



TRIAL RULES

ALBION ARMY

An experimental army list, by Mike Headden

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 ceaseless 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.

The mist wreathed isle of Albion has seen as much bloodshed and warfare as the rest of the known world. Albion is seen as a damp, bog-ridden backwater and reports of recent incursions have concentrated on the clashes

between the supposedly more advanced invaders. However, a closer examination of the campaigns in Albion show that its native armies are every bit as lethal as those of any of the more so called 'civilised' nations.

The core of any Albion army comprises nobles in chariots and warbands of warriors on foot, screened by youths armed with slings and javelins led by the local chieftain.

Poorer nobles and richer warriors are mounted on hardy native ponies and form the cavalry used to both scout and to support the noble chariot warriors.

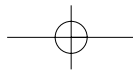
Albion is famed for the great wolfhounds the natives breed. They are exported widely, but most especially to Bretonnia and the Empire where their size, strength and ferocity are much prized by noble huntsmen. In times of war these wolfhounds are gathered into huge slaving packs and are used to supplement the cavalry, screening attacks and harassing vulnerable enemy flanks.

In time of war some Chieftains can also call on the giant eagles whose eyries dot the highest peaks of the land.

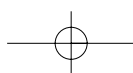
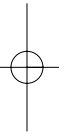
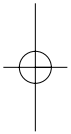
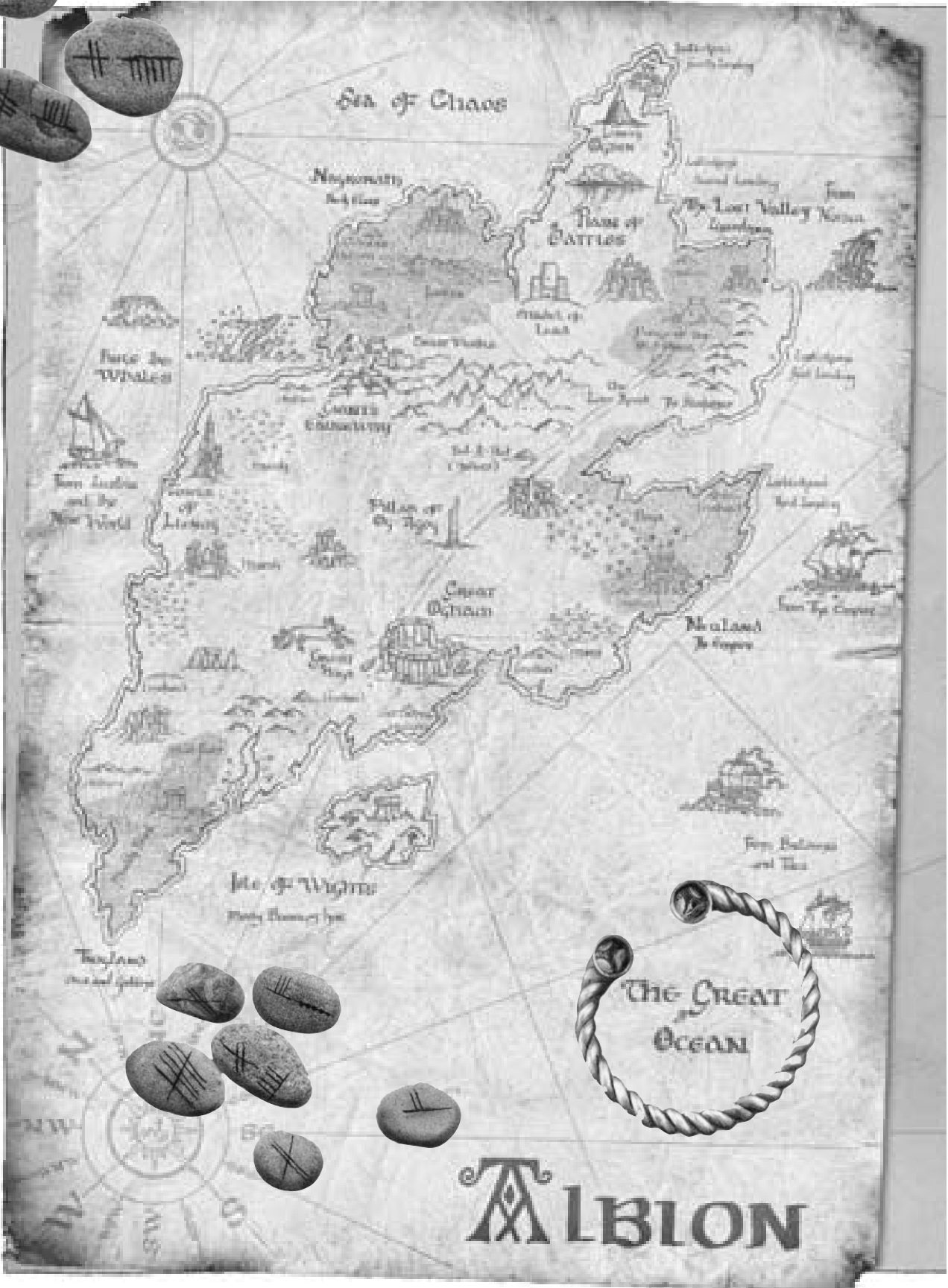
Few of Albion's chieftains will pass up the chance to recruit some of their island's largest inhabitants – the famed giants of Albion. Just like those giants that accompany Orc & Goblin armies, these massive warriors make up for in brawn what they lack in brains!

