

# Albion v.1.1

## Warband Special Rules

### Feral Fury (+D3", -1 Ld)

- Warriors with this rule add +D3" to the maximum distance charged when charging enemies, up to a maximum of 12".
- However, they also suffer -1 Ld modifier when taking fear and panic tests (*not rout tests*) and *cannot* benefit from the 'Leader' ability of other warriors.

### Boar Riders

If playing with the optional rules for mounted warriors, Human warriors in the warband may ride Boar Mounts in addition to the mounts Humans are naturally allowed to ride.

### Stubborn

May re-roll failed fear and panic tests.

### Woad Paint (4+)

Warriors with this rule have a 4+ ward save vs. the effects of hostile Spells (*not Prayers*).

- Warriors in the warband with access to Academic skills may take this ability as an Academic skill choice whenever they learn a new skill.

### Unstable (4+)

When a warrior with this rule would *flee*, roll a D6 instead: On a roll of 1-3, the warrior continues fighting as normal and does not *flee*, but on 4+, this warrior placed straight *out of action*. Enemies *will* gain experience for his demise.

### Flammable

Warriors with this rule lose one 2 wounds instead of 1 when wounded by a *flaming* attack.

### Acolyte

Instead of shooting a missile weapon in the shooting phase, this warrior may take a Leadership test if he did not run, is not *fleeing*, or engaged in close combat: If passed, he generates one Power Dice that can be used by any Wizard or Priest in the warband.

### Cannot Break

May not leave close combat voluntarily.

## Warband Special Rules

### Regeneration (6+ / 5+)

Warriors with this rule have a 6+ or 5+ Regeneration save vs. all wounds suffered. This save is completed negated by *flaming* hits.

## Special Equipment

### Spear-Staff / Great Sickle 10gc

**Close Combat Weapon: Spear:** Is affected by anything that affects normal Spears but is a separate proficiency from normal Spears.

**Strength Bonus:** +1 S in all rounds of combat.

**Armour Piercing (1)**

**Two-handed.**

### Soothsayer Staff 20gc

Same as Great Club, but once per battle, wielder may re-roll 1 Power Dice that was *not* a natural or modified 1.

- A warrior can only re-roll one Power Dice per battle from this ability, no matter how many Soothsayer Staffs he is carrying.
- Is affected by anything that affects normal Great Club but is a separate proficiency from normal Great Clubs.
- Can only be carried by Wizards (*not Priests*).

### Hunting Hawk 10gc

**Missile Weapon**

**Range:** 24" **Strength:** 3

**Ignores 'Stealth' and Cover.**

**Move or Fire.**

### Pixie Familiar 10gc

**Special Equipment:** Enemies must re-roll their successful Initiative tests for charging this warrior without line of sight (*e.g. when he is around a corner, behind a wall, etc.*). No effect vs. enemies that automatically pass such tests (*e.g. enemies with the 'Sixth Sense' skill*).

# Albion Skill Lists

	Combat	Shooting	Academic	Strength	Speed
Chieftain	V	V	V	V	V
Heathguard	V	V		V	V
Druid	V		V	V	(+10gc)
Truthsayer	(+10gc)		V		V
Neophyte	V	(+10gc)	V	(+10gc)	V

# Albion Equipment Lists

## Chieftain, Heathguard, Tribesman, and Wood Raider

**Close Combat**  
Hand Weapon  
Great Weapon  
Spear  
Spear-Staff

**Shooting**  
Sling  
Throwing Axes  
Bow  
Javelins

**Armour**  
Light Armour  
Shield

## Druid and Neophyte

**Close Combat**  
Hand Weapon  
Great Weapon  
Spear-Staff

**Shooting**  
Sling

**Armour**  
Light Armour

## Truthsayer

**Close Combat**  
Hand Weapon  
Great Weapon  
Soothsayer Staff

**Shooting**  
Sling

**Armour**  
None

## Hunter

**Close Combat**  
Hand Weapon

**Shooting**  
Sling  
Bow  
Javelins  
Hunting Hawk

**Armour**  
Light Armour  
Nets

## Viridian Warrior

**Close Combat**  
Hand Weapon  
Great Weapon  
Spear-Staff

**Shooting**  
Throwing Axes  
Javelins

**Armour**  
Light Armour

## HEROES (1/2)

### 0-1 Albion Chieftain

40gc to hire

Starting Experience: 18

Race: Human

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

#### SPECIAL RULES

Leader (6"), Feral Fury (+D3", -1 Ld)

### 0-2 Albion Heathguard

30gc to hire

Starting Experience: 12

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	3	3	1	7

#### SPECIAL RULES

Feral Fury (+D3", -1 Ld), Stubborn

### 0-2 Albion Druids

35gc to hire

Starting Experience: 12

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	2	3	3	3	3	1	8

#### SPECIAL RULES

Feral Fury (+D3", -1 Ld)

Priests (Lore of Druids or Lore of Runes): Start with 1 prayer.

### 0-1 Truthsayer

30gc to hire

Starting Experience: 8

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	3	3	1	7

#### SPECIAL RULES

Feral Fury (+D3", -1 Ld), Woad Paint (4+), Wizard (Light, Beasts, or Life): Starts with 1 spell.

