

# THE MISTY ISLE OF ALBION

Created by Martin "Bragança Escher"  
Greminger,  
inspired on article "Out of the Mists"  
by Nicodemus Kyme as appeared on Town  
Cryer 15.  
Edited by The Mordheimer.

*Shrouded by an impenetrable mist for aeons the secrets of this inhospitable country are a mystery. But the promise of untold treasures and a powerful magic wrought by the mystical Ogham Stones throughout the land lures the unwary and the boldest of sea captains and treasure hunters. Brave to face the perils of the damned, the adventurers come, some to be dashed upon the rocks or swallowed by a fog from which there is no return. Others fall prey to the island itself. the rolling fens, impenetrable forests and dark quagmires within which unmentionable creatures are spawned. Yet there is more to this place, a powerful magic, a sense of struggle of a time to come so believe the soothsayers, and that the fate of the Old World is somehow linked to its mysteries...*

Albion is a fan-created alternative game setting for the game system Mordheim, City of the Damned. Mordheim and its game system is copyrighted by Games Workshop Ltd. The Albion Alternative Game Setting was authored by **Martin "Bragança Escher" Greminger**, edited by The Mordheimer, based on original material on Town Cryer 15, article "Out of the Mists" by Nicodemus Kyme. All the rules here has been re-published for the enjoyments of Mordheim fans world wide. All the related materials are provided free of charge! If you wish to further contribute, please email us here!  [here!](#)

Last official update: 

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## Stranded on the Island

### Introduction

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*We were on our way to Lustria to look out for the riches we had heard of, but our vessel was led on a different course than intended. Within a storm, we were thrown on the coast of an island none of us had heard before. Our ship was completely wrecked, and the weather was not at all inviting to go back on sea with the remains of it, so we explored the land to see what was there and where we could find a possibility to leave again...*

Town Cryer #15, on the article "Out of the Mists" by Nicodemus Kyme, took the opportunity to open the Dark Shadows Campaign of summer 2001 to Mordheim players - at least in a certain way. Adventures in the setting of Albion can be played as 'stand-alone' games or they can form part of existing Mordheim campaigns. Warbands stumble across the island of Albion by chance, enshrouded as it is from the world by thick mists. Perhaps they are crossing the seas as hired swords for a sea captain pedalling goods to distant Cathay or Araby. They may have been lured by rumours of ancient treasures and set out on a quest to recover them only to be shipwrecked and forced to explore the island. In any instance (and players are encouraged to devise their own narratives) the warbands take to the seas and by pure chance discover Albion, decide to explore, and once they have gathered enough booty, return to the Old World allowing the campaign to resume. To fully appreciate adventures in Albion, games should be played as part of an on-going campaign in Mordheim or Lustria, by any warband and represent the warbands exploring further a field before returning to their original campaign setting.

The Dark Shadows Campaign (designed for Warhammer) is placed in a later time, about 500 years after the comet's arrival. At least, you have the possibility to use Albion, too - but it is not really enough for a full setting. There are unanswered questions within that article about really playing a campaign in Albion. This writings shall complete the setting in a certain way and therefore uses the one in TC 15 as a base. So if you want to use the Albion setting completely, ~~you are required to lay hands also on that issue. The landscape and the weather conditions are given there and will not be repeated again.~~

<b>WEBMASTER'S NOTE:</b> All pertinent information on the Town Cryer 15 has been included here for your convenience!
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Whether neither the riches of Khemri, nor those of Lustria may be found here, but your appearance is not completely wasted when being thrown on the coast of Albion. You may find interesting magical items of a certain power or nice samples of craftsmanship to sell, should you ever find your way back home.

## Warbands

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Whatever we consider as a warband that would move is welcome; whoever steps on the deck of a ship may also reach Albion. But there are warbands that we consider not to be "moving" warbands. Sigmarite Sisters have other things to do than to travel the world, and also the Tomb Guardians of ancient Nehekhara are not very likely to be seen in Albion. Any other warband might find an excuse to move and therefore land in Albion, if not on purpose then by accident. Within these warbands, there will also be presented a "home team"; the **Albion Barbarian Tribes**.

The **Albion Barbarian Tribes** (fully detailed on the [Experimental Warbands section](#)) are a real home team and will never leave Albion - barbarians have no idea of building ships and set sail. They even lack the knowledge that there could be other lands as their own, despite all those "outlanders" that can be seen from time to time.

## Hirelings

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We see some difficulties to hire whomever you like in Albion, therefore you can only hire at will what the island offers you - not really much, to be true. All the rest has to be brought from outside, so if your warband has previously engaged Hired Swords, you are allowed to use them. Eventual exceptions will be named later.

Town Cryer #15 mentions within the indigenous Dramatis Personae the [Dark Emissaries](#) as well as the [Truthsayers](#) and both of the Magic Lores they use. Both Dramatis Personae and their Magic Lores are fully detailed on each of the profiles detailed on the above links.

We have to say it again: The Dark Shadows Campaign is situated 500 years after Mordheim. Luckily, no one knows when it all started, so we assume that there are already preparations for the oncoming happening. Therefore you may use them both as stated in Town Cryer. We have only one thing to say: due to their nature, they have no allegiance.