Not quite so strong, but then again not quite so dim, are the bands of ogres which flock to join the armies of Albion – for a share of the loot and the chance to turn a former enemy into a quick snack!

In addition to the warrior chieftains who lead the armies, there are heroic warriors who help to marshal the army and the enigmatic druids who are not only the army's wizards but also its law makers, judges and soothsayers.



Trial Rules



Trial Rules

ALBION ARMY SELECTOR

Troops	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Warriors	Infantry	3	3	5+	-	3	60	2/-	-
Slingers	Infantry	2/1	3	0	-	3	30	1/6	-
Ogres	Infantry	4	4	5+	-	3	105	-/2	*1
Wolfhounds	Cavalry	3	3	0	-	3	30	-/-	-
Cavalry	Cavalry	3	3	5+	-	3	90	-/-	-
Chariots	Chariot	4	4	5+	-	3	95	1/4	-
Giant	Monster	8	8	5+	-	1	150	-/1	*2
Giant Eagles	Monster	2	3	6+	-	3	70	-/1	*3
General	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/1	-
Druid	Wizard	+0	-	-	7	1	45	-/1	-
Giant Eagle	Mount	+0	-	-		1	+20	-/1	*4
Chariots	Mount	+1				1	+10	-/1	-
Fenbeast	Monster	6	4	5+		1		-/1	*5

1. **Ogres** are notoriously fond of fresh human meat, although they will eat practically anything that was once alive (or still is). They can't abide the taste of greenskin and won't touch a Goblin or an Orc unless they are seriously peckish. To represent this, an Ogre unit must charge a unit of humans (literally humans... Men, not Dwarfs, Elves, etc) if it is within 20cm at the start of the Command phase and the Ogres can reach it. This happens automatically and their commander can do nothing about it!

2. **Giants** are maddeningly dim witted creatures with a fondness for strong beer and the raw flesh of Men, Elves and even Dwarfs. Because of their turgid mental processes and weakness for drink, they must always be given a separate order. They cannot be brigaded with other troops, although several Giants can be brigaded together if you wish. If you attempt to give an order to a Giant and fail then you must make a test to see what it does. Ignore potential blunders, these are taken into account by the following rules. Roll a dice and consult the *Giant Goes Wild chart*.

Where Giants are brigaded together roll for each separately. A Giant causes *terror* in its enemies.

Giants have a great many hits, 8 in fact, which are almost impossible to inflict during even a fairly lengthy combat engagement. Because Giants have so many hits we must consider the possibility of hurting the Giant and reducing his effectiveness in subsequent turns. Therefore, if a Giant has accumulated 4-7 hits by the end of the Shooting phase or Combat phase it is deemed to have been **badly hurt**. Once a Giant is badly hurt, all accumulated hits are discounted and its maximum Hits value and Attacks are halved for the rest of the battle (to 4 Hits and 4 Attacks).



GIANT GOES WILD CHART**D6 Oh no! What's he doing now?**

- 1 The Giant will neither move or fight this turn but simply stands rooted to the spot looking dopey!
 - 2 Move the Giant directly towards the nearest table edge. If he moves into another unit he will attack it regardless of which side it is on. If victorious in combat, the Giant will stand his ground.
 - 3 The Giant picks up a rock, tree, abandoned cart, small building or whatever comes to hand and throws it at the closest unit, friend or foe that he can see. The object travels 5xD6cm and, if it travels far enough to hit its target, strikes with 3 Attacks worked out in the usual way.
 - 4 The Giant moves straight forward at full pace in the direction he is facing. If he reaches an enemy unit he will attack as normal. If there is a friendly unit in his way, he will walk straight through it. A unit which is walked through instantly becomes *confused* for the remainder of the Command phase. A unit which is walked through ceases to be *confused* at the end of the Command phase along with other confused units.
 - 5 The Giant moves towards the nearest enemy unit that he can see as fast as he can. If he reaches the foe, he will attack as normal. If friends are in the way, he will walk through them causing confusion as described above.
 - 6 The Giant gives a mighty bellow and rushes straight at the nearest enemy unit that he can see. Move the Giant at double his normal full pace move. If he reaches an enemy unit, he fights by jumping up and down on the foe, furiously doubling its Attacks value in the first round of combat.
3. **Giant Eagles.** These live in the snow-capped Annulii mountains of Ulthuan. They are intelligent creatures that exist in peace and harmony with the High Elves and are ready to aid them in battle. Eagles can *fly*.
4. **Giant Eagles.** Mount for Druid only. These live in the high Annulii mountains of Ulthuan. They are intelligent creatures that live in peace and harmony with the High Elves. An Eagle can *fly*, increasing its rider's

