



NEW RULES

DARK SHADOWS

Some new scenarios for games of Warmaster set in the mysterious Isle of Albion.



Battle in the Isle of Albion

Over the summer of 2001, Games Workshop is running an international fantasy campaign set in the Isle of Albion. This is called the Dark Shadows campaign. The Dark Shadows campaign is primarily aimed at Warhammer players. However, at WarMag see no reason why Warhammer players should have all the fun, so we've developed three new scenarios for Warmaster based on the campaign background.

Of Albion

We feel sure that by now almost all of our readers will have been exposed to the full story behind the Dark Shadows campaign via the enviably glossy pages of White Dwarf or the positively-glowing screen of the GW web-site. Here follows the inevitable gripping summary (cue Hawkwind inspired theme music).

Eons ago the Isle of Albion was the site of a sprawling techno-arcane complex created by an unspeakably ancient spacefaring race called the Slann. Their carefully aligned stone circles and thousands of miles of impressively taut lay-lines once served to harness the mysterious psycho-magical power of the warp. This power was used to control the gigantic interspatial portals through which Slann craft traversed the galaxy. At some time there was an unfortunate accident; the portals became unstable, opening a rift into the void and creating the zone of contamination and temporal instability that is now known as the Chaos Wastes. In order to stop their damaged portals running out of control and engulfing the entire world the Slann destroyed or disabled their control complex on Albion. A vast quantity of dangerous psycho-active energy was released as a result.

This catastrophe turned the isle of Albion into a warped land that was ever afterwards shrouded by chilling mists and ceaselessly mocking drizzle. The explosive

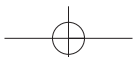
release of warp energy had the effect of distorting local time and space in surprising ways. As a result the island proved almost impossible to find afterwards and many Old Worlders came to doubt its very existence. Isolated from the world and from reality the island's inhabitants degenerated physically and culturally, coming to live an ape-like existence alongside the other malformed monsters of their devastated land. Despite this they still retain some vestigial memory of a time of greatness when their ancestors helped build the stone circles and other wonders that once formed the nerve centre of the Slanns' techno-arcane warp mechanism.

