

BREITZ

1341



Laurent Gary



Nicolas Treil

Rulebook



SHAKOS



BREITEN 1341

Brittany torn apart!

The succession of the Duke of Brittany 1341-1364



On April 30, 1341, Duke John III of Brittany died childless.

In under an hour one of you will become the next Duke of Brittany!

His niece, **Joan of Penthievre**, the wife of **Charles of Blois**, and **John of Montfort**, husband of **Joanna of Flanders** and half-brother of **John III**, claimed the ducal crown.

At first the pretenders seek a legal solution, but politics prevails: the nobles of France come out in support of Joan of Penthievre, whose husband Charles of Blois is the nephew of the King of France, Philip VI. For their part, John of Montfort and Joanna of Flanders are seeking support from King Edward III of England. The Breton War of Succession subsequently breaks out and becomes an integral part of the Hundred Years War. This struggle for the Duchy of Brittany will last for more than twenty years.

Breizh 1341 is a game of confrontation between two players, one taking the lead of the Franco-Bretons of Charles of Blois and the other controlling the Anglo-Bretons of John of Montfort, to gain control of **the crown of Brittany**.

The game is played in a series of turns, during which both sides alternate carrying out military and diplomatic actions akin to those which were common in the 14th century. Historical figures also influence the course of the game. Nobles must be rallied, troops recruited and subsequently led into battle or the besieging of castles. After years of confrontation, the player who dominates the most regions and castles, and has the most supporters, will become the new Duke of Brittany !

Note to Parents & Teachers

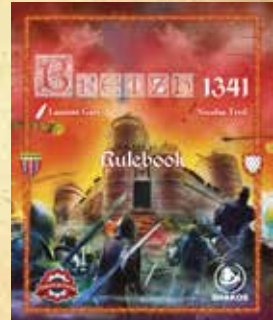
Breizh 1341 was designed to re-enact in an instructive and enjoyable way the historical events of this time. The game will encourage even the youngest of players to understand the impact of certain events, while also allowing them to modify them by trying alternative strategies. The simplicity of the rules as well as the attractive board, cards and playing pieces will allow players to discover a new hobby of historical gaming which is both educational and sociable.

Happy gaming !

Contents



1 game board showing Brittany in 1341, divided into 8 regions



1 rulebook



42 Event cards



8 Special Event cards



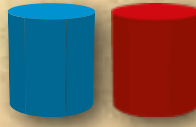
16 Character cards



10 Variant cards (8 Region
& 2 Allocation cards)



40 Troops cubes
20 blue and 20 red
hence referred to as 'troops'



40 Partisan cylinders
20 blue and 20 red
hence referred to as 'partisans'



29 Castle markers



8 Domination markers



3 Highwaymen markers
hence referred to as
'highwaymen'



1 Castle +2
marker



1 Turn marker



1 die
showing 1/2/3


Definitions

In order to understand the fundamental principals of the game, it is essential to be familiar with the following terms which are used throughout these rules.

Active Player: the player whose turn it is to play a card.

Battle: an action involving engaging in direct combat.

Besiege: the action of carrying out a siege against a castle in order to take control of it.

Blois: the Franco-Breton camp, associated with the colour blue and the coat-of-arms .


Castle Strength: a value used to resolve sieges.

Discard: completely remove a card from the game.

Fight: the action of making a surprise attack or skirmishing.

Hand: all of the cards in a player's hand. A hand is made up of Event cards, a Special Event card and Character cards.

Highwaymen: a marker representing soldiers who are not affiliated to any particular army and are in search of employ.

Montfort: the Anglo-Breton camp, associated with the colour red and the coat-of-arms .

Neutral Castle: a castle without a Castle marker from either camp.

Order: an effect described on an Event card.

Partisan: a cylinder representing the nobles aligned with each player.

Rally: an action to sway the favour of partisans to your cause.

Recruit: an action to recruit troops to form an army.

Region: any one of the 8 areas shown on the game board.

Strength: a value used to resolve Battle or Besiege actions.

Troop: a cube representing the soldiers of an army.



Event cards

Epoch

Event name

Historical
note

Order

Actions

Card number




The Event cards are divided into 2 types:

- ✠ 8 Special Event cards which have an S on both sides.
- ✠ 42 other Event cards with identical backs.


