

VALOUR & FORTITUDE QUESTIONS AND ANSWERS v1.75

On the following pages you will find variant rules and answers to commonly asked questions about the V&F rules. If you have any questions that are not answered below, please email them to me at vandf.rules@gmail.com. Additions are marked in red.

RULES VARIANTS

The following rules variants allow games to be played with smaller armies, units, or gaming tables.

SMALLER SCALE FIGURES

With a little bit of work the rules can be used with figures of any scale. All you need to do is define what a standard unit is, and how 'ranks and files' are defined for it, and then use the standard rules and unit profiles for your game.

For example, in 6mm you might say that an infantry unit has 4 stands, and that units are in a march column if stands are one behind the other, in a line if they are side by side, and in an attack column otherwise.

SMALLER TABLES

If you use this rules variant, halve all distances or use centimetres instead of inches to measure distances.

SMALLER UNITS

If you use this rules variant, the minimum and maximum number of figures for all units is halved.

TONED DOWN FORTITUDE

If you use this rules variant, when a brigade is shattered the following rules apply:

- Ignore modifiers that apply to fortitude tests (i.e., fortitude tests are always failed on a 4 or more).
- When a brigade is shattered, only shaken units rout. Other units suffer 1 loss each. No additional setbacks are inflicted by these routs or losses.
- Take fortitude tests at the end of the phase. If a brigade fails two or more fortitude tests in the same phase, you only apply the effects for it being shattered once (not once per failure).
- When the last unit in a brigade routs, the brigade leader is captured (give them to the enemy overall commander as a reminder). Each captured leader counts as a captured objective at the end of the game.

Note that with this variant rule, if you shatter a brigade in one phase and it still has units left on the battlefield, you can shatter it again by inflicting more setbacks on it in a later phase. For example, if you manage to shatter an enemy brigade 3 times during a battle, it counts as 3 shattered brigades when determining the winner. An easy way to keep track of this is to place a marker beside the army leader each time a brigade is shattered. At the end of the battle, simply add the number of markers on the enemy leader to the number of objectives you control to determine the winner.

Designers Note: This rule is currently undergoing beta playtesting for inclusion in the core rules of the game. If you use it and have any feedback about it, we'd love to hear from you. Just send your comments to vandf.rules@gmail.com.

THE MOST IMPORTANT QUESTION

Q: Will you be doing an army sheet for <insert favourite army/period here>?

A: Over time we plan to create army sheets for all the Perry Miniatures ranges apart from their WW2 range, so as long as the army sheet you are interested in falls into that category we will get round to making it eventually. **However**, it is going to take quite some time to work through all of the army sheets,

so we ask that you please bear with us while we do so. We will announce the release of any new army sheets on Facebook page (facebook.com/perryminiatures/).

OTHER QUESTIONS AND ANSWERS

CORE RULES

Q: Must 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 cavalry units be deployed in an attack column?

A: Yes, as long as they have enough models to do so. It represents the cavalry attacking in successive waves of squadrons rather than in a single deep massed formation.

FATE CARDS

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

A: Yes to both questions.

ACTIVATIONS

Q: Can a wavering brigade automatically activate?

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.

ACTIONS

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 fight with renewed vigour!

MOVES & REFORMS

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 a unit that is in contact with an enemy move away?

A: Yes; it can use a move action to move away but must finish more than 3" from any enemy units. See the second sentence of rule 6.6.1.

Q: Do units 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.

Q: Since units can move freely in any direction as part of a manoeuvre action (so long as they stay in the same formation), why would they need to reform (pivot to face another direction)?

A: A reform is not used to change direction when a unit moves, it is used to change formation (see 1.2.1), for example changing the unit from a march column to a line, or unlimbering artillery. Note that when a unit moves it has to stay in the same formation (you can't use a move to go from a line to an attack column, for example, you'd need to use a reform to do that).

Q: Is it possible for a unit to use a reform or a move that is part of a manoeuvre or rally action to get within 3" of a friendly unit that is in contact with an enemy, so that they can then lend brigade support in the melee phase?

