

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.

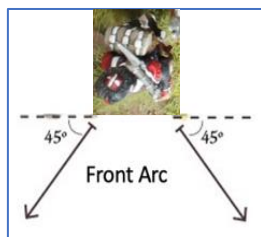
1.0.1 Modifiers: When a value or dice roll is modified, apply modifiers that halve it before modifiers that add or subtract from it, and round any fractions down. A value cannot be halved more than once or reduced to less than 1.

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).

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 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 a 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 be 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 it, 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).

INFANTRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Old Guard	24-36	Musket (12")	3	6	6	Elan, Skirmishers, Square	35

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

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. Measure from the closest figure in the attacking unit (or from the cannon base for artillery) to the closest figure of 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 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 must end 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 cannot assault enemy cavalry unless they start 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 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 (T3.2).

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 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 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 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 if it 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. **Halve the melee value of cavalry are fighting a unit in cover.**

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
Fortitude	4+	First test of turn and brigade leader is within 24" of their army leader. +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+	+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 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 target 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 (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 value.
Outflanked (1 or no front-rank figures are in contact with the target)	Halve melee value.

MOVE DISTANCES	ACTIONS
Cavalry	18"
Infantry in march or attack column	12"
Infantry in line	8"
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"

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 units in front arc.
Horse Artillery:	Can shoot and carry out an action.
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. Rout 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. <u>See the army sheet for further rules that apply to square.</u>

OPTIONAL RULES

The following optional rules can be used in games of *Valour & Fortitude* if all of the players taking part in the games agree to using them before the game starts.

O1 ARTILLERY BATTERIES

In the V&F rules I chose to represent artillery batteries with a single cannon and limber. However, this does mean that unlimbered artillery units have a frontage that is rather narrow compared to the frontages that they would have occupied on a real battlefield. The following optional rule rectifies that issue.

O1.1 Larger Artillery Batteries

A limbered artillery unit consists of a cannon and limber, as described in in rule 1.2.3. However, an unlimbered artillery unit is represented by 2 cannon bases instead of 1, plus a single limber. The cannon bases must be set up in a row side by side, within 1" of each other and facing in the same direction, with the limber base behind them and within 1" of both of the cannon bases.

O1.1 More Effective Artillery

If you are using the larger artillery batteries rule, normally all three bases will count as a single unit and use the standard profile on their army sheet (i.e. do not double their fire and melee values etc). If you prefer you can treat each unlimbered artillery base as a separate unit, but only when the unit attacks. Note that, except when it attacks, the artillery battery is still a single unit, so its tenacity is unchanged, all the bases in the unit will be removed if it fails a valour test, and so on. If you decide to use the more effective artillery battery rule, you should increase the points cost of all artillery units by 5 points each.

O2 LARGE UNITS

The Austrian army sheet includes an option that allows players to field 'large' units that have double the number of models of a standard sized unit. Although they were rare, large units were also fielded by other armies. The following optional rule allows players to include such units in any army, so that they can field large units in historical scenarios or an army that is based on an historical order of battle where such units were present.

O2.1 Large Units

Large Units: Infantry and cavalry units apart from detachments can be fielded as large units for 5 extra points. Double the number of figures in a large unit, it has the concentrated fire rule, and 1 is added to its melee and tenacity values.

Concentrated Fire: Re-roll up to one hit roll of 1, before modifiers are applied, for fire attacks made by this unit if it is the main attacker.

O3 SCALE CHANGES

The V&F rules were written to play games with figures organised into quite large units and for games played on large gaming tables. However, it is an easy matter to tweak the rules for allow games to be played with smaller sized units or smaller gaming tables by using a combination of the following optional rules.

O3.1 Shorter Distances

If you use this optional rule, all distances are either reduced by a third. For example, an infantry unit in attack column would have a move distance of 8 inches instead of 12 inches, and so on. As an alternative, halve the distances or use centimetres instead of inches to measure distances.

O3.2 Smaller Units

If you use this optional rule, the minimum and maximum number of figures in units is halved. So a unit with a listed size of 24-36 figures would have 12-18 figures instead. If you are using this variant it can be combined with the shorter distances variant, but does not have to be.

O3.3 Smaller Scale Figures

If you are using 15mm or 20mm figures you may want to reduce distances by a third (see Shorter Distances above).

If you are using 5mm to 12mm figures you may want to halve all distances or use centimetres to measure distances.

O3.4 Unit Bases

Many players attach their figures to bases of a standard size and have units that are made up of one or more of these bases. If your army is organised like this, you will need to decide how many bases make up unit, and how different formations are represented with the bases.

For example, if you have an army where a typical infantry unit was made up of 3 bases, then you could say that a standard sized infantry unit is made up of 3 bases rather than 24-36 figures, and that a line is represented by having the bases side by side in a row, an attack column by having 2 bases at the front with 1 base behind, and a march column by having the 3 bases one after the other. Infantry detachments could be represented by a single base that is always assumed to be in open order. A similar process would need to be followed for the cavalry and artillery units in your army.

