Valour & Fortitude

Rules For Tabletop Wargames by
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2nd Edition (2023) Version 3.0

INTRODUCTION

Welcome to the 2nd edition of the Valour & Fortitude (or V&F for short) rules. I have received a lot of fantastic feedback about Valour & Fortitude since its first publication in 2022, from players quite literally all over the world. One of the benefits of the rules being available for free online was that I was able to quickly update them, fixing the errors that were pointed out to me, and modifying some of the game mechanics to make them easier to understand and use. Before I knew it, the rules were up to version 1.5! A lunchtime chat with Wargames Illustrated Editor Dan Faulconbridge led to the decision to print the updated rules as a follow-up 'Second Edition' of V&F, the result of which you are holding in your hands now.

So, what was the genesis of V&F? Well, it was Alan and Michael Perry's fault really. They'd invited me along to the Partizan wargames show to help run a game set during the Paraguayan Wars. The game was great fun, but I was considerably out of practice with the rules we were using (even though I had helped create them!) and ended up spending a lot of my time pestering Alan and Michael with rules questions, or flicking back and forward through the rulebook looking up things I'd forgotten. As we were packing up I said it might be interesting to come up with a shorter set of rules designed to fit onto just four sides of A4 (or, more specifically, an A3 piece of paper folded in half), which would make it much easier to look things up in the rules when running demo games at shows like Partizan, or when hosting games with a new group of players. I should have learnt by now that off the cuff remarks like this in the presence of the Perrys quickly become the start of a new rules writing project - Warhammer Ancient Battles and the Black Powder rules started that way too. Sure enough, I soon found myself typing up my first draft of what would become the Valour & Fortitude rules.

For the rules to fit onto four pages they are, by necessity, terse and to the point, and they use section numbers to make cross-referencing as easy as possible. I have come to prefer rules that are written in this style because they are precise and functional, but I know that they are not to everyone's taste. In this case, though, the style was something of a requirement. If you are not used to rules written like this, I recommend skimming through them and then playing a game, looking things up as needed. As the rules are only four pages long it shouldn't be hard to find anything you need clarified, and if you apply the rules as they are written, you won't go wrong. Just in case, though, I have included a page of commonly asked questions with the rules, which should help you use them in the way they are intended.

As well as keeping the rules short and precise, I have tried to make sure I avoided what a colleague at Games Workshop once memorably referred to as "game designer ****wittery". What they were referring to with this pithy phrase was the tendency of games designers to come up with rather avant-garde or overly complicated rules, when using a more traditional or straightforward approach would have worked just as well. A great example of what I mean came up during playtesting. I was keen for V&F to include clear rules about how to decide the winner and had come up with, what I considered to be, a rather clever game mechanic to do this. I was very pleased with this rule, especially because it would make it hard for players to predict exactly how many turns the battle would last. After all, battles are unpredictable! In practice, though, the rule went down like a lead balloon and it was Dave Andrews who pointed out the reality: when players get together to play a game, they want to know roughly how long the game will take to play. Our playtest games would usually kick-off at sixish and finish somewhere between ten and eleven; having games that were over by eight or still going on at midnight wasn't really what anybody wanted. This was an excellent piece of advice and led to the 'Game Time Limit' rule, that let me achieve what I wanted (clear rules on how to win the game) while also taking into account what the players wanted (a full evening of gaming fun).

The result of this approach is a tight little set of rules, that, being only four pages long, are easy to teach and to use. A similar design process was followed with the army sheets and scenarios needed to play the game. The army sheets are designed to fit onto a single piece of paper, and contain all the information and special rules a player needs to use an army in a game of V&F. The scenarios also fit onto a single side of A4 and provide all the information and special rules needed to fight a battle. So, if you have the rules sheet, your army sheet and the scenario, you are good to go! As I mentioned at the start, I have received a lot of feedback about the 1st edition rules. That feedback has been incorporated into the 2nd edition, and has helped me make the V&F rules even tighter, more streamlined and easier to understand.

And that is quite enough from me! You can download the V&F second edition rules, army sheets and scenarios for free from perry-miniatures.com and wargamesillustrated.net. If you have any questions or feedback, please feel free to email them to me at vandf.rules@gmail.com and I will do my best to get back to you as quickly as possible.

Jervis Johnson, July 2023

For more on Valour & Fortitude see Wargames Illustrated issue 430, October 2023, or visit: perry-miniatures.com

Valour & Fortitude (V&F) is a set of wargame rules designed for fighting battles using the **Perry Miniatures** ranges of figures.

1.0 CORE RULES

V&F is played by 2 or more players divided into two sides. Each side has an army, made up of model figures (1.1) that represent the units (1.2) and leaders (1.3) in the army. All the players, figures, units and leaders in the same army are friendly to each other, while all those in the opposing army are the enemy.

As well as the figures, players will need army sheets, a scenario, tape measures, dice, playing cards and markers. Army sheets and scenarios are available from **perry-miniatures.com**. Distances are measured in inches (") and can be checked at any time. Use six-sided dice (D6) and a standard pack of playing cards. Markers are used to record losses and defeats and can be represented by a small coin or casualty figure.

1.0.1 Modifiers: When a value or dice roll is modified, apply modifiers that halve it before modifiers that add or subtract from it, and round any fractions down. A value cannot be halved more than once or reduced to less than 1.

1.0.2 Dice Rolls: A roll of 6 before modifiers are applied always succeeds, and a roll of 1 before modifiers are applied always fails. Dice rerolls are taken before modifiers are applied, and a dice cannot be rerolled more than once.

1.1 Figures

Figures are mounted on individual square or oblong bases, and/or on multiple bases with 2 or more figures per base that are all facing in the same direction.

1.1.1 Figure Facing: The direction a figure is facing determines its front arc, as shown to the right.

1.1.2 Figure Contact: Figures are said to be in 'contact' if their bases are touching (including diagonally).
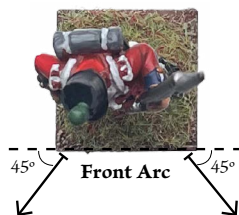
1.2 Units

Most of the figures in an army are organised into units. The minimum and maximum number of figures there can be in a unit is listed on its army sheet (1.5). The figures in a unit must be of the correct type (e.g. a French Line Infantry unit must be made up of French Line Infantry figures).

1.2.1 Set Up: Whenever a unit is set up on or moved across the battlefield, the base of each figure in the unit must finish in contact with the base of at least one other figure from the unit without the bases overlapping. The figures must be arranged in straight parallel rows (called ranks) and columns (called files) with all figures facing in the same direction. Each rank except the last must have the same number of figures. The last rank can have fewer figures than the ranks in front of it. Units with more than 6 figures must have at least 2 ranks.

Example of an infantry unit in line with 2 ranks and 9 files.

1.2.2 Formations: When a unit is set up, it must be either in a march column or deployed. A unit is in a march column if it has up to 3 files and more ranks than files. Otherwise, it is deployed. A deployed unit with 1 or 2 ranks is in line formation. If it has 3 or more ranks, it is in attack column formation.

1.2.3 Artillery: An artillery unit consists of two bases that must remain within 1" of each other. One base is for the cannon and its crew, the other for the limber and draft animals. Each base counts as 3 figures for the purposes of any rules where the number of figures is important.

An artillery unit is limbered if the limber's base is touching the back of the cannon's base. Otherwise, it is unlimbered. Limbered artillery counts as a unit in march column and its front arc is determined using the facing of the limber. Unlimbered artillery counts as a deployed unit in line and its front arc is determined using the facing of the cannon.

1.3 Leaders

Each brigade in an army must have a leader figure. In addition, each army has 1 army leader figure. Leaders are not units, cannot capture objectives, and cannot attack or be chosen as a target.

1.4 Brigades

The units and leaders in each side's army must be formed into brigades before the battle begins. Each brigade is commanded by one of the side's players. A brigade can have 2-8 units of any type and must have 1 leader.

1.5 Army Sheets

An army requires an army sheet, which provides the unit profiles for the units that can be in it, details of any special rules that apply to the army, and a fate table for the army. A unit profile lists its type (infantry, cavalry, or artillery), number of figures in the unit, weapons and weapon ranges, fire and melee attack values, tenacity value, special rules, and the unit's points cost (pts).

Example of a unit profile:

Unit	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Line Infantry	24-36	Musket (12")	3	4	4	Elan, Skirmishers, Square	23

2.0 GAME PREPARATION

To fight a battle, the players must pick a scenario (2.1) and time limit (2.3), choose CICs (2.3), and prepare their fate decks (2.4).

2.1 Scenario

To play a game of V&F the players must first pick a scenario from the list at **perry-miniatures.com** or create their own scenario. A scenario explains how to pick the armies, set up the terrain, where to deploy, if any reinforcements are available, who will take the first turn, and any special rules that apply.

2.1.1 Objectives: Most scenarios will show the location of 1 or more objectives, which are used to determine the winner of the game (10.0). A side gains control of an uncontrolled or enemy controlled objective at the end of a turn if there are more friendly figures within 6" of the objective than enemy figures. If a defendable terrain feature (T.3) is an objective, a friendly unit must occupy it to gain control of it.

2.2 Game Time Limit

Before starting the game, the players must pick a time limit for the game. This is the length of time 'in real life' that the game will last. For example, "The time limit for this game is three hours." or "The time limit for the game will be 10pm." If the players prefer, they can say instead that the game will last a certain number of turns. The game ends when the time or turn limit has been reached and both sides have had the same number of turns.