A Dark Emissary will not only be engaged by those warbands with an "evil" allegiance because he is not beyond cheating - and a Truthsayer is, as we see it, not beyond to be cheated... (you could also assume that he might try to convert them back to the light). And Witch Hunters may not hire any of them - they are wizards, and all magic derives from Chaos, as you surely know. For further details, please check out the Hired Swords section!

There are currently two original Dramatis Personae, [Gaz Er Unga Og](#) and [Im Abav Yub](#), fully detailed in the appropriate section, ready to enhance your campaign.

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# Running a Campaign

## Pre-Battle Sequence

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For this is a Mordheim setting, all rules from the Necromunda Rulebook apply (just kidding - of course all rules from the Mordheim Rulebook apply). As you may expect, there are some alterations due to the setting. Mordheim is situated in the Empire and Albion is situated - well, on Albion.

The very first thing to do is set at the very beginning of your Albion campaign. As no one knows of the island, it is assumed that you're stranded and not here on purpose. So you have to throw a D6 for every warrior you have to see if he survived the landing. On a 1, you have lost him and must start without him. Throw also for your Hired Swords. Each survivor is ready to fight and has managed to save his equipment (that makes things very much easier, believe me). You do not have to repeat this before other battles - once you are safe on the island, the only thing that may kill you is a fight.

As far as the pre-battle sequence is concerned, you do as always; generate a scenario, set up the battlefield and - generate the weather conditions as stated in **TC 15**.

## Scenarios & Setup

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The player with the lowest rating rolls on the Scenario table to determine the scenario; if there is required an attacker and a defender; the same player may choose which one to be. Roll for warriors with old battle wounds as usual and set up the terrain and warbands according to the scenario. Where there is a tunnel, all the tunnel rules of the Khemri setting apply. This rules are detailed in Town Cryer 17 ([Khemri, Land of the Dead](#) Alternative Game Setting by Tommy Muller, Brian Cogger, Steve Gibbs, Robert Walker & Terry Maltman), reproduced on the Optional Rules section ([Tunnels; Going Underground](#)) for your convenience. This setting has its own Scenario Table to use, for two players as well as for more than two.

<b>2D6</b>	<b>Two-Player Scenarios</b>
2	The warband with the lower rating chooses which scenario is played
3	Death in the Mists (from TC 15)
4	Gift of the Truthsayers (from TC 15)
5	<u>Breakthrough</u>
6-8	<u>Skirmish</u>
9	The Ogham Stones (from TC 15)
10	<u>Defend the Cave</u>
11	<u>Chance Encounter</u>
12	The warband with the higher rating chooses which scenario is played

2D6	Multi-Player Scenarios
2	The warband with the lower rating chooses which scenario is played
3	Monster Hunt
4	Death in the Mists
5-6	Treasure Hunt
7	Great Skirmish
8-9	Ambush
10	Raid
11	Defend the Cave
12	The warband with the higher rating chooses which scenario is played

## Weather Conditions

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If the creatures of Albion and its inhospitable countryside are deterrents to explore the land of Albion, then the weather is another powerful adversary. Fraught with terrible storms, beset by raging winds and battered by rain and hail, the weather of Albion is as inhospitable as its denizens. At the start of the game roll 2D6 on the table below to determine the nature of the weather.

2D6	Weather Effects
2-3	Hailstorm. All shooting is reduced by -2 to hit. Any warriors in the open risk being battered by hailstones and suffer a strength 2 hit on a roll of 3+.
4-5	Driving Rain & Gales. All shooting is reduced by -1 to hit. Initiative is reduced by -1 for all leaping attempts and climbing.
6	Light Drizzle & Thick Fog. All warriors may only see 3D6 inches. This will affect charging, shooting etc. Initiative is reduced by -2 for all leaping attempts.
7-8	Light Drizzle. Commonplace and has no adverse effects.
9	Showers. Shooting is reduced by 1 to hit.
10	Torrential Rain. All movement in the open is reduced by -1. Fenland movement is reduced by half. Shooting is reduced by -2 to hit. Initiative is reduced by -2 for all leaping and climbing attempts.
11-12	Thunderstorm. All shooting is reduced by -2 to hit. Any warriors in the open risk being struck by lightning. On a roll of 5+, or 4+ if above ground level or within 2" of a tree, the warrior suffers D3 strength 4 hits with no Armor save possible.

In each player's Recovery Phase roll a D6, on a roll of 1 or 2 reduce the current weather roll by one (i.e. if you rolled a 7 - Light Drizzle and in the recovery phase rolled a 2 then the roll is reduced to 6 - Light Drizzle and Thick Fog) and apply the new weather result for that turn. If you roll a 5 or 6 then increase the weather roll by one.

## Ogham Stones

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These ubiquitous monoliths are the symbols of power in the land of Albion. They are potent magical conduits capable of channelling a wizard's strength to a horrendous magnitude. In all battles in Albion there is a chance the warbands will discover an Ogham Stone. Before each scenario (except The Ogham Stones see below) roll a D6 on a roll of 4+ in addition to other terrain place a single Ogham Stone on the battlefield. Any spell caster within 2" of an Ogham Stone may add + 1 to the roll for casting spells whilst other wizards will have their powers siphoned away and suffer a -1 if the spells they are using are of a different allegiance. If both wizards are within 2" of an Ogham Stone then roll a D6 to determine who receives the bonus.

