

# Warhammer

# Albion





# **A fan made Warhammer Armies Supplement**

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# History of the Sacred Island

## The Creation

"In a time before man first discovered the secret of fire, millennium before the the first Elf learned the art of the bow, a race known as the Old Ones forged the world. Legends tell of how they manipulated the ebb and flow of magic to mold the land to their will, and of how they sowed the seeds that formed the vast forests that cover the world. The races of Elves, Dwarfs and Men were like children to them, whom they nurtured and taught. It is said that even the great dragons were mere playthings to these godlike beings

In time, the Old Ones chose the island of Albion as a location to build their homes. Little is known of their settlements as Albion has long been unapproachable, and the sacred sites are now guarded by ferocious creatures. They forged an island paradise where the sun shone bright and the crops flourished. Gathering together the wisest and bravest individuals of each race, they taught them magic and other skills. They demonstrated the secrets of runes to the Dwarfs and taught the Elves to master pure magic

## The Coming of Man

The Old Ones believed that the race they called Man was too primitive to learn, but they were quickly surprised at the speed Man adapted to his surroundings. They were so impressed that they decided to teach a select few of the cave dwelling tribesmen some of their secrets. Those they taught went by the name of Truthsayers, for it was their duty to teach the other humans the true path to enlightenment. They instructed their students to spread across the world and populate continents, whilst all the time the Old Ones kept a watchful eye over their subjects. They in turn were worshiped as Gods and temples were erected in their honour. The race of Man impressed the Old Ones for he seemed to be able to adapt to any environment and small tribes soon flourished in every corner of the world

## The Fall of the Old Ones and the Arrival of Chaos

Carvings upon the Slaan pyramid temples found deep within the jungles of Lustria and the earliest songs of the High Elf bards tell of a great disaster that befell the noble Old Ones. A magical gateway, their portal to other distant worlds, collapsed, and they were forced to flee the fledging world they'd created lest they become stranded. Unable to help those races they had brought into the world, the Old Ones had little choice but to let them fend for themselves. Their parting gift was to create a race of giant warriors to protect the people of Albion

The collapse of the gateway tore a great hole in the fabric of the heavens allowing the forces of chaos to pour into the world. as the chaos mists enveloped the land, hordes of gibbering Daemons and all manner of foul beasts descended from the North in a bloody rampage. Many of the wise Slaan, the highest servants of the Old Ones were the first to fall. A brave race, they tried to fight off the first wave of attackers, but were too few and too weak. They fled into hiding within the dense jungles of Lustria. Next the Chaos hordes turned their attentions to the High Elves, but the Old Ones had taught their children well. The High Elves constructed a vortex at the centre of the heart of Ulthuan to contain and drive back the dark mists. In their arrogance the High Elves thought they alone were the saviors of the world, but it was not so

## The Creation of the Stones

By concentrating their attack on Ulthuan and leaving the isle of Albion, the Chaos hordes made a fatal error in their plan of conquest. The Truthsayers, or True-Druids as they were called by the people of Albion, gathered together the Giants and bade them construct a series of stone circles. With such immense strength at their disposal, the Truthsayers soon had a great many of these circles whose mystical properties would allow them to channel their spells and bind the forces of chaos to the North

In many ways their mastery of this form of magic was greater than that of the Elves. Not only were they able to contain the Chaos mists but they were also able to use the stones to weave their own veil of fog around around their island, protecting what they called the Ogham Stone from danger. The Elves would have certainly been overrun had the Truthsayers not stayed the flow. However, the shrouding mists had side effects, the sun was obscured, the stone circles attracted storms and soon Albion's once fertile lands became the quagmire that they are today

In absorbing much of the Chaos energy, the soil of Albion itself became tainted and once fertile fields soon changed into quagmires where a man could sink without a trace. The thick woods and forests became wild places where hawthorn and poisonous plants choked the life out from the trees. Many fear to enter these once beautiful glades and many of those who



do are never seen again. Even the creatures of Albion were not able to escape the mutating effects of Chaos and after only a short period of time the tribes folk told tales of terrible monsters lurking in the darkest reaches, emerging at night to prey on the unwary

It was a price the Truthsayers had little choice but to pay. If the dark forces of chaos were to be contained then Albion had to remain hidden. The Truthsayers gave the task of protecting these stone circles to the Giants who had constructed them. Said to have been formed from the Earth itself, these Giants were highly intelligent beings and knew the importance of their vigilance. For a while stability was created. The High Eves flourished as a race, learning much from their contact with other more primitive races such as Dwarf and Man

### **The Deterioration**

The Truthsayers of Albion, on the other hand, were isolated. They preferred the safety of their remote isle to the danger of the outside world and became introverted and reclusive, starting the deterioration of the tribes. With the departure of the Old Ones and the Truthsayers they degenerated into a race of warring tribesmen and primitive cave dwellers. The Giants also suffered from their imposed isolation. Centuries of inbreeding dulled their minds. When the danger of Chaos vanished they became bored and restless and resorted to mindless displays of strength in order to pass away the time

During all this time the Truthsayers continued to teach a chosen few of each generation their secret magic, waiting for the day when their masters would return. Each Truthsayer was taught in minute detail the ritual needed to maintain the mists around the island. They each learned the nature of the stones and the offerings that must be made so that the magical power of these stones would never wane. Over time, though, the ancient lores were slowly forgotten and, although the Truthsayers still practiced their art, it was but a shadow compared to the powers that they used to wield. Some practices still survive though and on the night of each full moon the Truthsayers gather and perform ceremonies in order that the mystical energies stayed bound to the stones

The shrouding mists remained in place for centuries, and time passed Albion by. Great events happened, lifespans elapsed, more Chaos incursions came, and although it was never realized, Albion played a hand in stopping all of them. The legend of Albion and its white cliffs was popular and many adventurers attempted to find it. The only one who had any success was Losterikkson, who was never able to tame the savage land. With its existence proved, more punitive expeditions began, but none were successful

### **The Dark Shadows**

Sometime during this, a dark presence arrived on Albion. It bided its time strengthening itself and subverting factions to its cause. it corrupted many Truthsayer and they became the dread Dark Emissaries. The presence revealed itself as the Dark master and war broke out. So thinly stretched were the Truthsayers that they had to let the mists collapse, finally Albion was open

Both sides attempted to capitalize on this, sending out their messengers to recruit aid in their struggles. Many races answered, some for honour, some for greed, some merely out of curiosity, but few really realized the implications of the battle

War waged on Albion for nigh on a year. Armies slaughtered each other in the fens, destroyed each other as they landed, Ogham Stones were cast down and tribes culled. At the aftermath of the climax the Truthsayers had held, barely. the Lizardmen had taken the Bastion of the Old Ones and were holding it, whilst the High Elves protected the remaining Ogham stones. the Dark Master fled, but his disciples remained and continue to battle till this day

The price to Albion had been high. Many Truthsayers and tribesmen were dead, artifacts stolen, and Albion was being turned into provinces by various races. Evil was even more prominent, and the Truthsayers feared the worst. Even worse, they could not summon their mists so they lay ever open to attacks





## **The Treachery of the Lizardmen**

It was in this time that the Lizardmen, supposed servants of the Old Ones, turned on the Truthsayers and attempted to wipe warm-blooded life from Albion. For months savage beasts hunted down the defenseless tribes. Exhausted from their long battles, the Truthsayers could but watch

For once, however, fortune favored Albion. The increasing Dark Elf raids on Lustria forced the Lizardmen to leave, believing the land to be theirs, leaving a skeleton force to protect it