2.3 Commander-in-Chief (CIC)

One player on each side is chosen as the side's commander-in-chief (CIC). If several players on the same side wish to do things at the same time, their CIC decides the order in which they are carried out. The CIC also controls their side's army leader figure.

2.4 Fate Deck

Each side has a deck of 13 fate cards. One side uses Hearts, and the other side uses Spades. At the start of the game each CIC shuffles their side's cards and places them face down to create their side's fate deck.

3.0 SEQUENCE OF PLAY

After deploying the armies, the sides alternate taking turns. The side whose turn is taking place is referred to as the active side. Each turn is split into 4 phases carried out in the following order:

1. Fate ⟶ 2. Fire ⟶ 3. Action ⟶ 4. Melee

4.0 FATE PHASE

In the fate phase, the active CIC draws the top fate card from their fate deck. The fate table on the army leader's army sheet says when it is played and what effect it has. After it is played it is discarded. Fate cards are kept secret until played, can be kept from turn to turn, and any number can be played in a turn.

5.0 FIRE PHASE

In the fire phase the active side's CIC can pick an enemy unit that is not in contact with a friendly unit as a target. One player from the active side can select 1 unit they command to shoot at the target unit (5.1). If several units can shoot at the target, 1 must be picked as the main attacker; the other units can provide fire support (8.2.1). After the shooting is resolved, a new target is chosen, and so on until the CIC does not want to, or cannot pick a target that has not yet been shot at. *N.B. A unit that shoots or lends support cannot take an action that turn (6.2).*

5.1 Select Shooting Units

A unit can only be selected to shoot if:

• It is a deployed unit not in contact with an enemy unit.

• The target unit is in range (5.1.1) and visible (5.1.2).

• The target is the closest visible enemy unit that has not yet been attacked in that phase.

• It has not already shot or lent fire support (8.2.1) in the phase.

5.1.1 Range: A target is in range of a unit if the distance between them is less than or equal to the range of the unit's weapons (1.5). Measure from the closest figure in the attacking unit (or from the cannon base for artillery) to the closest figure in the target unit.

5.1.2 Visible Targets: A target is visible to a unit if it is in line of sight of at least 1 of the unit's front-rank figures.

5.1.3 Line of Sight: A figure has a line of sight if a target unit is at least partially in its front arc, and it is possible to draw a straight line from it to the target unit without the line passing across an obstacle (T.2.5) or within 1" of any other units.

5.2 Resolving Shooting

When a unit shoots, it makes a fire attack on the target using the rules for making attacks (8.0). After carrying out the attacks, losses are applied (8.3.1), and resulting valour tests taken (9.2).

6.0 ACTION PHASE

In the action phase, brigades are activated one at a time. First, the active side's CIC must pick a friendly brigade. The brigade's commander then takes an activation test for it (6.1). After any actions (6.2.1) are taken, a new brigade is chosen, and so on until an activation test has been taken for every friendly brigade.

6.1 Activation Tests

To activate a brigade, the player that commands it must make an activation test by rolling a D6. Subtract 1 if any units from the brigade have routed (9.3). On a 1 or less the test is failed, and the brigade cannot activate that turn. On a roll of 2+ it is passed, and the brigade activates (6.2).

6.1.1 Automatic Activation: The first brigade chosen to be activated during a turn activates automatically without a test being taken if its leader is within 24" of its army leader.

6.2 Activated Brigades

The player in command of an activated brigade can take actions with units from that brigade that did not shoot or lend fire support that turn. Actions are taken 1 unit at a time until all the units in the brigade that did not shoot have taken 1

action each. Different actions can be chosen for different units in a brigade.

6.2.1 Actions: When a unit takes an action, its commander can choose for it to remain stationary or do 1 of the following:

• Move (6.3)   • Double (6.6)

• Retreat (6.4)   • Rally (6.7)

• Assault (6.5)

6.2.2 Messengers: Before taking an action with a unit that is more than 12" from its brigade leader, the commanding player must make a messenger test by rolling a D6. On a roll of 3 or less the test is failed and the unit cannot take the action. On a 4+, the test is passed and the unit can take the action.

6.3 Move

Moves are used to move the figures in a unit across the battlefield. The path a figure travels from the starting point to the end point of a move must be less than or equal to its move distance (6.3.1). Figures can be pivoted or moved sideways or backwards, but the unit must end the move in the same formation as it was at the start. Figures can be moved across friendly figures from the same brigade that are not in contact with an enemy unit, but cannot end a move in contact with a friendly unit or be moved off the battlefield.

6.3.1 Move Distances: Cavalry figures have a move distance of 18", infantry in march or attack column and limbered artillery of 12", infantry in line of 8", and unlimbered artillery of 3".

6.3.2 Enemy Figures: A figure must stay at least 3" away from enemy figures when it moves unless it is assaulting (6.5). A unit that starts in contact or less than 3" away from an enemy unit can use a retreat to move away (6.4). A unit can move over an enemy leader; the leader is removed by its commanding player and set up within 6" of the nearest unit from its own side.

6.3.3 Reforming: A unit can change formation by reforming either before or after making a move (6.3) or a retreat (6.4). It must start and end the reform more than 3" from any enemy units. To reform, the figure at the centre of the unit's front-rank can be pivoted to face in any direction (if 2 figures are equally close, either can pivot). The rest of the unit is then set up so that the first figure is still as close to centre of the front-rank as possible.

6.4 Retreat

A retreat is carried out in the same way as a move (6.3) except that the unit can start in contact or less than 3" from an enemy unit, and it must end the retreat at least 3" from any enemy units. If a retreating unit is visible to an enemy unit when it starts a retreat, it must finish the retreat in the enemy unit's front arc. If a unit is forced to retreat but cannot make the retreat move, it routs.

6.5 Assault

An assault is carried out in the same way as a move (6.3) except that the assaulting unit:

• Must finish in contact with an enemy unit that was visible at the start of the move (5.1.2).

• Must finish with at least 3 front-rank figures in contact with every enemy unit it moves into contact with. In addition, if it started in an enemy's front arc, it must finish in contact with at least 3 figures in the enemy unit's front-rank (if there are less than 3 figures it must finish in contact with all of them).

• Must assault the closest visible enemy unit that is not in contact with any friendly units if there is one that it can reach. If there is not it can assault any visible enemy unit.

6.5.1 Assault Restrictions: Units in contact with an enemy unit and artillery units cannot assault. Infantry units cannot finish an assault in contact with an enemy cavalry unit unless it started the assault less than 6" away from the cavalry unit.

6.6 Double

A double is carried out in the same way as a move (6.3) except that the unit's move distance is doubled, it cannot reform, and it must start and finish more than 18" from any enemy units.

6.7 Rally

When a unit takes a rally action (6.2.1), a rally test is taken to see if any loss markers (8.3.1) on the unit are removed. To take a rally test for a unit, roll 1 D6 for each loss marker on the unit. Add 1 to each roll if the unit is more than 12" from any enemy units. One loss marker is removed from the unit for each roll of 6+. Rolls of less than 6 have no effect.

6.8 Leader Moves

Brigade leaders can be moved after all units from their brigade have taken an action. An army leader can be moved at the end of their side's action phase. To move a leader, set them up anywhere within 36" of their starting position, more than 6" from any enemy units.

7.0 MELEE PHASE

In the melee phase, units from the active side must fight if they are in contact with enemy units. First a target is picked for each active unit that is in contact with an enemy (7.1) and then the fights are resolved one at a time (7.2).

7.1 Picking Targets

Players from the active side commanding a unit that is in contact with 1 or more enemy units must pick 1 enemy unit as the target. The target unit fights back when the fight is resolved (7.2.2). If several units pick the same target, one must be picked as the main attacker; the other units provide melee support (8.2.2).

7.2 Resolving Fights

To resolve a fight, carry out the following 5 steps:

7.2.1 Make Attack: : The main attacker makes a melee attack against its target (8.0).

7.2.2 Target Fights Back: The target unit then fights back by making a melee attack against the main attacker (8.0).

7.2.3 Determine Result: The side that caused the most losses win the fight and the other side loses. The active side wins tied fights.

7.2.4 Apply Losses: After determining the result, losses are applied (8.3.1), and resulting valour tests taken (9.2). Units from the winning side do not have to take valour tests (9.2.1), and some types of losing unit may rout automatically (9.2.2).

7.2.5 Cavalry Retreat: After applying losses and taking valour tests, surviving cavalry units on the losing side must retreat (6.4). Cavalry units on the winning side may then retreat if desired.

8.0 ATTACKS

To attack with a unit, the commanding player must make a number of hit tests equal to its attack value (1.5). Use a unit's fire value for fire attacks, and its melee value for melee attacks. A unit cannot attack and/or lend support more than once per phase.

8.1 Fire & Melee Value Modifiers

The following modifiers apply to the fire and melee values of the main attacker. Modifiers never apply to units lending support.

8.1.1 Column: Halve the fire value of a unit in an attack column. Add 1 to its melee value if the target is occupying defendable terrain (T.3.2). Units in march column cannot fire, have a melee value of 1, and cannot lend support.

8.1.2 Line: Add half the fire value of an infantry unit in line to its melee value when it makes a melee attack against a visible target that is not occupying defendable terrain (T.3.2).

8.1.3 Dense Target: Add 1 to the attack value of artillery if the target is in march or attack column.

8.1.4 Enfilade: Add 1 to the attack value of an attacking unit that is not visible to the target unit.

8.1.5 Obscured Target: Halve the fire attack value of a unit if the target is visible to less than half of its front-rank figures.