## Fens

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These are the dense areas of watery marshland that are commonplace throughout Albion. Fenland is difficult to traverse and can be moved through at normal pace but warriors may not run through it. Whilst traversing fenland it is possible to get 'bogged' down. If a warrior starts the recovery phase in fenland he must roll a D6, on a roll of 1 he is bogged down in thick mud and may not move this turn.

## Trees

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Large imposing firs are common-place in Albion. Large trees can be traversed in the same way as climbing up floors of a building. Assume all trees have two 'floors' and can therefore accommodate two warriors. All the normal advantages of being on higher ground apply.

## Fenbeasts

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Wrought by magical rituals from the souls of those slain in the marshes of Albion, the Fenbeasts are unliving creatures formed from the earth itself. If any warrior ventures into fenland terrain they may disturb a Fenbeast. Roll a D6 for each warrior within fenland or within 2" of fenland. On a roll of 1 the warrior has awakened a Fenbeast (do not roll for any remaining warriors as there is only ever one Fenbeast). The Fenbeast will appear within 2" of the warrior. It will not move until the start of the warbands next turn and will always act in this turn before the other warriors. It will always charge or run towards the nearest warrior. At the end of each turn roll a D6 for the Fenbeast, on a roll of 1 the magic binding it to the earth is weakened and it is slain. On a roll of 6 it is filled with some unknown Elemental Power and D3 of its lost wounds are restored. The Fenbeast's profile is given below:

Profile	M	WS	BS	S	T	W	I	A	Ld
Fenbeasts	6	3	0	5	5	4	2	3	10

**Weapons/Armor:** None. Fenbeasts are just magically bounded mounds of dirt.

**Skills:** Fenbeasts have no additional skills.

**Special Rules:**

- *Fen-Walker*: Fenbeasts may traverse fenland, quagmires and any other difficult terrain as open ground.
- *Fear*: Fenbeasts are horrifying creatures and cause Fear.
- *Immune to Psychology*: Fenbeasts are not affected by psychology and never leave combat.
- *Regenerate*: When a Fenbeast is in any form of swampy terrain such as fenland or a quagmire they will regenerate one lost wound in the recovery phase on a roll of 4+.

## Giants

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Forged from the earth itself the Giants of Albion are its guardians. They are powerful creatures given to rage easily and often rampage throughout the land to deter would-be adventurer. Most of the larger Giants of Albion slumber in caves and are seldom ever seen by the eyes of man. Some of the younger, more naive beasts are given to sleeping in the open however, prey to monster hunters and thieves, which is of course if the young Giant does not wake.

It is possible that the warbands will encounter such a creature as they explore the island. Before each battle the player setting up first rolls a D6. If he scores a 1 the warbands have encountered a Young Giant. The player setting up first places the creature after both warbands have set up and may not place the Giant within 6" of another model. Play then proceeds as normal. The rules for the Young Giant are given below:

Profile	M	WS	BS	S	T	W	I	A	Ld
Giants	6	3	0	5	5	4	2	3	8

**Weapons/Armor:** None. Giants are not bright enough to use any weapons and/or armor.

**Skills:** Giants have no additional skills.

### Special Rules:

- *Slumbering Brute*: The Young Giant is initially sleeping. In each player's recovery phase roll a D6, on a roll of 6 the Young Giant awakes (add + 1 to the roll for each model within 2" of the beast, it instantly awakens if attacked. The Giant's turn is always before the player's who woke it. It will always move towards the nearest model, charging if possible but will not attack a Truthsayer or Dark Emissary due to their close affiliation.
- *Fear*: Huge and obese the Young Giant causes Fear.
- *Enraged*: Waking from its slumber the Young Giant is very mad and will therefore not Rout for any reason.
- *Thickheaded*: The Young Giant's skull is as thick as a rock and as such it can never be stunned, treat any stunned results as knocked down instead.
- *Ungainly*: If a Young Giant is knocked down roll a scatter dice to determine the direction it falls in, then place the model on its back. Any model underneath the Giant must pass an immediate initiative test or suffer a strength 5 hit as the brute crushes them. The Young Giant automatically picks itself up next turn.

- *Rampage*: When the Young Giant attacks it is a rampage of varied assaults. Roll a D6 to determine what it does.

<b>1D6</b>	<b>Assault Results</b>
1-2	<b>Swipe</b> : Attacks as normal.
3-4	<b>Stomp</b> : Makes a single attack at Strength 7 inflicting double wounds.
5-6	<b>Shout &amp; Bawl</b> : All models within 4" of the brute must pass an immediate Strength.

## Post-Battle Sequence

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After the fight, all players work their way through the following sequence. You are not required to finish it up completely, but all rolls must be made in public - as usual.

1. Work out injuries.
2. Allocate experience.
3. Roll on the exploration chart.
4. Locate a supply source.
5. Recruitment and trading.
6. Update your warband roster.

