

[12.6] TERRAIN EFFECTS CHART

| TERRAIN TYPE | M | G | T | BATTLE EFFECT | NOTES | |
|---------------------|---|---|---|---------------|--|---|
| Clear Hex | 2 | 2 | 2 | D | Enemy pieces may be overrun. | |
| Marsh Hex | 5 | 6 | 4 | - | - | |
| Woods Hex | 3 | 4 | 2 | - | Enemy pieces may be overrun. | |
| Forest Hex | 4 | 5 | 3 | - | Printer's error has transposed the sample hexes of Forest and Woods on this Terrain Chart. | |
| Rough Hex | 4 | 3 | 4 | - | Enemy pieces may be overrun. | |
| Mountain Hex | 5 | 4 | 3 | D | T | |
| Sea Hex | P | P | P | - | Only ships, passengers, and persons who can swim or fly may enter. | |
| Knowe | - | - | - | H | D | H |
| Delving | - | - | - | - | T | D |
| Broch | - | - | - | D | - | D |
| Stockade | - | - | - | D | - | D |
| Dermot's Dyke | 6 | 6 | 6 | H | H | H |
| Place of Power | - | - | - | - | - | - |
| Trail | 1 | 1 | 1 | - | - | - |
| Faerie Road | 2 | 2 | 2 | - | - | - |
| Minor River Hexside | 3 | 4 | 2 | + | + | + |
| Major River/Lake | P | P | P | - | - | - |
| Ferry Hexside | - | - | - | + | + | + |
| Ford Hexside | 2 | 3 | 1 | + | + | + |
| Bridge Hexside | - | - | - | + | + | + |
| Mountain Hexside | P | P | P | - | - | - |
| Tunnel Hexside | P | P | P | + | + | + |
| Pass Hexside | 1 | 1 | 1 | + | + | + |
| Border Hexside | - | - | - | - | - | - |
| Mundane Aspect | - | - | - | - | - | - |
| Enchanted Aspect | - | - | - | - | - | - |
| Wild Magic Hex | - | - | - | - | - | - |

ALBION: Land of Faerie

SUMMARY OF PERSON SYMBOLS

| | | | |
|--|---------|-------------------|--------------|
| | King | King/Enchanter | King/Hero |
| | Marshal | Marshal/Enchanter | Marshal/Hero |
| | Captain | Captain/Enchanter | Captain/Hero |
| | Flyer | Enchanter | Hero |

