender's table edge, Attacking units cannot return for the rest of the game.



SCENARIO 3 - The Ogham Stones

The two armies are fighting for control of one of the sacred stone circles of Albion. These mystic places are the focus of all the wild magical energies flowing through the ether of the island. If the Dark Master manages to gain control of all of them, the doom of the entire Warhammer World could be decided.

ARMIES

Both armies are chosen using the Warhammer army lists to an agreed points value.

BATTLEFIELD

Place the standing stones in a circle 12" around the center of the table. No other terrain can be placed inside the circle. Leave at least 5" wide gaps between one stone and the next (stones being impassable terrain). The terrain outside the circle can be laid out in any agreeable manner, but we suggest you use the Albion Terrain generator and limit yourself to one element of terrain per table quarter.

DEPLOYMENT

Same as Pitched Battle (see page 199-200 of the Warhammer rulebook).

The only exception is that armies deploy on the short table edges of the table.

WHO GOES FIRST?

Both players roll a dice. The player who finished his deployment first may add +1 to his dice roll. The player who scores highest may choose whether to go first or second (re-roll ties).

LENGTH OF GAME

The game continues until the victory conditions are achieved or 10 turns have elapsed.

VICTORY CONDITIONS

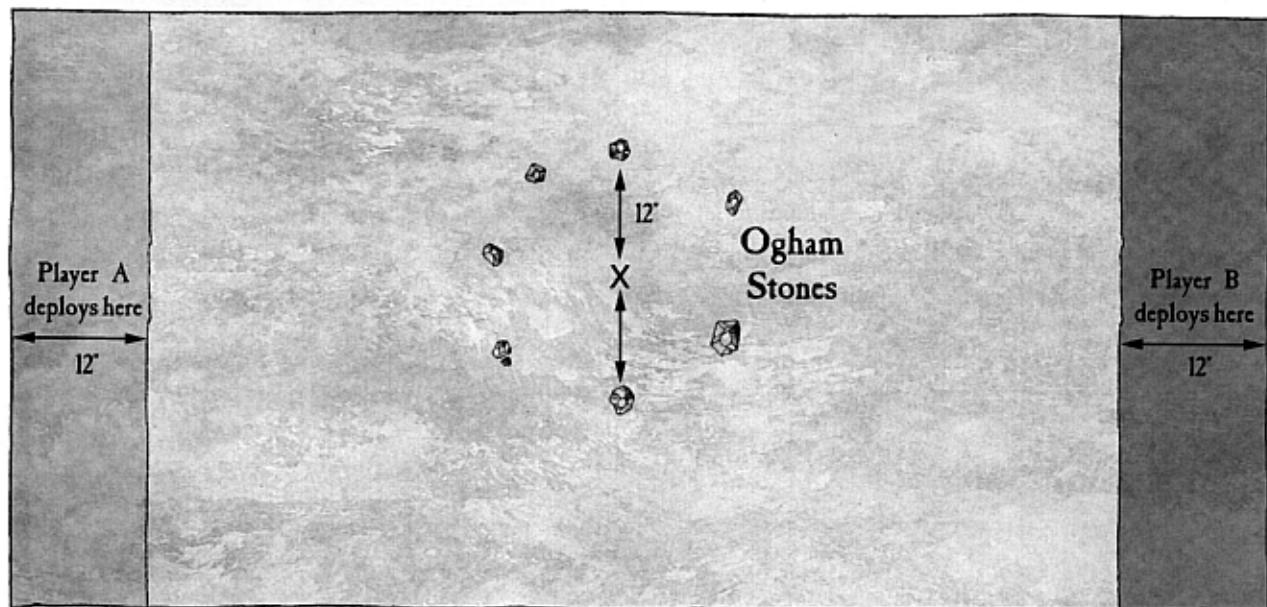
To win the game a player must have one or more models inside the stone circle at the beginning of any of his turns after Turn 4, and there must not be a single enemy model inside it. Note that both side's fleeing models do not count for the purposes of achieving victory conditions.

If the game lasts for ten turns, at the end of Turn 10 count each player's total Unit Strength inside the circle. The player with the highest Unit Strength inside the circle is the winner (in the case of the Unit Strength being the same, the game is a draw).

SPECIAL RULES

Ogham Magic: Any Wizard who is inside the stone circle at the beginning of the Magic phase will generate double the normal amount of both Power dice and Dispel dice. Add all the dice to that Wizard's side's pool. Note that other models that normally generate Dispel dice that are added to the army's pool, such as Dwarf Runesmiths and Empire Warrior Priests, will generate double their normal amount. Magic items that generate Power/Dispel dice and the Magic Resistance special rule are not affected.

