

# Valour & Fortitude

*Rules For Tabletop Wargames by  
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*2nd Edition (2023)*

**REFORMATTED**  
TABLETOP WARGAMES FOR DUMMIES EDITION

UPDATED TO VERSION 2.3

Valour & Fortitude (V&F) is a set of wargame rules designed for fighting battles using the Perry Miniatures ranges of figures.

waves of squadrons rather than in a single deep massed formation.

## 1.0 CORE RULES

V&F is played by 2 or more players divided into two sides. Each side has an army, made up of model figures (1.1) that represent the unit (1.2) and leaders (1.3) in the army. All the players, figures, units and leaders in the same army are friendly to each other, while all those in the opposing army are the enemy.

As well as the figures, players will need army sheets, a scenario, tape measures, dice, playing cards and markers. Army sheets and scenarios are available from [perry-miniatures.com](http://perry-miniatures.com). Distances are measured in inches ("") and can be checked at any time. Use six-sided dice (D6) and a standard pack of playing cards. Markers are used to record losses and defeats and can be represented by a small coin or casualty figure.

**1.0.1 Modifiers:** When a value or dice roll is modified, apply modifiers that halve it before modifiers that add or subtract from it, and round any fractions down. A value cannot be halved more than once or reduced to less than 1.

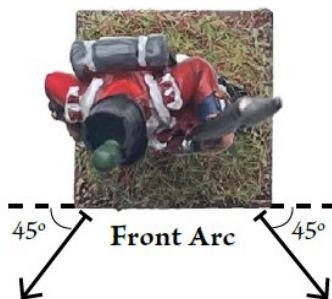
**1.0.2 Dice Rolls:** A roll of 6 before modifiers are applied always succeeds, and a roll of 1 before modifiers are applied always fails. Dice rerolls are taken before modifiers are applied, and a dice cannot be rerolled more than once.

### 1.1 Figures

Figures are mounted on individual square or oblong bases, and/or on multiple bases with 2 or more figures per base that are all facing in the same direction.

**1.1.1 Figure Facing:** The direction a figure is facing determines its front arc, as shown to the right.

**1.1.2 Figure Contact:** Figures are said to be in 'contact' if their bases are touching (including diagonally).



#### *Designer's Comments:*

**Figure Bases Sizes:** You can use whichever base sizes you wish as long as the bases used for each side are roughly equivalent.

**March Columns and Multiple Bases:** If figures are mounted 4 or more figures wide on a multiple base, the players will need to agree how to show that such a unit is in a march column (e.g. by placing the bases sideways).

**Cavalry Formations:** Cavalry can be deployed in an attack column. It represents the cavalry attacking in successive

### 1.2 Units

Most of the figures in an army are organised into units. The minimum and maximum number of figures there can be in a unit is listed on its army sheet (1.5). The figures in a unit must be of the correct type (e.g. a French Line Infantry unit must be made up of French Line Infantry figures).

**1.2.1 Set Up:** Whenever a unit is set up on or moved across the battlefield, the base of each figure in the unit must finish touching the base of at least one other figure from the unit without the bases overlapping. The figures must be arranged in straight parallel rows (called ranks) and columns (called files) with all figures facing in the same direction. Each rank except the last must have the same number of figures. The last rank can have fewer figures than the ranks in front of it. Units with more than 6 figures must have at least 2 ranks.

**1.2.2 Formations:** When a unit is set up, it must be either in a march column or deployed. A unit is in a march column if it has up to 3 files and more ranks than files. Otherwise, it is deployed. A deployed unit with 1 or 2 ranks is in line formation. If it has 3 or more ranks, it is in attack column formation.

#### *Designer's Comments:*

**Cavalry Formations:** Cavalry can be deployed in an attack column. It represents the cavalry attacking in successive waves of squadrons rather than in a single deep massed formation.

**1.2.3 Artillery:** An artillery unit consists of two bases that must remain within 1" of each other. One base is for the cannon and its crew, the other for the limber and draft animals. An artillery unit is limbered if the limber's base is touching the back of the cannon's base. Otherwise, it is unlimbered. Limbered artillery counts as a unit in march column and its front arc is determined using the facing of the limber.

Unlimbered artillery counts as a deployed unit in line and its front arc is determined using the facing of the cannon.

### 1.3 Leaders

Each brigade in an army must have a leader figure. In addition, each army has 1 army leader figure. Leaders are not units, cannot capture objectives, and cannot attack or be chosen as a target.