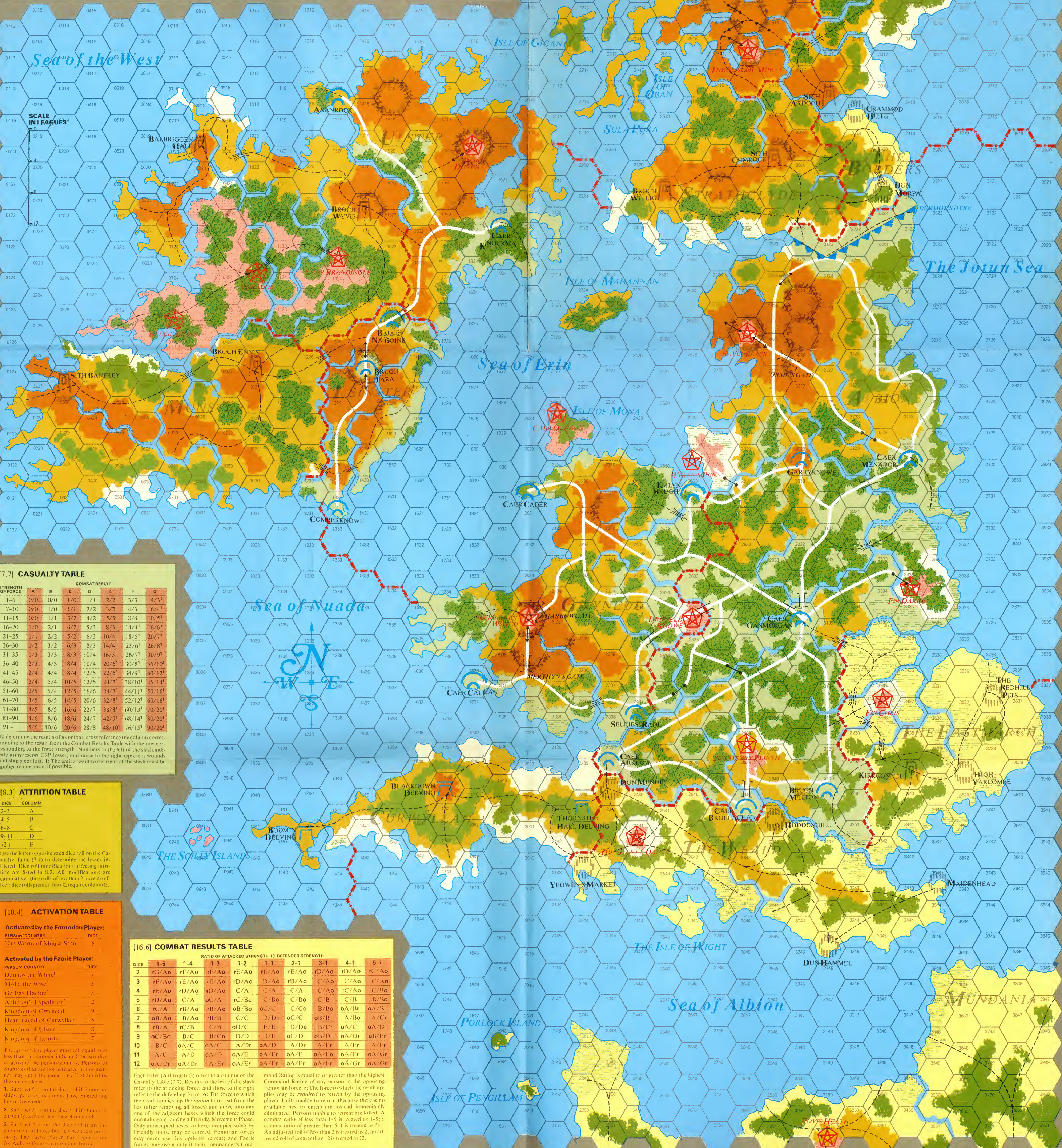
[12.7] DISCOVERY TABLE

| HEX | MODIFIED DICE | SEARCH POINTS IN HEX | SEARCH ROLL | SEARCH RESULT | |
|------------------------|---------------|----------------------|-------------|---------------|----|
| Forador (1023) | 2-5 | C3 | C2 | C1 | 10 |
| | 6-8 | - | - | - | 10 |
| | 9-12 | 10 | 10 | 09 | 05 |
| Caer Brandingle (1323) | 2-3 | C4 | C3 | C2 | 01 |
| | 4-8 | C2 | C1 | 01 | 02 |
| | 9-12 | 01 | 01 | 02 | 02 |
| Caer Oonagh (2128) | 2-3 | C2 | C2 | C1 | C1 |
| | 4-8 | C1 | C1 | C1 | 08 |
| | 9-12 | 08 | 08 | 08 | 08 |
| Wigan's Pen (2629) | 2-8 | - | - | - | - |
| | 9-12 | - | - | - | - |
| Driffield Knowe (2634) | 2-5 | - | - | - | 04 |
| | 6-8 | - | - | - | 06 |
| | 9-12 | - | - | - | 06 |
| The Mousa Stour (3705) | 2-7 | C5 | C4 | C3 | C3 |
| | 8-12 | 03 | 03 | 03 | 03 |

C12.3.4E: The active player must remove from among the persons participating in an artifact search a number of CSP's equal to the indicated number. This represents the effects of a curse guarding the artifact. Persons searching the hex discover other terrain in the hex determines Movement Costs and Battle Effects. Note: A hex containing only an Aspect color, but no terrain type, is considered clear terrain.

GAME-TURN TRACK

| | | | | | | | | | |
|--|----------------------------|---|-----------------------------|------------------------------|----------------------------|-----------------------------|-----------------------------|------------------------------|--------------------------------------|
| 1 Beltane II Mana Level: 4 Begin 22.0, 23.0 | 2 Hoorn I Mana Level: 5 | 3 Hoorn II Mana Level: 5 End 22.0 | 4 Arllth I Mana Level: 5 | 5 Arllth II Mana Level: 5 | 6 Gobis I Mana Level: 6 | 7 Gobis II Mana Level: 6 | 8 Kithin I Mana Level: 6 | 9 Kithin II Mana Level: 6 | 10 Mobhis I Mana Level: 5 23.0 |
|--|----------------------------|---|-----------------------------|------------------------------|----------------------------|-----------------------------|-----------------------------|------------------------------|--------------------------------------|