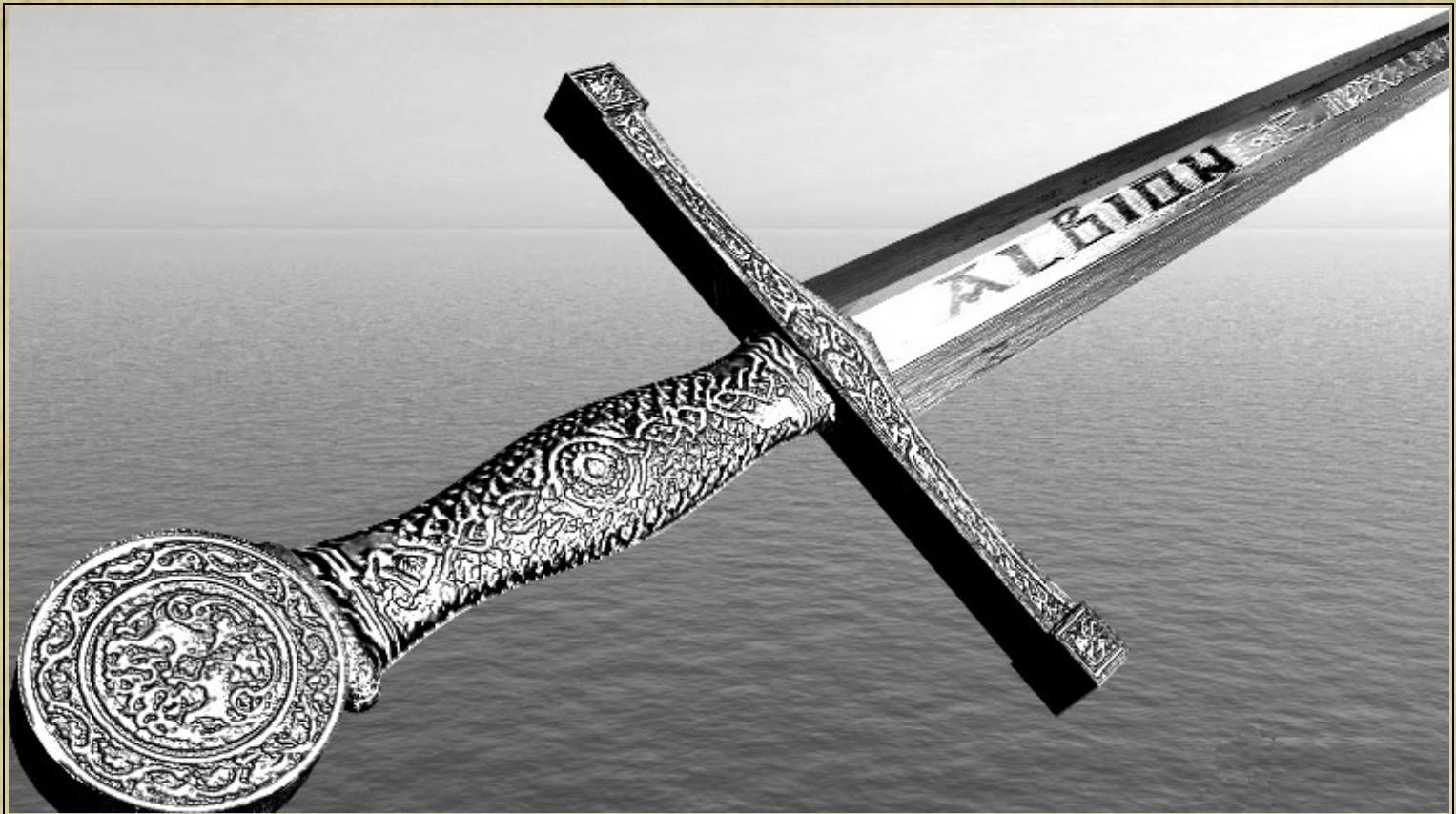
## **The New Age**

The Truthsayers used this time to strike back, across the island, lizards vanished in the night, and the verdant tropical greenery began to die. The Truthsayers were unleashing their last forces to reclaim their homeland. As they mustered the final assault on the Forge of the Old Ones, they were shocked by a surrender of the foe. The commanding slaan, Izixculthec had spoken with the spirits lurking within the bastion, and had ruled that the Truthsayers were indeed part of the Great Plan and should survive to protect Albion, thus an alliance was formed

They gathered the tribes together and taught them for over a decade. They civilized them and crafted an army that could defend Albion fully against the oppressors. The new force fell on upon the remaining invaders with fury. They recaptured most of the sacred land and granted the Truthsayers a power-base and resources for the following conflict. They continue to attempt to cleanse their island and sent out expeditions to reclaim artifacts

They were too involved on Albion to help in the Storm of Chaos, but they sent some warbands which harassed the beastmen and prevented many ambushes. They also journeyed to Ulthuan to prevent the power of the Waystones falling into the hands of the enemy. With the forces of chaos stopped, the council resolved to eradicate Chaos from the Old World.

They have sent thousands of their troops, and now the armies of Albion can be seen marching all over the world





# Albion Army Special Rules

## Fen-Dwellers:

All units in the Albion list (except Dogs of War and Allies) may move through any swampy terrain and suffer one less movement penalty than normal. Difficult terrain is treated as open ground, very difficult as difficult; impassable remains impassable.

Note: They still take casualties from being in a morass

## Used to Bad Weather:

Albion's weather is appalling on all scales, and in comparison many harsh climates seem gentle. Warriors of Albion are very resistant to similar effects and will fight on as if they weren't even there

This means that **ALL** units in the Albion list (except Dogs of War and Allies) have the following rules

- Any reductions to Ballistic skill tests due to rain and fog are reduced by one (*so -1 is treated as no change*)
- Any penalties to the distances units can see through these effects are reduced by D6"
- Treat any "bad weather" conditions as having one point less of strength than they actually do.

However, they're also very unaccustomed to extreme heat, and thus with any tests made to do with heat they add one to their roll.

## Raiders:

Units with the Raiders special rule fight in a disorganized mass rather than ordered ranks and files.

- Unit can only charge if at least the number of the models in the front rank are within normal charge distance of the enemy unit.
- They gain normal rank bonuses in combat just like ordinary ranked units, but only up to a maximum of two.

## Warbands:

Some of Albion's troops are much more confident in large warbands where their morale is bolstered by the presence of their comrades. Although they are untrained and independent troops, they are not cowardly and can prove exceedingly tenacious in some circumstances.

**Add +1 to units LD for every rank above 2.**

**All Albion troops with this rule are -1 LD when attempting to rally**

**When Charging, Warbands always count as outnumbering the enemy (for first round of combat only)**

In addition:

At the beginning of each turn roll a D6 for each unit with the Warbands rule out of combat or not performing a kind of compulsory movement. **On the roll of a 1, roll again and consult the table below:**

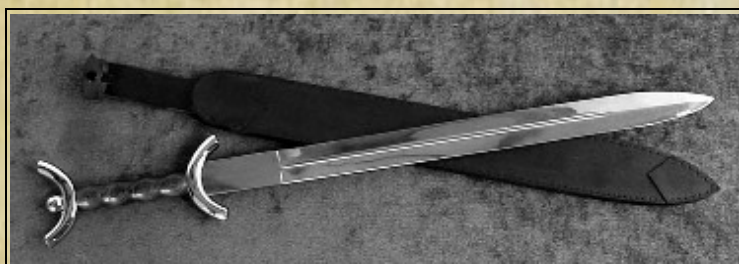
- 1-3:** The mass confusion of the battle and the troops lack of discipline has led to confusion in the ranks about the plan. The unit stays still for the turn trying to reorganize
- 4-6:** The warriors hot-headed nature gets the better of them and they surge towards the enemy, intent on violence. Move the unit the maximum distance towards an enemy unit possible under normal rules, charging if possible

## Furious Charge:

The giants of Albion are more disciplined and trained in the art of war compared to other giants of the world. To represent this, when a Giant of Albion charges an enemy unit, they inflict 1 Strength 5 Impact hit.

Argos and the Titan inflict 2 Strength 5 Impact hits.

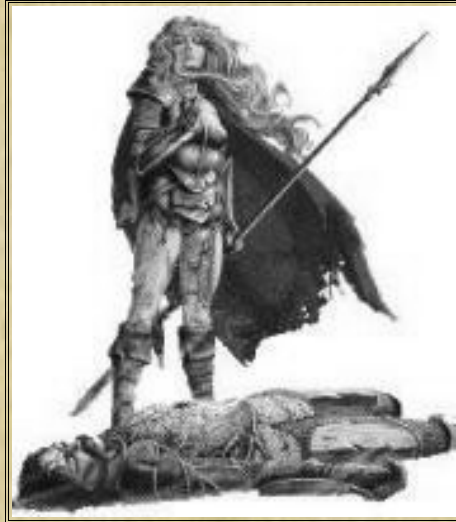
Note: Gegenees do not cause Impact Hits





# The Warhost of Albion

## Boudica



	M	WS	BS	S	T	W	I	ATT	LD
Chariot	-	-	-	5	5	2	-	-	-
Mount	8	3	0	3	3	1	3	1	5
Boudica	4	6	5	5	4	3	5	4	10

Boudica's Husband, Prasutagus, the King of Albion had left his lands to his wife and daughters in his will, however, upon his death a rival warlord took this as an opportunity to seize power for himself and had Boudica and her daughters imprisoned. If it had not been for the bravery and loyalty of Boudica's personal guard who stormed her gaol and managed to free Boudica and her daughters, they were sure to face a slow but certain death.