O4 MULTIPLAYER GAMES

If you are playing a large multiplayer battle where a player is commanding 2 or more brigades, the following optional rule can be used to represent division leaders.

O4.1 Division Leaders

An army with 4 or more brigades can include up to 1 division leader for every 2 brigades in the army. Before deployment begins, each division leader is assigned 2 or 3 of the army's brigades and given to a player to command.

Division leaders are represented by a leader figure. They are moved at the same time as the army leader. If an army includes division leaders, the first brigade that is activated will activate automatically if it is within 24" of its army leader OR within 6" of its division leader, and 1 is added to fortitude tests for brigade leaders that are within 12" of their army leader OR within 3" of their division leader.

O5 LEADER TRAITS

Optional rules for leader traits are available in a separate file on the Perry Miniatures website. They can be used to give brigade and army leaders special abilities or hinderances, and to allow players to field 'named' leaders based on historical leaders of the period such as Napoleon, Wellington, Prince Charles and Field-Marshal von Blucher.

O6 WOODLAND RULES VARIANT

Some players prefer to treat woodland as rough terrain that provides soft cover and is an obstacle, rather than it being defendable terrain. If you wish to use this option, note that units that are wholly within woodland should be counted as 'occupying defendable terrain' for the purposes of rules 8.1.1 and 8.1.2.

DESIGN NOTES by Jervis Johnson

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.

New Army Sheets: I've put this design note first, because by far the most common question I am asked about V&F is "Will you be doing an army sheet for <insert favourite army/period here>?". The answer is that, as long as the army you are interested in is covered by a Perry Miniatures range of figures, we will get round to providing an army sheet for it. However, it may take us a bit of time to get them all done, so please bear with us as we work our way through them 😊.

Design Philosophy: V&F is designed to be a concise but complete set of rules that can fit onto just 4 sides of A4 (or a A3 piece of paper folded in half). A similar design philosophy was followed with the army sheets, which are designed to fit onto a single piece of A4 paper. So, if you have the rules sheet and your army sheet, you have all the information you need in order to play.

I should also say here that although the rules *can* fit on 4 sides of A4, they are available in other formats that use a larger typeface, and they are complemented by additional material like these design notes, printed example of play, video tutorials and so on. However, as the game's designer I always make sure any changes I make to the rules still allow them fit into the 4-page limit; I find it is a useful discipline that helps to 'keep me honest' and ensures that rules remain concise and to the point.

House Rules: If there is something you don't agree with in the rules, then please feel free to change them. To make 'house ruling' like this as easy as possible, I've made Word file versions of the rules and a sample army sheet available from the Perry Miniatures website, which you can use to modify the rules as you see fit, or to create army sheets for periods that are not dealt with in the 'official' material you can find on the Wargames Illustrated and Perry Miniatures websites.

Game Scales: V&F uses a different approach to that found in many other historical wargames, in that it wasn't designed using figure, ground or time scales; we just went with what felt and (most importantly) looked right to us. This said, when we play our games we usually assume that a unit represents a battalion of infantry, a regiment of cavalry and a battery of artillery, and that a pair of turns represents about half an hour. However, we have played very enjoyable games where we've lowered this scale so that units represent companies, or increased the scale so that represent brigades.

Rules As Written: I have done my very best to write the V&F rules as concisely as possible and so that each rule means exactly what it says. This means you should try not to infer or imagine there is more to a rule than is stated in it and, when in doubt, you should interpret the rule strictly as it is written. If you do this you won't go too far wrong, but if you still have any doubts, the following design comments should help you out.

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

1.2 Unit Sizes: As long as the number of figures in a unit falls within the range shown on its profile, the actual number of figures in a unit of a unit doesn't affect its other values. This means that a unit that can have 24-36 figures, has the same values whether it has 24 figures, 36 figures, and any number in between. Understrength units have half the number of figures

of a full-strength unit, making it easy to spot them on the tabletop 'at a glance', rather than having to keep track of the number of figures in a unit to determine its effectiveness.

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: Note that 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.

5.0 [Artillery] Fire: Note that you use the cannon base of an artillery unit when you measure the range and check the line of sight *from* the artillery unit to a target. When an artillery unit is the target, the attacker measures the range to the closest visible base, which can be either the cannon or limber.

5.0 [Overhead] Fire: Note that artillery (and, indeed, any other unit) cannot shoot over the heads of other units unless it has a special rule that says it can do so, even if the firing unit or the target is on a hill. Firing over the heads of other troops did take place, but it was very much 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 special rule on the British army sheet.

