

Valour & Fortitude

*An ingeniously simple set of Napoleonic
wargames rules by Jervis Johnson,
Alan Perry & Michael Perry*

INTRODUCTION

It was Alan and Michael Perry's fault really. They'd invited me along to Partizan to help run a game using their War of the Triple Alliance figures. 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, 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 - the *Warhammer Ancient Battle* and *Black Powder* rules started out that way too. Sure enough, I soon found myself typing up my first draft of what would become *Valour & Fortitude* (V&F for short). Of course, new rules need playtesting - lots and lots of playtesting! So, to encourage us to do just that, we decided to set up a campaign, and then use the rules to fight our battles. Alan was keen to use his massive Napoleonic collection for the games, and so, to easily enable that, we decided to base the campaign very loosely on Napoleon's Spring campaign in Germany in 1813.

For the rules to fit on four pages they are by necessity terse and to the point, and they use section numbers to make cross-referencing as easy as possible. Personally, 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 necessity. 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, and if you then simply 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, 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 f**kwittery". What they were referring to with this pithy phrase was the tendency of game 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 made 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. Fellow gamer Dave Andrews pointed out that the reality was 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 6ish and finish at 10pm to 10.30ish; having games that were over by 8pm 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 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 for their army in a game of V&F. The scenarios also fit onto a single side of paper 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!

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

Finally, thanks to my co-designers Alan and Michael Perry and to my playtesters Dave Andrews, Ian Baker, Alessio Cavatore, Chris Cound, Simon Davies, and Rick Priestley. I couldn't have done it without you.



Jervis Johnson, August 2022



VALOUR & FORTITUDE CORE RULES

Valour & Fortitude (V&F) is a set of tabletop wargame rules designed for fighting battles using the Perry Miniatures ranges of plastic and metal figures and bases. It is played by two or more players, divided into two sides. Each side has an army, made up of figures organised into units and leaders. Units and leaders from the armies are formed into brigades that are commanded by the side's players.

As well as the figures, players will need army sheets, a scenario, dice, tape measures, playing cards, and markers. Army sheets and scenarios are available from perry-miniatures.com. Use normal six-sided dice (D6) and a standard pack of 52 playing cards. Markers are used to record the losses and setbacks suffered by an army and can be represented by a small coin or casualty figure.

1.0 CORE RULES

If a rule allows a dice to be rerolled, it cannot be rerolled more than once. Distances are measured in inches (") and can be checked at any time. All units and leaders in a side's army are friendly units. All units and leaders in the opposing side are enemy units. Units are in contact if any bases of figures from the two units are touching.

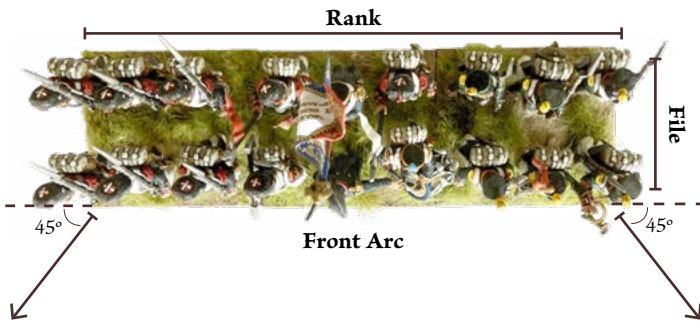
1.1 Figures

Figures make up the units and leaders in an army. Figures are mounted on individual round, square or oblong bases, and/or on multiple bases with two or more figures per base that are all facing in the same direction.

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 (1.6). The figures in a unit must be of the appropriate type (e.g. a French Line Infantry unit must be made up of French Line Infantry figures).

Whenever a unit is set up, the bases of the figures in the unit must be touching at least one other base without overlapping. The figures must be arranged in straight parallel rows and columns called ranks and files with all figures facing in the same direction (this determines the unit's front arc, as shown below). Each rank apart from the last rank must have the same number of figures. A unit with more than eight figures must have at least two ranks.