Once freed, Boudica took the responsibility upon herself to travel round the lands using not only her good looks, but fiery passion to unite the clans of Albion to her will. Since that day Albion had a new ruler, one not to be taken lightly, who would do everything in her power to protect Albion and her people.

### Special Rules

#### Unquestionable Zeal, Furious Passion

#### Unquestionable Zeal

Boudica's zeal is like no other and she rides into battle with total disregard for her enemy and any dangers she may face. All Albion units within 18" of her may use her Leadership when testing. In addition, her leadership may never be lower than 9 when taking into account for modifiers.

#### Furious Passion

Having been on the receiving end of some harsh punishment when held captive, Boudica's passion to see and end to evil burns bright, Boudica and any chariot unit she joins have the Frenzied special rule when calculating the number of attacks. However, she does not have to charge the closest enemy if she does not wish to and she has the option to hold her ground after routing an enemy and not automatically chase it down.

### Magic Items

Boudica's Whip – The whip is counted as a hand weapon should Boudica wish to use it, it has a range of 4" and will automatically inflict 1 wound on its target with a -1 save modifier. The weapon has a 360 degree line of sight. In addition, instead of using the whip as a weapon, Boudica can choose to use it to gain some extra speed from her chariot mounts, the whip can be used once per turn on the horses, if used, her chariot can move an additional 2" - This can be used when declaring charges.





# Argos the Giant King



	M	WS	BS	S	T	W	I	ATT	LD
Argos	6	5	3	7	6	8	4	Special	10

Argos the Giant king is both good in nature and ferocious in combat, having served the Truthsayers of Albion faithfully for over 30 years his charismatic nature and immense size has made him the most renowned and respected Giant chieftain on Albion. Unlike their Chaos brothers who have been distorted and warped by the chaos energies, the Giants of Albion retain a sense of purpose and although not as intelligent a race as they once were on the whole, several, including Argos have a keen brain and the intelligence to think tactically on the battlefield.

## Special Rules

**Immune to Psychology, Large Target, Terror, Fen-Dweller, Stubborn, Fall Over, Longshanks, Furious Charge**

### Longshanks

Giants have long limbs and can move over walls, fences, ditches as if they were open ground. However they must test to see if they fall over when they do so. (see below)

### Fall Over

Due to giants size, they are prone to fall over if overextending themselves by moving too quickly or moving over obstacles. A giant must test to see if it falls over if any of the following apply:

- 1 - When it is beaten in close combat. Test once results are established but before taking a break test.
- 2 - If it is fleeing at the start of the Movement phase.
- 3 - When it crosses over an obstacle. Test when obstacle is reached.
- 4 - If the Giant decides to jump up and down on an enemy. Test immediately beforehand.

To see if a giant falls over, roll a D6. If the roll is a 1 then the giant has fallen over. (A slain giant falls over automatically)

**(Argos can ignore his first "fall over" result)**

To determine which direction the giant falls, roll a scatter dice. Place a fallen giant template with its feet at the base of model and its head in the direction of the fall. Any models directly under the template are automatically hit, any models partly covered are hit on a 4+

A model hit by a falling giant takes a Strength 6 hit, causing D3 wounds. If the unit is in combat and the giant has fallen over while attempting to Jump up and Down, wounds inflicted by a falling giant count towards the combat result.

A giant that falls over automatically suffers one wound with no save. If the giant is in combat, this wound counts towards combat resolution.

Once on the ground a giant may get up on his following movement phase, but may not move that turn.

While on the ground a giant may not attack, but he can still defend himself after a fashion so the enemy must still roll to score hits on him. If forced to flee while on the ground, the giant is slain. If the giant gets the opportunity to pursue his enemy while he is on the ground, he may stand up instead. A giant can attack on the turn he stands up.

## Special Attacks

Giants do not attack in the same way as other creatures, though they select their victims as normal, to determines what happens, each close combat phase roll a D6 on one of the following tables when it is the giants turn to fight. Which table you use depends on the size of the giants victim. When fighting characters riding monsters, decide whether to attack the rider or the mount, as normal and use the appropriate table for the size of the target.



Table vs big things (Ogres, Kroxigors, Minotaurs or similar sized or larger creatures including chariots and war machines):

D6	Result
Roll 1	Yell and Bawl
Roll 2 - 4	Thump with club
Roll 5 - 6	Chomp!

Giant fighting anyone smaller than above:

D6	Result
Roll 1	Yell and Bawl
Roll 2	Jump up and down
Roll 3	Pick up and...
Roll 4 - 6	Swing with club

**Yell and Bawl:** The giant yells and bawls at the enemy. Neither the giant nor models in contact with him actually fight if they have not done so already this round. The giants side automatically wins the combat by 2 points. **(Argos wins combat by 3 Points)**

**Thump with Club:** The giant picks one model as his target and brings his club down with a single mighty strike. The target may attempt to avoid the blow by passing an Initiative test (use the lowest if target has several different values). If the target is struck, it takes 2D6 wounds with -2 to Save **(No save allowed if hit by Argos)**. If a double is rolled, the giants club embeds itself in the ground and the giant cant attack at all in the following round as he attempts to recover his weapon.

**Chomp:** The giant takes a great bite out of his enemy, automatically inflicting D3 wounds on one model in base contact with no armor saves allowed. If the giant has previously been wounded, he may immediately recover as many wounds as he inflicted with this attack.  
**(Argos causes D2+1 Wounds)**

**Jump Up and Down:** The giant jumps up and down vigorously on top of the enemy unit in base contact. Before starting, test to see if the giant falls over. If he falls over, work out the details as listed above. All wounds caused by a fall (on either side) count towards the combat result. If the giant successfully tests to not fall over, he jumps up and down on the enemy unit guffawing madly. The unit sustains 2D6 Strength 6 hits allocated as shooting hits. Work out damage and saves as normal.

Unlike most other giants, Argos has the self control and intelligence to reign in the enjoyment of jumping up and down on an enemy unit. The controlling player is free to roll for a different attack the next round if they so wish, or they can continue to jump up and down until he falls over or the combat comes to an end.

**Pick Up and...:** The giant stoops down and selects a model (giants choice) that is either in base contact or touching a model in base contact. The target may make a single attack to try and fend off the giants attack. If this attack hits and wounds the giant, the giant fails, otherwise the giant grabs the model and the player rolls a D6 to see what happens next:

D6	Result
1	<b>Stuff into bag.</b> The giant stuffs the victim into his bag to eat later. The victim becomes a casualty, but can be rescued if the giant is slain. Freed models do not count towards victory points.
2	<b>Throw back into combat.</b> The victim is hurled back into his unit like a missile. This causes 1 automatic wound on the victim with no armour save, and D6 Strength 3 hits on the enemy unit (saves as normal).
3	<b>Hurl.</b> The victim is hurled into any enemy unit within 12” of the giant – randomly determine which. This causes 1 automatic wound on the victim with no armour save, and D6 Strength 3 hits on the enemy unit (saves as normal). If no enemy units within distance, treat this result as “Thrown back into combat” instead.
4	<b>Squash.</b> Enough said, the victim is squashed under the immense size of the giant, the model becomes a casualty and is removed from the game.
5	<b>Eat.</b> The giant swallows his victim whole, remove model as a casualty. In addition, the giant can recover 1 Wound up to his maximum number of wounds for every victim eaten.
6	<b>Pick Another.</b> The giant stuffs his victim in his bag (see Stuff into bag), in addition, th giant can immediately attempt to pick up another model, the second model can attempt to fend off the attack as above. Continue to pick targets until either the enemy is able to fend off the giants attack, or the giant manages to stuff 4 victims into his bag.

