# 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 3)

**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.

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### 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** .

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### 6.5 Rally Actions (page 4)

**Fix**: In rule 6.5, the fist 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.

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### 6.5 Rally Actions (page 4) and Losses (page 5, 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** .

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### 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.

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### 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.

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### 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.

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### QRS

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

| TESTS | ROLL | MODIFIERS |
|---|---|---|
| Valour | 4+ | +1 testing in fire phase<br>**+2** if testing unit won melee |

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

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### 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.

# Version 1.3, released 14 October 2022

All these fixes are corrections to or clarification of wording.

### 1.4 Leaders (page 3)

**Clarification and additional text**: Leaders are used to command the units in an army. A leader is represented by one to four figures. Leaders are not units, cannot capture objectives, and cannot attack or be chosen as a target.

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### 12.3 Defendable Terrain (page 6)

**Fix**: Change the reference to impassable terrain from 12.6 to 12.5: "Defendable terrain is impassable (**12.5**), overgrown (12.7) and provides cover (12.2)."

The reference to impassable terrain is incorrect

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### 12.4 Hills (page 6)

**Clarification and additional text**: A hill counts as overgrown (12.7) if the line of sight between two models crosses a part of the hill that is higher than the terrain on which the two models are standing. In addition, 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.

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### 12.6 Linear Obstacles (page 6)

**Clarification and additional text**: Linear obstacles provide cover (12.2) and are rough terrain (12.9). 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.

**5.0 FIRE PHASE** (page 4)

**Fix**: As the rules standed, units in contact with an enemy unit could fire; but they should not be allowed to do so. The new wording solves this problem.

**Clarification and additional text**: In the fire phase, players from the active side can make fire attacks with deployed units (1.2) they command **that are not in contact with an enemy unit.**

**1.0 CORE RULES** (page 3)

**Fix**: Add the following sentence to the end of the paragraph:

"When a value is modified, apply modifiers that double or halve the value before modifiers that add or subtract from it, and round any fractions down. Modifiers cannot reduce a value to less than 1."

**Clarification:** The aim of this additional text is to avoid having to explain this every time a rule doubles or halves a value.

**7.0 MELEE PHASE** (page 5)

**Fix**: Change the last sentence of the second paragraph to:

"In addition, friendly units that are within 3" of the attacking unit may be able to lend it brigade support (8.2.3)."

**Clarification:** This change, combined with the following changes to the support rules, should make it easier for players to understand how melee support works.

**8.1 Formation Modifiers** (page 5)

**Fix**: Change the paragraph to read:

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

**Clarification:** This change 'future proofs' the formation modifiers rules for use with army sheets we plan to release at a later date.

**8.2 Support** (page 5)

**Fix**: Add the following sentence after the first sentence in the first paragraph:

"Units cannot fight and lend support in the same phase."

**Clarification:** This makes it clear that a unit that has fought and routed an opponent can't then lend support.

**8.2.2 Melee Support** (page 5)

**Fix**: Add the following sentence to the end of the paragraph:

"A unit cannot lend melee 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. "

**Clarification:** This sentence has been moved here and replaced with the new sentence in 7.0 above. This change will make it easier for players to understand how support in a melee works.

**8.3.1 Outflanked** (page 5)

**Fix**: Change the rule to read as follows:

"A target unit is outflanked if it is in march column or the attacking unit does not have any figures its front arc. Halve the melee value and subtract 1 from hit rolls for attacks made by a unit that is outflanked. Add 1 to hit rolls for attacks that target a unit that is outflanked. "

**Clarification:** These changes 'future proof' the outflanked rules for use with army sheets we plan to release at a later date.

### 12.3 Defendable Terrain (page 6)

**Fix**: Change the rule to read as follows:

"Defendable terrain is impassable (12.5), an obstacle (12.7) and provides cover (12.2). Defendable terrain can be garrisoned by 1 unit and 1 or more leaders; large defendable terrain features can be split into sections that can each be garrisoned by a unit and leaders.

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 apart from leaders, can garrison it instead of making a move. A unit can leave a garrison instead of making a move; set the unit up wholly within 6" of the terrain feature and not in contact with an enemy unit.

A leader that is within 36" of a defendable terrain feature without an enemy garrison, can garrison it instead of making a move. A leader can leave a garrison instead of making a move; set up the leader up anywhere within 36" 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. It can fire in any direction and cannot be outflanked (8.3.1).

- Add 1 to the melee value and halve the fire value of infantry garrisons.

- Halve the melee attack value of cavalry garrisons and of cavalry that are attacking a garrison.

- An artillery garrison counts as being outflanked when it fights or fights back in the melee phase.

- 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.

- If a unit garrisons a terrain feature that is garrisoned only by enemy leaders, the enemy leaders are removed and then set up within 3" of the nearest unit from their side.

- When a defendable terrain feature is in contact with another defendable terrain feature, any garrisons in them count as being in base contact with each other. In addition, a garrison in one of the terrain features can use a move to garrison the other terrain feature as long as it could otherwise use a move to do so.

**Clarification:** These changes fix some problems with the rules for defendable terrain and should make the rule easier to understand.

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### 12.6 Linear Obstacles (page 6)

**Fix**: Change the rule and the name of the rule to read as follows:

**12.6 Linear Terrain** (Fences, Hedges, and Walls): Units are in contact with an enemy unit if they are within 1" of the enemy unit and in contact with linear terrain 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 linear terrain.

**Clarification:** The name change should make the rule easier to understand.

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### 12.10 Streams and Rivers (page 6)

**Fix**: Add the following terrain rule to the end of the section:

**12.10 Streams and Rivers:** Streams are rough terrain (12.9). Rivers are impassable terrain (12.5).

**Clarification:** This addition explicitly covers river and stream terrain, which were missing before.

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### QUICK REFERENCE SHEET

**Fix**: Change the first line of the Attack Value Modifiers section of the QRS to:

| ATTACK VALUE MODIFIERS | |
| --- | --- |
| Attack Column or Garrison | Halve Fire value, +1 Melee value |