### 1.4 Brigades

The units and leaders in each side's army must be formed into brigades before the battle begins. Each brigade is commanded by

one of the side's players. A brigade can have 2-8 units of any type and must have 1 leader.

## 1.5 Army Sheets

An army requires an army sheet, which provides the unit profiles for the units that can be in it, details of any special rules that apply to the army, and a fate table for the army. A unit profile lists its type (infantry, cavalry, or artillery), number of figures, weapons and weapon ranges, fire and melee attack values, tenacity value, special rules, and points cost.

Example of a unit profile:

Unit	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Line Infantry	24-36	Musket (12")	3	4	4	Elan, Skirmishers, Square	23

## 2.0 GAME PREPARATION

To fight a battle, the players must pick a scenario (2.1) and time limit (2.3), choose CICs (2.3), and prepare their fate decks (2.4).

### 2.1 Scenario

To play a game of V&F the players must first pick a scenario from the list at [perry-miniatures.com](http://perry-miniatures.com) or create their own scenario. A scenario explains how to pick the armies, set up the terrain, where to deploy, if any reinforcements are available, who will take the first turn, and any special rules that apply.

**2.1.1 Objectives:** Most scenarios will show the location of 1 or more objectives, which are used to determine the winner of the game (10.0). A side gains control of an uncontrolled or enemy controlled objective at the end of a turn if there are more friendly figures within 6" of the objective than enemy figures. If a defendable terrain feature (T.3) is an objective, a friendly unit must occupy it to gain control of it.

#### *Designer's Comments*

**Objectives:** Once a side gains control of an objective, the objective remains under its control even if the figures that captured it move off. It will only change control if the enemy has more figures within 6" of it at the end of a turn.

### 2.2 Commander-in-Chief (CIC)

One player on each side is chosen as the side's commander-in-chief (CIC). If several players wish to do things at the same time, the CIC of the side whose turn is taking place decides on the order in which they are carried out. The CIC also controls their side's army leader figure.

### 2.3 Game Time Limit

Before starting the game, the players must pick a time limit for the game. This is the length of time 'in real life' that the game will last. For example, "The time limit for this game is three hours." or "The time limit for the game will be 10pm." If the players prefer, they can say instead that the game will last a certain number of turns. The game ends when the time or turn limit has been reached and both sides have had the same number of turns.

### 2.4 Fate Deck

Each side has a deck of 13 fate cards. One side uses Hearts, and the other side uses Spades. At the start of the game each CIC shuffles their side's cards and places them face down to create their side's fate deck.

## 3.0 SEQUENCE OF PLAY

After deploying the armies, the sides alternate, taking turns. The side whose turn is taking place is referred to as the active side. Each turn is split into 4 phases carried out in the following order:

**1. Fate >>> 2. Fire >>> 3. Action >>> 4. Melee**

## 4.0 FATE PHASE

In the fate phase, the active CIC draws the top fate card from their fate deck. The fate table on the army leader's army sheet says when it is played and what effect it has. After it is played it is discarded. Fate cards are kept secret until played, can be kept from turn to turn, and any number can be played in a turn.

#### *Designer's Comments*

**Fate Phase:** If a fate card says it can be played in 'your' phase or turn, it can only be used in the active side's turn; otherwise it can be used in either side's turn.

## 5.0 FIRE PHASE

In the fire phase the active side's CIC can pick an enemy unit that is not in contact with a friendly unit as a target. One player from the active side can select 1 unit they command to shoot at the target unit (5.1). If several units can shoot at the target, 1 must be picked to make the attack; the other units can provide fire support (8.2.1). After the shooting is resolved, a new target is chosen, and so on until the CIC does not want to or cannot pick a target that has not yet been shot at. N.B. A unit that shoots or lends support cannot take an action that turn (6.2).

## 5.1 Select Shooting Units

A unit can be selected to shoot at a target unit if:

- It is a deployed unit not in contact with an enemy unit.
- The target unit is in range (5.1.1) and visible (5.1.2).
- The target is the closest visible enemy unit that has not yet been attacked in that phase.
- It has not already shot or lent fire support (8.2.1) in the phase.

**5.1.1 Range:** A target is in range of a unit if the distance between them is less than or equal to the range of the unit's weapons (1.5). Measure the range from the closest figure in the attacking unit to the closest figure in the target unit.

**5.1.2 Visible Targets:** A target is visible to a unit if it is in line of sight of at least 1 of the unit's front-rank figures.

