

ALBION:

Land of Faerie



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A HISTORY OF THE THIRD FOMORIAN WAR

The Struggle and Decline of the Sidh in Albion

David J. Ritchie

TRUTH IS OFTEN SAID to be stranger than fantasy and such is certainly the case in discussing the now semi-legendary Sidh. In our day, they have been diminished in memory until the High Elves¹ of Albion and Erin are remembered unclearly, if at all, and even the names of their foes have become twisted in the telling. Thus, such fearsome enemies of Faerie as Bogan Redcap, Barguest the Dwarf and Dobie the Scryer are now remembered not as individuals, but as generic terms for particular types of bogie or diminutive fairy. Similarly, the good Prince Edric who led Albion to victory at Caer Ganmorgan is known to the simple folk of rural England as Wild Edric, master of the Wild Hunt. In this guise, he is often confused, even by historians and lore-masters, with the wholly mythical Odin. Alas. The memory of man is short and the flame of Faerie burned low when mankind was in its infancy. Little wonder then that the truth of Faerie's waning has become lost in the twisted skein of folk myth and that only a handful of scholars are today aware that a race of immortals known to myth as the Sidh (pronounced Shee) did, in fact, once walk the verdant shores of England and Ireland.

§2 Space limitations do not permit a detailed discussion of the origins of the Elven Kingdoms and their history, but a brief

¹ The cover blurb of *Ares 11* refers rather to Dark Elves: "The Troll clans and their Human allies assault the weakened kingdoms of the Dark Elves to gain their final domination over Albion, Land of Faerie".

outline for the uninitiated will, perhaps, be forgiven by those more familiar with the history of the fair isles. The origins of the Sidh in Albion are lost in the mists of time. Certain it that they had long been established in the coastal areas when Atlantis and Mu sank beneath the seas, and it is from the time of that cataclysm that the phenomenal growth of Faerie in Albion may be traced. By the time of the sixth millennium BC (according to human reckoning), a High King ruled in Forador and his lands included all of Albion and Erin as well as some of the lands to the south. This was the Old Kingdom.

§3 The fall of the Old Kingdom and the period of the Interregnum are not a necessary part of the background of our story and so we will pass on with merely a mention of the fact that this was the Golden Age of Faerie and that much of the power which remained in Albion and Erin in the days of Auberon was a result of enchantments laid by the old kings. Having fallen into evil and destroyed themselves thereby, the old kings passed on. They were followed by a new line of kings, the first of which was Silfax Bocassian who was crowned in the Year One (ca. 3080 BC) of the New Kingdom. Though the New Kingdom had long fallen and been replaced by the Second Interregnum at the time of our story, all dates will, according to Elvish custom, follow the New Calendar established by Silfax I.

§4 It is not known when the evil first entered the New Kingdom. Probably, it lived on after the destruction of the Old Kingdom and bided its time ere it blossomed at the most advantageous moment. In any event, midway through the years of the New Kingdom, the old evil reappeared in a new guise. As ever, its promise was power undreamed of. But its form was fresh and fair.

§5 Ghostdancers, they called themselves . . . those who adhered to the cult.

At first it was a way to honor the dead, to raise their spirits and speak with them. But, then, the evil crept in and, soon, the Ghostdance became an obscene ritual wherein victims were first robbed of their lives by torture and then their wraiths were raised by means of the same power in order to do service to their murderers. First one, then another of the subkings of Faerie were seduced by the cult. By the time the High King issued the Order of Suppression and Exorcism which outlawed the Ghostdancers, it was too late. Half of the eight subkings were in thrall and the King's Writ could only be served by civil war. So the troth was broken and there followed the terrible time of the Kingslaying.² Of that century of strife, little need be said. Every school child has seen the broken towers and toppled cities that were its legacy. When the forces of the High King were finally victorious, most of the land was in ruins and much of the ancient power had been expended.

THE FOMORIAN WARS

PERHAPS, IF FAERIE had been left in peace to heal itself and mend the broken vessel of its power, all would have been well and Elves would yet rule in Faerie. Such was not to be the case. For upon the heels of civil strife walked the Years of the Terror. When and how the

² TS: Kingslaying. But "Kingslaying" occurs thrice at 19.5 02, 06, and 09, and is to be preferred as the *difficilior lectio*. True, kings *were* being slain. But kings often are slain in wars, whereas this period is defined as internecine strife ('civil', §5, 6). Doubtless Ritchie took the term from Tolkien's recently-published *Silmarillion* with its Kingslaying at Alqualondë. Corruption to the otherwise intelligible "Kingslaying" was probably induced during typesetting, perhaps from "King's Writ" two lines above. Can it be attributed to Redmond Simonsen?

Fomorians³ first arrived from across the seas, no scroll records. They came into a weakened and broken land, bringing fire and the sword after the manner of their kind. Huge, coarse men of thirty and forty stone (equal to 600–800 pounds in Mundane measurements), they made waste that which remained fair and it was forty years before the Elves could clear even a part of their land and begin to rebuild in safety. At the end of this, the First Fomorian War, all of Erin and the north of Albion were under the yoke of the Trolls. Of what remained, the entire southern coast was depopulated and a hundred years was not sufficient to repair the damage to the rest. The High King and his line were become regional rulers coequal with the King of Gwynedd who was the only subking to still hold his land.

§7 Salvation came in the form of the Gnomes. Fleeing the continent before the growing menace of Mundania, they arrived in Albion as penitents and were given all of the land of Curwyllan (present-day Cornwall) in which to dwell. This in exchange for their promise to aid Faerie in its time of need. That time was not long in coming. For, in the year 2340 the Confederation of the North was formed and, in the following year, ten thousand Trolls swept into Albion. The struggle continued for nine years, but at its end, the Elves were able, with the assistance of the Gnomes, to force the invader back into his mountain fastness and reclaim the eastern kingdoms of Erin. To insure that the peace they had forced on the Fomorians would not be lightly broken, the Elves then cast their last great enchantment: Dermot's Dyke, a magical barrier of false trails and deadly bogs and traps some three leagues deep along the northern border. In the south, they built the enchanted castle of Caer Arklow to block the

³ TS: Fomorians.

main land route between Faerie and the shores of the Weald which were being settled by hordes of Mundanes armed with cold iron and hungry for the land of the Elves.

§8 With the end of the Second Fomorian War, comparative peace reigned in Faerie for the next three hundred and fifty years.⁴ The flow of Mundane invaders continued and the Fomorians made common cause with them against the lords of Albion. Border raids were common. Occasional sea raids made life in the coastlands sometimes uncertain as well. But Faerie saw no new strife and much of its former power was recovered (though only a tith of what was possessed by the old kings). Then, in the waning years of the 27th Century, war came again to Faerie.

AUBERON'S JOURNEY

AUBERON THE SHORT was High King of Albion in the year 2679. Cursed from birth with diminutive stature, Auberon's amorous and other adventures have been recounted in somewhat twisted form in a hundred folktales in which that small stature is blamed for Auberon's need to excel. Whatever the truth of the matter, Auberon departed Albion in Samain of 2679 with five great sailing ships and a hundred of the flower of Faerie nobility. He was going, he said, in search of the mythic land of Jotunheim. He would be gone a year at most. With him travelled, among others, a distant cousin, Ogme (Champion of Leinster) and Auberon's Court Magician, Corin the Shaper.

§10 In Girain of 2680, Imric Troll-Lord, the head of the Confederation of the North,

⁴ This figure is rounded up by about twenty years: see n. 000 below.

learned of Auberon's sailing.⁵ Within a fortnight, Imric had sent forth messengers to all of his allies, both Troll and Mundane, announcing Auberon's departure and his own intention to take advantage of the king's absence to begin the war of retribution so long planned by the Trolls. On the Ides of Solvis, Imric's clansmen joined him at his capital of Broch Maben for what was to be the last Weapontake of Moray. Clan Moray, supported by Ochil and Clan Cumrock, marched on Albion five days later.

§11 While the Trolls of the North were mustering their strength, Imric's other forces were not idle. Along the northern border, the Blue Men (believed to be the forebears of the Picts) also gathered. On 27 Solvis, the Mundane King, Ainsel of Eastmarch, arrived with his army of Mundanes at Kirkconnel, the ancestral broch of Clan Gogma, and joined forces with several hundred Trolls under Magog the Cruel, marching west into Faerie ten days later. On 3 Beltane, Weapontakes were held at both Broch Wyvis

⁵ The Albion rules provide further intermediate detail here: "In the year 2679 (399 B.C., according to modern reckoning), Auberon, King of Albion, sailed in search of Jotunheim. With him sailed his court magician, Corin the Shaper, the Champion of Leinster, Ogme Ironfist, and a hundred of the flower of Faerie nobility in five great sailing ships. They were to be gone a year. Nearly three months to the day after Auberon departed Albion, the Trolls of Strathclyde brought before Grogan, their warchief, a young Elven captain captured in a border raid into Albion. Put to the question, the soldier revealed what he knew of the King's absence. On the advice of his court witch, Callach, the Troll warchief dispatched his captive north into the land of Moray, there to once again be put to the question for the edification of Imric Troll-Lord, Master of Moray and Speaker of the Clans.

As leader of the Fomorian Confederation of the North, it was Imric's task to weigh the effect of such information upon the tenuous balance of power between the Fomorians and their hereditary enemies, the Elves. And so it was that Imric weighed and pondered and came at last to a decision. And that decision was war."

in Connaught and Broch Ennis in Munster. By 7 Beltane, the wardens had lit the signal fires atop Ravenglass to alert Albion that war was hurrying toward the border.

§12 Prince Elidor occupied the High Throne in his father's absence and the warning signals from the north reached him at Caer Ganmorgan on the night of 8 Beltane. The next day, Elidor ordered the muster of his household troops and sent messengers abroad bearing red arrows, the traditional war symbol of Albion. These were dispatched to Gwynedd, Curwyllan, Leinster, and Ulster. Other messages were also dispatched, warning Elidor's captains of the danger upon them and giving instructions for the ordering of the kingdom. By sunrise on 10 Beltane, Elidor was marching northwards to meet the threat. Two days later, an exhausted messenger reached Arwan, King of Gwynedd with a summons from Elidor, and by morning of the 13th, Arwan was marching to join the Prince at Ravenglass. Neither would see his hearthstead again.

§13 Imric Troll-Lord entered Dermot's Dyke on 14 Beltane and was unable to extricate himself and his army from its enchantments until the morning of 18 Beltane. At that time, the forces of Clan Moray and Clan Cumrock took the Westroad south, ravaging as they came. To the east, the Blue Men under their king, Maclver, and the warriors of Clan Ochil under Glastyn Bearkiller were held up crossing the dyke until 20 Beltane. They were to play no part in the great events of the ensuing days.

DISASTER AT RAVENGLASS

IMRIC'S PLAN of the Battle of Ravenglass has often been studied with approval by military historians, some of whom have made comparisons between it

and Hannibal's famous double envelopment at Cannae. Whether, in fact, the massacre at Ravenglass was a result of cunning strategy or simply the vagaries of chance will never be known. The facts of the matter are clear, however. Elidor, having joined forces with Arwan south of Orme's Gate, marched up the Westroad almost to the slopes of Ravenglass itself and was there met by several companies of Clan Moray who put up a brief but stout resistance before fleeing up the road. Lured on by his flight, Elidor moved upon the not yet arrayed forces of Moray and Cumrock, deploying from the march and attacking Imric's center. The foolhardiness of the prince's action may be judged from the fact that the combined forces of Elidor and Arwan numbered about 1500, whereas Imric mustered fully 3000 hardy Trolls.

§15 Nevertheless, though at first repulsed, Elidor's forces soon managed to drive a wedge almost entirely through Imric's center and the day seemed to shine on the arms of Faerie. However, Imric's small reserve, consisting of a bare 200 warriors of Ochil detached by Glastyn under his second-in-command, Bogan Redcap, was still uncommitted and these were used to stiffen the center while the two wings of the Troll army gradually lapped and finally enclosed the forces of Elidor and Arwan. When the two flanks met, Imric released his last and greatest reserve, the fearsome Worm of Mousa Stour. Striking terror into the hearts of the Elves, the Worm on that day amply earned the wealth promised by Imric as an inducement to join the war against Albion. So great was its effect that stout warriors dropped their weapons and ran panic-stricken at the mere rumor of its coming. By this time, however, there was nowhere to run. The army of Faerie was surrounded.

§16 Few escaped the carnage of that field and so little is known of the final hours of

Faerie's host, but the names of the victors were long remembered among the Formorians, especially Bogan who is said to have hewn Elidor in single combat and the terrible Rurik of Moray who broke the Shieldwall of Gwynedd as the westering sun sank below Ravenglass. By the day's end, 1500 of the greatest army of Faerie had perished and the war was but a fortnight old.

ALBION ALONE

THE DAY OF RAVENGLASS saw momentous events occurring elsewhere in both Albion and Erin. Along the eastern marches, Magog and Ainsel were in the process of driving off the border guards of Albion and commencing their march on Brugh Melton. In Erin, Dagda and Finvarra were both receiving the Red Arrow and making plans to come to the aid of Elidor even as the Trolls of Munster were crossing into Dagda's realm. And, at Caer Arklow, Cormac Sweetongue was laying siege to a large force led by Elidor's brother, Edric, now heir to his dead brother's power. On a lonely stretch of road between Albion and Curwyllan, the invaders had caught a messenger and Cormac had commanded that he be impaled before the walls of Caer Arklow so as to daunt the defenders. Suspended from a cord about the dead messenger's throat was the Red Arrow that he was to have delivered to Erskine⁶ of Curwyllan. The Gnomes would not be coming to the aid of Albion.

§18 It was seven days before Dagda and Finvarra were able to agree upon and

⁶ Ritchie (?) was inconsistent in spelling this name. I have opted to normalize all occurrences as Erskine, as being the form found in both the *Albion* Persons Summary [7.9] and the Characteristics Summary in *Adventues in Albion*.

implement a plan of action to succor Albion. And that plan was most desperate. Though aware that by stripping their own kingdoms of men, they were probably condemning both Ulster and Leinster to destruction at the hands of the Trolls of Connaught and Munster, both Kings were of a mind that if Albion fell their own kingdoms would soon follow. It was decided, accordingly, that the fleet of Ulster and the fleet of Gwynedd (which had been sent by Arwan's brother to assist in bringing troops from Erin) would sail fully laden, not to Albion, but into the North, there to lay waste the land of Imric in hopes of drawing off the strength of Moray. Leaving behind only a portion of their armies, the two kings sailed on 26 Beltane with 600 warriors in half a dozen sailing ships.

§19 Hearing of their sailing, Imric at once turned aside from his march and detached several hundred troops under his best naval captain, Gairloch the Swimmer, and these sailed to intercept the Faerie fleet while Imric pondered how much strength he could spare to defend his realm if Gairloch should fail. In the event, Imric's captain did not fail him. Though severely wounded, Gairloch managed with aid of the wizard, Barguest, to defeat Finvarra at the Battle of the Minches, sinking three ships for the loss of two and causing the Faerie leaders to break off their raid and sail to Emlyn Brugh.

§20 Unaware of events in the north, Cormac quickly lifted his siege of Caer Arklow and marched into Gwynedd which his scouts reported to be only lightly defended. Though Cormac's sack of Selkies' Rade on 2 Hoorn was a severe blow, the move into Gwynedd allowed Edric and a portion of the garrison of Caer Arklow to escape to Caer Ganmorgan where they were informed of the events surrounding Elidor's death at Ravenglass. Mustering what strength he could, Edric immediately marched north

to attempt to fight a delaying action against Imric, who he supposed to be marching into the heart of Faerie. On 14 Hoorn, Edric arrived at Garryknowe where he was joined by Dagda and Finvarra and the remainder of their forces and by Midinhir who had been crowned King of Gwynedd upon his brother's death. As they feverishly worked to prepare defenses that would allow them to halt Imric, the Fomorian leader remained encamped on the field of Ravenglass, recovering from the battle and puzzling over the enemy raid which had been halted by a narrow margin.

§21 In the fortress of Brugh Melton, Colleran was besieged by Magog. The Army of Cormac, having fled before a comparatively small force under Midinhir's sister, Branwen, were once again occupied with the siege of Caer Arklow. Across the sea, the Trolls of Munster, after putting Comberknowe to the torch, had left Leinster by 23 Beltane and on 13 Hoorn, their purpose accomplished by drawing off Leinster's strength to the south, they joined with Connan and the Trolls of Connaught. The next day, the combined armies of Munster and Connaught crossed into Ulster and began their march on Caer Knockma. Sixteen leagues from the Faerie blocking position at Garryknowe, Glastyn and Clan Ochil were at this time engaged in an orgy of looting and rapine after having received the surrender on terms of the fortress of Caer Menador and then having violated the terms, slaughtering the garrison. In the Weald, a second messenger was caught carrying another Red Arrow to Erskine.

THE COMING OF THE GNOMES



AVING BEEN INFORMED by his scouts of the movement of Cormac's army, Erskine Deepdelver sent forth messengers of his own to his subjects and began the laborious process of gathering his own army. Other messengers he sent into Albion to inform the prince at Caer Arklow of Cormac's movements. Those messengers found that Cormac's host had crossed into Albion and were besieging Caer Arklow. Among the tokens they brought to their leader as proof was the Red Arrow which they had removed from about the neck of its bearer beneath the walls of the besieged citadel. The Weapontake at Blackdown Delving was completed by 20 Hoorn and the King of the Gnomish Hearthstead marched to the aid of Albion on the 22nd.

§23 The army of Cormac met that of Erskine before Caer Arklow on the 15th of Arlith and was completely crushed after a day-long battle marked by many deeds of valor, including the charge of the Bodmin Companies under their leader, Trumpin Halfhand, who perished in the fighting. Cormac, however, escaped along with his right-hand captain, Dando, and their personal escorts. Retreating to Cormac's capital at Dun Mendip, the two attempted unsuccessfully to raise a new fighting force, but were quickly forced to flee again as Erskine's army sacked both Dun Mendip and Yeowen's Market on 24 Arlith. The pursuit continued, though, and after an unsuccessful stand at Hoddenhill, Dando was finally brought to bay at Dun Hammel on 16 Gobis. At that point, Erskine was forced to break off his pursuit and march to the aid of Edric at Caer Ganmorgan, but he returned after that decisive battle to settle accounts with Cormac, capturing and killing him at Maidenhead on 28 Samain.

§24 The coming of the Gnomes presaged even greater events in the east of Albion

where Magog and Ainsel had dropped their siege of Brugh Melton on 5 Arlith upon hearing that Erskine had crossed into Albion. Marching to join Cormac, the combined armies of the Eastmarch were followed and attacked at Denby Plinth on 11 Arlith by Colleran. Though they won at Denby Plinth and forced Colleran's retirement back into Brugh Melton, news of the debacle at Caer Arklow sent Magog and Ainsel fleeing eastward. Stopping long enough to sack Caer Brollachan, their army skirted Colleran's forces and marched north to join Imric's army before Caer Ganmorgan. Again Colleran attempted to halt their movements, this time aided by a small detachment of Gnomes under Spriggan. However, after an indecisive skirmish at Fir Chlis, the army of the Eastmarch made their escape to the north.

THE MARCH TO CAER GANMORGAN

FINALLY CONVINCED that his rear was secure, Imric resumed his march on 1 Arlith. Though halted before Garryknowe, he managed to execute a brilliant turning movement which forced the abandonment of its outer works and, with the aid of Glastyn's army fresh from the sack of Caer Menador, pushed Edric southwest toward Gwynedd and away from the main road to the capital of Albion at Caer Ganmorgan.

§26 With the holding action at Garryknowe, Edric comes into his own and the next four fortnights are spent by Imric attempting to both bring the young prince to bay and detach a strong enough force to move successfully into the heart of Albion. By 17 Gobis, we find Imric commanding the presence before Caer Ganmorgan of all forces which can make the march (including

Magog and Ainsel's combined army fresh from the sack of Caer Brollachan), His own army, having torched Emlyn Brugh (where Gairloch destroyed the remnants of the Faerie fleet), now marched southeast out of Gwynedd, driving Edric before it.

§27 By 9 Kithin, Imric had closed up Edric inside Caer Ganmorgan and, aided by Magog, was in the process of preparing his assault against the fortress. But Erskine's army was, by dint of heavy marching, approaching from the south and a new factor had entered the affairs of the Troll leader. For Auberón, himself, was returned! Having met Gairloch and defeated him at the Battle of the Jotun Sea at the end of Gobis, the King landed below Fir Darrig on 5 Kithin and soon joined forces with the three Ancients⁷—Dunatis, Misha and Gerflax—all of whom had by that time abandoned their traditional role of advisers and determined to actively join in the final defense of Faerie. Thus, two powerful forces were turning their steps toward the aid of Edric, and which was in fact greater none can say.

§28 Edric sallied from Geer Ganmorgan on the morn of 12 Kithin, surprising Imric's pickets and nearly succeeding in attaining his objective of breaking free to join the army of Gnomes which he knew to be near. But nearness is not success and Imric was able to defeat the sally after two hours hard fighting. Edric was about to order a general retirement to within the walls of the fortress when the

⁷ According to Ritchie 1982, 9, "the **Ancients** are simply longlived Elves". There are said to be *five* ancients at Ritchie 1982, 13. The present passage omits Sean the Rhymer and Corin the Shaper, presumably because they are not initially unaligned like Dunatis, Misha, and Gerflax; this seems confirmed by §33, where Corin is called "kindred of the three Ancients". In other words, "three Ancients" refers only to the special independent political status of Dunatis, Misha, and Gerflax. A sixth ancient, Manannán Mac Lir, was added by Gary J. Robinson: see p000.

long-awaited sound of pipes broke through the din of battle, announcing the presence of Erskine on the field. Singing the traditional battle song of their kind, “Nae, Di Na Mes Wi Curwyllan,” they hurled themselves onto Imric’s right flank, beating with hammer and axe until a quarter of the army seemed to be in flight from their fury. Seeing that his time had come, Edric ordered a renewed assault by his own forces against the center which also proceeded to crack.

§29 Trolls, though they be savage, were never craven, and Imric still had his reserve intact. Included in the reserve was his Veteran Guard under Rurik Elfbane, a captain worth an army in himself. This force Imric committed on his right, and so fearsome was the result that the “Charge of the Veteran Guard” is remembered still in a Gnomish ballad of Cornwall. Erskine barely saved the day by killing Rurik, but not before Rurik had slain Erskine’s great captain, Spriggan the Warder. With the death of Rurik, the impetus of the Fomorian charge was lost and again Curwyllan advanced.

THE GREAT WORM

STILL, IMRIC RETAINED A RESERVE in the form of the worm of Mousa Stour which had done great execution at Ravenglass and Garryknowe. Loosed upon the field, the Worm spawned fear in the Gnomes and they drew back until a great cry on the left of the Fomorian battle line drew the Worm’s attention elsewhere. They were a bare hundred who caused the uproar on the left, but there were names amongst that hundred that were worth a thousand: Auberon, King of Albion; Ogme Ironfist, the Champion of Leinster; Corin the Shaper, greatest of his age said some; and the three gray men who

marched beside the King no less than these others—Misha, Gerflax and Dunatis, the keepers of the knowledge of the old kings who[m] men called the Ancients.⁸ They came bringing blue lightning and their bodies were pure white flame. The army of Imric scattered before them.

§31 Then it was that the Worm knew fear and hate. Fear of the fire that burns hotter than any dragon’s flame. Hatred of those who wield that fire. It had been three thousand years since the Worm had last been scorched by that terrible heat. But he knew it of old and hated it still. Advancing, he struck.

§32 The records of the battle speak only of rolling smoke and of dragonflame mixed with the white fire of the three Ancients.⁹ Even those who stood close to the scene have been able to add little to our knowledge of what happened when the four who remembered the Old Kingdom of three thousand years before met at last upon the field of Caer Ganmorgan. At the end, but one remained. The worm was smoking meat and beneath that noxious carcass lay the twisted, broken form of Gerflax Haefay. Nearby, rent by his own staff, crouched Misha the Wise, last of the lore masters of ancient Forador, his life bubbling past his lips to further stain the ruined sod. Only Dunatis still stood and he was sorely hurt.

§33 With the death of the Worm, the warriors of Faerie and Curwyllan took heart again and drove upon the army of Imric, grinding it between two powerful stones. Many were the fell deeds yet to be done that day. Many were the great ones who would perish. Dorwen Trollslayer who had escaped the carnage at Ravenglass would rest among

⁸ There are in fact *five* ancients in the original game: see n. 000. The antecedent of “whom” is syntactically ambiguous, but context shows that it is “the keepers of the knowledge”, not the “old kings”.