8.1.6 Outflanked: Halve the melee value of a unit that is fighting an enemy unit if it has 1 or no front-rank figures in contact with the target unit.

8.2 Support Modifiers

Deployed units can lend support to a friendly attacking unit. A unit cannot lend support more than once per phase.

8.2.1 Fire Support: Up to 3 units that are eligible to shoot at the target of a fire attack with at least half of their front-rank figures can lend fire support. Add 1 to the attacking unit's attack value for each unit that lends it fire support.

8.2.2 Melee Support: Up to 3 units that have at least 3 of their front-rank figures in contact with an enemy unit that is the target of a melee attack can lend melee support. Add 2 to the attacking unit's attack value for each unit that lends melee support. A unit cannot lend melee support if it is in contact with any enemy units that have not been chosen as a target (it will have to attack or lend melee support against them instead).

8.2.3 Brigade Support: One unit not in contact with an enemy unit that is within 3" of a unit from its own brigade that is fighting or fighting back can lend brigade support. Add 1 to the fighting unit's attack value if it is lent brigade support.

8.3 Hit Tests

A player taking a hit test must roll a D6. Add 1 to the roll for melee attacks if the main attacker does not have any loss markers (8.3.1), and subtract 1 for fire or melee attacks if the main attacker is shaken (9.1). On a roll of 3 or less the test is failed and has no effect. On a roll of 4+ the test is passed and inflicts 1 loss (8.3.1) on the target unit.

8.3.1 Losses: Mark each loss suffered by a unit by placing a loss marker beside it. Losses are only applied to the target unit, not to units lending support. Losses affect the morale of a unit (9.0).

9.0 MORALE

9.1 Shaken Units

When the number of losses applied to a unit equal its tenacity (1.5) it becomes shaken. Subtract 1 from hit tests for attacks made by a shaken unit. Each loss suffered by a shaken unit requires the commanding player to take 1 valour test (9.2) for the unit instead of placing a loss marker on the unit.

9.2 Valour Tests

To take a valour test for a unit, roll 1 D6 for each valour test the unit is required to take (9.1). Add 1 to the rolls for tests taken in the fire phase. If all rolls are 4+ the test is passed and nothing happens. If any roll is 3 or less the test is failed and the unit routs.

9.2.1 Melee Winners: Do not take valour tests for a unit that won a melee in the same phase (they automatically pass all the tests).

9.2.2 Automatic Routs: The following units rout without a valour test being taken if they lose a fight and were the target unit:

- Artillery units.
- Infantry units when the attacking enemy unit or any enemy units that lent melee support were cavalry.

9.3 Routs

A unit that routs is removed from the battlefield and cannot return, and the commanding player must take a fortitude test for its brigade at the end of the phase (9.5).

9.4 Shattered Brigades

When the last unit in a brigade routs the brigade is shattered. When a brigade is shattered, the brigade's leader is removed from play, and its army suffers a defeat (9.6).

9.5 Fortitude Tests

Fortitude tests are taken for a brigade at the end of a phase for each unit from the brigade that routed during that phase (9.3). Take tests for brigades from the active side before taking tests for brigades from the inactive side.

To take a fortitude test for a brigade, roll 1 D6 for each unit from the brigade that routed that phase (9.5). Add 1 to the rolls if the brigade has 5 or more unrouted units, add 1 to the rolls if the brigade's leader is within 12" of their army leader, and subtract 1 from the rolls if all the remaining units in the brigade are currently shaken. If all the rolls are 4+, the test is passed, and nothing happens. If any roll is 3 or less, the test is failed, the brigade wavers (9.5.1) and its army suffers 1 defeat (9.6).

9.5.1 Wavering Brigades: When a brigade wavers, shaken units in the brigade rout and then all units within 6" of an enemy unit suffer 1 loss. The brigade then stops wavering. Units that rout because they were shaken do not cause further fortitude tests.

9.6 Defeats

Defeats are suffered by an army when a friendly brigade is shattered (9.4) or fails a fortitude test (9.5). Mark each defeat by placing a defeat marker beside that army's leader.

10.0 WINNING THE BATTLE

The game ends at the end of a turn if the time or turn limit has been reached and both sides have had the same number of turns. Each side adds the number of objectives it controls to the number of defeats it inflicted on the enemy army. The side with the higher total wins the game. Otherwise, the game ends in a draw.

11.0 REINFORCEMENTS

Reinforcements move onto the battlefield from their arrival point in their side's action phase (no activation test is required). They arrive in march column and can make up to 2 moves or 1 move and then reform. They cannot assault. Detachments can arrive in any formation and can carry out any action. If a reinforcement cannot move onto the battlefield, its arrival is delayed 1 turn.

T.0 TERRAIN FEATURES

Terrain is represented by models called terrain features (T.1). Each terrain feature has one or more terrain rules (T.2 & T.3). The scenario (2.1) will say how to set up the terrain for a battle.

T.1 Terrain Features

T.1.1 Buildings: Buildings and any surrounding walls are defendable terrain features (T.3).

T.1.2 Fences, Hedge, and Walls: High fences, hedges and walls are impassable (T.2.4) and are obstacles (T.2.5), and low fences, hedges and walls are soft cover (T.2.2) and barriers (T.2.1).

T.1.3 Hills: Hills are obstacles (T.2.5). In addition, a unit that is fighting back wins tied fights in the melee phase if any of its figures are higher up a hill than all enemy figures from the units it is fighting.

T.1.4 Rivers, Fords, Streams and Mud: Rivers are impassable terrain (T.2.4). Fords and mud are rough terrain (T.2.6). Streams are barriers (T.2.1) that provide cover (T.2.2) in the melee phase.

T.1.5 Roads, Paths, Tracks and Bridges: Are highways (T.2.3).

T.1.6 Woodland: Woodland is a defendable terrain feature (T.3).

T.2 Terrain Rules

T.2.1 Barriers: Figures are in contact if they are within 2" of each other and in contact with the same barrier. It costs a figure 4" of its move to cross a barrier.

T.2.2 Cover: A unit is in cover if it is wholly within terrain that provides cover, or is occupying defendable terrain, or if its front rank is in contact with a barrier that provides cover and the barrier is between it and the attacker.

In the fire phase, subtract 2 from hit rolls for attacks that target a unit that is in hard cover and 1 from hit rolls for attacks that target a unit in soft cover. In the melee phase, units that are fighting back and are in cover win tied fights.

T.2.3 Highways: A figure in a march column counts every 1" it is moved along a highway as ½" instead of 1".

T.2.4 Impassable: Figures cannot be set up on or move across impassable terrain.

T.2.5 Obstacle: A line of sight (5.1.3) is blocked if it crosses an obstacle. It is not blocked to figures on or in contact with the obstacle unless the figures are on the reverse slope of a hill.

T.2.6 Rough Terrain: Every 1" a figure is moved across rough terrain counts as 2" instead of 1". Halve the melee value of cavalry and artillery occupying rough terrain or that are fighting a unit occupying rough terrain.

T.3 Defendable Terrain Features

Defendable terrain is an obstacle (T.2.5) It provides hard cover if it is buildings (T.1.1) and soft cover if it is woodland (T.1.6). Units can only move into or through defendable terrain by occupying it as described below.

T.3.1 Occupation Limits: A defendable terrain feature can be occupied by 1 unit and 1 or more leaders. Leaders cannot occupy a terrain feature that is occupied by an enemy unit or leaders. Units cannot occupy a terrain feature that is occupied by an enemy unit but can occupy a terrain feature that is only occupied by enemy leaders; any enemy leaders that were occupying the terrain count as having been moved over (6.3.2).

T.3.2 Occupying Defendable Terrain: A unit or leader that is less than 3" away from a defendable terrain feature can occupy it instead of taking an action, as long as the occupation limit is not exceeded and enemy units are not occupying it (enemy units can be in contact or within 3" of the terrain feature). Units and leaders can occupy defendable terrain wholly in their deployment area during deployment.

Figures occupying a terrain feature can either be placed on it or removed from the battlefield (they are 'inside' the terrain feature and do not count as being in a formation for the purposes of modifiers or other rules). Range and visibility to or from an occupying unit is determined using the terrain feature instead of the figures in the unit. The figures from a unit occupying terrain can shoot or lend fire support in any direction and cannot be enfiladed (8.1.4).

T.3.3 Exiting Defendable Terrain: A unit or leader can exit a defendable terrain feature instead of taking an action; set them up wholly within 6" from the terrain feature, in any formation, and at least 3" away from enemy units. A unit or leader cannot exit a terrain feature on the same turn that it occupied it.

T.3.4 Contacting Occupied Terrain: Friendly units are allowed to move into contact with a terrain feature occupied by a friendly unit. Units can move within 3" of terrain occupied by an enemy unit as long as they do not contact it; units must use an assault to move into contact with a terrain feature that is occupied by an enemy unit and must finish the assault with at least 3 figures in contact with the terrain feature.

T.3.5 Attack Value Modifiers: Halve the fire value and add 1 to the melee value of infantry occupying a terrain feature. Halve the melee value of cavalry and artillery occupying a terrain feature or that are fighting a unit occupying a defendable terrain feature.

T.3.6 Melees: In the melee phase, units in defendable terrain are in contact with any enemy units that have at least 3 figures in contact with the terrain feature (and they will therefore have to fight). If a unit occupying a terrain feature loses a melee and is routed, the attacking unit can occupy the terrain feature. Automatic routs (9.2.2) and cavalry retreats (7.2.4) do not apply if either side is occupying a terrain feature.