**5.1.3 Line of Sight:** A figure has a line of sight if a target unit is at least partially in its front arc, and it is possible to draw a straight line from the figure to the target unit without the line passing across an obstacle (T.2.5) or within 2" of any other units.

### *Designer's Comments*

**Choose Attackers:** If two targets are equally close, the player commanding the attacking unit can choose to fire at either one.

**Visibility:** A unit can fire at another unit even if only a single figure from the attacking unit has a line of sight. However, its fire value will be halved if less than half of its front-rank figures can see the target (8.1.5).

## 5.2 Resolving Shooting

When a unit shoots, it makes a fire attack on the target using the rules for making attacks (8.0). After carrying out the attacks, losses are applied (8.3.1), and resulting valour tests taken (9.2).

# 6.0 ACTION PHASE

In the action phase, brigades are activated one at a time. First, the active side's CIC must pick a friendly brigade. The brigade's commander then takes an activation test for it (6.1). After any actions (6.2.1) are taken, a new brigade is chosen, and so on until an activation test has been taken for every friendly brigade.

## 6.1 Activation Tests

To activate a brigade, the player that commands it must make an activation test by rolling a D6. Subtract 1 if any units from the

brigade have routed (9.3). On a 1 or less the test is failed, and the brigade cannot activate that turn. On a roll of 2+ it is passed, and the brigade activates (6.2).

**6.1.1 Automatic Activation:** The first brigade chosen to be activated during a turn activates automatically without a test being taken if its leader is within 24" of its army leader.

## 6.2 Activated Brigades

The player in command of an activated brigade can take actions with units from that brigade that did not shoot or lend fire support that turn. Actions are taken 1 unit at a time until all the units in the brigade that did not shoot have taken 1 action each. Different actions can be chosen for different units in a brigade.

**6.2.1 Actions:** When a unit takes an action, its commander can choose for it to remain stationary or do 1 of the following:

- Move (6.3)
- Retreat (6.4)
- Assault (6.5)
- Double (6.6)
- Rally (9.1.1)

**6.2.2 Messengers:** Before taking an action with a unit that is more than 12" from its brigade leader, the commanding player must make a messenger test by rolling a D6. On a roll of 3 or less the test is failed, and the unit cannot take the action. On a 4+, the test is passed, and the unit can take the action.

### *Designer's Comments*

**Actions:** Units from the same brigade can carry out different actions if desired and these can be carried out in any order.

## 6.3 Move

Moves are used to move the figures in a unit across the battlefield. The path a figure travels from the starting point to the end point of a move must be less than or equal to its move distance (6.3.1). Figures can be pivoted or moved sideways or backwards, as long as the unit ends the move in the same formation as it was at the start of the move. Figures can be moved across friendly figures from the same brigade that is not in contact with an enemy unit but cannot end a move in contact with a friendly unit (even from the same brigade) or be moved off the edge of the battlefield.

**6.3.1 Move Distances:** Cavalry figures have a move distance of 18", infantry in march or attack column and limbered artillery of 12", infantry in line of 8", and unlimbered artillery of 3".

**6.3.2 Enemy Figures:** A figure must stay at least 3" away from enemy figures when it moves unless it is assaulting (6.5). A unit that starts in contact or less than 3" away from an enemy unit can use a retreat to move away (6.4). A unit can move over an enemy

leader; the leader is removed by its commanding player and set up within 6" of the nearest unit from its own side.

**6.3.3 Reforming:** A unit can reform before or after making a move or a retreat (6.4) as long as it starts and ends the reform more than 3" from any enemy units. To reform, the commanding player must first pick 1 figure from the center of the unit's front-rank (if 2 figures are equally close, either can be chosen). The figure can be pivoted to face in any direction but must otherwise remain in place. The rest of the unit is then set up so that the first figure is as close to the centre of the front-rank as possible.

### *Designer's Comments*

**Reform:** A reform is the only way to change the formation of a unit. You can't use a move to go from a line to an attack column or square, for example, you'd need to reform to do that. Note that a unit that has been assaulted to its flank or rear cannot use a reform to face the enemy; it must first use a retreat action and then reform after it has moved away.

**Actions:** Units from the same brigade can carry out different actions if desired and these can be carried out in any order.

**Moves:** For simplicity and ease of play, you can move a unit freely without having to wheel, etc., as long as it stays in the same formation. 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.

- Must finish with at least 3 front-rank figures in contact with every enemy unit it moves into contact with.