These cards are played either to give an order or to take an action.

If the card is played to take an action - Recruit, Rally, Fight or Besiege - only one of the actions shown may be taken.


The background colour of a card shows which side the order is favourable to when issued:

 Favourable to Blois - the order may only be given by Blois.

 Favourable to Montfort - the order may only be given by Montfort.

 Favourable to both sides - the order may be given by either side.

 No order.

 The order affects both players.

Character cards

Name

Historical
note



Bonus




The 16 Character cards are placed in 2 separate piles according to their affiliation.

 Blois  Montfort

When an Event card is played, each player may play one, and only one, Character card. The number of Character cards which may be played in the same turn is unlimited and **they do not count towards the Event card limit of the turn**.

The use of a Character card must be announced before giving the order on, or using an action from, the Event card. The active player's character is played first. The card is then immediately discarded.

The scope of the application of any bonus or penalty conferred by the card changes according to the current action:

-  **Besiege:** the bonus or penalty only applies to 1 siege.
-  **Battle:** the bonus applies to each round of the battle.
-  **Rally or Recruit:** the bonus applies to the order or the action.

If they are not used, Character cards are not discarded between turns and are kept in the player's hand.

Setup



Before the start of the game, the Turn marker should be placed on the first box of the Turn track. Once the players have chosen their sides, set up the board as detailed below.

Blois



- 1 Partisan in Saint-Brieuc
- 1 Partisan in Tréguier
- 1 Castle marker in Guingamp

Montfort



- 1 Partisan in Nantes
- 2 Troops in Nantes
- 1 Castle marker in Guérande

Prepare the decks of cards as follows: 1 deck of Character cards per player and 2 shared decks - one of Special Event cards and the other of the regular Event cards.

Character decks

Each player shuffles their 8 cards and places them face-down in front of themselves. (Only 6 will be used during the game - 1 per turn.)

The cards for each player may be distinguished by the coat-of-arms on their reverse.

Blois



Montfort



Special Events deck

The 8 Special Event cards should be shuffled and placed in a separate deck. This deck may be distinguished from the others by the symbol on the reverse.



Events deck

The Event cards should first be sorted by epoch, according to the number of ermine symbols shown on the front. Each of the 3 decks should be shuffled separately. As can be seen on the Turn track, the first turn uses the 1st epoch cards. Later turns use the deck indicated by the ermines on the appropriate turn box.



1st epoch
1 ermine



2nd epoch
2 ermines



3rd epoch
3 ermines

Sequence of play

The game is played over a maximum of 6 game turns, according to the following sequence:

1. Prepare the deck of Event cards
2. Build each player's hand
3. Determine the 1st active player
4. Play Event cards
5. Discard Event cards
6. Place highwaymen
7. Determine dominated regions
8. Check victory conditions
9. Advance the Turn marker

1 - Prepare the deck of Event cards

The deck of Event cards is made up as follows:

- ✦ In turn 1, it contains only the Event cards from Epoch 1.
- ✦ In turn 2, the remaining cards from Epoch 1 are shuffled with the cards from Epoch 2. This new deck is used for turns 2 - 5. At the beginning of each turn, any Event cards in the players' hands which remain unplayed from the previous turn are shuffled into the Event cards deck.
- ✦ In turn 6, the remaining Event cards from turn 5 plus those left in the player's hands are shuffled together. The 6 cards for the 3rd Epoch are placed on top of this deck.

2 - Build each player's hand

At the start of each turn, the players build their hands. Each hand is made up of:

- ✦ Character cards: each player draws 1 Character card. Any Character cards which

were not played in the previous turn remain in the players' hands.

- ✦ Special Event cards: at the start of turns 2 - 5 only, each player draws 1 Special Event card. This card must be played during the current game turn.
- ✦ Event cards: each player in turn draws a number of Event cards based on the current game turn as explained below:

Turn 1: 7 cards per player

Turn 2-5: 1 card plus 1 extra card for each dominated region.

Turn 6: all the remaining cards are divided equally between the players. If there is an odd number, the extra one should go to the player who dominates the most regions. If there is a tie then the card should be discarded.

3-Determine the 1st active player

In turn 1, the 1st active player is Montfort. In subsequent turns it will be determined using the following list of priorities:

- 1) The most regions
- 2) The most partisans
- 3) The most Castle markers
- 4) If there is a tie for all of the above then the 1st active player is determined by a roll of the die.