**Swing With Club:** Giant swings his massive weapon across the ranks of the enemy smashing them into a bloody pulp. Giant inflicts D6+1 Hits on the enemy unit resolved at giants strength, distributed as shooting hits. **(Argos causes D6+3 Hits)**



# Althairne the Truthsayer



	M	WS	BS	S	T	W	I	ATT	LD
Althairne	4	5	3	4	3	3	4	2	10

## Special Rules

**Fen-Dweller, Power of the Ages, Lord of the Truthsayers, Level 4 Wizard**

**Power of the Ages:** Althairne is the greatest living Truthsayer and has honed his skills over many battles, Althairne can add +1 to all casting attempts.

**Lord of the Truthsayers:** Althairne has a degree of control over all other Druids on the battlefield. Althairne can add or subtract 1 to any miscast result for any Druid on the field of battle.

## Magic Items

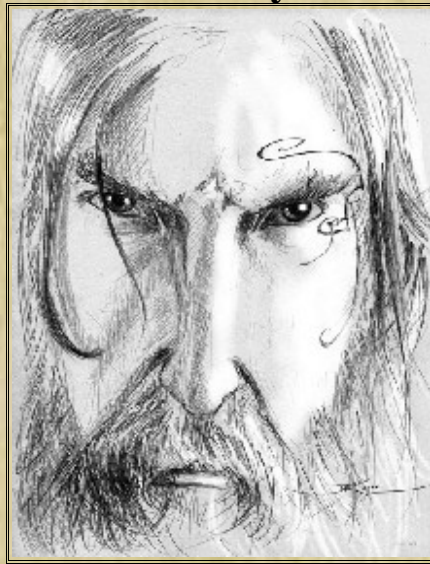
**Triskele:** The magical symbol of their office, it also focuses positive energies onto Truthsayers, protecting them from harm. Althairne has a 5+ ward save in close combat, a 4+ ward save vs shooting, he also has magic resistance 1

**Birchwood Staff:** Althairnes staff contains one random spell generated from the Lore of Beasts, the spell can be cast as a bound spell, the power of the spell is set at the power level required to cast.





# Truthsayer



	M	WS	BS	S	T	W	I	ATT	LD
Truthsayer	4	4	3	3	3	3	4	1	9

Also known as true druids by the people of Albion, when the Old ones still walked the Earth they selected a few of the most promising of men and taught them many arcane secrets, with the intention that they pass these on and guide mankind to enlightenment. After the disappearance of the Old Ones they have bound chaos to the North with the Ogham stones. During the deterioration the Truthsayers continued to remain in seclusion passing on their secrets in isolation. But with the advent of the Dark Shadows they have been forced to take a more active role, guiding their most reliable allies in both the defense of Albion and the oppression of chaos marching to war with their fellow inhabitants of Albion.

## Special Rules

Fen-Dweller, Level 3 Wizard

# Druid



	M	WS	BS	S	T	W	I	ATT	LD
Druid	4	3	3	3	3	2	3	1	9

Men who have been selected by the Truthsayers as possessing the insight and ability to learn the secret ways, while not as powerful as their equivalents of other races, Druids are still skilled in the art of magic and have learned many spells to not only bolster their allied forces, but cause havoc and disruption amongst the enemy forces.

## Special Rules

Fen-Dweller, Level 1 Wizard



# Hunthrith



	M	WS	BS	S	T	W	I	ATT	LD
Hunthrith	6	3	3	6	5	4	4	4	9

Hunthrith has long been a loyal follower of Argos the giant king and is considered almost an equal when it comes to respect amongst the giant kin of the island. Hunthrith has proven time and time again what a ferocious warrior he is, showing an almost disrespect for fear and danger. He can often be found leading the giant clans to war in the time of need and will always find himself at the front lines where he can do most damage to any enemy stupid enough to stand in his way.

## Special Rules

**Immune to Psychology, Large Target, Fear, Fen-Dweller, Stubborn, Fall Over, Longshanks, Furious Charge**

### Longshanks

See page 7

### Fall Over

See page 7

# Woad Chieftain



	M	WS	BS	S	T	W	I	ATT	LD
Woad Chieftain	4	5	4	4	4	2	5	3	8

The Chieftains of the Woads are ferocious men indeed, their whole lives being devoted to fighting and war. A Chieftain is selected by each clan by means of “the strongest shall rule” which decrees that to lead your people, you must be the most competent fighter in the clan, often leading to chieftains that lack much brain power, but the Druids and Truthsayers of Albion are always there to ensure the people are looked after. It is the Chieftains role to ensure his people are ready for war.

## Special Rules

**Fen-Dweller, Resolute**

### Resolute

Any unit joined by a Chieftain can re-roll any failed Break / Panic / Rally tests



# Nephilim



	M	WS	BS	S	T	W	I	ATT	LD
Nephilim	6	3	2	4	4	3	3	2	9
Champion	6	3	2	4	4	3	3	3	9

Although not as common on Albion as they one were, the giant clans still number enough to be able to field a decent number of troops on the field of battle should the occasion arise. While being cleverer than most other giants of the old world, they have lost some of their battle prowess over the years, this being said, a unit of Nephilim is still something to think twice about.

## Special Rules

**Furious Charge, Fen-Dweller, Fall Over, Longshanks, Binding Loyalty**

### Fall Over

See page 7

### Longshanks

See page 7

### Binding Loyalty

The Giants of Albion are renowned for their faith in their lords on the field of battle, Nephilim count as being stubborn if Argos is included in the army or if Hunthrith is included in their unit.

# Warriors



	M	WS	BS	S	T	W	I	ATT	LD
Warrior	4	4	3	3	3	1	3	1	8
Champion	4	4	3	4	3	1	4	2	8
Woad	4	4	3	4	3	1	4	1	8

The mainstay of any Albion army, the Warriors and the more ferocious Woads are truly a foe to not take lightly, being specialized in fighting in marshy temperate climates, these men are bred from a young age to protect Albion and her people.

## Special Rules

**Raiders , Warbands , Fen-Dweller**



## Light Cavalry



	M	WS	BS	S	T	W	I	ATT	LD
Warrior	4	4	3	3	3	1	3	1	8
Champion	4	4	3	3	3	1	3	2	8
Mount	8	3	0	3	3	1	3	1	5

With exception to the high elves and the troops of Kislev, Albions light cavalry can count themselves amongst the very best horse riders in the old world, learning to ride from almost as soon as they can walk, these troops really are masters of their trade.

### Special Rules

Warbands, Fen-Dweller, Fast Cavalry

## Woad Light Chariot



	M	WS	BS	S	T	W	I	ATT	LD
Chariot	-	-	-	4	4	2	-	-	-
Mount	8	3	0	3	3	1	3	1	5
Crew	4	4	4	3	3	1	3	1	8

### Special Rules

Fen-Dweller

Albion's Chariots are of a lighter and more nimble construction than all others, this enables them greater speed but sacrifices durability. Albion Light Chariots follow all Chariot rules from pages 126-128 of the Warhammer Rule book with the following exceptions:

- They may march
- They follow the fast cavalry rules for shooting and fleeing (*Note they retain a chariot's all round line of sight*)
- They are auto-destroyed by hits of Strength 6+, crew must take 1 S5 wound, if they survive, place them where the chariot would of been.
- They cause D3 impact hits (+1 for the scythes)

**Expert Drivers:** The drivers of Albions Chariots have trained since reaching Albion's adulthood for their job. A key aspect beyond controlling the hurtling construction is to be able to negotiate Albion's various marshes successfully. Though by no means fool-proof, Albion's Charioteers have been witnessed to perform stunning feats in navigating the marshes. When entering any type of swampy terrain they may take an initiative test to avoid suffering damage. If passed and the chariot finishes fully outside the terrain feature then no damage is taken.



## Giant Wolves



	M	WS	BS	S	T	W	I	ATT	LD
Giant Wolf	7	4	0	4	3	1	3	1	5

Wolves have always been part of the culture on Albion and while being far from tame, the druids have a degree of control over these creatures, able to bind them to their will in times of war to engage and disrupt enemy forces on the field of battle.