## Injuries

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Determine the injuries for each warrior who is out of action at the end of the game. Use the Serious Injuries table on page 119 in the Mordheim Rulebook. There are two modifications to be made:

1. Captives cannot be sold to slavers - at any price. They must be exchanged or ransomed (or you must play a rescue mission). Undead and Possessed may go on as stated in the book.
2. The result 65 cannot be "sold to the pits" - there are no pits in Albion. Treat this one as "captured" (result 61).

## Experience

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Heroes as well as Henchmen groups gain experience for surviving battles. Follow the rulebook and the scenarios (yup - as usual).

## Exploration Chart

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Roll on the exploration chart. As you are not in Mordheim, use the Albion Exploration Chart (described below.)

## Supply Sources

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Unlike Mordheim, there is no real infra-structure in the environment. There are several sources you may find, allowing you different things in the following section (described below.)

## Recruitment & Trading

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Depends on the supply source you found. You may add extra warriors to your warband and new equipment as described in the Mordheim Rulebook. However use the special Albion Trading Chart instead of the Mordheim chart, because there will be a certain difference of availability and rarity.

## Update Your Warband Roster

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Same procedure as every time... after that, you're ready to fight again and may find a possibility to leave this land.

## Money

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Money only exists for game purposes. The Gold Crowns are really worthless as money and will count only for the material. To keep the bookkeeping in usual terms, the prices are all named in Gold Crowns and you may work with the contents of your treasury as usual. First we intended to create a new Albion currency, but the need of a conversion table and other consequences soon made us forget that. Use your imagination.

## Income in Albion

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As you can imagine, getting income in Albion is somewhat different from doing so in Mordheim itself. However, the difference lies not in the procedure but in the result of your throws and the tables you use to determine that result. You still roll a dice for every hero surviving without going *Out Of Action* and any piece of equipment that allows you to throw an extra dice. You also may roll multiples and make profit of it as if being in the city.

## Exploration Procedure

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1. Roll 1D6 for each of your heroes who survived the battle and one extra dice if you won, plus any extra dice allowed by skills or equipment. Note, however, that you must pick a maximum of six dice out of all the dice you roll, even if you are allowed to roll seven dice or more.

2. Some things, such as skills or equipment may allow you to re-roll dice. If your warband includes an Elf ranger, you may modify one dice by +1 or -1.
3. If you roll any doubles, triples etc., you have found an unusual location in Albion. Consult the Albion Exploration Chart below to see what you found. Refer to the appropriate entry following and follow the instructions given there.
4. Add the results together and consult the table below to determine which **Supply Source** you came across.

Dice Result	Supply Source Found
1 - 6	Camping Site
6 - 12	Hunting Party
13 - 18	Abandoned Cave
19 - 24	Barbarian Tribe
25 - 30	Small Village
30 +	Bol-A-Hat

## Supply Sources

### Camping Site

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Despite all efforts, all you have found is a piece of (relatively) dry land where you can make camp safely. You meet nobody; therefore neither recruiting nor trading is possible.

### Hunting Party

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You come across an indigenous hunting party, just before nightfall. The site is too small to build two camps, and because you're obviously no neighbours, the Barbarians decide to camp with you. You may try to persuade one of the hunters to become a henchman of your party. This is determined as follows: Throw a D6 for both your leader and the hunter and add their Leadership with the throw. If your leader's addition is the higher, you have convinced the Barbarian to join you. You gain an Albion Hunter (see Albion Barbarian Tribe for the profile) armed with a bow and a dagger for free. You may only convince one member of the hunting party and are only allowed to do so if you don't exceed your warband's maximum by hiring him.

### Abandoned Cave

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You find an empty cave that offers protection against the weather. By taking a closer look, you find to be not the first inhabitants of that cave. By searching it, you may find the following equipment (throw a D6 for every item except the daggers, that are always found):

Item	D6
1D6 Daggers	Auto
D3 Longbows	4+
2 Sets of Hunting Arrows	5+
D3 gems, worth 20 gc each	5+
1 <i>Talisman of Light</i>	6+

You may decide to make this cave your quarter until finding something better. Note that you may search the cave only once.

## Barbarian Tribe

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Near nightfall, you spot a cave. But this cave is inhabited... After some discussion, the chief allows your warband to enter to spend the night there. The tribe is not very rich, but trading is possible: you may trade every common item and find up to two rare items, if you like. Some adventurous individuals may be impressed by your tales, and so you may hire indigenous warriors or hunters as henchmen up to your warband's maximum. Those may be equipped with weapons of your treasury, as long as this aren't black powder weapons. Henchmen hired that way must form an own henchmen group, they cannot join one of your original groups.

## Small Village

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You come across a small village. The people there are a little more developed than the usual cave-dwellers and are also a little richer. You may trade any common item and find rare items for every hero you send to look for rare items. You may also sell some items you found earlier on the exploration chart. As with the cave-dwelling tribes, there are indigenous henchmen to be hired. Late in the night, you meet with a person of obvious non-Albion origin; you have found a Hired Sword that was member of an earlier stranded party. You may choose what kind of Hired Sword this is and, if you can afford him, you may hire him as stated in this Hired Sword's profile.