⁹ See n. 000.

the dead. Ogme Ironfist would lie a few feet from him. Great Corin the Shaper, kindred of the three Ancients, would also die beside the king he served in life, and on his death would be released the terrible Cait Sith, the Demoncat that would rage and raven across the field, bringing horror unto the clans of the North. Saddest loss of all, great Auberon would lie among his Housecarls, slain by Imric's guard and cruelly hacked.

§34 In the end, the bloody sunset would illuminate the end of Fomoria in Albion. For the losses were not all of one side. Glastyn Bearkiller, slayer of Ogme, died at Dorwen's hand. Mad Ainsel and his fool, Dobie the Scryer, would lie close chopped by Elvish swords. Maclver and every one of his Blue Men would also die upon the field. And Barguest, victor at the Minches, would be pierced by an Elvish arrow as he attempted to conjure an escape where none was possible. Finally, the great leader himself, cruel Imric, would die beneath a hail of such arrows along with his household guards.

§35 In the end, few would escape the field at Caer Ganmorgan. Led by Bogan Redcap, Ochil would make good its escape and even carry off the body of Glastyn. Magog would escape the hunt and hide in the marshes of Fir Chlis until captured the next year; he would die in Solvis of 2681, starved to death while on display in an iron cage atop the battlements of Caer Ganmorgan. Of those who crossed the Dyke into Albion, one in twenty would return to the North. Those who did die within a month at the Battle of Sith Cumrock (17 Molwis, 2680) where the host of Faerie took its vengeance¹⁰ for the invasion of their land. So ended the war in Albion.

ENDING OF THE WAR IN ERIN

 NCE DAGDA AND FINVARRA SAILED, both Leinster and Ulster were condemned to the agonies of invasion and conquest. In northwestern Ulster, Morigu conducted a savage guerrilla campaign against the combined army of Connaught and Munster, but could do nothing to aid her lover Cluracan when the Trolls besieged him at Caer Knockma. When Connan took the fortress on 13 Arlith, the warchief of Connaught flayed the skin from the captured Cluracan, it is said, and had the hide tanned and made into a warshirt which he wore for the rest of the campaign. Having ravaged eastern Ulster, the army moved into Leinster where it besieged Angus Mac Og at Brugh Na Boine until 22 Gobis. At that time, Dagda, who had returned to Brugh Tara after being wounded at Garryknowe, finally arrived with the entire garrison of Brugh Tara to raise the siege. Supported by the survivors of the invasion of Ulster, Dagda and Mac Og were able to win the First Battle of the Boine against superior numbers and end the threat to Erin, though hardly a warrior was unwounded in the battle. Dagda, himself, was killed at the Boine and was succeeded by his loyal kinsman Mac Og.

§37 The Boine did not, however, end the war in Erin. Torn by grief, Morigu pursued her enemies into their homeland and succeeded in burning all of the great brochs in both Connaught and Munster during the next three months.

¹⁰ TS: vengeance.

AFTERMATH

THE WINTER FOLLOWING the Third Fomorian War saw Finvarra lead an expedition into the northlands where they destroyed all of the clan hearths of Fomoria and forever broke the power of the Trolls in Albion. Edric was crowned King in Caer Ganmorgan on 1 Beltane 2681 and ruled in Albion for almost 150 years.¹¹

§39 Sadly, the Third Fomorian War so exhausted the vitality of Faerie that the Elves were no longer able to withstand the new waves of Mundane invaders from the continent and so their kingdoms continued to diminish. As more cold iron was brought into Albion, the enchantments which supported life gradually disappeared and much delight was forever lost. Tiring of the ever more mortal lands, the great personages of the war individually took their leave and made the pilgrimage to Tir Nan Og, the promised land in the West where sleep, it is said, is like waking for eternity.

§40 Angus Mac Og and Brigit were married in 2683 and jointly ruled Leinster until they departed for the West in 2740. Finvarra also departed in 2828 and with him went Morigu to seek the healing of her grief which would not come in Erin. Edric made the passage to Tir Nan Og in 2841 and left his wife Branwen (the same who drove Cormac from Gwynedd in the Great War) to rule Albion. When Midinhir, Branwen's brother, also took his leave in 2853, Branwen ruled all of Albion and Gwynedd as a single (albeit shrunken) kingdom. Dunatis never recovered from his wounds and finally accompanied Midinhir into the West in

search of the healing which his failing arts could not provide.

§41 Finally, in 2868, Branwen and her household departed Albion for Tir Nan Og. With them went the last of the High Elves. Those who remained were condemned, as the enchantment slowly left the land, to diminish in size and power until they entirely faded and became wraiths. By the year 150 BC, no High Elf remained in the fair isles. Since then, the Gnomes have dwindled and the Mundanes have conquered totally those places where Faerie once stood. □ □

¹¹ In fact 160 years, if he departs Albion in 2841 (§41).

Chronology of the Third Fomorian War

2679

Samain:

Auberon departs Albion.

2680 Girain (3 months after Samain [1.0])

Imric Troll-Lord . . . learn[s] of Auberon's sailing (§10). This is described as "nearly three months to the day" at [1.0].

Solvis:

15 The Weapontake of Moray.

27 Ainsel arrives at Kirkconnel.

Beltane:

3 The Weapontakes of Connaught and Munster.

7 The warning fires are lit atop Ravenglass.

8 Messages reach Elidor of war preparing in the North.

9 Elidor sends forth the Red Arrows.

10 Elidor marches on the border from Caer Ganmorgan.

12 The Red Arrow reaches Arwan.

13 Arwan marches to meet Elidor. Messengers are dispatched.

14 Imric enters Dermot's Dyke.

18 Imric exits the Dyke and marches south. Arwan and Elidor join forces near Orme's Gate.

19 Battle of Ravenglass ends in massacre of Elvish host and the deaths of Elidor and Arwan. Elsewhere, Mago the Cruel and Mad Ainsel cross into Albion. Dagda and Finvarra receive the Red Arrow in their halls. Edric besieged at Caer Arklow.

20 Glastyn Bearkiller and Brian Maclver cross into Albion from Dermot's Dyke at the head of Ochil and the Blue Men.

21 Comberknowe sacked by Balor One-Eye of Munster.

22 Munster marches north to join Connaught.

23 Brugh Melton besieged by Mago and Ainsel.

24 Glastyn and Maclver sack Caer Menador and put the garrison to the sword.

26 Dagda and Finvarra sail from Erin to bring fire unto Moray.

27 Cormac raises the siege of Caer Arklow and marches into Gwynedd.

28 Edric escapes to Caer Ganmorgan with part of the Caer Arklow garrison.

Horn:

1 Edric learns of Elidor's death.

2 Gairloch wins the Battle of the Minches with Barguest's aid. Dagda and Finvarra sail south. In Gwynedd, Cormac burns Selkies' Rade, then flees at word of Branwen's coming.

13 Connaught and Munster join and march into Ulster.

14 Edric, Midinhir, Dagda and Finvarra all reach Garryknowe. Erskine receives the Red Arrow taken by his scouts.

20 Weapontake of the Gnomes.

22 Erskine marches from Blackdown Delving. Connaught and Munster besiege Cluracan in Caer Knockma.

Arlith:

1 Imric resumes his march.

5 Mago abandons the siege of Brugh Melton and marches east.

11 Battle of Denby Plinth. Colleran is wounded and forced to retire.

12 Edric and Imric meet in battle at Garryknowe. Callach is killed, but the Elves are forced to retreat.

13 Caer Knockma falls to Connan. The war-chief makes a warshirt of Cluracan's skin.

15 Erskine defeats Cormac at the Battle of Caer Arklow.

16 Mago sacks Caer Brollachan during his march east.

24 Erskine sacks Dun Mendip and Yeowen's Market.

25 Connan and Balor cross into Leinster. Brugh Na Boine besieged.

Gobis:

1 Gairloch destroys the remainder of the Faerie fleet at Emlyn Brugh.

2 Edric abandons Emlyn Brugh and continues to retreat into Gwynedd. Imric follows.

3 Dando defeated at Hodenhill.

16 Dando killed at Battle of Dun Hammel. Erskine begins "the long march" which takes him to Caer Ganmorgan.

17 Imric abandons pursuit of Edric and marches on Caer Ganmorgan. Mago turns north.

18 Dagda marches from Brugh Tara.

20 Mago caught at Fir Chlis. Escapes north.

22 Dagda arrives before Brugh Na Boine. First Battle of the Boine results in deaths of

Connan and Balor. Dagda also dies.

- 23 Edric harries Imric's march, but avoids battle.
- 28 Auberon defeats Gairloch at Battle of the Jotun Sea. The Fomorian fleet is destroyed and Gairloch dies lashed to the tiller of his flagship.

Kithin:

- 5 The King lands below Fir Darrig.
- 9 Edric besieged at Caer Ganmorgan.
- 12 Battle of Caer Ganmorgan. Imric is killed and the Fomorians¹² are routed.
- 26 Bogan Redcap and the survivors of the Army of the North cross the border into Strathclyde. Finvarra leads the Faerie pursuit.

Molwis:

- 17 Bogan Redcap and the survivors of Caer Ganmorgan are destroyed at the Battle of Sith Cumrock. End of the Third Fomorian War. □ □

¹² TS: Fomorian's.

NOTES ON SOURCES

§1 *Albion: Land of Faerie* is, of course, a work of fiction. As such, it is somewhat derivative of the body of Celtic myth, but it is absolutely not, nor was it intended to be, a direct translation of the Celtic into game form. Consequently, those familiar with the folktales of England and Ireland will recognize many names (and some characters), but not the context in which they are found. A few examples will have to suffice to show how the stories and legends of the blessed lands found their way into the game.

§2 Midinhir the Protector was originally based on Midhir, the fairy lover of the human, Etain. Unhappily, the game was not concerned with (nor would space have permitted dwelling upon) the tragically beautiful story of the triangle which included Etain, Midhir and Eochaid (Etain's human husband).

§3 Auberon is, of course, based upon the Oberon of French Romance. Ogme was, in reality, the son of Dagda, who in Irish myth is the High King of the Tuatha De Danaan¹³, Finvarra in *Albion: Land of Faerie* is very close to the Finvarra who is the traditional Fairy King of Ulster. Edric is taken directly from the enchanted prince who rides to the hunt perpetually in Welsh border myth.

§4 The unfortunate Morigu of Albion is certainly the war goddess of Irish myth, but with some humanity attached. Similar liberties and adjustments (and a few outright thefts of names) have been taken throughout, not only in regard to personages, but to places, events and objects.

¹³ TS: Tuatha de Dannan. Did Ritchie prefer this spelling, which also appears in *Arcane Lore*? I have normalized all occurrences to Danaan, as being the form adopted by Lady Gregory.

§5 A listing of the sources consulted in the creation of Albion would be both over long and unnecessary. However, some of the more interesting works from which material was gathered (and, subsequently, modified) include: Katherine Briggs' marvelous *The Personnel of Fairyland*, Lady Gregory's *Gods and Fighting Men*, Lady Wilde's *Ancient Legends, Mystic Charms and Superstitions of Ireland*, Henry Bett's *English Myths and Traditions* and Donald Mackenzie's *Scottish Folk Lore and Folk Life*. All are highly recommended. In addition, much inspiration (and little information) was gleaned from the inimitable Geoffrey of Monmouth's *Histories of the Kings of Britain* and the writings of Malory, Giraldus and De Troyes. Finally, the concept of the waning Sidh as the basis of the game owes much to the works of W. B. Yeats, especially his rare and wonderful *The Celtic Twilight*.

§6 One of the nice things about designing a "world" of sorts is that one can do incredible things with geography and Albion is no exception. Though coastlines have been altered where desired and a few mountains have been built up or smashed by means of a loose terrain analysis, the basic outlines of England and Ireland remain hauntingly familiar. Within this outline, the use of some British Tourist Board maps of ancient Britain and judicious extrapolation have allowed the designer to create a Britain and an Erin that might have been. Most of the sights important to myth and history are properly placed and, in most instances, the brughs of Faerie occupy the sites of later Roman cities. Dermot's Dyke will be readily pinpointed as the site of a similar wall built by the Romans and Caer Arklow does, in fact, occupy the traditional invasion route into Wales from the Summer Country and Saxon Shore. But the forests and swamps of Faerie belong to another reality, less rigorous than our own. ■ ■

RULES OF PLAY

READ THIS FIRST:

The rules to Albion: Land of Faerie are organized by major topics arranged in the order in which they occur in the play of the game. Each such major topic is given a number and a name, below which is usually given a General Rule or description which summarizes the rules in that Section. This is, in most instances, followed by numbered paragraphs called Cases, which give the specifics of the rules. Note that the numbering of the Cases is a decimal form of the Section number. Players should examine the map and counters and then quickly read the rules, without trying to memorize them. Then the game should be set up and a “trial run” made.

Should you have any difficulty interpreting the rules, please write to SPI, phrasing your questions so that they can be answered by a simple sentence, word, or number. You must enclose a stamped, self-addressed envelope. We cannot guarantee a proper answer should you choose to phone in your question (the right person is not always available—and since SPI has published hundreds of games, no one individual is capable of answering all questions). Write to SPI, Rules Questions Editor for Albion, 257 Park Avenue South, New York, New York 10010-7366.



[1.0] Introduction

COMMENTARY:

In the year 2679 (399 B.C., according to modern reckoning), Auberon, King of Albion, sailed in search of Jotunheim. With him sailed his court magician, Corin the Shaper, the Champion of Leinster, Ogme Ironfist, and a hundred of the flower of Faerie nobility in five great sailing ships. They were to be gone a year. Nearly three months to the day after Auberon departed Albion, the Trolls of Strathclyde brought before Grogan, their warchief, a young Elven captain captured in a border raid into Albion. Put to the question, the soldier revealed what he knew of the King's absence. On the advice of his court witch, Callach, the Troll warchief dispatched his captive north into the land of Moray, there to once again be put to the question for the edification of Imric Troll-Lord, Master of Moray and Speaker of the Clans. As leader of the Fomorian Confederation of the North, it was Imric's task to weigh the effect of such information upon the tenuous balance of power between the Fomorians and their hereditary enemies, the Elves. And so it was that Imric weighed and pondered and came at last to a decision. And that decision was war. Albion: Land of Faerie is a game of strategy for two players, set against the backdrop of the Third Fomorian War of 2680, which weakened the power of Faerie in the Enchanted Isles (present-day Ireland and England) and paved the way for the domination of men. One player (the Fomorian player) controls the Trolls (also called Fomorians) of the Confederation of the North (present-day Scotland), Connaught, Munster, and the Eastmarch, as well as the Trolls' allies,

the Humans (called Mundanes) of The Borders, The Weald, and The East-march. The other player (the Faerie player) controls the Elvish Kingdoms of Albion, Gwynedd, Ulster, and Leinster and the allied Gnomes of the Hearthstead of Curwyllan. The players alternately move pieces representing the forces and persons under their control across a map of ancient Britain and Ireland and use these pieces to attack each other, to capture strategic objectives, and to otherwise fulfill their victory conditions in the scenario being played.

[2.0] Game Components

COMMENTARY:

Each copy of Albion should include the following components: One 22" x 34" game map • One Section of 200 die-cut cardboard playing pieces • One 16-page booklet of rules and support material • Two six-sided dice (not included in *Ares* edition) • One game box (not included in *Ares* edition). If any of these parts are missing or damaged, describe the problem on a postcard and mail it to: Customer Service Dept. Simulations Publications, Inc. 257 Park Avenue South New York, NY 10010-7366 Note that SPI cannot replace game components displaying only minor manufacturing inaccuracies.



CASES:

[2.1] The map represents ancient Ireland and Britain, part of the European continent, and surrounding waters.¹⁴

The hexagonal grid superimposed on the map terrain regulates movement and positioning of playing pieces. Each hexagon (hex) represents an area four leagues from side to side. The map is also divided into a number of kingdoms and sea zones, to allow players to visualize the relative strategic situation and execute the mechanics of play. Some hexes are color-coded to indicate the Magical Aspect of the hex (either mundane, normal, enchanted, or wild magic).

¹⁴ GJR: **Several Sea Zones lack borders between them:** Namely, there is no border between The Minches and Sea of the West, nor is there a border between Sea of the West and Sea of Nuada. The only importance of sea borders appears to be in relation to the *Enchantment of Storm Calling*, which affects one sea area. It seems a bit unreasonable that storms summoned at Rona's Bath should wreck ships anchored off the Scilly Islands, especially when they don't affect the Isle of Manannan. Therefore, we must supply these borders. Where the border falls between Sea of the West and Sea of Nuada doesn't matter, as long as it is in hex 0127, 0128, 0129, or 0130. It doesn't matter because the enchantment only affects all-sea hexes, and so wouldn't affect the aforementioned hexes in any event. So, we needn't address exactly where it falls, and in the tradition of judicial restraint, we therefore won't.

Where the border falls between Sea of the West and The Minches is a more serious matter, not only because the two are linked by all-sea hexes, but also because The Minches is unique in costing 2 MP's per hex instead of 1 even in fair weather, regardless of whether the hex is all-sea or not. So where does The Minches end? The simplest border is to have hexes 1516 and 1517 be the easternmost hexes of Sea of the West, as that is the column where the sea is narrowest. Several other borders could be chosen as well, but I will just use that one. See note below regarding what is a "coastal" hex.

000: Based on the document, I put the southernmost border at 0130, and the easternmost border at 1516/1517.

[2.2] The game includes various charts and tables, the uses of which are explained in appropriate rules Sections.

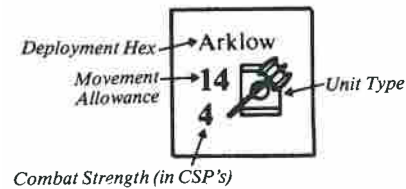
The charts and tables printed on the map include the Terrain Effects Chart, Combat Results Table, Casualty Table, Attrition Table, Discovery Table, and Activation Table. A Combat Rating Roster, printed in this rules booklet, is provided to help players record the status of persons under their control (this roster should be photocopied for repeated use). Four detailed summaries—Enchantments, Magic Items, Places of Power, and Persons—are also provided in this booklet.

[2.3] The playing pieces represent companies of troops, individual ships, and persons who fought in the Third Fomorian War.

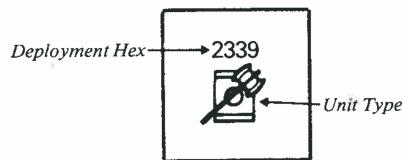
Armies are represented by individual Combat Strength Points (CSP's) of a particular race and kingdom.¹⁵ Within the same color, these pieces are interchangeable, just as though they were denominations of money. Each CSP represents a company of 75 to 150 soldiers, depending on the race. Each ship piece represents a single named warship at full strength (when face up) or damaged (when face down).¹⁶ Each person playing piece represents one of the leading personalities who fought in the war. In most cases, the front face of the piece shows the person in the company of an escort of troops (equivalent to a single CSP), and the back face shows the person without his escort. Various markers are also used in the game to represent magic items and destroyed fortresses, and to help players keep track of game activities.

SAMPLE PLAYING PIECES

Army Playing Piece (Front)



Army Playing Piece (Back)



Note: Some army pieces have the name of the fortress in which they are deployed on the front, and the number of that hex on the back, to help players set up the game. Other army playing pieces are distinguished only by kingdom. These pieces are printed with different Combat Strengths on the front and back to provide greater flexibility in breaking down armies. There is no difference among Combat Strength Points of the same kingdom, and they may be freely exchanged (like money) to break down or build up armies to reflect casualties or to assist in maneuver and deployment of those armies.

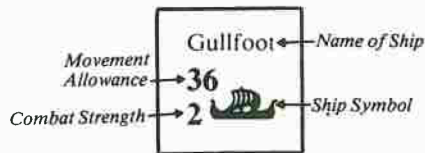
Altogether, there are four types of army pieces representing the four races depicted in the game:

¹⁵ See also n. to 12.1.

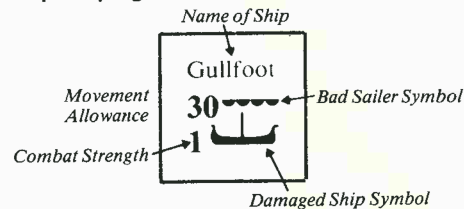
¹⁶ The ship *Moontop* of Ochil is printed with the “bad sailer” symbol on its front—presumably an error (corrected by Colmenares on his counters).

- Elf
- Troll
- Gnome
- Mundane

Ship Playing Piece (Front)



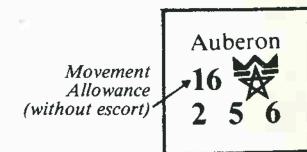
Ship Playing Piece (Back)



Person Playing Piece (Front)



Person Playing Piece (Back)



Note: Many persons in the game have special abilities that are depicted by the Person Symbol used on their playing pieces:

- Captain
- Marshal
- King
- Enchanter
- Hero
- Swimmer
- Flyer

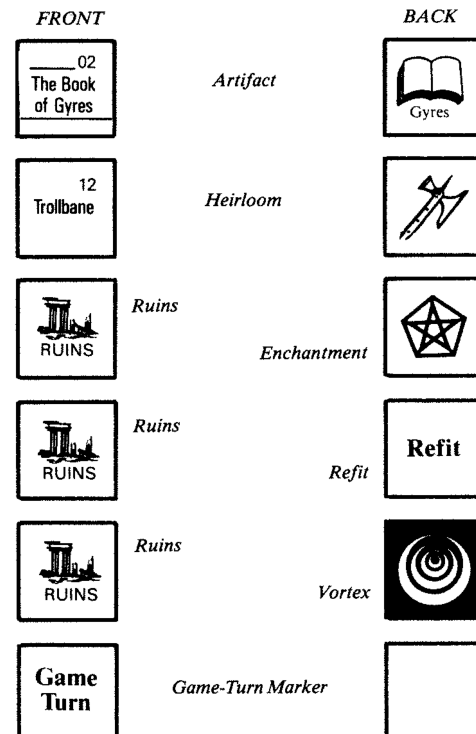
Some persons have more than one special ability. For a complete summary of Person Symbols, see the mapsheet. Some person pieces show different persons on the front and back. In these cases, the person depicted on the back of the piece enters the game whenever the person depicted on the front is killed:



Some person pieces have a magic item on the back. In these cases, the magic item is carried by the person depicted on the front until that person is killed. At that time, the piece is flipped over to reveal the magic item, which may be claimed and used by other persons:



OTHER PLAYING PIECES



[3.0] Game Terms

The terms **enemy** and **friendly** distinguish the playing pieces and actions of one player from those of the other. All pieces controlled by one player are friendly to one another and are enemies of all pieces controlled by the other player. Phases during which players may undertake certain activities (see Course of Play, 5.0) are also referred to as friendly or enemy (for example, a friendly Movement Phase). All friendly pieces occupying a single hex constitute a stack, sometimes referred to as a “force.”

Playing pieces are distinguished by **type** (army, ship, or person); **race** (Elf, Mundane, Troll, or Gnome); and **kingdom** (Ulster, Leinster, Munster, Connaught, The Weald, Eastmarch, The Borders, Curwyllan, Mundania, Albion, Gwynedd, Strathclyde, Ochil, or Moray). The playing pieces also have various ratings printed on them:

Maximum Combat Strength. A piece’s basic ability to engage in combat. Combat Strength is measured in Combat Strength Points (CSP’s). Each army piece consists of the number of CSP’s printed on it. Each escort consists of one CSP. Each person has a **Maximum** Combat Strength printed on his piece. This is the Combat Strength with which the person starts the game. As he suffers wounds, his Combat Strength will decrease to a new **Current** Combat Strength; as a result of healing, his Current Combat Strength can be increased to his Maximum Combat Strength again. Only enchantment or possession of a magic item can raise a person’s Current Combat Strength higher than the Maximum printed on his piece. When involved in combat, a person always uses his Current Combat Strength.

Basic Magic Strength. A measure of a person’s ability to perform magic. By adding the current **Mana Level** (which varies

according to the Game-Turn in progress) to a person’s **Basic** Magic Strength, the person’s **Current** Magic Strength¹⁷ is determined. This

¹⁷ GJR: **It is unclear how to determine current magic strength:** According to the rules, a person with a Basic Magic Strength of “0” has a Current Magic Strength equal to whatever the Mana Level is. One suspects that this is a misprint, and that persons with a “0” should have no magic ability at all.