### Special Rules Fen-Dweller, Wild Nature

#### Wild Nature

Although considered an ally to the Albion army, if the unit is ever broken in combat and flees through an allied unit, the allied unit must take a number of hits = to the number of wolves passing through the unit, resolved at wolves Strength, saves allowed as normal.

## Bear + Handlers



	M	WS	BS	S	T	W	I	ATT	LD
Woad Handler	4	4	3	3	3	1	3	1	8
Bear	6	3	0	5	5	3	3	3	6

Ferocious creatures indeed, these bears are a terrifying sight for any enemy to encounter, able to take the limbs off of a man with one swipe of their paws, it is a stupid or supremely confident enemy indeed to take on one of these beasts.

### Special Rules Fen-Dweller, Fear



# Gegenees



	M	WS	BS	S	T	W	I	ATT	LD
Gegenees	6	3	2	4	5	3	3	D3+1	9

Gegenees were once a proud giant clan on Albion until the chaos winds affected them when fighting against a chaos invasion, the Gegenees being an integral part of that attacks repulsion, their gift for helping to protect Albion in its time of need was to be infected and deformed into what they are now.

## Special Rules

**Fen-Dweller, Fear, Deformed, Stupid**

### Deformed

Many of these giants have been exposed to the chaos energies, while retaining their loyalties to Albion and the druids, many have developed multiple limbs and deformities. This unit has D3+1 Attacks, roll at the start of each combat round, the number generated is used for the whole unit, do-not roll for each individual.

### Stupid

This unit is stupid, although their high leadership and loyalty to the druids makes this less of an issue compared to many other stupid units.

# Woad Berserker's



	M	WS	BS	S	T	W	I	ATT	LD
Berserker	4	4	3	4	4	1	3	1	9
Champion	4	4	3	4	4	1	3	2	9

Woad Berserkers are Woads who throughout the years of battle have been effected with a crazed rage for all enemies of Albion, many of who take potions brewed by the druids before battle to further enhance their prowess on the field, showing total disregard for both pain and fear these men are often the key to Albion forces winning the day.

## Special Rules

**Fen-Dweller, Fanatical, Raiders, Warbands, Frenzied**

### Fanatical

Berserker's feel no pain hence have a 6+ ward save

### Frenzied

Berserker's follow all the rules for frenzied units



## Hearth Guard



	M	WS	BS	S	T	W	I	ATT	LD
Guard	4	5	3	3	3	1	4	1	9
Champion	4	5	3	3	3	1	4	2	9

Every Chieftain on Albion has their own personal guard, the chosen of the warriors who have proven their skill in battle over the years who are given the very best weapons and armour to protect their lords. The Hearth Guard can be counted upon in the most dire of circumstances to hold their lines and slice through the enemy.

### Special Rules

**Fen-Dweller, Warbands, Stubborn**

#### Stubborn

Hearth guard are the most loyal and skilled warriors on Albion, swearing life long oaths to their lords, the unit is stubborn.

## Druid Neophytes



	M	WS	BS	S	T	W	I	ATT	LD
Neophyte	4	3	3	3	3	1	4	1	9
Priest	4	3	3	3	3	1	4	2	9

Neophytes are chosen from amongst the brightest of Albion's men to learn the secret ways of the Druid, although being a long way from being an accomplished druid, these men have started to master the mystical ways and the battle field is as good a place as any to hone their skills.

### Special Rules

**Fen-Dweller, Magical**

#### Magical

Druid Neophytes, while not being fully trained druids, are still skilled in the basic forms of magic. Neophytes have Magic Resistance (1), magical attacks and a 6+ ward



# Pixies



	M	WS	BS	S	T	W	I	ATT	LD
Pixies	2	2	0	2	2	4	3	4	7

Pixies are strange creatures that live in the swamps and marshes on Albion, magical beings who mostly keep themselves to themselves, but in times of dire needs will gather together and follow the armies of Albion under the guidance of the Truthsayers.

## Special Rules

**Fen-Dweller, Swarm, Magical, Fly, Befuddling Glamor**

### Swarm

Pixies follow all the rules for swarms in the warhammer rulebook.

### Magical

Swamp Pixies are inherently magical, able to survive blows that should crush their fragile bodies and dissipate magic as it approaches. Swamp Pixies have Magic Resistance (1), magical attacks and a 6+ ward

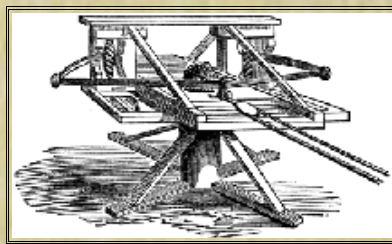
### Fly

The creatures of Albion's swamps move in a myriad of different ways, but many are served with varying forms of wing, allowing them crude flight. Units of swamp pixies may fly 12".

### Befuddling Glamor

The so called marsh-lights that decorate Albion's mires are caused by the swamp pixies to lead the unwary astray. They cause undue attention to be drawn to these weak creatures. Any enemy unit that is in LOS of the Pixies is a -1 to hit any Albion troops they are shooting at.

# Bolt Thrower



	M	WS	BS	S	T	W	I	ATT	LD
Crew	4	4	3	3	3	1	3	1	8
Bolt Thrower	-	-	-	-	6	3	-	-	-

While being far from the reliable siege weapons of other races, after seeing the high elf bolt throwers in action, the warriors of Albion have done their best to replicate these powerful machines of war. While being less powerful and far less reliable, if used correctly, can still provide excellent results on the battlefield.

## Special Rules

**Fen-Dweller, Lacks Technology**

### Lacks Technology

First hit is resolved at S5, with models in next rank resolved at S4 etc (*not S6 then S5 etc*)



# Titan



	M	WS	BS	S	T	W	I	ATT	LD
Titan	7	5	3	6	5	7	4	6	10

The Titan is a rare creature indeed and lives a solitary life in the mountains of Albion, only ever coming out of solitude in the most dire of circumstances to bring havoc to the enemies of Albion.

## Special Rules

**Fen-Dweller, Large Target, Terror, Stubborn, Fall Over, Longshanks, Furious Charge**

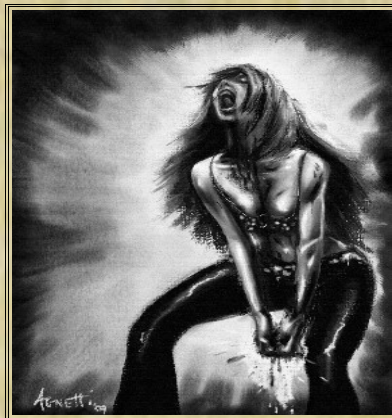
### Fall Over

See page 7

### Longshanks

See page 7

# Banshees



	M	WS	BS	S	T	W	I	ATT	LD
Banshees	4	3	3	3	3	1	3	1	10
Wench	4	3	3	3	3	1	3	2	10

Albion's men are not the only ones to go to war in times of need, many of the womenfolk of Albion are ferocious and have a lust for battle. Over the years the women of war, also called Banshees have developed a terrifying wail that can send fear down the spines of the most hardened warrior.

## Special Rules

**Fen-Dweller, Raiders, Warbands, Wailing Voices, Loved Ones**

### Wailing Voices

Used as a magic missile directed at a unit within 18", unit suffers D6 x S2 hits with no save, unit then tests for panic with -1 Modifier.

### Loved Ones

Once the enemy brings close combat vs the women, any Woad units within 18" suffer from Hatred against the enemy army. If the women unit is ever defeated, any Woad warrior units within 18" become stubborn for the rest of the battle.



# Druid Magic

## The Lore of the Truthsayers

D6 . . . . .	Spell Casting value
1 Wings of Fate . . . . .	5+
2 Light of Battle. . . . .	6+
3 Boon of Courage. . . . .	7+
4 Blessing of Valour . . . . .	8+
5 Voice of Command . . . . .	9+
6 Gift of Life . . . . .	10+

### WINGS OF FATE 5+

A flock of enchanted birds is conjured to attack his enemies.

The flock is a magic missile with a range of up to 24". If successfully cast, the flock hits its target and causes 2D6 Strength 2 hits with normal saves allowed.