## Bol-A-Hat

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You come across a place that can be called a town here on Albion. You may trade here without any restrictions, sell everything you found without being asked where it comes from, and hire all kind of henchmen. Stranded strangers will find their way to Bol-A-Hat sooner or later, and so you may also hire henchmen of your warband's original type, not only Albion natives. Note that you still have to pay for their equipment or help yourself with weapons and equipment you have in stock.

# Albion's Exploration Chart

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*Two of a Kind*

### **(1 1) Spring-Pond**

In the local myths spring-ponds are inhabited by natural spirits that must be compensated for allowing passage and taking the water from it. Many of the Natives offer some valuables to these spirits by throwing them in these ponds. You see some shiny bits on the ground; do you dare to loot it and risk the anger of the spirit?

Choose one of your heroes and roll a D6. If the result is equal to or lower than his toughness, he may grab the bits. They are treated as one valuable. If he fails, the spirit has punished him with some sickness and he'll miss the next game.

Barbarians may instead ask the blessing of the spirit. Choose one of your heroes and let him bathe in the pond. Roll 2D6; if he passes the leadership test he has been humble enough and the spirit will bless him. The particular hero won't have to roll for serious injuries next time he goes out of action – treat him as if he had rolled a full recovery. If he fails the test, the spirit feels taunted by his arrogance and punishes him – he'll miss next fight to cure.

### **(2 2) Empty Village**

You come across some simple huts, obviously some kind of village. No one is there to be found, but besides the totem in the centre you find a small chest which is obviously from outside. You look carefully around but no stranger is seen; do you open the chest?

Inside you find loot worth D6 gold crowns. If you roll a 1 you will also find a Lucky Charm.

### **(3 3) Corpse**

The fighter you stumble over is long dead already, but the items lying around declare clearly his origin from the Empire. This may be the reason why the Natives haven't touched his possessions.

Roll a D6 to see what you find: 1-2 = D6 gold crowns, 3 = 1 Dagger, 4 = 1 Axe, 5 = 1 Sword, 6 = 1 suit of light armor.

### **(4 4) Hunter**

Your warband comes across the campfire of a native hunter. As he sees you are no neighbours, he accepts your company for the night.

Skaven, Possessed or Dark Elf warbands may sacrifice the hunter for the glory of their gods. The leader of the warband will gain + 1 experience.

Undead warbands can kill the hunter and add a zombie for free.

Any other warband can interrogate the man and take profit from his knowledge. Next time you roll on the exploration chart, roll one dice more than you're usually allowed and discard any one dice.

### **(5 5) Thrown Resources**

Your warband comes across some items spread around as if someone had thrown them away. Although you look very carefully, you don't find out what happened to

the stranger. All you find are the items he let go, amongst them some that still can be used. Roll a D6 to see what you find:

D6	Item
1-2	Map of Albion (treat the same way as the Mordheim map of the rulebook)
3-4	A purse with some metal bits, worth 2D6 gold crowns
5-6	A small chest with a set of a jewelled sword and dagger. It may be sold at double price.

### **(6 6) Shattered Hut**

The hut you find has been abandoned for many years and is too desolate to stay. But in the crap lying around you may still find something useful. You find loot worth D6 gold crowns

#### *Three of a Kind*

### **(1 1 1) Barrels**

Not far away from the beach you find a stranded Tilean cog. The ship is far too wrecked to be of any use, but some of the barrels are still intact and you find that they contain Tilean wine of the finest quality.

Witch Hunters and Undead, being not tempted by such things, may sell the barrels to some natives and may gain 4 D6 gold crowns.

All other warbands prepare a campfire and a feast with what they find. They will all count as having + 1 leadership next fight, as they feel reinforced by the nice evening they had.

### **(2 2 2) Smithy**

Although quite primitive due to its native origin, you recognise this site to be a smithy. Coal and slag litter the floor, but there may be something of interest being found under it.

Roll a D6 to see what you find: 1 = D3 daggers, 2 = a pretty amulet (counts as lucky charm), 3 = 1 Axe, 4 = 1 Sword, 5 = 1 2-handed weapon, 6 = 2D6 worth of metal (add the value to your stash)

### **(3 3 3) Shipwrecked**

While you're preparing campfire and food, two strangers of your race appear. You invite them to share your meal, and they tell you to be survivors of a recent shipwreck. They look trustworthy.

You may join the two shipwrecked to any henchman group you have if you can equip them properly and will not come above your maximum size.

Dark Elven and Possessed warbands may choose to sacrifice them instead and gain D3 experience that are distributed amongst the heroes of the warband.

#### **(4 4 4) Fletcher**

You come across a hut in which obviously a fletcher works. He seems not to be there, but some of his works are...

Roll a D6 to see what you find: 1 – 2 = D3 short bows, 3 = D3 bows, 4 = D3 long bows, 5 = 1 Quiver of hunting arrows, 6 = D3 Quivers of hunting arrows

#### **(5 5 5) Market Place**

You find a great glade of dry land. It is a market place of the natives, and it happens to be the right day. Soon enough you're convinced to deal here.