**6.5.1 Assault Restrictions:** Units in contact with an enemy unit and artillery units cannot assault. Infantry units cannot finish an assault in contact with an enemy cavalry unit unless it started the assault less than 6" away from the cavalry unit.

### *Designer's Comments*

**Assaults:** An assaulting unit must move into contact with the closest unengaged enemy if it can do so; if there are no unengaged enemy units in range it can assault an engaged unit and does not have to assault the closest enemy unit.

Note that an assault cannot be carried out unless you can get at least 3 figures into contact with every enemy unit that is contacted. Sometimes this will mean that a unit cannot assault, because it cannot get 3 figures into contact without 'clipping' other enemy units.

## 6.6 Double

A double is carried out in the same way as a move (6.3) except that the unit's move distance is doubled, it cannot reform, and it must start and finish more than 18" from any enemy units.

### *Designer's Comments*

**Double:** Note that a unit cannot reform if it doubles.

## 6.4 Retreat

A retreat is carried out in the same way as a move (6.3) except that the unit can start in contact or less than 3" from an enemy unit, and it must end the retreat at least 3" from any enemy units. If a retreating unit starts in the front arc of any enemy figures, it must finish the retreat still in their front arc. If a unit is forced to retreat but cannot make the retreat move, it routs.

### *Designer's Comments*

**Retreats:** Note that a retreating unit that starts in the front arc of an enemy must finish the retreat in its front arc. However, it does not need to stay in the enemy's line of sight, so it can retreat behind other friendly units or terrain in order to get away.

## 6.7 Leader Moves

Brigade leaders can be moved after all units from their brigade have carried out an action. An army leader can be moved at the end of their side's action phase. To move a leader, simply pick them up and then set them up anywhere within 36" of their starting position, more than 6" from any enemy units.

# 7.0 MELEE PHASE

In the melee phase, the active side must fight with friendly units that are in contact with any enemy units. The players from the active side must pick targets for all the fights (7.1) and then resolve each fight one at a time (7.2).

## 6.5 Assault

An assault is carried out in the same way as a move (6.3) except that the assaulting unit:

- Must finish with at least 3 front-rank figures in contact with an enemy unit that was visible at the start of the move (5.1.2).
- If it starts in the enemy unit's front arc, it must finish with at least 3 figures in contact with the enemy unit's front-rank.
- Must assault the closest eligible enemy unit that is not in contact with any friendly units if it is possible for it to do so.

## 7.1 Picking Targets

Players from the active side commanding a unit that is in contact with 1 or more enemy units must pick 1 enemy unit as the target. The target unit fights back when the fight is resolved (7.2.1). If several units pick the same target, one must be picked to make the attack; the other units provide melee support (8.2.2).

## 7.2 Resolving Fights

To resolve a fight, carry out attacks. Then determine the result and then apply losses.



**7.2.1 Carry Out Attacks and Fighting Back:** When a unit fights, it makes a melee attack against its target (8.0). The target then fights back by making a melee attack against its attacker.

**7.2.2 Determine Result:** Units from the side that caused the most losses win the fight and units from the other side lose the fight. The active side wins tied fights.

**7.2.3 Apply Losses:** After determining the result, losses are applied (8.3.1), and resulting valour tests taken (9.2). Units from the winning side do not have to take valour tests (9.2.1), and some types of losing unit may rout automatically (9.2.2).

**7.2.4 Cavalry Retreat:** Cavalry units that lose a fight and were the target unit or lent it support, must retreat. If they are also required to take any valour tests, they must pass the valour tests first and must retreat if they do not rout.

### *Designer's Comments*

**Melee:** Melee doesn't represent just hand-to-hand combat; it also represents short-range firefights and repeated charges with a certain amount of to-and-fro movement that is not represented by movement of the units on the tabletop. Note that melee is mandatory and is not limited to units that carried out an assault action. Also note that an active unit has to fight even if all of the enemy units it is in contact with are outside its front arc (but it will count as being outflanked when it does so). Lastly, note that if neither side routs at the end of a melee, the units will remain in contact unless the loser was a cavalry unit. When units remain in contact, the melee ends for the turn and the units stay in place; they will be forced to fight in subsequent melee phases, until a unit routs or uses a retreat action to withdraw from the melee.

## 8.0 ATTACKS

To attack with a unit, the commanding player must make a number of hit tests equal to its attack value (1.5). Use a unit's fire value for fire attacks, and its melee value for melee attacks.

