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

COMMENTS:
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 Leinstor, 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 war chief, 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 war chief 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 Eastmarch. The other player (the Faerie player) controls the Elvish Kingdoms of Albion, Gwynedd, Ulster, and Leinster and the allied Gnomes of the Hearthstead of Curvyllan.

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

COMMENTS:
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:

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:

Elf
Troll
Gnome
Mundane

Ship Playing Piece (Front)

Movement Allowance
Combat Strength

Ship Playing Piece (Back)

Name of Ship

Person Playing Piece (Front)

Person’s Name

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:

Auberon

Auberon
[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, Straitclyde, 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 Strength is determined. This 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.

The magical 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 Game

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, (in italics), by magic item, and by CSP’s of army pieces (e.g., Troll × 4 means 4 CSP’s of Trolls).


   - **Clan Clach** 3118: Bogan, Gulfmouse, Redrider (Redrider), Moonlop (Moonlop), Troll × 6. 3314: Glaston, Troll × 6.


   - **Kingdom of the Borders** 3218: Brian Mac Iver (MacIver), Seasnake (Seasnake), Mundane × 6. 3321: Mundane × 2.

   - **Connaught** 3079: Ironooth (Ironooth), Seatang, Bluefish (Bluefish). 1421: Connaire, Troll × 6.

   - **Mac Ennis of Munster** 3027: Fairwind (Fairwind), Pelican, Troll × 4. 1026: Balor, Troll × 6.


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

   - **Kingdom of Leinster** 1426: Dagda, Brigit, Elf × 6. 1625: Angus Mac Og (Mac Og), Elf × 4.

   - **Kingdom of Ulster** 1316: Clurcan (Clarcan), Elf × 4. 1922: Fuaflar (Fuaflar), Morug, Elf × 6. Trollbane × 12.


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


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

   - 1023: Dana’s Torque (#09), Nuada’s Helm (#09), The Red Cleaver (#10). 1323: The Book of Glamours (#01), The Book of Gyres (#02). 2128: The Mailcoat of Goafannon (#80. 2629: Colt Pexy (#04). 2634:
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, Swancout, 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 bottommost). All persons with escorts are deployed with their escorts attached. All ships are deployed at full strength.

[5.0] Course of Play

GENERAL RULE:

Aubion: 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 (6.0).

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 necessary 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).

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 Faomorian 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 with magic hexes (8.0).

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

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

4. The Faomorian 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. Faomorian Player-Turn

1. Recovery Phase

a. The Faomorian 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 Faomorian 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 Faomorian player may place Refit markers on any of his damaged ships which are eligible to initiate repairs during this Phase (9.0).

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

e. The Faomorian 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 Faomorian 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 Faomorian player for purposes of this roll; numerous inactive persons and kingdom are friendly to the Faerie player.

b. For each eligible inactive piece, the Faomorian 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 (or all the pieces of the kingdom) becomes active under the Faomorian player’s control. Otherwise, pieces remain inactive, and no new attempt to activate them is possible until the next Faomorian Activation Phase.

3. Movement Phase

a. The Faomorian 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 Faomorian 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 Faomorian 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 Faomorian 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 Faomorian 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 Faomorian has initiated no challenge combat (or only one type of challenge combat).

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

f. The Faomorian 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 e, d, e, and f, the Faomorian player executes the battle 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 Faomorian Player-Turn, except the Faerie player is the active player. Whenever “Faomorian” is mentioned in D, read “Faerie,” and vice versa.
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[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 lose one CSP would be inverted to reveal its 1-CSP side. Remember that army CSP’s are interchangeable within the same color (kingdom).

Ships take 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 | ☐☐☐ | ☐☐☐ | ☐☐☐ | ☐☐☐ |
| Corin   | ☐☐☐ | ☐☐☐ | ☐☐☐ | ☐☐☐ |

In this example, Colloran 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’s 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 maphsheet). 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 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 reach 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 maphsheet)

[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 Attrition Segment.

