

ALBION

Land of Faerie

A wargame of the Sidhe and the Fomor for the Enchanted Isles

The Third Fomorian War — Rules of Play

Tronsoft Games · Version 1.0.0

An unaffiliated fan homage. All code, art, and rules are original works. Mythic names are drawn from the public-domain legends of Ireland and Wales.

1. The War for the Enchanted Isles

Long ago, when the Isles of Albion and Hibernia were still bright with faerie, the misshapen Fomor rose from the cold sea to claim them. Against these sea-giants stood the Sidhe — the shining Tuatha Dé Danann — and their mortal allies. This game recreates that struggle: one player commands the invading Fomor, the other the defending Sidhe, while the computer will take whichever side you do not.

Victory is never merely a matter of slaughter. Fortresses must be held, sacred places seized, and above all the great champions kept alive — for the fall of a single hero can decide the fate of the isles.

2. Components on the Screen

- The **map** shows two landmasses — Hibernia in the west, Albion in the east — divided by the sundering sea. Each hex is one of seven terrains.
- **Units** are discs: blue for the Sidhe, red for the Fomor, lettered by type (I infantry, R riders, A archers, M casters, T heavy, G garrison). The pips beneath a disc are its remaining strength steps.
- **Leaders** are triangles that stack with a host and lend their might.
- **Fortresses** are squares (gold-edged when they are *key* to victory).
- **Power points** are golden stars — sacred sites that grant magical Power.

3. Sequence of Play

The hosts act in turn — first the Fomor, then the Sidhe — and together their two actions make one game turn. On your turn you proceed, in spirit, through these phases:

- **Power phase.** You gain Power from every sacred site you control. While Balor lives, his Eye charges toward opening.
- **Magic phase.** Spend Power to smite the foe with your casters, or unleash Balor's Eye.
- **Movement phase.** Move your units and leaders across the land (and, for the seaborne, across the water).
- **Missile phase.** Archers and casters loose upon foes within range and line of sight.
- **Combat phase.** Assail adjacent enemies, storm fortresses, and pit champion against champion.
- **Rally phase.** Disrupted hosts attempt to recover; the Cauldron of the Dagda restores the wounded.

In play you are not held to a strict order — move, fire, cast, and fight as you judge best, then press **End Turn** to pass the initiative. Each unit may move once and fight once per turn.

4. Movement & Terrain

Each unit has a movement allowance spent as it enters hexes. Open ground costs little; forest, hill, and marsh cost more; mountains most of all. Leaders are swift and range widely among friendly ground.

An enemy unit projects a **Zone of Control** into the six hexes around it. A unit that enters such a hex must halt. **Seaborne** Fomor — sea-raiders and serpents — may cross open water to fall upon the coasts; other units may

not.

Terrain	Move cost	Defence
Coast / Plains	1	—
Forest	2	+ shielding
Hills	2	+ shielding
Marsh	2	—
Mountains	3	+ strong shielding
Sea	seaborne only	—

5. The Five Kinds of Combat

War in the Enchanted Isles is fought in five manners. Each is resolved on the Combat Results Table by comparing the attacker's strength to the defender's and rolling a die.

I. Melee. Adjacent hosts clash. Combine every fresh, undisrupted friendly unit beside the target; their strength is weighed against the defender's, whose terrain shields them.

II. Missile. Archers and casters strike foes two hexes away if the line of sight is clear of wood, hill, or mountain. A telling volley disrupts its target before the melee falls.

III. Magic. Casters spend Power to hurl ruin at a nearby foe, disrupting them without coming to blows. See *Magic & Power*.

IV. The Champion's Duel. A leader may challenge an enemy leader who stands unguarded in an adjacent hex. Their combat ratings, their treasures, and fortune decide it. A decisive victory slays the loser; a narrow one merely drives them off, wounded.

V. Siege. A defended fortress lends its garrison great strength. Storm it with concentrated force; when the last defender falls, the fortress changes hands.

Results. A battle may leave a host *disrupted* (weakened until it rallies), force it to *retreat*, cost it a *strength step*, or destroy it outright. An exchange bloodies both sides at once.

6. Magic & Power

Power is the currency of sorcery. You draw it each turn from the sacred Power points you hold — Uisneach, Brú na Bóinne, Callanish, and the great Giant's Ring. Spend three Power to have a Druid circle or a Fomor sorcerer smite a nearby enemy, disrupting them.

Balor's Eye. While Balor stands upon the field, his baleful Eye charges from turn to turn. Once open, it may be loosed upon a hex within three — withering every Sidhe host there and in the surrounding hexes. It is the most terrible weapon in the game. Yet Balor's own fall closes the Eye forever.

7. Leaders & the Four Treasures

Leaders stack with a host and add their combat might to every battle they share. Some bear the legendary Treasures of the Tuatha Dé Danann:

Champion	Side	Of note
Lugh Lámhfhada	Sidhe	Bears the Spear of Lugh; fated to slay Balor
Nuada Airgetlám	Sidhe	Bears the Sword of Nuada; rallies the host
The Dagda	Sidhe	Bears the Cauldron; restores the wounded
The Morrígan	Sidhe	Curses the foe before battle
Ogma	Sidhe	A peerless champion of the duel
Balor	Fomor	The Eye; his death breaks the Fomor
Bres	Fomor	Musters and orders the host

Indech	Fomor	A mighty duellist
Tethra	Fomor	Commands the sea-storm

The Spear of Lugh and the Sword of Nuada add directly to their bearer's might in war and in the duel. The Cauldron of the Dagda heals a wounded host each turn. When Lugh and Balor meet, prophecy tips the scales toward the fated slayer.

8. Victory

Each scenario sets its own terms, shown on its card. In broad strokes:

- The **Fomor** triumph by seizing the key fortresses of the isles — or, in some battles, by felling a great Sidhe leader.
- The **Sidhe** triumph by enduring until the enemy's strength is spent — or by slaying Balor, whose death shatters the Fomor host utterly.
- In the champion's scenario, each side seeks only the death of the other's fated hero.

If neither side achieves its aim before the turns are spent, the field is adjudged to whoever holds the greater advantage.

9. The Scenarios

Albion Alone (3 turns). The learning battle: a swift Fomor raid strikes before the Sidhe can muster. The raiders must storm two key fortresses quickly — a hard task, and a good place to learn the rules.

The Third Fomorian War (8 turns). The full invasion. Balor leads the host of Fomor against the assembled Tuatha Dé Danann across both isles. The grand game.

The Field of Towers (6 turns). Cath Maige Tuired reborn — the two hosts meet on open ground where prophecy says Lugh and Balor must face one another. A duel of champions.

10. Quick Reference

- **Select** a piece by clicking its hex.
- **Green** hexes = legal moves. **Red** = assailable foes. **Amber** = missile targets. **Pink** = an enemy champion you may duel.
- **Attack** a red hex — all fresh adjacent friendly units join the assault.
- **Cast Spell** (3 Power) with a caster selected, then click a target.
- **Duel** by moving a leader beside an unguarded enemy leader and clicking them.
- **End Turn** passes the initiative to the enemy host.
- The game autosaves between turns where your browser permits.