

# Albion

Albion! Mysterious island in the Middle Sea and object to many speculations... In this issue, **STRIKE TO STUN** takes a closer look to the isle of Albion, location of GW's this years summer campaign, Dark Shadows.

Since its first mentioning which dates back to the time of WFB 2 (!) the island of Albion has gone through great changes. No other location on the Warhammer World has altered so much during the time of its existence. In the beginning, Albion was based on the background of medieval England. In 1986 GW adapted Shakespeares drama "Macbeth", put it into the Warhammer World and called it "The Tragedy of McDeath". This campaign for Warhammer Fantasy Battle 2 was the first official supplement which took place on the mysterious isle of Albion. Although the descriptions about the lands of Albion were very general, not to say vague, it gave players an idea about the island. Besides of the description of the locations where the Campaigns scenarios take place, McDeath provides not much information about Albion.



With the appearance of Warhammer Fantasy Battle 3 and Warhammer Fantasy Roleplay (which is based upon the background of WFB 3) around 1986/7 the Albion background changed. In the WFRP-rulebook the following reference on Albion can be found: "Albion is a small island to the north-west of the Old World, first settled some 4000 years ago by the Elves as they withdrew from the Old World following their long and bitter war with the Dwarfs. Primitive Humans did not arrive there until about 1000 years later, during the general northward migration of Humanity from the southlands. It remains fiercely independent and distinct chilling mists and inclement weather." Again, the information about this mysterious island was very vage, open to speculations. The only other reference to Albion can be found in Lichemaster, where a NPC who comes from the isle of Albion appears.

With the release of Brian Craigs Novel "Storm Warriors", third part of the Orfeo-trilogy, things should change dramatically. In the book there was the first official map of the Isles of Albion. The map shows four major isles: Great Albion, Morien, Albany and Ayre which are an Old World Counterpart of the British Isles. Great Albion is England, Morien is Wales, Albany are the Highlands of Scotland and Ayre is the OW-counterpart of the green Isle Ireland. The culture of the Albionese was described as a pre-Arthurian one, with a strong influence of Druids and Bards. Critical Hit used this map and the Story in "Storm Warriors" as the base for their superb, but unofficial Albion supplement.

During the following years, the lands of Albion became a dark and sinister place again. Besides of the "Giants from Albion", a group of giants which can be hired as Mercenaries, who appeared in White Dwarf, there was little reference in WFB 4/5-times to the misty isle. Now, with the release of WFB 6 GW remembered Albion again and made it to the location for this years Warhammer-summer-campaign "Dark Shadows". Although it seems, that it is the first time that GW managed to create an official background for Albion, not everybody will be happy with it. Especially Roleplayers and those Wargamers who take care about the background will be a little bit disappointed, because the isle of Albion seems to be nothing more than a place where the various WFB- and Warmaster armies fight against each other for an ultimate goal. Again, the whole culture of Albion was recreated, it is now inhabited by primitive humans, led by powerful magicians/druids who call themselves the "Truthsayers". They guard, together with some Giants, the so-called Ogham-circles, Stonehenge-like Stone-circles of which is said that they hold great power. The whole isle of Albion was forgotten in the mists and in the Old World it is nothing more than a mere legend. The appearance of the mysterious "Dark Master" and his agents makes the isle to the battlefield of the armies of the World. It's a moot point if the background is well thought or not but you should never forget that GW created this place as a battle-field for the WFB-armies. For all WFB/Warmaster-players who are planning to join Games Workshops worldwide online campaign, or those who are searching for good WFB-campaign-rules, the rules and the background are superb, if you are just searching for new background material for your next roleplaying campaign placed in Albion, you better use the unofficial resources at the internet.

