

VALOUR & FORTITUDE v3.1

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.

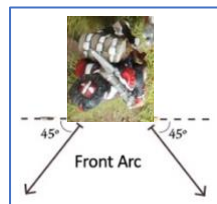
1.0.1 Modifiers: When a value or dice roll is modified, apply modifiers that halve it before modifiers that add or subtract from it, and round any fractions down. A value cannot be halved more than once or reduced to less than 1.

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).



Example of a unit in line with 2 ranks and 9 files:

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 or 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.

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. 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. Each base counts as 3 figures for the purposes of any rules where the number of figures is important.

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).

2.0 GAME PREPERATION

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 on 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 (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). **Can reform.**
- Retreat (6.4). **Can reform.**
- Assault (6.5).
- Double (6.6).
- Rally (6.7).

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 **taking a move action or a retreat action (6.2.1)**. 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 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 Tests

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 are moved after all units from their brigade have taken an action. An army leader is moved at the end of their action

phase. To move a leader, set them up anywhere within 36" of their starting position and 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). **The unit making the attack is referred to as the main attacker.** Use the **main attacker'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 (T3.2). 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 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 attack value **of the main attacker** 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 attack value **of the main attacker** 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 attack value **of the main attacker** 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

A player taking a valour test must roll a D6 for each loss marker that was not placed on the unit. Add 1 to the rolls for valour 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 unit's rout without a valour test being taken if **they were on the losing side and were the main attacker or lent support**:

- Artillery units.
- Infantry units **if all the enemy units** in the melee 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. **Do not take fortitude tests for brigades that were shattered in the same phase (9.4).**

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).

T.1 Terrain Features

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

T.1.2 Fences, Hedges 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 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 is an infantry or artillery unit that 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 QUICK REFERENCE SHEET

1. Fate Phase > 2. Fire Phase > 3. Action Phase > 4. Melee Phase

TESTS	ROLL	MODIFIERS/NOTES
Activation	2+	-1 if any units from the brigade have routed.
	Automatic	First test of turn and 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. (1 roll per loss marker).
Valour	4+	+1 for valour tests taken in the fire phase.
	Pass without test	Unit won a fight in the same phase.
	Fail without test	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 target in defensible terrain.
Attacker is in march column	Cannot fire or lend support. Melee value = 1.
Attacker is in line and target is in its front arc	Add half fire value to melee value unless target in defensible 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 defensible terrain	Halve melee value.
Attacker is cavalry occupying or attacking rough or defensible terrain	Halve melee value.
Attacker is infantry occupying defensible terrain	Halve fire value and add +1 to Melee value.
Dense target (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.

VALOUR & FORTITUDE QUICK REFERENCE SHEET

MOVE DISTANCES

Unit	Move
Cavalry	18"
Infantry in march or attack column	12"
Infantry in open order	9"
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 (>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 defensible 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. 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 units in front arc.
Horse Art'	Can shoot and carry out an action.
Heavy Art'	+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.
Skirmishers	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 can fight. <u>See the army sheet for further rules.</u>