

FATIGUE AND DESERTION TABLE

Modified die	Size of the garrison or the army in SP (Determined at the end of the strategic movement sequence)				
	[1-4]	[5-9]	[10-19]	[20-29]	[30 and +]
1 and -	0	0	0	0	2
2	0	0	0	1	3
3	0	0	0	1	3
4	0	0	1	2	3
5	0	1	2	2	4
6 and +	1	2	3	4	5

Modifier (Cumulative)
 Garrison: **-1**
 Movement in at least one SZ requiring 2 MP (mountain): **+1**
 Movement during an Autumn Round: **+1**
For the Breton camp only, concerns commanders Albret, Laval, Rieux, Rohan.
 for each commander in the French camp on the Diplomacy Table: **+1**
 for each commander in the Breton camp on the Diplomacy Table: **-1**

Results
1, 2, etc.: number of eliminated SP to be allocated uniformly among the units, beginning with those with the weakest CF.

Note: An army that does not move benefits from no other modifier

COMBAT RESULTS TABLE

D6	Ratio A/D (Rounded in the defender's favour)					
	1/2 et -	2/3	1/1	3/2	2/1	3/1 et +
1	4*R/0	2*R/0	1/0	1/1	1/2R	1/3R1
2	4R/0	2R/0	1/0	1/1	1/2R	0/3R
3	4R/0	2R/0	R/0	1/1	0/3R	0/3R
4	3R/1	1/1	0/R	0/2R	0/3R	0/4*R
5	3R/1	1/1	0/1	0/2R	0/3*R	0/4*R
6	3R/1	1/1	0/1	0/2*R	0/4*R	0/5*R

Modificateurs

• Siege

Fortress Value: for the besieged, shift one column to the left for every VF point not eliminated by cannon fire.

• Battle only (tactical modifiers)

Modifier linked to the tactical advantage to add to the result of the 1D6 roll for a battle (it only benefits the attacker when he attacks from a conquered adverse TZ)
+1 (die): Attack from the 1st or 2nd line toward respectively the 2nd or 3rd line (the ennemy line is pierced).
+2 (die): Attack from one of the wings toward any central line (flank attack) or from a central line toward a wing of the same side.
+3 (die): Attack from the 2nd or 3rd line respectively toward the 1st or 2nd line (rear attack).

Results

Losses are expressed in the form A/D and are applied in the order indicated.

The tactical marker *Charge* doubles the defender's losses.

The tactical markers *Charge* and *Unseating* entail for the attacker the elimination first of units that permitted the use of these markers.

1, 2, etc. (Battle): number of SP to eliminate; front side of a counter = 2 SP (except cannon). Back = 1 SP.

1, 2, etc. (siege): number of SP to eliminate. When all the units in garrison are eliminated, the FV are eliminated..

R (Battle): retreat of one TZ for all the units except cannon.

R (siege): lthe result is ignored for the besieger and the besieged except for an exit.

*: Elimination of a historic commander (Rieux, Tremoille, etc.), Durit a battle or siege, on a result of a new 1D6 roll =1. An anonymous commander (1,2, etc.) ignores this result.

RANDOM EVENTS

Die	EVENT
1	Treason ¹
2	Weapons on the ground ²
3	Peasant Revolt ³
4	Nothing
5	Unmanned Wing
6	Rain

1- Only if commanders Albret, Rieux, Rohan, Laval are present at the battle and their diplomatic cursor is in the doubt zone. Otherwise, treat this event as Nothing.

2- Each player rolls 1D6: the result divided by 2 (rounded down to a whole number) corresponds to the number of mercenary counters (English, German, Spanish & Gascon, Swiss) to place in the zone. If no mercenary counters participate in the battle, consider this event as Nothing.

3- Each player rolls 1D6: the result divided by 2 (rounded up to a whole number) corresponds to the number of Breton militia counters – for each camp – to place in the Reserve of their respective camp. If no militia counters participate in the battle, consider this event as Nothing. Ignore any surplus for a result greater than the number of counters to remove.

SIEGE TABLE

Rounds (max 6)	FV
1	2 1
3	4 2
5	6 3







MERCENARY REINFORCEMENTS TABLE*

Nationality	1487	1488	1489	1490	1491
English	-	2	3	3	3
German	2	2	2	2	6
Spanish & Gascons	-	3	3	3	3
Swiss	3	3	3	3	3

*Maximum number of counters on the map for each type of mercenaries.

VP

0	1	2	3	4	5	6	7	8	9
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TABLE OF ALLIANCES					
ALLIANCE WITH FRANÇOIS II/ANNE 			ALLIANCE WITH CHARLES VIII 		
Unwavering	Doubt		Doubt		Unwavering
		Rieux (1487) 			
Unwavering		Doubt	Doubt	Unwavering	
Albret (1487) 					Laval/Rohan (1487)  
4 VP on the last turn per diplomatic cursor present in a camp					