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). Note that a line of sight is blocked if it passes within 1" of a unit, even if it doesn't actually pass across the unit itself. This means that to trace a line of sight between two units there will need to be a gap that is more than 2" wide between the two units.

6.2.1 Actions: Units from the same brigade can carry out different actions and actions 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 figures are assumed to 'move' across the battlefield to their end position, so you must measure their move along this path, and the path can't cross things like impassable terrain or other units. **Also note that you cannot use a move to change the formation of a unit (see reforming below).**

6.3 Moving through Friendly Units: Units can 'move through' friendly units from their own brigade as long as they don't end up in contact with them. This allows a unit to make an assault through a friendly unit from its own brigade, but only if all of

the requirements for making an assault are met (e.g. the enemy unit is visible at the start of the move, etc.).

6.3.3 Reforming: A reform is the only way to change the number of ranks and files in a unit, unlimber or re-limber artillery, or adopt a special formation such as a square or open order. Note that a unit that has been assaulted to its flank or rear cannot use a reform to face the enemy; it must first retreat and then reform after it has moved away.

6.4 Retreats: Note that a retreating unit that is visible to an enemy is only required to finish the retreat in the enemy's front arc and therefore does not need to finish the retreat still visible to the enemy unit. This allows a unit to use a retreat to hide 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. If two or more eligible enemy units are equally close, the player commanding the assaulting unit can choose which to attack. 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.

6.5 Cavalry Charges vs Infantry in One Rank: A rare situation can occur if a cavalry unit wants to assault the flank of an enemy infantry unit that is in a single rank. In this case it might not be possible for the cavalry unit to get 3 cavalry figures into contact with the infantry figure that is on the end of the rank nearest to the cavalry unit. Should such a situation arise during a game, allow the cavalry to make the assault as long as it can get at least 2 figures in contact with the enemy.

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

6.7 Rally Tests: Units can rally even if they are in contact with or within 3" of an enemy unit. This represents officers encouraging the men in the unit to fight with renewed vigour and dressing its ranks. Note that the more losses a unit has suffered, the more likely it is that a rally action will remove at least 1 of the loss markers. This makes it easier to pull a shaken unit 'back from the brink', but harder to remove the last loss marker on a unit. It also means that units with a low tenacity value are harder to rally and therefore more difficult to stop being shaken. Finally, note that if you pass a rally test for a unit that has only 1 loss marker remaining, the marker will be removed, and the unit will therefore become eligible for the +1 modifier to its hit tests for not having any losses.

7.0 Melee: Melee doesn't represent just hand-to-hand combat; it also represents short-range firefights and on-going melees with short breaks between the fighting. Note that melee is mandatory and is not limited to units that took an assault action in the same turn: units from the active side must fight if they are in contact with any enemy unit, even if all of the enemy units are outside the active unit's front arc and it will therefore count as being outflanked. Also note that if neither side routs or retreats, the units in the melee remain in contact. When this happens, the melee ends for the turn and the units stay in place and will be forced to fight in subsequent melee phase unless the active unit uses a retreat action to run away.

5.0 & 7.1 Main Attacker: When several units target the same enemy unit, then one is chosen as the 'main attacker' and the others lend support. Unless noted specifically otherwise, all modifiers to an attack are based on the main attacker and ignore units lending support; for example, if the main attacker had the disciplined musketry rule, hit rolls of 1 would be re-rolled even if supporting units did not have the rule.

7.2.5 Cavalry Retreats: Note that cavalry units that are required to take valour tests must do so in step 4 of the Fight sequence and can only retreat in step 5 if they do not rout.

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

8.0 Fighting Back: Note that when a unit fights back it is treated as an 'attacker' even though the attack is taking place in the opposing sides turn. In other words, during a fight, both sides will attack, and both sides will have a main attacker.

8.1.1 Attack Columns: An attack column only receives a bonus to its melee value if the target unit is in cover. This represents the benefits of the deeper formation when fighting in dense terrain such as forest or towns. I've not allowed the modifier for an attack column fighting over open ground because, despite being referred to as an 'attack column', it was not really intended as a formation for delivering an assault in the Napoleonic period; rather its purpose was to get troops quickly into a position where they could deliver an attack, at which point the troops would redeploy into a line formation if they could do so. Players will find that that it is usually best to emulate history and use the attack column formation to quickly close to within 8" of the enemy, at which point they should reform the unit into a line ready to assault in the next turn.

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. 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.

8.1.6 Outflanked: The outflanked modifier applies when a unit has only 1 figure from its front rank in contact with the enemy, or if it has no figures at all from its front rank in contact with the enemy – in other words when it is being attacked from the side or rear. Remember that a unit that makes an assault and that starts in the front arc of an enemy unit must finish in contact with at least 3 figures from the enemy unit's front rank; this means the assaulting unit can't possibly outflank the enemy unit, as there will be more than 1 front rank figure from the enemy unit in contact with them. Or to put that another way, in order to outflank an enemy unit, you need to be outside its front arc at the start of the assault.