### *Designer's Comments*

**Attacks:** These rules are used when a unit fires (a fire attack), fights, or fights back (melee attacks). Note that a unit cannot attack or lend support to an attack more than once per phase, and that an enemy unit cannot be the target of an attack more than once per phase.

## 8.1 Fire & Melee Value Modifiers

The following modifiers apply to the fire and melee values of an attacking unit.

Modifiers never apply to units lending support.

**8.1.1 Column:** Halve the fire value of a unit in an attack column. Units in march column cannot fire, have a melee value of 1, and cannot lend support.

**8.1.2 Line:** Add half the fire value of an infantry unit in line to its melee value when it makes a melee attack against a visible target.

### *Designer's Comments*

**Line:** This modifier applies in every round of a melee, not just on the turn that the unit in line is contacted by the enemy. (If a melee goes on for more than 1 turn, it is assumed that one or both combatants have pulled back a short distance, allowing units equipped with missile weapons to use them during the pause in hand-to-hand fighting.)

**8.1.3 Dense Target:** Add 1 to the attack value of artillery if the target is in march or attack column.

**8.1.4 Enfilade:** Add 1 to the attack value of an attacking unit that is not visible to the target unit.

**8.1.5 Obscured Target:** Halve the fire attack value of a unit if the target is visible to less than half of its front-rank figures.

**8.1.6 Outflanked:** Halve the melee value of a unit that is fighting an enemy unit that is not visible to it.

## 8.2 Support Modifiers

Deployed units can lend support to a friendly attacking unit. A unit cannot lend support more than once per phase.

### *Designer's Comments*

**Support:** Note that the units that are fighting back (i.e. that are defending) can be lent support, and that units can lend fire support or melee support to units from another brigade.

**8.2.1 Fire Support:** Up to 3 units that are eligible to shoot at the target of a fire attack with at least half of their front rank figures can lend fire support. Add 1 to the attacking unit's attack value for each unit that lends it fire support.

**8.2.2 Melee Support:** Up to 3 units that have at least 3 of their front-rank figures in contact with an enemy unit that is the target of a melee attack can lend melee support. Add 2 to the attacking unit's attack value for each unit that lends melee support. A unit cannot lend melee support if it is in contact with any enemy units that have not been chosen as a target (it will have to attack or lend melee support against them instead).

**8.2.3 Brigade Support:** One unit not in contact with an enemy unit that is within 3" of a unit from its own brigade that is fighting or fighting back can lend brigade support. Add 1 to the fighting unit's attack value if it is lent brigade support.

## 8.3 Hit Tests

A player taking a hit test must roll a D6. Add 1 to the roll if a unit making a melee attack, and all of its supporting units, do not have any loss markers (8.3.1), and subtract 1 if a unit making a fire or melee attack, or any of its supporting units, are shaken (9.1). On a

roll of 3 or less the test is failed and has no effect. On a roll of 4+ the test is passed and inflicts 1 loss (8.3.1) on the target unit.

**8.3.1 Losses:** Mark each loss suffered by a unit by placing a loss marker beside it. Losses are only applied to the target unit, not to units lending support. Losses affect the morale of a unit (9.0).

### *Designer's Comments*

**Losses:** Losses are only ever applied to the target of an attack, not to units that lent support.

## 9.0 MORALE

### 9.1 Shaken Units

When the number of losses applied to a unit equals its tenacity (1.5) it becomes shaken. Subtract 1 from hit tests for attacks made by a shaken unit. Each loss suffered by a shaken unit requires the commanding player to take 1 valour test (9.2) for the unit instead of placing a loss marker.

**9.1.1 Rally Tests:** To rally a unit, the commanding player must take a rally test for the unit by rolling a D6. Subtract 1 from the roll if the unit is less than 12" from any enemy units. On a 3 or less the test is failed and nothing happens. On a 4+ the test is passed and 1 loss marker is removed from the unit.

### *Designer's Comments*

**Rally Tests:** Units can rally even if they are within 3". This represents a unit fighting with renewed vigour, or dressing its ranks while it advances. Note that if you pass a rally test for a unit that has only 1 loss marker, the marker will be removed and the unit will become eligible for the +1 modifier to its hit tests for not having any losses.

### 9.2 Valour Tests

A player taking a valour test must roll a D6 for each loss marker that was not placed on the unit. Add 1 to the rolls for valour tests taken in the fire phase. If all rolls are 4+ the test is passed and nothing happens. If any roll is 3 or less the test is failed and the unit routs.