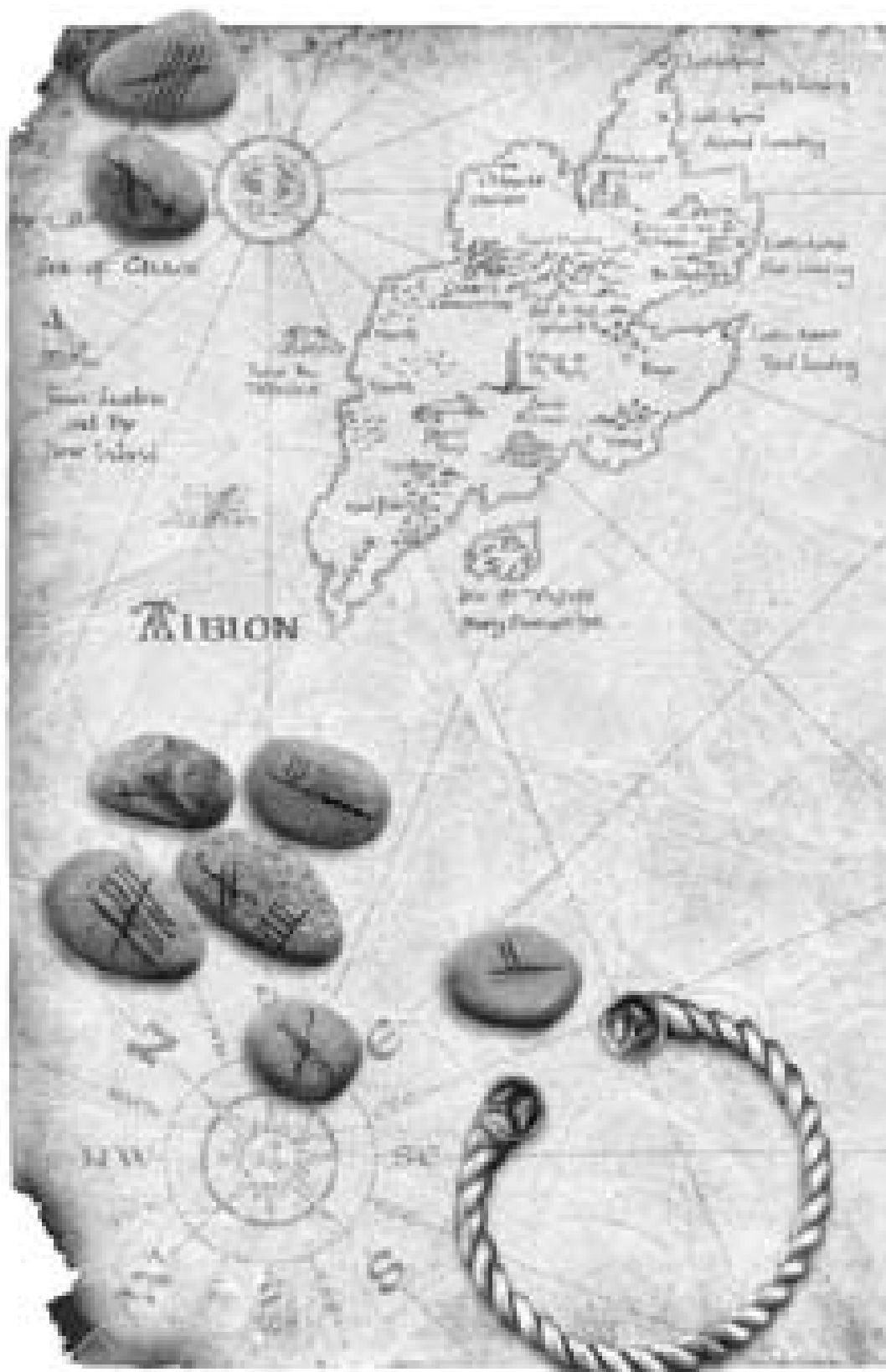
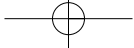
At the eve of our campaign the mists begin to clear for the first time in eons and strangers appear in the lands of the Old World – savage fur-clad mystics and sorcerers from the Isle of Albion. These are the remnants of the Guardians – men whose ancestors were trained by the Slann in ages past to tend the stones, cast the runes, and otherwise operate the controlling

Albion

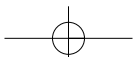
Thus was the ruin of Albion – a land polluted by sorcery in the distant Age of Magic. A land whose immense menhirs and arcane stone circles once served to command the gateways between the worlds; which to this day might still open those gateways and bring ruin to the whole world. Yet thanks to the mists and the island's mysterious inhabitants, guardians of nature unimagined beyond those rocky shores, that possibility appears as remote and mythical as the Isle of Albion itself.

From Commentary Upon Ye Prophecies of Nicodamnus – Ye Gutter Press 2 Groats





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mechanisms of the warp portals. According to these Guardians, the gates are in flux once more and the stones must be repaired or perhaps destroyed to prevent Chaos sweeping over the world. Thus begins the battle for Albion – a battle that will determine the fate of the world for good or ill.

The Scenarios

The three scenarios described here are designed around Albion settings and incorporate the unique character models that have been made for the Dark Shadows campaign. However – all the scenarios can be played as stand alone games with or without the Albion characters.

Each scenario aims to recreate one or more of the important features of the Albion landscape. The basic topography is marshy. Due to the perpetual mists, the ambient light levels are low so there is little vegetation and what there is stunted or shrivelled. Here and there are the remnants of ancient forests – now petrified stumps or bare trunks amongst the bogs. Some of the scenarios have special rules to represent the bogs or the mists. The other notable features are the remnants of stone circles and avenues – some of which retain their ability to channel magical power. Quite how these work or what their relationship is to the new threat of renewed warp activity is anyone's guess. Some scenarios have special rules to represent these features.



Guardians

Assuming the Albion characters are being used, each side begins the game with either The Dark Emissary or The Truthsayer character. These are both Guardians of Albion – representatives of two rival but equally inscrutable factions. It does not matter which army has which. The Dark Emissaries are vaguely evil in appearance and the Truthsayers are somehow enigmatically good but this is not a hard and fast interpretation. Just roll a dice for each side and the highest scoring player picks which of the two models to use.