### LIGHT OF BATTLE 6+

A chosen regiment of warriors is protected by a shimmering barrier that deflects enemy missiles and blows. This spell can be cast on one friendly unit anywhere on the battlefield, even if engaged in close combat. All models in the unit receive a 5+ Ward save until the beginning of the caster's next turn.

### BOON OF COURAGE 7+

The warriors hear the commanding voice of the Truthsayer in their minds, calling upon their honor and bidding them to fight on, no matter how desperate their situation has become. This spell can be cast on one friendly unit anywhere on the battlefield, even if it is engaged in close combat. If successfully cast, the unit is Unbreakable until the beginning of the caster's next turn. If cast on a fleeing unit, the unit immediately rallies, regardless of how many models are left.

### BLESSING OF VALOUR 8+

#### Remains in play

The prayers of the Truthsayer are heeded in the heavens and his warriors are filled with the strength and skills of the gods of hunting and battle.

This spell can be cast on a friendly unit which is anywhere on the battlefield, even if it is engaged in close combat. If successfully cast, all models that are in the unit get a bonus of +1 to all their rolls to hit (both shooting and close combat attacks). Once it is cast, the Blessing remains in play until it is dispelled, or until the Wizard chooses to end it (which he can do at any time), attempts to cast another spell or is slain.

### VOICE OF COMMAND 9+

Hearing the booming voice of the Truthsayer, an enemy regiment suddenly stops in its tracks, doubt filling their minds, hesitation paralyzing their limbs.

This spell can be cast on any enemy unit on the table. The unit must immediately take a Leadership test. If the test is failed, the unit immediately loses all its fighting spirit. The affected unit cannot move in its next Movement phase (except if the unit is subject to some form of compulsory movement, such as fleeing, stupidity, etc). In addition, the unit cannot shoot in its next Shooting phase. This spell has no effect on models that are Immune to Psychology.

### GIFT OF LIFE 10+

Dying warriors that are lying broken on the battlefield are granted a new chance, their bodies are healed of all wounds and their strength is returned to them. Each unit in the player's army is given back one model that has been removed as a casualty during the game. The model is placed back in its original unit, with its full complement of Wounds. The spell has no effect on units that have been destroyed or fled off the table. All characters, chariots and models with 4 or more Wounds on their profile who have been wounded get one lost Wound back. This spell has no effect on war machines (but it can restore a lost crew member).



# Magic Items

## Common Magic Items

**Sword of Striking:** 30 Pts  
Weapon; +1 to Hit

**Sword of Battle:** 25 Pts  
Weapon; +1 Attack

**Sword of Might:** 20 Pts  
Weapon; +1 Strength

**Biting Blade:** 10 Pts  
Weapon; -1 Armour Save

**Enchanted Shield:** 10 Pts  
Armour; 5+ Armour Save

**Talisman of Protection:** 15 Pts  
Talisman; 6+ Ward Save

**Dispel Scroll:** 25 Pts (one use only)  
Arcane; Automatically dispel an enemy spell

**Power Stone:** 25 Pts (one use only)  
Arcane; +2 Dice to cast a spell

**Staff of Sorcery:** 50 Pts  
Arcane; +1 to Dispel

**War Banner:** 25 Pts  
Banner; +1 Combat Resolution

## Magic Weapons

**Null Blade - 100 Pts**

*Made of pure obsidian and ringing heavily with powerful anti-magics this blade is brought out of the vaults only for the most worthy champions.*  
Blade adds +1S to character wielding it, in addition for every hit caused against an enemy carrying a magical item, on a D6 roll of 3+ a magical item is destroyed (in order of Weapon / Armour / Talisman / Arcane / Enchanted)

**Thorn Lash - 50 Pts**

*Made from vines of the old forest, this whip moves with a life of its own, flying out to attack at a blistering speeds.*  
Gives the bearer +2 Attacks and +1 Initiative

**Eviscerators of Hordek -50pts**

*The greatest Fen-Druid possessed these barbed knives, they were seen to cause agonizing pain with the slightest touch.*  
A pair of daggers that take two hands to use. The bearer gains +1 Attack. In addition his close combat attacks are poisoned and do D3 wounds

**Giant Slayer - 30pts**

*Taken from a vanquished chaos champion, this weapon has been known to decapitate giants and split boulders with a single blow.*  
Adds +2 to the bearers strength

**Bow of the Moors -25 Pts**

***Can only be taken by Woad Chieftain***

*Found in an abandoned shrine deep in the island, this bow is made of an unearthly metal, and has a string made from a substance never seen before. Even after the millennium it remains a weapon of awe.*  
In their shooting phase the bearer may use the bow. It counts as a Strength 4 bow with multiple shots x2

**Blade of the Wind - 20pts**

*As if possessed by nature itself this blade moves with a mind of its own*  
User has the Always strike first rule

**Axe of retribution – 20pts**

*This ancient weapon has seen more combat than can be accounted for by the human mind*  
User can re-roll failed “to hit” rolls



# Magic Armour

## Armor of Oak - 50pts

*This armor has been imbued with the power of the Truthsayers and is incredibly resilient, deflecting all but the most deadly blows.*  
Armour grants +1 Toughness to its wearer - **(Counted as Heavy Armour)**

## Moor Armour -40pts

*This mail has the same consistency as a marsh, sucking in opponents strikes absorbing their power.*

All attacks made against the bearer are made at -1 Strength. It also grants a 6+ armour save which may be combined with other equipment normally - **(Counted as Light Armour)**

## Defense of the Earth People - 40pts

*Seized from a fallen dwarf treasure hunter, this gromril armour is beyond anything on Albion in its protective qualities.*  
Grants the wearer a 1+ save that can not be improved by any means. - **(Counted as Heavy Armour)**

## Elf Helm - 30pts

*Taken from a fallen ally, this helm imbues the wearer with great courage.*

Gives the wearer a 6+ save that can be combined with other equipment normally, it also grants the wearer +1 to their Leadership

## Ogham Armour - 30pts

This leather armour is inlaid with shards of destroyed Ogham stones, which guard him like they once did the island.  
Ogham Armour counts as Light Armour and also gives the wearer a 5+ ward save

## Hide of the Lizard -20pts

*The lizard folk banished the people of Albion from their homeland and many will never forgive that act of violence. Many tribes have made cloaks of the skin of slain lizards. Though this act of defiance may terrify some of the lizards, many more will simply wish to slay the wearer.*

5+ Scaly skin save, Causes Fear against Lizardmen, Lizardmen Armies hate the wearer, can be combined with other equipment normally - **(Counted as Light Armour)**

# Talismans

## Earthbound – 50pts

*The natural strength of nature itself has been withdrawn and embedded in this amulet, which radiates power throughout the wearer.*  
Gives the bearer an +1 in crease to their Toughness.

## Old Ones Defense - 50pts

*This ancient item has been seen to project an impenetrable shield round the bearer when threatened, its power is easily drained however.*  
Ignore 1st wound the bearer suffers

## Cloak of mist - 40pts

*The wearer is shrouded in the same impenetrable mists as Albion's coasts once were. It is a formidable defense.*

For one turn the bearer and his unit may not be shot at. Guess-range weapons must roll double the normal number of artillery dice if they target within 6" of the bearer's unit

## Bracer of Purity - 25pts

Gives the bearer and the unit he is with Magic Resistance (1) in addition the bearer is feared by all Chaos and Skaven models unless otherwise immune to psychology

# Arcane Items

## Magic Catcher -75pts

Contains D3+1 bound spells randomly selected from one basic lore. These may be cast once each as bound spells with power levels equivalent to their base casting values. The same spell may not be contained within twice

## Staff of Summoning - 50pts

The bearer may add his current unit's rank bonus (max +2) to his spells casting total. One use per turn

## Scroll of Eternities -35pts

Counts as a Dispel scroll, but may be retained for further use if a 5+ is rolled on a D6 after it is used



## **Book of the Truthsayer - 20pts**

The bearer has 1 more spell than is normally allowed by his level

## **Ogham Shard -10pts**

*Created from the shattered Ogham circles, these stones blazed with barely controlled energy.*

Can be used in the magic phase. Irresistible force is caused by any double rolled that turn for the wizard except double 1, which still causes miscasts. In addition up to 3 of these shards can be taken instead of just one.