In support of this suspicion is Rule 15.5, which states that only persons with a Basic Magic Strength of [at least] 1 may participate in a Duel Arcane. Why is this? Let us assume the Mana Level is 5 for all examples. If one adds the Mana Level to Basic Magic Strength, a person with a “0” fighting a person with a “1” would really be a “5” fighting a “6”—a fair fight. Why then would a “0” be prohibited from fighting in a Duel Arcane—and more importantly, why, under Rule 16.1, would an army only be penalized for not accepting a Duel Arcane challenge if it had a person with it who had a Basic Magic Strength of at least 1? Consider that the army would be penalized if the only person it had with it had a Current Combat Strength of “1”, and declined a Trial by Combat challenge from an opponent hero with an effective dueling strength of “12”—an unfair fight.

Also supporting this suspicion is Rule 19.4, discussing the *Enchantment of Mental Attack*, which states in [the] relevant part: It is resolved in all ways as a normal duel arcane except that . . . the duel may never be declined (even persons not normally permitted to accept a duel arcane must do so as a result of this enchantment. Persons with a Basic Magic Strength of zero have a Basic Magic Strength of 1 for purposes of this enchantment, to which the current Mana Level is added normally” . . . This passage strongly implies that persons with a Basic Magic Strength of “0” normally do not get to add the current Mana Level to determine their Current Magic Strength, which would thus be zero (and which in turn would make calculating an odds ratio for a Duel Arcane impossible). Thus, it seems that one sentence was omitted from the rules by accident, which should have stated that “persons with a Basic Magic Strength of 0 always have a Current Magic Strength of 0.”

While seemingly reasonable, however, this extrapolation has tremendous consequences. First, it weakens the Fomorian forces enormously. In battles (though apparently not in naval engagements) each side can add the Current Magic Strengths of its persons to its combat strength total. The leaders of Faerie have a combined Basic Magic Strength total of 79 points; assuming a Mana Level of 5, we add 5 points for each person (none have “0”s), another 115 points, for a total

Current Magic Strength helps determine the range at which an enchantment will be effective.

Command Rating. A measure of a person's ability to command friendly army CSP's.

Movement Allowance. The measure of a person's ability to move across the map. The Movement Allowance is expressed in terms of Movement Points, which are expended to enter a hex.

of 194 combat strength points. The Fomorian leaders, on the other hand, have quite a few "0" rated persons. Their Basic Magic Strength total adds up to a mere 25; adding 5 points for each non-"0" leader adds another 45, for a total of 70. 194 versus 70—quite a mismatch. If the Fomorians could add 5 for each "0" person, they would get another 50 points, for a total of 120—much better than 70. The Faeries would gain no points from this, since they have no "0"s.

The Fomorian situation is aggravated by the fact that they have only 5 Enchanters to the Faerie 11 (both sides, incidentally, have an equal number of Heroes), and not a single Fomorian Enchanter is powerful enough to teleport from Moray or the Isle of Mona to Erin except on turns 6 and 7. Also, since Current Magic Strength is used for artifact searches, Fomorians have an especially difficult time finding artifacts—they usually find a curse instead. Stupid, ugly trolls!

Lastly, the shitty quality of Fomorian magic makes teleportation particularly difficult for them; in playtesting, a healthy Barguest got killed by getting attritioned for 2 wounds at Derwent's Watch and then failing twice in his frantic attempts to teleport away from the ghastly place. Nothing left of him but a little Moray Crystal . . .

What to do? Either you hand the Fomorians an extra fifty points, or you don't. (I suggest you resolve this question before players choose who plays what side!) Since the rules imply that leaders with a "0" have a Current Magic Strength of zero, and since the Faerie forces start scattered and inactive, the Fomorians can probably get by with their measly magic. But they had better kill off a bunch of Faerie leaders in the early battles, because if they don't the Faerie might will overwhelm them once all the Faerie leaders gather into one army. See note below on the *Enchantment of Mind Control*.

000 The question is whether or not a character with a Basic Magic Strength of 0 adds the Current Magic Strength. I'm inclined to vote no. This matters for combat, since CMS is added to the combat strength.

The **magical**¹⁸ quality of a particular hex is known as the hex's Aspect. A hex has either no Aspect, or has one of three distinct Aspects: mundane, enchanted, or wild magic.

[4.0] How to Start the Game¹⁹

1. Select a scenario (see 22.0 and 23.0) and determine who will play each side.
2. Set up the active pieces in the hexes indicated as follows: Note that the following playing pieces are designated by hex number (in bold), person, ship (in italic), by Magic Item, and by CSP's of army pieces (e.g., Troll x 4 means 4 CSP's of Trolls).

Clan Moray

2611: Barguest.

2613: *Fleetfoot*, *Windrider*, *Stormcrow*, *Redtooth*.

2714: Troll x 4.

2810: Rurik, Troll x 4.

3012: Imric, Troll x 8.

3105: Gairloch, Troll x 6.

3205: *Oakheart*.

Clan Ochil

3118: Bogan, *Gullfoot*, *Reefrider*, *Moontop*, Troll x 6.

3314: Glastyn, Troll x 6.

Clan Cumrock of Strathclyde

2521: Troll x 4.

2920: Grogan, Callach, Troll x 4.

Men of the Eastmarch

3337: Dobie the Scryer.

3439: Magog, Troll x 4.

3639: Mad Ainsel, Mundane x 6.

¹⁸ TS: magical.

¹⁹ Recommended: Use JCF's Deployment Cards. Below I have removed the distracting clutter of abbreviated names in parentheses (that matched what appears on the original counters).

3737: Bran Og, Mundane x 2.

Kingdom of the Borders

3218: Brian Mac Iver, *Seasnake*, Mundane x 6.

3321: Mundane x 2.

Clan Connaught

0720: *Irontooth*, *Seatang*, *Bluefish*.

1421: Connan, Troll x 6.

Clan Mac Ennis of Munster

0327: *Fairwind*, *Pelican*, Troll x 4.

1026: Balor, Troll x 6.

Men of the Weald

2242: *Seasong*.

2340: Cormac, Mundane x 6.

2941: Dando, Mundane x 2.

3145: Sean, Mundane x 6.

3543: *Mistwalker*.

Kingdom of Albion

2339: Edric, *Foamrider*, Elf x 4.

3034: Elidor, Elf x 4. 3140: Colleran, Elf x 4.

3429: Dorwen, Elf x 2.

3. The **Faerie** player sets up his **inactive pieces** in the hexes indicated as follows:

Kingdom of Leinster

1426: Dagda, Brigit, Elf x 6.

1525: Angus Mac Og, Elf x 4.



Kingdom of Ulster²⁰

1318: Cluracan, Elf x 4.

1922: Finvarra, Morigu, Elf x 6, Trollbane (#12).

Kingdom of Gwynedd²¹

1836: *Midinhir*, *Seawitch*, Elf x 6.

The Gnomes of Curwyllan

1241: Trumpin, Gnome x 6.

1740: Erskine, Malekin, Gnome x 14, Lyme's Hammer (#11).

2240: Spriggan, Gnome x 8.

²⁰ GJR: **No set-up positions are given for the ships of Ulster:** In my copy of the game (which was unpunched), someone had penciled in that *Seawolf* starts in hex 1318, and that *Seadarter* and *Sureswift* start in hex 1922. These positions seem reasonable, except that the river in hex 2019 does not have a dotted outline. Effectively, this traps the latter ships in Lough Neagh by Caer Knockma until someone casts an *Enchantment of Rainmaking*, which would turn the minor river in hex 2019 into a major river, which ships can enter freely. It seems unlikely the Sidhe would anchor ships in a place from which they could not depart without the aid of a major enchantment. Several solutions are available: a) Leave 'em trapped, safe at least from the marauding fleets of the Fomorians. b) Treat the river in hex 2019 as a major river for ships, but a minor one for ground forces. c) Treat the river in hex 2019 as a major river. d) Let ships go into 2019 toward the sea, but not the other way (fast current) unless it's raining, i.e. one-way river hex. e) Start the ships elsewhere. Hex 2023 seems reasonable; there is, after all, a path to there from Caer Knockma. Or they could all start at Aranrock. I personally opt for option e), starting the ships at hex 2023. This way, no rules have to be contradicted and the mapsheet stays the same. Also, a clever player can protect a weakened fleet by using an *Enchantment of Rainmaking* and sailing the fleet up into Lough Neagh.

²⁰ The document suggests that *Seawolf* starts in 1318, and that *Seadarter* and *Sureswift* are in 1922. However, this means that hex 2019 should probably be a major river. Given that the hexes north and south are designated as a major river, I'm inclined to believe that the entire channel was meant to be a major river. Otherwise, the ships are trapped.

²¹ GJR: Note Gwynedd is pronounced GOO-IH-NETH (Welsh).

4. The Faerie player sets up those **inactive persons controlled by neither player** in the hexes indicated as follows:

- 2034: Dunatis the White.
- 2608: Misha the Wise.
- 3433: Gerflax Haefay.
- 3705: The Worm of Mousa Stour.

5. The Fomorian player deploys the **10 artifacts** in the hexes indicated as follows:

- 1023: Dana's Torque (#05), Nuada's Helm (#09), The Red Cleaver (#10).
- 1323: The Book of Glamours (#01), The Book of Gyres (#02).
- 2128: The Mailcoat of Gofannon (#80).
- 2629: Colt Pixy (#04).
- 2634: Gwydion's Staff (#07), Finn's Rade (#06).
- 3705: Bran's Curse (#03).

6. The Faerie player places the Game-Turn marker in the first box of the Game-Turn Record Track on the mapsheet.

7. The Faerie player sets aside the pieces constituting **Auberon's expedition** for future use:

Auberon, Ogme, Corin, Stoutheart, Galetop, Cloudkiss, Swancoat, and Silverpeak.

8. Markers and breakdown units are sorted for later use.

9. The game is now ready to begin. Play commences with the first Game-Turn, and proceeds for the number of Game-Turns specified in the scenario selected (see 22.0 and 23.0), at which time victory is evaluated. Note: The player setting up each stack determines the order of pieces in the stack (i.e., which pieces are topmost and bottommost²²). All persons with escorts are deployed with

their escorts attached. All ships are deployed at full strength.

[5.0] Course of Play

GENERAL RULE:

Albion: Land of Faerie is played in increments called Game-Turns, during which players act according to a rigidly defined sequence of play. Each Game-Turn represents a fortnight (about 15 days). Each Game-Turn consists of three Segments and two Player-Turns, each of which is subdivided into a number of Phases and Steps. Game activities may never be undertaken out of sequence. The player whose Player-Turn is in progress is referred to as the active player, and his opponent is the inactive player.

SEQUENCE OF PLAY

A. Weather Segment

Players consult the Game-Turn Record Track and note the Mana Level and the weather for the Game-Turn

B. Enchantment Segment

1. Both players secretly note (on scrap paper) what enchantments the persons they control are casting during this Segment, listing the persons casting the enchantments, target hexes (where appropriate), and any other information necessary²³ to determine the effects of the enchantments.

2. The players reveal the enchantments they will cast during the Segment and all pertinent details concerning them.

3. Each player independently determines whether each enchantment he is attempting to cast is effective (7.0).

²² TS: bottommost.

²³ TS: necessary.

4. Enchantments that are effective take immediate effect and remain in effect for the entire Game-Turn. In some cases, it will be necessary to place a marker to indicate this.

5. Each person who attempted to cast an enchantment (whether successful or not) is noted by placing an Enchantment marker on his piece.

C. Attrition

Segment

1. The Fomorian player determines which of his army pieces, ships, and persons must undergo attrition as a result of lack of command, the presence of storms or other weather effects or enchantments, or the occupation mundane, enchanted, or wild magic hexes (8.0).

2. The Faerie player rolls two dice for each hex containing Fomorian pieces undergoing attrition.

3. The Faerie player modifies this dice roll according to the rules in 8.2 and consults the Attrition Table (see mapsheet) to determine the level of casualties inflicted on all Fomorian pieces undergoing attrition in each hex.

4. The Fomorian player consults the Casualty Table (see mapsheet) to determine the exact losses he suffers as a consequence of the result obtained in the preceding Step, and removes the indicated losses.

The two players reverse roles and repeat Steps 1 through 4 to determine the attrition losses suffered by the Faerie player.

D. Fomorian Player-Turn

1. RECOVERY PHASE

a. The Fomorian player determines which of his persons occupy hexes which have

automatic healing properties, and removes the appropriate number of wounds from those persons (9.0).

b. The Fomorian player removes all Refit markers from his ships and turns each ship that had a Refit marker face-up to reveal its undamaged side.

c. At his discretion, the Fomorian player may place Refit markers on any of his damaged ships which are eligible to initiate repairs during this Phase (9.0).

d. The Fomorian player determines which of his persons are eligible to have wounds²⁴ healed during the Phase (including those healed in Step a).

e. The Fomorian player rolls one die for each person eligible in Step d. If the roll is less than or equal to the Current Combat Strength of the person, he recovers from a number of wounds equal to the roll. Otherwise, he recovers from no wounds.

2. ACTIVATION PHASE

a. The Fomorian player consults the Activation Table (see mapsheet) to determine which friendly inactive pieces are eligible to become active. Note that only the Worm is friendly to the Fomorian player for purposes of this roll; numerous inactive persons and kingdoms are friendly to the Faerie player.

b. For each eligible inactive piece, the Fomorian player rolls two dice and modifies the result per 10.4. c. In each case where the modified roll is less than or equal to the number for that piece (or kingdom), the piece

²⁴ GJR: What makes a person “eligible to have wounds healed”? I think “eligible to have wounds healed” is just a clumsy way of saying “persons with wounds.” In short, any person anywhere on the map who is wounded gets to roll for wound-healing as specified in Rule 5.0.D.1.e. This is totally distinct from automatic wound healing at Places of Power.

(or all the pieces of the kingdom) becomes active under the Fomorian player's control. Otherwise, pieces remain inactive, and no new attempt to activate them is possible until the next Fomorian Activation Phase.

3. MOVEMENT PHASE

a. The Fomorian player moves each of his pieces or stacks individually in any directions up to the limit of their individual Movement Allowances, splitting and/or combining stacks, adjusting the order in which pieces are stacked together, and conducting overruns and artifact searches as he wishes.

b. When the Fomorian player has moved all his pieces that he wishes to move by normal movement, he declares which of his pieces (if any) will attempt a forced march. Stacks that engage in forced march move again, using a number of Movement Points equaling the Command Rating of any one friendly person in the stack.

c. When all forced marches are completed, the Fomorian player rolls two dice for each stack that engaged in forced march, subtracting the Command Rating of any one person accompanying the stack. He then consults the Attrition Table (see mapsheet), using this total to determine the loss level suffered by the stack as a result of forced march (applied as in 8.0).

4. REACTION PHASE

The Faerie player may move all his eligible stacks (13.0) a number of Movement Points equal to the Command Rating of one friendly person in their stack.

5. COMBAT PHASE

a. The Fomorian player announces which of his pieces co-occupying a hex with enemy pieces will attack those enemy pieces in a battle or engagement.

b. The Faerie player states in each case listed in the previous Step the type of terrain (from those available in the hex) in which his pieces will defend.

c. The Fomorian player announces the hexes (from among those in which he is fighting battles and engagements) in which he also wishes to conduct challenge combat and specifies the type of challenge combat he wishes to initiate.

d. The Faerie player announces which of those challenge combats declared in the previous Step he will accept. He may also declare that he is initiating challenge combat in hexes in which, although a battle or engagement is taking place, the Fomorian has initiated no challenge combat (or only one type of challenge combat).

e. The Fomorian player announces which challenge combats he will accept from among those initiated by the Faerie player in the previous Step.

f. The Fomorian player announces which hexes containing only opposing persons (and possibly ships on which those persons are not embarked) will be sites of melee combat.

g. For each challenge combat and melee combat announced and accepted in Steps c, d, e, and f, the Fomorian player executes the combat resolution procedures discussed in 16.0, and both players remove losses as discussed in 7.0.

h. When all challenge and melee combats have been resolved, the players individually resolve all battles and engagements announced in Step a (15.0 and 16.0).

E. Faerie Player-Turn The Faerie Player-Turn is conducted exactly as the Fomorian Player-Turn, except the Faerie player is the active player. Whenever "Fomorian" is mentioned in D, read "Faerie," and vice versa.

This sequence of play is repeated until the end of the last Game-Turn of the scenario being played. At the end of each full Game-Turn, the Game-Turn marker is advanced one box along the Game-Turn Record Track.

[6.0] Weather

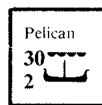
GENERAL RULE:

Weather affects the movement capabilities of pieces and may necessitate attrition for some pieces. The weather for the entire map for each Game-Turn is listed on the Game-Turn Record Track. The weather can be altered locally, or for the entire map, through enchantments or magic items. There are three types of weather: **clear**, **rain**, and **snow**.

CASES:

[6.1] Clear weather has no effect on play.

[6.2] The following rules apply to each hex subjected to rain:



1. All ships that are bad sailers that begin an Attrition Segment at sea must undergo attrition during that Segment.²⁵

²⁵ GJR: **Do bad sailers in a coastal hex get mauled?** The rules here are contradictory. Rule 6.2.01, regarding rain, states that bad sailers that “begin an Attrition Segment at sea must undergo attrition.” What does “at sea” mean? The *Enchantment of Storm Calling* solves the problem neatly: the spell only affects ships in “all-sea hexes.” But the *Enchantment of Rainmaking* affects all hexes. Furthermore, Rule 8.0.02 states that a ship must undergo attrition if it “is a bad sailer occupying a hex under the effect of rain.” No mention is made here of all-sea hexes. I don’t think *Rainmaking* is simply meant to be a more powerful enchantment; the reason it affects all hexes is so that it can affect land hexes and rivers, not so that it can maul ships in coastal hexes. I think that the language in the *Enchantment of Storm Calling*, coupled with the “at sea” language in Rule 6.2.01, means bad sailers are only affected by rain if they are in an all-sea hex, regardless of the enchantment used, or whether the rain is natural (on the Turn Track). Ships in a coastal hex are always safe from attrition unless a

2. All ships pay one additional Movement Point to enter each hex.

3. All minor rivers that border only hexes in which there is rain are treated as major river hexsides. The effects of fords (but not ferries and bridges) on such hexsides are ignored.

4. The Movement Point cost to enter a clear hex or any hex by trail is increased by one.

5. Land pieces may leave (but not enter) marsh hexes.

[6.3] The following rules apply to each hex subjected to snow:

1. The Movement Point cost to enter a mountain hex and cross a mountain pass hexside is doubled. The cost to cross a mountain pass hexside is not doubled if only one of the hexes joined by that hexside is under the effects of snow, however.

2. Minor river hexsides that border only hexes in which the weather is snow are treated as clear hexsides.

3. Army CSP’s occupying a snow hex must undergo attrition unless in a friendly fortress.

4. Ships occupying a coastal hex under the effects of snow may not depart that hex. Ships must cease movement upon entering such a hex.

Vortex is present. Think about it: how can an undamaged ship not be “at sea” unless “at sea” means “in an all-sea hex”? (Damaged ones could be refitting, but it’s ridiculous for undamaged ships to have no escape from poor weather.) Note, however, that uncommanded armies on board are not safe from attrition due to lack of command; in this case the strength of force is simply the total CSP strength of the armies.

000 I agree with the author, bad sailers are only affected by rain if they’re in an all-sea hex. Ships in a coastal hex are always safe from attrition unless a Vortex is present.

5. Each ship designated a bad sailer that occupies an all-sea hex under the effects of snow during the Attrition Segment must undergo attrition during that Segment.

6. The Movement Point cost to enter clear, woods, forest, and rough hexes is increased by one. All marsh hexes are treated as clear.

[6.4] Snow can occur only as the result of an enchantment.

Note that there are no snow Game-Turns indicated on the Game-Turn Record Track.

[7.0] Removing Losses

GENERAL RULE:

Persons may lose Combat Strength Points; ships may lose Steps, causing them to be damaged or destroyed; and army (and escort) Combat Strength Points may be removed from play.

PROCEDURE:

Whenever a player is required to remove losses from army/escort pieces, each loss represents one Combat Strength Point (CSP) permanently removed from play. A CSP loss may be satisfied by removing an escort (invert the person piece to which the escort is attached to reveal the unescorted side) or by removing or inverting an army piece. Example: A 2-CSP army piece required to loss one CSP would be inverted to reveal its 1-CSP side. Remember that army CSP's are interchangeable within the same color (kingdom). Ships takes losses in terms of Steps rather than CSP's. Each ship has two Steps, represented by the ship piece's front, full-strength side and back, damaged side. To satisfy a one-Step loss, invert a full-strength ship to its damaged side, or remove a damaged ship from play. Removing a full-strength ship from play satisfies a two-Step loss. Ships

removed from play never return to the game, but a ship that loses only one Step (damaged) may be repaired (9.0). Damage to a person is recorded on the Combat Strength Roster. Each player should keep his own copy of this roster, upon which he secretly records the losses suffered by his persons. Losses to persons are represented by wounds which are marked in the boxes opposite the person's name as shown:

COMBAT STRENGTH ROSTER

ALBION

Auberon	<input type="checkbox"/>	<input type="checkbox"/>
Colleran	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Corin	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

In this example, Colleran has received two wounds; Corin has received three wounds—his Maximum Combat Strength—and has thus been killed. Auberon is unwounded.

When all of a person's boxes are marked off, the person's²⁶ piece is removed from the map (if the person had an escort, a CSP of the appropriate kingdom should be put in the person's place). Persons who still have unmarked boxes remaining may be healed of their wounds (9.0). As wounds are healed, they are erased from the person's boxes.

CASES:

[7.1] Losses as a result of combat and attrition are found on the Casualty Table.

In most cases, losses suffered by a piece will be inflicted by results derived from the Combat Results Table or Attrition Table (see mapsheet). The results on these two tables are expressed in terms of letters which are indexed, according to the size of the forces involved, on the Casualty Table. All results on this table apply to all pieces involved in the combat or attrition dice roll which resulted in

²⁶ TS: persons's.

casualties and which are part of the same friendly stack.

[7.2] The player who controls a stack determines how losses are distributed among the pieces in that stack.

So long as all losses are removed (see 7.3, however), the player may distribute them among eligible pieces as he sees fit. Exception: Certain results (indicated with a 1) on the Casualty Table require that all losses to a particular type of piece be removed from one piece of that type until the piece is destroyed, after which any remaining losses may be removed from any eligible pieces of that type.

[7.3] Excess losses are ignored.

If a player has insufficient pieces in a stack to satisfy a required class of loss, the balance of the loss is ignored. Such losses are never converted to another type.

[7.4] Losses are removed independently and simultaneously when inflicted as a result of combat.

Neither player may examine how his opponent applies his losses before he applies his own. All losses are removed before retreats are undertaken.

[7.5] Army/escort CSP's aboard a ship are destroyed whenever the ship sinks.

Army and escort CSP's never suffer losses as a result of a naval engagement. Results to the left of the slash on the Casualty Table are ignored in such cases. However, army/escort CSP's aboard ships are destroyed if the ship on which they are embarked is sunk. Persons aboard ships which are sunk are immediately reassigned to any friendly ships remaining in the stack. If no friendly ships remain, the persons are killed unless the hex is a coastal hex and no enemy ships remain in the hex. If

the hex is a coastal hex and there are no enemy ships in the hex, the persons are considered to have reached shore. In any event, all magic items (including possessions) carried by a person aboard a ship which sinks are removed from play.

[7.6] A piece's Current Combat Strength is used as its Combat Strength.

Persons have their Combat Strengths reduced by one for every wound they have suffered. Similarly, the Combat Strength of a damaged ship is shown on its damaged side.

[7.7] Casualty Table (see mapsheet)

[7.8] Combat Strength Roster (see page 12)

[7.9] Persons Summary (see page 13)

[8.0] Attrition

GENERAL RULE:

The following pieces are required to undergo attrition during the Attrition Segment:

1. Any ship occupying a hex which is under an *Enchantment of Vortex Creation* (#09) during an Attrition Segment.
2. Any ship that is a bad sailer occupying a hex under the effect of rain or snow during an Attrition²⁷ Segment.
3. Any Elvish CSP's and/or persons not embarked upon a ship and occupying a mundane hex.
4. Any Mundane CSP's and/or persons not embarked upon a ship and occupying an enchanted hex.
5. Any CSP or person (of any race) not embarked on a ship and occupying a wild magic hex.

²⁷ TS: Attrition.

6. Any army CSP not occupying a fortress and not under the command of a person.
7. Any army CSP not occupying a fortress and in a hex affected by snow.
8. Pieces in a hex under the effects of Finn's Rade.

PROCEDURE:

The Procedure outlined in Section C of the sequence of play is employed to determine the exact effects of attrition. All mutually friendly pieces undergoing attrition in a hex undergo attrition together, as a single stack.

CASES:

[8.1] Pieces in a particular hex may undergo attrition only once per Game-Turn.