1.2.1 Formations: A unit is in a march column if it has more ranks than files. Otherwise they are deployed. A deployed unit with one or two ranks is in a line. A deployed unit with three or more ranks is in an attack column.

1.3 Artillery Units

Artillery is treated differently to other units. 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 base is for the limber and any draft animals. Artillery is limbered if the bases are set up so that the back of the limber is touching the back of the artillery piece, and is unlimbered if set up otherwise. Limbered artillery counts as a unit in march column and unlimbered artillery counts as a deployed unit in line unless noted otherwise.

1.4 Leaders

Leaders are used to command the units in an army. A leader is represented by a group of up to four figures. Leaders are not units and cannot attack or be chosen as a target.

1.5 Brigades

The leaders and units in an army must be organised into brigades, each with two to eight units and one leader.

1.5.1 Army Leader: An army must also have one army leader (they do not belong to a brigade). The player that commands the army leader is their side's overall commander.

1.6 Army Sheet

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

Example of two unit profiles

Unit	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Line Infantry	24-36	Musket (12")	3	4	4	Skirmishers, Square	12
Light Infantry (légère)	24-36	Musket (12")	3	4	4	Légère, Light Troops, Square	14

2.0 THE SCENARIO

Before picking their armies, the players must pick a scenario to use for the game. The scenario explains how to pick the armies, set up the terrain on the battlefield, where to deploy the armies, if any reinforcements are available, who will take the first turn, and special rules that apply.

2.1 Objectives

Every scenario will show the location of one or more objectives and say which side controls it/them at the start of the game. Either side will gain control of an enemy controlled objective at the end of a turn if there are more friendly figures within 6" of the objective than enemy figures. Control of objectives helps to determine which side has won the game (11.0).

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". The game will end once the time limit is reached and both sides have had the same number of turns.

3.0 SEQUENCE OF PLAY

After deploying the armies, the sides alternate taking turns. A turn is split into four phases. Each phase must be completed in the following sequence before the next phase is started:

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

3.1 Active and Inactive Sides

The side whose turn is currently taking place is the active side and the other side is the inactive side. If several players wish to do things at the same time, the active side's overall commander decides on the order in which they are carried out.

4.0 FATE PHASE

Each side has a deck of 13 fate cards, represented by cards from a pack of playing cards. One side uses the Hearts and the other side uses the Spades. At the start of the game the fate cards are shuffled and placed face down. In the fate phase, the active side's overall commander must draw the top fate card from their deck. The fate table on the army leader's army sheet says when it can be played and what effect it has. It is kept secret until it is played. After it is played it is discarded and placed to one side.

5.0 FIRE PHASE

In the fire phase, players from the active side can make fire/shooting attacks with deployed units (1.2) they command. To make a fire attack, the active side's overall commander first picks an enemy unit as a target unit. Units that are in contact with a friendly unit cannot be chosen as a target.

Any friendly units that are in range (5.1) and line of sight (5.2) of the target unit can then fire at it if it is the closest enemy unit in their front arc that is not in contact with a friendly unit, and they have not already fired or lent support (8.2) in that phase. If several units fire at the same target, the player(s) commanding them must pick one unit to make the fire attack; the others provide fire support (8.2.1).

The fire attack is then resolved using the rules for making attacks (8.0). A new target unit can then be chosen, and so on until the active side's overall commander does not want to, or cannot, pick any new targets. N.B. A unit that makes a fire attack or lends fire support can only carry out assault actions (6.3) in that turn's action phase.

5.1 Range

The distance between an attacking unit and the target must be less than or equal to the range of the unit's weapons. A unit's weapons and their range can be found on their army sheet (1.6). Measure the range from the closest figure in the attacking unit to the closest figure in the target unit.

5.2 Line of Sight

A firing unit has a line of sight to a target unit if it is possible to draw a straight line from a figure in its front rank that has the target unit in its front arc, to the target, without the line passing within 1" of any figures from another unit or overgrown terrain features (12.2).

