

Albion v.1.0

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 during such turns.

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 a 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*).

Warhawk 5gc

Missile Weapon

Range: 24" **Strength:** 2

Ignores Cover and the 'Dodge: Ranged' skill.

Move or Fire.

Pixie Familiar 10gc

Special Equipment: At the *end* of wielder's Movement phase (*not opponent's*), wielder may target any *hidden* enemy within 8" if he did not run or charge and is not engaged in close combat: That enemy must take an Ld test: If failed, he is immediately *un-hidden*. Requires line of sight. No effect vs. Undead and Daemons.

- If this warrior is *hidden* when using this ability, he is automatically *un-hidden*, even if Familiar failed to reveal the enemy.

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
Nets
Warhawk

Armour
Light Armour

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): 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 regains one lost Wound.

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.1.0

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)