In some cases, pieces in a hex may be subject to attrition to two or more reasons. In such cases, all mutually friendly pieces in the hex undergo one attrition dice roll. However, all dice roll modifications applicable to any piece undergoing attrition in the hex apply to all pieces undergoing attrition in that hex. Such dice roll modifications are cumulative. Example: If 4 Elvish army CSP's without a commander occupy a mundane hex (+3 to the dice roll) over which an *Enchantment of Vortex Creation* is cast (+5 to the dice roll) during the same Attrition Segment in which that hex is occupied by 3 friendly army CSP's of uncommanded Gnomes, both the Elves and the Gnomes would be required to undergo attrition. Since all friendly pieces undergoing attrition in a hex must do so in a single dice roll, that dice roll would be modified by +8 for all pieces in the hex.

[8.2] The attrition dice roll may be modified in a variety of ways:

Subtract...

...the Command Rating of any one person in the hex who is undergoing attrition.

...the Base Magic Strength of any one person in the hex who is undergoing attrition.

Add...

...3 if the pieces undergoing attrition are Elvish pieces in a mundane hex.

...3 if the pieces undergoing attrition are Mundane pieces in an enchanted hex.

...the current Mana Level if the hex the stack occupies is a wild magic hex.

	<i>Magical Aspect:</i>		
<i>Race:</i>	Mundane	Enchanted	Wild
Elf	+3	none	+ mana level
Gnome	none	none	+ mana level
Troll	none	none	+ mana level
Human	none	+3	+ mana level

...5 if the pieces undergoing attrition are doing so as a result of an *Enchantment of Vortex Creation*.

...5 if the pieces are undergoing attrition as a result of meeting with Finn's Rade.

...5 if the pieces are undergoing attrition as a result of the presence of Bran's Curse.

[8.3] Attrition Table (see mapsheet)

Attrition results in the loss of CSP's and Steps from persons, armies, escorts, and ships. Pieces not required to undergo attrition in a hex are not affected by attrition, and may not be damaged or removed to satisfy losses. When both ships and persons undergo attrition together, both ships and persons suffer the indicated losses on the Casualty Table. Thus, if a casualty result of 3 is arrived at, 3 Steps must be removed from the ships undergoing

attrition and 2 wounds must be inflicted on persons.

[9.0] Recovery and Refit

GENERAL RULE:

A person who has suffered a wound may be healed, and a ship that has lost a Step may be refit using the procedure described in the sequence of play.

CASES:

[9.1] Only ships occupying coastal hexes free of enemy ships and army/escort CSP's during a friendly Recovery Phase may be refit.

Refit markers should be placed on refitting ships. All persons and army CSP's are considered debarked as soon as a Refit marker is placed on the ship carrying them. They may not move during their Player-Turn.



[9.2] Any number of ships may be refit during a Recovery Phase, and any number of wounds may be recovered from the active player's persons.

[9.3] Ships with Refit markers are eliminated if they occupy a hex containing one or more enemy (but no friendly) ships at the end of any Phase.

[9.4] Ships with Refit markers are eliminated if they occupy a hex in which the only army/escort CSP's present are enemy at the end of any Phase.

[9.5] The placement of Refit markers on ships is entirely voluntary.

[9.6] Persons occupying the Cuillan Braes, Gil's Rest, Kelpie²⁸ Braes, Rona's Bath, or

²⁸ TS: Kellie.

a hex with Misha's Rod may have one or more wounds healed (20.6 and 19.5).

[9.7] The Active Player must attempt to heal all Persons under his control (including those controlled through enchantment) who are suffering from wounds during his Recovery Phase.

[10.0] Activation

GENERAL RULE:

All pieces except Auberon's Expedition and those used as "change" are placed on the map at the start of the game. All pieces on the map are in one of two states: active or inactive. Active pieces are fully controlled by one Player. Inactive pieces may not move (exception: 10.3), attack, or perform any other game functions. Active pieces never become inactive. Inactive pieces may be "Activated" by dice rolls on the Activation Table (see mapsheet); see the sequence of play. In addition, inactive pieces are activated when they are attacked by enemy pieces, when the enemy player attempts to cast any enchantment which would affect them, or when enemy pieces enter their kingdom. Whenever a person or kingdom is activated, that person (or all pieces assigned to that kingdom) may move and perform all game functions, as directed by the player friendly to them.

CASES:

[10.1] Auberon's Expedition is the only force not deployed on the map at the start of play.

Beginning on Game-Turn 4, the Faerie player rolls two dice in each friendly Activation Phase to see if Auberon's Expedition enters the game. If activated, the Faerie player places the expedition in any mapedge hex in the Jotun Sea Zone or the Sea of Moray Zone. All

five ships must be placed in the same hex, and all three persons (and Auberon's escort) must be assigned to the same ship. Once activated, the Faerie player controls Auberon's expedition.

[10.2] The Worm of Mouse Stour, Misha the Wise, Dunatis the White, and Gerflax Haefay are deployed inactive in specified Places of Power.

The Worm is friendly to the Fomorian player, while Misha, Dunatis, and Gerflax are friendly to the Faerie player. Each of these persons may be activated (individually) by a roll on the Activation Table, by the entry of enemy pieces into their hex, or by any attack against them or attempt by the Enemy player to cast an enchantment over them.

[10.3] Gwynedd, Curwyllan, Ulster, and Leinster begin the game inactive, but friendly to the Faerie player.

They are activated (separately) in the manner indicated in the General Rule. Note that only mainland hexes are considered for purposes of activation; enemy pieces can enter island hexes without violating the neutrality of (and thus activating) these kingdoms. Note also that, as an exception to the General Rule, the Faerie player may move armies and persons (no ships) of these nations while they are inactive. No piece may exit its own kingdom until activated, however.

[10.4] Activation Table (see mapsheet)²⁹

²⁹ GJR: **Are inactive pieces subject to attrition?** Since all three of the Ancients (Misha, Gerflax and Dunatis) as well as the Worm of Mousa Stour, start inactive in Places of Power, must they roll for attrition on the turns in which they are inactive? I say no; inactive pieces do not suffer attrition, since their future owners can do nothing to move them from the wild magic hexes in which they start. Perhaps more to the point, they are all in "home hexes"; see discussion below on Places of Power and attrition.

[11.0] How to Move Pieces

GENERAL RULE:

Each piece has a printed Movement Allowance. This Movement Allowance is expressed in **Movement Points**.³⁰ Moving pieces expend one or more Movement Points to enter each hex. The Movement Point (MP) cost for each race to enter each type of terrain is listed on the Terrain Effects Chart (see mapsheet). The ability of pieces to move is affected by the presence of other pieces, by enchantments, and by the weather (6.0, 17.0, and 19.0).

PROCEDURE:

The active player may move his pieces during a friendly Movement Phase. The inactive player may move his pieces during a Reaction Phase. Each player may move his pieces through contiguous hexes in any direction(s) up to (but not exceeding) the limit of each piece's Movement Allowance. A piece may not enter a hex unless it has sufficient Movement Points to pay the entry cost for that hex. A piece is never obligated to move. Unused Movement Points may not be loaned to other pieces or saved for later use, however. Pieces may be moved individually or in groups (stacks). A stack moves at the rate of the slowest piece in it, however. For example, if one piece would be required to expend 2 MP's to enter a hex, and another piece in the same stack would be required to expend 3 MP's, both pieces moving together would be required to expend 3 MP's to enter the hex. The active player may break up and/or combine stacks any number of times during his Movement Phase, creating new stacks as necessary, or trading pieces between stacks which occupy the same hex. The active player

⁰⁰⁰ The rules aren't specific, but I vote no. The author agrees.

³⁰ TS: Movment.

may stop moving a piece or stack before its movement is finished in order to move other pieces or stacks, returning later to resume the original piece or stack's movement.

CASES:

[11.1] Army CSP's not under the command of a friendly Person or not embarked on ships may not move during any Movement or Reaction Phase.

[11.2] Certain pieces must stop moving upon entering a hex containing some types of enemy pieces.

All army/escort CSP's must stop whenever they enter a hex occupied by enemy army/escort CSP's or heroes. Persons moving with the army/escort CSP's must also stop. The active player's pieces may only continue their movement in this case if they conduct a successful Overrun of the hex. See 12.5.

All persons must stop whenever they enter a hex containing enemy army/escort CSP's and may only continue their movement if they successfully evade their enemy pieces (18.0).

Note: Persons accompanying armies or with escorts attached are not affected by the workings of this provision and may not attempt to evade the enemy pieces.

[11.3] Whenever there are two or more types of terrain in a hex, the player conducting movement chooses any one type of traversable³¹ terrain present in the hex.

His pieces entering the hex stacked together pay only the entry cost for that one type of terrain. This determination may be made anew for each piece or stack entering the hex. Note that a hex's Aspect is not considered a terrain type; a player's choice of terrain includes only physical terrain.

³¹ TS: traverseable.

[11.4] The hexside through which a piece enters a hex may affect the Movement Point cost to enter the hex.

Whenever a person or army/escort CSP enters a hex through a pass, minor river, or ford (or ferry, bridge, or tunnel, in the case of Elves), the Movement Point cost for that type of hexside listed on the Terrain³² Effects Chart is added to the cost of the terrain of the hex. All such costs are cumulative. Hexside terrain costs are always assessed; a player may not assume that a hexside consists of clear terrain per the treatment of terrain inside a hex, as discussed in 11.3.

[11.5] Trails and Faerie roads negate the effects of the terrain in hexes for purposes of movement. Hexside terrain is not negated.

A piece that enters a hex containing a trail or Faerie road across a hexside containing that same symbol pays the trail or Faerie road cost to enter the hex. Trails and Faerie roads cease to exist in mountain pass hexsides during snow Game-Turns.

[11.6] Army and person pieces entering a dyke hex always pay the dyke hex cost, regardless of other terrain in the hex.

[11.7] The cost to enter a hex varies with the type and race of the piece entering the hex.

Ship pieces pay only one MP to enter any hex in any sea except the Minches (which costs 2 MP's per hex³³), but may only enter all sea or

³² TS: Terrain.

³³ See n. 000 for the issue of the missing western boundary to the Minches. Also, do *all* hexes of the Minches sea area cost two MP's, or only those containing small islands (where the 2 MP's would reflect the care needed to navigate through reefs and so on)?

coastal hexes.³⁴ Army CSP's, escorts, and persons pay the number of MP's listed on the Terrain Effects Chart under the column representing their race. For this purpose, the race of the game's pieces is given below:

Human: Callach and all persons and army CSP's of The Borders, The Weald, and The Eastmarch.

Elf: All persons and army CSP's of Albion, Gwynedd, Ulster, and Leinster, plus Dunatis, Misha and Gerflax [JF: and Fir Bolg exiles].

Gnome: All persons and army CSP's of Curwyllan.

Troll: All persons and army CSP's of Connaught, Clan Cumrock, Clan Gogma, Clan Mac Ennis³⁵, Clan Moray, and Clan Ochil (except Callach, who is human). In addition, the Worm moves as a Troll on land (and as a ship at sea).

Callach's Waff and the Cait Sith pay 1 MP per hex regardless of the type or terrain in the hex and pay no additional costs for hexsides.

[11.8] Some types of terrain are prohibited to certain pieces.

Ships may never enter hexes which do not contain some sea [JF: including Major Rivers]. All other pieces except the Cait Sith, Callach's Waff, and The Worm may not enter any hex unless it contains some land (or they are embarked on a ship). Only the Cait Sith, Callach's Waff, and The Worm may cross major river/lake hexsides. They ignore these types of hexsides. Only the Cait Sith and

Callach's Waff may cross mountain hexsides. Only Elves (and Gnomes accompanied by an Elf person and/or Elvish army Combat Strength Points) may make use of any ferries and bridges (all other pieces treat ferries and bridges as though they were normal minor river hexsides) or tunnels (other pieces treat them as mountain hex sides³⁶).

[11.9] The arrangement of a stack of pieces may be freely altered during a friendly Movement Phase, as part of Reaction Movement, or during a combat in which the pieces are involved.

The order in which pieces are stacked indicates what person(s) command the pieces, who possesses which magic items, and whether a piece is embarked on a ship (12.1).

To indicate that a person possesses a magic item, the item is placed beneath a person. To indicate that a piece is being carried by a ship, the piece is placed beneath the ship. The person who commands a group of Army CSP's is stacked on top of the CSP's (unless embarked on a ship, in which case, the person and CSP's in the stack will all be beneath the ships). The order in which persons are stacked in relation to each other is immaterial (e.g., if a king, marshal, and captain were all present in the hex, any of the three could be stacked on top of the others).

The players may never examine each others' stacks except as a result of an *Enchantment of Vision* (or a magic item having the same effect).

³⁴ Including Major Rivers: see [12.6] Terrain Effects Chart ("Treat as sea. Ships may enter freely.")

³⁵ TS: MacEnnis. I have normalized the spelling as "Mac Ennis", which occurs at [4.0] and on the countersheet margin. Compare Mac Og and Mac Iver, also at [4.0], vs. MacOg and MacIver on the counters themselves (clearly to save space). But note that MacEnnis is also found at [7.9 t24].

³⁶ Does this restriction really apply to the tunnel between 3016 and 3116 up in Troll country? And is this tunnel meant to be a bridge? In either case we would have to assume that there is some Elven magic about the tunnel/bridge that prevents others from using it as such; and that this structure is a relic of pre-Fomorian days.

Some persons have a symbol on the front of their piece indicating that they have an escort attached. This escort is the equivalent of 1 Army CSP in all ways except that it is directly attached to the person and so is not subject to command rules. Just as the order in which pieces are stacked may be adjusted during movement, so may escorts be freely attached or detached during movement or reaction. When an escort is attached to an unescorted person, the person's piece is turned over to reveal the front face (escort attached) and one Army CSP is removed from the hex. When an escort is detached, the person is turned over to reveal the back (unescorted) side. An escort may only be attached to unescorted persons with escort capacity (one side indicates an escort's presence) who occupy a hex with a friendly Army CSP of the same color.

[12.0] Special Movement

GENERAL RULE:

Several types of movement may be employed during a friendly Movement (never Reaction) Phase. These include: **teleportation**, **sea transport**, **overrun**, **flight** (see 7.9), and **forced march**. In addition, **artifact searches** may be conducted (though these are not movement, they do cost Movement Points; see 20.3).

CASES:

[12.1] Ships may embark and/or debark friendly persons, escorts, and armies which occupy a coastal hex with them.

Ships and those pieces noted in 11.8 are the only pieces that can enter all-sea hexes without the aid of ships. Pieces that enter all-sea hexes on ships use **sea transport**. Whenever land pieces (persons, armies, and escorts) occupy a coastal hex with friendly ships during their Movement Phase, the ships pay 5 Movement Points to embark the pieces.

Once embarked, the pieces may be carried by the ships without penalty for the remainder of their movement. Pieces carried by ships may also be debarked at any time during a friendly Movement Phase that the ship occupies a coastal hex, at a cost of 5 Movement Points to the ship (regardless of the number of pieces transported).³⁷ There is no limit to the number of pieces which can be embarked/debarked during a Phase. However, a ship may have only one army or escort embarked at any instant.³⁸ Any number of persons may be embarked, however. Land pieces are shown to be on board a ship by placing them beneath the ship. The Worm, Callach's Waff, and the Cait Sith may never be embarked.

Players should note that the map for Albion very accurately duplicates the coastline of the British Isles. As a result, however, a number of hexes have more than one coastline (e.g. hex 2317). When moving by sea, players should remember which side of a hex their ships occupy, so that fleets are not dragged across a peninsula [JF: or island].

[12.2] A ship and the pieces embarked on it are treated as a single piece.

³⁷ And presumably ignoring normal terrain costs for the hex.

³⁸ **William Hay (May 15, 2015):** The rules say one ship can move one army. What is an army? **Jeffery Bass (May 15, 2015):** I'm not sure if there is anything like a consensus on this, but I believe the "army" is 1 CSP. So, one Hero with his escort can be transported or an army of 1 CSP. It takes several ships to transport a reasonable force. **Matthias Kievernagel (May 17, 2015):** 2.3 says: Armies are represented by individual Combat Strength Points (CSP's) of a particular race and kingdom...Each CSP represents a company of 75-150 soldiers, depending on the race. Also, 12.1 states: ...a ship may have only one army or escort embarked at any instant ... As escorts are always 1 CSP, I'd go for "army = 1 CSP", too. Unluckily, this comes only from reading the rules, not actual gaming experience. **JCF:** Perhaps a ship can embark a number of CSP's equal to its own on combat strength?

Land pieces using sea transport during a Movement Phase may not move by land during that Phase. They have no Movement Allowance, and may not expend Movement Points for any purpose. Further, the fate of the ship determines the fate of any pieces carried aboard it. If a ship sinks, the land pieces it carries are destroyed (exception: see 7.5). Land pieces aboard a ship may not cast enchantments, engage in artifact searches, or participate in battles. They may engage in challenge combat, and their combat abilities are considered when conducting engagements.³⁹ Embarked pieces always move with the ship carrying⁴⁰ them until they are debarked.

[12.3] Teleportation allows a person to move directly between Places of Power. Any person occupying a Place of Power may expend one Movement Point to attempt teleportation.

Immediately upon expending the MP, the owning player rolls two dice. If the roll is less than or equal to the person's Current Magic Strength (see 3.0), the person may be moved immediately to any other Place of Power with a range equal to that person's Current Magic Strength in hexes. If the dice roll is greater than the person's Current Magic Strength, the attempt fails and the person immediately takes one wound. A new attempt may be made immediately by expending another MP, if the player wishes.

A person may teleport other friendly persons and escorts occupying the same hex with him, but he must expend one additional MP per extra person teleported (although the dice are rolled only once). It costs two additional MP's per escort teleported along with a person. Not

³⁹ I.e. since "engagements" are naval by definition (vs. battles, which are land conflicts that exclude any ships in hex); see 15.1–2.

⁴⁰ TS: carying.

all persons being teleported need be moved to the same hex.

[12.4] Armies and persons may engage in forced march.

The procedure for conducting forced marches is described in the sequence of play. Note: Pieces conducting forced marches may not attempt to employ sea transport. They may teleport, and may conduct overruns and artifact searches.

[12.5] Overruns are a special type of movement in which the active player's pieces attack enemy pieces.

Whenever one or more Army/Escort CSP's enter a clear, woods or rough hex which does not contain an enemy-controlled fortress, they may overrun any enemy army/escort pieces and heroes in the hex. The moving pieces immediately expend four MP's in addition to the cost to enter the hex. A battle is then resolved as described in 15.0 and 16.0. If, after one Round of battle, the enemy pieces are destroyed or retreat from the hex, the attacking pieces may continue their movement. Otherwise, they must cease moving for the remainder of the Phase (no additional Rounds of combat are conducted). All pieces conducting an overrun must be part of the same stack when they enter the hex of the overrun. In addition to all normal battle modifications, 3 is subtracted from the attack dice-roll. Challenge combats may take place as a prelude to an overrun.

[12.6] Terrain Effects Chart (see mapsheet)

[12.7] Discovery Table (see mapsheet)⁴¹

⁴¹ GJR: **How does one apply "curse" damage from the Discovery Table?** The Trolls need to know. The note at the bottom of the table states only that the indicated number of "CSP's" must be lost from the "persons" involved in the search. On the one hand, "persons" seems to indicate leaders must take the

[13.0] Reaction to Movement

GENERAL RULE:

During the Reaction Phase of each Player-Turn, the inactive player may move any eligible unembarked land pieces under his control.

PROCEDURE:

The inactive player examines all his stacks which are within 6 hexes (5 intervening hexes) of enemy/army escort CSP's. Each stack which is within a range in hexes equal to the Command Rating of any one person of his choice in the stack may react. A number of Movement Points equal to the Command Rating of any one person of his choice in the stack may be expended on reaction. These Movement Points may only be used to move. A stack may not exit a hex containing enemy army/escort CSP's unless the Command Rating of a person in the reacting stack is greater than the highest Command Rating of any enemy person in the hex.

[14.0] Command Control⁴²

damage; on the other hand, "CSP's" (rather than "wounds") indicates that escorts take the pounding (remember armies can't search, only escorts). My interpretation is that the owning player may score hits against escorts or persons as he sees fit; for example, if Balor and his escort searched and received a "C3" result, Balor could take three wounds, or he could take two wounds and eliminate his 1-CSP escort.

⁴² GJR: **Note [that] Enchanters and Heroes cannot command troops.** If a person is an Enchanter or hero, but not a captain, marshal, or king (such as Barguest or Gerflax), that person can't command troops (and thus can't allow troops to move). Also note that the Command rating used in battles, attrition roll modification, and optional retreats (and everything else) MUST come from the highest ranking person in the stack, Rule 14.4, regardless of who commands the stack. So, be aware of that when you stack Elidor with Midinhir, or Arwan with Midinhir. Reaction movement seems to be the exception to this rule; see Rule 13.0.

GENERAL RULE:

Army CSP's (but not ships, persons, or escorts) suffer penalties whenever they are not under command. Assignment of an army piece to a person's command is indicated by placing the piece directly beneath the person's piece.

CASES:

[14.1] Army CSP's which are not under command suffer the following penalties:

1. They may not move, react, or conduct forced march. They may embark and/or debark, and may be transported by sea.
2. They undergo attrition each Attrition Segment in which they do not occupy a fortress.
3. They may participate in combat and be removed to satisfy losses, but their Combat Strength is always halved (rounded down). All forces of army CSP's have a minimum Combat Strength of 1, however. Thus, 2 Gnome CSP's which are out of command in a dyke hex would have a Combat Strength of 1, rather than 0 (1/2 rounded down).
4. Units which are out of command may not conduct artifact searches or overruns.

[14.2] To be in command, an army CSP must be stacked beneath a person meeting the requirements of 14.3.

The order in which pieces are stacked may be changed at any time during movement or at the conclusion of a combat Round.

000 If there are multiple leaders in the same hex, the one with the highest ranking person is in command. Only a Captain, Marshall or King may command troops. An Enchanter or hero may not. The author suggests that reaction movement may be an exception, but I'm not sure I agree.

[14.3] Persons may command only specified army CSP's.



Captains may command only army CSP's of their own color. Marshals may command only army CSP's of their own race. King's may command any friendly army CSP's.

[14.4] Regardless of who commands a stack, the Command Rating used to modify various game functions must be that of the highest-ranked person in the stack (regardless of race).

If only Captains are present, any Captain's Command Rating may be used. However, if a Marshal is present, only his Command Rating may be used, unless a King is present, in which case his Command Rating must be used. If there are two or more persons of equal rank, the owning player may choose which Command Rating is used.

[15.0] Initiating Combat

GENERAL RULE:

Combat may take place in any hex containing opposing pieces. The initiation of combat is always voluntary, although the inactive player must defend whenever any non-challenge (15.4) combat is initiated by the active player. There are five distinct types of combat in Albion: **battle**, **engagement**, **melee**, **duel** **arcane**, and **trial by combat**.

CASES:

[15.1] The active player may initiate a battle whenever his armies, escorts, or heroes occupy a hex containing enemy armies, escorts or heroes.

At least one army or escort CSP must be present (on one side or the other). If only persons (even heroes) are present, no battle may take place (melee is possible). All friendly and enemy armies, escorts, and persons in a hex must participate in any battle initiated in that hex. Exception: Ships and pieces embarked on them may not participate in Battles.

[15.2] The active player may initiate a naval engagement between his ships and enemy ships occupying the same hex.

If an engagement is initiated in a hex, ships with Refit markers may not participate and ignore all results. All other friendly and enemy ships in the hex must participate, as must any persons, escorts, and army CSP's embarked on such ships. Unembarked land pieces may not participate in an engagement.

[15.3] In the absence of army/escort CSP's, the active player may initiate a melee between his persons and enemy persons occupying a hex.

Ships and persons embarked on ships may not melee (though they may engage in duels arcane and trials by combat). The presence of the ship in a hex has no effect on the ability of persons not embarked on those ships to melee. Once a melee is initiated, all persons not embarked on a ship who occupy that hex must participate unless they possess a magic item (Colt Pixy, Brigit's Cloak, Gerflax' Wand, or the Staff of Dunatis) allowing them to evade automatically. In this case, melee may be declined by the person possessing the item (and by any or all other persons in the hex).

[15.4] Either player may initiate one or both types of challenge combat during a Combat Phase.

Challenge combat is a means of initiating a formal duel between champions of both sides. There are two distinct types of challenge

combat: the duel arcane (15.5) and trial by combat (15.6). Challenge combats are announced and resolved as described in the sequence of play. To initiate a challenge combat, the player states the hex in which the combat will take place, which type of combat it will be, and what person will be the challenger (but not what that person's current strengths are or what magic items he may be carrying). The opposing player, in each case, states whether or not he will accept the challenge, and which friendly person in the hex will fight for him. Only one person per side may fight in each challenge combat, and only one challenge combat of each type may be initiated per battle or engagement. Magic items may be transferred between friendly persons occupying the same hex before resolving challenge combat.