Due to the sacred nature of the stone circles, no new Undead models can be raised inside the circle.





SCENARIO 4 - The Giants' Causeway

An invading army is advancing deeper and deeper into the mist-shrouded land of Albion. Suddenly the invaders are ambushed by a vast group of horrible gigantic creatures that emerge from the surrounding marshes. Their attack is so carefully prepared and executed that it seems to allude to the presence of a superior intellect controlling them and driving them forward.

AMBUSH!

This scenario is an 'Ambush' and follows all the rules on page 209 of the Warhammer rulebook, with the following exceptions:

ARMIES - DEFENDER

The Defender chooses his army normally (remember, the Defender has 50% more points than the Attacker).

ARMIES - ATTACKER

The Attacker chooses an army entirely made up of 'monsters'. Ignore all the normal restrictions for army selection (Core, Special, Rare, etc.).

By monsters in this scenario we mean all single models or unit of models with 3 Wounds or more on their profile that are not war machines, chariots or characters. These can be chosen from any published Army book or, if the book for that army is not out yet, by its Ravening Hordes list. The only Dogs of War monsters that can be used are the Giants of Albion (no surprises there!). If the monster is a '0-1' choice,

then only one of such creatures (or swarm) can be fielded in the 'monster army'.

All the creatures that can normally only be deployed as mounts for characters (such as Griffons, Wyverns, Dragons, and the like) can be deployed on their own. Special characters' mounts cannot be taken (their normal equivalents are available, anyway).

Monsters that normally come with a 'crew', such as Stegadons, War Hydras, Salamanders, etc., can be fielded, but come alone without the crew. Reduce their points cost by 10% to compensate for this loss.

No monster has to take Monster Reaction tests and will all fight normally under the control of the player.

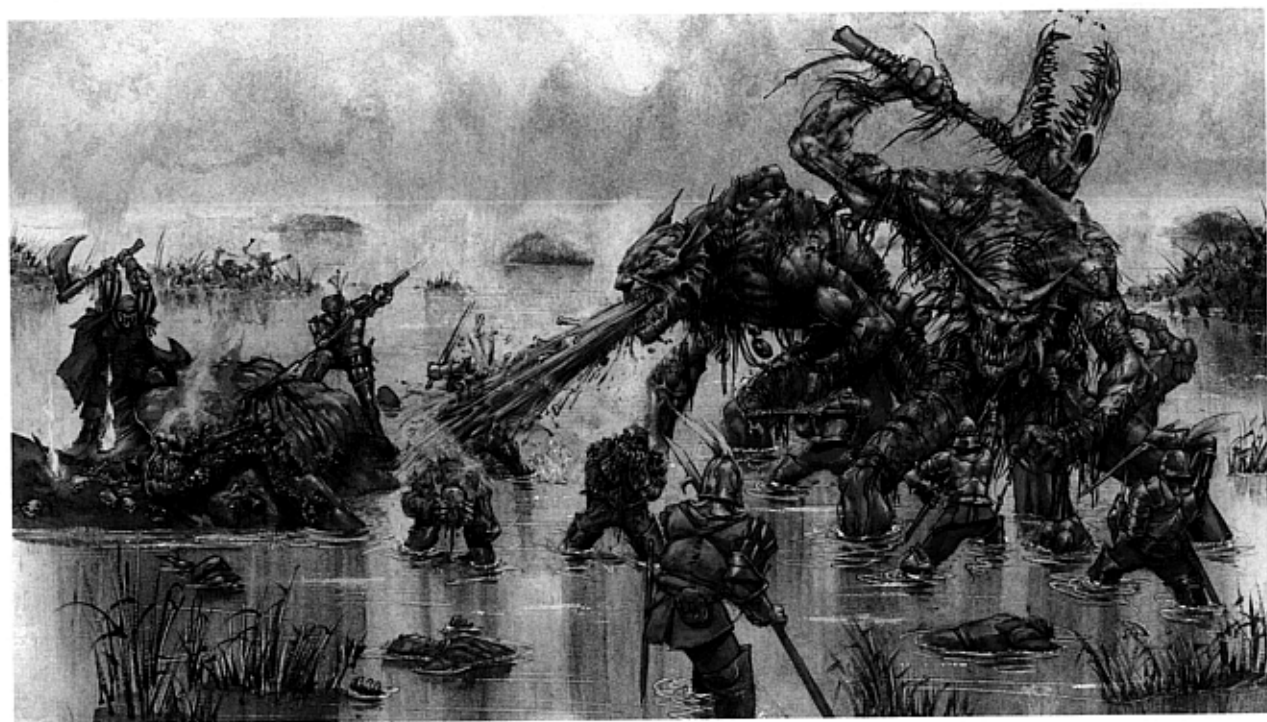
This army normally has no General, but if you decide to add a Dark Emissary/Truthsayer to this 'monster army' he will be its General, to represent that he has summoned all the creatures to attack the enemy.