The 1st active player will play the first Event card of the turn. After resolving the order and/or the action, the other player will become the new active player and so on.

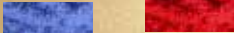
Each player takes it in turn to play 1 Event card until either of the following occur:

- ✠ Either the maximum number of cards allowed for the turn is reached:
5 cards each on turns 1 and 6
3 cards each on turns 2 - 5
- ✠ Or the player has played all of the cards from their hand.

In either case a player may continue to play cards up to the limit imposed by the turn even if their opponent can no longer play any more.

4-Play Event cards

Playing an Event card allows an order to be given and/or an action to be taken according to its background colour:



If the card is favourable to the active player they may:

- Either immediately take one of the actions
- Or give an order

If the card is favourable to one's opponent, then the opponent first gives the order. The active player then takes one of the actions - Rally, Recruit, Besiege or Fight.



This is considered to be favourable to the active player.



The order is resolved and affects both of the players immediately. The active player then takes one of the actions.



The active player takes one of the actions.

Each player must play their Special Event card during the course of the current turn.

When an Event card tells a player to draw a card from their opponent's hand, the opponent should temporarily remove the Special Event and Character cards to prevent them from being chosen.

Each Event card played should be placed face-up on one of the marked spaces on the edge of the board (there is one set of spaces per player). This allows both players to monitor the progress of the turn and to avoid playing more cards than is allowed.



The number of partisans and troops which each player can have on the board is limited to 20 by the available cylinders and cubes. If, after playing an Event or Character card which requires the player to rally 1 partisan or recruit 1 troop, there are no more cylinders/cubes available, then another should be taken from a different region and placed in the selected one.

5-Discard Event cards

All Event and Special Event cards played during the turn are discarded. Any Event cards which are still in a player's hand at the end of the turn are shuffled into the new Event cards deck at the start of the next turn.

6-Place highwaymen

If there are no troops on the board skip this step.

Otherwise, each player counts the number of troops which they have on the board. The player with the least receives 1 Highwaymen marker and places it in the region of their choice, even if this region already has 1 or more highwaymen. If there is a tie for the number of troops then this step is ignored.

All of the troops belonging to both sides are now removed from the board.

If a region contains highwaymen then it cannot be counted as being dominated when the players build their hands in turns 2 - 5. With the exception of the 'Great Plague' card which removes all of them, highwaymen are only ever eliminated through a Fight action.

The highwaymen are placed on top of a Domination marker in a region. If a region changes side, the Highwaymen marker stays in place.

7-Determine dominated regions

Dominance of a region is determined by counting the Castle markers and partisans of each camp. In order to dominate a region, a player must have at least 1 Castle marker and 1 partisan there. The player with the greatest number of Castle markers and partisans in a region, while meeting these minimum requirements, places a Domination marker of their colour there. (If only one player has both a Castle marker and a partisan in a region they automatically dominate regardless of how many Castle markers/partisans their opponent has there.)

The strength of a castle is not taken into account when checking for dominance.

If there is a tie, neither camp has dominance in the region. Each region which is dominated and contains no highwaymen will provide 1 Event card when the players build their hands on turns 2 - 5.

8-Check Victory Conditions

There are 2 different ways to achieve victory and become crowned Duke Of Brittany.

- ✠ If, at the end of a turn one camp dominates 7 regions then they are victorious.
- ✠ Otherwise, the victor is determined at the end of the final turn, based on the number of partisans, Castle markers and Domination markers. Each cylinder or marker of a player's colour is worth 1 point. A Domination marker is only counted if there are no highwaymen on it.

In the case of a tie at the end of the game, it is a draw.

9-Advance the Turn marker

If the victory conditions are not met, the Turn marker advances one space. A new turn may now begin.



Actions in Detail

Rally



This action allows a player to rally 1 partisan of their colour and possibly take the bonus conferred by a Character card. A player can place a maximum of **1 partisan in each region per action**.

Some orders allow a player to rally multiple partisans, while others allow partisans to be eliminated. In either case only 1 partisan per region may be placed or eliminated.

Recruit



This action allows a player to recruit 3 troops of their colour and possibly take the bonus conferred by a Character card. The recruited troops may be freely distributed on the board. This is the only action which can initiate a Battle action.