[15.5] A duel arcane is a type of challenge combat between magicians.

Only persons with a Basic Magic Strength of at least 1 may participate in a duel arcane. Such combat is resolved using each participant's Current Magic Strength (16.4).

[15.6] A trial by combat is challenge combat between warriors.

A person's Current Combat Strength is used in a trial by combat (16.5).

[15.7] Several types of combat may take place in the same hex in one Combat Phase.

It is theoretically possible for a battle, a naval engagement and two duels arcane and two trials by combat (one challenge combat per type for the battle, and one per type for the engagement) to take place in the same hex at one time. Each is resolved separately as described in 16.0.

[15.8] Combat is conducted in Rounds during which the initiative may pass back and forth between players.

Each time the Combat Ratio is calculated, the dice are rolled and losses are removed. These actions constitute one Round. Once a Round is completed, a new Round begins. The active player is always the attacker initially and his opponent is always the defender. However, except in the case of challenge combat, the attacker may decline to continue attacking at the end of each Round. The original defender then has the option to become the attacker. If he chooses to do so, the Combat Ratio is calculated anew (but the terrain type remains the same in all Rounds once selected). The players may trade the initiative back and forth between each other in this manner, resolving one combat Round after another in a hex until:

1. All of the pieces of one side are eliminated or have successfully evaded (18.0⁴³).⁴⁴
2. One side retreats out of the hex as a result of combat (see the Combat Results Table).
3. Both sides decline to initiate a new Round of combat.
4. The combat result of a battle or engagement has resulted in the elimination of all army/escort and ship pieces in a hex (opposing persons may remain; a melee may not occur if a battle or engagement in which the persons took part has already taken place).

⁴³ TS: 19.0.

⁴⁴ Does this mean that a new invasion attempt can be made before each round? This is not specified at 18.0.

[16.0] Resolving Combat⁴⁵

GENERAL RULE:

Combat is resolved by indexing the Combat Ratio for the combat with a modified dice-roll on the Combat Results Table. The result of this procedure is indexed with the size of each force to determine the exact losses that each side suffers. Each type of combat in each hex is resolved independently. The order in which the combats are resolved (within the sequence of play) is entirely up to the active player. He need not announce the order in which he will resolve his combats in advance. Each individual combat must be resolved before proceeding to a new combat, however (i.e., one of the results given in 15.8 must occur).

⁴⁵ GJR: **A person may only participate in one Challenge Combat per Player-Turn.** This new rule is only reasonable; an army shouldn't be forced to have its only person fight in two challenge combats. An army is not penalized for declining one type of challenge combat if its only leader is fighting the other type of challenge combat. If an army has two persons, however, only one of which has a Basic Magic Rating of 1, and that person accepts a Trial by Combat, the army IS penalized for declining a Duel Arcane, because it could have had the first person accept the Duel Arcane, and let its other leader accept the Trial by Combat. This assumes, of course, that both types of challenge combat have been announced by the other player, and also that the first person survives the Trial by Combat; if he dies, then there would be no person with a Basic Magic Rating of 1 "participating in the battle" (Rule 16.1.06), and thus no penalty. This rule also avoids the confusion that would result if one person announced (either as challenger or acceptor) his intent to fight in both challenge combats, and then got killed while fighting the first one. We can assume that both challenge combats take place simultaneously. Also, note that magic items may be transferred between persons before the challenge combats, but NOT between challenge combats. If someone is using the Mailcoat of Gofannon in a Trial by Combat, then it cannot be used by someone else in a Duel Arcane that same player-turn. Challenge combats are simultaneous.

CASES:

[16.1] The following procedure is used to resolve battles:

1. The active player announces the hex in which the battle will take place.
2. The inactive player states which terrain type his pieces will defend in (Exception: 17.1). All Combat Strength modifications listed on the Terrain Effects Chart are applied to both players' pieces. Even if the initiative changes and the original attacker becomes the defender, the terrain type does not change.
3. The attacking player may announce challenge combat (see the sequence of play). The inactive player accepts (or refuses) these challenge combats, and may initiate his own.
4. Each player adds the Current Combat Strength of each hero and Current Magic Strength of every person on his side to his modified combat strength.
5. The Attacker's Combat Strength is divided by the defender's Combat Strength, and rounded down to the nearest simplified Combat Ratio found on the Combat Results Table (thus, 5 CSP's attacking 11 CSP's becomes a Combat Ratio of 1-3). There is no voluntary reduction of Combat Ratios.
6. The attacking player rolls the dice, and modifies the result as follows:

Add...

...The Command Rating of any one attacking person in the hex.

...3 if the defending player declined a duel arcane initiated⁴⁶ as a result of the battle and one or more defending persons with a Basic Magic Rating of 1 or higher is participating in the battle.

⁴⁶ TS: initiated.

...5 if the defending player declined a trial by combat initiated as a result of the battle and any defending persons are participating in the battle.

Subtract...

...The Command Rating of any one defending person in the hex.

...3 if the attacking player declined a duel arcane initiated as a result of⁴⁷ the battle and one or more attacking persons with a Basic Magic Rating of 1 or higher is participating in the battle.

...5 if the attacking player declined a trial by combat initiated as a result of the battle and one or more attacking persons is participating in the battle.

7. The Combat Ratio found in Step 5 yields a column on the Combat Results Table. The modified roll yields a row. The intersection of line and column yields a pair of letters. The letter to the right of the slash refers to the defender. The letter to the left of the slash refers to the attacker. These results are used to determine losses on the Casualty Table.

8. Each player finds the column on the Casualty Table containing his lettered result.

9. Each player then finds the strength of force⁴⁸ involved in the combat by adding

together all of the army/escort CSP's that participated in the combat without modifying their strength in any way. Face value is always used to calculate losses. The resulting strength of force will fall within one of the spans of

both take 2. (Such a thing could happen if the ships were in a separate, larger force than the persons were—but that could only happen if the persons in question were unembarked, something the example doesn't indicate.)

Now for the heart of the question. For all other uses of the Casualty Table, the rules describe meticulously how to calculate the Strength of Force; see Rules 16.1.09, 16.2.07, 16.3.06, 16.5.01. Yet for attrition, this calculation is omitted. I have created the following procedure to handle this glaring omission:

A) First, do attrition for ships in the hex. Use the total CSP strength of the ships subject to attrition as the strength of force, as set forth in the section on naval engagements (i.e. don't add anything for persons). Roll the dice, and modify the roll as described in 8.2. Allow only embarked persons to affect the roll, i.e. a leader on the shore can't help the ships. Similarly, do not penalize the ships for things which should only affect ground units, such as being in a mundane/enchanted/wild magic hex, or Finn's Rade (which only affects ground units). In effect, apply rule 8.1 only to ground units as regards cumulative modifications. After determining the number of steps to be lost, remove that many ship steps and apply that many wounds to embarked persons only.

B) Next, do attrition for unembarked ground pieces in the hex. Use the total CSP strength of armies/escorts subject to attrition, plus one CSP for each person subject to attrition in the hex. This will keep Enchanters from piling up in wild magic hexes in order to avoid armies. Thus, seven persons (who were all subject to attrition) in a hex would be a strength of force of 7; seven persons, 3 of them with escorts, would be a strength of force of 10. Then use the number rolled in step A to determine the level of attrition, adding any appropriate modifications to the roll as per Rules 8.1 & 8.2, and index the strength of force on the Casualty Table as normal to determine losses, which are then applied only to unembarked ground units and persons which were subject to attrition. Embarked leaders, of course, cannot modify the roll as it applies to unembarked pieces.

000 Strength of force is detailed for combat, but not for attrition. The author suggests separating ships and land units, with leader modifiers only applying to ships if they're embarked. On land, add 1 CSP per leader if not embarked.

⁴⁷ "as a result of": i.e. "in connection with".

⁴⁸ GJR: **What is the "Strength of Force" for attrition purposes?** Rule 8.4 not only does not describe how to calculate the strength of force for loss-taking purposes, it contains a misprint.

First, the misprint: in the example of ships and persons together, the text states that both ships and persons take the indicated loss, which is 3 for the ships and 2 for the persons. This is nonsense. On the casualty table, the number on the right side of the slash indicates ship step losses AND wounds inflicted on persons—the same number is used for both. There is no way that the ships present would lose 3 steps and the persons would only take 2 wounds—either they both take 3, or they

numbers listed in the leftmost column of the Casualty Table.

10. By indexing the line representing the strength of force with the column representing the combat result, the player determines his losses. Losses to the left of the slash refer to army/escort CSP's, while losses to the right of the slash refer to wounds inflicted on persons who participated in the combat. If a result has a 1, all wounds or enough to kill the person (whichever is less) are removed from one person who participated in the battle. Any wounds in excess of what is necessary to kill the person are inflicted on other persons who participated in the combat.

[16.2] Engagements are resolved as follows:

1. The active player announces the hex in which the engagement will take place.
2. The active player may announce and conduct challenge combat. The defending player may accept (or refuse) these challenge combats, and may propose his own.
3. Each player totals the Combat Strengths of his participating ships, heroes, and army/escort CSP's carried aboard the ships.
4. The resulting totals are expressed as a Combat Ratio (16.1, Step 5).
5. The attacking player rolls two dice, and modifies the roll exactly as in 16.1, Step 6.
6. The modified roll is indexed with the Combat Ratio on the Combat Results Table to yield a combat result.
7. Each player's combat result is indexed with his strength of force on the Casualty Table. The strength of force for an engagement is found by adding the Combat Strength of the ships involved. Army/escort and person CSP's are ignored.

8. Numbers on the left of the slash on the Casualty Table are ignored. Those to the right of the slash represent both steps lost from ships, and wounds inflicted on persons. A result with a 1 indicates that at least one person must be killed (16.1, Step 10), and one ship sunk.

[16.3] Melees are resolved as follows:

1. The active player announces the hex in which the melee will take place.
2. The players separately total the Current Combat Strength or Current Magic Strength (whichever is higher) for each of their participating persons. Only one strength (combat or magic) can be used per person (though each time the combat strength is recalculated, the rating selected may be changed). The Current Combat Strength of heroes is doubled for purposes of melee combat.
3. The resulting totals are expressed as a Combat Ratio (16.1, Step 5).
4. The attacking player rolls two dice and modifies the result as follows:

Add...

...The Command Rating of any one attacking person in the hex.

Subtract...

...The Command Rating of any one defending person in the hex.

5. The modified roll is indexed with the Combat Ratio on the Combat Results Table to yield a combat result.
6. Each player indexes his combat result with his strength of force on the Casualty Table. The strength of force is found using the same numbers as were used to calculate the Combat Ratio, except that the face value of all persons is used (the Mana Level is not added to

persons' Basic Magic Strengths and the Combat Strengths of heroes are not doubled).

7. The losses to the left of the slash on the Casualty Table are ignored. Those to the right of the slash are wounds inflicted. A result with a 1 indicates that at least one person must be killed (16.1, Step 10).

[16.4] Duels arcane are conducted similarly to melees.

The major differences are two:

1. The persons involved may only use their Current Magic Strengths to calculate the Combat Ratio.

2. Only one person may participate per player. There are no modifications to the dice roll (except as a result of magic items). Command has no effect on duel arcane. Acceptance of a duel arcane is voluntary but, once accepted, a person may never withdraw from the duel (all retreat results are ignored) until one or both participants are dead.

[16.5] Trials by combat are conducted similarly to melees.

The major differences are two:

1. The persons involved may only use their Combat Strength (doubled if they are capable of Heroic Combat) for purposes of calculating the Combat Ratio and strength of force (using their unmodified Combat Strength).

2. Only one person may participate per player. There are no modifications to the combat resolution dice roll (except as a result of magic items). Command has no effect on trial by combat. Acceptance of a trial by combat is voluntary but, once accepted, a person may never withdraw from the trial (retreat results are ignored) until one or both participants are dead.

[16.6] Combat Results Table (see mapsheet)

[17.0] Fortresses

GENERAL RULE:

There are five types of fortresses: **knowes** (the cities the Elves built inside hollow hills), **delvings** (the deep-dug halls of the Gnomes), **brochs** (the huge circular towers built by the Trolls), **stockades** (the ditched and palisaded⁴⁹ man-towns), and **dykes** (the five enchanted hexes of Dermot's Dyke which form a magical barrier between Faerie and the north). Each of these fortress types modifies the Combat Strengths for army/escort CSP's which fight battles (only) in them.

CASES:

[17.1] If a battle is initiated against army/escort CSP's and persons occupying a hex containing an undestroyed friendly fortress, they are considered to be inside the fortress.

If a functioning friendly fortress is in a hex, a player's force must defend in that fortress. Thereafter, all Rounds of that battle are conducted using the terrain bonuses and penalties for the fortress.⁵⁰ Players should note that both the attacker and defender's Combat Strengths are modified when a battle is fought at a fortress.⁵¹

⁴⁹ TS: pallisaded.

⁵⁰ GRJ **17.1 Piece in a friendly fortress hex must defend it.** Note that if a broch is in a mountain hex, Trolls would be better off defending in the mountain terrain (where they are tripled) rather than inside the broch (where they are doubled), but nonetheless under this rule they **MUST** defend in the fortress! It's a hard life for Trolls. **JF:** Allow units to benefit from any higher terrain bonus while defending Fortress (a broch well-situated in the mountains should be harder to take than one on a plain).

⁵¹ JF: This seems to mean that a force of Trolls and/or Men would be halved when attacking an Elvish Knowe, while its Elven defenders are tripled (any Gnomes present would be doubled).

[17.2] Only army/escort CSP's (not ships or persons) are affected by the presence of a fortress.

[17.3] A person in a friendly fortress may not be attacked in melee combat unless the fortress is destroyed.

Persons may be challenged to trial by combat and duels arcane, however.

[17.4] All fortresses except dykes have an intrinsic defensive Combat Strength of 1.⁵²

This strength is added to that of other friendly pieces which are defending in the hex (only [JF: and may defend on its own]). It is never modified by terrain.⁵³ This intrinsic strength may be eliminated as a combat loss. However, it may only be eliminated for this purpose after all other army/escort CSP's in the hex have been eliminated. Its elimination does not result in a victory point award (21.0⁵⁴), but does destroy the fortress for the rest of the game (place a Ruin marker in the hex). Fortresses may be destroyed, but never captured. Dykes may never be destroyed, however.

[17.5] Persons may not attack pieces inside a fortress unless they attack in conjunction with one or more army/escort CSP's.

[17.6] A dyke is the only type of fortress that affects movement.

All pieces except Elves (and Faerie-controlled pieces accompanied by Elves) pay 6 MP's to enter a dyke hex. Elves (and accompanying pieces) pay only 1 MP.

⁵² I have called this 'garrison' elsewhere.

⁵³ Does this refer to the fortress's own bonus, or only to other terrain in the hex?

⁵⁴ TS: 23.0.

[18.0] Evasion

GENERAL RULE:

Whenever persons other than heroes occupy a hex containing enemy army/escort CSP's, they are automatically killed unless one of the following conditions is met:

1. The persons are inside a fortress or embarked on ships.
2. The enemy army/escort CSP's are embarked on ships.
3. A friendly hero or friendly army/escort CSP's are in the hex.

4. The persons successfully evade the enemy CSP's. In general, opposing pieces in the same hex are considered to be aware of each other. However, the evasion procedure may be used to evade enemy pieces. In effect, successful evasion allows unfriendly pieces to occupy the same hex as if they were ignorant of each other. Evasion may be attempted in the following situations:

1. Persons may attempt to evade enemy pieces which enter their hex during the enemy Movement Phase.
2. Persons may attempt to evade enemy pieces occupying hexes which they enter during a friendly Movement Phase.
3. Persons may attempt to evade enemy pieces at the conclusion of a battle in which all friendly army/escort CSP's and heroes have been killed (and they would themselves be killed, unless evasion is successful).

Ships, armies, and persons with escorts may not evade.

PROCEDURE:

Whenever a player desires to evade, both players roll a die. Each player's roll is

modified by the addition of either the Command Rating (or the Current Magic Strength—rolling player's choice) of one friendly person in the hex. A player with army/escort CSP's in the hex has the additional option of adding the number of army/escort CSP's to his roll (instead of using a person's rating). The player with the highest modified roll decides whether the evasion attempt succeeded.

CASES:

[18.1] Pieces which successfully⁵⁵ evade while moving may ignore the presence of enemy pieces in the hex in which the evasion took place.

[18.2] Pieces which successfully evade enemy pieces entering their hex may not be overrun or otherwise attacked by those pieces.

Other pieces which enter the hex and are not evaded may still overrun or attack the persons. Note that when one piece in a hex is in contact with enemy pieces, all pieces are in contact. Therefore, if one stack of enemy pieces is evaded and another is not, the first stack may participate in the attack of the stack which was not evaded. If pieces enter a hex containing enemy pieces and successfully evade, they may ignore the enemy pieces and continue moving. Note that pieces in an undestroyed fortress may not evade.

[18.3] If a hero is present in a hex, the options of persons in that hex are increased.

A hero functions as if his Combat Strength was the strength of an army (e.g., a Combat Strength of 3 is equal to 3 army CSP's). Consequently, so long as a hero occupies a hex, the persons in the hex are considered to be accompanied by friendly army/escort CSP's. If the hero leaves the hex or is

⁵⁵ TS: successfully.

eliminated, the persons will be killed if enemy army/escort CSP's enter the hex (unless they evade). Note that heroes may attempt to evade, just like any other person.

[19.0] Enchantment

GENERAL RULE:

An enchantment is a potent form of magic used only by Enchanters.⁵⁶ During the Enchantment Segment⁵⁷, both players secretly plot enchantments as described in Part B of the sequence of play. Players then reveal what enchantments they have plotted, determine the effects of these enchantments, and place an Enchantment marker on each person who attempted to cast an enchantment. Most enchantments take immediate effect, and remain in effect for the remainder of the Game-Turn. The specifics of each enchantment are given in 19.4.

PROCEDURE:

1. The player controlling the casting Enchanter determines that person's Current Magic Strength.
2. The player then rolls the [two] dice. If the roll is less than or equal to the Current Magic Strength, the enchantment is successful and takes immediate effect. Otherwise it fails, and no new attempt to cast an enchantment may be made by the casting person.

[19.1] Only Enchanters who occupy a Place of Power may attempt to cast an enchantment.

⁵⁶ Does "Enchanter" mean any character with a basic magic strength greater than zero? Or only those explicitly designated Enchanters by the open star symbol?

⁵⁷ TS: Segement.

In addition, certain enchantments require that a person occupy a specific Place of Power, or have possession of a magic item.

[19.2] Only one enchantment may be cast by any one Enchanter during each Enchantment Segment.

[19.3] Persons who attempt to cast an enchantment during an Enchantment Segment may do nothing else for the remainder of the Game-Turn.

Such persons may not accept challenge combat (though no penalty is suffered for this refusal), move, conduct artifact searches, react to enemy movement, or take any other action except to defend themselves if attacked. They may provide Command Control and, once attacked, may choose to adopt the role of attacker if the original attacker declines to continue a combat he originated.

[19.4] Enchantment Summary (see page 14)

[19.5] Places of Power Summary (see page 16)

[20.0] Magic Items

GENERAL RULE:

There are three types of magic items in the game: artifacts, heirlooms and possessions. Artifacts⁵⁸ are those 10 items numbered between 01 and 10 which are deployed in Places of Power at the beginning of the game and may be discovered and acquired by persons. Heirlooms are those two items (11 and 12) belonging to Curwyllan and Ulster which may be used by any person whose playing piece is the same color as the heirloom's playing piece. Possessions are those 11 items numbered 13 through 23 which are portrayed on the back of the playing piece

of the individual who possesses them at the beginning of the game.

CASES:

[20.1] Persons, ships, and armies may carry magic items, or they may be stored in friendly fortresses.

Possession of a magic item is indicated by placing it beneath the person, ship, or armies that are carrying it. The item may be transferred between friendly pieces during movement or reaction or at the beginning of a combat Round during which the bearer and the piece to which it is being transferred occupy the same hex. Anytime a magic item is not carried by a piece or does not occupy a fortress, it may be picked up during movement or reaction by any active piece entering the hex.

[20.2] Only eligible persons may use magic items.

Any person may carry a magic item, but there are a number of restrictions on when an item may be used:

1. An item which increases one or more of a person's characteristics (Magic Strength, Combat Strength, Command Rating) may only be used by persons possessing Ratings of 1 or higher in every one of the affected characteristics.

2. A particular person may only use one magic weapon at a time. Magic weapons include: The Red Cleaver, Lyme's Hammer, Trollbane, Hand of Torbay, Ogme's Axe, and The Sword Requirer.

3. A particular person may only use one Wizard's Staff at a time. Wizard's Staffs include: Gwydion's Staff, Gerflax' Wand, Misha's Rod, and The Staff of Dunatis.

⁵⁸ TS: Arifacts.

4. A person may only use two magic items per Phase or Segment. A person may not benefit from more than two items borne on his person during a Phase (although he may benefit from additional items borne by someone else).

[20.3] Artifacts may only enter the game as a result of an artifact search.

The 10 artifacts deployed on the map at the beginning of the game will never be used until discovered. Discovery may be accomplished whenever one or more active persons occupy the hex in which the item is deployed during their Movement Phase. The procedure for discovering artifacts is listed below:

1. The active player announces that he is searching the hex and which persons are participating in the search. He also announces how many MP's (minimum of 4; maximum of 8) all persons in the hex will expend on the search.
2. The Current Magic Strength of all persons involved in the search is added to the number of escort (not army) CSP's attached to those persons.
3. The span of numbers on the Discovery Table (see mapsheet) within which this total falls is found and two dice are rolled.
4. The number of MP's (above the minimum of 4) expended on the search is added to the roll, and the total is indexed with the column found in Step 3. The result obtained will be no effect, a curse, or the number of an artifact (see 20.6) which is discovered. If a result is obtained which cannot be met (for example, item 01 is discovered, but has already been carried off), it is treated as no effect. Regardless of the result, any number of searches can be conducted in the same hex, and/or by the same pieces in a Phase. A newly discovered item must immediately be assigned to one person participating in the search, or it

may be left in the hex and treated as if it were undiscovered.

[20.4] Undiscovered magic items may be freely examined by both players.

[20.5] Magic items may be captured or destroyed in melee or battle.

Whenever a person is killed in melee, battle, duel arcane, or trial by combat, any magic items in that person's possession suffer one of three fates: (1) they may be picked up by a friendly person or army CSP; (2) they may be captured by an enemy person or army CSP; (3) they may be destroyed. The player who controlled the dead person rolls two dice. If the result is a 2 or 3, the item is broken or blasted and permanently removed from play. If the result is 4, 5, 6, 7, or 8, the item is captured by a person (or army CSP) of the original owner's choice.⁵⁹ Exception: If a person dies in a duel arcane or trial by combat, any items possessed are destroyed on a dice roll of 2-9. On a dice roll of 10, 11, or 12, they are captured by the enemy person who was the victor in the melee (if he is still alive). If that person is also dead, the magic item is automatically recovered by the player whose person controlled it prior to the melee.

[20.6] Magic Item Summary (see mapsheet)⁶⁰

[21.0] Scenarios and Victory Conditions

GENERAL RULE:

⁵⁹ GJR: **On a 9–12 in a Battle or Melee, the Magic Item in question is captured by the enemy.** This result rounds out the table of possibilities for battles and melees, and was mysteriously omitted from rule paragraph 20.5. It is uncertain what happens to magic items of killed persons in naval engagements; presumably they end up with another person or army/escort on board the same ship, or just plain carried by the ship. If the ship is sunk, then the item is lost in the deeps, as per rule 7.5, whether or not a person on board escapes.

⁶⁰ Presumably 12.7 Discovery Table.

There are two scenarios in Albion: “Albion Alone” (22.0), and “Faerie Twilight” (23.0). It is recommended that players play the short game, “Albion Alone”, before attempting “Faerie Twilight.” It is also recommended that the players use only those magic items, enchantments, special Place of Power, and special person attributes which are marked with a star on the summaries the first time they play the game.

PROCEDURE:

The scenario descriptions and the Game-Turn Record Track list when each scenario begins and ends, special rules applying to the scenarios, and the victory conditions for each scenario.

CASES:

[21.1] Victory is based on the accumulation of Victory Points (VP’s).

VP’s are granted for the destruction of enemy pieces and fortresses. Note that players receive VP’s for the destruction of enemy pieces even when they had nothing to do with their destruction [JF: does this include attrition?].