BATTLEFIELD

The only difference here is that the player should use the Albion Terrain generator.

VICTORY CONDITIONS

This is a clarification that also applies to the normal rules for the Ambush scenario. The only Victory points that count are those scored for enemy units that have been destroyed, have fled off the table or are fleeing at the end of the game. No other Victory points are awarded. The Victory points chart is not used, and the winner is the player that scores the most points.



SCENARIO 5 - Bastion of the Old Ones

An attacking army has reached the vast fortifications defending the Citadel of the Dark Master. A protracted full-scale siege would both be bloody and extremely costly for the attacker, so a daring plan is to be attempted. A small, lightly equipped assault force has sneaked its way by night to a secondary gate in the walls and is now ready to assault it at the first light of dawn. The plan is to storm the walls and seize control of the gate and hold it for long enough for the attacking army to reach it and enter the fortifications.

SIEGE!

This scenario is a 'Siege' and follows all the rules of Appendix Four of the Warhammer rulebook, with the following exceptions:

ARMIES - DEFENDER

The Defender has 750 points and can choose only infantry and non-Wizard characters on foot. Truthsayers or Dark Emissaries are not allowed in this scenario.

SIEGE EQUIPMENT

The Defender can buy all kinds of defensive siege equipment for his troops.

ARMIES - ATTACKER

The Attacker has 1,500 points and can choose only infantry and non-Wizard characters which are on foot. Truthsayers or Dark Emissaries are not allowed in this scenario.

SIEGE EQUIPMENT

The Attacker can only buy ladders and grappling hooks for his troops.

BATTLEFIELD

See map below.

DEPLOYMENT

The Defenders are deployed first. The Attackers are then deployed anywhere outside the walls that is further than 15" from the walls.

WHO GOES FIRST?

The Defender moves first.



LENGTH OF GAME

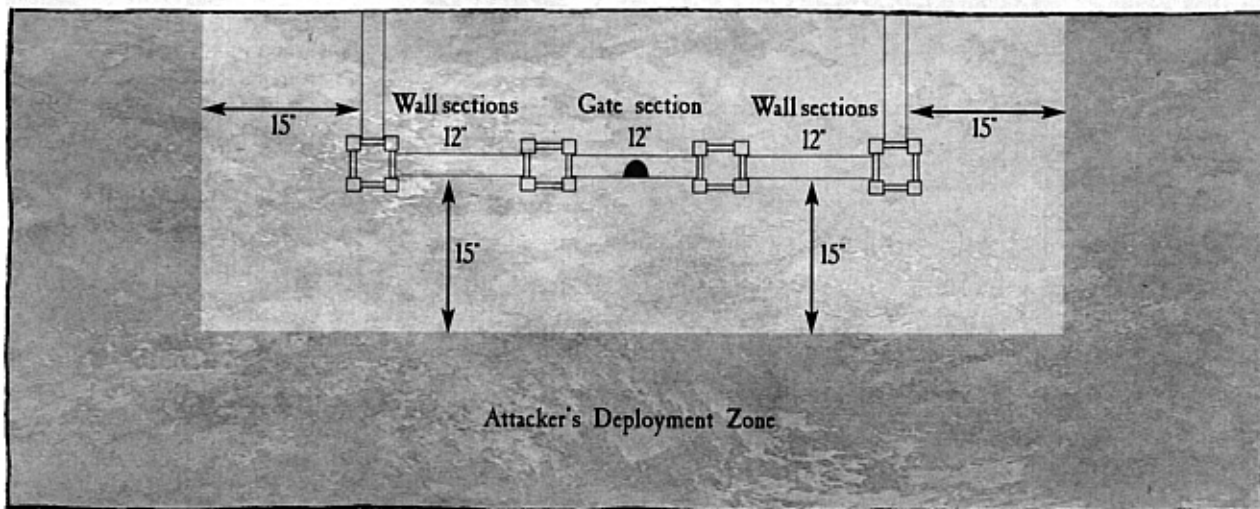
Seven turns.