[7.7] CASUALTY TABLE

| STRENGTH OF FORCE | A | B | C | D | E | F | G |
|-------------------|-----|------|------|------|-------|-------|-------|
| 1-6 | 0/0 | 0/0 | 1/0 | 1/1 | 2/2 | 3/3 | 4/3 |
| 7-10 | 0/0 | 1/0 | 1/1 | 2/2 | 3/2 | 4/3 | 6/4 |
| 11-15 | 0/0 | 1/1 | 3/2 | 4/2 | 5/3 | 8/4 | 10/5 |
| 16-20 | 1/0 | 2/1 | 4/2 | 5/3 | 8/3 | 14/4 | 16/6 |
| 21-25 | 1/1 | 2/2 | 5/2 | 6/3 | 10/4 | 18/5 | 20/7 |
| 26-30 | 1/2 | 3/2 | 6/3 | 8/3 | 14/4 | 23/6 | 26/8 |
| 31-35 | 1/3 | 3/3 | 8/3 | 10/4 | 16/5 | 26/7 | 30/9 |
| 36-40 | 2/3 | 4/3 | 8/4 | 10/4 | 20/6 | 30/8 | 36/10 |
| 41-45 | 2/4 | 4/4 | 8/4 | 12/5 | 22/6 | 34/9 | 40/12 |
| 46-50 | 2/4 | 5/4 | 10/5 | 12/5 | 24/7 | 38/10 | 46/14 |
| 51-60 | 2/5 | 5/4 | 12/5 | 16/6 | 28/7 | 44/11 | 50/16 |
| 61-70 | 3/5 | 6/5 | 14/5 | 20/6 | 32/8 | 52/12 | 60/18 |
| 71-80 | 4/5 | 8/5 | 16/6 | 22/7 | 38/8 | 60/13 | 70/20 |
| 81-90 | 4/6 | 8/6 | 18/6 | 24/7 | 42/9 | 68/14 | 80/20 |
| 91+ | 5/6 | 10/6 | 20/6 | 28/8 | 48/10 | 76/15 | 90/20 |

To determine the results of a combat, cross reference the column corresponding to the result from the Combat Results Table with the row corresponding to the force strength. Numbers to the left of the slash indicate army retreat CSP losses, and those to the right represent wounds and ship steps lost. The entire result to the right of the slash must be applied to one piece, if possible.

[8.3] ATTRITION TABLE

| DICE | COLUMN |
|------|--------|
| 2-3 | A |
| 4-5 | B |
| 6-8 | C |
| 9-11 | D |
| 12+ | E |

Use the letter opposite each dice roll on the Casualty Table (7.7) to determine the losses inflicted. Dice roll modifications affecting attrition are listed in 8.2. All modifications are cumulative. Dice rolls of less than 2 have no effect; dice rolls greater than 12 require column E.

[10.4] ACTIVATION TABLE

Activated by the Fomorion Player:
PERSON COUNTRY DICE
The Worm of Mousa Stour 6

Activated by the Faerie Player:
PERSON COUNTRY DICE
Dunaris the White! 7
Misha the Wise 5
Gerfyns Haefyn 3
Adheron's Expedition 2
Kingdom of Gwynedd 9
Hearthstead of Carwynlan 5
Kingdom of Ulster 8
Kingdom of Tenebris 7

The appropriate player must roll equal or less than the number indicated on this dice roll to activate the person/country. Persons or countries that are not activated in this manner may enter the game only if attacked by the enemy player.

- Subtract 5 from the dice roll if Fomorion ships, persons, or armies have entered areas of Gwynedd.
- Subtract 5 from the dice roll if Dunaris is currently active or has been eliminated.
- Subtract 3 from the dice roll if an Expedition of Mousa Stour has been initiated. The Faerie player also begins to roll for Subcon's arrival on Game Turn 2.

[16.6] COMBAT RESULTS TABLE

| DICE | 1-5 | 1-4 | 1-3 | 1-2 | 1-1 | 2-1 | 3-1 | 4-1 | 5-1 |
|------|------|------|------|------|------|------|------|------|------|
| 2 | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao |
| 3 | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao |
| 4 | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao |
| 5 | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao |
| 6 | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao |
| 7 | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao |
| 8 | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao |
| 9 | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao |
| 10 | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao |
| 11 | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao |
| 12 | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao | r/Ao |

Each letter (A through G) refers to a column on the Casualty Table (7.7). Results to the left of the slash refer to the attacking force, and those to the right refer to the defending force. The force to which the result applies has the option to retreat from the hex (after removing all losses) and move into any one of the adjacent hexes which the force could normally enter during a Friendly Movement Phase. Only unoccupied hexes, or hexes occupied solely by friendly units, may be entered. Fomorion forces may never use this optional retreat, and Faerie forces may use it only if their commander's Command Rating is equal to or greater than the highest Command Rating of any person in the opposing Fomorion force. The force to which the result applies may be required to retreat by the opposing player. Units unable to retreat (because there is no available hex to enter) are instead immediately eliminated. Persons unable to retreat are killed. A combat ratio of less than 1-5 is treated as 1-5; a combat ratio of greater than 5-1 is treated as 5-1. An adjusted roll of less than 2 is treated as 2; an adjusted roll of greater than 12 is treated as 12.