[21.2] The following VP awards are granted to both players in both scenarios:

1 VP per enemy ship CSP sunk during play*

1 VP per enemy army/escort CSP destroyed during play*

10 VP per enemy fortress destroyed during play

5 VP per enemy person killed during play

*The Fomorian player begins the game with a total of 121 ship and army/escort CSP’s. The Faerie player (including all allies) has a total of 133 CSP’s.

[21.3] Certain VP awards are made only during the “Albion Alone” scenario:

The Fomorian player receives a 15 VP bonus (in addition to the normal VP’s for destroying fortresses) for destroying Caer Ganmorgan (3034), Blackdown Delving (1740), Brugh Tara (1426), and Caer Knockma (1922), for a possible bonus of 60 VP’s.

[21.4] Certain VP awards are made only during the “Faerie Twilight” scenario:

The Fomorian player receives an award of 30 VP’s for each enemy country (Albion, Curwyllan, Gwynedd, Ulster, Leinster) which has lost all of its persons by the end of the game (including the Cait Sith, in the case of Albion).

[22.0] Albion Alone

COMMENTARY:

The invasion of Albion during the second fortnight in Beltane caught the lords of Faerie totally unprepared and very nearly succeeded in destroying the might of the Elves during the first six weeks of the war. “Albion Alone” portrays this desperate time in a short game format designed to allow players to master the game without playing an entire campaign.

CASES:

[22.1] The scenario begins on Game-Turn 1 and lasts for three Game-Turns until the end of Game-Turn 3.

[22.2] The Faerie player may not roll for the entry of Auberón’s Expedition during this scenario.

[22.3] The Fomorian player may execute a pregame Movement Phase prior to the first Game-Turn of the scenario.

This rule simulates the early mobilization of Fomorian forces. All Fomorian pieces may be moved exactly as during a normal Movement Phase, except that the Movement Allowances of all Fomorian pieces are tripled. No Fomorian piece may enter any hex of Gwynedd, Albion, Curwyllan, Ulster, or Leinster. The weather for this pregame movement is clear. Pieces may not force march during a pregame movement.

[22.4] The Faerie player may not cast enchantments until the Game-Turn following the turn in which a Fomorian piece (any type) enters any hex of Gwynedd, Albion, Curwyllan, Ulster, or Leinster.

[22.5] The Fomorian player wins if he accumulates at least three times the Victory Points accumulated by the Faerie player at the end of the scenario.

Otherwise, the Faerie player wins.



[23.0] Faerie Twilight

COMMENTARY:

This scenario recreates the entire Third Fomorian War, from the initial invasion of Albion, until the final retreat of the Fomorian army.

CASES:

[23.1] The scenario begins on Game-Turn 1, and lasts for 10 turns.

[23.2] The player with the most Victory Points at the end of the game wins.

However, if both players have accumulated more than 400 Victory Points (in total), the game is a draw and both players lose. The vigor of the old races has been dissipated, and the Mundanes take over the Enchanted Isles.

[23.3] Cases 22.3 and 22.4 are in effect for this scenario.



[7.8] COMBAT STRENGTH ROSTER

ALBION	
Auberon	□□
Colleran	□□□□
Corin	□□
Dorwen	□□□□
Edric	□□□□
Elidor	□□□□
CLAN CONNAUGHT	
Connan	□□□□
CLAN CUMROCK	
Callach	□□
Grogan	□□□□
CLAN GOGMA	
Magog	□□□□
CLAN MAC ENNIS	
Balor	□□□□
CLAN MORAY	
Barguest	□□□□
Gairloch	□□□□
Imric	□□□□
Rurik	□□□□
CLAN OCHIL	
Bogan	□□□□
Glastyn	□□□□
CURWYLLAN	
Erskine	□□
Malekin	□
Spriggan	□□
Trumpin	□□□
GWYNEDD	
Arwan	□□□□
Branwen	□□
Midinhir	□□□□
LEINSTER	
Angus	□□□
Brigit	□□
Dagda	□□□□
Ogme	□□□□
NON-ALIGNED	
Cait Sith	□□□□
Callach's Waff	□□□
Dunatis	□□□
Gerflax	□□
Misha	□□□
The Worm	□□□□
THE BORDERS	
Brian	□□□□
THE EASTMARCH	
Ainsel	□□□□
Bran Og	□□□□
Dobie	□□□
THE WEALD	
Cormac	□□□□
Dando	□□□□
Sean	□□□
ULSTER	
Cluracan	□□□□
Finvarra	□□□□
Morigu	□□□□

[7.8] COMBAT STRENGTH ROSTER

ALBION	
Auberon	□□
Colleran	□□□□
Corin	□□□
Dorwen	□□□□
Edric	□□□□
Elidor	□□□□
CLAN CONNAUGHT	
Connan	□□□□
CLAN CUMROCK	
Callach	□□
Grogan	□□□□
CLAN GOGMA	
Magog	□□□□
CLAN MAC ENNIS	
Balor	□□□□
CLAN MORAY	
Barguest	□□□□
Gairloch	□□□□
Imric	□□□□
Rurik	□□□□
CLAN OCHIL	
Bogan	□□□□
Glastyn	□□□□
CURWYLLAN	
Erskine	□□
Malekin	□
Spriggan	□□
Trumpin	□□□
GWYNEDD	
Arwan	□□□□
Branwen	□□
Midinhir	□□□□
LEINSTER	
Angus	□□□
Brigit	□□
Dagda	□□□□
Ogme	□□□□
NON-ALIGNED	
Cait Sith	□□□□
Callach's Waff	□□□
Dunatis	□□□
Gerflax	□□
Misha	□□□
The Worm	□□□□
THE BORDERS	
Brian	□□□□
THE EASTMARCH	
Ainsel	□□□□
Bran Og	□□□□
Dobie	□□□
THE WEALD	
Cormac	□□□□
Dando	□□□□
Sean	□□□
ULSTER	
Cluracan	□□□□
Finvarra	□□□□
Morigu	□□□□

[7.8] COMBAT STRENGTH ROSTER

ALBION	
Auberon	□□
Colleran	□□□□
Corin	□□□
Dorwen	□□□□
Edric	□□□□
Elidor	□□□□
CLAN CONNAUGHT	
Connan	□□□□
CLAN CUMROCK	
Callach	□□
Grogan	□□□□
CLAN GOGMA	
Magog	□□□□
CLAN MAC ENNIS	
Balor	□□□□
CLAN MORAY	
Barguest	□□□□
Gairloch	□□□□
Imric	□□□□
Rurik	□□□□
CLAN OCHIL	
Bogan	□□□□
Glastyn	□□□□
CURWYLLAN	
Erskine	□□
Malekin	□
Spriggan	□□
Trumpin	□□□
GWYNEDD	
Arwan	□□□□
Branwen	□□
Midinhir	□□□□
LEINSTER	
Angus	□□□
Brigit	□□
Dagda	□□□□
Ogme	□□□□
NON-ALIGNED	
Cait Sith	□□□□
Callach's Waff	□□□
Dunatis	□□□
Gerflax	□□
Misha	□□□
The Worm	□□□□
THE BORDERS	
Brian	□□□□
THE EASTMARCH	
Ainsel	□□□□
Bran Og	□□□□
Dobie	□□□
THE WEALD	
Cormac	□□□□
Dando	□□□□
Sean	□□□
ULSTER	
Cluracan	□□□□
Finvarra	□□□□
Morigu	□□□□

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[7.9] PERSONS SUMMARY

Certain special rules apply to various Persons in the game. Each entry below gives the Person's name and, sometimes, title, the years of their birth and death (according to the old reckoning) and an alphanumeric code for purposes of reference. The letters in each Person's identity code indicate race (**e**: Elf; **g**: Gnome; **m**: Mundane; **t**: 'troll; **a**: Ancient; and **s**: Supernatural). Ancients move like Elves, and Supernaturals move in special ways described in 11.0. Persons are listed according⁶¹ to the Kingdom or player to whom they owe allegiance.

LEADERS AND HEROES OF ALBION

e01. Auberon the Short, King in Albion

(2032–2680) Auberon begins the game off-map with Auberon's Expedition, which has sailed in search of Jotunheim.

e02. Colleran the Brave. Marshal of the East

(2106–2680) Colleran may never enter any kingdom except Albion, The Eastmarch and The Weald unless accompanied by a Friendly Marshal or King.

e03. Wild Edric, Prince of Albion

(2633–2841) Auberon's youngest son becomes a Marshal immediately if his elder brother (Elidor) becomes King. If both Elidor and Auberon are dead. Edric becomes King.

e04. Elidor, Crown Prince of Albion

(2598–2680) Auberon's eldest son becomes King if Auberon is killed, immediately gaining the power to command all friendly forces).

e05. Dorwen Trollkiller. King's Champion

(2335–2680) Dorwen bears the blade Requirer, and can never part with it unless he is killed. In addition, Dorwen's reputation among the Fomorians is so fell that he receives a shift of one column in his favor whenever he participate; in challenge combat.

a06. Corin the Shaper*

(?–2680) Auberon's Court Magician is accompanying Auberon's expedition at the start of the game. If Corin is killed, his piece is not removed from play. Instead, it is replaced with the Cain Sith, the great Demoncat that Corin hound to his service and which is sworn to avenge his death. The Cait Sith is controlled by the Faerie player.

LEADERS AND HEROES OF LEINSTER

e07. Dagda Silverhair, King of Leinster

(1806–2680) If Dagda is killed. Angus Mac Og becomes King of Leinster and gains the ability to command any Friendly troops.

e08. Angus Mac Og, The Curse of Munster

(2396–2740) Angus Mac Og becomes King of Leinster if Dagda is killed.

e09. Ogme Ironfist, Champion of Leinster

(2394–2680) Ogme begins the game off-map with Auberon's Expedition. Ogme carries Ogme's Axe (the Great Axe of Leinster) at the

⁶¹ TS: according.

start of the game. Leinster is activated (if still Inactive) when Ogme enters the game.

e10. Brigit Shieldmaiden, Princess of Leinster

(2414–2740) If both Dagda and Angus Mac Og are killed, Brigit becomes Queen (treat as a King). Brigit bears Brigit’s Cloak at the start of the game.

LEADERS AND HEROES OF ULSTER

e11. Finvarra, King of Ulster

(1642–2828) If Finvarra is killed, Morigu becomes Queen of Ulster (treat as a King). He carries Trollbane at the start of the game.

e12. Cluracan the Bold, Hero of Ulster

(2387–2680) If Cluracan⁶² meets Connan in challenge combat, the Combat Ratio is adjusted one column in Connan’s favor.

e13. Morigu the Enchantress, Princess of Ulster

(2399–2828) Morigu becomes Queen (treat as King) if Finvarra is killed. If Cluracan is killed, any challenge combat in which she fights a Troll has the Combat Ratio shifted 2 columns in her favor.

LEADERS AND HEROES OF Gwynedd⁶³

e14. Arwan the Black, King of Gwynedd

(2086–2680) Midinhir becomes King of Gwynedd if Arwan is killed.

e15. Midinhir the Protector

(2143–2853) If Arwan is killed, Midinhir becomes King of Gwynedd.

e16. Branwen the Fair, Princess of Gwynedd

(2178–2868) If both of her brothers are dead (Arwan and Midinhir), Branwen becomes Queen (treat as king) of Gwynedd.

LEADERS AND HEROES OF CURWYLLAN

g17. Erskine Deepdelver, King of the Gnomes

(2615–2723) Erskine carries Lyme’s Hammer at the start of the game. If he is killed, Spriggan becomes King of Curwyllan.

g18. Trumpin, Master of Bodmin Delving

(2638–2680) If both Erskine and Spriggan are killed, Trumpin becomes King of Curwyllan.

g19. Spriggan, Master of Thornsten⁶⁴ Hall

(2633–2680) Spriggan becomes King of Curwyllan if Erskine is killed.

g20. Black Malekin, The Mage

(2628–2680) Malekin is Erskine’s Court Mage. He carries The Hand of Torbay at the beginning of the game.

⁶² TS: Clurucan.

⁶³ *Erratum*: Albion Persons Summary [7.9] is misprinted as “Munster”.

⁶⁴ TS: Thorstan. The map has “Thornsten”.

HEROES AND LEADERS OF THE FOMORIAN ALLIANCE

t21. Bogan Redcap of Ochil

(2622–2680) If Bogan and Elidor meet in challenge combat, the Combat Ratio is shifted one column in Bogan’s favor. Bogan becomes Warchief (King) of Ochil if Glastyn is killed.

t22. Glastyn Bearkiller, Warchief of Ochil

(2620–2680) If Glastyn dies, Bogan becomes Warchief (treat as King) of Ochil.

t23. Connan, the Avenger of Connaught

(2634–2680) If Colman and Cluracan met in challenge combat, the Combat Ratio is shifted one column in Connan’s favor.

t24. Balor One-Eye. Warchief of Clan Mac Ennis⁶⁵

(2638–2680) Modify the dice roll by 2 in Balor’s favor whenever he participates in trial by combat.

t25. Magog the Cruel, Warchief of Clan Gogma

(2642–2681) If Magog wounds an opponent in trial by combat, his opponenl automatically dies at the end of the trial by combat as a result of the venom on Magog’s blade.

t26. Grogan Blackheart. War-chief of Clan Cumrock

(2625–2680) Since a prophecy at his birth foretold that Grogan would die at the hands of a woman (a disgrace in the Fomorian culture),

Grogan may not initiate or accept any challenge combat for fear that he will face the nemesis of the prophecy. If he refuses a challenge combat, the relevant dice roll modifications apply.

t27. Imric Troll-Lord. Speaker of the Clans*

(2628–2680) If Imric meets Auberon in challenge combat, the winner’s player adds 5 to the succeeding combat resolution dice rolls in that battle. if Imric is killed, Gairloch becomes Warchief (treat as King) of Moray.

t28. Gairloch the Swimmer Marshal of Moray

(2636–2680) Gairloch becomes Warchief of Moray (treat as King) if Imric dies.

t29. Rurik Elfbane, Captain of the Guard

(2634–2680) Whenever Rurik is present at a battle, the Combat Ratio is shifted one column in his favor.

t30. Barguest the Dwarf. Imric’s Mage

(2606–2680) Barguest bears the Moray Crystal at the beginning of the game.

m31. Old Callach, The Hag of Strathclyde*

(2593–2680) If Callach is killed, her piece is flipped over to reveal Callach’s Wall.

⁶⁵ See n. 000.

LEADERS AND HEROES OF MUNDANIA

m32. Brian Mac Iver, King of the Borders

(2643–2680) If Brian is killed, all troops of The Borders are destroyed and removed from play at the end of the current Game-Turn.

m33. Cormac Sweetongue, King of The Weald

(2634–2680) Cormac may not leave The Weald, Albion, and Curwyllan unless stacked with Imric. If Cormac is killed, Dando becomes King of The Weald.

a34. Sean the Rhymer, Cormac’s Mage

(?–2868) Due to his opposition to the war, Sean may never leave The Weald except to teleport into a Place of Power. He may freely move between Places of Power, but may enter no other hexes outside of The Weald. Sean possesses Herla’s Ring (16).

m35. Dando Redhand, Champion of The Weald

(2653–2680) If Cormac is killed, Dando becomes King of The Weald.

m36. Mad Ainsel of Eastmarch

(2638–2680). If both Ainsel and Magog are present in a hex, Magog’s Ratings must be used to modify any dice rolls, not Ainsel’s. If other Kings are present, their Ratings may be used instead.

m37. Bran Og, Hero of The Eastmarch

(2650–2680) If Bran Og is present in a stack, no other person in that stack may be involved in a trial by combat except Bran Og.

m38. Dobie the Scryer, Ainsel’s Mage

(2631–2680) Dobie possesses The Scrying Glass.

a39. Dunatis the White, Sorcerer of the Watch

(?–2853) Dunatis possesses The Staff of Dunatis.

a40. Gerflax Haefay Master of Fir Darrig

(?–2680) Gerflax possesses Gerflax’ Wand.

a41. Misha the Wise, Old Man of the Braes

(?–2680) Misha possesses Misha’s Rod.

s42. The Worm of Mousa Stour

(?–2680) The Teeth of the Dragon (23) are possessed by (but cannot be used by) the Worm. The Worm moves as a Ship in hexes containing sea, and as a Troll in land hexes.

s43. The Cait Sith, Demoncat of the North *

(?–?) Also known as Big Ears. The Cait Sith appears immediately upon the death of Corin. It can fly (expending 1 MP to enter any hex on the map). It ignores hexside terrain.

s44. Callach’s Waff*

(2680–?) This ghost appears immediately when Callach is killed and is controlled by the Fomorian player at that time. At the beginning of each succeeding Enchantment Segment (before enchantments are plotted), the

Fomorian player rolls a die. If the result is odd, Callach's Waff is controlled for the entire Game-Turn by the Fomorian player. If even, by the Faerie player. Like the Cait Sith, Callach can fly.

[19.5] PLACES OF POWER

The 19 Places of Power are all wild magic hexes. It is possible to teleport between Places of Power. In addition, each Place of Power has characteristics which are unique to it. Each description is numbered (between 01 and 19) for ease of reference.⁶⁶

⁶⁶ GJR: **Attrition in Places of Power is very confusing.** Two issues confront us here: “automatic” wounds in conjunction with wild magic hex attrition, and “home hexes.”

Let us first turn to automatic wounds. Several Places of Power automatically inflict one or two wounds on each person present during the Attrition Segment; for example, see Rule 19.5.12, Povis Heath. This is different from normal attrition, in which a) the number of wounds inflicted depends on the strength of force present and the die roll, and CSP’s can be lost as well; and b) the wounds inflicted are not inflicted on each person, but rather on the group, to be divided as the owning player sees fit.

The question is, are these automatic wounds inflicted in addition to normal wild magic attrition, or in place of it? If both are inflicted on the occupants of one of these deadly hexes, few would be bold enough to venture there. If the automatic wounds are inflicted instead of normal wild magic attrition, then large numbers of CSP’s could be present with no fear of taking any loss from wild magic attrition, since the automatic losses are only in terms of wounds, not CSP’s. My solution to these “automatic wound” hexes is to roll for attrition as normal, counting all persons present as part of the strength of force (see discussion above re: strength of force for attrition purposes). Remove the appropriate CSP losses from any armies/escorts present. Then, inflict the automatic wounds on persons present instead of the wounds called for on the Casualty Table. In effect, the automatic wounds are used instead of normal attrition for persons, but normal attrition losses are inflicted on armies/escorts present.

The second question about Places of Power has to do with the significance of the phrase “home hex.” At first, it appears that this refers only to the *Enchantment of Mental Attack*, which can only be cast from a home hex. The spell description lists all the home hexes, stating that “no other persons have a ‘home hex’.” But then, under the description of The Mousa Stour, the rules state that “the Worm treats Mousa Stour as its home hex, and its Current Magic Strength and Current Combat Strength are doubled when it occupies the hex.” Home hex? The Worm is not even an Enchanter, and certainly can’t cast an *Enchantment of Mental Attack*.

01. Caer Brandingle

(Hex 1323) This seat of power of the ancients once housed the Royal Library of the King of Faerie in Erin. It may be searched for the Book of Glamours and the Book of Gyres.



02. Caer Oonagh

(Hex 2128) The summer home of the ancient Kings of Faerie in Albion was twice torched during the Kinslaying (1383–1414). The crypts beneath the mouldering pile of the keep may be searched for the Mailcoat of Gofannon.

So why does it have a “home hex”? One wonders whether all the persons listed in Rule 19.4.08 have their strengths doubled when in their home hexes. It seems unlikely.

“Home hex” clearly has a meaning outside the *Enchantment of Mental Attack*, and if it does not mean a doubling of magic and combat strengths, what does it mean? I believe it means that a person in his home hex does not have to undergo attrition as a result of wild magic. Supporting this meaning of “home hex” is Rule 19.5.08, which states that “Gerflax treats Fir Darrig as his home hex and does not suffer any wound for occupying the hex.” Similar language is found in Rule 19.5.07, which states that Dobie does not suffer a wound for occupying Fir Chlis, which happens to be his “home hex” also. Clearly, persons with a home hex which inflicts automatic wounds do not suffer those automatic wounds when they occupy that hex. Also, the Worm is mentioned as having a home hex, despite the fact that it is not an Enchanter, nor does its hex inflict automatic wounds. Extrapolation leads to the conclusion that a piece in its home hex does not suffer from either automatic wounds or its counterpart, wild magic attrition. This interpretation also means that inactive pieces do not have to undergo attrition while sitting in their home wild-magic hexes.

NOTE: If a piece is not subject to attrition, it cannot use its Basic Magic Strength or Command Rating to modify the attrition roll for other pieces present that are subject to attrition (Rule 8.2). So, Gerflax may be immune to wild magic while in his home hex, but as a result he can’t help protect others present in that hex—they’re on their own. At least he doesn’t count toward the strength of force.

03. Cuillan Braes*

(Hex 2608) These soothing springs have wondrous healing properties, and any person who occupies hex 2608 during a Friendly Recovery Phase ([9.6]) is healed of 1 Wound [DQ: 8 Endurance and/or Fatigue in 24 hours].

04. Derg Donnegal

(Hex 1819) This dizzying rock spire is the home hex of Morigu the Enchantress. The *Enchantment of Vision* can be cast by persons occupying this hex. If the enchantment is successful, it takes effect in all hexes of Connaught, Munster, Ulster, and Leinster and all other hexes within range. (see 19.4)

05. Derwent's Watch*

(Hex 2034) This almost inaccessible mountain-top is the home hex of Dunatis the White. Persons occupying this hex may cast an *Enchantment of Vision* or an *Enchantment of Farcalling*. An *Enchantment of Vision* cast from this hex takes effect in all hexes of Gwynedd and Albion and all other hexes within range.

06. The Driffeld Knowe

(Hex 2634) Site of the worst atrocity of the Kinslaying, the Knowe houses the ghosts of 10,000 Elves slain in a surprise attack. Among these is Finn's Rade, a ghostly marriage feast described in 20.6. Armies and persons occupying the hex during the Attrition Segment will be forced to undergo Attrition (5 to the dice) as a result of encountering Finn's Rade. The hex may be searched for the Finn's Rade artifact or The Staff of Gwydion, which was placed in this haunted place by Gwydion shortly before his death, to be kept safe until needed to aid Faerie.



07. Fir Chlis

(Hex 3337) "The Merry Dancers," as it is called, is a place of abiding enchantment deep within the marshes of the The Wash. Dark magic from the days of the Ghostdancers lingers here and no ships or army CSP's (except escorts) may enter this hex. All persons except Dobie the Scryer suffer one wound during any Attrition Segment in which they occupy Fir Chlis. When Dobie uses the Scrying Glass while in the hex, its Range is doubled.

08. Fir Darrig

(Hex 3433) The Red Man" or Fir Darrig is a dark forest haunted by memory of the Ghostdancers. No army CSP's (except for escorts) may enter Fir Darrig, and persons in the hex during an Attrition Segment suffer one wound. Gerflax treats Fir Darrig as his home hex and does not suffer any wound for occupying the hex.

09. Forador

(Hex 1023) Once the greatest city of Connaught, Forador was destroyed five times during the Kinslaying and the Years of Terror which followed. Lost in those times were three potent magic items: Dana's Torque, The Red Cleaver, and Nuada's Helm. In addition, the city is attuned still to the auras of Elven royal blood. The Current Magic Strength of Auberon, Edric, Elidor, Arwan, Branwen, Midinhir, Morigu, Finvarra, Dagda, Brigit, and Angus Mac Og are increased by 3 whenever they occupy 1023.

10. Gil's Rest

(Hex 2611) These rocky cliffs overlooking The Minches have a peculiarly restful quality

which promotes healing. Any person occupying this hex during his Recovery Phase is automatically healed of 1 wound (see [9.6]) [DQ: 8 Endurance and/or Fatigue in 24 hours]. Gil's Rest is the home hex of Barguest the Dwarf.

11. Kelpie Braes

(Hex 0725) These unique blue-water springs are said to be bottomless by some and by others to house fierce aquatic demons (the Kelpies). Whatever the truth of the legend, they are definitely magical having strong healing proper ties. Persons occupying this hex during their Recovery Phase ([9.6]) are healed of 2 wounds [DQ: 16 Endurance and/or Fatigue in 24 hours].

12. Povia Heath

(Hex 3151) Seldom visited by the lords of Faerie, this great heath was once the site of obscene rites conducted by the Ghostdancers. Armies may not enter the hex. Persons (and their escorts) may enter, but any person who begins an Attrition Segment in the hex suffers 2 wounds. Persons who occupy the hex during an Enchantment Segment have their Current Magic Strength doubled.

