

Valour & Fortitude

Updates and Patches

We will update the PDFs of Valour & Fortitude on a regular basis - whenever we spot or are alerted to an error. The following 'patches' have been released.

Version 1.1, released 21 September 2022

8.3 Hit Test (page 5)

Fix: In rule 8.3, the second sentence should read "Add 1 to the **hit** roll if the attacking unit is making a melee attack and has **no** losses (8.4)"

NOT: "Add 1 to the roll if the attacking unit is making a melee attack and it has any losses (8.4)".

The reference to point 8.5, which is incorrect. The correct reference is **8.4**.

Version 1.2, released 22 September 2022

1.2 Units (page 2)

Fix: In rule 1.2, the following header should appear above the diagram "Example of an infantry unit in line with 2 ranks and 9 files".

Header added to the diagram for clarification.

5.2 Line of Sight (page 4)

Fix: In rule 5.2, the last sentence should end "(...) the line passing within 1" of any figures from another unit or overgrown terrain features (**12.7**)".

The reference to point 12.2 is incorrect. The correct reference is **12.7**.

6.5 Rally Actions (page 4)

Fix: In rule 6.5, the first sentence should read "When a unit carries out a rally action, the commanding player can make up **to** one move (6.6) with the unit."

The word 'to' is missing.

6.5 Rally Actions (page 4) and Losses (page 7, Q&A)

Fix: In rule 6.5, the last sentence should read "On a 4+ the test is passed and one loss marker (**8.4**) is removed from the unit."

Fix: In the Q&A, on the second column "Losses" should read "Losses in the melee phase are divided between the target and units that lent the target direct support (**8.4**)"

Both make reference to point 8.5, which is incorrect. The correct reference is **8.4**.

6.6 Moves (page 4)

Fix: In rule 6.6, the last sentence of the first paragraph should read "Cavalry have a move distance of 18", infantry **in line** of 9", unlimbered artillery of 3", leaders of 36" and all other units 12".

The words 'in line' are missing. The wording is correct on the reference sheet at the end of the rules.

6.7 Assault Moves (page 5)

Fix: In rule 6.7, the second sentence of the first paragraph should read “Instead, the unit must finish the move at least 3" closer to or in base contact with the nearest (...).”

The commas in this extract should not have been there.

8.3 Hit Test > 8.3.1 Outflanked (page 5)

Fix: In rule 8.3. 1, the first sentence should read “A target unit is outflanked if the attacking unit does not **have** any figures in the target unit’s front arc.”

The word 'have' is missing.

QRS

Fix: In the first table on the QRS, the Valour stat should read:

TESTS	ROLL	MODIFIERS
Valour	4+	+1 testing in fire phase +2 if testing unit won melee

The valour test modifier if the testing unit won a melee should be +2, not +1.

SPECIAL RULES (online and Wi418 Army Lists & Special Rules)

Fix: Add the Special Rule "**Swift: Add 6" to the move distance of units with this special rule**".

Cossacks in the Russian Army make use of this Special Rule.