Battle



The Battle action is automatically triggered when a region contains troops from opposing camps totalling at least 5. A battle occurs when a player recruits troops and chooses to put them in a region which already contains opposing troops.

Before resolving the battle, the players, beginning with the active player, may play a Character card in order to benefit from its bonus. Only 1 Character card per camp may be played in a single battle. The bonus applies to every round of the battle.

Battle Resolution

Each player calculates their force's strength by totalling:

- ✘ The number of their troops
- ✘ +1 for Montfort (thanks to the English archers)
- ✘ + character bonus
- ✘ +

The outcome of a battle is determined by the difference between the 2 forces' strengths.

- ✘ Less than or equal to 2 - each camp loses 1 troop.
- ✘ Greater than or equal to 3 - the player with the weakest force loses half of their troops, rounded up, with a minimum loss of 1 troop. The player with the stronger force then loses half the number lost by their opponent, rounded up, with a minimum loss of 1 troop.

The players then count the total of how many troops remain in the region.

- ✘ If the total is 4 or less, or one camp has no troops remaining, then the battle is over.
- ✘ If the total is 5 or more, the battle continues. The process above is repeated until there are 4 or less troops or 1 camp is eliminated.

The eventual winner will be the camp which have a force's strength at least 3 points greater than their opponent's one in the last round of battle, or is the only camp to have any troops remaining in the region. If there is a winner, they automatically rally 1 partisan in the region. If the battle interrupted an event then any remaining effects of that event should now be applied.

Battle: example

An Event card allows Blois to recruit 9 troops. He chooses to put 3 in the Vannes region, where Montfort already has 3 troops. He puts 6 others in Nantes, where Montfort, again, already has 3 troops. 2 regions now contain 5 or more troops of opposing camps.



Blois first chooses to engage in battle in the Vannes region.

Montfort's strength: 3 (troops) + 1 (archers) + 3 (die roll) = 7

Blois' strength: 3 (troops) + 1 (die roll) = 4

Blois loses half of his 3 troops rounded up, so removes 2 of them. Montfort then loses half of Blois' losses, so he removes 1. There are now only 3 troops left in the region, so the battle stops. The force's strength of Montfort was 3 points greater than Blois' one. Montfort wins as it was the last round of battle and rallies 1 partisan into Vannes.

Blois now turns his attention to the battle in Nantes.

Montfort plays the William de Bohun Character card.

Montfort's strength: 3 (troops) + 1 (archers) + 1 (character bonus) + 1 (die roll) = 6

Blois' strength: 6 (troops) + 3 (die roll) = 9

Blois wins by having 3 more strength than Montfort, who loses 2 of his troops (half of 3 rounded up). Blois then loses 1 troop (half of 2).



Since there are still 6 troops in Nantes, a second round is fought.

Montfort's strength: 1 (troops) +1 (archers) +1 (character bonus) +2 (die roll) = 5

Blois' strength: 5 (troops) +1 (die roll) = 6



The difference in forces' strengths is now only 1. Each camp loses 1 of their troops. Blois claims victory since all of Montfort's troops have been eliminated. Blois now rallies 1 partisan in Nantes.

Fight



This action allows a player to eliminate enemy troops and highwaymen. The maximum number of troops or highwaymen to be removed is determined by a roll of the die and may be modified by a Character card. The number of troops or highwaymen affected is limited to 2 per region.

Besiege



This action allows a player to besiege any number of castles in any regions. The siege is resolved identically whether the castle is neutral or controlled by the enemy. The active player chooses the order in which the sieges are undertaken and the troops who are involved. To besiege a castle requires:

- ✠ For a castle of strength 1: 1 or 2 troops
- ✠ For a castle of strength 2: 2 or 3 troops
- ✠ For a castle of strength 3: 3 or 4 troops

If the attacker does not have the required number of troops to besiege the castle then no siege takes place.

The active player may play a Character card whose bonus will aid them in one (and only one) siege. Their opponent may then do the same. Sieges are resolved one after another by following the sequence below.