These Guardian characters are additional to the army, cost no points and yield no Victory points. They do not add to the army's size or points value and make no difference to the number of units that must be destroyed before the army withdraws (they are characters in any case and only troop units count for withdrawals). Guardians are Wizard characters and have the stat line shown opposite. Both Truthsayers and Dark Emissaries have the same stats – Truthsayers use the same spells as High Elves and Dark Emissaries use the same spells as Chaos. All Guardians carry a magic staff that adds +1 to their Casting dice roll (maximum 6). They can carry no other magic items. A Guardian can give commands to troops and join units in the same way as other human Wizards.

The Bog Beast

The Bog Beast, also known as the Fen Beast, Mirething, or Old Boggy, is a horrible bog-dwelling mutant whose ancestors might have been willing and gigantic servants of the Slann before they were warped by sorcerous contagion. They live in and under the extensive bogs that cover much of the land – created by the incessant rain. Of varying size and ferocity, the Bog Beasts lurk in the mires and pools and prey on anything careless enough to wander near.

The Bog Beast doesn't fight for one side alone – it is a neutral creature that can be given commands by either Guardian. As such it can potentially fight for each side in its own turn, assuming a Guardian manages to give it an order. As it can potentially switch sides from one turn to the next it is important that the Bog Beast is always placed so that it is not touching any other stands at the start of a turn. If, for whatever reason, it happens to be touching another stand just move them apart before starting the next turn.

The Bog Beast doesn't count as belonging to either side. It costs no points and yields no Victory points. It does not add to the army's size or points value and makes no difference to the number of units that must be destroyed before the army withdraws. As it belongs to neither side it can be shot at as an enemy – should a player wish to do so – possibly to drive the creature away from your own side for example. The Bog Beast may however be ignored as the closest target and players are not compelled to shoot at it should they not wish to.



CREATURES OF ALBION

Troops	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Guardian	Wizard	+0	-	-	7	1	Free	-1	1*
Bog Beast	Monster	6	4	5+	+2	1	Free	-1	2*

SPECIAL RULES

1. Guardian. Truthsayers use High Elf spells. Dark Emissaries use Chaos spells. Otherwise as standard human Wizard. Magic Staff +1 to Casting roll.

2. Bog Beast. A Bog Beast is an individual troop unit. It cannot be brigaded with other units – not even with other Bog Beasts. Bog Beasts never use their initiative to move in the Command phase. They can only be given orders by a Guardian, either a Dark Emissary or Truthsayer. Because they are pliant to the sorcerous intentions of the Guardians whose Command value always counts as +2 greater than normal when giving orders to a Bog Beast (ie, as 9 rather than 7). Bog Beasts have a standard monster move of 20cm. They can move through bogs as if they were open terrain. No Command penalty is ever imposed on account of dense terrain if the Bog Beast is in a bog or similar feature. A Bog Beast will never Make Way for friendly troops moving into its path. A Bog beast does not fight for any particular side – it can be given orders by each side in its own turn: Bog Beasts are large terrifying monsters – enemies they fight against suffer the usual -1 Combat modifier for fighting a terrifying enemy.



Drawings by Dave Gallagher



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SCENARIO 1: THE BEAST IN THE BOG

In this scenario two rival armies approach each other over an upland bog. The ground is mostly firm but there are a number of patches of bog – these count as dense terrain and as such are passable to infantry only with the usual -1 Command penalty. The mists are relatively light in this upland areas and visibility is considered to be normal. This is a fairly straightforward battle with the additional problem of the Bog Beast.

Set-up

Setup the tabletop along the lines shown. We would suggest five bogs approximately 20cm diameter be placed with one in the centre of the table and two on each side to the left and right. There is a hillock in the centre of each set-up area between the bogs.

There are no special deployment rules for this scenario – use whatever method you prefer from those described in the rulebook. The game lasts until one side is forced to withdraw – or you can set a turn limit if preferred. Dice to see which side takes the first turn.