**One use for each shard, must be declared as being used before casting.**

## **Enchanted Items**

### **Avarn Moss - 50pts**

*Taken from the mountains, this closes grievous wounds within seconds.*

**One use only.** May heal any model in base contact (*including the bearer*) up to full wounds. This may not bring any model back to life, and may not be used on undead constructs such as undead, daemons, chariots or other war machines

### **Vortex Box -40pts**

Once per battle, in the shooting phase, place a large template over the bearer, all units (*friend or foe excluding any unit the bearer is with*) that are touched by the template must take a panic test except the Bearer's unit. The bearer and his unit will then cause fear for the rest of the game

### **Ring of Death -35pts**

Bound Spell, power level 4: Ray of Destruction.

Ray of Destruction: Projects a line 24" in the casters LOS.

All models under it take a S4 hit

### **Kilt of Agog -25pts**

*A great Orga was owned by the giant Agog, he had trained it to ferociously defend his territory, when it was finally slain this Kilt was soaked in its blood and is rumored to impart the same ferocity on its wearer.*

The bearer suffers from frenzy but gains +1 S and +1 Attack (on top of frenzied attack for +2 total)

## **Magic Standards**

### **Banner of the Void - 70pts**

Once the unit carrying this banner charges an enemy, a magical barrier will be created round the combat. Whilst inside this barrier neither unit will break or flee for any reason, and no unit may join the combat, or shoot/cast magic into it. Once one side is destroyed the barrier falls.

If two units declare charges against the carrying unit, only the one that declared it first may engage. If the unit itself simultaneously charges two enemy units, all three will be involved in the combat and suffer the effects described.

### **Totem of Courage -60pts**

+D3 combat resolution

### **Trophy of the Beastlayer -50pts**

This unit always wounds on a 4+ regardless of unit strength

### **Banner of Banishment -45pts**

Grants the unit Magic Resistance (2). In addition all daemons in base contact take one wound each per magic phase, saves are allowed

### **Standard of Freedom - 30pts**

The unit is Immune to Psychology

### **Icon of the Morass -30pts**

*Remains in play*

Bound Spell Power Level 3, 24" range, unit counts as being in a morass

A Morass is difficult terrain and any unit moving through it loses takes D6 S3 Hits per movement phase

### **Banner of Invigoration -20pts**

Unit gains +1 Initiative



# Forces of Albion

## Army List Organization

### Choosing Characters

Army Points Value	Max Total Characters	Max Lords	Max Heroes
Less than 2,000	3	0	3
2,000 or more	4	1	4
3,000 or more	6	2	6
4,000 or more	8	3	8
Each +1,000	Add 2	+0-1	+0-2

### Choosing Troops

Army Points Value	Minimum Core Units	Maximum Special Units	Maximum Rare Units
Less than 2,000	2	0-3	0-1
2,000 or more	3	0-4	0-2
3,000 or more	4	0-5	0-3
4,000 or more	5	0-6	0-4
Each +1,000	Add 1	+0-1	+0-1



# Lords

## Boudica – Queen of Albion – 230 Points

	M	WS	BS	S	T	W	I	ATT	LD
Chariot	-	-	-	5	5	2	-	-	-
Mount	8	4	0	4	3	1	3	1	5
Boudica	4	6	5	5	4	3	5	4	10

### Weapons:-

Armed with Sword (hand weapon), Shield, Boudica's Whip (hand weapon), Heavy Armour

### Options:-

Can choose a Talisman worth up 50 Points

### Special Rules:-

Unquestionable Zeal, Furious Passion

## Argos the Giant King – 315 Points

	M	WS	BS	S	T	W	I	ATT	LD
Argos	6	5	3	7	6	8	4	Special	10

### Weapons:-

Armed with a Great Axe + Heavy Armour

### Special Rules:-

Immune to Psychology, Large Target, Terror, Fen-Dweller, Stubborn, Fall Over, Longshanks, Furious Charge

## Althairne the Truthsayer – 250 Points

	M	WS	BS	S	T	W	I	ATT	LD
Althairne	4	5	3	4	3	3	4	2	10

### Weapons:-

Armed with a Sickle, Light armor

### Options:-

Can have a shield for +10 pts  
Can be mounted on horseback +15 pts, can be barded +6 pts

### Special Rules:-

Triskele, Level 4 Wizard, Power of the Ages, Fen-Dweller

## Truthsayer – 190 Points

	M	WS	BS	S	T	W	I	ATT	LD
Truthsayer	4	4	3	3	3	3	4	2	9

### Weapons:-

Armed with sword, light armor

### Options:-

Can be upgraded to level 4 Wizard for +35 pts  
Can be mounted on horseback for +15 pts  
Can be barded for +5 pts  
Can carry up to 100 pts of magic items  
Can choose spells from the Lore of Beasts for +10 pts  
Can choose spells from the Lore of Life for +5 pts

### Special Rules:-

Level 3 Wizard, Fen-Dweller



# Heroes

## Druid – 85 Points

	M	WS	BS	S	T	W	I	ATT	LD
Druid	4	3	3	3	3	2	3	2	8

### Weapons:-

Armed with sword, light armor

### Options:-

Can be upgraded to level 2 Wizard for +35 pts

Can be mounted on horseback for +15 pts

Can be barded for +5 pts

Can carry up to 50 pts of magic items

### Special Rules:-

Level 1 Wizard, Fen-Dweller

## Hunthrith – 135 Points

	M	WS	BS	S	T	W	I	ATT	LD
Hunthrith	6	3	3	6	5	4	4	4	9

### Weapons:-

Armed with sword, light armor

### Options:-

Can have Heavy Armor for +10 Pts

Can have Great Weapon for +12 Pts

Can have Additional Weapon for +6 Pts

Can carry up to 50 pts worth of magic items

### Special Rules:-

Immune to Psychology, Large Target, Fear, Fen-Dweller, Stubborn, Fall Over, Longshanks, Furious Charge

## Chieftain – 80 Points

	M	WS	BS	S	T	W	I	ATT	LD
Woad Chieftain	4	5	4	4	4	2	5	3	8

### Weapons:-

Armed with sword, light armor

### Options:-

Can have Heavy Armor for +6 Pts

Can have a Shield for +3 Pts

Can have Great Weapon for +6 Pts

Can have Additional Weapon for +3 Pts

Can ride a Warhorse for +15 Pts

Can be barded for +5 pts

Can carry up to 50 pts worth of magic items

### Special Rules:-

Fen-Dweller, Resolute



# Core

## Nephilim – 35 Points (Unit Size 3+)

	M	WS	BS	S	T	W	I	ATT	LD
Nephilim	6	3	2	4	4	3	3	2	9
Champion	6	3	2	4	4	3	3	3	9

### Weapons:-

Armed with club (hand weapon)

### Options:-

Can have Additional Weapon for +6 Pts

Can have a Musician for 10 pts

Can have Standard for 20 Pts

Can have a Champion for 20 Pts

### Special Rules:-

Furious Charge, Fen-Dweller, Fall Over, Longshanks, Binding Loyalty

## Warriors – 6 Points (Unit Size 10+)

	M	WS	BS	S	T	W	I	ATT	LD
Warrior	4	4	3	3	3	1	3	1	8
Champion	4	4	3	3	3	1	3	2	8
Woad	4	4	3	4	3	1	3	1	9

### Weapons:-

Armed with swords (hand weapon)

### Options:-

Can have a shield +1 pts/model

Can have Additional Hand Weapon +1 pts/model

Can have Great Weapons +2 pts/model

Can have Musician for +4 Pts

Can have Standard Bearer for +8 Pts

Can have a Champion for +8 Pts

One unit of Warriors can be upgraded to Woad Warriors at a cost of +2 Pts per model

### Special Rules:-

Raiders , Warbands , Fen-Dweller

## Light Cavalry – 14 Points (Unit Size 5+)

	M	WS	BS	S	T	W	I	ATT	LD
Warrior	4	4	3	3	3	1	3	1	8
Champion	4	4	3	3	3	1	3	2	8
Mount	8	3	0	3	3	1	3	1	5

### Weapons:-

Armed with swords (hand weapon)