### *Designer's Comments*

**Valour Tests:** You must take a valour 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.

**9.2.1 Melee Winners:** Do not take valour tests for a unit that won a melee in the same phase (they automatically pass all the tests).

**9.2.2 Automatic Routs:** The following units rout without a valour test being taken if they lose a fight and were the target unit:

- Artillery units.
- Infantry units when the attacking enemy unit or any enemy units that lent melee support were cavalry.

### 9.3 Routs

A unit that routs is removed from the battlefield and cannot return, and the commanding player must take a fortitude test for its brigade at the end of the phase (9.5).

### 9.4 Shattered Brigades

When the last unit in a brigade routs the brigade is shattered. When a brigade is shattered, the brigade's leader is removed from play, and its army suffers a defeat (9.6).

### 9.5 Fortitude Tests

Fortitude tests are taken for a brigade at the end of a phase for each unit from the brigade that routed during that phase (9.3). Take tests for brigades from the active side before taking tests for brigades from the inactive side.

A player taking a fortitude test must roll a D6 for each test the brigade is required to take. Add 1 to each roll if the brigade has 5 or more unrouted units, add 1 to the roll if the brigade's leader is within 12" of their army leader, and subtract 1 if at least half its units have routed. If all the rolls are 4+, the test is passed, and nothing happens. If any roll is 3 or less, the test is failed, the brigade wavers (9.5.1) and its army suffers 1 defeat (9.6).

### *Designer's Comments*

**Fortitude Tests:** We recommend placing a loss marker beside the brigade leader for each unit that routs as a reminder to take the tests and to remove them after they have been carried out.

**9.5.1 Wavering Brigades:** When a brigade wavers, shaken units in the brigade rout and then all units within 6" of an enemy unit suffer 1 loss. The brigade then stops wavering. Units that rout because they were shaken do not cause further fortitude tests.

### 9.6 Defeats

Defeats are suffered by an army when a friendly brigade is shattered (9.4) or fails a fortitude test (9.5). Mark each defeat by placing a defeat marker beside that army's leader.

## 10.0 WINNING THE BATTLE

The game ends at the end of a turn if the time or turn limit has been reached and both sides have had the same number of turns. Each side adds the number of objectives it controls to the number

of defeats it inflicted on the enemy army. The side with the higher total wins the game. Otherwise, the game ends in a draw.

## 11.0 REINFORCEMENTS

A scenario (2.1) will say if either side has reinforcements, and where they will arrive. Reinforcements move onto the battlefield from their arrival point in their side's action phase (no activation test is required). They arrive set up in march column and can either make up to 2 moves or 1 move and then reform. They cannot assault. If a reinforcement cannot move onto the battlefield, its arrival is delayed 1 turn.

## T.0 TERRAIN FEATURES

Terrain is represented by models called terrain features (T.1). Each terrain feature has one or more terrain rules (T.2 & T.3). The scenario (2.1) will say how to set up the terrain for a battle and if there are any unique sorts of terrain to which special rules apply.

### T.1 Terrain Features

**T.1.1 Buildings:** Buildings and any surrounding walls are defendable terrain features (T.3).

**T.1.2 Fences, Hedges and Walls:** High fences, hedges and walls are impassable (T.2.4) and are obstacles (T.2.5), and low fences, hedges and walls are soft cover (T.2.2) and barriers (T.2.1).

**T.1.3 Hills:** Hills are obstacles (T.2.5). In addition, a unit wins tied fights in the melee phase if any of its figures are higher up a hill than all enemy figures from the units it is fighting.

#### *Designer's Comments*

**Hills:** Note that a unit on a hill cannot shoot over the heads of other units unless it has a special rule that says it can do so. Firing over the heads of other units did take place, but it was a rarity, and so is dealt with using entries on a fate sheet such as Directed Fire, or a unit special rule such as the rockets on the British army sheet.

**T.1.4 Rivers, Fords, Streams and Mud:** Rivers are impassable terrain (T.2.4). Fords, streams and mud are rough terrain (T.2.6).

**T.1.5 Roads, Paths, Tracks and Bridges:** Are highways (T.2.3).

**T.1.6 Woodland and Forest:** Woodland can either be a defendable terrain feature (T.3) or rough terrain (T.2.6) that provides soft cover (T.2.2) and is an obstacle (T.2.5). The players must agree which version of this rule they will use for each woodland terrain feature before either side deploys.

