

## **Module notes on Troie**

La Guerre de Troie, Vae Victis issue 66, by Frédéric Bey.

1. The Deity counters are set for random draw. I would suggest that the first chit drawn is placed in Olympe 1 the second just sent to Olympe 2 using the counter menu.
2. The Trojan and Greek heros should be kept in their camps. When chosen for a combat duel, mask the counter first, then select the box to send it to. Reveal during the following step by again selecting mask.
3. Wounded markers are placed by choosing the hit, they can then be increased/decreased (in case of error) and when combat is done and the hero survives it is removed by choosing Remove Hits. If captured or killed select the menu.
4. Pretty straightforward otherwise but any questions on the module can be addressed to me at [mbeninger40@hotmail.com](mailto:mbeninger40@hotmail.com).

Enjoy.