The active player calculates their strength by adding:

- ✠ the number of troops besieging the castle
- ✠ + or - a bonus or penalty conferred by a character
- ✠ +

The active player successfully besieges the castle if their strength is at least that of the castle +2. If so, then the Castle marker is turned over to the attacker's side, with possible supplementary effects:

Strength 1 Castle: a siege is won if the besieging force has a strength of 3 or more. (no supplementary effects)



Strength 2 Castle: a siege is won if the besieging force has a strength of 4 or more. The attacker may eliminate 1 of their opponent's partisans in the region, or rally 1 friendly partisan there.



Strength 3 Castle: a siege is won if the besieging force has a strength of 5 or more. The attacker may eliminate 1 enemy partisan and rally 1 friendly partisan in the region.



Regardless of the outcome of the siege, all besieging troops are eliminated.

Besiege: example

Following on from the previous example, Blois has recruited 7 troops and placed 3 of them in the St-Malo et Dol region and 4 in Rennes.

After playing an Event card he chooses to take a Besiege action. He announces the order in which the sieges will take place and that 2 troops will besiege Dinan (strength 2), 1 will besiege Dol (strength 1) and 4 will besiege Rennes (strength 3). He plays the Robert de Beaumanoir Character card for the siege at Dinan.

> **Siege of Dinan (strength 2 castle):** he rolls a 1 on the die. This gives a strength of 2 (troops) + 1 (die) +1 (character bonus) = 4, allowing him to take the castle. Control of Dinan passes to Blois, who chooses to add a partisan to the region rather than eliminate one of Montfort's.

> **Siege of Dol (strength 1 castle):** he rolls 1 on the die again and so Montfort successfully repels the siege since Blois' strength is 1 (troop) + 1 (die) = 2. He needed at least 3 to win.

> **Siege of Rennes (strength 3 castle):** the strength required for a successful siege means that Blois does not need to roll the die, 4 (troops) + die roll of at least 1, so Rennes falls. 1 of Montfort's partisans is eliminated and Blois adds 1 of his own to the region.



All of the besieging troops, 7 in total, are removed from the board.

VARIANT SETUP RULES

The 10 Variant cards are sorted into 2 piles, one with the 8 Region cards and one with the 2 Allocation cards. Each player receives 1 random Region card and 1 Allocation card, and places cubes, cylinders and Castle markers according to the instructions on the cards.

A roll of the die is used to determine the 1st active player.

TIPS FOR YOUR FIRST PLAY

For your first play, discovering the game will be easier if both players have a balanced hand of cards on the 1st round. Each player's hand is built by following this procedure:

- ✠ Split the cards from epoch 1 according to their background color: blue, red and white,
- ✠ Shuffle the 3 decks. Each player, in turn, draws 3 cards with a blue background, then 3 with a red background and finally 1 with a white background.
- ✠ Follow the normal rules for the rest of the game.

Breizh 1341 is a game by **Laurent Gary**
 Development: **Denis Sauvage & Julien Busson**
 Graphic design: **Nicolas Treil & Lisa Fix**
 English translation: **Kian Vincent**

Thanks

My warmest thanks go to Denis and Julien who believed in this project and allowed me to see it through to the end. I am extremely fortunate to be surrounded by such friendly, respectful and positive professionals. Thank you to my loved ones and all the players who tested the game and contributed to its evolution, as well as all those that I have met at different gaming clubs and groups. A special nod to Myriam, Nash and Benjamin.

Laurent Gary



Historical background

The origins of the war of succession: a dynastic crisis.

After fighting alongside the King of France in a military campaign against England, the Duke of Brittany, John III, died on April 30, 1341.

He died without a direct heir, despite three marriages, and without having named his successor. Two pretenders step up to claim the ducal crown: John of Montfort and Joan of Penthièvre.

John of Montfort Count of Montfort-l'Amaury and Lord of Guérande, married to Joanna of Flanders, is the late Duke's half-brother. He asserted his rights based on French law: Salic Law was applicable because Brittany was a duchy-peerage and the Duke was, thus, a peer of the kingdom. Under this law the crown must pass to the closest male relative.

Joan of Penthièvre had an important prerogative in the bishoprics of Saint-Brieuc and Tréguier. She is married to Charles of Blois, himself a nephew of Philip VI, the King of France. By marriage, and according to Breton law which allowed women to accede to the throne, Charles inherited his wife's claim to the Duchy of Brittany. Furthermore, Joan of Penthièvre

considered herself heir to the rights of her late father, Guy of Penthièvre, brother of the late Duke, John III.