Do trading as usual. Due to your wise investments and haggling, you may save 2D6 gold crowns in total.

#### **(6 6 6) Lost Hired Sword**

You find the body of an almost dead Human, obviously no native. You decide to save him and take him into your camp. After feeding him carefully, he comes back to life.

The thankful individual offers his services. You gain the service of any one Hired Sword (choose from those available to your warband) for the duration of the next battle, free of charge. After this, he will depart, or you may continue to pay for his upkeep as normal.

#### *Four of a Kind*

#### **(1 1 1 1) Treasure Stash**

Your warband moves through the fens when one of your men notices a pile of leaves that look a bit odd. Investigation reveals that something has been buried here recently. Digging up the area reveals a dead native chief and his grave gifts.

You find loot worth D6x10 gold crowns.

#### **(2 2 2 2) Fen Totem**

The warband enters a clearing and finds a small stone circle with all kind of sacrifices within. Seems to be interesting...

Your warband may loot the totem and finds loot worth 3D6 gold crowns. Although you have not noticed, someone has seen you. Next time you fight Barbarians, their entire warband will be affected of hatred against yours.

Barbarians may sacrifice the equivalent of 10 gold crowns and worship the totem, asking for help. Roll a D6:

1-3: Randomly choose one of your heroes. He goes immediately out of action. Throw on the serious injury chart; if he survives this, he has been gifted by his gods and gains a single academic skill.

4-6: D6 experience points are awarded to the warband, that may be distributed at will among the warband's heroes and henchmen groups.

### **(3 3 3 3) Landing Party**

Your warband meets a landing party from Bretonnia. Their trading vessel has hit the coast, but damage wasn't too great to wreck the ship totally. They have repaired it and are about to leave.

Barbarians may trade with the Bretonnians if they wish. If they do, they may also get items generally unavailable to them (not Blackpowder weapons).

Any other warband may also trade normally, without rolling for rarity as usual. The Bretonnians will offer to take you back to civilisation, should you wish to continue your campaign elsewhere. They will charge 5 gold crowns per warband member. If you happen to have natives within your ranks, half of them will come with you if you wish.

### **(4 4 4 4) Coastal Raid**

Your warband has reached a small settlement near the coast. The natives welcome you and invite you to stay. During the night, a landing party of Dark Elven tries to raid the settlement, but you assist the natives in defeating them. The thankful natives will provide you with food for several days.

When determining income, your warband counts as having less warriors than it has actually due to the food supply. Reduce the warband's size by 1 (i.e. 10-12 warriors is considered to be 7-9 warriors).

### **(5 5 5 5) Wounded Warband**

Your warriors hear faint groans nearby and upon investigation find a small band of warriors like themselves, sprawled throughout a small clearing. The warriors are covered in blood and have numerous obvious wounds.

If the warband helps these men in need, the wounded warband will give them their stash (2D6 gc and D3 valuables). If the warband decides to dispatch the wounded warriors instead, they gain the stash and 1 experience point each. Roll for every model that went not out of action before; on a 1-2 it is out of action and must roll on the serious injury table.

### **(6 6 6 6) Hunting Party**

Moving down a trail through the fens, the warband is surprised by a native hunting party.

You quickly make friends with the hunters. They'll show you some secret ways through the area and also some safe places. You may pick next scenario, get to choose your table edge and may choose if you move first. If your adversary happens to have the same bonus, roll a dice to determine who will actually get it. No matter which result applies, your warband will also find a small village as supply source without having the need to roll for it.

*Five of a Kind*

### **(1 1 1 1 1) Destroyed Village**

You find a village that has been destroyed in a raid recently. Although it has been thoroughly ransacked, you may find some things of worth...

Amongst all the debris you find 2D6x10 gold crowns worth of loot.

### **(2 2 2 2 2) Shaman's Tomb**

You find a small hill in a clearing. It looks far too artificial to be natural. Choose a random hero. If passing an Initiative test, he will find a hidden entrance. The small hill is the grave of a Truthsayer. You find 3D6 gold crowns of loot. If you roll equals anew and one of your heroes is a spell-caster, he gains a random spell of the lore of light.

### **(3 3 3 3 3) Pirate's Stash**

In a cave near the coast you stumble over several chests. Upon closer examination, you discover that this must be a hidden treasure of some Pirates. The chests contain a considerable amount of treasure. Roll a D6 to determine whether an item has been found or not.

Item	D6
4D6 x 10 gc	Auto
D3 gems, worth 10 gc each	4+
D3 suits of light armor	5+
Suit of heavy armor	5+
Cathayan silk cloak	4+
Tome of Magic	5+
Suit of Ithilmar armor	6+

### **(4 4 4 4 4) Sacrifice to the gods**

Moving around in the cliffs, one of your men believes to see a figure being spread on top of a cliff. Carefully the warband approaches and indeed finds the body of a warrior bound on a pole, ready for the gods to take him as a sacrifice.

The warrior is a hero of any type available to you (no leader!). You may free him and join him to your ranks if you lack a hero. If you have all heroes you're allowed to have, treat him as a just promoted henchman with no experience (any type you're allowed). If all hero bars are full, the man is already dead and you can't gain a hero.