T.3.7 Connected Sections: Large defendable terrain features can be split into connected sections that are each treated as 1 defendable terrain feature. Units or leaders can exit 1 section and occupy a connected section if the 2 sections share a border at least 3" long. In the melee phase, units from the active side may fight an enemy unit in a connected section that shares a border at least 3" long, but do not have to. If they do not fight, the enemy units cannot fight back.

VALOUR & FORTITUDE BRIGADES

This page shows examples of two typical V&F brigades.

A British infantry brigade consisting of four Line Infantry units, a Field Artillery unit, a Rifle Detachment and a brigade leader. The infantry on the road are in march column and the rest of the British infantry are in line. The Field Artillery is limbered and the Rifle Detachment is in open order.

A French brigade consisting of three Line Infantry units, a Field Artillery unit, a Light Infantry unit, a unit of Hussars and a brigade leader. The Line Infantry are in attack columns and the Hussars are in line. The Field Artillery is limbered and the Light Infantry are in open order.
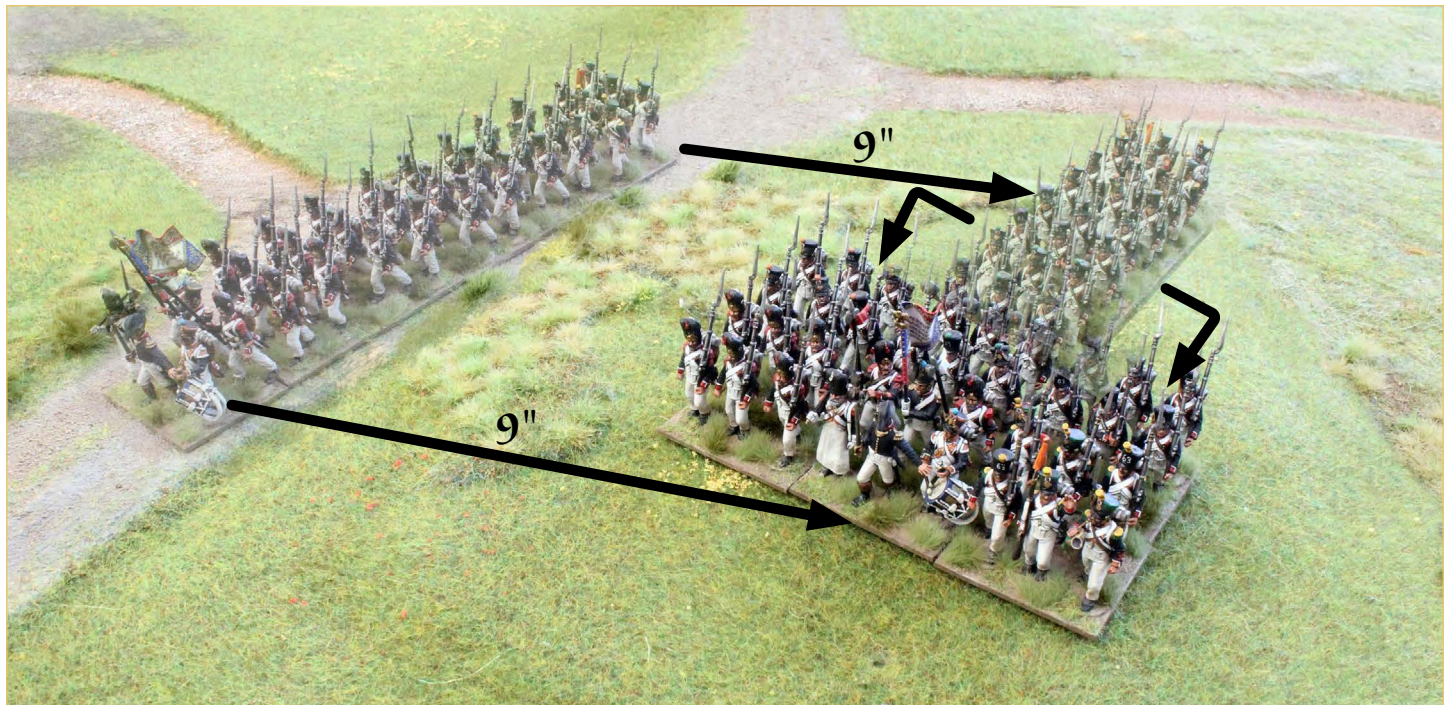
A unit of French Line Infantry in march column use a move action to move 9" to their left flank. None of the figures have moved more than their maximum move distance of 12". After the move is completed, the unit reforms into an attack column, so that the figures that were at the center of the front rank of the march column stay in the same place and are are at the center of the new formation.
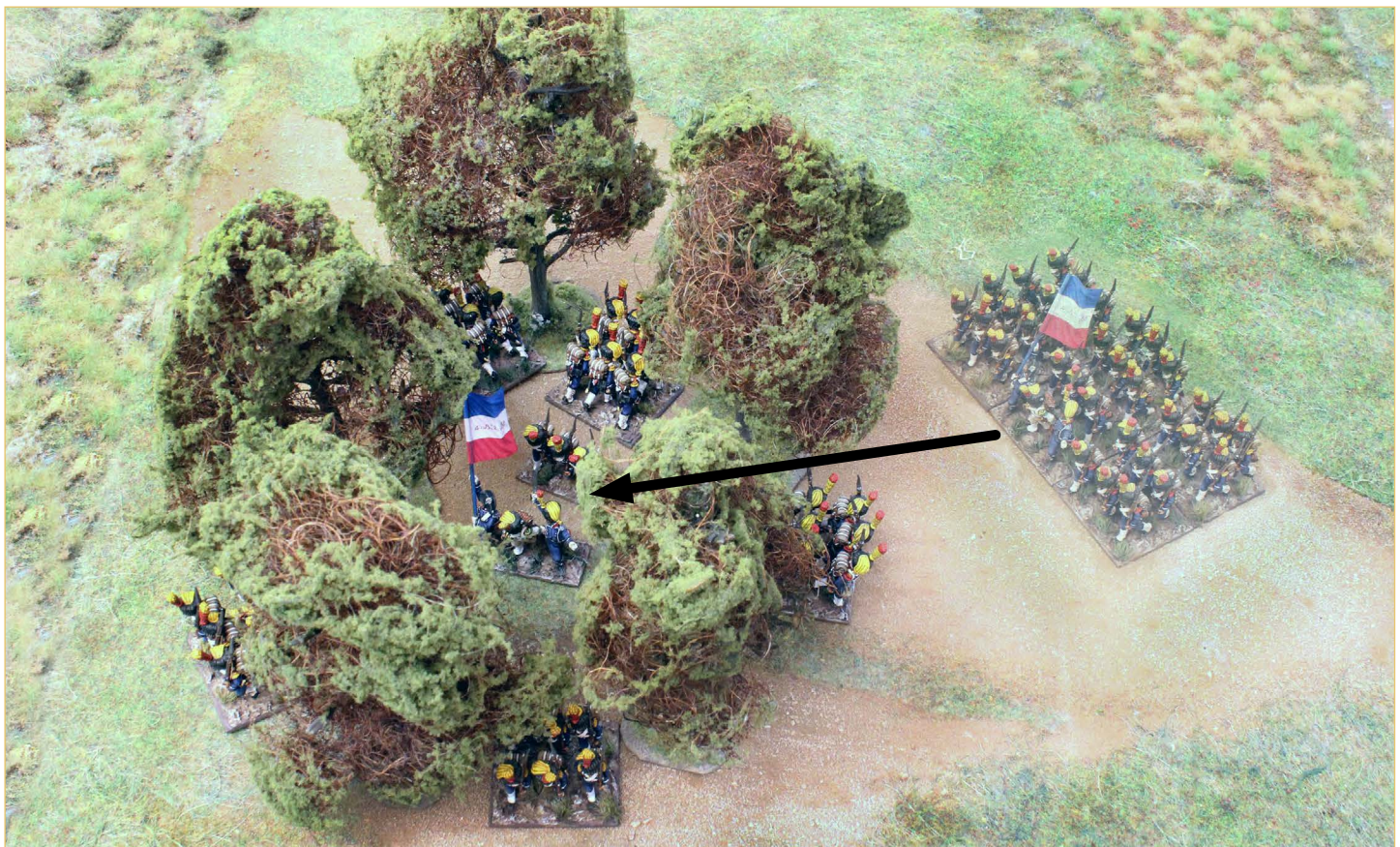
A unit of French Light Infantry are within 3" of a wood that the players agreed before the game would be treated as a defendable terrain feature. The Light Infantry take a move action and use it to occupy the wood. The figures in the unit are placed in and around the wood to show that they have occupied it.
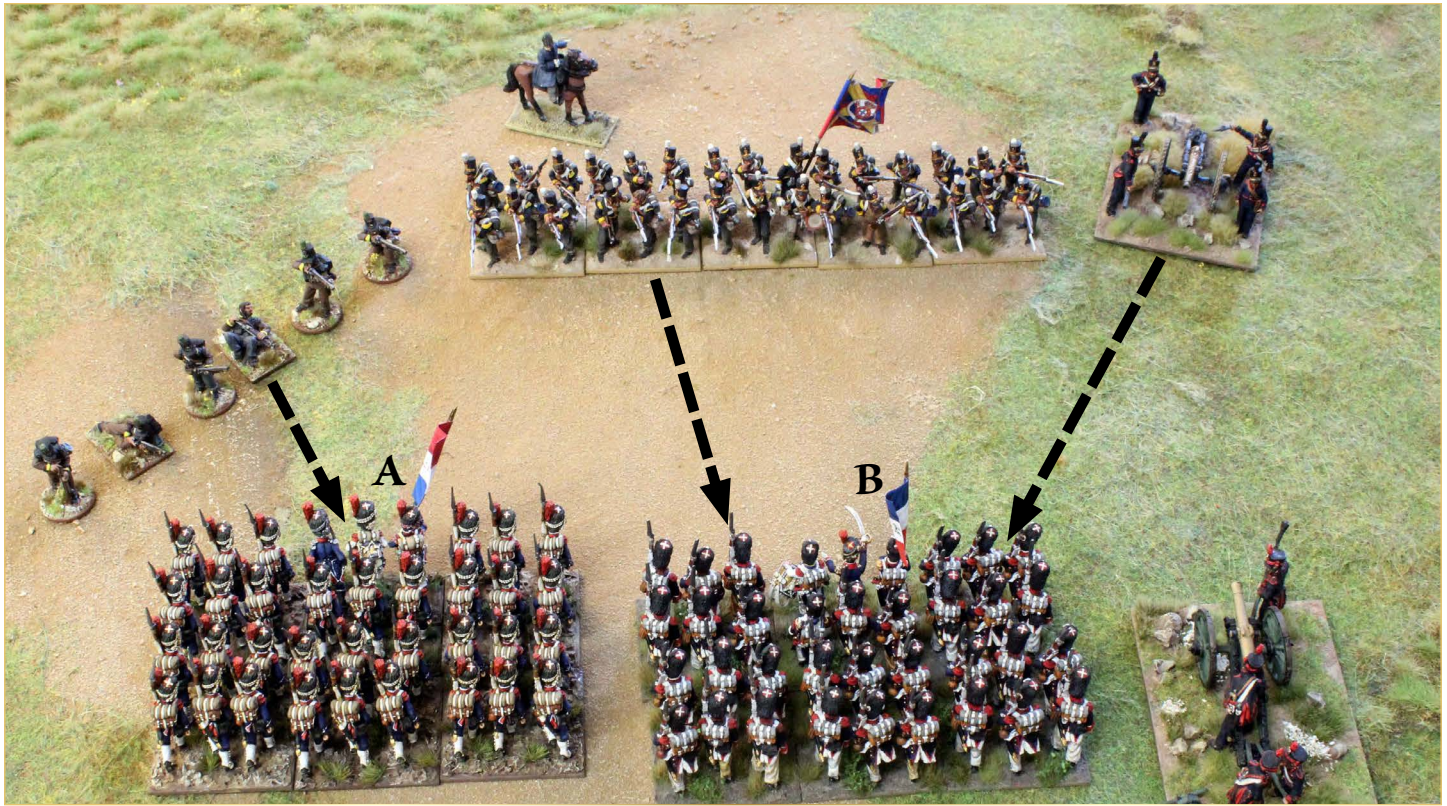
Portuguese Line Infantry, Field Artillery and a Rifle Detachment shoot at an attacking French Brigade. The Portuguese choose French unit A as their first target and shoot at it with the Rifle Detachment. After resolving the attack, the Portuguese choose unit B as the second target, firing at it with the Line Infantry and using the Field Artillery to support the attack. Note that if French unit B had been chosen as the first target to be fired at, then only the artillery could have fired at it, because the Portuguese Rifle Detachment and Line Infantry are closer to unit A and it would not yet have been attacked.