6.0 ACTION PHASE

In the action phase, players from the active side can attempt to activate (6.1) brigades they command that they have not yet attempted to activate that turn. The phase ends once all active brigades have attempted to activate.

6.1 Activation

To activate a brigade, the player that commands it must make an activation test by rolling a D6. Subtract 1 from the roll if the brigade is wavering (10.0).

On a roll of 1 or less the test is failed and the brigade cannot activate that turn. On a roll of 2+ the test is passed and the brigade activates.

6.1.1 Automatic Activation: If the leader of the first brigade to be activated during a turn is within 36" of its army leader, the brigade activates automatically without an activation test being taken.

6.1.2 March Column: If a brigade fails to activate, units in march column from the brigade can carry out one move (6.6).

6.2 Actions

When a brigade activates, the commanding player can carry out one action with each of its units, and then move its leader. The actions that can be chosen for a unit are: assault (6.3), manoeuvre (6.4), or rally (6.5). Assault actions must be carried out before units from the brigade carry out manoeuvre or rally actions. Units that fired or lent fire support cannot manoeuvre or rally. Units in march column, artillery, and units in contact with an enemy unit cannot assault.

6.2.1 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 carry out the action. On a 4+, the test is passed and the unit can carry out the action.

6.3 Assault Actions

When a unit carries out an assault action, the commanding player must make one assault move (6.7) with the unit.

6.4 Manoeuvre Actions

When a unit carries out a manoeuvre action, the commanding player can either make up to two moves (6.6) with the unit or make up to one move and reform (6.8) the unit either before or after the move.

6.5 Rally Actions

When a unit carries out a rally action, the commanding player can make up one move (6.6) with the unit. The commanding player can then make a rally test for the unit if it has at least two loss markers (8.4). Make the test by rolling a D6. Add 1 to the roll if there are no enemy units within 12" of the unit, and add 1 to the roll if the unit is within 12" of its army leader (1.5.1). On a three or less the test is failed and nothing happens. On a 4+ the test is passed and one loss marker (8.5) is removed from the unit.

6.6 Moves

Moves are used to move units and leaders across the battlefield. The path by which a figure travels from the starting point to the end point of a move cannot be longer than its move distance. Cavalry have a move distance of 18", infantry of 9", unlimbered artillery of 3", leaders of 36" and all other units 12".

Leaders can move in any direction and can move across friendly units. A unit must stay in the same formation when it moves, but it can move sideways or backwards, and/or all of the figures in the unit can be pivoted by 180° (an about face). Units can move across units from their own brigade as long as they do not end up intermingled.

6.6.1 Enemy Units: A figure cannot move within 3" of an enemy unit or within 3" of a friendly unit in contact with an enemy unit. If it starts within 3" of an enemy unit, it can move, but must finish more than 3" from any enemy units or friendly units that are in contact with an enemy unit.

6.6.2 Enemy Leaders: A unit can move over an enemy leader; the leader is removed and then set up within 3" of the nearest unit from their side.

6.7 Assault Moves

An assault move is carried out in the same manner as a move (6.6), except that the unit can approach within 3" of the enemy or a friendly unit in contact with the enemy. Instead, the unit must finish the move at least 3" closer, to or in base contact with, the nearest enemy unit that is at least partially in its front arc, or finish within 3" of a friendly unit that is in contact with an enemy unit. In addition, a unit that starts an assault move in the front arc of an enemy unit and is then moved into contact with it must finish the move still at least partially in that unit's front arc.

6.7.1 Cavalry vs Infantry: An infantry unit cannot finish an assault move in contact with an enemy cavalry unit unless it started the move within 3" of the enemy cavalry unit.

6.8 Reform

When a unit reforms, the commanding player picks one figure in the unit to remain in place - it can be pivoted to face in any direction. If a reforming unit is in contact with the enemy, the figure that is picked must be one that is in contact with an enemy figure. The commanding player then sets up the rest of the figures in the unit (1.2) without moving the figure that they picked to remain in place.