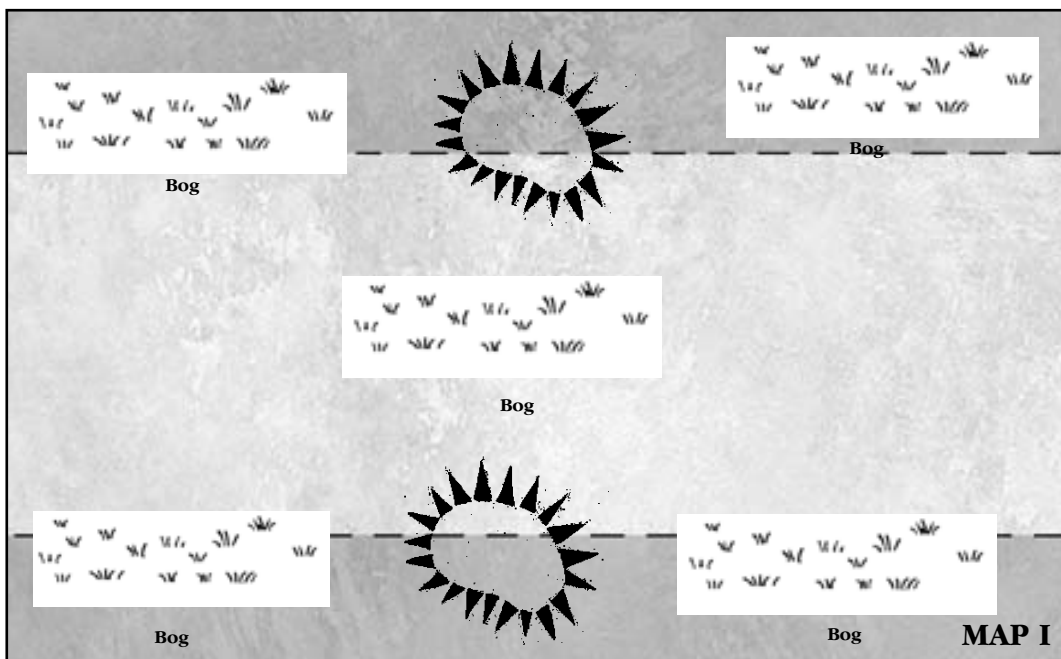
Moving Boggy

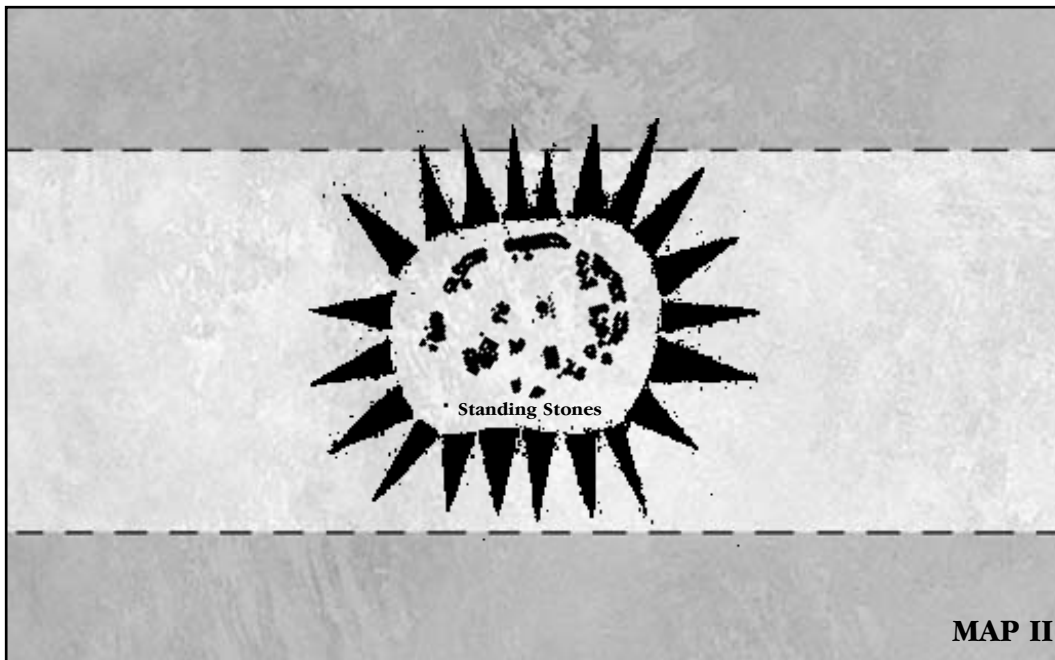
In this scenario the Bog Beast stand is used to represent one of any number of Bog Beasts that live amongst the bogs. Each turn, one Bog Beast will appear mysteriously from one or other of the bogs and can be given