Move from 60cm to 100cm, and it adds +2 Attacks to those of its rider.

5. **Fenbeast** is an individual troop unit. It cannot be brigaded with other troop units, not even other Fenbeasts. Fenbeast never use their Initiative to move in the Command phase. Because they are completely dominated by the will of the Druid who summoned them, the Druid counts as having a Command value of +1 when commanding the Fenbeast – that is 8 rather than 7. They can move through bogs as though they were open terrain. Unlike the wild Bog Beasts from the 'Dark Shadows' campaign, Fenbeast will Make Way for friendly troops. Fenbeast are *terrifying* creatures.



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

Trial Rules

MISTS OF ALBION

5+.....Range: 30cm

The Druid breathes out some of the mystical mist that surrounds his enigmatic homeland and envelops his compatriots, making them hard to target by enemy missile troops.

This spell affects a friendly unit within range of the Druid and lasts until the start of the Druid player's next turn. All attacks against the target unit suffer -1 to hit (as if it were *defended*). This affects shooting, magic and melee attacks. A unit in the open still counts as if it is in the open for the purposes of charging. A unit that is *fortified* cannot be affected by the *Mists of Albion*.

SUMMON FENBEAST

6+.....Range: 30cm

The Druid performs one of the most arcane rituals known to his order, using his power over the elements to bind together the horrific creature known as the Fenbeast.

The Druid summons forth a Fenbeast. Once summoned, the Fenbeast is under the control of the summoning player – unlike the wild Fenbeast depicted in the Albion campaign. Since it is summoned in the Shooting phase it cannot be given orders until the following turn. It may be summoned into contact with an enemy unit only if that unit is already in combat. It may be removed from play if destroyed (like any other unit) or if the loss of

a Druid character reduces the number of Druids to less than the number of Fenbeasts – the owning player chooses a Fenbeast and removes it from play. Fenbeasts do not affect Break points in any way and do not have a points value. Fenbeasts may only be given orders by Druids. Fenbeasts may not be brigaded with other troops, not even other Fenbeasts. An army cannot have more summoned Fenbeasts in play than it has Druids.

DOWNPOUR

5+.....Range: 30cm

The Druid brings down a localised shower of fine, freezing rain upon his foes.

Until the start of the Druid player's next turn all enemy units within 30cms of the casting Druid suffer -1 to their command.

STORM OF HAIL

5+.....Range: 30cm

The Druid harnesses the power of the weather to attack his enemies with enormous hailstones.

The Druid targets a single enemy unit within range and that he can see. This has the effect of three shooting attacks except that it ignores any armour save the target may have. The target unit may be driven back in the same way as for shooting.



Designers Notes

Having used last year's Albion background for a successful little Warmaster campaign, it occurred to me that the native inhabitants of Albion would hardly stand around doing nothing while all these invading armies rampaged across their land. This got me thinking about what these native armies would look like and how effective they might be in Warmaster.



I wanted a primitive, tribal people that had at least tenuous links with the historical ancient Britons. So, as a starting point, I took the historical armies of the ancient Britons, the people who fought Julius Caesar and later the main Roman invasion. Their armies consisted of tribal groupings of infantry, light cavalry and nobles mounted in light chariots.

Warbands were often screened/supported by youths armed with javelins or slings, so I decided to add these too. Slings were noted for having a shorter range but more powerful shot than bows in ancient times. However, it seemed overly harsh to give them 15cm range. Since the rules indicate that missile troops move out from the main body, shoot and retire to their parent unit again I've assumed the slingers just needed to run a little farther forward than archers do.

Though probably not actually used in war, Britain was famous in Roman times for its export of wolfhounds and since similar units are already included in the Chaos, Vampire Counts and Witch Hunter armies it seemed reasonable to include them.