VICTORY CONDITIONS

To win, the Attacking player needs to control the gate at the end of the game. To control the gate, the Attacker must have an unbroken unit with a Unit Strength of at least 5 inside the walls and in base contact with the gate itself by the end of the game (flying models do not count).

If the game ends with an Attacking unit in this position but the unit is engaged in close combat with Defenders, the game is considered to be a draw. If there is no Attacking unit in such a position, the Defender wins.

The Attacker also wins if he completely wipes out the Defending force.





SCENARIO 6 - The Plain of Battles

The final battle! Led by Truthsayers and Dark Emissaries, the armies have finally come to the mythical Plain of Battles. Here, under the constant storm flaying this miserable place, hosts clash in their final confrontation. Steel rings against steel as warriors struggle desperately in the mud, their blood tainting it dark red. Here fate and valor will decide who lives and conquers, and who dies.

BATTLE!

This scenario is a 'Pitched Battle' and follows all the rules on page 199-200 of the Warhammer rulebook, with the following exceptions:

OBJECTIVES

The only objective in this game is to wipe out the enemy altogether. No retreat! No mercy! The last man standing is the winner.

ARMIES

Armies of equal size are chosen using the Warhammer army lists to an agreed points value. You must include a Truthsayer and a Dark Emissary. You may want to agree with your opponent to include more than one Truthsayer/Dark Emissary per side, but be careful as this will escalate the power of magic in the game.

BATTLEFIELD

The Plain of Battles is a featureless waste. Leave the tabletop completely empty.

DEPLOYMENT

As a normal Pitched Battle, except that Scouts and other units with special deployment rules cannot use them in this scenario.

GAME LENGTH

To the death!

SPECIAL RULES

Deluge! The Weather number 7 on the Albion Weather table applies for the entire game. Have fun!

No retreat! In this scenario, units cannot leave the table. Fleeing units are stopped as soon as they reach the table edge and in their next rallying phase rally automatically, even if below 25% of their initial strength.

Pursuing units are stopped at the edge of the table as well. Note that this could lead to situations where a pursuer can reach and destroy a broken unit which has actually rolled more on its flee distance than the pursuers have rolled for their pursuit movement. This is quite alright, and the fleeing unit is destroyed as normal.



Albion terrain generator

This is an addition to the Warhammer rulebook terrain generators and follows all the normal rules for placing terrain on pages 218-219. You can choose to use the Badlands, Dwarf Realms (mountainous) or this terrain generator for choosing scenery for Albion's battlefields.

This Terrain Generator table represents the mist-shrouded isle of Albion. It is inhabited by a variety of backward and uncouth barbarians who fight continuously amongst themselves and against the many monstrosities that lurk in the depths of their land.

To generate an item of scenery roll 2D6. You may re-roll duplicate results or, if you wish, add to an existing feature. All features are assumed to be no larger than 12" in diameter if described as an area, or 12" long if a section.



- | 2D6 | Result |
|-----|--|
| 2 | A Stone Circle
Ancient stones carved with winding Ogham script. These sacred places are vital to control the flow of the winds of magic in the entire Warhammer world. See the rules for Ogham Magic on page 17. |
| 3 | Fetid Swamp
An area of stagnant pools and rotting vegetation, this hummocky and boggy swamp counts as very difficult terrain, but does not block line of sight. In addition, it is completely impassable to war machines. There may be a log causeway* over part of the swamp on a roll of a 5 or 6 on a D6. |
| 4 | Small lake
The still, black waters of this lake are cold and forbidding. It is impossible to cross. |
| 5 | Broken moorland
Stunted bushes of thorns and briars cover this boulder-strewn moor. The rocky outcrops and tangled bracken make this difficult terrain, though they also provide soft cover. |
| 6 | Hill
A low hill with gently sloping sides. Hills in Albion are often strewn with stunted bushes and low scrub, though this is seldom dense enough to count as difficult terrain or cover. |
| 7 | Fen
This is an area of water and reeds with the odd stunted tree here and there. It counts as difficult terrain, but does not block line of sight. There may be a log causeway* over part of the fen on a roll of a 5 or 6 on a D6. |
| 8 | Fast Stream
This is a section of cold and fast flowing stream. It is only 2" or 3" wide, but the slippery moss-covered rocks that form its bed make it difficult terrain. |
| 9 | Dark and forbidding forest
This is an area of densely packed and ancient, gnarled trees. Little light enters under the thick canopy of sickly green leaves. The forest counts as difficult terrain and provides soft cover. |
| 10 | River
A wide and treacherous river with crumbling banks and a strong current. This section of river must be placed so that it flows both onto and off the battlefield, starting at one side and curving round to leave on the same side or off another. It cannot stop in mid-flow. The river may not be more than half the length of the table unless your opponent agrees. The river cannot be crossed anywhere along its length except at a ford* or one of the crude wooden bridges* that are built by the locals. A river must always include at least one crossing point, and if it is more than half the table length it should have two, one of which is chosen and placed by your opponent. |
| 11 | Crag
This is a single large or group of smaller rocky outcrops. Each will be steep and rocky, making it impassable on most sides. Some are unclimbable pinnacles of rock whilst others may have cliffs on one side and rise gently on the other, or have a flat top. |
| 12 | Morass
When moving through a morass, a footing that seems secure quickly turns into a bottomless quagmire and both men and animals can easily disappear under the surface. This is a treacherous area of difficult ground. In addition, each turn a unit spends in or moving through a morass it loses D6 models, swallowed by the clinging mud. The morass does not block line of sight. There may be a log causeway* over part of the morass on a roll of a 5 or 6 on a D6. |