A unit of French Line Infantry assault a British Line Infantry unit. The French prefer to assault the British Artillery but cannot because the British Infantry are closer and are not in contact with any French units. The French move forward to assault the British; they must move at least 3 front rank figures into contact with the British, which they can do, and so the assault takes place. It will be resolved in the following melee phase. If the French Skirmishers had first assaulted the British line, the French Infantry would have been free to assault the artillery.

V&F SCENARIO A: SET PIECE BATTLE

This scenario serves well as an introductory scenario for the V&F rules, and as an even-handed scenario for pick-up games played at your home, or at your local games store or games club. Additional scenarios can be found on the Perry Miniatures website at perry-miniatures.com.

A1.0 SELECT ARMIES

The players must pick an army sheet for each side to use, and then agree on a points value for the game. We recommend using a points value of 200 for your first game, or 250 points if there is more than 1 player per side. The players then pick units whose total points value is up to the points value that was agreed for the game. The points value for units can be found on the unit's army sheet (see section 1.5 of the V&F rules).

The players must organise the units they pick into brigades of from 2 to 8 units. Each side gets 1 leader for each brigade, plus 1 overall leader. Note that leaders do not cost any points. Finally, a player on each side must be chosen as their side's CIC (see section 1.5 of the V&F rules).

Designer's Note: We recommend that the players pick their armies in advance of the game if possible.

A2.0 PICK ATTACKER AND DEFENDER

The CICs each roll 1 dice, rolling again if there is a tie. The side whose CIC rolls higher are the attackers and the opposing side are the defenders.

A3.0 SET UP BATTLEFIELD

The defenders set up the terrain for the battle (A3.1). The attackers then pick one long table edge to be their side's edge of the battlefield. The opposite table edge is the defending side's edge of the battlefield.

Attacker's edge table

⬇

⬆

Defender's edge table
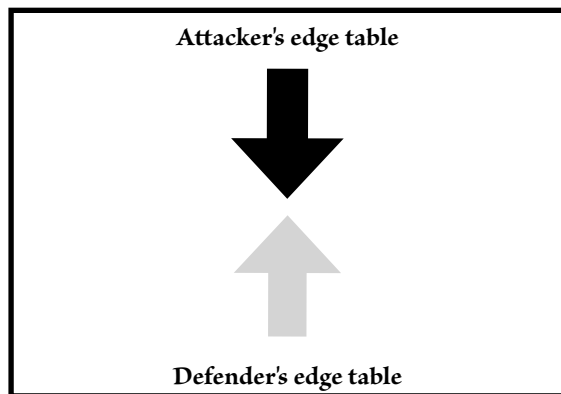
A3.1 Terrain Features

In this battle, terrain is limited to the following:

Towns: Two to three towns, each represented by a one or two buildings and their associated walls or fences. Each town is a single defendable terrain feature (see section T.3 of the V&F rules).

Woods: Two to three woods, each represented by a roughly circular group of trees about 6" to 9" across.

Rivers and streams: Up to 1 river or stream that runs from one table edge to a different table edge. Rivers must have at least 1 bridge and/or ford.

Hills and Roads: Hills or roads of any size or length. Roads can be bordered by fences, hedges or walls.

Designer's Note: If you are fighting a battle on a table that is larger than 8' by 5', you can add 1 or 2 extra towns or woods on the battlefield.

A3.2 Objectives

The CICs take it in turns to set up objective markers, starting with the defending CIC, until a total of 4 objectives have been set up. Each objective must be set up more than 12" from the edge of the battlefield and any other objectives.

A4.0 DEPLOY ARMIES

The players must first agree on the game time limit or turn length (see section 2.2 of the V&F rules). The CICs then allocate the brigades in their armies amongst the players on their side, and the players alternate setting up their brigades, 1 brigade at a time, starting with a player from the defending side. Units must be set up wholly within 18" of their side's table edge.

A4.1 Reinforcements

Instead of setting up a unit on the battlefield, it can be held back as a reinforcement. Reinforcements can start to arrive from their side's 2nd turn, from anywhere on their side's table edge. No more than half of a side's reinforcement units can arrive on the same turn.

A5.0 FIRST TURN

After both sides have deployed, the attacking CIC must roll 1 dice. On a roll of 4+, they can decide which side takes the first turn. On a roll of three or less, the defending CIC decides which side will take the first turn.

A6.0 VICTORY AND DEFEAT

The winner of the game is determined using the rules for Winning the Battle (see section 10.0 of the V&F rules).

A7.0 SCENARIO VARIANTS

The players can agree to use one of the following variants of this scenario if they wish to do so:

A7.0.1 Meeting Engagement

In this variant, the attackers must pick a narrow table edge to be their edge of the battlefield, and the defenders use the opposite narrow table edge. In addition, only light infantry, light cavalry and the leaders from the light unit's brigades can be deployed at the start of the battle; all other units and leaders must be reinforcements.

A7.0.2 Assault

In this variant, do not set up an objective at the centre of the battlefield. Instead, the defender sets up 2 of the objectives and the attacker sets up 1, and all the objectives must be set up within 24" of the defender's table edge. In addition, at least half of the defending units must be reinforcements. Finally, the attacker adds 2 to the dice roll to determining which player decides who has the first turn (A5.0).