The situation was paradoxical. On the one hand, Charles of Blois, pro-French, based his claim on Breton law. On the other, John of Montfort, Breton, relied on Salic Law, as wielded by the King of France in his conflict with the King of England.

Jurists came down on the side of Montfort's claim to the succession, while Philip VI firmly supported the claims of his nephew and leaned heavily on the decision makers. Politics won.

In their judgment, later confirmed by the Decree of Conflans, the peers of France concluded in favour of Joan of Penthièvre, who confirmed Charles of Blois as Duke of Brittany.

John of Montfort's power grab.

As early as May 1341, John of Montfort was aware that the legal verdict would not go in his favour. Encouraged by his wife, Joanna of Flanders, he decided to take the initiative. He settled in Nantes, the capital of the duchy. He summoned the great Breton vassals there in order to have them recognize his legitimacy. But this was not the success that he expected. Only the representatives of the towns and the minor nobility of Lower Brittany presented themselves. Not one bishop or baron showed their face.

Montfort set out immediately for Limoges, where he held the title of Viscount, and seized the treasury which John III had secured there.

Then he set out on his «great ride» around the duchy to cement his control of some twenty strongholds. He then travelled to England to seek support from King Edward III. The English monarch acknowledged him as Count of Richmond and promised him military aid. Since Edward was already in conflict with France, this

rapprochement with Montfort served his own interests well. On the one hand he saw it as the opening of a new front against France and, on the other, a response to his need to secure the maritime routes between England and his duchy of Aquitaine.

The war of succession in Brittany was now under way and became an integral part of the Hundred Years War.

This fight for the duchy of Brittany lasted for more than twenty years, and went through 3 distinct phases.



The first phase: the “war of the two Jeannes”

Following John of Montfort’s power grab in the spring, Charles of Blois and Philip VI reacted with haste. Charles had at his command the forces of Penthievre, and the King of France put at his disposal an army reinforced with Genoese highwaymen, and commanded by his son, John of Normandy. The army entered Brittany at the end of September 1341.

John of Montfort’s forces were weak compared to those who opposed them, and the King of England was now loathe to get involved with the underdog in a foreign conflict. John was also unable to count on the Breton nobility, many of whom had possessions in France which they feared would be confiscated should they stand against the King.

Similarly, the populace avoided taking sides in this quarrel between the nobles. They concluded, rightly, that they could only lose, with the burden of additional taxes and devastation of their land being the first consequences.

A straightforward military campaign was thus ahead for Charles. The first engagements quickly turned in his favour. Nantes was besieged and capitulated. John of Montfort then surrendered to John of Normandy and gave up his capital to him. He was taken prisoner and locked up in the Louvre in Paris.

The Franco-Breton army seized a large part of Brittany, reaching as far as the gates of Brest. The situation was critical for the Montfortist camp, now deprived of its leader and without external support. Blois’ victory appeared to be assured.

They did not, however, reckon with Joanna of Flanders, Montfort’s wife and a woman «with the courage of a man and the heart of a lion». As John of Normandy had already returned to Paris and demobilized his army, Joanna of Flanders strove tirelessly to regroup her husband’s supporters. She took refuge in Hennebont, and galvanized her troops. With her sword in her hand, she personally took part in the fighting. At the same time, she concluded a treaty of alliance with Edward III in January 1342. At first the King of England sent meagre troops to aid her, but now followed this up with larger armies.

On Blois’ side, it was Joan of Penthievre, the wife of Charles of Blois, who was the main driving force. It was she who made the political decisions that her husband, who was extremely devout and led an ascetic life, was not capable of making. From the beginning to the end of the confrontation, she retained her intransigent and uncompromising character. The chroniclers called this phase of the conflict the “War of the Two Jeannes”.

Despite their large presence in Brittany and the capture of Rennes, the Franco-Bretons did not make all the running. Their failure at the gates of Hennebont and the arrival of English reinforcements upset Charles of Blois. During the spring and summer of 1342, English troops

landed in Brest, commanded by Gauthier de Masny, Robert of Artois (Philip VI's brother-in-law), William de Bohun and finally, in October, by Edward III himself.

The English armies pushed forward, deep into Brittany, but they failed to capitalise on this advantage against the latest French reinforcements which had arrived during the summer. They tried to take Rennes and Nantes but were pushed back, and resorted to ransacking Dinan and besieging Vannes. A large French army, again under the orders of John of Normandy, assembled during the subsequent winter.