[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 sailors that begin an Attrition Segment at sea must undergo attrition during that Segment.
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 hexes. The effects of fords (but not ferries and bridges) on such hexes 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 hex side is doubled. The cost to cross a mountain pass hex side is not doubled if only one of the hexes joined by that hexside is under the effects of snow, however.
2. Minor river hexes that border only hexes in which the weather is snow are treated as clear hexes.
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.
5. Each ship designated a bad sailor 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.
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.
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.
...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)

8.4 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.

8.6 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

Refit markers should be placed on refitting ships. All persons and army CSP's are considered debarred 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 Cuillian Braes, Gil's Rest, Kella Braes, Ronan's Bath, or a hex with Misha's Rod may have one or more wounds healed (20.6 and 19.8).

[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 (except: 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 mapped 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 Mousa Stour, Misha the Wise, Dunatis the White, and Gerflax Hafsey 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, Curvyllan, 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)

10.0 How to Move Pieces

GENERAL RULE:

Each piece has a printed Movement Allowance. This Movement Allowance is expressed in Movement Points. 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 from 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 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 traversable 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.

[11.4] The hexside through which a piece enters a hex may affect the Movement Point cost to enter the hex.
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). 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. 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 Calt Sith may never be embarked.

Players should note that the map for Albion very accurately delineates 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.

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

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. Embarked pieces always move with the ship carrying 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 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 enemy in which 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)

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 the person in the stack is greater than the highest Command Rating of any enemy person in the stack.

13.4 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 automatic, 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 (meelee 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.

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 Pox, Brigitt's Cloak, Gerflax's Watch, 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 one 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.

[16.0] Resolving Combat

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 independent of 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).

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.

   ...if the defending player declined a duel arcane initiated 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.

   ...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.

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

   ...if the attacking player declined a trial by combat initiated as a result of the battle and one or more attacking persons are 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 force 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 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 wounded 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:
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. The resulting totals are expressed as a Combat Ratio (16.1, Step 5).

4. The attacking player rolls two dice, and modifies the roll exactly as in 16.1, Step 6.

5. The modified roll is indexed with the Combat Ratio on the Combat Results Table to yield a combat result.

6. 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.

7. 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 Strength and the Combat Strength 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.

17.4 All fortresses except dykes have an intrinsic defensive Combat Strength of 1.

This strength is added to that of other friendly pieces which are defending in the hex (only). It is never modified by terrain. 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 (23.0), 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 fortresses 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.

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 an evasion attempt succeeded.

CASES:

[19.1] Only enchanter who occupy a Place of Power may attempt to cast an enchantment.
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. Artifacts 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 Curwyn 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 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, Ogne’s Axe, and The Sword Requirer.
 3. A particular person may only use one Wizard’s Staff at a time. Wizard’s Staff include: Gwydion’s Staff, Gerflax’ Wand, Misha’s Rod, and The Staff of Dunatis.
 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 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. 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 map sheet)

[21.0] Scenarios and Victory Conditions

GENERAL RULE:
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 (VPs).

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.

[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 Gann-morgan (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

COMMENTS:
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 Auberon's Expedition during this scenario.

[22.3] The Fomorian player may execute a pre-game 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 pre-game movement is clear. Pieces may not force march during a pre-game 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

COMMENTS:
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 Collaran 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 Midhir
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: Churacan 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 alpha-numeric 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 the rules. Persons are listed according to the Kingdom or player to whom they owe allegiance.

LEADERS AND HEROES OF ALBION

e01. Auberon the Short, King of Albion (2032–2680) Auberon begins the game of map with Auberon's Expedition, which has sailed in search of Joruheim.
e02. Collaran the Brave, Marshal of the East (2066–2680) Collaran 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 (Eldor) becomes King. If both Eldor and Auberon are dead, Edric becomes King.
e04. Eldor, Crown Prince of Albion (2598–2680) Auberon's eldest son becomes King if Auberon is killed (immediately gaining the power to command any friendly troops).
e05. Dorwen Trollslayer, King's Champion (2335–2840) Dorwen bears the blade Requiter, and can never part with it unless he is killed. In addition, Dorwen's reputation among the Fomorians is so great that he receives a shift of one column in his favor whenever he participates in challenge combat.
e06. Corin The Shaper (7–2680) 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 Caith Sith, the great Demoncat that Corin bound to his service and which is sworn to avenge his death. The Caith 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 start of the game. Leinster is activated (if still Inactive) when Ogme enters the game.
e10. Brigit Shieldmaiden, Princess of Munster (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 USTER

e11. Finvarra, King of Ulster (1642–2828) If Finvarra is killed, Morigu becomes Queen of Ulster (treat as a King). He carries Trolhtane at the start of the game.