#### *Designer's Comments*

**Woodland and Forest:** I have given players the option of counting woodland either as defendable terrain or as rough terrain that provides cover and is an obstruction. The first option works well for dense woodland, where it is difficult,

if not impossible, to fit the figures in a formed unit amongst the model trees. The second option works best for areas of light woodland or orchards, where the tree models are far enough apart to make it easy to set up a formed unit amongst them.

### T.2 Terrain Rules

**T.2.1 Barriers:** Figures are in contact if they are within 1" of each other and in contact with the same barrier. It costs a figure 4" of its move to cross a barrier.

**T.2.2 Cover:** A target unit is in cover if it is impossible to draw a line of sight (5.1.3) from any attacking figure to the unit without it passing over terrain that provides hard or soft cover. In the fire phase, subtract 2 from hit rolls for attacks that target a unit that is in hard cover and 1 from hit rolls for attacks that target a unit in soft cover. In the melee phase, units in cover win tied fights unless their opponent is also in cover.

**T.2.3 Highways:** A figure in a march column counts every 1" it is moved along a highway as ½" instead of 1".

**T.2.4 Impassable:** Figures cannot be set up on or move across impassable terrain.

**T.2.5 Obstacle:** A line of sight (5.1.3) is blocked if it crosses an obstacle. It is not blocked to figures on or in contact with the obstacle unless the figures are on the reverse slope of a hill.

**T.2.6 Rough Terrain:** Every 1" a figure is moved across rough terrain counts as 2" instead of 1".

#### *Designer's Comments*

**Rough Terrain:** Note that if any figures in a unit must move over rough terrain, their move distance will be lowered, which will slow the whole unit down.

### T.3 Defendable Terrain Features

Defendable terrain is an obstacle (T.2.5) It provides hard cover if it is buildings (T.1.1) and soft cover if it is woodland (T.1.6). Units can only move into or through defendable terrain by occupying it as described below.

#### *Designer's Comments*

**Defendable Terrain:** Note that a unit cannot use an assault to occupy a terrain feature or move out of one (it can use it to move into contact with enemy occupied terrain). Also note that if a unit occupying terrain routs, the attacking unit can occupy the terrain feature, allowing it to capture it. Finally, note that a line of sight is only blocked by a unit occupying a terrain feature if it passes across the terrain feature (it is not blocked just for passing within 2" of the terrain feature).

**T.3.1 Occupation Limits:** A defendable terrain feature can be occupied by 1 unit and 1 or more leaders. Leaders cannot occupy



a terrain feature that is occupied by an enemy unit or leaders. Units cannot occupy a terrain feature that is occupied by an enemy unit but can occupy a terrain feature that is only occupied by enemy leaders; any enemy leaders that were occupying the terrain count as having been moved over (6.3.2).

**T.3.2 Occupying Defendable Terrain:** A unit or leader that is less than 3" away from a defendable terrain feature can occupy it instead of making a move or a retreat, as long as the occupation limit is not exceeded and enemy units are not occupying it (enemy units can be in contact or within 3" of the terrain feature). Units and leaders can occupy defendable terrain wholly in their deployment area during deployment.

Figures occupying a terrain feature can either be placed on it or removed from the battlefield (they are 'inside' the terrain feature). Range and visibility to or from an occupying unit is determined using the terrain feature instead of the figures in the unit. The figures from a unit occupying terrain can shoot or lend fire support in any direction and cannot be enfiladed (8.1.4).

**T.3.3 Exiting Defendable Terrain:** A unit or leader can use a move, or a retreat, to leave a defendable terrain feature; set them up wholly within 6" from the terrain feature, in any formation, and at least 3" away from enemy units. A unit or leader cannot exit a terrain feature on the same turn that it occupied it.

**T.3.4 Contacting Occupied Terrain:** Friendly units are allowed to move into contact with a terrain feature occupied by a friendly unit. Units can move within 3" of terrain occupied by an enemy unit as long as they do not contact it; units must use an assault to move into contact with a terrain feature that is occupied by an enemy unit and must finish the assault with at least 3 figures in contact with the terrain feature.

**T.3.5 Attack Value Modifiers:** Halve the fire value and add 1 to the melee value of infantry occupying a terrain feature. Halve the melee value of cavalry and artillery occupying a terrain feature or that are fighting a unit occupying a defendable terrain feature.

**T.3.6 Melees:** A unit with at least 3 figures in contact with a terrain feature occupied by an enemy unit must fight it in the melee phase. If a unit occupying a terrain feature loses a melee and is routed, the attacking unit can occupy the terrain feature.