Infantry Units	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Foot Guard	30-48	Musket (12")	3	6	6	Disciplined Musketry, Skirmishers, Square	36
Line Infantry	24-36	Musket (12")	3	4	4	Disciplined Musketry, Skirmishers, Square	24
Light Infantry	24-36	Musket (12")	4	3	4	Disciplined Musketry, Light Infantry, Square	27
Riflemen	24-36	Rifle (18")	4	3	4	Disciplined Musketry, Light Infantry, Square	31
Light Infantry Detachment	4-8	Musket (12")	2	2	2	Disciplined Musketry, Light Infantry	10
Rifle Detachment	4-8	Rifle (18")	2	2	2	Disciplined Musketry, Light Infantry	14
Cavalry Units	**Figures**	**Weapon (Range)**	**Fire**	**Melee**	**Tenacity**	**Special Rules**	**Points**
Hussars	9-14	Sabre	-	4	3	Carbines, Headstrong, Light Cavalry	24
Light Dragoons	9-14	Sabre	-	4	3	Carbines, Headstrong, Light Cavalry	24
Heavy Dragoons	9-14	Sabre	-	6	4	Headstrong, Heavy Cavalry	30
Household Cavalry	9-14	Sabre	-	7	4	Headstrong, Heavy Cavalry	32
Cavalry Detachment	3	Sabre	-	2	1	Carbines, Light Cavalry	10
Artillery Units	**Cannons**	**Weapon (Range)**	**Fire**	**Melee**	**Tenacity**	**Special Rules**	**Points**
Rocket Artillery	1	Rocket (60")	1	2	2	Rockets	22
Field Artillery	1	Cannon (48")	1	2	2	Canister	20
Heavy Artillery	1	Cannon (54")	2	2	2	Canister, Slow	28
Horse Artillery	1	Cannon (36")	1	2	2	Canister, Horse Artillery	26

ARMY SPECIAL RULE

Linear Tactics: Infantry units from this army that are in an attack column formation have a move distance of 9" and cannot take an assault action unless they finish the move in contact with an enemy unit that is in cover or that can only be reached by crossing a bridge or ford.

UNIT OPTIONS

Elite Units: Units can be elite. An elite unit can have up to 1 added to its fire value for 3 extra points (or 6 extra points if artillery), up to 1 added to its melee value for 2 extra points, and up to 1 added to its tenacity for 4 extra points.

Understrength Units: Infantry and cavalry units apart from detachments can be fielded as understrength units for 5 less points. Halve the number of figures in an understrength unit and subtract 1 from its melee and tenacity values.

FATE CARDS

Any Card	**Act on Initiative.** Once per action phase, you can play any card to allow 1 unit from a brigade that failed an activation test in that phase to carry out an action.
King	**Perfect Volleys.** Play this card in your fire phase. Pick 1 British brigade. Add 1 to the fire value of British infantry units from that brigade for the rest of the phase.
Queen	**Defensive Fire.** Play this card in the enemy melee phase. Pick 1 British brigade. Add 1 to the melee value of British infantry units from that brigade for the rest of the phase.
Jack	**Scum of the Earth.** Play this card in a melee phase. Subtract 1 from valour tests for enemy units that are in contact with one or more British infantry units in the phase.
10	**Capture.** Play this card in your fate phase. Pick 1 enemy controlled objective. If you control it at the end of the game, it counts as 2 objectives when determining the winner of the game.
9	**Surprise Attack.** Play this card before a unit makes an assault. That unit can carry out 1 move before it assaults.
8	**Inspiration.** Play this card after a friendly player fails a valour test or fortitude test. The test is passed.
7	**Directed Fire.** Play this card when an enemy unit is chosen as a target in the fire phase. Add 1 to the fire value of the unit attacking that target. In addition, artillery units on a hill can trace a line of sight to the target across units that are not on a hill.
6	**Deadly Attack.** Play this card after a friendly unit fails 1 or more hit tests. Reroll the failed hit tests.
5	**Stubborn.** Play this card before a unit carries out an action. Remove 1 loss marker from that unit (even if it has only 1 loss marker).
4	**Breakthrough.** Play this card at the end of your melee phase. Pick 1 brigade. Units from that brigade can make 1 move (they cannot assault, retreat or double).
3	**Confusion.** Play this card at the start of an enemy turn. The enemy cannot automatically activate a brigade that turn and any enemy reinforcements due to arrive that turn arrive 1 turn later.
2	**The Tide of Battle.** Play this card immediately. Shuffle all your discarded fate cards (including this one) back into your fate deck.
Ace	**All Out Attack.** Play this card at the start of your melee phase. Pick 1 friendly leader. Add 1 to the melee value of friendly units that are within 12" of that leader in that phase.

UNIT SPECIAL RULES

Canister

The following rules apply to a unit that has the canister special rule:

• Add 2 to its fire or melee attack value if the range to the target is up to 12" and the target is at least partially in its front arc.

• It counts as 2 units instead of 1 when it lends support if the range to the target is up to 12" and the target is at least partially in its front arc.

Carbines

This unit can use its carbines to skirmish (see the Skirmishers special rule). Carbines have a fire value of 1 and a range of 12" (which includes the modifiers for skirmishing).

Disciplined Musketry

Reroll hit rolls of 1, before modifiers are applied, for fire or melee attacks made by this unit if it is in line formation and is the main attacker.

Headstrong

If the target of a melee attack made by this unit routs or retreats and there are visible enemy units that it can move into contact with, this unit must carry out an assault and fight for a second time. Subtract 1 from its melee value the second time it fights in the same turn. It does not assault again if it defeats the second opponent.

Heavy Cavalry

Reroll hit rolls of 1, before modifiers are applied, for melee attacks made by this unit if it is the main attacker and the target is not in cover.

Horse Artillery

This unit has a move distance of 18" when limbered and 9" when unlimbered. In addition, it can reform both before and after carrying out a move or retreat, and can carry out an action even if it has fired in the same turn. Enemy infantry cannot use an assault to move into contact with horse artillery unless they start within 6" of it.

Light Cavalry

This unit has the Open Order special rule. In addition, add 2 to messenger tests for this unit.

Light Infantry

The following rules apply to a Light Infantry unit:

• It has the Open Order and Skirmishers special rules.

• Add 2 to messenger tests for it if it is a detachment or part of a brigade that consists only of light infantry units.

• Its losses are halved in the fire phase if it is in defendable terrain.

• It can occupy defendable terrain after it has made a move or retreat.

Open Order

This unit can be set up in a deployed formation called open order. It must be set up in 1 to 4 ranks with a ¼" to ½" gap between ranks and files. The following rules apply to a unit in open order:

• Halve the losses it suffers in the fire phase.

• Halve its fire value if it has 3 or 4 ranks.

• It has a move distance of 9" if it is infantry, and of 18" if it is cavalry.

• If it is light infantry its movement is not affected by rough terrain.

• Subtract 1 from its melee value unless it is in cover.

• It only adds 1 to a unit's melee value if it lends it melee support.

• It can move across figures from a friendly unit that is also in open order even if they are not from the same brigade.

Rockets

When this unit fires or lends fire support, the target unit does not have to be the closest enemy, and if this unit or the target is on a hill, friendly units that are not on a hill do not block the line of sight. However, subtract 1 from hit tests for shooting attacks made by this unit or by a friendly unit lent support by it.

Skirmishers

When this unit shoots, the commanding player can choose to use the unit's skirmishers. If they do so, the unit's fire value is halved and its range increased by 6", and it can carry out any action in the same turn apart from an assault. A unit can only use skirmishers to lend fire support if the attacking unit is also using skirmishers.

Slow

This unit has a move distance of 6" when limbered and 1" when unlimbered.

Square

This unit can reform into a square formation, and from a square into any other formation, if it does not move or retreat as part of the same action. Set the unit up in a square or oblong shape with its figures facing outward. The following rules apply to a unit in square formation:

• It is a deployed unit that has a move distance of 3".

• It cannot assault.

• Add 1 to the attack value of artillery that shoot at it.

• Halve its fire attack value and add 1 to its melee attack value.

• At the start of each melee phase, before fights take place, roll 1 dice for each cavalry unit that is in contact with 1 or more enemy squares. Add 2 to the dice roll for a unit if all the squares it is in contact with are shaken. On a 1-3 the cavalry unit suffers 1 loss and must immediately retreat; on a 4-5 the cavalry unit must retreat but suffers no losses; on a 6+ it remains in contact with the square and fights at full effect.

• A square that loses a melee automatically routs.

DESIGNER'S COMMENTS

Disciplined Musketry & Linear Tactics: British infantry were capable of using attack column formation but only did so very rarely, usually in order to make an assault on an enemy that was in dense terrain or that could not be reached any other way.

Elite Units: Units can have more than 1 value increased, but no single value can be increased by more than +1. So you could add 1 to a unit's fire and melee values, but not add 2 to its fire value.

Headstrong: It's worth noting that this rule is not optional - if British cavalry can make a second assault, they must do so.

Horse Artillery: The ability of unlimbered horse artillery to move 9" represents the crew quickly limbering and then unlimbering the artillery rather than them manhandling it to the new position.

Open Order: Note that a line of sight cannot be traced through the gaps of a unit in open order, and that if a unit is in open order and is also in cover its losses are only halved once (see rule 1.0.1).

Squares: This rule is also used to represent formations such as a closed column or Austrian battalion masse. Note that a square can only lend support if a quarter of its front rank can see the target. Also note that a square cannot be outflanked (as attacking units will always be in the front arc of some of its front rank figures).