e12. Cluracan the Bold, Hero of Ulster (2387–2680) If Cluracan 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 MUNSTER

e14. Arwan the Black, King of Gwynedd (2086–2680) Midninher becomes King of Gwynedd if Arwan is killed.
e15. Midnin the Protector (2413–2853) If Arwan is killed, Midninher becomes King of Gwynedd.
e16. Branwen the Fair, Princess of Gwynedd (2178–2686) If both of her brothers are dead (Arwan and Midninher), Branwen becomes Queen (treat as King) of Gwynedd.

LEADERS AND HEROES OF CURWYLLAN

e17. Erskine Deepdove, 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.
e18. Trumpin, Master of Bodmin Delving (2638–2680) If both Erskine and Spriggan are killed, Trumpin becomes King of Curwyllan.
e19. Spriggan, Master of Thorstan Hall (2633–2680) Spriggan becomes King of Curwyllan if Erskine is killed.

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

HEROES AND LEADERS OF THE FOMORIAN ALLIANCE

e21. Bogan Redcap of Ochil (2622–2680) If Bogan and Eldor 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.
e22. Glastyn Bearkiller, Warchief of Ochil (2620–2680) If Glastyn dies, Bogan becomes Warchief (treat as King) of Ochil.

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

Bator One-Eye, Warchief of Clan MacEnnis (2638–2680) Modify the dice roll by 2 in Bator's favor whenever he participates in trial by combat.

e25. 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 his trial by combat as a result of the venom on Magog's blade.

e26. Grogan Blackheart, Warchief 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. If he faces one, he will face the nemesis of the prophecy. If he refuses a challenge combat, the relevant dice roll modifications apply.

e27. Imric Troll-Lord, Speaker of the Clans (2628–2680) If Imric meets Auberon in challenge combat, the winner's player adds 2 to the succeeding combat resolution dice rolls in that battle. If Imric is killed, Larioch becomes Warchief (treat as King) of Moray.

e28. Larioch the Swimmer, Marshal of Moray (2636–2680) Larioch becomes Warchief of Moray (treat as King) if Imric dies.

e29. 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.

e30. Bargas the Dwarf, Imric's Mage (2606–2680) Bargas bears the Moray Crystal at the beginning of the game.

e31. Old Callach, The Hag of Strathclyde (2593–2680) If Callach is killed, her piece is flipped over to reveal Callach's Waff.

LEADERS AND HEROES OF MUNDANIA

e32. 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.

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

e34. Sean the Rhymer, Cormac's Mage (7–2686) 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 Harla's Ring.

e35. Dando Redhand, Champion of The Weald (2653–2680) If Cormac is killed, Dando becomes King of The Weald.

e36. 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.

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.

Dobie the Sayer, Ainsel's Mage (2631–2680) Dobie possesses The Scrying Glass.

e39. Dunatis the White, Sorcerer of the Watch (7–2853) Dunatis possesses The Staff of Dunatis.

e40. Gerflax Haeas, Master of Fir Darrig (7–2680) Gerflax possesses Gerflax Wand.

e41. Misha the Wise, Old Man of The Braes (7–2680) Misha possesses Misha's Rod.

The Worm of Mousa Stour (7–2680) The Teeth of the Dragon 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.

The Cait Sith, Demoncat of The North (7–?) 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.

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.
[19.4] ENCHANTMENT SUMMARY

The following 13 enchantments may be cast during the course of the game. Each enchantment, numbered from 01 through 13 for ease of plotting, lists under the heading Requirements any special requirements necessary to its casting, under the heading Effects how the enchantment operates, and under the heading Notes anything special about the enchantment.