A: No; a unit needs to use an assault move in order to finish a move within 3" of a friendly unit that is in contact with an enemy unit.

FIRE PHASE

Q: Do units need to be activated in order to fire?

A: No.

Q: Can I fire at an enemy unit even if only 1 figure from the attacking unit has a line of sight and/or is in range?

A: Yes.

Q: Must a unit shoot at the nearest enemy? For example, an artillery unit is nearest to an open order Jaeger unit in cover. The next enemy unit is an infantry unit in an attack column that is out in the open but is a few inches further back. The artillery can't damage the skirmishers. Can it instead target the attack column a bit further back?

A: You must shoot at the closest target. In your example, this would force the artillery to shoot the Jaegers even though they can't inflict any losses. Note that in 'real life', the artillery would inflict some casualties on the Jaegers, but in game terms these losses are not high enough to cause a loss marker to be placed. During playtesting we experimented with different targeting rules, but in the end forcing units to shoot at the closest target proved to be the best and simplest solution; it also means that light units have an important role to play by screening other units.

Q: Can artillery fire over the heads of another unit? Can it do so if it is on a hill and the other unit is lower down?

A: No to both questions, unless the artillery unit in question has a special rule that allows it to do so.

Q: When a unit lends fire support, does the target unit need to be the closest enemy in its front arc?

A: Yes. All of the restrictions that apply to shooting apply to lending fire support (i.e. the target must be in range, line of sight, and being the closest enemy in the supporting unit's front arc).

MELEE PHASE

Q: Does an attacking unit need to have carried out an assault action in order to attack in the melee phase?

A: No. Indeed, units from the active side (i.e., the side whose turn is taking place) must fight in their melee phase if they are in contact with an enemy unit in their front arc, whether they have activated in the same turn or not.

Q: Can units that are not in contact with an enemy unit but are within 3" of it, fight it or lend melee support against it in the melee phase?

A: No. A unit must be in contact with an enemy unit to fight it or lend melee support. Units that are within 3" friendly unit from the same brigade can lend brigade support.

Q: If neither side routs at the end of a melee, does the melee continue in subsequent turns until one side routs? (There are no references to the loser being pushed back.)

A: Yes. When neither side routs in a melee, the melee ends for that turn and the units remain in place. If neither unit moves away, they will be forced to fight in subsequent melee phases if the unit from the active side has the enemy unit in their front arc (see rule 7.0), until a unit routs or moves away.

Q: Can a unit disengage from combat?

A: Yes. Units can withdraw from a melee by using a move, either as part of a rally or manoeuvre action, and can use a reform to turn to face an attacker as part of a manoeuvre action. These things are covered in the second sentence of rule 6.6.1 and the second sentence of rule 6.8 respectively.

Q: Can both the attacker and the defender in a melee rout?

A: Yes.

Q: Can units that are fighting back receive melee or brigade support?

A: Yes.

ATTACKING

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 3 units lend melee support and 3 units lend brigade support to the same attack?

A: No. A maximum of 3 units in total can lend support.

Q: Do modifiers that apply to a unit lending support apply to an attack? For example, if a shaken unit lends support to an unshaken unit, does the -1 modifier for being shaken apply to the attack rolls?

A: No. Modifiers are always based on the attacking or target unit, never on units that lend support. In this example the attacker is not shaken, so the modifier does not apply.

Q: Carrying from the last question, if a unit of British line infantry is getting support from a unit that does not have disciplined musketry, does the disciplined musketry rule apply to all of the hit rolls?

A: Yes. Modifiers are always based on the attacking or target unit, never on units that lend support. In this example the attacker has the disciplined musketry rule, so the rule does apply to all of the attacks.

Q: Does the Outflanked rule only apply attacks made in the melee phase?

A: No, it applies to attacks made in the fire or melee phase.

VALOUR & FORTITUDE TESTS

Q: Must I take a valour test for each loss suffered by a unit once it is shaken, or is it limited to 1 test per phase?

A: You must take a 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. The same principle applies to fortitude tests.

Q: If a unit suffers losses, are all the valour tests taken first, before any fortitude tests are taken for failed valour tests?

