

DARK EMISSARIES

Though the fighting on Albion is not as fierce as it was, still the struggle between the Truthsayers and the twisted Dark Emissaries continues. A Dark Emissary can be hired as a Dogs of War unit. They may be hired by Dark Elves, Skaven, Chaos (all types including armies with a daemonic general), Vampire Counts, Tomb Kings, Dwarfs, Empire, Bretonnia (this is an exception to the normal rule), Dogs of War and Orcs & Goblins.

A Dark Emissary costs 265 points, and uses up both a Rare choice and a Hero choice.

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)

Armour: 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 ghoulish 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, randomise 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 Armour saves or Ward saves are allowed.

TRUTHSAYERS

Though the fighting on Albion is not as fierce as it was, still the struggle between the Truthsayers and the twisted Dark Emmisaries continues. A Truthsayer can be hired as a Dogs of War unit. They may be hired by Lizardmen, High Elves, Wood Elves, Dwarfs, Tomb Kings, Empire, Bretonnia (this is an exception to the normal rule), Dogs of War and Orcs & Goblins.

A Truthsayer costs 265 points, and uses up both a Rare choice and a Hero choice.

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.

	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 Valour	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 VALOUR

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.

Weapons: Staff of Light (counts as a halberd)

Armour: 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.

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 honour 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 paralysing 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 centre. 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 as Dogs of War. 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.



ALBION SCENARIO: RECLAIM THE STONES

As the fighting subsides on Albion, many of the Stone Circles are still in the hands of the enemy. Even with the departure of the Dark Master, possession of the Ogham Stones can still bring great power. In this battle, one army is trying to oust an enemy force encamped within one of the stone circles.

ARMIES

Both armies are picked using the Warhammer army lists. Decide who is attacking and who is defending. The Attacker has 50% more points than the defender. For example, if 1,000 points are defending, the attacking army has 1,500 points. Due to the size of the defender's deployment zone, more than 1,500 points of defenders may be difficult to deploy with certain armies.

BATTLEFIELD

Place a stone circle in the middle of the table, with a 12" radius around the centre as shown on the map below.

No other terrain may be placed inside the circle. Leave a gap of at least 5" wide between each standing stone and the next (the stones themselves 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 extra piece of terrain per table quarter.

DEPLOYMENT

The Attacker can split his force into two parts, each attacking from opposite ends of the table. Note down on your army list which end each unit will attack from (A or B on the map below). Next, the defender sets up his army anywhere within the stone circle. The attacker then sets up his units in the deployment zones nominated earlier.

WHO GOES FIRST?

Both players roll a dice, the attacker adding +1 to his roll. The player who scores highest may choose whether to go first or second (re-roll ties).

LENGTH OF GAME

The game lasts for a random number of turns. At the end of the fifth turn, roll a dice. On a 2 or more play a sixth turn. At the end of the sixth turn, roll again and play a seventh turn on a roll of 3 or more, and so on.

VICTORY CONDITIONS

Players score Victory points equal to the points value of any units in the stone circle at the end of the game. Units below half strength count half their points values, units that are fleeing do not count at all, and neither do units with a remaining Unit Strength of less than 5. Look up the difference in Victory points on the Victory Points Chart on page 198 of Warhammer, using the points value of the defending force as the size of battle.

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 the dice to that Wizard's side's pool. Note that other models that normally generate Power or Dispel dice, such as Dwarf Runesmiths and Empire Warrior Priests, will generate double the normal number of dice as well. Magic items that generate Power/Dispel dice, and the Magic Resistance special rule, are unaffected.

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