01. Shake the Earth ★
Requirements: Caster must possess Dana’s Torque (Magic Item 05).
Effects: The caster’s player designates any one hex within a range equal to the caster’s Current Magic Strength x 2. That hex suffers a violent earthquake. All fortresses and 50% of the army (not escort) CSP’s in the hex (round down) are immediately destroyed. Both friendly and enemy pieces are affected.

02. Enchantment of Farcalling
Requirements: Caster must occupy the Denby Plinth or Derwent’s Watch.
Effects: The enchantment may only be cast once per game. Once cast, the activation dice roll for Auberon’s Expedition (see 10.0) is reduced by 5 for the remainder of the game.

03. Scrying Enchantment
Requirements: Caster must possess the Scrying Glass (Magic Item 20).
Effects: A successful Scrying Enchantment forces the opposing player to write down the intended movement (including artifacts search-es and anything else requiring the expenditure of Movement Points) of one stack of the scrying player’s choice within a range equal to the caster’s Current Magic Strength. Once plotted, the movement must be adhered to as closely as possible during the ensuing friendly Movement Phase, moving as far as possible along the announced path of movement within the limits of the pieces’ Movement Allowances. This plot is written after the effects of all enchantments have been determined (that is, after all dice rolls have been made in the Enchantment Segment).
Notes: The range of this enchantment is doubled if it is cast by Dobie the Scryer while Dobie occupies Fir Chlis (hex 0715). The Scrying Glass can be used only by Dobie the Scryer at the beginning of the game. Upon Dobie’s death, the item will immediately become attuned to the first person with a Basic Magic Strength of 1 or higher who possesses the item. Thereafter, only that person may employ the item, though others may carry it. If the person to whom the item is attuned dies, the item will become attuned to the next person with a Basic Magic Strength of 1 or higher who has the item in his possession, etc.

04. Enchantment of the Elements
Requirements: Caster must possess the Book of Gyres (Magic Item 02).
Effects: The caster’s player determines the weather type in all hexes within a range equal to the caster’s Current Magic Strength. Regardless of what weather prevails elsewhere on the map, this single type of weather will be in effect in that area for the entire Game-Turn.

05. Enchantment of Storm Calling
Requirements: May only be cast by an enchanter with a Basic Magic Strength of 4 or higher who occupies a coastal hex.
Effects: Each all-sea hex in the Sea Zone of which that hex is a part are immediately subject to the effects of storms as described in 6.2 (“bad sailors” must undergo Attrition and all ships pay an additional Movement Cost to enter each hex). There is no additional effect if this enchantment is cast when the weather is rain.

06. Enchantment of Fimbulfwinter ★
Requirements: May only be cast by an enchanter with a Basic Magic Strength of 4 or higher who occupies a mountain hex.
Effects: The weather for the entire Game-Turn in all hexes except those under an Enchantment of the Elements or an Enchantment of Storm Calling is snow. This enchantment supersedes (takes effect instead of) enchantment 07.

07. Enchantment of Rainmaking
Requirements: None.
Effects: The weather in all hexes on the map except those under an Enchantment of the Elements (04) is rain. If enchantment 06 is cast successfully, this enchantment is ignored.

08. Enchantment of Mental Attack
Requirements: Before the enchantment takes effect, the caster of this enchantment must take one point of damage. Additionally, only enchanters occupying their home hex may cast this enchantment. The following enchanters have “home hexes” (listed in parentheses after each person): Misha the Wise (Hex 2608); Morgiu (Hex 1819); Dunatis the White (Hex 2034); Dobie the Scryer (Hex 3337); Gerflax Hafey (Hex 3433); Barguest the Dwarf (Hex 2611); Corin the Shaper (Hex 2838). No other persons have “home hexes.”
Effects: The caster’s player initiates a duel arcane between the caster and any one enemy person within a range equal to twice the caster’s Current Magic Strength. The duel arcane is resolved immediately upon the completion of the Enchantment Segment (before proceeding to the Attrition Segment). It is resolved in all ways as a normal duel arcane except that the opposing pieces need not occupy the same hex, 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). Brigtis’ Cloak (Magic Item 13) does not allow the wearer to evade this enchantment.