13. Ravenglass

(Hex 2825) Rising almost sheer from the depths of the ocean, Ravenglass is the Royal Observatory of Albion. Persons occupying Ravenglass may cast an *Enchantment of Vision* with unlimited range. [Ravenglass used for signal fires, §11.]

14. Rona's Bath*

(Hex 2604) These famous hot springs have miraculous healing powers and any person occupying the hex during his Recovery Phase

(see [9.6]) is immediately healed of all wounds.

15. The Denby Plinth

(Hex 2838) This stone spire with its everclimbing stairway winding about its exterior is the home of Corin the Shaper. In addition, persons occupying the hex may cast an *Enchantment of Vision* or an *Enchantment of Farcalling*. The *Enchantment of Vision* takes effect in all of Albion, The Weald, Curwyllan and all other hexes in range.

16. The Giant's Dance

(Hex 2441) Later known as Stonehenge, this circle of monolithic stones has been used by Sunworshippers, Ghostdancers, Moon Cultists, and Blood Drinkers, among others. As a result of the great Magicks unleashed there, it has a strongly magical aura. Armies and escorts may not enter the hex. All persons who occupy the hex during an Attrition Segment suffer 1 wound. All enchantments cast from the hex are automatically successful (no dice roll is necessary). In addition, the Current Magic Strength of all persons occupying the hex is increased by 3 (DQ: MA + 6).

17. The Mousa Stour

(Hex 3705) This fortified cavern has long been occupied by the Worm. The Worm treats Mousa Stour as its home hex, and its Current Magic Strength and Current Combat Strength are doubled when it occupies the hex. Faerie persons (only) occupying the hex in the absence of the Worm may search for Bran's Curse. No armies may enter the hex.



18. The Seat of Moray

(Hex 2816) The Seat of Moray is carved atop the mountain Hightfang. For 500 years⁶⁷ the chiefs of Clan Moray have come to the seat to see visions and deliberate upon the good of their hearthsteads. The seat is attuned to those of the Moray bloodline. Barguest, Imric, and Gairloch have their Current Magic Strength increased by 4 when they occupy this hex. In addition, those three persons may cast an *Enchantment of Vision* while occupying the hex and the enchantment will take effect in all of Moray, Ochil, Strathclyde, The Borders and all other hexes within range. No armies may ever enter this hex.

19. Wigan's Pen

(Hex 2629) These ancient barrows hidden deep within the marshes cradle the bones of almost 1500 years worth of the royal houses of Faerie. Persons occupying the hex during the second fortnight of Hoorn may search the hex for Colt Pixy (which grows only on the barrows of Kings during this single fortnight of the year). In addition, if Callach's Waff, Finn's Rade, or the Cait Sith enters the hex at any time, they are laid to rest and immediately and permanently removed from the game. Finally, if Auberon, Edric or Elidor are involved in a battle in Wigan's Pen, they may "call forth the kings." Before the battle, the Faerie player rolls two dice and adds the Command Rating of the person who made the call. The resulting total is the number of Enemy Army CSP's which are immediately destroyed by the attacks of the ghostly minions of royal Albion.



⁶⁷ One would expect the Fomorians to have used the Seat of Moray much earlier—soon after their conquest of the North in 000.

Credits

Publisher: **SPI (Simulations Publications, Inc.)**, 1981

Game Design: **David James Ritchie**

Physical Systems and Graphics: **Redmond A. Simonsen**

Story Illustrations: **Timothy Truman**

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ALBION ALONE: SESSION REPORT

Jeffery Bass⁶⁸

Introduction

This is a report of a solo play through of the *Albion Alone* scenario, essentially the initial blitzkrieg portion of the longer *Faerie Twilight* campaign that recounts the ancient Third Fomorian War. The event is shrouded in the mists of time, occurring thousands of years ago among peoples of a fantastic prehistoric world loosely based on Celtic mythology. *Albion Alone* lasts three game-turns over six weeks. Each turn represents a fortnight (2-weeks) in the ancient calendar of Albion.

The two antagonists are the Fomorians and the Faerie. The Fomorian aggressors consist of an alliance of humans (called Mundanes) and Trolls who occupy realms in present-day Scotland, southern and eastern England and western Ireland. The Faerie are an alliance of Elves and Gnomes occupying Albion (central England), Gwynedd (Wales), Curwyllan and the kingdoms of Ulster and Leinster, in the northern and eastern portions of Ireland.

Conflict is largely a matter of laying siege to strongly defended fortresses. In this world, mighty armies clash but not before their leaders challenge each other individually prior to each battle in face-to-face combat to the death. The game requires both players to manage large armies and ships, coax the best performance possible from unique and quirky individuals (ranging from heroic warriors to mysterious Enchanters) and cope with lethal weapons and magical artifacts which are strewn throughout the fantasy world.



**The realms of Albion.
Faerie in green. Fomorian in red.**

Victory Points (VP) are scored for units of enemy armies and ships destroyed, leaders killed and fortresses razed. To win this particular scenario, the Fomorians must defeat the Faerie decisively with a 3:1 accumulation of VP's. The Faerie win if they can avoid this outcome.

⁶⁸ Albion Alone session report | Albion: Land of Faerie | BoardGameGeek 11/27/16, 4:53 PM. Posted Sat Jun 2, 2012 1:38 am. <https://boardgamegeek.com/thread/810748/albion-alone-session-report>.

Fomorian Mobilization Move

The Fomorians are permitted a free move simulating the early mobilization of the Fomorian forces.

In Munster of Eire, Balor One-Eye (*Warchief of Clan Mac Ennis*) marches west through forests from Broch Ennis to gather an army of Trolls at the fortress of Broch Banfrey overlooking the Sea of the West.

A few leagues to the north, in Connaught, a fleet of empty ships consisting of *Irontooth*, *Seatang* and *Bluefish* sails northeast through twisting passages between the islands of The Minches into the western shores of Moray (present-day Scotland). Here, they will rendezvous with a Troll army.

In Moray, Rurik Elfbane (*Captain of the Guard*), moves his Troll army through the northern crags from Broch Carmody south to the broch fortress of Mullkirk Hall to amass troops before boarding the ships arriving from Connaught.

From the northern tip of Moray, Gairloch the Swimmer (*Marshal of Moray*) and his army of Trolls moves south from the windswept and desolate broch fortress of Kirken Kippen to Broch Maben.

Imric Troll-Lord (*Speaker of the Clans*) moves his Troll army from Broch Maben to just north of the Seat of Moray, a Place of Power carved atop the mountain Hightfang.

In the forests of eastern Ochil on the shores overlooking the sea, Glastyn Bearkiller (*Warchief of Ochil*) and his Troll army moves southwest into the mountainous crags surrounding the Seat of Moray, near Imric's army.

Generally, the Trolls are moving their invasion armies southward towards a jump-off into Albion. Brian Mac Iver, *King of The Borders*, reaches the invasion point first. His large Mundane army maneuvers southwest through rough terrain and deep forests to pause at one of the most formidable obstacles for any land approach into Albion from the north, a thick maze of massive berms of earth and wood called Dermot's Dyke.⁶⁹



The Eleven fortress of Caer Ganmorgan

Descending upon this same location from the north, Grogan Blackheart (*Warchief of Clan Cumrock*), along with the mysterious Old Callach (*the Hag of Strathclyde*), and their Troll army overcomes Dermot's Dyke. They continue to march south on the Elf road on the western shore

⁶⁹ Note that the Fomorians should not yet enter Albion or any its allies' territory during the preliminary mobilization move [22.3].

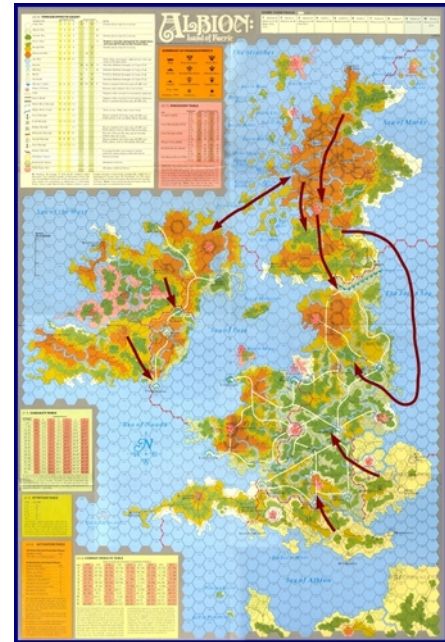
of Albion towards the jagged keep of Ravenglass, a Place of Power rising almost sheer from the depths of the ocean.⁷⁰

In the warmer clime of the Eastmarch, farther to the south, Mad Ainsel's Mundane army joins the Trolls of Magog the Cruel (*Warchief of Clan Gogma*) to maneuver twisting trails that invade peaceful vales of Albion, tramping through swamps and woods, to ford the River Trent near a Faerie fortress, **Caer Ganmorgan**, where reigns the *Crown Prince of Albion*, Elidor. This encroachment into Faerie lands by Mundanes and Trolls is seen as a provocation.

The Mundane army of Bran Og (*Hero of the Eastmarch*) moves from the stockade of The Redhill Pits through fertile wetlands to the fortress of Kirkconnel near the border of Albion. He is now positioned as a possible threat to the Elven hero Colleran the Brave (*Marshall of the East*) who keeps watch at the Elven knowe, the fortress of Brugh Melton.

And now, the initial strike force moves: Bogan Redcap of Ochil and his small army in the broch of Sith Ardoch boards the seaworthy vessels *Gullfoot*, *Reefrider* and *Moontop*.⁷¹ They sail from the Firth of Forth. Turning south upon reaching The Jotun Sea, they voyage nearly 70 leagues and sail deep into Albion up the River Ouse near the Elven fortress of Caer Menador. This is an overt act of invasion: A Fomorian fleet sailing upriver into Faerie lands.⁷²

And at the southern extreme of Albion, in The Weald, Sean the Rhymer (*Cormac's Mage*) moves his Mundane army north to the Hoddenhill stockade while Dando Redhand (*Champion of The Weald*) and his small Mundane army crosses the River Thames to occupy the undefended Elven fortress of Caer Brollachan.⁷³ This, too, is an act of war.



The initial moves of the Fomorians

Turn 1

Month: Second fortnight of Beltane (Beltane II)

Enchantments

The Fomorian Enchanter Dobie the Scryer, *Ainsel's Mage*, casts the "Scrying" enchantment from the fastness of Fir Chlis, a Place of Power deep within the marshes of the Eastmarch. His target

⁷⁰ But see n. 000.

⁷¹ This move seems to raise the vexed issue of how many CSP's a ship can carry (see n. 000), since Bogan has his own 1 CSP escort, while the unit at Sith Ardoch has 6 CSP's. But the image below, which illustrates the attack on Garryknowe, shows that Balor took only 2 of those 6 CSP's with him.

⁷² But see n. 000.

⁷³ Note that the fortress will have its 1 CSP garrison [17.4]. See also n. 000.

is the Elven hero Colleran at the fortress knowe of Brugh Melton who must now reveal his movement plans to Dowie as a result of the enchantment.

Should Colleran move, his fortress will be vulnerable to attack by Fomorian forces led by Bran Og, now ensconced in Kirkconnel in The Eastmarch. Because of this perceived threat, Colleran commits through the Scrying enchantment that he will not move from his fortress.

Attrition

Mac Iver's Mundane army, clawing through Dermot's Dyke, suffers the ill effects of lingering Faerie enchantment. Mac Iver is wounded and his army is weakened by Attrition. Similarly, Mad Ainsel and his army are also afflicted. Dando's army to the far south in Caer Brollachan undergoes Attrition as well. Essentially, all Mundane forces within the borders of Albion are negatively affected by the power of the Elves.

Fomorian Turn 1

Recovery

Mac Iver attempts to recover from his Attrition wound but fails. Mad Ainsel recovers from his wound.

Activation

The only Fomorian unit that can be activated is the Worm of Mousa Stour, but the creature continues to slumber in its remote northern lair and does not activate.

Movement

Having sailed northeast from Eire across The Minches, the Connaught Fleet consisting of the Troll vessels *Seatang*, *Bluefish* and *Irontooth* join the ships *Stormcrow*, *Redtooth*, *Fleetfoot* and *Windrider* which are already berthed at the broch fortress of Mulkirk Hall tucked into the mountainous western coast of Moray overlooking the islands of the Hebrides. Rurik, who is waiting with his Troll army, boards the ships leaving a small force behind to garrison Mulkirk Hall. He sails southwest through The Minches past a maze of islands to return some 40 leagues east of the fleet's point of origin, landing in the Faerie lands of Ulster near a dizzying rock spire called Derg Donnegal, a mysterious Place of Power.

Nearby, the warrior Connan, *The Avenger of Connaught*, holds fast with his Troll army in Broch Wyvis, awaiting developments.

About 25 leagues south in Munster, Balor detaches a small garrison at Broch Ennis then leads the remaining force, a large Troll army, through rough terrain near the River Barrow to threaten the Elven fortress of Comberknowe at the southernmost point of Eire on the Sea of Erin.

Across the sea in Moray, the vessel *Oakheart* sails from a blustery haven near storm-tossed Kirken Kippen at the northern tip of the world, south to the Firth of Forth and deep up the estuary to berth near the Seat of Moray.

Gairloch continues his southward march through mountain passes, mustering his Troll army to a point near the Seat of Moray to wait for ships that are starting to gather there.

Nearly 70 leagues south, the ships *Gullfoot*, *Reefrider* and *Moontop*, having landed Bogan and his Troll army deep in Albion, set sail again to return north to the Firth of Forth. They return upriver into the estuary of the Seat of Moray where they are joined by the single ship *Seasnake*, sailing from the Borders stockade of Crammod Hill. A large fleet has amassed near the Seat of Moray with the expectation that Troll forces led by Gairloch will converge there to embark on a second sea-borne invasion of Albion.

More Troll forces deploy southward. Imric leads his Troll army through the forests and hills of Strathclyde to the barrier of Dermot's Dyke. Glastyn, too, leads a large Troll army to Dermot's Dyke.

Meanwhile, Grogan and Callach, with their small army of Trolls, penetrates further into the northern reaches of Albion, itself, beyond the mountainous pass between Ravenglass and Orme's Gate along the Elf road towards Garryknowe, which is an undefended⁷⁴ Elven fortress.

The initial invasion force led by Bogan Redcap of Ochil, and his small Troll army, has reorganized at the headwaters of the River Ouse deep in the interior of Albion. Bogan will have the honor of obliterating the first fortress in Albion, or so he hopes. Bypassing the Elven fortress of Caer Menador, which is occupied and defended by the feared Dorwen Trollslayer (*King's Champion*), Bogan hacks his way through dense woods with his small force and emerges onto an Elven crossroads dominated by the undefended⁷⁵ fortress of Garryknowe, beating his colleagues Grogan and Callach to this first spoil of war.⁷⁶

Reaction

There are no moves by Faerie forces in reaction to the Fomorians. The Elves remain in their fortresses.

Fomorian Combat

Sacking of Garryknowe

Bogan easily destroys undefended Garryknowe, claiming the first prize of the war.

The Burning of Caer Brollachan

More than 40 leagues to the south, along the River Thames, Dando and his Mundane army similarly destroys the undefended Elven fortress of Caer Brollachan.⁷⁷

The unprovoked sacking and easy destruction of two venerable



⁷⁴ Note that the fortress will have its 1 CSP garrison [17.4].

⁷⁵ Note that the fortress will have its 1 CSP garrison [17.4].

⁷⁶ If both stacks are in the Garryknowe hex, both must participate [15.1].

⁷⁷ Note that the fortress will have its 1 CSP garrison [17.4].

Elven fortresses have decisively plunged Albion into war.

Faerie Turn 1

Recovery

No Faerie persons have wounds to heal.

Activation

Everyone in the Faerie universe undergoes Activation except, critically, the Gnomes of Curwyllan, whose political ruling caste apparently has developed no urgency to help their eastern neighbors. Those who activate for the Faerie include the Elves of Gwynedd, occupying the sprawling lands of Albion's northwest flank (present-day Wales), while across the sea in Eire, the Elves of Ulster and Leinster rally to the defense of Faerie. Three potentially powerful allies, the Ancient Mages, also respond to the Elven call for help: Dunatis the White (Sorcerer of the Watch), Misha the Wise (Old Man of the Braes) and Gerflax Haefay (Master of Fir Darrig).

Movement

In Leinster, Dagda Silverhair (*King of Leinster*) and Brigit Shieldmaiden (*Princess of Leinster*) with a large Elven army move from their craggy fortress of Brugh Tara south along the Elf road toward Comberknowe to deal with the threat of Balor and his army of Trolls.

In support, Angus Mac Og (*The Curse of Munster*) and his small Elven army moves from the fortress of Brugh Na Boine to reoccupy the recently vacated Brugh Tara. Here he is in a position to support Dagda, the King of Leinster, while remaining close enough to return to Brogh Na Boine if necessary. The danger in leaving their fortresses is that Elves are inferior to Trolls in dealing with rough, mountainous terrain. Being caught in the open can be deadly for the forces of Faerie.



The fortress of Brugh Tara in the hills of Leinster

At this stage, the Faerie are primarily required to fight a defensive war, keeping to their fortresses for the most part, waiting for the hammer to fall. However, the Faerie do have mobility and the ability to strike offensively using their seaborne fleets. For this purpose, the three Elven ships *Seawolf*, *Sureswift* and *Seadarter* berthed near Caer Knockma in Ulster sail south on the

Sea of Erin to the western shores of Gwynedd.⁷⁸ At *Caer Cader* they join with the ship *Morningstar* to form an invasion fleet. Here, the four ships are boarded by the King of Gwynedd, Arwan the Black, and his Elven army.⁷⁹ The incredible range of this combined fleet enables it to sail north the entire distance to Moray near Mul Kirk Hall. Via amphibious assault, Arwan will take the war to the Fomorians in their own lands.

In Gwynedd, Midinhir the Protector and his Elven army, marching eastward from *Caer Callan* on the Elf road, hastily traverse more than 60 leagues of distance, including a forced march that places him just north of the stone spire of the *Denby Plinth*. From here, Midinhir and his army is poised to block any further advance north by the Mundane forces of *The Weald*.

Also in Gwynedd, Branwen the Fair (*Princess of Gwynedd*) and her Elven army move northeast from the knowe of Selkies' Rade to the woodlands of *The Driffeld Knowe*, a Place of Power surrounded by deep forests. A convergence of Gwynedd strength is beginning. *The Driffeld Knowe* is fast becoming a nexus for the realm's gathering armies.

Nearby, Dunatis the White, the ancient Mage, abandons the familiar environment of *Derwent's Watch* to gather with the armies of Gwynedd assembling at *The Driffeld Knowe*. His fellow Mage, Gerflax, who starting from the grassy hills of Eastern Albion, approaches *The Driffled Knowe* from the opposite direction of Dunatis, traveling the Elf road from *Fir Darrig*.

At *The Driffeld Knowe*, the Mages join forces with Branwen, who in her own right possesses considerable magical abilities. Together, they conduct a search for important magic Artifacts left behind during the last war in Albion, called the *Kinslaying*.⁸⁰ *The Driffeld Knowe* houses the ghosts of 10,000 Elves who were slain in a surprise attack during that conflict. A prized find would be *Gwydion's Staff*, which was placed in this haunted place to be kept safe until needed to aid Faerie. That time is now.



The Gathering at Driffeld Knowe

The Mages find the magical staff after an arduous search aided by Branwen and her Escort of warriors. The staff can be used in combat only by a person with significant magical ability who can also lead troops. Dunatis has that ability, but so does Branwen, who being eager to prove her merit gratefully receives the gift from the Mage and vows to use *Gwydion's Staff* to destroy the enemies of Faerie.

⁷⁸ This raises the issue of where the Ulster ships deploy: see n. 000 (JB evidently follows option e, deployment of all three ships in hex 2023).

⁷⁹ All six CSP's?

⁸⁰ Spending between 4–8 MP's: see [20.3 §1].

VP's

Fomorian: 20 Faerie: 3⁸¹

Turn 2

Month: First Fortnight of Hoorn (Hoorn I)

Enchantment

Alone in Fir Chlis, amidst the swamps of the Eastmarch, Dobie casts the “Scrying” enchantment again, this time to learn something of the plans of the Elves gathering in Gwynedd. Dobie targets the Elven warrior Midinhir and his army near the Denby Plinth which can march south in a direct path to threaten Dando and his Mundane army at Caer Brollachan. As expected, Midinhir will attempt to reach Caer Brollachan from the north.

The Troll Enchanter Barguest the Dwarf (*Imric's Mage*), dwelling in the blustery crags of Gil's Rest, fails to cast “Rainmaking” on the Faerie fleet drifting off shore near Mulkirk Hall.

North of Gil's Rest, in the soothing springs of Cuillan Braes, a Place of Power and healing, Misha the Wise casts the “Dispelling Magic” enchantment to thwart Barguest's attempt.⁸² But Misha's efforts aren't needed due to Barguest's failed enchantment.

Meanwhile, Dunatis succeeds in casting the *Enchantment of Strength* upon Branwen, to hopefully aid the Elven Princess in her coming struggles and to complement her use of Gwydion's Staff.

Gerflax conjures an offensive blow for Faerie by casting *Enchantment of Vortex Creation* on Ainsel and Magog and their Troll armies near the Elven fortress of Caer Ganmorgan in central Albion.

Attrition

Ainsel's army takes a loss from the sudden appearance of the swirling Vortex cast by Gerflax. Everyone occupying an unfamiliar Place of Power must also suffer the possible attrition effects of Wild Magic. Luckily, Gerflax, Dunatis and Branwen's army do not suffer attrition in The Driffeld Knowe. Usually, it is dangerous to remain within a Place of Power.

Fomorian Turn 2

Recovery

Brian Mac Iver attempts to recover from his wound, again, but fails.

Activation

⁸¹ Presumably from Attrition: see [21.1].

⁸² Following JB's variation on the *Enchantment of Dispelling Magic*: see [19.4 11].

The Worm of Mousa Stour becomes active for the Formorians, but the fearsome creature is so far north and far from any action that it is doubtful it can do any good.

Movement

Across the sea in Ulster, Rurik and his army of Trolls debark from the ships of his invasion fleet in the north of Eire near Derg Donnegal. The Faerie forces nearby at Aranrock under Cluracan the Bold, *Hero of Ulster*, watch this threat carefully, as does Finvarra, *The King of Ulster*, at Caer Knockma.

In the south of Leinster, Balor and his large Troll army eyes the approach of Dagda and Brigit's Elven army, now racing to the defense of Comberknowe. Suddenly, Balor changes his plan, conducts an about face and moves north again through rough terrain away from Comberknowe, escaping the approaching Faerie forces to gain the Elf road southwest of the fortress of Brugh Na Boine. This cuts off the Elven forces of Mac Og at Brugh Tara and prevents him from relieving Brugh Na Boine without dealing with Balor's host, first. Taking advantage of Balor's interdiction, Connan (*The Avenger of Connaught*) leaps into action. He leaves a small detachment at Broch Wyvis and moves with a larger Troll army to occupy the vacated⁸³ Elven fortress of Brugh Na Boine. The Faerie have been successfully outmaneuvered and will now pay the price.

Meanwhile, The Worm comes ashore the rocky beach on the northeastern tip of Moray, and makes progress southward down the trail.

The word has spread among the Trolls that a fleet of four Elven ships carrying Gwynedd's king, Arwan, and an Elven army is approaching the Troll fortress of Mulkirk Hall in Moray from the western sea. The Formorians' earlier mistake in leaving their northern realms so vulnerable to attack must now be corrected.

Glastyn and his large Troll army hastily retreat from near Dermot's Dyke to return north to Mulkirk Hall to defend it from an apparent Faerie invasion. Gairloch and his Troll host move to take up a position on the road that blocks access to Broch Carmody. These prudent measures all but ensure that the Fomorians must now abandon their hoped-for second attack of Albion by land and sea. The bold appearance of Arwan and his fleet of Elves throw a monkey wrench into the Fomorians' plans. Even though it is not likely to be a tactical success, Arwan's bold move succeeds strategically in bleeding off Fomorian armies from their invasion of Albion. It is an act of heroism that will ultimately cost Arwan his life.

Meanwhile, the Fomorian forces further south are already committed to their invasion goals. The precise location of the tunnel at Orme's Gate is known only to Elves, and so Mac Iver and his army must bypass it and approach the Elven knowe of Caer Menador from the northwest after an arduous mountain passage.

Further south, the invading Eastmarch armies of Ainsel and Magog, both Mundane and Troll, conduct a forced march north up the Elf road through the hills and woodlands of central Albion. A vise of Fomorian strength is beginning to close around Caer Menador. Turning northeast, the

⁸³ Note that the fortress will have its 1 CSP garrison [17.4].