8.2 Support: Note 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: Although referred to as 'losses', a loss marker primarily represents a loss of morale and cohesion rather than actual casualties, which is why it is possible to use rally actions to remove all of the losses from a unit. Note that losses are only ever applied to the target of an attack, not to units that lent support.

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: I recommend placing a loss marker beside the brigade leader for each unit that routs as a reminder to take the tests. Remove the markers after the fortitude tests have been carried out.

T.2.6 Rough Terrain: 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.

T.3 Defendable Terrain: Note that if a unit that is occupying defendable is assaulted and ends up remaining in contact with the attacking unit, then it must fight it in the melee phase of the following turn. The only time a unit occupying defendable terrain can choose not to fight is if the opponent is occupying a connected defendable terrain feature (see T.3.7).

Army Sheet Special Rules

The following design notes refer to rules that appear on quite a few of the V&F army sheets. Rather than repeat them on every army sheet, I have collected them together here.

Acting on Initiative (Fate Table): The original version of this rule only allowed you to Act on Initiative once per turn and didn't allow you to use a card to activate a unit when a messenger filed to arrive. The current version of the rule allows to both these things, so if a brigade fails to activate you can use more than one card to activate units from the brigade, and you can also use a card to activate a unit if a messenger fails to arrive. The only restriction is the number of cards you have, and that each card can only activate one unit.

Artillery Batteries: I have tried to err on the side of caution when it comes to the effectiveness artillery fire, so that it plays a supporting role with the focus being on the infantry and cavalry units in the armies. If you feel that artillery should be more effective, then I recommend using the optional rules for larger batteries (see O1). Be aware, though, that this may make artillery fire very powerful, especially if you are using army sheets for later periods such as the American Civil War or Franco-Prussian War.

Canister: The modifiers to an artillery unit's values when it uses canister ammunition applies to both fire attacks and melee attacks, and when it lends fire or melee support. Note that to lend melee support the unit must still be in contact with the enemy unit but will count as two units if the enemy is in its front arc. Also note that artillery can fire canister in every round of melee; if a battery isn't routed in the first round of combat, it is assumed that its canister fire has halted the attacker a short distance away or driven them back, allowing the artillery to keep on firing canister in the melee phase of the following turn when combat is resumed.

Entrenchments: Entrenchments represent simple earthworks or barricades that have been hastily constructed and which can provide a unit with cover from an attack. More complex fortifications will be represented by special rules in the scenarios in which they appear.

Elite Units: I've included the elite units upgrade so that players can improve the characteristics of units that they feel were superior to other units of the same type, or to reflect the use of special tactics or abilities. For example, you might want to add

1 to the melee value of Highland regiments in a British army deserve to represent their famous ferocity. Note that units can have more than 1 value increased, but a single value cannot be increased by more than +1. For example, you could add +1 to a unit's fire value and +1 to its melee value, but you could not add +2 to its fire value.

Lances: I have not given special rules to lances because while the lance was deemed to be better at first contact, the sabre was thought to be 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 in cover its losses are only halved once.

Skirmishers: The skirmishers rule represents the use of companies of skirmishers operating ahead of the main body of a unit. Although it is not required, players may wish to place some figures ahead of the unit as purely decorative markers indicating that the unit is using its skirmishers. Note that a unit that uses skirmishers must still be successfully activated before it can carry out an action.

Skirmishers & Support: Note that skirmishers can only lend fire support if the main attacking unit is also using skirmishers; this represents that an attack can either be made using a 'cloud' of skirmishers (i.e. all of the units use skirmish fire) or by remaining stationary to fire volleys at the enemy (i.e. all of the unit's fire normally). The rule also means that skirmishers cannot lend support to an artillery unit; if you want to combine the fire of skirmishers and artillery, then you must pick a unit of skirmishers as the main attacker and use the artillery to lend support to them instead of doing things the other way around.

Shell: The modifier to the attacker's hit rolls is in addition to any modifiers to the attacker's fire value for the target being in a column or square. Note that the hit modifier for targets in hard cover is not received against targets in soft cover or that are in entrenchments, because the rule represents that shell ammunition was very effective against buildings. Also note that the maximum modifier for shell is +1, even if a target is both in hard cover and in a column or square.

Squares: Note that a square can only lend support if half of its front rank can see the target – this normally means that the target will need to be visible to all the figures on two sides of the square. Also note that a square cannot be outflanked, as attacking units will always have to move into contact with at least 2 of the square's front-rank figures. Finally, note that a square receives the +1 bonus to its melee value against attacking enemy infantry units as well as attacking enemy cavalry. This represents the resilience of a square to any type of assault and means that enemy infantry in line are often better off firing at a square rather than assaulting it.