### Options:-

Can have a Shield +1 pts/model

Can have Light Armor +1 Pts/model

Can have Spears +1 pts/model

Can have Great Weapons +2 pts/model

Can have Musician for +6 Pts

Can have Standard for +12 Pts

Can have Champion for +12 Pts

### Special Rules:-

Fast Cavalry (*even with shield + armor*), Raiders , Warbands , Fen-Dweller



### Light Chariots – 55 Points (Unit Size 2-3)

	M	WS	BS	S	T	W	I	ATT	LD
Chariot	-	-	-	4	4	2	-	-	-
Mount	8	3	0	3	3	1	3	1	5
Crew	4	4	4	3	3	1	3	1	8

#### Weapons:-

3 Crew armed with swords (hand weapon), light armor

#### Options:-

2 Crew members can have a bow for +1 pt/model  
 2 Crew members can have a long bow for +2 pts/model  
 2 Crew member can have Spears +1 pt/model  
 Can have scythes for +10 pts

#### Special Rules:-

Fen-Dweller, Expert Drivers

### Giant Wolves – 6 Points (Unit Size 5+)

	M	WS	BS	S	T	W	I	ATT	LD
Giant Wolf	7	4	0	4	3	1	3	1	5

#### Special Rules:-

Fen-Dweller, Wild Nature

# Special

### Bear Handlers – 95 Points (Unit Size 1-2) *(max 2 bears in any army)*

	M	WS	BS	S	T	W	I	ATT	LD
Woad Handler	4	4	3	3	3	1	3	1	8
Bear	6	3	0	5	5	3	3	3	6

#### Weapons:-

Handlers armed with whip, light armor

#### Options:-

Handlers can have Sword (2 hand weapons) for +10 Pts total

#### Special Rules:-

Thick Coat, Fear, Fen-Dweller

### Gegenees – 45 Points (Unit Size 3-6) *(can only have 1 Unit of Gegenees in any army)*

	M	WS	BS	S	T	W	I	ATT	LD
Gegenees	6	3	2	4	5	3	3	D3+1	9

#### Special Rules:-

Fen-Dweller, Deformed, Fear, Stupidity



**Berserker's – 13 Points (Unit Size 5-20) (Maximum of 1 Berserker unit for every 1,000 points of army)**

	M	WS	BS	S	T	W	I	ATT	LD
Berserker	4	4	3	4	4	1	3	1	9
Champion	4	4	3	4	4	1	3	2	9

**Weapons:-**

Double handed axe/sword (great weapon)

**Options:-**

Can have Musician for +6 Pts  
Can have Champion for +14 Pts

**Special Rules:-**

Fen-Dweller, Fanatical, Raiders , Warbands , Frenzied

**Hearth Guard -13 Points (Unit Size 10+)**

	M	WS	BS	S	T	W	I	ATT	LD
Guard	4	5	3	3	3	1	4	1	9
Champion	4	5	3	3	3	1	4	2	9

**Weapons:-**

Sword, Shield, Heavy Armor

**Options:-**

Can have Great Weapons for +2 pts per model  
Can have Musician for +6 Pts  
Can have Standard for +12 Pts  
Can have Champion for +12 Pts

**Special Rules:-**

Fen-Dweller, Stubborn, Warbands

**Druid Neophytes – 15 Points (Unit Size 5-20) (maximum of 1 Neophyte unit per army)**

	M	WS	BS	S	T	W	I	ATT	LD
Neophyte	4	3	3	3	3	1	4	1	9
Priest	4	3	3	3	3	1	4	2	9

**Weapons:-**

Sickle (hand weapon)

**Options:-**

Can have Light Armor for +1 pts per model  
Can have Double Handed Scythe (great weapon) for +2 pts per model  
Can have Poisoned attacks for +2 pts per model  
Can have Musician for +6 Pts  
Can have Standard for +12 Pts  
Can have Priest for +20 Pts

Priest can carry a magic item worth up to 25pts chosen from the Talisman/Arcane/Enchanted lists

Priest can select 1 free bound spell, randomly chosen from the Lore of Life. This spell is cast at power level 3 regardless of the spells actual power.  
(The Priest does Not count as a wizard in any other means)

**Special Rules:-**

Fen-Dweller, Magic Learner



# Rare

## Pixies – 45 Points (Unit Size 2-5 Bases) *(maximum of 1 Pixie Unit in any Army)*

	M	WS	BS	S	T	W	I	ATT	LD
Pixies	2	2	0	2	2	4	3	4	7

### Special Rules:-

Fen-Dweller, Swarm , Magical, Fly, Befuddling Glamor

## Bolt Thrower -70 Points *(2 Bolt Throwers count as 1 Rare Choice)*

	M	WS	BS	S	T	W	I	ATT	LD
Crew	4	4	3	3	3	1	3	1	8
Bolt Thrower	-	-	-	-	6	3	-	-	-

### Weapons:-

Crew armed with hand weapon

### Special Rules:-

Fen Dweller, Lacks Technology

## Titan 285 Points– *Maximum of 1 Titan in any Army*

	M	WS	BS	S	T	W	I	ATT	LD
Titan	7	5	3	6	5	7	4	6	10

### Weapons:-

Club/Blade (hand weapon)

### Options:-

Additional Hand Weapon +8 Pts

Great Weapon + 12 Pts

### Special Rules:-

Fen-Dweller, Large Target, Terror, Stubborn, Fall Over, Longshanks, Furious Charge

## Banshees – 16 Points (Unit Size 10-25) – *Maximum of 1 Unit of Banshees in any Army*

	M	WS	BS	S	T	W	I	ATT	LD
Banshees	4	3	3	3	3	1	3	1	10
Wench	4	3	3	3	3	1	3	2	10

### Weapons:-

Armed with two hand weapons

### Options:-

Can have a Wench for +14 Pts

Can have Light Armor for +1 Pt/Model

### Special Rules:-

Fen-Dweller, Raiders, Loved Ones, Wailing Voices



## Reference

<b>Lords</b>	M	WS	BS	S	T	W	I	A	Ld
Boudica	4	6	5	5	4	3	5	4	10
Chariot	-	-	-	5	5	2	-	-	-
Argos	6	5	3	7	6	8	4	Special	10
Althairne	4	5	3	4	3	3	4	2	10
Truthsayer	4	4	3	3	3	3	4	1	9
<b>Heroes</b>	M	WS	BS	S	T	W	I	A	Ld
Druid	4	3	3	3	3	2	3	1	9
Hunthrith	6	3	3	6	5	4	4	4	9
Woad Chieftain	4	5	4	4	4	2	5	3	8
<b>Core</b>	M	WS	BS	S	T	W	I	A	Ld
Nephilim	6	3	2	4	4	3	3	2	9
Champion	6	3	2	4	4	3	3	3	9
Warriors	4	4	3	3	3	1	3	1	8
Woads	4	4	3	4	3	1	4	1	8
Champion	4	4	3	4	3	1	4	2	8
Light Cavalry	4	4	3	3	3	1	3	1	8
Cavalry Champion	4	4	3	3	3	1	3	2	8
Light Chariot	-	-	-	4	4	2	-	-	-
Chariot Riders	4	4	4	3	3	1	3	1	8
Giant Wolves	7	4	0	4	3	1	3	1	5
<b>Special</b>	M	WS	BS	S	T	W	I	A	Ld
Bear	6	3	0	5	5	3	3	3	6
Bear Handlers	4	4	3	3	3	1	3	1	8
Gegenees	6	3	2	4	5	3	3	D3+1	9
Woad Berserkers	4	4	3	4	4	1	3	1	9
Berserker Champion	4	4	3	4	4	1	3	2	9
Hearth Guard	4	5	3	3	3	1	4	1	9
Champion	4	5	3	3	3	1	4	2	9
Neophytes	4	3	3	3	3	1	4	1	9
Priest	4	3	3	3	3	1	4	2	9
<b>Rare</b>	M	WS	BS	S	T	W	I	A	Ld
Pixies	2	2	0	2	2	4	3	4	7
Bolt Thrower	-	-	-	-	6	3	-	-	-
Crew	4	4	3	3	3	1	3	1	8
Titan	7	5	3	6	5	7	4	6	10
Banshees	4	3	3	3	3	1	3	1	10
Wench	4	3	3	3	3	1	3	2	10
<b>Mount</b>	M	WS	BS	S	T	W	I	A	Ld
Horse	8	3	0	3	3	1	3	1	5