Looking back over older Games Workshop material turned up the Giants of Albion Regiment of Renown, that seemed an ideal way to give the army some punch. The Giants would be identical to the standard ones in the Orc & Goblin army.

Given that Ogres seem to exist all over the known world it seemed only fair there would be tribes of Ogres on Albion. Armies of Albion are supposed to be savage and tribal so Ogres seemed to fit right in with the theme. Coming from Scotland myself I just had to include a giant version of the Golden Eagle and that finished off the list of actual units.

For characters, I decided on a standard General supported by Heroes. Finally, no army from Albion would be complete without the inclusion of the Druids.

Since Albion seems to be as fixated with the weather as real life Britain is, the Druid's spells just had to be weather related in terms of description though I wanted to keep as close to existing spell definitions as possible. The Fenbeasts, as described in last year's Albion campaign, seemed too erratic to be used as a unit but I couldn't leave them out altogether and so included a spell to summon them.

The army is clearly inspired by the original Chaos army but lacks the rock-hard Chaos Warriors and Knights and the devastating Dragon Ogres. However the slingers give it missile power, the Giant provides some muscle and the Eagles, being based like cavalry, are more like Carrion than Harpies. During playtesting, the army is more like a tougher Undead list than a weaker Chaos one.

The end result may look similar to some of the existing armies but it is different enough to pose new challenges and offer new opportunities.



Trial Rules

Modelling the Army

Having planned out the army I now needed the figures so I could use it in games. During the development of the list I used mainly cardboard counters with things like 'Giant' or 'General' written on them but once the army was finalised I wanted figures to represent it. Clearly, the ideal would be to have Fanatic cast up an Albion army just for me but given that wasn't going to happen I looked around for appropriate figures to use! Of course, I still hope that one day there will be an Albion army for the Warmaster range – hint, hint!

Though not quite Ancient British in style, it seemed to me that Chaos Marauders would do nicely for the infantry and cavalry. Cavalry were mounted three to a base to give a looser formation that I felt was more appropriate for the sort of unit that they were.

The slingers were a problem as there aren't really any suitable figures so I fudged it by chopping up strips of Chaos Marauders and scattering them on a base in a loose formation. It gives an identifiable unit but it is a bit unsatisfactory – you need to assume they all have their slings behind their shield or in their pockets, or something! If chopping up figures seems a bit extreme then I'd suggest using Bretonnian bowmen



and painting them as though they had hair rather than helmets. Clothing really ought to be checked, striped or tartan but in 10mm that may be a bit of a tall order. If Fanatic only made one unit for the army then the Slingers should probably be it.

Goblin Chariots are very similar to the ancient British ones, though the latter probably didn't have scythes and definitely didn't have solid wheels and really ought to be drawn by horses and ridden by Marauders.



Two packs of Goblin Chariots gave me the bodies for two Chariot units and enough wolves for a Wolfhound unit. The horses I used were from the High Elf Chariots with the plumes cut off. Wheels were Undead Skeleton Chariot wheels from the bitz box. Charioteers were snipped from two Chaos Marauder command stands. This has got to be the unit second most in need of figures from Fanatic. Unless you have a bitz box with just the right components, as I did, then I'd suggest using Chaos Chariots for the meantime – they're rather over-armoured but identifiable.

Wolfhounds came from the Goblin Chariots (more wolf than hound!) but the Dire Wolves from the Vampire Counts range would also do, as would Chaos Hounds, at a pinch.



Trial Rules

For the Giant I used the Orc & Goblin one but instead of the textured 'trashed cart' base it comes with I used a standard base with a spare standing stone model from the Albion set to give a bit of flavour. I have to confess though that I chickened out of converting his club into a large standing stone. No need for conversions for the Eagles - just use High Elf Giant Eagles. Similarly, the standard Ogres do just as well for Albion as they do for Chaos or Orcs & Goblins.

For characters I was back to conversions! The General was a Chaos mounted Hero snipped from his horse and mounted on a High Elf Reaver horse to give a less heavily armoured figure. A pair of Chaos Mounted Marauder figures were added as bodyguard and standard-bearer. The latter had his mace snipped off and a standard made from brass rod, green stuff and a knight's crest, from a figure I bought in the 1970 was added. Everything in your bitz box comes in handy eventually!

The Hero was a single Chaos mounted Marauder figure snipped from a strip. I converted the Ice Mage on foot from the Kislevite range to be my Druid, complete with a standing stone made from gravel intended for the bottom of fish tanks. Once again, if conversions in 10mm scale seem like complete madness then existing figures can be used. The Chaos character pack is probably best but any identifiable figures will do.



So, if you fancy using an army of Albion there are figures out there that will do at a pinch - and who knows maybe someday there will be an official range!

