

VALOUR AND FORTITUDE ERRATA AND CLARIFICATIONS

This file contains errata and clarifications for the printed version of the rules that were published with Wargames Illustrated 430.

Open Order Infantry Move Distances on the Quick Reference Sheet (change)

Open order infantry have a move distance of 8", not 12" as shown on the reference sheet.

N.B. The corrections to the printed rules that are listed below have already been included in the downloadable files available from the Perry Miniatures and Wargames Illustrated websites.

Canister Special Rule (errata)

Unfortunately, the printed version of the V&F rules includes two different versions of the Canister special rule. If you are using the printed rules, just use the Canister rule from the British army sheet and ignore the Canister entry on the Quick Reference Sheet (it refers to the original rule).

Second Movement Example of Play (errata)

This example should say that the infantry unit is within 3" of the wood, not 6".

First Combat Example of Play (clarification)

In the first example of the combat rules, the British units are in fact Portuguese troops serving in the British army.

Square Army Rule on the Quick Reference Sheet (clarification/errata)

This entry on the QRS is potentially confusing; we recommend that players use the fulllength version of the on the unit's army sheet instead.

Designers Comments Section Numbers (errata)

Unfortunately the Designers Comments include some section numbers that are incorrect. '6.5 Reform' should say '6.3.3 Reforming', '6.6 Assaults' should be '6.5 Assaults' and '6.7 Double' should be '6.6 Double'.

How To Play V&F Video

There are a couple of minor errors on the How To Play V&F Video. First of all, a unit uses skirmish fire, it cannot assault on the same turn. Unfortunately, Jervis forgot about this when making the video and allowed the French infantry to use their skirmishers and assault on the same turn. Secondly, in the melee example, the British unit rolled five dice, and one of the rolls was a 1. Jervis forgot that they should have been able to re-roll the 1 because of the Disciplined Musketry rule. Sorry for any confusion this may have caused.