09. Enchantment of Vortex Creation
Requirements: Caster must have a Basic Magic Strength of 4 or higher. This enchantment may not be cast at hexes containing undestroyed fortresses.
Effects: All friendly and enemy pieces occupying any one target hex within a range equal to the enhancer’s Current Magic Strength must undergo Attrition during the ensuing Attrition Segment, and 5 is added to the dice roll. Vortex markers are supplied for use in reminding players which stacks must undergo Attrition as a result of vortexes.

10. Enchantment of Mind Control
Requirements: The sum of the enhancer’s Current Magic Strength and Command Rating must be higher than the sum of the target’s Current Magic Strength and Command Rating.
Effects: Any one target person who does not occupy a friendly fortress or a Place of Power may be taken control of by the caster’s player. For the remainder of the Game-Turn, the piece (and its escort, if any, but not any army or ship with which it may be stacked) may be maneuvered by the opposing player and may be used by that player to fulfill any function as if it were his own piece. However, the piece may not enter an undestroyed fortress hex (of any type). If stacked with the controlling player’s pieces at the end of the Game-Turn, the person is automatically killed. If more than one enchancer attempts to cast this enchantment over the same piece and both are successful, the enhancer with the highest Basic Magic Strength gains control. If both have the same Basic Magic Strength, roll the dice to determine who gains control (high roller). If the enhancer controlling the person is killed, the enchantment is immediately broken and may be ignored for the remainder of the Game-Turn.

11. Enchantment of Dispelling Magic
Requirements: None.
Effects: All other enchantments in one target hex of the caster’s choice are destroyed. The target hex must be within a range equal to the caster’s Current Magic Strength. It is possible for an enchantment to affect all other hexes on the map except the one hex in which this enchantment is cast (thus Fimbulfwinter would cover all of the map except the hex to which this enchantment applied). Any other enchantment cast over a person occupying a hex in which this enchantment is cast is immediately negated. Thus, a person under an Enchantment of Mind Control occupying a hex under an Enchantment of Dispelling Magic would be unaffected by the Enchantment of Mind Control even if he left the hex.

12. Enchantment of Strength ★
Requirements: The caster and the target must occupy the same hex. 
Effects: The person over whom the enchantment is cast has his Combat Strength increased by 2 for the remainder of the Game-Turn. Note that the number of wounds that a person can suffer before being killed is not affected by this enchantment.

13. Enchantment of Vision ★
Requirements: Only persons occupying Derg Donnegal (1819), Derwent’s Watch (2034), Ravenglass (2825), the Denby Plinth (2838) or the Seat of Moray (2816) may cast this enchantment.
Effects: The caster’s player may examine any and all enemy pieces within a range equal to twice the caster’s Current Magic Strength to determine their composition. He may not look at the enemy player’s Combat Strength Roster, however.
01. The Book of Glaurums
An enchanter who possesses this lost volume of arcane lore is automatically successful in casting any enchantment.

02. The Book of the Gyres
Any person with a Basic Magic Strength of 1 or greater who possesses this tome may automatically cast an Enchantment of the Elements regardless of whether or not he is an enchanter (see 19.0).

03. Brann's Curse
This great hoard of gold upon which the Worn of Mousa Stour has brooded for 2000 years is a potent lure to the hearts of the Mundanes and they will gladly kill, forevermore, rob, desert their leaders, and commit all manner of foulness for even a small part of it. Whenever a Faerie-controlled person possessing Brann’s Curse occupies a hex containing Mundane pieces at the beginning of an Attirion Segment, all Mundane pieces in the hex undergo Attirion, adding 5 to the dice roll. Note: The Faerie player may only attempt to discover Brann’s Curse when his pieces occupy hex 3705 in the absence of the Worn. The Fomorian player may never discover Brann’s Curse unless he captures it from the Faerie player.

04. Colt Pityx
This strange plant only grows during the second fortnight of Hoorn (Hoorn II) and only in Wigan’s Pen (2629) atop the barrows of the kings. Any person possessing Colt Pityx and all pieces with which he is stacked are cloaked in a glamour and automatically evade all enemy pieces if the player controlling the person so desires. Only persons occupying 2629 during Hoorn II may search for Colt Pityx.

