

ALBION for MORDHEIM

Western Albion

Whale Rocks
Whale rocks is a port that cannot be chosen as a starting location. Only the warband with a foothold here may use it as a port.
1/2 price Net, Lantern.
1/2 to hire Old Whaler (c/a Old Prospector but replace equipment with a 'Harpoon Crossbow' and a 'Whale Gaff' (c/a Halberd).
**Harpoon Crossbow* 18' 55, Prepare Shot, May Not move and Shoot.*

Bale Cliffs
Always find the maximum amount of gold or equipment at a location on the Exploration Chart.

Tower of Llenog
3/4 price Tome of Magic. You may choose a spell rather than randomly generating it.
1/2 price to hire Warlock.

Giants' Ogham
One caster in your Warband gains +1 to cast their spells. 3/4 price to hire Elf Ranger.

Wyrdfens
During the Exploration Procedure after you win a battle you may elect to search the Fens with a hero. Add a D6 to your exploration roll for this hero searching the fens. If this dice rolls a 1 then the hero has gotten lost deep in the fens; roll on the Serious Injury Table for that hero. If they do not get lost then they return with +D3 extra shards.

Great Hogs
1/2 price to hire a Hogwarden (c/a Roadwarden except replace his horse with a Greathog (c/a Mule)).
1/2 price Wagon, Greathogs (c/a Mules) and Warhogs (c/a Wardogs).

Trog's Ogham
Add +2 on the rare items roll. If a Hero's injury result is 61 Captured on Heroes' Serious Injuries Chart, the result becomes 41-55 Full Recovery instead.

Trogmeet
Roll a D6 each hiring phase on a 1-2 = 1/2 price to hire Ogre Bodyguard, on a 3-4 = 1/2 price to hire a Black Orc Overseer.

Muddy Point
Roll 3d6 for experience when recruiting existing Goblin, Orc and Fimir Henchmen.

Mud Flats
Roll one extra dice in the Exploration Procedure.

Isle of Wights
Zombies and Skeleton Henchmen cost -5gc less to hire.

Salt Barrows
Ghouls and Wights cost -5gc less. Other warbands: Immune to Fear and Fear becomes Terror.

Great Ogham
If a Hero's injury result is 11-15 Dead on the Heroes' Serious Injuries Chart, roll a D6. On a 5+ the Truth Sayers of the great Ogham bring them back from the brink and it is 41-55 Full Recovery instead.

Pillar of Og-Agog
The warbands leader has +1LD whilst controlled.

Campaign Rules

Starting the Campaign

Warbands are created with 500 gold crowns as normal. All districts begin unexplored as your warbands have just landed on Albion. This campaign takes place after the Storm of Chaos and Shadows over Albion, and as such various nations have begun to settle on Albion.

This map uses the Core Mordheim rules and Empire in Flames as well as several supplemental characters from Border Town Burning and adventuring in Lustria from Town Cryer 12.

Exploring Albion

Each battle takes place in one district circled on the map. At the start of the battle, the warbands arrive from their Home Ports. New players starting their first game must battle at the port they wish to be their Homeport. If both players are playing their first game, roll off to decide. Regardless of where the battle is, players also explore their Homeport.

Subsequent battles can only take place in a district that can be reached by at least one of the Warbands. This warband must be able to connect a path from a Port they can use to the district the battle is in via districts they have already explored.

Opponents should agree on which district to battle over or each propose a district and roll off. Players can determine this ahead of time so thematic terrain can be arranged.

Players who have fought at a district are considered to have explored this district, allowing them to reach its neighbouring districts. Mark the map to show which warbands have explored which districts.

The Advantages of Districts

A warband who wins a battle at a district gains a foothold in that district, with the defeated warband losing its foothold if it had one. Make a note on the map for all players to see.

Warbands who have a foothold in a district gain the benefits and advantages of that district as noted in the legend. Some districts only provide bonuses to a warband if they are the sole warband with a foothold at that location (see Hard fought districts). When applying price bonuses always round down; you still need to roll for rare item's availability.

When warbands vie for control of a district, the following applies:

Fighting in a district where only one warband has a foothold:
The attacking warband attempts to seize control of the district. Play scenario 9: Surprise Attack. The defender is the warband who currently has a foothold in the district. If the defender wins then their leader gains +1 LD for all battles that occur in that district.

Fighting in a district where both warbands have a foothold:
Both warbands wrestle for control of the district. Play scenario 1: Defend the Find. The winning warband gains +1 extra experience for its Leader, a single Hero or a Henchmen group.

Ending the Campaign

The campaign ends when a warband successfully explores and plunders the Wyrdwealde. This is done as follows:

The Wyrdwealde

A warband can only explore the Wyrdwealde when they have a foothold in each of the 5 Oghams; Giants', Trog's, Kronac, Battle and Umber. They do not need a foothold at the Great Ogham (it's a fake). Without controlling the Oghams, the mists of Albion keep all who seek the Wyrdwealde out. Each journey into the Wyrdwealde is different, as the wealde is fey and fickle and changes with the mists. When exploring the Wyrdwealde roll D6 to generate a scenario. All warbands in the campaign are eligible to play in any Wyrdwealde battle.

- 1-2: Monster Hunt but the creature gains +1 to all its statistics and +1 armour save, and +1 to the strength of its breath weapon attack.
- 3-4: The Thing in the Woods but deploy D2 things for each Player, plus +1 extra.
- 5-6: Exploring players choice from above

If the warband who initiated the exploration wins this battle they chart and plunder the Wyrdwealde and the campaign ends with them victorious.