The two armies made camp, ready to face off against each other, around Malestroit. Both sides were hesitant to engage their forces in a battle that would be as risky as it would no doubt be decisive. Fortunately, a bloodbath was avoided with the arrival of two papal legates. They managed to persuade the belligerents to sign the Truce of Malestroit on January 19, 1343.

The results of the first phase

For both sides, the results of this first phase fell far short of their expectations. The campaign saw many attacks and counterattacks, multiple skirmishes and a number of sieges with no discernable gain on either side. The armies of the two parties criss-crossed Brittany without ever confronting each other in major combat.

There was no stable front: a city or a stronghold could be controlled by one side, and the neighbouring one held by the other, even in areas under enemy control. Each garrison lived by helping itself to food and supplies from the surrounding countryside or by levying ransoms. And then there was the fluctuating loyalty of local lords, often available to the highest bidder. It should also be noted that, in a fight near Lanmeur in September 1342, the English adopted

a new tactic learned during the wars against the Scots: the use of archers. This type of combat provided a significant advantage to the English, which would later be amply demonstrated at Crécy against the French.



The second phase: a conflict in stalemate

The Truce of Malestroit did not bring about peace. The conflict became chaotic and often extremely violent, as during the Quimper massacres on May 1, 1344.

Edward III returned to England taking Joanna of Flanders and her son, whose tutor he would become. John of Montfort was freed, only to arrive in Brittany in 1345 and resume the fighting. He died in the September of an infected wound. As for the Anglo-Bretons commanded by William de Bohun and Thomas Dagworth, they won a few battles without influencing the outcome of the overall conflict. Charles of Blois was forced to continue the war by his own means, because his uncle was occupied on other fronts, notably in Picardy against Edward III. Charles lost the battle of Cadoret in 1345. He also lost that of La Roche-Derrien on June 20, 1347. While trying to retake the city, which had fallen to the English who were also threatening Penthievre, he lost the fight, was taken prisoner and was then imprisoned in London. Both parties had lost their leader: one dead, the other in captivity. The conflict bogged down and soldiers on both sides waged their own wars. On Blois' side, Jean de Beaumanoir and Bertrand du Guesclin stepped up to make their

names, as did Robert Knolles and Thomas Dagworth on the Anglo-Breton side. Brittany was being brought to its knees. The war now centered on territorial occupation, with garrisons holding the surrounding areas to ransom. Whatever their camp, these captains could barely extract from the countryside's population enough to maintain, feed and pay their troops. These troops had begun to grow increasingly frustrated and angry. It was in this context that the famous Combat of the Thirty occurred. This battle took place on March 26, 1351, 30 Franco-Bretons under the command of Jean de Beaumanoir against 30 Anglo-Bretons commanded by Robert Bremborough. The battle arose out of a conflict between the heavily wounded garrison at Josselin and that of Ploërmel, where Montfortists controlled the surrounding countryside. The victory was won by Beaumanoir's men. This epic and utterly gratuitous battle had no further consequence than that of bolstering the morale of Blois' forces.

It was also during this period, in 1349, that the Black Death reached Brittany. It decimated almost half of the population, already hard hit by the war. The King of France, Philip VI died on August 22, 1350. His son John of Normandy was crowned John II the Good. He decided to offer assistance to Joan of Penthievre, but the French army was defeated on August 14, during the battle of Mauron. The war between France and England also had consequences within Brittany. The Treaty of Westminster was signed in March 1353, with the hope of putting an end to the conflict and recognising Charles of Blois as Duke of Brittany. But Charles of Navarre, known as «the Bad», son-in-law of the King of France and locked in conflict with him, connived to destroy all hope of peace between the belligerents.



The third phase: the arrival of young Montfort

The year 1356 was marked by several events that would influence the course of history in Brittany. On September 19, 1356, John the Good suffered a bitter defeat at Poitiers at the hands of the English. He was taken prisoner and had to sign the humiliating Treaty of Bretigny in 1360. This stipulated that the two kingdoms of France and England must put an end to the Breton conflict within two years. If they failed to do this then the fate of Brittany would inevitably have been left in the hands of the belligerents. Also in 1356, the Duke of Lancaster laid siege to Rennes with a strong English force. As a result of the combined actions of Guillaume de Penhoët inside the city, and Bertrand du Guesclin at the head of a relief army, Lancaster had to abandon the action. But it should be noted that this was the first time that young John of Montfort, son of John of Montfort and Joanna of Flanders, now 16 years old, had personally taken part in military action.