6.9 Leader Moves

Leaders of an activated brigade are moved after all units from their brigade have carried out on action. The army leader is moved at the end of their action phase after all brigades from their side have attempted to activate.

6.10 Reinforcements

The scenario (2.0) will say if either side has any reinforcements, and on which turn they will arrive and where they must be set up. The units and leader from a reinforcement brigade are set up in their sides fate phase more than 6" from any enemy units. They cannot be activated on the turn they arrive. If any units from a brigade cannot be set up for any reason, the arrival of their brigade is delayed to the next turn.

7.0 MELEE PHASE

In the melee phase, players from the active side must fight with (and only with) deployed units they command that are in contact with any enemy units that are at least partially in their front arc. Declare the targets for all fights and then resolve each fight one at a time (7.2).

Each active unit can fight one enemy unit it is in contact with. The unit that they fight is called the target. If an active unit is in contact with two or more enemy units, the unit's commanding player must pick one target unit for it to fight. If several active units can fight the same enemy unit, the player(s) commanding the units must pick one unit to target it; the other units can lend support (8.2). A unit cannot lend support if it is in contact with any enemy units that have not been chosen as a target - it must fight one of those enemy units instead.

7.1 Fighting Back

When a unit targets a deployed unit, the enemy unit will fight back. When a unit fights back, it must attack the enemy unit that targeted it.

7.2 Resolving Fights

To resolve a fight, carry out attacks with the active unit (7.2.1), then carry out attacks with the target if it is fighting back, then determine the result (7.2.2) and then apply losses (7.2.3). Then resolve the next fight.

7.2.1 Carry Out Attacks: When a unit fights or fights back, it makes a melee attack against the target using the rules for making attacks below (8.0).

7.2.2 Determine Result: After both sides have made their attacks, the side that caused the most losses (8.4) are the winners and the units from the other side are the losers. The active side wins ties. The winners of a fight add 2 to any valour tests they take in that phase (9.1).

7.2.3 Apply Losses: After determining the result, losses are applied (8.4), then any resulting valour tests (9.1) are taken, and finally any resulting fortitude tests are taken (10.1).

8.0 ATTACKS

To attack with a unit, the player that commands it must make a number of hit tests (8.3) for the unit equal to its attack value (1.6). Use a unit's fire attack value for fire attacks, and its melee attack value for melee attacks.

8.1 Formation Modifiers

Subtract 1 from the fire attack value and add 1 to the melee attack value of a unit in an attack column. Add 1 to the attack value of artillery if the target has three or more ranks. Units in march column cannot attack.

8.2 Support

Deployed units can lend the following types of support to a friendly attacking unit. A unit cannot lend support more than once per phase, and a unit cannot be lent support by more than three units in the same phase.

8.2.1 Fire Support: A unit that has line of sight and is in range of the target of a fire attack can lend fire support. Add 1 to the attacking unit's attack value for each unit that lends fire support.

8.2.2 Melee Support: Units that are in contact with an enemy unit in their front arc, 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.

8.2.3 Brigade Support: Units that are not in contact with an enemy but are within 3" of a unit from their own brigade that is making a melee attack, can lend brigade support. Add 1 to the attacking unit's attack value for each unit that lends brigade support.

8.3 Hit Test

A player taking a hit test must roll a D6. Add 1 to the roll if the attacking unit is making a melee attack and it has any losses (8.4). Subtract 1 from the roll if the attacking unit is shaken (9.0). On a roll of 3 or less the test is failed and the hit roll has no effect. On a roll of 4+ the test is passed and inflicts one loss (8.4) on the target unit.

8.3.1 Outflanked: A target unit is outflanked if the attacking unit does not any figures in the target unit's front arc. Subtract 1 from hit rolls for attacks made by a unit that is outflanked and add 1 to hit rolls for attacks that target a unit that is outflanked.