V&F NAPOLEONIC FRENCH ARMY SHEET (1805-1815)
2024 Update

Infantry Units	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Old Guard	24-36	Musket (12")	3	6	6	Elan, Skirmishers, Square	35
Middle Guard	24-36	Musket (12")	3	5	6	Elan, Skirmishers, Square	33
Young Guard	24-36	Musket (12")	3	5	5	Elan, Skirmishers, Square	29
Guard Marines	24-36	Musket (12")	4	4	4	Elan, Light Infantry, Square	28
Grenadiers	24-36	Musket (12")	3	5	4	Elan, Skirmishers, Square	25
Line Infantry	24-36	Musket (12")	3	4	4	Elan, Skirmishers, Square	23
Light Infantry	24-36	Musket (12")	4	3	4	Elan, Light Infantry, Square	26
Marie Louise	24-36	Musket (12")	2	3	3	Skirmishers, Square	13
National Guard	24-36	Musket (12")	2	3	2	Militia, Square	9
Infantry Detachment	6-8	Musket (12")	2	2	2	Light Infantry	8
Cavalry Units	**Figures**	**Weapon (Range)**	**Fire**	**Melee**	**Tenacity**	**Special Rules**	**Points**
Hussars and Chasseurs	9-14	Sabre	-	4	3	Carbines, Light Cavalry	22
Lanciers	9-14	Lance	-	4	3	Carbines, Light Cavalry	22
Dragoons	9-14	Sabre	-	5	3	Heavy Cavalry	22
Cuirassiers and Carabineers	9-14	Sabre	-	6	4	Heavy Cavalry	28
Cavalry Detachment	3	Sabre	-	2	1	Carbines, Light Cavalry	10
Artillery Units	**Cannons**	**Weapon (Range)**	**Fire**	**Melee**	**Tenacity**	**Special Rules**	**Points**
Field Artillery	1	Cannon (48")	1	2	2	Battery, Canister	23
Heavy Artillery	1	Cannon (54")	2	2	2	Battery, Canister, Slow	31
Horse Artillery	1	Cannon (36")	1	2	2	Canister, Horse Artillery	26

UNIT OPTIONS

Elite Units: Units can be elite. An elite unit can have up to 1 added to its fire value for 3 extra points (or 6 extra points if artillery), up to 1 added to its melee value for 2 extra points, and up to 1 added to its tenacity for 4 extra points.

Understrength Units: Infantry and cavalry units apart from detachments can be fielded as understrength units for 5 less points. Halve the number of figures in an understrength unit and subtract 1 from its melee and tenacity values.

FATE CARDS

Any Card	**Act on Initiative**. Once per action phase, you can play any card to allow 1 unit from a brigade that failed an activation test in that phase to carry out an action.
King	**Vive L'Empereur!** Play this card when a French brigade successfully activates. Add 6" to the move distance of its units for the rest of the phase.
Queen	**Attaque à Outrance**. Play this card in a melee phase. Pick 1 French brigade. For the rest of the phase add 1 to the melee value of units from that brigade that are in attack column formation.
Jack	**Les Grognards**. Play this card in your fate phase. Pick 1 French unit that has suffered 1 or more losses. Add 1 to the unit's melee value and tenacity value for the rest of the game.
10	**Capture**. Play this card in your fate phase. Pick 1 enemy controlled objective. If you control it at the end of the game, it counts as 2 objectives when determining the winner of the game.
9	**Surprise Attack**. Play this card before a unit makes an assault. That unit can carry out 1 move before it assaults.
8	**Inspiration**. Play this card after a friendly player fails a valour test or fortitude test. The test is passed.
7	**Directed Fire**. Play this card when an enemy unit is chosen as a target in the fire phase. Add 1 to the fire value of the unit attacking that target. In addition, artillery units on a hill can trace a line of sight to the target across units that are not on a hill.
6	**Deadly Attack**. Play this card after a friendly unit fails 1 or more hit tests. Reroll the failed hit tests.
5	**Stubborn**. Play this card before a unit carries out an action. Remove 1 loss marker from that unit (even if it has only 1 loss marker).
4	**Breakthrough**. Play this card at the end of your melee phase. Pick 1 brigade. Units from that brigade can make 1 move (they cannot assault, retreat or double).
3	**Confusion**. Play this card at the start of an enemy turn. The enemy cannot automatically activate a brigade that turn and any enemy reinforcements due to arrive that turn arrive 1 turn later.
2	**The Tide of Battle**. Play this card immediately. Shuffle all your discarded fate cards (including this one) back into your fate deck.
Ace	**All Out Attack**. Play this card at the start of your melee phase. Pick 1 friendly leader. Add 1 to the melee value of friendly units that are within 12" of that leader in that phase.

UNIT SPECIAL RULES

Battery

Reroll hit rolls of 1, before modifiers are applied, for fire attacks made by this unit if it is the main attacker and has no loss markers. In addition, up to 5 units can lend fire support to this unit as long as all the other units are artillery units from this unit's brigade that are within 6" of it.

Canister

The following rules apply to a unit that has the canister special rule:

- Add 2 to its fire or melee attack value if the range to the target is up to 12" and the target is at least partially in its front arc.

- It counts as 2 units instead of 1 when it lends support if the range to the target is up to 12" and the target is at least partially in its front arc.

Carbines

This unit can use its carbines to skirmish (see the Skirmishers special rule). Carbines have a fire value of 1 and a range of 12" (which includes the modifiers for skirmishing).

Elan

Reroll hit rolls of 1 for melee attacks made by this unit if it is in an attack column and is the main attacker.

Heavy Cavalry

Reroll hit rolls of 1, before modifiers are applied, for melee attacks made by this unit if it is the main attacker and the target is not in cover.

Horse Artillery

This unit has a move distance of 18" when limbered and 9" when unlimbered. In addition, it can reform both before and after carrying out a move or retreat, and can carry out an action even if it has fired in the same turn. Enemy infantry cannot use an assault to move into contact with horse artillery unless they start within 6" of it.

Light Cavalry

This unit has the Open Order special rule. In addition, add 2 to messenger tests for this unit.

Light Infantry

The following rules apply to a Light Infantry unit:

- It has the Open Order and Skirmishers special rules.

- Add 2 to messenger tests for it if it is a detachment or part of a brigade that consists only of light infantry units.

- Its losses are halved in the fire phase if it is in defendable terrain.

- It can occupy defendable terrain after it has made a move or retreat

Militia

This unit cannot move in the same action phase that it reforms. In addition, do not add half its fire value to its melee value when it makes a melee attack while in line formation.

Open Order

This unit can be set up in a deployed formation called open order. It must be set up in 1 to 4 ranks with a ¼" to ½" gap between ranks and files. The following rules apply to a unit in open order:

- Halve the losses it suffers in the fire phase.

- Halve its fire value if it has 3 or 4 ranks.

- It has a move distance of 9" if it is infantry, and of 18" if it is cavalry.

- If it is light infantry its movement is not affected by rough terrain.

- Subtract 1 from its melee value unless it is in cover.

- It only adds 1 to a unit's melee value if it lends it melee support.

- It can move across figures from a friendly unit that is also in open order even if they are not from the same brigade.

Skirmishers

When this unit shoots, the commanding player can choose to use the unit's skirmishers. If they do so, the unit's fire value is halved and its range increased by 6", and it can carry out any action in the same turn apart from an assault. A unit can only use skirmishers to lend fire support if the attacking unit is also using skirmishers.

Square

This unit can reform into a square formation, and from a square into any other formation, if it does not move or retreat as part of the same action. Set the unit up in a square or oblong shape with its figures facing outward. The following rules apply to a unit in square formation:

- It is a deployed unit that has a move distance of 3".

- It cannot assault.

- Add 1 to the attack value of artillery that shoot at it.

- Halve its fire attack value and add 1 to its melee attack value.

- At the start of each melee phase, before fights take place, roll 1 dice for each cavalry unit that is in contact with 1 or more enemy squares. Add 2 to the dice roll for a unit if all the squares it is in contact with are shaken. On a 1-3 the cavalry unit suffers 1 loss and must immediately retreat; on a 4-5 the cavalry unit must retreat but suffers no losses; on a 6+ it remains in contact with the square and fights at full effect.

- A square that loses a melee automatically routs.

Slow

This unit has a move distance of 6" when limbered and 1" when unlimbered.

DESIGNER'S COMMENTS

Elite Units: Units can have more than 1 value increased, but no single value can be increased by more than +1. So you could add 1 to a unit's fire and melee values, but not add 2 to its fire value.

Horse Artillery: The ability of unlimbered horse artillery to move 9" represents the crew quickly limbering and then unlimbering the artillery rather than them manhandling it to the new position.

Imperial Guard Cavalry and Artillery: These units should be given elite unit upgrades. We recommend that cavalry receive +1 melee value and +1 tenacity for an extra 6 points, and that artillery receive +1 tenacity for an extra 4 points.

Lances: I have not given special rules to lances because they did not appear to have been any more effective than sabres; the lance was deemed to be better at first contact, and the sabre better in the swirling melee that followed. As these two things cancel out, I have given the two weapons the same combat values.

Open Order: Note that a line of sight cannot be traced through the gaps of a unit in open order, and that if a unit is in open order and is also in cover its losses are only halved once (see rule 1.0.1).

Squares: This rule is also used to represent formations such as a closed column or Austrian battalion masse. Note that a square can only lend support if a quarter of its front rank can see the target. Also note that a square cannot be outflanked (as attacking units will always be in the front arc of some of its front rank figures).

DESIGNER'S COMMENTS

The following notes are based on my replies to questions I have received from players about the Valour & Fortitude rules. I hope that they will reassure players that they are using the rules correctly and as I intended. If you have any questions that are not answered below, please email them to me at vandf.rules@gmail.com.

1.1 Figure Bases Sizes: You can use whichever base sizes you wish as long as the bases used for each side are roughly equivalent.

1.2.2 March Columns and Multiple Bases: If figures are mounted 4 or more figures wide on a multiple base, the players will need to agree how to show that such a unit is in a march column (e.g. by placing the bases sideways).

1.2.2 Cavalry Formations: Cavalry can be deployed in an attack column. It represents the cavalry attacking in successive waves of squadrons rather than in a single deep massed formation.

2.1.1 Objectives: Once a side gains control of an objective, the objective remains under its control even if the figures that captured it move off. It will only change control if the enemy has more figures within 6" of it at the end of a turn.

