

VALOUR & FORTITUDE POINTS SYSTEM v3.0

V&F uses a simple system for determining the cost of units. The starting point is to use the following standard unit profiles and then modify them as needed using the Profile Modifiers.

INFANTRY UNITS	Models	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Infantry	24-36	Musket (12")	3	4	4	-	20
Light Infantry	24-36	Musket (12")	4	3	4	Light Infantry	25
Militia	24-36	Musket (12")	2	3	2	Militia	8
Infantry Detachment	6-8	Musket (12")	2	2	2	Light Infantry	12
CAVALRY UNITS	Models	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	
Cavalry	9-14	Sabers (na)	-	5	3	-	20
Light Cavalry	9-14	Sabers (na)	-	4	3	Light Cavalry	21
Cavalry Detachment	3	Sabres	-	2	1	Light Cavalry	12
ARTILLERY UNITS	Cannons	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	
Artillery	1	Cannon (48")	1	2	2	Canister	20
Horse Artillery	1	Cannon (36")	1	2	2	Canister, Horse Artillery	26

Profile Modifiers

To work out the costs of a unit, pick the most appropriate standard profile for it, and then adjust the cost as shown below.

Important: Halve any further reductions to a unit's points value once its points value reaches 10 points. For example, a unit worth 12 points is given the militia rule and has its tenacity reduced by 1, for a total reduction of 6 points. The first 2 points of the reduction are applied normally, reducing the value to 10, but the last 4 points of the reduction are halved (from -4 to -2), giving the unit a final points value of 8.

Lower the minimum number of models in a unit by half/two thirds +1/+3
 Increase the minimum number of models in a unit by double/triple -1/-3

For each 6" added to subtracted from the range of a weapons +/- 2
 For each +1 or -1 added to the unit's Tenacity value +/- 4
 For each +1 or -1 added to an infantry or cavalry unit's Fire value* +/- 3
 For each +1 or -1 added to an artillery unit's Fire value +/- 6
 For each +1 or -1 added to the unit's Melee value +/- 2

* If a unit has a fire value of '-' they can be given a fire value of 1 with a range of 6" for +2 points.

Horse Artillery +8
 Dismounted Tactics +5
 Disciplined Musketry, Galloper Guns, Light Infantry, Rapid Fire, Shell +4
 Battery, Disciplined Musketry, Light Cavalry, Open Order - Infantry, Veteran +3
 Canister, Counter-battery, Drilled, Headstrong, Heavy Cavalry, +2
 Open Order - Cavalry, Rifled Carbines, Siege Artillery, Steady, Swift, Veteran +2
 Carbines, Elan, Hit & Run, Masse, Pistols, Skirmishers, Square +1
 Lance, Rockets, Unpredictable + 0
 Rivals, Stoic, Unreliable, Slow -1
 Cumbersome, Green, Landwehr, Light Artillery, Linear Tactics, Militia, Static -2
 Reserve -3

If you create your own special rules, you will need to determine a suitable cost for them, using these costs as a guideline.