

Albion Barbarian Warband

By Martin Greminger.
Edited by The Mordheimer.

WebMaster's Notes: This experimental warband is in FINAL development stages. It was originally developed by Martin Greminger, as part of his Alternate game setting, Albion. While I have not personally played the warband, it seems obvious that it is balanced on the Albion game setting. How it plays on other settings is yet to be determined. We encourage you to play test it and email us your comments. **We need your opinion on this warband!**

Remember: Play the warband, write your comments and email them in... THEN you can complain. :P

These barbarians were really below our technical standards, you know. So we thought them to be only a small risk. What fools we were... You won't see them near you until it's too late, and they know how to fight - if they dare. So don't you underestimate them. They will lead you in a bog before you can count to three and there are many bogs on that island, believe me lad.

The Albion Tribes have never been disturbed on their island. After the departure of the Old Ones and the separation of Albion due to the magic mists, they made no further development. Too harsh were the conditions to go out and learn, and the boggy grounds gave not much to survive. Also, it was impossible to build on, and so the possibility of civilisation and development were even more limited. But it is no peaceful land. There is a certain enmity between the tribes, resulting from the limits of food sources. Therefore, the biggest enemy is always the neighbour.

Choice of Warriors:

An Albion Barbarian Tribe must include a minimum of 3 models. You have 500 Gold Crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 20.

- Chief: Each Tribe must have one Chief, no more, no less!
- Shaman: Your warband may include up to 1 Shaman.
- Champion: Your warband may include up to three champions.
- Hunters: Your warband may include any number of Hunters.
- Warriors: Your warband may include any number of warriors..

Special Rules:

- *May Hire:* An Albion Barbarian Tribe won't hire anyone. They don't know about money. The only possible hirelings for them are the Dramatis Personae *Im Abav Yub* and *Gaz Er Unga Og*.
- *Indigenous:* Any barbarian knows the land very well and will not easily fall victim to its natural traps. They are also used to the weather and will suffer no movement penalty due to the weather effects. Weather doesn't influence their Initiative the same way as with strangers, so where the Weather table states a reduction of Initiative, the barbarian's reduction is halved. (e.g. a reduction of 2 means only -1, a reduction of 1 means no reduction for barbarians). Sight and shooting is affected as with others and they are not more protected against a hailstorm than other humans.

Starting Experience:

- *Chief* starts with 20 experience.
- *Shaman* starts with 8 experience.
- *Champions* start with 4 experience
- *Henchmen* start with 0 experience.

Albion Barbarians' Skill Tables

- *Chief* may choose from the Combat, Shooting, Strength, Speed or Special.
- *Shaman* may choose from the Combat, Speed or Special.
- *Champions* may choose from the Combat, Shooting, Strength, Speed or Special.

Albion Barbarians' Equipment List

<i>Hand to Hand Weapons</i>	
Dagger	1st free/ 2 gc
Club	3 gc
Axe	5 gc
Sword	10 gc
Double Handed Weapon	15 gc
Spear	10 gc
<i>Missile Weapons</i>	
Bow	10 gc
Sling	2 gc
<i>Armor</i>	
Shield	5 gc

Heroes

1 Chief; 60 gold crowns to hire

A Chief is the one and only to command a tribe. Need more explanation?

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

Weapons/Armor: A Chief may be equipped with weapons chosen from the Warrior equipment list.

Special Rules:

4	3	3	3	3	1	3	1	7
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Weapons/Armor: Warriors may be equipped with weapons from the Warriors equipment list.

Albion Barbarians' Special Skills

Barbarians are never allowed to use Blackpowder weapons, not even when taking a skill that would otherwise allow them to do so. Their technical standard is too low that one of them could learn how to use such a thing. Besides those skills, each Barbarian can choose from the special Barbarian Skill list.

- **Experienced Fighter:** This Barbarian has proven himself a master when it comes to fight back dangers from the cave. A Barbarian with this skill will always strike first, no matter who charged.
- **Attack Howl:** Barbarians always use war howls when fighting each other. This Barbarian is a real master, capable of imitating the howls of wild beasts. If a warrior with this skill charges, he receives a bonus of +2 instead of the normal +1 for charging.
- **Master Shot:** Being an experienced hunter, a Barbarian with this skill stands head and shoulders above his comrades. He will shoot where others, less experienced, would not. When using any bow, a Barbarian with this skill may extend the range of his weapon by additional 6".
- **Savage Fury:** This Barbarian has proven himself really fearless and dares attacking nearly everything and everyone. When charging, he will receive +1A in the first round of combat and is immune to Fear.
- **Concealment:** Barbarians are very silent by moving through the Albion landscape, but this one is a real master. To detect him when hidden, any opponent must halve their range at which to spot him. In addition, a warrior with this skill may shoot when hidden. If he does, throw a D6; on a 5+, the warrior remains hidden.

Albion Barbarians' Shaman Magic (Courtesy of Kevin Kolbe, USA)

1. Winds of Judgement: *The Shaman conjures the aid of his natural surroundings, which manifests in a howling gale, whirling around almost everything not fixed to the ground. All models (except for the Shaman) must pass a Strength test or be knocked down. In addition, knocked down models shatter by D6" without further damage. Difficulty: 6*
2. Rage!: *The Shaman may install great bloodlust in a friendly fighter or himself, which comes directly from Ungabav Caff, the great spirit of Narcotics. Model is frenzied until knocked down or until end of battle. Note that only one model at a time may be frenzied in this manner. Difficulty: 6*
3. Warrior's Charge: *The Shaman prays for the help of Im Zag Bunga Leggit, the God of warfare, who lends his strength to a warrior. The Shaman may move up to 8". If he moves into base contact, he counts as charging with +1*

Strength for that turn. If he engages a fleeing model, he automatically scores one hit at +1 Strength. Difficulty: 7

4. Erga Unga's Toughness: *The Shaman tries to get the aid of the Goddess of ferocity, Erga Unga, who is endorsing those who follow her.* Any friendly model gains +1 Toughness. This spell may be cast on multiple models. Lasts D3 turns. Difficulty: 7
5. Mead of Unga Cha Beecha: *The Shaman pleas for the help of the Great Healer, who may restore life in a warrior who has been as good as dead.* Any model within 2" of the Shaman is restored to his full quota of Wounds. In addition, all living enemy models within 4" of the Shaman must pass a Toughness test or lose 1 attack for that turn. Difficulty: 5
6. Arrows of Leggit Og: *The Shaman is a person who wants to be sure of what he's doing and thus tries to kill his enemies from the distance.* The Shaman may fire D3 S4 Arrows. Roll to hit using the Shaman's BS, ignoring all to hit modifiers. Difficulty: 7