commands by the Guardian of whichever player's turn it is. When it moves, the Bog Beast has a standard move of 20cm and suffers no Command penalty for being in a bog.

In this scenario the Bog Beast does not begin the game on the battlefield. At the end of each player's turn the Bog Beast is removed from the battlefield – we assume that wherever he is he sinks beneath the boggy ground once more. At the start of each player's turn he may position the Bog Beast stand in the centre of any of the bogs on the battlefield. The Bog Beast can then be given orders by a Guardian within 20cm in the Command phase. Remember – because they are Wizards, Guardians have a command radius of only 20cm, so it is important to make sure your Dark Emissary/Truthsayer is positioned ready to 'summon' a Bog Beast during the Command phase.

Because the Bog Beast always starts each turn in the centre of one of the bogs, it is worth making sure that the centre of each bog is either very obvious or marked in some way to make sure there is no doubt. The Bog Beast can be placed facing any direction – but must be placed in the pre-determined spot. Note that the size of the bogs is key to the effectiveness of Boggy – a diameter of 20cm is about right. This means that units within 10cm of a bog's edge will be vulnerable to a single-order charge.





MAP II

Playing Without Albion Characters

What makes this game unique is the large and dangerous monsters that keep popping up each turn.

Substitute the Bog Beast for a similar large monster stand such as a Troll or Bone Giant. The monster has the same stats and rules as the Bog Beast and can be given orders by a Wizard character from either side. If you wish, substitute the bogs for similar terrain such as patches of quicksand or ruins.

SCENARIO 2: THE STANDING STONES

In this scenario two rival armies are converging on one of the ancient control mechanisms – a stone circle that at one time formed a nodal point in the techno-arcane complex of Albion. It is still functioning, if not quite as intended, and any Wizard standing inside the circle can draw upon its vast stores of arcane power... if they dare! The stone circle lies upon the brow of a large hill and the whole battlefield stands proud of the surrounding fog. Visibility is therefore treated as normal in this game. The objective of the game is to defeat the enemy army but the enemy can be forced to withdraw if your Guardian gains control of the stone circle.

The armies deploy opposite each other using whatever deployment method the players favour. The game lasts until one side is forced to withdraw – or you can set a turn limit if preferred. Dice to see which side takes the first turn.

Set-up

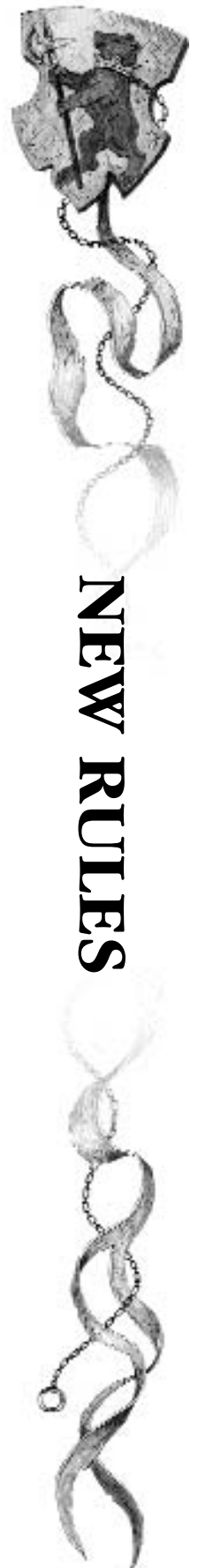
Set-up the tabletop along the lines shown. The area covered by the stone circle is passable to infantry and the Bog Beast only. The circle needs to be about 25-30cm diameter and the centre must be marked by an altar stone or in some convenient fashion.