5.2 Fate Phase: If a fate card says it can be played in 'your' phase or turn, it can only be used in the active side's turn; otherwise it can be used in either side's turn.

5.2 Choose Attackers: If two targets are equally close, the player commanding the attacking unit can choose to fire at either one.

5.2.2 Visibility: A unit can fire at another unit even if only a single figure from the attacking unit has a line of sight. However, its fire value will be halved if less than half of its front-rank figures can see the target (8.1.5).

6.2.1 Actions: Units from the same brigade can carry out different actions if desired and these can be carried out in any order.

6.3 Moves: For simplicity and ease of play, you can move a unit freely without having to wheel, etc., as long as it stays in the same formation. Note that the figures are assumed to move across the battlefield to their end position; you must measure their move along this path, and it can't cross things like impassable terrain, enemy units, and so on.

6.3.3 Reforming: A reform is the only way to change the formation of a unit. You can't use a move to go from a line to an attack column or square, for example, you'd need to reform to do that. Note that a unit that has been assaulted to its flank or rear cannot use a reform to face the enemy; it must first use a retreat action and then reform after it has moved away.

6.4 Retreats: Note that a retreating unit that starts in the front arc of an enemy must finish the retreat in its front arc. However, it does not need to stay in the enemy's line of sight, so it can retreat behind other friendly units or terrain in order to get away.

6.5 Assaults: An assaulting unit must move into contact with the closest unengaged enemy if it can do so; if there are no unengaged enemy units in range it can assault an engaged unit and does not have to assault the closest enemy unit. Note that an assault cannot be carried out unless you can get at least 3 figures into contact with every enemy unit that is contacted. Sometimes this will mean that a unit cannot assault, because it cannot get 3 figures into contact without 'clipping' other enemy units.

6.6 Double: Note that a unit cannot reform if it doubles.

7.0 Melee: Melee doesn't represent just hand-to-hand combat; it also represents short-range firefights and repeated charges with a certain amount of to-and-fro movement that is not represented by movement of the units on the tabletop. Note that melee is mandatory and is not limited to units that carried out an assault action. Also note that an active unit has to fight even if all of the enemy units it is in contact with are outside its front arc (but it will count as being outflanked when it does so). Lastly, note that if neither side routs at the end of a melee, the units will remain in contact unless the loser was a cavalry unit. When units remain in contact, the melee ends for the turn and the units stay in place; they will be forced to fight in subsequent melee phases, until a unit routs or uses a retreat action to withdraw from the melee.

8.0 Attacks: These rules are used when a unit fires (a fire attack), fights, or fights back (melee attacks). Note that a unit cannot attack or lend support to an attack more than once per phase, and that an enemy unit cannot be the target of an attack more than once per phase.

8.1.2 Line: This modifier applies in every round of a melee, not just on the turn that the unit in line is contacted by the enemy. (If a melee goes on for more than 1 turn, it is assumed that one or both combatants have pulled back a short distance, allowing units equipped with missile weapons to use them during the pause in hand-to-hand fighting.)

8.2 Support: Note that that units that are fighting back (i.e. that are defending) can be lent support, and that units can lend fire support or melee support to units from another brigade.

8.3 Losses: Losses are only ever applied to the target of an attack, not to units that lent support.

9.1.1 Rally Tests: Units can rally even if they are within 3". This represents a unit fighting with renewed vigour, or dressing its ranks while it advances. Note that if you pass a rally test for a unit that has only 1 loss marker, the marker will be removed and the unit will become eligible for the +1 modifier to its hit tests for not having any losses.

9.2 Valour Tests: You must take a valour test for each loss suffered by a shaken unit. For example, a unit with a tenacity of 4 that has already suffered 3 losses, suffers 3 more losses. The first loss causes the unit to become shaken, so a valour test must be taken for each of the additional 2 losses.

9.5 Fortitude Tests: We recommend placing a loss marker beside the brigade leader for each unit that routs as a reminder to take the tests and to remove them after they have been carried out.

Hills (T.1.3): Note that a unit on a hill cannot shoot over the heads of other units unless it has a special rule that says it can do so. Firing over the heads of other units did take place, but it was a rarity, and so is dealt with using entries on a fate sheet such as Directed Fire, or a unit special rule such as the rockets on the British army sheet.

Woodland and Forest (T.1.6): I have given players the option of counting woodland either as defendable terrain or as rough terrain that provides cover and is an obstruction. The first option works well for dense woodland, where it is difficult, if not impossible, to fit the figures in a formed unit amongst the model trees. The second option works best for areas of light woodland or orchards, where the tree models are far enough apart to make it easy to set up a formed unit amongst them.

Rough Terrain (T.2.6): Note that if any figures in a unit must move over rough terrain, their move distance will be lowered, which will slow the whole unit down.

Defendable Terrain (T.3): Note that a unit cannot use an assault to occupy a terrain feature or move out of one (it can use it to move into contact with enemy occupied terrain). Also note that if a unit occupying terrain routs, the attacking unit can occupy the terrain feature, allowing it to capture it. Finally, note that a line of sight is only blocked by a unit occupying a terrain feature if it passes across the terrain feature (it is not blocked just for passing within 2" of the terrain feature).

VALOUR & FORTITUDE 2ND EDITION QUICK REFERENCE SHEET

TESTS	ROLL	MODIFIERS/NOTES
Activation	2+ Automatic	-1 if any units from the brigade have routed. First test of turn and brigade leader is within 24" of their army leader.
Fortitude	4+	+1 if the brigade has 5 or more unrouted units. +1 if the brigade's leader is within 12" of their army leader. -1 if all the remaining units in the brigade are currently shaken.
Hit	4+	+1 to melee attacks if the main attacker has no loss markers. -1 to fire or melee attacks if the main attacker is shaken. -1 to fire attacks if target is in soft cover. -2 to fire attacks if target is in hard cover.
Messenger	4+	None
Rally	6+	+1 if more than 12" from any enemy units.
Valour	4+ Pass without test Fail without test	+1 for valour tests taken in the fire phase. Unit won a fight in the same phase. Unit lost and is artillery or infantry attacked by cavalry.

ATTACK VALUE MODIFIERS

Unit	Modifier
Attacker is in attack column.	Halve fire value, +1 melee value if the target is in defendable terrain.
Attacker is in march column.	Cannot fire or lend support. Melee attack value = 1.
Attacker is in line and target is in its front arc.	Add ½ fire value to melee value unless the target is in defendable terrain.
Attacker has fire support.	+1 fire value per supporting unit (max. 3 units).
Attacker has melee support.	+2 melee value per supporting unit (max. 3 units).
Attacker has brigade support.	+1 melee value (max. +1).
Attacker is artillery occupying rough or defendable terrain.	Halve melee value.
Attacker is cavalry occupying or attacking rough or defendable terrain.	Halve melee value.
Attacker is infantry occupying defendable terrain.	Halve fire value and add +1 to Melee value.
Dense target (target in march column or attack column).	+1 attack value if attacking unit is artillery.
Enfilade (attacker is not visible to target unit).	+1 attack value.
Obscured (target is visible to less than half attacking unit's front rank).	Halve fire attack value.
Outflanked (1 or no front-rank figures are in contact with the target).	Halve melee value.

MOVE DISTANCES

Unit	Move
Cavalry	18"
Infantry in march, or attack column, or open order	12"
Infantry in line	8"
Infantry in square	3"
Limbered horse/field/slow artillery	18"/12"/6"
Unlimbered horse/field/slow artillery	9"/3"/1"
Leaders	36"
Double (must remain >18" from enemy)	x2
March column on road	1" = 1/2"
Rough terrain	1" = 2"
Cross barrier	Costs 4"

ACTIONS

- Move (can reform)
- Retreat (can reform)
- Assault
- Double
- Rally

MELEE RESULTS

Melee Winners: Do not take valour tests for a unit that won a melee in the same phase.

Tied Fights: The active side wins tied fights unless the enemy is uphill or in cover and the active unit is not.

Automatic Routs: Artillery and infantry attacked by cavalry rout automatically if they lose a melee unless they are occupying defendable terrain.

VALOUR & FORTITUDE

Shaken	A unit is shaken when losses = tenacity.
Valour	Test if shaken unit suffers a loss. Unit routs if the test is failed.
Routed	Remove routed units from play. Take a fortitude test for the unit's brigade at end of phase.
Fortitude	Taken at end of phase for brigades that had any units rout. Brigade wavers if any test is failed.
Wavering	Shaken units rout, and then units within 6" of enemy suffer 1 loss, and its army suffers 1 defeat.
Shattered	A brigade is shattered when its last unit routs. Its leader is removed, and its army suffers 1 defeat.

ARMY SPECIAL RULES

Canister	+2 fire and melee value, and counts as 2 units in support, if target is within 12" and in the unit's in front arc.
Horse Artillery	Can shoot and carry out an action.
Heavy Artillery	+1 to hit rolls if attacker and all supporting units are heavy artillery.
Open Order	Move 9", halve losses in fire phase, -1 melee value if not in cover, only adds +1 when providing melee support.
Skirmisher Fire	Halve firepower and add 6" to range. Unit can shoot and carry out an action apart from assault.
Square	Move 3", halve fire value, add +1 to melee value and count it as a dense target. Routs automatically if it loses a melee. Roll a D6 for cavalry units in contact at start of melee phase. Add 2 if square is shaken. 1-3: cavalry suffer 1 loss and retreat; 4-5 cavalry retreat; 6+ cavalry remain in contact and fight. See the army sheet for further rules that apply to square.