05. Dana’s Torque
This symbol of the power of the ancients allows the bearer to cast the Shake the Earth Enchantment. In addition, any person bearing the Torque is treated as a King with a Command Rating of 6.

06. Finn’s Rade
The artifact represented herein allows the bearer to control Finn’s Rade, a wandering feast of ghostly revelers who meet their end when the city of Driffeld Knowe was attacked by stealth and sacked during the Kinslaying. Any persons and armies who occupy hex 2634 at the beginning of an Attirion Segment must undergo Attirion as a result of encountering Finn’s Rade (whose fair maidens will entreat the mortals to stay themselves and so join the revel…forever). Five is added to the Attirion dice roll in such cases. Any person possessing this magic item is immune to the effects of the revel (as are those stacked with him). In addition, all enemy pieces which begin an Attirion Segment stacked close to Finn’s Rade must undergo Attirion just as if they had encountered the Rade in hex 2634.

07. Gwydion’s Staff
This staff of power was set into the keystone of the broken gates of Driffeld Knowe (2634) by the great mage, Gwydion. The staff may only be used by a Faerie-controlled person with a Basic Magic Strength of 3 or higher. Others may carry but not use it. A bearer with the requisite Basic Magic Strength has his Basic Magic Strength doubled for all purposes and is always considered an enchanter.

08. Mailcoat of Gofannon
Forged from the finest silver (hardened to the strength of steel) this artifact absorbs one wound inflicted on the person possessing it each phase or combat Round (including wounds as a result of Attirion). In addition, the bearer is immune to the effects of the Hand of Torbay (Magic Item 15).

09. Naud’s Helm
The helm of the King’s Champion lost in the fall of Forador increases the Command Rating of the wearer by 2 and the Maximum Combat Strength (but not the wounds that can be suffered) by 1. Nonheroic persons wearing the helm are treated as heroes.

10. The Red Cleaver
The battleaxe of the King’s Champion (also lost at Forador) inflicts double damage in all trials by combat (calculate the wounds inflicted and double that number) and causes nonheroic persons to be treated as heroes.

11. Lyne’s Hammer
Carried by the King of Currwylan and sometimes, by the Warde of the East, Lyne’s Hammer is a great war hammer which increases the bearer’s Maximum Combat Strength by 2 (but not the wounds he can suffer). The bearer is always considered a hero.

12. Trollbane
This great axe increases the bearer’s Maximum Combat Strength by 1 (but not the wounds he can suffer). In addition, Trollbane does double damage in any trial by combat against a Troll (calculate the damage and multiply by 2).

13. Brigh’s Cloak
The specially woven cloak allows the wearer to become invisible. The bearer may always automatically evade the wearer may always evade a melee combat (but not a challenge combat).

14. Gerflax Wand
Any person with a Basic Magic Strength of 3 or higher who possesses Gerflax Wand (and one with whom they are stacked) may automatically evade enemy pieces due to the strong glamours springing from this wand. In addition, the weather in any hex any bearer of the wand (no Basic Magic Strength) occupies or enters is always treated as clear (it revertis to its normal state once the wand exits the hex).

15. The Hand of Torbay
A glove fashioned from the hide of a demon, the Hand may be used by the bearer to touch one enemy person in any melee or challenge combat. The bearer’s player announces in advance who he will attempt to touch. That person’s player rolls one die and, if the result is less than or equal to the person’s Current Combat Strength or Current Magic Strength (whichever is higher), the person escapes the touch of the Hand unscathed. Otherwise, the person is killed. The effects of the Hand are accounted for prior to the resolution of the combat itself and any person killed by the Hand does not participate in the combat. The bearer of the Hand does not participate in the combat, as does any person who escapes the touch of the Hand.

16. Herla’s Ring
This product of Jotunheim was forged by the Dwarves for the Kobold Wars. Any person possessing it may cast an Enchantment of Vision automatically (no dice roll is necessary) to a range triple the Current Magic Strength of the wearer.