8.4 Losses

Losses are applied to a unit after it has been the target of an enemy fire attack (5.0), and after the winner of a melee has been determined (7.2.3). Mark each loss suffered by a unit by placing a loss marker beside the unit. Losses inflicted by fire attacks are allocated to the target. Losses inflicted by melee attacks are divided as evenly as possible between the target unit and units that lent melee support (8.2.2), with any excess hits being allocated to the target unit.

9.0 SHAKEN UNITS & VALOUR TESTS

When the number of losses applied to a unit equals its tenacity value (1.6), it becomes shaken and its brigade suffers one setback (9.2). Subtract 1 from hit tests (8.3) for attacks made by a shaken unit.

9.1 Valour Tests

Each loss suffered by a shaken unit requires the commanding player to take one valour test (9.1) for the unit, instead of placing a loss marker. A player taking a valour test must roll a D6. Add 1 to the roll for a unit that is taking a valour test in the enemy fire phase and add 2 if it won a melee in the same phase. On a roll of 4 or more, the test is passed and nothing happens. On a roll of 3 or less the test is failed and the unit is routed. A unit that is routed is removed from the battlefield and cannot return.

9.2 Setbacks

A brigade suffers one setback each time a unit from the brigade is shaken or routed. If a unit is shaken and routed by an attack, or when an unshaken unit is routed for any reason, its brigade suffers two setbacks. Mark each setback by placing a setback marker beside the brigade's leader. Remove one setback marker each time a shaken unit from the brigade successfully rallies and is no longer shaken.

10.0 WAVERING BRIGADES & FORTITUDE

A brigade that has suffered three setbacks is wavering. Subtract 1 from activation tests for a wavering brigade.

10.0.1 Understrength Brigades: Any brigades that start the game with only two units are understrength. An understrength brigade begins to waver after it has suffered two setbacks instead of three setbacks.

10.1 Fortitude Tests

Each setback suffered by a wavering brigade requires the commanding player to take a fortitude test (10.1) for the brigade, instead of placing a setback marker. A player taking a fortitude test must roll a D6. Add 1 to the roll for a brigade that has three or four unrouted units. Add 2 to the roll instead of adding one if it has five or more unrouted units. On a roll of 4 or more, the test is passed. On a roll of 3 or less it is shattered. A brigade is also shattered when its last remaining unit is routed (9.1). When a brigade is shattered, its remaining units rout and its leader is removed from play.

11.0 VICTORY & DEFEAT

The game ends at the end of a turn if the time limit has been reached and both sides have had the same number of turns. Each side adds the number of shattered enemy brigades to the number of objectives they control. If one side's total is higher than their opponent's, they win the game. Otherwise, the game ends in a draw.

12.0 TERRAIN RULES

The terrain on the battlefield is represented by models called terrain features. The scenario (2.0) will say what terrain features must be set up on the battlefield, and which of the following terrain rules apply to them.

12.1 Bridges & Fords: A unit in march column can cross a bridge or ford as if it were moving along a road (12.8). A unit in attack column can cross a bridge or ford as if it were moving across rough terrain (12.9). A unit in line cannot use a bridge or ford.

12.2 Cover: A target unit is in cover if all of the figures in the unit are wholly on or in a terrain feature that can provide cover, or if they are all within 3" of a terrain feature that can provide cover and it is impossible to draw a straight line from any figure in the attacking unit to any figure in the target unit without it passing across the terrain feature. The first loss suffered in a phase by a unit that is in cover is negated and has no effect.

12.3 Defendable Terrain: Defendable terrain is impassable (12.6), overgrown (12.7) and provides cover (12.2). Defendable terrain can be garrisoned by one unit and one leader; large defendable terrain features should be split into sections that can each be garrisoned by one unit and one leader.

