

VALOUR & FORTITUDE POINTS SYSTEM v2.1

V&F uses a simple system for determining the cost of units. The starting point is to use the following standard unit profiles and then modify them as needed using the Profile Modifiers.

INFANTRY UNITS	Models	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Infantry	24-36	Musket (12")	3	4	4	-	20
Light Infantry	24-36	Musket (12")	4	3	4	Light Infantry	24
Militia	24-36	Musket (12")	2	3	2	Militia	7
Infantry Detachment	6-8	Musket (12")	2	2	2	Light Infantry	8
CAVALRY UNITS	Models	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Cavalry	9-14	Sabers (na)	-	5	3	-	20
Light Cavalry	9-14	Sabers (na)	-	4	3	Light Cavalry	21
Cavalry Detachment	3	Sabres	-	2	1	Light Cavalry	9
ARTILLERY UNITS	Cannons	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Artillery	1	Cannon (48")	1	2	2	Canister	20
Horse Artillery	1	Cannon (36")	1	2	2	Canister	20

Profile Modifiers

To work out the costs of a unit, pick the most appropriate standard profile for it, and then adjust the cost as shown below.

Lower the number of models in an infantry unit unit by 6 or a cavalry unit by 3	+1
Increase the number of models in an infantry or cavalry unit unit by 6	-1
For each 6" added/subtracted to the range of the unit's weapon	+/- 2
For each +1 or -1 added to the unit's Tenacity value	+/- 4
For each +1 or -1 added to the unit's Fire value	+/- 3
For each +1 or -1 added to the unit's Melee value	+/- 2
Disciplined Musketry, Extended Order, Headstrong, Heavy Artillery/Cavalry, Rapid-fire, Swift	+ 2
Lance, Unpredictable	+ 0
Stoic	- 1
Giving the unit any other special rule*	+ 1

** If you create your own special rules, you will need to determine a suitable cost for them, using these costs as a guideline.*