If they lose the battle, then all warbands participating in the battle gain an additional +1d6 on their Exploration roll and +d3 shards. The victor gains an additional +d3 shards. The campaign then continues but the explorer of the Wyrdwealde must roll a D6 for each Ogham they control. On a 1-2 they lose their foothold at this Ogham as the mists of Albion haze, muddle and wipe their memories in their retreat from the Wealde.

Sea of Chaos



Eastern Albion

Nagronath
Roll 3d6 for experience when recruiting existing Dark Elf Henchmen.

Ogham of Umber
1/2 price Poisons and Drugs; and 1/2 price to hire Dark Elf Assassin.

Occhness
Roll one extra dice in the Exploration Procedure.

Giants' Causeway
Roll one extra dice on the Exploration Procedure. Battles fought here are always SC 07: Street Fight.
Warband can hire a 1/2 price Dwarf Troll Slayer after winning here.

Beast Peaks
During the Exploration Procedure, if a location is found, you may change the result to The Peaks (c/a The Pit) instead. However, Heroes are lost to the Peaks on a roll of 1 or 2 (c/a Devoured). If they return, Chaos, Skaven and Greenskin heroes always return with the maximum number of shards.

The Citadel of Lead
The Truthsayers of the Citadel will pay suspiciously large sums of money for wyrdstone. When selling wyrdstone gain 20% more gold, always rounding down.

Plain of Battles
Always find the maximum amount of gold or equipment at a location on the Exploration Chart.

Og-Scairn
Roll 3D6 for experience when recruiting for existing Norscan, Skaven, Beastmen or Chaos henchmen.

Lonely Ogben
Roll a D6 each hiring phase on a 1-2 = 1/2 price to hire Norse Shaman, on a 3-4 = 1/2 price to hire a Chaos Centaur.

Ogben's Shadow
When hiring roll D6 for available hired swords. On a 4+ a random single shipwrecked survivor is available to hire at 1/2 price. Randomly determine from the Core rulebook.

Ogham of Battles
If Hero's Injury result is 22-35 on the Hero's Serious Injuries Chart roll a D6. On a 3+, the result becomes 41-55 Full Recovery as Truthsayers at the Ogham heal them instead.

Lost Valley
During the Exploration Procedure after you win a battle you may elect to search the Valley with a hero. Add a D6 to your exploration roll for this hero searching the valley. If this dice rolls a 1 then the hero has gotten lost deep in the valley; roll on the Serious Injury Table for that hero. If they do not get lost then they return with +D3 extra shards.

Konquata
Roll 3D6 for experience when recruiting for existing Lizardmen and High Elf Henchmen.

Forge of the Old Ones
3/4 price and +2 on rolls to find Ithilmar and Gromril weapons. 1/2 Price Tome of Magic, Holy Tome and Map of Albion (c/a Map of Mordheim).

The Bleakmoor
Roll one extra dice in the Exploration Procedure.

Eric's Shore
Roll 3D6 for experience when recruiting for existing non-Empire and non-Chaos human Henchmen.
Roll a D6. On a 5 = 1/2 price to hire Kislev Ranger. 6 = 1/2 price to hire Tlcan Marksman.

The Lost Road
The warband that controls the road installs a toll here. They gain 2D6 gc at the end of any game if another warband passes through this location to reach the battle.

Bol-A-Hat
You can resell your weapons and armour at their purchase price. 1/2 price to hire a Pathfinder.

Ogham of Kronac
Native fighters wait at the Ogham of Kronac to prove their worth to their ancestor hero. 1/2 price to hire a Kronach Brave (c/a Pitfighter). 1/2 price Great Weapons. If a Hero's injury result is 65 Sold to The Pits on the Heroes' Serious Injuries Chart, they automatically win the fight.

Kronabog
Roll one extra dice in the Exploration Procedure.

Karak-Eight-Bogs
1/2 price Bugman's Ale. Roll 3d6 for experience when hiring existing Dwarven Henchmen.

Neuland
Roll 3d6 for experience when recruiting for existing Empire Human Henchmen groups.

Neuland Miremoor
1/2 price Halfling Cookbook and 1/2 price to hire Halfling Scout.

Points of Interest

Ports of Albion

Ports are marked with Anchors.

Albion is an untamed land and adventurers must set out on any exploration from a Port. In each player's first battle they fight at a Port of their choice. This becomes their Homeport. They may always freely use their Home Port to start an Exploration - though they do not receive the benefits of the district unless they maintain a foothold.

Ports may be freely pathed to over-water so any player may attempt to explore or attack another Port without needing to path to it overland.
A player may start a journey from any Port they have a Foothold at or from their Home Port. They may journey from a Port controlled by another player but it costs their warband 2d6gc paid to the other player; otherwise you must attempt to gain a foothold there to explore elsewhere.

When attempting to seize a Port from another player with a Foothold there Play Scenario 8: Occupy if attacking by pathing over the ocean or Scenario 9: Surprise Attack if pathing over land. In either case the warband with a foothold is the defender.

Whale Rocks may not be selected as a starting port or be a Home Port.

Abundance of Wyrdstone

Districts which feature the twin tailed comet symbol are particularly rich in wyrdstone. The winner of a battle taking place in one of these districts gains 1D3 additional wyrdstone shards.

Hard Fought District

Districts marked with the Skull symbol are constantly fought over. Only the warband who controls those districts can gain the benefits from them. This does not affect Abundance of Wyrdstone.