Garrison units are removed from the battlefield (they are 'inside' the terrain feature). Units can start a game as a garrison for defendable terrain that is wholly within the area where they can deploy. A unit that is within 3" of a defendable terrain feature without a garrison can garrison it instead of making a move. A unit can leave a garrison instead of making a move; set it up wholly within 6" of the terrain feature and not in contact with an enemy unit. The following rules apply to garrison units:

- Range and visibility to or from a garrison is determined to or from the terrain feature it is garrisoning.
- A garrison cannot move. A garrison can fire in any direction and cannot be outflanked (8.3.1).
- Add 1 to the melee value and subtract 1 from the fire value of infantry garrisons.
- Halve the melee attack value of cavalry garrisons and of cavalry that are attacking a garrison (rounding down).
- If a garrison loses a melee and is routed, the attacking unit can garrison the terrain feature.
- You cannot gain control of a defendable terrain feature that is an objective if it has an enemy garrison.

12.4 Hills: Units from the inactive side win tied fights if they have any figures higher up on the hill than all figures in the attacking enemy unit.

12.5 Impassable Terrain: Figures cannot be moved over impassable terrain.

12.6 Linear Obstacles: Units are in contact with an enemy unit if they are within 1" of the enemy unit and in contact with a linear obstacle (such as a wall or hedge) that the enemy unit is on the other side of. In addition, units from the inactive side win tied fights if all figures in the attacking enemy unit are on the other side of a linear obstacle.

12.7 Overgrown Terrain: A line of sight (5.2) is blocked if it passes within 1" of overgrown terrain.

12.8 Roads: Add 6" to the move of units in march column that spend the entire move on a road.

12.9 Rough Terrain: If any of a unit's figures move over a rough terrain feature, halve the unit's move distance for that move.

VALOUR & FORTITUDE QUESTIONS AND ANSWERS

This page answers some of the questions that came up during the playtesting of the *Valour & Fortitude* rules, followed by a list of rules that can easily be missed, and variants of the rules for use with smaller sized units or tables.

Q: Should figures be mounted on bases of a specific size?

A: No, as long as the bases used for both sides are roughly equivalent you can use whatever size bases you wish.

Q: I cannot find the rules for skirmishers, forming a square, or for horse artillery. Where are they?

A: Period specific rules like these are located on the army sheets for armies that can use them and can be downloaded from perry-miniatures.com.

Q: Can I retain fate cards from turn to turn? Can I retain any number of fate cards?

A: Yes to both questions.

Q: Can a wavering brigade automatically activate?

A: Yes.

Q: Must a unit making an assault move as far as possible towards the enemy?

A: No, it can stop after moving at least 3".

Q: Can I attack the same enemy unit more than once in a fire or melee phase?

A: No. Additional units can lend support but are not allowed to attack the same enemy unit later in the phase.

Q: Can three units lend melee support and three units lend brigade support to the same attack?

A: No. A maximum of three units in total can lend support.

Q: Can I fire at an enemy unit even if only one figure from the attacking unit has a line of sight and/or is in range?

A: Yes.

Q: Must all the units from an activated brigade perform the same action?

A: No. Different units from the brigade can carry out different actions as long as assault actions are carried out first.

Q: Can a unit in march column from a brigade that fails to activate reform?

A: No.

Q: Can a unit that takes a rally action use its move to advance towards the enemy?

A: Yes, as long as it does not move within 3" of an enemy unit or a friendly unit that is in contact with an enemy.

Q: Can a unit that takes a rally action while it is in contact or within 3" of an enemy unit stay in place (i.e. not move) and still take a rally test?

A: Yes. This represents a unit recovering its morale and fighting with renewed vigour!

Q: Do units have to 'wheel' when they move? Does an about face 'cost' any movement?

A: No to both questions. For simplicity and ease of play, you can move a unit freely as long as it stays in the same formation, and you don't move any figure more than its move distance. An about face doesn't 'cost' any movement, but all the figures in the units must carry it out, so that the unit remains in the same formation but facing in the opposite direction. 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.

