

RULES VARIANTS – 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 to 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. For example, an infantry unit in attack column would have a move distance of 6 inches instead of 12 inches, and so on. As an alternative, use centimetres instead of inches to measure distances (this variant especially well if you are using 10mm or 15mm figures).

Smaller Units: If you use this rules variant, 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.

Using Smaller Scale Figures: If you are using 15mm or 20mm figures you may want to halve all distances (see Shorter Distances above). If you are using 5mm to 10mm figures mounted on bases, you may want to halve all distances, and you will also need to decide how many bases make up a unit, and how different formations are represented with them. For example, if a unit was made up of 3 bases, a line would be represented by placing them 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 behind the other.

RULES VARIANTS – MULTIPLAYER GAMES

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

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 (6.1.1) if it is within 24" of its army leader OR it is 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.

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