Automatic routs (9.2.2) and cavalry retreats (7.2.4) do not apply if either side is occupying a terrain feature.

**T.3.7 Connected Sections:** Large defendable terrain features can be split into connected sections that are each treated as 1 defendable terrain feature. Units or leaders can use a move to leave 1 section and occupy a connected section if 2 sections share a border at least 3" long. In the melee phase, units in 1 section must fight enemy units in a connected section if they share a border at least 3" long.

# Unit Special Rules Cheat Sheet

Unit Special Rules	Movement Effect	Fire Effect	Melee Effect
<b>Carbines</b>		Unit can be used when skirmishing. Carbines have a fire value of 1 and a range of 12" (which includes the modifiers for skirmishing).	
<b>Elan</b>			Reroll hit rolls of 1 for melee attacks made by this unit if it is in an attack column, as long as all supporting units are in attack columns and also have this rule.
<b>Heavy Artillery</b>	Heavy artillery has a move distance of 6" when limbered and 1" when unlimbered.	Add 1 to hit rolls if the attacker and all units lending support are heavy artillery.	
<b>Heavy Cavalry</b>			Reroll hit rolls of 1 for melee attacks made by this unit, as long as all supporting units also have this rule, and the target is not occupying defensible terrain.
<b>Horse Artillery</b>	This unit has a move distance of 18" when limbered and 9" when unlimbered. In addition, it can carry out an action even if it has fired in the same turn.		Enemy infantry cannot use an assault to move into contact with horse artillery unless they start within 6" of the horse artillery unit.
<b>Light Infantry and Light Cavalry</b> (Has the open order rule.)	+2 to messenger tests for it if it is a detachment or light cavalry.	Halve its losses in the fire phase.	
<b>Militia</b>	This unit cannot move in the same action phase that it reforms.		
<b>Open Order</b>	This unit can be set up in a deployed formation with a ½" gap between files and ranks that is called open order. It has a move of 12" if it is infantry and of 18" if it is cavalry, its move distance is not affected by rough terrain, and it can leave defensible terrain on the same turn that it occupied it.	Halve the losses it suffers in the fire phase.	Subtract 1 from its melee value unless it is in cover.  It only adds 1 to a unit's melee value if it lends it melee support.
<b>Skirmishers</b>	It can carry out any action in the same turn it fires, apart from an assault.	Can choose to use the unit's skirmishers. The unit's fire value is halved and range is increased by 6".	Skirmishers can only use skirmishers to lend fire support if the attacking unit is also using skirmishers.
<b>Canister</b>		Add 1 to its fire value if the range to the target is 12" or less. It counts as 2 units instead of 1 when it lends fire support if the range of the target is 12" or less.	Add 2 to its melee value if the target unit is at least partially in its front arc. It counts as 2 units instead of 1 when it lends melee support.

<b>Square</b>	<p>This unit can reform into a square formation, and from a square into any other formation, if it does not move or retreat as part of the same action.</p> <p>In square, the unit has a move distance of 3"</p>	<p>Add 1 to the fire attack value of artillery that shoot at it.</p> <p>Halve its fire attack value.</p>	<p>Add 1 to its melee attack value.</p> <p>At the start of each melee phase, before fights take place, roll 1 dice for each cavalry unit that is in contact with 1 or more enemy squares. Add 2 to the dice roll for a unit if all the squares it is in contact with are shaken. On a 1-3 the cavalry unit suffers 1 loss and must immediately retreat; on a 4-5 the cavalry unit must retreat but suffers no losses; on a 6+ it remains in contact with the square and fights at full effect.</p> <p>A square that loses a melee automatically routs.</p>
<b>Disciplined Musketry</b>	<p>This unit cannot be set up in an attack column.</p>	<p>Reroll hit rolls of 1, before modifiers are applied, as long as all supporting units also have this rule.</p>	<p>Reroll hit rolls of 1, before modifiers are applied, as long as all supporting units also have this rule.</p>
<b>Headstrong</b>			<p>If the target of a melee attack made by this unit routs or retreats and there are visible enemy units that it can move into contact with, this unit must carry out an assault and fight for a second time (it does not assault again if it defeats the second opponent).</p>
<b>Rockets</b>		<p>When this unit fires or lends fire support, the target unit does not have to be the closest enemy, and if this unit or the target is on a hill, friendly units that are not on a hill do not block the line of sight. However, subtract 1 from hit tests for shooting attacks made by this unit or by a friendly unit lent support by it.</p>	