The Stone Circle

No spell can be cast at a unit that is wholly within the stone circle. No missile type spell or any spell that requires a direct line of sight can be cast through the stone circle. The stone circle acts like a barrier – all magical power directed into it is absorbed. The exceptions to this are Wizards within the circle.

A Wizard who is within the stone circle can cast spells out of it. Note that targets have to lie at least partially outside the circle.

When a Wizard casts a spell from within the circle the spell has double its normal range and if the first spell is cast successfully the Wizard can cast the same or a different spell again. Note that this is basically like the magical effect of the Rod of Repetition. To keep things sane the Rod of Repetition will not work within the stone circle – only one repetition is possible. Note that the first spell only has to be cast successfully – ie, a successful Casting roll needs to be made – a spell still counts as



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successfully cast if it is subsequently dispelled or has no tangible effect.

A Dwarf Runesmith within the stone circle adds +2 to his attempt to anti-magic any spell cast by a Wizard outside the circle. He will therefore anti-magic on a 2+ rather than 4+.

Boggy

In this scenario the Bog Beast does not appear until there is a Guardian within the stone circle at the start of a turn – Boggy will then appear in the centre of the circle or as close as possible. The Bog Beast is the protector of this complex. He and his ancestors have instinctively guarded the circle against harm for centuries. He is not best pleased to find people intruding within his beloved stones.

Once he has appeared, the Bog Beast can be given orders by the side whose turn it is as described in the main rules for Bog Beasts.

VICTORY CONDITIONS

One side must withdraw if it loses half of its units or if its general is slain – as usual. In addition, if at the end of the turn one side's Guardian is within the stone circle and the other side's Guardian has been slain, then the surviving Guardian is deemed to have gained control of the circle. Once one side has gained control of the circle the other side must withdraw.

Playing Without Albion Characters

What makes this game unique is the circle of standing stones and its ability to boost the power of wizards. If you want to play without Albion characters, substitute the Bog Beast for any suitable monster. The monster has the same stats and rules as the Bog Beast and can be given orders by a Wizard character from either side.

SCENARIO 3: FOG OF WAR

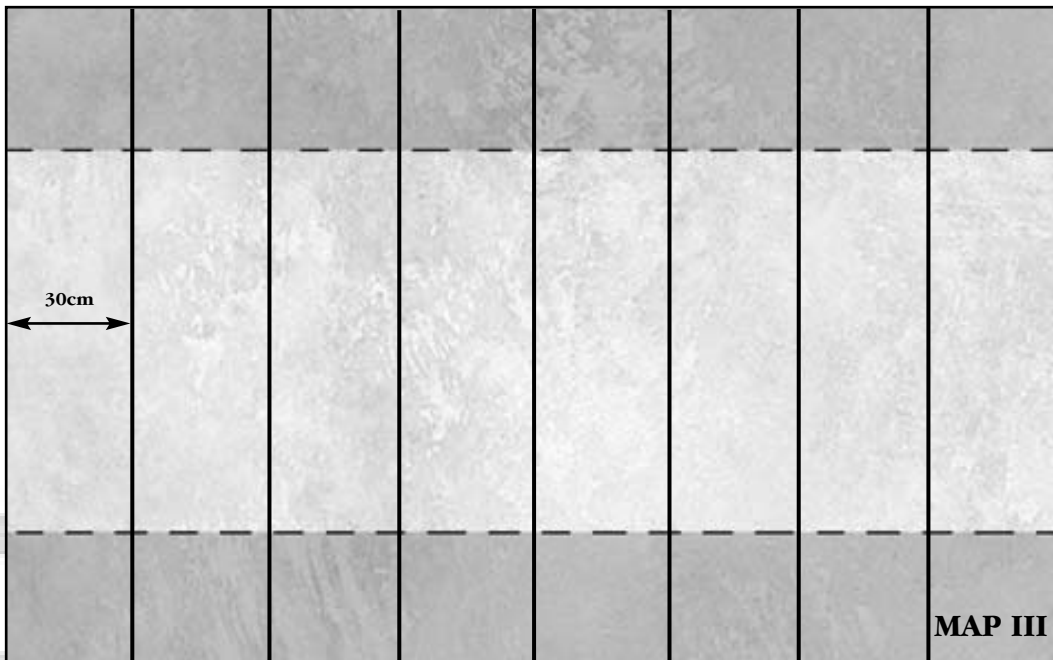
In this scenario two rival armies meet in the swirling fog and must struggle for supremacy amongst a landscape that is barely visible and against a foe who is largely unseen. To represent this, the two armies deploy onto the tabletop before the scenery is positioned. Once the armies are in place the scenery is positioned randomly as described. Visibility is reduced to between 10cm and 30cm according to a dice roll made at the start of each player's turn. The objective of the game is simply to defeat the enemy by forcing him to withdraw.