After the appearance of the young John of Montfort, another significant event for the Brittany succession occurred: Charles of Blois was finally released, but under strict conditions, because he had not yet finished paying his ransom.

For some time to come fruitless truces, sieges and skirmishes would continue to take place. The conflict seemed never-ending. During this period, the young John of Montfort participated

in many feats of arms in France alongside the English, up until 1362. At this time Edward III finally gave young Montfort the military aid he required in Brittany. John, who was 22, was determined to conquer the duchy when he landed in August 1363. The war resumed, but remained uncertain. John opposed Du Guesclin in a few battles without strategic gain until the Church intervened to mediate.

John came to an agreement with Charles of Blois to finally garner peace by dividing up Brittany: the North and the East to Blois and the South and West to Montfort. Charles accepted the offer in principle, but Joan of Penthievre, still as intransigent, refused and the mediators found in her favour since Charles was only a duke in his wife's stead. The conflict was reignited and

the outcome could only be decided by a single, decisive battle. There was no other way.

The battle took place in Auray on September 28, 1364. On one side Charles of Blois was at the head of 4,000 men, assisted by du Guesclin and Beaumanoir. On the other, John of Montfort, who commanded 3,500 men, was aided by John Chandos, the victor at Poitiers.

The Anglo-Breton victory was finally decisive: du Guesclin and Beaumanoir were taken prisoner and Charles of Blois died in battle.

The young John of Montfort was now the only contender for the crown. He took the title of Duke of Brittany, under the name of John IV. The Treaty of Guérande, in April 1365, definitively put an end to the war of succession.



Game sequence summary

1 Prepare the Event cards deck

Turn 1: only ★ cards

Turn 2-5: add ★★ cards and shuffle with unused cards from the previous turn.

Turn 6: place unused cards from turn 5 on the bottom and add ★★ cards on top.

2. Build the player hands

Turn 1: 7 Event cards + 1 Character

Turn 2-5: 1 + number of dominated regions Event cards, 1 Character + 1 Special Event

Turn 6: half the Event cards* + 1 Character

* if there is an uneven number of Event cards, the extra one goes to the player with the least regions, otherwise discard.

3. Determine 1st active player

Turn 1: Montfort 

Turn 2-6: in order of priority, the player with the most:

- 1) + regions
- 2) + partisans
- 3) + castles
- 4) dice roll

4. Play Event cards

Turn 1: max. 5 cards each.

Turn 2-5: max. 3 each including 1 compulsory

Turn 6: max. 5 cards each.

5. Discard Event cards

6. Place highwaymen

7. Count dominated regions.

8. Check victory conditions

9. Advance the Turn marker

Actions


Rally

Place 1 + Character bonus partisans. Max. 1 per region.

Recruit

Place 3 + Character bonus troops. Engage in battle if total troops in region is 5 or more.


Fight

Remove  + Character bonus troops and/or highwaymen
Max. 2 troops/highwaymen per region

Battle

≥ 5

1-Calculate strength

troops + 1 (Montfort) + Character bonus + 

2-Compare strengths

Difference ≤2 lose 1 troop each

Difference ≥3 weakest loses half of troops (round up)

strongest loses half of opponent's loss (round up)

minimum loss for both sides is 1 troop

3-Battle again - if total troops in region ≥ 5

4-Determine winner

Winner if you won the last round with a difference of at least 3 or sole survivor. Rally 1 partisan in region

Besiege

1- Assign troops to each siege:

Strength 1 castle: 1 or 2 troops

Strength 2 castle: 2 or 3 troops

Strength 3 castle: 3 or 4 troops

2- Calculate strength

Troops + Character bonus + 

3-Resolve the siege

Success if player strength ≥ castle +2

Replace Castle marker and:

Strength 1 castle: no supplementary effect

Strength 2 castle: rally 1 or eliminate 1 partisan here

Strength 3 castle: rally 1 and eliminate 1 partisan here

4-Remove all besieging troops