17. Misra’s Rod
This small carved stick contains a powerful enchantment, attuning the bearer to the flow of mana. Five is added to the dice roll for all artifice searches in which the bearer of this item participates. In addition, the bearer of the Rod may always ask what magic items are in an enemy stack in the hex he occupies and the opposing player must answer truthfully.

18. The Moray Crystal
The bearer can examine all enemy stacks in the hex he occupies and the six adjacent hexes at any time during his movement by expending 1 MP.

19. Ogres’ Axe
The bearer does double damage in trial by combat and modifies all melee dice rolls by 2 in his favor. In addition, the bearer (traditionally, the Champion of Leinster) is always considered a hero.

20. The Serven Glass
This fabulous mirror (a relic of the Ghostdancers) allows the person possessing it to read and determine the intentions of his enemies. The bearer can cast a Serven Enchantment for this purpose as described in 19.0.

21. The Staff of Dunamis
This thick ash staff appears to be only a brass-woled walking stick, but the bearer is blessed with extreme good luck. He and those with whom he is stacked always automatically evade enemy pieces if they so desire. In addition, the combat resolution dice roll in all combats in which the bearer participates is always modified by 2 in the bearer’s favor.

22. The Sword of Requirer
The possessor of the “sword of heroes” as it is called, is always considered a hero. His Command Rating is always reflected on Dorven’s piece. A curse is laid upon the sword that the slayer of his bearer will, by his act, destroy himself. Therefore, 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 in this roll, he dies. Troll and Mundane armies may carry the sword without penalty.

23. Teeth of the Dragon
When the Worn dies, its body may be looted for its fabulous teeth. After the terrain for any battle has been chosen, the bearer may declare that he is using “the teeth.” These are cast on the ground, and where they fall an army springs up. Two dice are rolled, and the number on the dice is the number of army CSP’s which are added to the bearer’s strength for purposes of that combat. These CSP’s may be removed as casualties. They do not benefit from (or suffer from) terrain modifications to their strength. At the end of the battle in which they are used, the CSP’s disappear permanent- ly. The teeth may only be used once. The teeth may not be used to affect a melee or an over-run. They may never be used by the Worn, obviously.
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.

01. Caer Brandinghe (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 crypt beneath the mouldering pile of the keep may be searched for the Mailcoat of Gofannon.

03. Cuilann Bras (Hex 2608) These soothing springs have wondrous healing properties, and any person who occupies hex 2608 during a Friendly Recovery Phase is healed of 1 Wound.

04. Derg Donnegal (Hex 1819) This dizzying rock spire is the home hex of Morigu the Enchanter. 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 Driffield 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 this 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 Gywion, which was placed in this haunted place by Gywion shortly before his death, to be kept safe until needed to aid Faerie.

07. Fir Chlis (Hex 3373) "The Merry Dancers," as it is called, is a place of abiding enchantment deep within the marshes of the Thaw. Dark magic from the days of the Ghostdancers lingers here and no ships or army CSPs (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 these 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 Auberion, Edric, Eldor, Arwan, Branwen, Midinhir, Morigu, Finvarra, Dagda, Bricit, and Angus Mac Og are increased by 3 whenever they occupy 1023.

10. Gillis'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. Gillis's Rest is the home hex of Barguest the Dwarf.

11. Kelpie Bras (Hex 2075) 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 properties. Persons occupying this hex during their Recovery Phase are healed of 2 wounds.

12. Povis Heath (Hex 3151) Seldom visited by the lords of Faerie, this great heath was once the site of enormous 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 of Vision have their Current Magic Strength doubled.

13. Ravenglass (Hex 2285) 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.

14. Rona's Bath (Hex 2604) These famous hot springs have miraculous healing powers and any person occupying the hex during his Recovery Phase 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.

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 years the chieftains 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 Hovorn may search the hex for Colt Pix (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 Cail Sith enters the hex at any time, they are laid to rest and immediately and permanently removed from the game. Finally, if Auberion, Edric or Eldor 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.

ALBION: LAND OF FAERIE DESIGN CREDITS

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