Eastmarch armies surround this ancient Elven fortress which is defended by a small army under the command of Dorwen Trollslayer. The Fomorian host is joined by the Troll army of Grogan and Callach. The Elven fortress of *Caer Menador* is poised to fall.

The Fomorians are bold but they are also exposed to danger. It is possible that the Elven armies of Gwynedd, with their superior mobility, could quickly move east along multiple Elf roads to come to the aid of *Caer Menador*, thus reducing the large Fomorian advantage in numbers. To block this possibility, Bogan and his small Troll army moves south east of the smoking ruins of *Garryknowe* to occupy a critical Elf road junction. Any of the forces of Faerie with hopes to relieve *Caer Menador* from the west will need to overcome this obstacle of Trolls. To assist in this effort, Imric descends south from below *Dermot's Dyke* along the Elf road toward the ruins of *Garryknowe* to further thwart any possible relief of *Caer Menador*.

Meanwhile, more than 50 leagues to the south, *Dando's* attempt to advance his Mundane army into Albion after his easy destruction of the Elven fortress of *Caer Brollachan* has stalled, and now there is word from *Dobie the Scryer* of a large Faerie army (led by *Midinhir*) massing only a few leagues further north. *Dando* retreats without delay over the *River Thames* to *Hoddenhill* in *The Weald* to retrieve and lead additional Mundane troops contributed from the army of *Sean the Rhymer*.

Sean's opposition to the war means he cannot leave *The Weald*, himself. *Dando* returns with his larger host to the ruins of *Caer Brollachan* to meet the impending threat of *Midinhir's* advance.

Faerie Reaction Move

Even though *Branwen* possesses *Gwydion's Staff*, she is too far from *Caer Brollachan* to reach it using a *Reaction* move. Also, she cannot use the *Staff* to its best effect as a magic weapon in a *Duel Arcane* because the only likely opponent, *Dando*, has no sensitivity to magic. Instead, *Midinhir* with his Gwynedd army near the *Denby Plinth* descends upon *Dando* at *Caer Brollachan*, as foretold by *Dobie the Scryer*.

Fomorian Combat

The Destruction of Brugh Na Boine

In Leinster, *Connan* destroys the undefended fortress of *Brugh Na Boine*.

Battle of Caer Menador

In Albion, standing before the Elven fortress of *Caer Menador*, the Troll *Chieftan of Clan Gogma*, *Magog the Cruel*, declares a *Trial by Combat* against the keep's defender *Dorwen*, who carries the *Sword Requirer*. A curse is placed upon this sword. Whoever slays the bearer of *Requirer* will also be destroyed. *Dorwen* accepts the challenge knowing that if he dies, his opponent will die as well. Interestingly, *Magog* also carries a poisoned blade.



The two enemies begin their Trial by Combat. Early in the fight, Dorwen lands a grievous blow upon Magog, but Dorwen also takes a wound from Magog's poison blade. Regardless of who ultimately wins the Trial, Dorwen will die from the venom of Magog's blade before the end of the day. Of course, the death of Dorwen will also guarantee the death of Magog from the curse of the blade Requirer.

Both warriors exchange damage over an exhausting 14 rounds until Magog, within an inch of his life, lands a killing blow on Dorwen. As Dorwen collapses lifelessly, the curse of Requirer takes hold and Magog simultaneously slumps in death to the bloodied ground. **Caer Menador** is now leaderless and the Fomorian forces, under the leadership of Mad Ainsel, attack at 3:1 odds. At first, the combat is undecided, but in the second round of battle the Fomorians mount a devastatingly violent charge. **Caer Menador** is taken. The ancient Elven fortress is put to the torch and utterly destroyed.

The Sword Requirer
Owned by Dorwen

The possessor of the "sword of heroes" is always considered a hero. His Command Rating is always increased by 1 (already reflected on Dorwen's piece). A curse is laid upon the sword that the slayer of its bearer will, by his act, destroy himself. If the bearer of Requirer is slain in challenge combat, the enemy piece will also immediately die. Any Mundane or Troll person who attempts to take possession of Requirer must roll his Current Magic Strength or less on two dice. If he fails, he dies. Troll and Mundane armies may carry the sword without penalty.

22

Magog the Cruel,
Warchief of Clan Gogma

(2642-2681) If Magog wounds an opponent in trial by combat, his opponent automatically dies at the end of the trial by combat as a result of the venom on Magog's blade.

★

t25 W6 Troll

Dorwen Trollslayer,
King's Champion

(2335-2680) Dorwen bears the blade *Requirer*, and can never part with it unless he is killed. In addition, Dorwen's reputation among the Fomorians is so fell that he receives a shift of one column in his favor whenever he participates in challenge combat.

22

★ ●

e05 W6 Elf

Battle of Caer Brollachan

Almost 50 leagues to the south, Midinhir and his Elven host arrive at the ruins of **Caer Brollachan** to meet the threat of the Mundane armies of The Weald. Midinhir challenges Dando to Trial by Combat but Midinhir loses the contest after twelve rounds of blows exchanged. The overconfident Midinhir dies leaving his army without a leader. At reduced strength versus a Mundane foe who is expert at fighting in the open, the army of Gwynedd is also destroyed. The first fruits of attempted vengeance are bitter, indeed.



VP's

Fomorian:68 Faerie: 17

Faerie Turn 2

Recovery

There are no living Faerie who require healing.

Activation

The Gnomes of Curwyllan are still convinced their help is not required. Again, they are not activated, unfortunately for the cause of Faerie.

Movement

In Leinster, Dagda is trying to salvage a desperate situation as his Elven army learns of the destruction of Brugh Na Boine further north. He departs Comberknowe (leaving Brigit and a small Elven garrison) and marches with his army to join his heir Angus Mac Og at Brugh Tara. Together, they move north to attack Balor and his Troll army in the open terrain only 4 leagues from Brugh Tara.

Meanwhile, Finvarra, *King of Ulster*, who carries the deadly axe Trollbane, leads his army from the Elven knowe of Caer Knockma in the green woods of northeastern Eire and marches south to challenge Connan and his Troll army at the ruins of Brugh Na Boine. Morigu the Enchantress (*Princess of Ulster*) is left alone in Caer Knockma to defend the keep.⁸⁴

Cluracan the Bold and his Elven army stays fast in Aranrock to potentially check the Troll warrior Rurik's amphibious landing. Otherwise, should Cluracan vacate his fortress, Rurik would likely sail to Aranrock and destroy it. Cluracan's mortal enemy is Connan, who has just destroyed Brugh Na Boine, and every instinct in Cluracan screams for him to avenge this atrocity. But Cluracan remains in Aranrock, coolly awaiting developments and opportunities.

And so, two epic battles led by the Elven Kings in Eire, Finvarra and Dagda, will be fought in the rocky mountain passes of Leinster.

Meanwhile, in Albion, Branwen carries Gwydion's Staff at the head of her army while marching south on the Elf road from Driffeld Knowe. Arriving at the shattered ruins of Caer Brollachan and stepping over the slain bodies of fellow Elven warriors, her single thought is to avenge Midinhir's death at the hands of Dando.

Still at sea, Arwan and his Elven army sit aboard the ships *Morningstar*, *Seawolf*, *Sureswift* and *Seadarter* preparing for their amphibious landing in Moray. Everyone expects them to explode from the beaches into battle over the fortress of Mullkirk Hall. Fomorian forces are massing nearby with just this expectation but Arwan decides he won't do what his enemy requires of him. He makes a surprise move by sailing further south to the Solway Firth. Arwan's task force comes ashore, instead, at Dermot's Dyke where the Fomorian realms of nearby Strathclyde and The Borders are mostly undefended. If this shocking Faerie assault isn't checked, the Elves will destroy the fortress of Sith Cumrock or even Dun Morpa and deliver the Fomorians a grievous blow.

Faerie Combat

The Battle of the Ruins of Caer Brollachan

⁸⁴ Note that the fortress will have its 1 CSP garrison [17.4].

Branwen has to be clever. Her highest skills lie in Magic, and with Gwydion's Staff she is formidable, unlike Dando who has no magic abilities. But honor decrees that she cannot challenge a foe with no magic sense to a Duel Arcane. Unfortunately, she would probably lose a Trial by Combat.

So, she chooses to offer no Trial or Duel. Dando takes the opportunity to shame Branwen by insisting on a Trial by Combat, anyway. Branwyn declines. This is an embarrassment to her, and it will cost her troops in terms of lower morale. But she would almost certainly lose a Trial by Combat and she needs to survive to lead her army. In fact, she can work the magic of Gwydion's Staff to considerable effect while commanding her Elven troops in combat. She confirms her choice: She will lead her demoralized army against the Mundane forces of The Weald.



Both armies clash and despite the power of Gwydion's Staff and the *Enchantment of Strength* previously cast by Gerflax, Branwen's forces are unlucky and are immediately repelled and forced to retreat. Her refusal to fight a Trial by Combat was a factor in this setback but at least she survives to fight another day.

Epic Battle of Leinster: Brugh Na Boine

Finvarra, *King of Ulster*, carries a vicious axe called Trollbane but elects not to initiate Trial by Combat because if he is killed his Elven army will be leaderless before the Troll armies of Connan. He hopes that his opponent, Connan, similarly prefers not to risk death so that he, too, can lead his army. However, Connan has no intention of letting Finvarra off the hook. Connan challenges Finvarra, who now feels he has no choice but to reluctantly accept the Trial by Combat. He is carrying Trollbane, after all, with its fearsome reputation for killing Trolls. The two enemies will fight to the death.



Initially, Connan takes some serious damage from Trollbane, which Finvarra wields with lethal force. But ultimately Finvarra is no match against *The Avenger of Connaught* and he dies at Connan's hands. Finvarra's leaderless army fares no better than their slain King. They cannot mount a serious answer to the Fomorian troops in mountainous terrain. The Leinster army is completely obliterated. With Finvarra's death, the Princess Morigu some 16 leagues distant in Caer Knockma suddenly becomes Queen of Ulster.

Epic Battle of Leinster: Mountain War near Brugh Tara

Dagda and Mac Og, the Elven guardians of Leinster, lead their armies against Balor in the open mountainous terrain north of Brugh Tara. First, Dagda challenges Balor to a



Trial by Combat. Balor is especially fierce in such contests (he receives a combat bonus). So, he accepts the Trial. Both warriors exchange blows fairly equally in an exhausting contest. Finally, when it seems that both combatants can fight no longer, Balor lands a massive blow and kills Dagda. The Elven armies of Mac Og smash into Balor's Trolls. It is an unequal contest. The Trolls are expert fighters in the mountainous terrain. Mac Og's army of Leinster is destroyed and Angus Mac Og is killed, also. Brugh Tara, the capital fortress of Leinster, is now completely undefended.

The Battles of Leinster went poorly for the Faerie. With the deaths of three major personalities, Finvarra, Dagda and Mac Og, new leaders emerge in Eire, all Queens. Brigit Shieldmaiden now becomes Queen of Leinster while Morigu becomes Queen of Ulster. Both reigns may be short.



VP's

Fomorian: 100 Faerie: 25

Turn 3

Month: Second Fortnight of Hoorn (Hoorn II)

Enchantments

Gerflax and Dunatis remaining in Driffeld Knowe will cast the "Vortex" enchantments on forces of The Weald including Dando and his accursed army at Caer Brollachan and Cormac Sweetongue (*King of The Weald*) at Dun Mendip, in the hopes that if the Gnomes of Curwyllan will activate they can march on weakened Mundane fortresses.

Dobie will cast the "Scrying" enchantment on Branwen to see exactly what her plans are. Will she invade The Weald?

All Enchantments are successful. Branwen has no idea how she will remove the obstacle of Dando and his Mundane army but in her confidence for a miracle to happen she commits, as required by Dobie's "Scrying" enchantment, to attacking the stockade of Hoddenhill in The Weald.

Attrition

Now the devastation of Elf enchantment takes its toll on the defenseless Mundane forces in Albion. Dando takes two wounds, nearly killing him. His lingering army in Caer Brollachan is destroyed by a withering Vortex summoned into their midst by Gerflax from almost 30 leagues distance. The miracle has happened that Branwen hoped for! The road to Hoddenhill is clear.

Cormac's army in Dun Mendip takes a loss due to the Vortex conjured by Dunatis.

Callach takes one wound in Caer Menador, with the army there also taking a loss due to the all-pervading enchantment of the environment surrounding the destroyed Elven fortress.

Fomorian Turn 3

Recovery

Dando is so weakened from his wounds that his attempts to heal are fruitless. Callach is similarly too weak to heal.

In Eire, Connan and Balor each heal one wound.

Movement

In Leinster, Balor and his troll army move into Brugh Tara to destroy it.

Victorious from his conquest of Brugh Na Boine and the death of Finvarra, the *King of Ulster*, the fearsome Connan with his small Troll force invades Ulster itself, moving toward Caer Knockma where Morigu, the Elven *Queen of Ulster*, defends an empty⁸⁵ fortress, alone. Along the way, Connan's army conducts a forced march during which it loses some of its strength.

Rurik has been floundering around unproductively in the northern desolation of Ulster's mountainous coastline but he has just realized he is the only Fomorian who can possibly prevent a looming disaster from unfolding. He embarks with his Troll army onto his fleet of waiting ships and sails east from Ulster back across the sea to Solway Firth and Dermot's Dyke. Here he will intercept the Elven King, Arwan, and his ships to hopefully prevent a devastating Elven invasion of Strathclyde or The Borders.

As part of this developing strategy, Glastyn conducts a forced march with his Trolls into The Borders to protect Dun Morpa from Arwan's forces. Imric and his large Troll army abandons Albion to march north to intercept Arwan, as well.

Gairloch is too far away to do anything useful and he stays put. The Worm doesn't move, either.

Mac Iver with his large Mundane army near Orme's Gate decides he has nothing to contribute to the defense of the northern provinces. Instead, he sees an opportunity in the west for gaining further spoils. He conducts a forced march down the Elf road to the ruins of Garryknowe, then turns west toward the Gwynedd fortress of Emlyn Brugh to fight the small garrison there and destroy the fortress, if possible.

Far to the south, on the banks of the River Thames, Dando struggles in a severely weakened state from the wounds he suffered from the Vortex as well as devastation over the loss of his army. He retreats alone over the river, again, moving south out of Caer Brollachan to the stockade of Dun Hammel to lead a small army back to defend Hoddenhill from Branwen's impending attack. It didn't require Dobie's Scrying enchantment to know that Branwen would descend upon Hoddenhill with Elven vengeance.

⁸⁵ Note that the fortress will have its 1 CSP garrison [17.4].

Fomorian Combat

The Sacking of Brugh Tara

In Leinster, Balor destroys undefended Brugh Tara, nearly completing the total devastation of Leinster.

Battle of Caer Knockma

Morigu is the Elven *Queen of Ulster* after the death of Finvarra, and she is alone in her kingdom fortress. Connan has marched his Troll army northeast from Brugh Na Boine to lay seige to Caer Knockma. In front of Morigu's gate, he gallantly does not challenge her to a Trial by Combat. Morigu chooses not to challenge Connan, either. She will lead her garrison, instead.⁸⁶ This battle will be decided by the valor of the armies, alone. Unfortunately, Connan's overconfidence does not serve him well. Despite his leadership, in the first round of combat his small Troll army is forced to retreat. He has been beaten by the Queen of Ulster. For now, Caer Knockma is spared!



⁸⁶ Appears here to observe the 1 CSP garrison.

Battle of Emlyn Brugh

In Gwynedd, Mac Iver and his small Mundane force takes on Emlyn Brugh. A tough battle is fought and Mac Iver is seriously wounded, but Emlyn Brugh is destroyed and the kingdom of Gwynedd suffers its first defeat of the war on home soil.



Ruins of Emlyn Brugh by the sea.

The Epic Sea Battle of Dermot's Dyke

Sailing from Ireland as fast as the wind allows, the Fomorian fleet arrives at Dermot's Dyke. Rurik decides to disembark his army for the coming land battle with Arwan's Elven forces, leaving his fleet without leadership to fight the Elven ships alone. The Fomorian fleet consists of *Irontooth*, *Bluefish*, *Seatang*, *Stormcrow*, *Fleetfoot*, *Redtooth* and *Windrider*. The Faerie fleet consists of *Morningstar*, *Sureswift*, *Seawolf* and *Seadarter*. The ships clash at sea in a sprawling melee of smashing timber, boiling tar and flaming arrows. After eight rounds of combat, the Fomorian ships destroy the Faerie fleet. However, the victory is an empty one as the Fomorians suffer more losses from sunken ships than the Faerie. The valiant sacrifice of the Elven sailors will be remembered in lore.



The Land Battle of Dermot's Dyke

Even though the Fomorians outnumber the Faerie, the fates are kind to Arwan's leaderless Elven forces, who take advantage of their familiarity with the terrain of Dermot's Dyke to rally and repel their attackers. The army of Trolls is forced to retreat.

VP's

Fomorian: 143 Faerie: 55

Faerie Turn 3

Recovery

No living Faerie are able to heal their wounds (Branwen fails to heal).

Activation

The frustrations of the Faerie are multiplied. The faithless Gnomes of Curwyllan still refuse to participate in the war.

Movement

At the southern border between Albion and The Weald, Branwen's unfettered mind considers that she could march south and take the undefended Mundane stockade of Dun Hammel; but Dobie's Scrying enchantment requires her to attack Hoddenhill, instead, which was her originally committed plan. Accordingly, she moves over the River Thames into the stockade of Hoddenhill.

To the north, Elidor, the *Crown Prince of Albion*, decides on his honor that he must now join the fight or be disgraced by the fact that the armies of Gwynedd are fighting his war for him. He leaves behind a small garrison in Caer Ganmorgan and swiftly marches to Hoddenhill to join Branwen in her attack on the Mundanes. No Fomorians are within reaction movement range of Caer Ganmorgan so this move by Elidor is prudent.

In Ulster, Cluracan's hands are freed by the departure of Rurik's fleet of Troll ships. Cluracan leaves a small garrison of Elves in Aranrock and takes the opportunity to march his small army along the winding road to the Troll fortress of Broch Wyvis. Cluracan is bent on revenge for the destruction of his neighbors in Leinster and the unconscionable attack on Morigu, his Queen, in Caer Knockma.

Arwan the Black, King of Gwynedd
(2086-2680) Midinhir becomes King of Gwynedd if Arwan is killed.
e14 w5 Elf

Imric Troll-Lord, Speaker of the Clans
(2628-2680) if Imric meets Auberón in challenge combat, the winner's player adds 5 to the succeeding combat resolution dice rolls in that battle. If Imric is killed, Gairloch becomes Warchief (treat as King) of Moray.
t27 w6 Troll

Branwen wields Gwydion's Staff making her nearly twice as strong in magical lore as Sean, but she is not robust, physically, possessing only half of Sean's capacity to absorb damage. And Branwen is already wounded. Both Enchanters exchange powerful magical attacks and both inflict damage. While Sean shrugs off his wounds, Branwen is overcome and Gwydion's Staff falls from her lifeless hands.



Both sides in this contest have lost important players, but their armies are still led by strong personalities. The Elven troops of Elidor's army are even stronger, while Sean's forces are weak. The Faerie attack Hoddenhill with the fury of vengeance. Sean rallies his Mundane defenders inside their fortress. They even hold out for a time. Both armies distribute equal portions of punishment which the Elves can absorb. The Mundanes cannot, however. The Elves of Albion avenge the death of Branwen and Midinhir. They obliterate the Mundane army on their own soil and destroy the stockade of Hoddenhill, leaving Sean to scramble for his life, narrowly evading capture and death.

Six weeks of conflict come to an end in Albion.

Final VP's

Fomorian: 171 Faerie: 82

Conclusion:

Though the Fomorians bested the Faerie during the six-week campaign by 2:1 in terms of damage inflicted upon the enemy, their margin of victory is not perceived as sufficient to ultimately overcome the Faerie, especially given the inevitable entry of the Gnomes into the conflict, however delayed that might be. As this realization dawns upon the Fomorian Alliance, both Trolls and Mundanes retreat from all contact with their foes and slowly return to the swamps, hills and mountain-keeps they call home.

And so, the Third Fomorian War comes to an end. The face of the world has changed, however. The Isle of Eire has been devastated. The Faerie will not likely thrive there again while Albion will continue, for a while, to safely ward the Elves. But in time, this too will change.

There are some amazing moments that stand out during the six week struggle:

Balor's outflanking of Dagda and subsequent devastation of Leinster's great fortresses.

Dando's endurance in the face of exhausting battles, Trials by Combat and attacks by Vortex. In the end, these punishments killed him. He was not just a warrior but a great recruiter. More than once, he had to double back over the River Thames to bring up more troops.

The churlishness of Curwyllan's refusal to come to the aid of Albion, essentially requiring the kingdom of Gwynedd to pull Albion's chestnuts out of the fire.

Arwan's heroic and ultimately suicidal invasion and the epic sea battle at Dermot's Dyke which stemmed the tide of Fomorian invasion.

Branwen's stubborn leadership and boldness which held the invaders of The Weald at bay until Elidor could arrive. She paid for this sacrifice with her life.



Summary map of the events of the Third Fomorian War (“Albion Alone”)

Reviews of *Albion Alone: Session Report.*

Kim Meints (June 1, 2012): Jeffery, absolutely fantastic session report. Thank You. *Albion* always a favorite of mine.

Christina Kahrl (June 2, 2012): Absolutely outstanding, thank you for revisiting this old *Ares* classic.

Mike (June 2, 2012): A wonderful session report on a fine game. This kind of experience is what gaming's about. Thanks Jeff! I know how much effort it takes to put a session report together with this kind of care and attention. A great read.

Magister Ludi (June 2, 2012): Wow, an incredible piece of work! Gotta love a game with a leader called Bogan.

Was George Orwell an Optimist? (June 2, 2012): That was an epic account. Thank you for taking the time and effort to prepare it for us.

David Mathieson (July 5, 2012): Fantastic report, well-written and makes me want to dust off my copy and have a run through of the scenario myself! Thanks very much for sharing.

David Morneau (July 12, 2012): Holy wow! This is one hell of a session report. Thanks for writing this up.

Jean-Claude Ranise (Oct. 31, 2015): Still amazing report !!!! Thanks.

ALBION: LAND OF FAERIE

John D. Burt

Reviewed in *Nexus: The Gaming Connection* 1 (April/May, 1982), 39–40

Since SPI cut back on the number of titles they release each year, the quality of their work has improved. An example is ALBION: LAND OF FAERIE. ALBION depicts the Third Fomorian War, pitting trolls and humans against the elves and their allies, the gnomes, in the Enchanted Isles (present day England and Ireland). The game combines a highly visual map and a complex interacting game system into an excellent fantasy conflict.

The map of the Isles is one of the best efforts off of Simen[s]on's table in a long while. The two hundred counters represent individual leaders, ships and armies. Individuals have combat, magic, and command ratings, and are ranked from captain to king. Army units are differentiated by race and kingdom, and use the strength point system for recording losses. Other counters represent magical items and artifacts which are used to cast potent enchantments or increase combat abilities. The rules, while complex, are clear.

ALBION's sequence of play has a combined enchantment-attrition phase, followed by alternating movement-reaction-combat phases, but this is only the tip of the whole system. Enchantments in general require a good magic rating, the proper mana level, an artifact and that they be performed at a special Place of Power. This is more realistic than most fantasy game magic systems. Movement costs various points, based on the terrain, hexsides, weather, race and type of unit. Forced marches, overruns, ship movement and transportation, as well as teleportation are allowed. opposing units, within certain restrictions, are allowed to move in a reaction phase prior to combat.

Combat is performed in rounds, and takes place between opposing units occupying the same hex. There are five separate forms of combat. Battles and engagements are used for army and ship combat respectively, and these use an odds system. Melees, Duels Arcane, and Trials-by-Combat pit individuals against one | (p40)

Victory in the two scenarios provided is by point total, with points awarded for destruction of enemy strength points, ships, strongholds, and individuals. Neither scenario is small, so be prepared to spend considerable time setting up prior to play.

There is a lot of detail built in ALBION: witness the four solid pages describing leaders, magic, artifacts and Places of Power. Both sides have a challenging task of marshalling their forces and getting them where they will do the most good. So far, my only complaint is the lack of reinforcements, which makes for a game featuring a single battle. This is probable, but makes the battle far too potent and dependent on the die rolls. ALBION makes a very poor solitaire game, but a good multi-player bash. I recommend it.

Game: ALBION: LAND OF FAERIE

Publisher: Simulations Publications 257 Park Avenue South New York, NY 10010

Designer: Dave Ritchie

Reviewer: John D. Burt

REFERENCES

Ritchie, D. J., "Adventures in Albion", *Ares* 12 (January) (1982), 9–13.