### **(5 5 5 5 5) Fairy Ring**

The warriors come upon a small circle of mushrooms. Such places are reputed to be magical in nature and possessed of powerful healing qualities.

Your warband may have a full night's rest in the circle. Any warriors that have been taken out of action last battle are automatically healed to full health – there is no need to roll for serious injuries. Warriors with old wounds may try to get rid of them; roll a D6: on a 1, the wound in question disappears. (Counts for "old battle wounds",

"smashed leg" results with "may not run" and "horrible scars". If a model has several of these, one of them randomly chosen will disappear, also if it has positive effects)

### **(6 6 6 6 6) Dinghy**

On the coastline you find a dinghy that had been thrown on the land. It is damaged, but can easily be repaired. If you dare, you may leave Albion with the dinghy. It is small, but your whole warband will be able to make a short journey with it. If you leave, you must throw a D6 for every single member that came aboard. On a 1, he has gone overboard during the journey. You may then continue your campaign elsewhere. You may also opt not to leave, in which case you may hide the dinghy to use it later.

### *Six of a Kind*

### **(1 1 1 1 1 1) Giant's Camp**

You have found the campsite of a group of Giants. They are not in at the moment, but may return on the spot any time. If you wish, you can send one of your heroes to search for any valuables here. Roll a D6. On a roll of 1 the Giants return and find the hero red-handed. They kill him and you never see him again. On a roll of 2 or more he returns with D6 + 1 valuables.

### **(2 2 2 2 2 2) Familiar**

As the warriors travel through some fens, they hear an eerie croaking. Just as the whole warband begins to shake with dread at the terrible noise, a large toad hops up on a nearby stump. It looks at the warriors with an uncanny intelligence...

If the warband includes a Spellcaster, they may take the familiar as an item of equipment. The familiar acts as a power focus and whispers secrets in his master's ears as he sleeps, increasing his power greatly. The Spellcaster gains an additional spell and adds + 1 to the roll when casting his spells (this is cumulative to the Sorcery skill) while he retains the familiar. A warband without a Spellcaster does not interest the familiar, and it quickly hops away as soon as it determines this.

### **(3 3 3 3 3 3) Dead Drake**

Your warband finds the skeleton of a long dead dragon. Even better; its stash is not far away... Roll a D6 to determine whether you find the item or not.

<b>Item</b>	<b>D6</b>
6D6 x 10 gc	Auto
D3 gems, worth 10 gc each	4+
Suit of Ithilmar armor	5+
Suit of Gromril armor	5+
Elven Cloak	4+

Tome of Magic	4+
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#### **(4 4 4 4 4) Slaughtered Warband**

You find the remains of an entire warband. Broken bodies lay scattered among the trees, torn apart by some monstrous creature. You see a huge shape, looking like an immense dragon, walking away.

After giving the dead their final rites/eating them/looting them, you find the following items. Roll a D6 to determine whether you find the item or not.

Item	D6
3D6 x 5 gc	Auto
D3 suits of light armor	4+
Suit of heavy armor	5+
D6 daggers	Auto
Albion Map	4+
D3 halberds	5+
D3 swords	3+
D3 shields	2+
D3 bows	4+
D3 helmets	2+

#### **(5 5 5 5 5) Giant's Fighting Arena**

You happen to come across a Giant's fighting arena just while a fight goes on and the audience is captured by the show. You join in betting and when all is over, you find that you have bet on the right one. You find yourself having won the sum of 100 gold crowns.

#### **(6 6 6 6 6) Brigantine**

In a bay you find a brigantine floating. The ship has suffered only minor damage, but the crew is away. The ship is full of cargo, and tides are turning. All is ready to leave...

If you decide to take the ship, you may either anchor it or leave Albion. If you anchor, you may keep the ship to leave later; if left unguarded though, stakes are high that another warband may find it and leave Albion. After each battle you fight leaving the brigantine unguarded roll a D6: on a 4+ the ship has gone.

If you leave, you may set sail to wherever you like. You may sell the cargo and draw 200 gold crowns from it. In case of the warband continuing its campaign, one of your heroes will keep the brigantine and become a sailor Captain.

# Developer's Notes

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Well, the whole thing began in 2001, when Games Workshop published the worldwide campaign for Warhammer Fantasy Battles, which was called "Dark Shadows" in English. It came in the form of a booklet, which was sold in conjunction with White Dwarf magazine, and you could get the (then) limited three special models, the Truthsayer, the Dark Emissary and the Fenbeast. I managed to get the set of all three and had the booklet at hand, and it inspired me to transfer it into Mordheim, so we could do something like that as well.

So we took the booklet, transferred the scenarios to a size so they could be used in Mordheim and joined the campaign in our little circle, mainly with the existing warbands from the rulebook and one exception – the Bretonnian Rogues warband I had written some short time before (mainly for the fun of it).

We played the scenarios in the booklet, which left some remarkable impressions, especially the landing, which we happened to play in a real pond in the garden of Carlo DiLeonardo, to the probable amazement of the gold fish he has in there. The booklet contained six scenarios, which we adapted in quite an improvised manner (as we wanted to keep pace with the campaign). But with the end of the campaign, it was all done, and the thing was laid aside for a while.