A: Yes. You take 1 valour test for each loss suffered by a shaken unit. Then you take any fortitude tests for setbacks caused for any valour tests that were failed.

Q: In the fire phase, are valour and fortitude tests taken after all fire attacks have been resolved?

A: No, they are taken immediately. For example, if a fire attack caused enough hits for a unit to have to take a valour test, it would be taken before the next fire attack was carried out. Note that if a valour test is failed and requires the unit's brigade to take a fortitude test, this too is carried out before the next fire attack takes place.

Q: The rules don't state when Valour tests are taken from enemy fire in the Fire Phase (unlike 7.2.3 which states that Valour tests are taken after losses). Are Valour tests also taken in the fire phase?

A: Yes. Valour tests are taken whenever a shaken unit suffers a loss (9.1). The reference to applying losses in the melee phase is to make it clear that they occur after the result of the melee has been determined, rather than when they are caused.

TERRAIN

Q: Can a unit on a hill shoot over the heads of friendly troops and can it see over terrain that blocks the line of sight?

A: No to both questions.

Q: Can a unit use an assault move to enter or exit defendable terrain?

A: No to both questions.

Q: The standard scenarios say that a circular group of trees up to 9" across is a defendable terrain (a wood, for want of a better term). Does this mean that the only way a unit can enter a wood is to garrison it?

A: That is correct. The way you move through a wood is to move up to it, then use a move to 'garrison' it, and then use another move to 'ungarrison' so that you are on open ground on the other side of the wood. We have found in our games that this system works much better than the more traditional approach of slowing movement through a wood by a certain amount (usually 50%), and it does away with needing rules to explain how formed units move through woods.

Q: How does combat work against a defendable terrain feature with a garrison? Must the attacker also garrison the terrain feature before they can attack the enemy garrison?

A: No. A garrisoned terrain feature like a group of buildings or a wood is treated as being an enemy unit for rules purposes, so the attacker must use an assault action to move into contact with the terrain feature and can then melee the garrison in the melee phase of the turn. Note that if a garrison routs, the attacking unit can immediately garrison the terrain feature, allowing it to capture it.

Q: If a unit enters a piece of rough terrain is its entire move is reduced to half (not just the distance it takes to move over the terrain)?

A: More or less. If any part of a move crosses any rough terrain, that move is halved. So a unit making 2 moves where only the first moved across rough terrain would only have the first move halved.

ARMY SHEETS

Q: Do the special rules for the army sheets only apply to units that have them on their profile? For example, can only units with Square on their profile use the Square rule, and can only units with the Battalion Mass rule on their profile use the Battalion Mass rule, and so on?

A: Yes.

Q: Is there any way for a cavalry to break into an infantry square and negate its effect? For example, if the cavalry win a combat against the square.

A: No. A unit remains in a square until it either chooses to reform or it is routed. This means that the cavalry only 'break the square' if they fight it and as a result of the melee it routs.

Q: Can a unit of skirmishers, Legere, Jaegers, etc, lend support out to a range of 18"?

A: Yes, as long as the target is the closest unit in its front arc, and in range and LOS.

Q: If a unit with skirmishers, Legere, Jaegers, etc, is within 12" of an enemy unit, can it choose to use the rule and reduce its fire value in order to be able to manoeuvre or rally that turn?

A: Yes it can. This is an important tactic because it allows infantry to fall back in the face of an enemy with still firing at them. It can also be used by infantry to fire at cavalry and then form a square in the same turn.

Q: Why does a unit with the lances rule get to add 1 to its melee value if the enemy unit has made an assault move?

A: The V&F rules assume that opposing cavalry will 'counter-charge' if they get the chance to do so. Rather than deal with this in a separate rule, it is factored into their melee values and into rules such as the Lances rule.

EASILY MISSED RULES

Leaders: Leaders cannot be chosen as a target (1.4).

Assault Actions: You must carry out assault actions with units before you carry out any manoeuvre or rally actions (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).

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).

Reform: A unit that is in contact with an enemy unit can reform, but 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 attacker 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 (8.4).

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