* Log causeways, bridges & fords all count as open terrain and should be at least 4" wide to allow units of troops to pass over them.



Campaign ideas

The Dark Shadows Campaign will rage across the land this Summer! There will be a North American Battle Tour, Special Retailer Events, a kick off event at US Games Day, a Mega-Battle event at Canadian Games Day and even more fun stuff to get you involved in the action. Make sure you contact your local Games Workshop Hobby Center, Rogue Trader Store, or gaming shop to find out what they will be doing during the struggle for Albion.

However, if you don't live near a Games Workshop Hobby Center or a Rogue Trader store, the Dark Shadows Campaign can just as easily be run in your basement or local gaming club, so don't let anything hold you back! Organize your own mini campaign and don't forget to send in your results.

Remember, there are many ideas for possible campaign settings. If you don't already have a few in mind try reading some of the history of the Warhammer World in the rulebook and the Armies books – you're bound to find something that sets off your imagination. If you'd like to explore other ideas that the misty isle of Albion suggests, try these:

- *Just because the Dark Emissaries look evil and the Truthsayers appear pure, don't think that either faction won't stoop to any devices to ensure their overall victory. Any army, good or evil can fight alongside either wizard as it's easy to imagine the most noble of Generals being swayed by the Dark Emissary's promises of riches and glory. Remember, the desperation of the Truthsayers knows no bounds and they will ally themselves with even the most vicious of warriors to combat the Dark Master.*

- *Have a go at the traditional Giant sport known as the Big Bash. This brutal sport is simple entertainment for the simple locals, and mainly involves a bunch of unruly Giants bashing each other's brains out with rocks, trees and anything else that comes to hand. In fact, we might have a go at this one, too!*

- *Try your hand at chariot racing. In Albion the chariot is a common sight, and they often hold competitions to see who is the bravest charioteer. You could use the rules in Citadel Journal 42 or simply make up something yourself.*

- *Explore the swamps in a Warhammer skirmish game to find the monsters that lurk there. Fenbeasts are perfect to represent these sorts of things, but you could easily use a Hydra, Manticore or Dragon for the monster. This game could give full rein to the unpleasantly sticky Terrain table found in this book with most of the battlefield covered in one unpleasant type of terrain or another.*

- *Fight games of Mordheim, Warhammer Quest or Warhammer skirmishes to explore the ancient burial mounds of the vales. Perhaps a magical sword lurks in the*

crumbling tombs that could be used by your army in later battles if you can only liberate it from the clutches of a long-dead king. On the other hand, your favorite heroes may be bested in combat and join the living dead!

- *Have a battle in the mists. You could assume that the whole battlefield is swathed in swirling fog and visibility is down to 4D6". Roll each game turn to find out how far you can see. Obviously, you can't declare a charge or shoot at things you can't see. Magic, on the other hand, might work normally or might not – it's your game, so you decide.*

- *For some truly huge battles, you can play games of Warmaster as part of the Dark Shadows campaign as well. Rick Priestley and friends have written some Warmaster scenarios which are presented in White Dwarf 259, and Warmaster Magazine issue 6, so check them out.*

And that's just the first few we can think of off the top of our heads. Why not have a go at some of these, or anything else you can think of – there's no need to feel bound by normal battle rules as long as everyone's having a good time. If you come up with anything really cool, then let us know so we can have a go ourselves!

Keep an eye on summertime issues of White Dwarf Magazine and the Dark Shadows web site (<http://www.games-workshop.com/albion/>) for the latest developments.





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