### 0-3 Druid Neophytes

15gc to hire

Starting Experience: 2

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	3	3	1	6

#### SPECIAL RULES

Feral Fury (+D3", -1 Ld), Acolytes

## HENCHMEN (1/2)

### Albion Tribesmen

25gc to hire

Starting Experience: 6

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	3	3	1	7

#### SPECIAL RULES

Feral Fury (+D3", -1 Ld)

### 0-4 Albion Hunters

20gc to hire

Starting Experience: 4

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	4	3	3	3	3	1	6

### 0-3 Woad Raiders

30gc to hire

Starting Experience: 12

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	3	3	1	7

#### SPECIAL RULES

Feral Fury (+D3", -1 Ld), Woad Paint (4+)

### 0-2 Viridian Warriors

40gc to hire

Starting Experience: 14

Race: Daemon

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

#### SPECIAL RULES

Cause Fear, Flammable, Cannot Break, Regeneration (6+), Unstable (4+)

### 0-3 Warhounds

30gc to hire

M	WS	BS	S	T	W	I	A	Ld
6	4	-	4	3	3	4	1	5

#### SPECIAL RULES

Animals (Cannot Climb; Cannot Hide; Flee 3D6"; Cannot use the Leader's Ld; Cannot Capture Objectives; Fight Unarmed; No Promotion.)

## HEROES (2/2)

### 0-1 Albion Ogre

Same as the Ogre Bodyguard Hired Sword, but is proficient with Javelins and Throwing Axes for Shooting weapons instead of the normal options.

- Gains the ‘Feral Fury’ rule for free.
- May buy the ‘Woad Paint (4+)’ rule for 15gc when first hired, or between each battle. Lasts entire campaign.

## LORE OF DRUIDS

**Signature: Crow Swarm (D7+ / D11+)**

Range: 30”.

Effect: Target suffers D3 Strength 2 hits.

Augment (D11+): Additional D3 Strength 2 hits.

**1 Misty Miasma (D6+)**

Range: 18”

Effect: Target suffers -1 to hit (in both shooting and close combat) and -1 Initiative.

Remains in Play.

**2 Thickets and Brambles (D4+ / D6+)**

Range: 18”

Effect: 1 Strength 4 hit with Armour Piercing (1).

Augment (D6+): +6” range.

**3 Nature’s Coil (D6+)**

Range: 12”; must target Animals.

Effect: Target Animal gains +1 Attack.

Remains in Play.

**4 Might of Giants (D5+ / D7+)**

Range: Caster

Effect: +1 Strength and all of target’s close combat attacks are Concussive (1) (*stacks with other Concussive effects he may have*).

Augment (D7+): Additional +1 Strength.

Remains in Play.

**5 Shield of Ivy (D5+ / 7+)**

Range: Caster

Effect: Scaly Skin (6+).

Augment (D7+): Also gains ‘Stealth’.

Remains in Play.

**6 Moorstrider (D6+)**

Range: 6” or Caster

Effect: Target gains +1 Movement, up to a maximum of 5, and +D3 Initiative.

Remains in Play.

## HENCHMEN (2/2)

### 0-1 Fenbeast

85gc to hire

Race: Daemon

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

#### SPECIAL RULES

**Monster** (*Causes Fear; Cannot Hide; Immune to Concussion; Cannot Capture Objectives; Cannot Use Special Equipment; No Penalties for Fighting Unarmed; Climb as Normal; No Promotion.*)

**Unstable (4+), Regeneration (5+)**

**Cannot Break:** May not leave close combat voluntarily.

**Stupidity (6”):** Must be within 6” of a non-*hiding*, non-*fleeing* warrior in the warband whose race is Human at the *start* of each of its Power Phases.

Otherwise it must take a Leadership test:

- If passed, it continues its turn as normal.
- If failed, it may do nothing but strike back in close combat until the *beginning* of your next Power Phase.

**Cloud of Flies (15gc):** May buy the ‘Cloud of Flies’ Nurgle skill for 15gc when first hired or between each battle. Lasts entire campaign.

**Huge (2 Henchman Slots):** Takes up two henchman slots.

### 0-2 Pixie Swarms

40gc to hire

Race: Daemon

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

#### SPECIAL RULES

**Alluring (8”):** All *hidden* enemies that are within 8” of a Pixie Swarm at the *end* of any Movement phase (*also opponent’s*) must take an Ld test: If failed, they are immediately *un-hidden*.

- Requires line of sight.
- No effect vs. Undead and Daemons.

**Unstable (4+)**

**Fly (8”):** May *fly* 8” instead of moving. Pixies *may* use flying moves to move into close combat with enemies, in which case they count as charging, but *cannot* hide at the end of a flying move.

**Unruly:** Only one warrior with ‘Unruly’ in each Combat Group.

**Animal** (*Cannot Climb; Cannot Hide; Flee 3D6”; Cannot use the Leader’s Ld; Cannot Capture Objectives; Fight Unarmed; No Promotion.*)

**v.1.1**

Revamped lore of druids prayer Nature's Coil.

Revamped Pixie Familiar.

Revamped Warhawk.

Druids may also use Lore of Runes.

**v.1.0**

Corrected typos; added lore of druids.

**v.0.9**

Lots of tweaks and updates! (Hat tip to UnionJack1989)

**v.0.8**

First Release! (Hat tip to Warhammerarmiesproject)