Both players make a map of their deployment and setup their armies opposite each other as shown on their maps. The armies start off no closer than 80cm, as per a standard set-up. Once the armies are in position the scenery is placed as described below. Once the scenery is in place the game can begin – the battle lasts until one side is forced to withdraw – or you can set a turn limit if preferred. Dice to see which side takes the first turn.

Terrain

Divide the table into equal sections as close as possible to 30cm wide as shown on the map – so an 8ft (roughly 244cm) long table would be divided into eight sections for example. Roll a dice for each section and consult the following chart.





Dice roll	Feature
1	Bog roughly 20cm in diameter.
2	Petrified Wood – wood of snaggly stumps and gnarled trees roughly 20cm diameter.
3	Nothing.
4	Hill between 20 and 30cm diameter.
5	Stone circle between 20 and 30cm diameter. One only – if repeated Hill as 4.
6	Area of rock, rubble or scattered bones roughly 20cm diameter.

Once you have rolled the feature each player rolls a dice and the highest scoring player places the feature in the section between the two players' set up zones. No terrain can be placed in the set up zones.

Bogs, Petrified Woods, and rock/rubble/bones all count as dense terrain. Only infantry stands can move over dense terrain and there is the usual -1 command modifier (except the Bog Beast can move over Bogs as noted below).

The stone circle has the same rules as scenario 2.

Boggy

Boggy will only take part in this battle if there are one or more bogs. Assuming there is at least one Bog, the rules from scenario 1 apply to the Bog Beast.

Fog

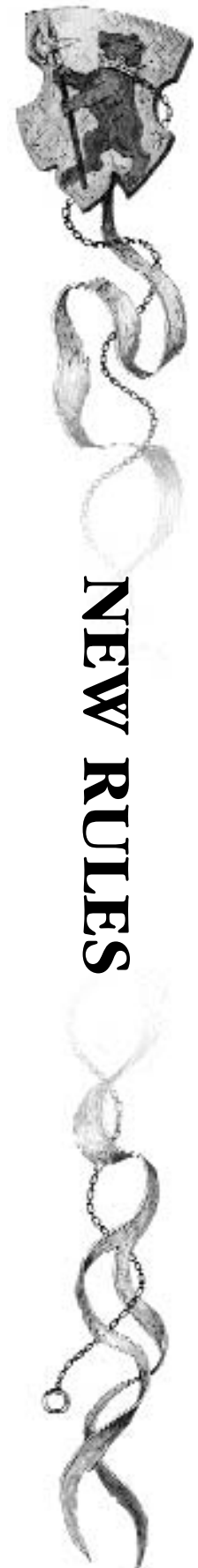
In this battle visibility varies from turn to turn. At the start of each player's turn he rolls a dice and consults the following chart:

Dice Roll	Visibility
1	10cm
2	15cm
3	20cm
4	20cm
5	25cm
6	30cm

The reduced visibility affects all shooting distances and it affects the distance a unit can see at the start of its move. This can affect a unit's ability to charge in some cases – remember a unit must be able to see an enemy that it intends to charge at the start of its move. Reduced visibility also affects magic spells where sight is required. Reduced visibility does not affect the giving of orders.

Playing Without Albion Characters

What make this game unique is the fog and associated deployment and scenery placement. This can be used to play any game in the fog or mist, using the Reduced Visibility table given above. There is no need to include a monster at all, but if desired any practical substitution can be made and bogs or other areas given their own version of Boggy that can then be commanded by any Wizard.



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