Until they tried to sell the rest of their models away with Mordheim, giving one article as a setting rule set. I found this to be a very cheap thing to do, but so it was. However, parts of the text and the WHFB-campaign booklet inspired me to complete the setting for Mordheim, including a trading chart, and an equipment chart, and a "home" warband and some characters.

Some of it was easy to start with – a home warband could only be a warband of Albion Natives, which would have to be quite primitive. They would be something like a Chieftain, a Shaman and a bunch of warriors, with primitive weaponry (no blackpowder weapons) and very basic Armory (helmets and shields, and that's it). The lack of technology they could use was made up with additional men.

As a result, also the Dramatis Personae would have to be Natives, as I saw no way how to join an Albion Giant to a Mordheim warband without losing the feel of the Giant. The typical thing would be a lone hunter character, and in addition to this, I created also a magic character of some interest, giving them names following the basic "dictionary" GW had published while the campaign was ongoing. So both names, Im Abav Yub as well as Gaz Er Unga Og, do have an actual meaning or, actually, several meanings following the dictionary. The only thing I had not much of an idea was the spell list, so for the instant, I left that away.

Finally, I began with the exploration chart. I didn't really feel to re-design the wheel in a new way, so those who have read the original chart from the rulebook and the one from "Empire in Flames" might recognise a lot of things – with most cases, I only chose a new, more appropriate title and changed the fluff coherently to get a result which was more or less the same than somewhere else, basing on what looked appropriate for a setting such as this without any more but the slightest hint of a great, inborn civilisation who lacked secret treasures and important ancient items. Still, it should be interesting to play. The main goal in Albion isn't really to make a

wagonload of profit – the main goal is to find a way to leave the island safely again (at least for those not playing Albion Barbarians). Also for the player, the main reason shouldn't be to get a rich warband; I am highly opposed to the idea that even in gaming, making profit and designing streamlined, cost-efficient working units (=warbands) should have a major impact. Of course there are some "Do's" as well as some "Don't's", but the idea of, say, a 17 Skaven warband, all armed with two daggers and slings, looks horrible to me and is definitively not designed to have fun while playing. But back to Albion...

All the background information showed the land to be extremely poor. Hence it wouldn't be easy to gain wealth, and it wouldn't be easy to get certain stuff – which is also reflected to a certain degree in the trading chart, especially when it comes to rarity rolls. It's not a land attracting a lot of people with the things you may draw from it, so Hired Swords wouldn't be easy to get (apart from Natives), and people wouldn't be that easy to replace at every opportunity. On the other hand, you had to have a possibility to add new warriors to your ranks, and many warbands can do so by adding Natives at the one or other given point. This led me halfway to the chart with the supply locations – an empty cave would be an empty cave, and you can neither trade nor hire people when coming across nothing better than that. But a cave could as well be inhabited, offering possibilities to do some trading and some hiring, but not as well as in a village or even in Bowl-a-Hat, the only settlement on the whole of Albion the fluff mentioned being something that could be considered a town. So only there you could find everything, and trade everything, as far as your purse would limit you.

With this, I went on the old Mordheim forum GW ran that time. It earned me only little comments, which in one way was bad (it caused no real critics what could be made better), and in one way was good (nobody said it was total crap and not worth a second look), but in every case wasn't really helpful at all – with one exception. Kevin Kolbe contacted me, and with his help during a lot of mailing at that time, I could add the Albion spell chart to the warband list and to Gaz Er Unga Og. The spell list is almost entirely his work, with a few tweaks I gave it and a bit some renaming – once I had the spells as such, it didn't look that difficult to use the dictionary again on some of the spells.

I also found some inspiration from the side of the people in our circle, drawn from remarks such as "It would be fun if you could..." or "Why it isn't possible that...", and I tried to work this into the setting where I saw a possibility. Some of this stuff didn't survive the discussions with Kevin later, though.

One special remark goes to the rule of rolling a die to see whether your warband members survive the arrival on the island or not. This rule found its justification through the fact that warbands in general don't seek for the island of Albion (the Dark Shadows campaign was thought to be a lot later than "Mordheim time"), most would even not know about it's very existence. Henceforth, landing there would be accidentally, and as it is often the case, not everyone survives a shipwreck – this had to be represented in my opinion, but the toll shouldn't be very heavy, and it generally won't. Although statistically possible, I have yet to see the warband which is in serious problems due to that rule. However, as some people have said this rule would be extremely ruinous for a warband, feel free to leave it away if you don't like it and if you find a way to justify it that four, six, eight, or how many warbands you

might have in your campaign all have gone shipwreck without losing a single member.

The whole setting as such doesn't have a lot to do with what have been on its origin any more – the WHFB campaign booklet and our adaptations to make its scenarios suitable for Mordheim scale have only a slight echo in it, and it is only in the background. Of course with a bit of imagination (and maybe a fishpond in your garden) you may still play a landing scenario, though.

May your gunpowder be protected from rain.

Martin Greminger