



Vae Victis #76 Bretagne Player's Aid sheet

SEQUENCE OF PLAY

The Blois player is always the first player of a phase unless the Montfort player plays card M-01. Also in Phase 2 (Resource Segment) the Blois player is not the first player.

A. Pillage Removal Phase (see 12.46)

B. Card Distribution Phase (see 5.1)

C. Action Phase (see 5.2)

D. Resource Phase (see 12.0)

1.) Militias go home Sub Phase

a. Resource Collection segment

b. Resource Utilization segment

Resources are used to do the following:

1. Liberate leaders who are made prisoners. (Paying ransom).

2. Payment of Combat units

3. Converting Marauder units to either Blois or Montfort combat units.

3.) Non Payment Sub Phase

The Effects of Combat units which are not being paid are:

a. Artillery units are removed from the map.

b. Change of camps for Knights BR

c. Pillage (see 12.43)

E. Siege Phase (see 10.25)

F. End of Turn Phase





TURN TABLE

Turn	Maximum Hand Size	Maximum Activations	Pillage Markers Removed
1	3	2	1
2 to 11	6	5	2





RECRUITMENT TABLE

Dice	Knights/Militia/ Artillery	Mercenary/Militia/ Artillery
0	0/0/0	0/0/0
1	0/1/0	0/1/0
2	0/1/0	1/1/0
3	0/1/0	1/1/0
4	1/2/0	1/2/0
5	1/2/0	2/2/0
6	1/2/0	2/2/0
7	1/3/0	2/3/0
8	2/3/0	3/3/0
9	2/4/1	3/4/1
10	2/5/1	3/5/1

Recruitment Modifiers:

+1 If the leader doing the recruiting has an Activation Value of 1.

Note: Recruitment is impossible in an area with a pillage marker on it.

The resultant number is indicative of the number of steps that must be taken in new units.
See 5.4

Players can only recruit Knights(BR) if the Rennes and Nantes are both controlled.





COMBAT TABLE

Dice	1-2	3-4	5-7	8-10	11-14	15-19	20+
0-	0	0	2	4	5	6	8
1	0	0	2	4	5	6	8
2	0	2	3	5	6	6	8
3	0	2	3	5	6	8	9
4	0	2	4	5	6	8	9
5	2	3	4	6	8	9	9
6	2	3	4	6	8	9	10
7	2	3	5	6	8	9	10
8	2	4	5	8	9	10	10
9	2	4	6	8	9	10	12
10	3	4	6	9	10	12	14
11+	3	4	6	9	10	12	14

Modifiers:

+? Combat Bonus of a Leader

+/-? Tactical Chit Modifier

Results are loss factors.





SIEGE TABLE

Dice	Result
0 or less	Siege Unsuccessful & 1 step loss for the attacker
1-3	Siege Unsuccessful
4	Siege Unsuccessful & 1 step loss for the defender
5-6	Siege Successful & 2 step losses for the attacker
7-8	Siege Successful & 1 step loss for the attacker
9 or more	Siege Successful

Modifiers:

-2 If a Blois leader besieges a port city and event B-01 has not been played in the last 2 activations.

-? Fortress level.

+? Siege Markers

+? If the besieging force assigns at artillery unit(see 10.23)

There are no siege penalties if there no enemy units within the besieged fortress.





MILITIA DEPARTURE TABLE

Dice	Percentage of Militia that Departs
1 or less	50%
2-3	25%
4-5	NONE
6-7	25%
8+	50%

Modifiers:

-2 If the Montfort player has not played Event M01

-3 If the Player does not control any Counties

-2 If the Player controls 1-2 Counties

-1 If the player controls 3-4 Counties

+1 If the Player controls 6 or more Counties

+1 If the Player controls Rennes

+1 If the player controls Nantes

The percentage result is the percentage of the total number of militia units that the rolling player has that he has to remove from the map rounded up





Example: The Montforts have a total of 7 militia units on the map, he rolls a modified 8 which results in 50%, the Montfort player must remove 4 militia units(50% rounded up) from the map.

UNIT UPKEEP TABLE

Type	Upkeep
Knights(BR)	2 Resource Points or roll on the pillage table and may change camps
Knights(FR)	2 Resource Points or roll on the pillage table and may turn Marauder
Mercenaries	1 Resource Points or roll on the pillage table and may turn Marauder
Militia	No payment or upkeep
Artillery	1 Resource Points or roll on the pillage table and maybe removed from the map





PILLAGE TABLE

Dice	Result
3 or less	Paid
4-7	Pillage
8-9	Pillage & Half of the units becomes Marauders
10 or more	Pillage & all units become Marauders

+1 Three or more units pillage

+1 The city already has a pillage marker on it

+2 Inside a besieged fortified city

+1 If the majority of the units in an area rolling for pillage are Mercenary units.





Counter, Card and Map Key

Combat Units:

Type: Ch Knights(AN English, FR French, BR Breton), Mer Mercenaries, Mil Militia and Art Artillery.

Camp: Blois(Blue coloured), Montfort(Beige coloured), Marauders(Grey coloured).

Coat of Arms: Breton, Montfort, Blois

Combat Factor(FC): Combat rating of a unit in attack and defense.

Loss Factor(FP): Represents how much damage a unit takes before it is reduced(or destroyed when already reduced).

Movement Factor(FM): Represents a unit's movement rating.

Leader Units:

Camp: Blois(Blue), Montfort(Beige)

Activation value(VA): Lower left side of the counter

Combat Bonus(BC): Lower middle portion of the counter

Command Value(VC): Lower right side of the counter

Cards:

VA: Activation Value

PS: Resource Points

Prequis: Prerequisites

Map:

Montagne: Mountain

Foret: Forest

Ville: City



Ville Fortifiee: Fortified City

Ville Portuaire: Port City

Marais: Marshes