EASILY MISSED RULES

Leaders: Leaders cannot be chosen as the target of an attack (1.4).

Fate Cards: Fate cards are kept secret until played (4.0).

Assault Actions: When you activate a brigade, you must carry out assault actions with units from the brigade before you carry out any manoeuvre or rally actions with any units from the brigade (6.2). Also, note that units that fired can perform an assault action (6.2).

Rally Actions: A rally test is taken after a unit moves, or its commander says it will remain stationary (6.5).

Moves: You can't finish a move within 3" of an enemy or a friendly unit that is in contact with an enemy, unless you are making an assault move (6.6.1 & 6.7). This means that you must use assault moves to move units into a position where they can attack or lend support to an attack.

Assault Moves: A unit that starts an assault move in the front arc of an enemy and moves into contact with that enemy unit must finish the move in that enemy's front arc (6.7). This stops units outflanking an enemy unit if they start their assault move in the enemy's front arc.

Reform: A unit that is in contact with an enemy unit can reform, but the figure that is picked for it to reform around must be one that is in contact with an enemy unit (6.8). This allows the unit to turn to face an attack that has outflanked it.

Fighting Back: A unit that is fighting back must target the unit that attacked it and will fight back even if the attacker is not in their front arc (7.1). Units from the active side can only fight enemy units that are in their front arc (7.0).

Losses: Losses in the melee phase are divided between the target and units that lent the target direct support (8.5).

Setbacks: When a shaken unit successfully rallies, the number of setback markers its brigade has suffered is reduced by one (9.2).

RULES VARIANTS

The following variants rules allow games to be played with smaller sized units and/or on smaller gaming tables.

Shorter Distances: If you use this rules variant, all distances are halved. As an alternative, use centimetres instead of inches to measure distances.

Smaller Units: If you use this rules variant, the minimum and maximum number of figures in units is halved.

If you have any further questions or feedback, email them to vandf.rules@gmail.com.

VALOUR & FORTITUDE

QUICK REFERENCE SHEET

SEQUENCE OF PLAY

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

TESTS	ROLL	MODIFIERS
Activation*	2+	-1 if brigade is wavering
Fortitude	4+	+1 brigade has 3-4 unrouted units +2 brigade has 5+ unrouted units
Hit	4+	+1 attacker is making a melee attack and has no losses +1 target is outflanked -1 attacker is shaken -1 attacker is outflanked
Messenger	4+	None
Rally	4+	+1 if more than 12" from the enemy +1 if within 12" of friendly army leader
Valour	4+	+1 testing in fire phase +1 if testing unit won melee

* Pass automatically if it is the first test of a turn and the brigade leader is within 36" of the friendly army leader.

MOVE DISTANCES

UNIT	MOVE*
Cavalry	18"
Infantry in Line	9"
Unlimbered Artillery	3"
Leaders	36"
Other	12"

* Halve move distance if any part of the move is over rough terrain.

ACTIONS

Each unit in an activated brigade can carry out one action*:

Assault	1 assault move**
Manoeuvre	2 moves, or 1 move and 1 reform
Rally	1 move and then take a rally test

* Units in march column can make one move if an activation test is failed.

** Assault actions must be made before manoeuvre or rally actions.

ATTACK VALUE MODIFIERS

Attack Column or Garrison	-1 Fire value, +1 Melee value
Target has 3+ ranks	+1 Fire value for Artillery
Fire Support	+1 Fire value per supporting unit*
Melee Support	+2 Melee value per supporting unit*
Brigade Support	+1 Melee value per supporting unit*

* Up to three units can support each attack.

FIGHT RESULTS

The side that causes the most losses wins a fight. In a tie, the inactive side wins if higher up a hill or behind a linear obstacle, otherwise the active side wins.

VALOUR & FORTITUDE

Test Valour if a shaken unit (losses = tenacity) suffers a loss, instead of placing a marker.

Test Fortitude if a wavering brigade (three setbacks) suffers a setback, instead of placing a marker.