

# Valor & Fortitude Home Edition

Original Rules by Jervis Johnson & the Perry Brothers

Home Rules By Alessandro Mella

## AIDE DE CAMP

If you use this rule, no traits may be taken by any Brigade Officers in the army.

- You have one Aide de Camp per Brigade on the field (deployed or in Reinforcement). They may be models or tokens. Keep them close to your Overall general.
- During the Fate phase, just after drawing the Fate Card roll a D6 for each Aide de Camp at your disposal. On a 2+, the Aide de Camp is available that turn.
- During the Fate Phase, just after drawing the Fate Card, but before the start of the Fire phase, you may assign one or more available Aide de Camp to any of your Brigades in order to issue a special order to that brigade for the current turn. You cannot issue more than one special order per brigade per turn. You can duplicate the same special order throughout your Brigades.
- At the end of the turn, whether the order is carried out or not, the Aide de Camp “returns” to your Overall general. Roll a D6 for each returning Aide de Camp: on a roll of 1, something went terribly wrong, The Aide de Camp gets lost, or is killed by a random volley... in any case, it is permanently removed from your pool.
- When a Brigade is shattered, you lose one of your Aide de Camp; remove one token from your pool.

If for any reason you no longer have any Aides de Camp, you cannot use this rule anymore for the rest of the game.

Special orders		
<b>Officers Qualifiés / Skilled Officer</b>	1 Aide de Camp	You may re-roll a failed activation for this Brigade.
<b>Attaque audacieuse / Bold Attack</b>	1 Aide de Camp	Add 1 to the Melee value of the units of this Brigade within 6” of the Brigadier.
<b>Rassemblement autour des Couleurs / Rally around the Colors</b>	1 Aide de Camp	Add 1 to the Rally tests for the units of this Brigade which are within 12” of the Brigadier.
<b>Avancez les Canons / Forward the Guns</b>	2 Aides de Camp	Artillery of this Brigade are not forced to shoot at the closest enemy unit; they may instead shoot at any target in line of sight.
<b>Repouzzes-Les / Push them Back</b>	2 Aides de Camp	Add 1 to the Melee value of the units of this Brigade within 12” of the Brigadier when they fight back.
<b>Pas un pas eb arrière! / Not a footstep back!</b>	2 Aides de Camp	Add 1 to any Valor test that the units of this Brigade within 12” of the Briigadier have to take this turn.
<b>Pas the Charge! / Forward!</b>	3 Aides de Camp	Add 3” to the move value of the units of this Brigade within 12” of the Brigadier.
<b>Feu! / Fuoco!</b>	3 Aides de Camp	Add 1 to the shooting Value of the units of this Brigade within 12” of the Brigadier.

*NOTE: This rule is very similar to the GDA 2 I know! But I found that the original rule is great in giving to the command phase of the game that “plus” that makes the game even more enjoyable. It also gives the feel that your Overall General acts as a proper General.*

## DETACHMENT EVASION

Infantry and Cavalry detachments may declare that they intend to evade a charge. When an unshaken detachment is attempting to evade a charge they may immediately roll a D6. On a result of 3+ the detachment performs a Retreat action, with all its restrictions. The charging unit may stop on the spot, redirect its charge against the closest unengaged enemy unit or move its full distance towards the retreating detachment. If the charging unit is still able to reach the evading unit after the retreat, the evading unit is automatically routed and the Brigadier must take a fortitude test as usual.

*NOTE: Detachments are very useful in the game, but they are also very frail, especially against large units. I'm still playtesting this rule. I don't feel the necessity to increase the cost of the units, but I will see later on for this. I feel that these kind of light infantry units should be able to evade from charges.*

## WAVERING BATTALIONS AND FORTITUDE TEST

When a Brigade Commander fails its Fortitude test, only Shaken unit within 6" from the enemy are automatically routed. Any Shaken unit more than 6" away from the enemy is allowed to take a Valour test instead of automatically routing. If they pass the test they hold their nerve and remain on their spot.

*NOTE: This is a rule that looks to me to be a rule of common sense. Battalions further away from the immediate danger should have the possibility to hold their ground with a successful test.*

## EMERGENCY SQUARE

If a cavalry unit finishes an assault in contact with 2 or more figures from the front-rank of an unshaken infantry unit that is in line or attack column, then the infantry unit can attempt to form an emergency square. The player commanding the unit must roll a D6. If the roll is less than or equal to the unit's Tenacity value, then the unit immediately reforms into a square. However, any figures that are in contact with the cavalry unit must remain in place and cannot be moved or pivoted; if this makes it impossible to form the square, then the unit cannot reform.

The player commanding the cavalry unit can then either choose to retreat or stay in place. If the cavalry choose to stay in place, add +2 in the melee phase to the dice that determine if the cavalry is forced to retreat or can remain in contact with the square and fight.

*NOTE: This rules come directly from Jervis Jhonson, who is not keen in allow reaction to enemy charge. I feel that Cavalry is really strong in this game and could stop infantry on the spot quite easily (as it was in reality), but I feel the necessity to give infantry one possibility to react (and hopefully survive) to a cavalry charge.*

## VANGUARD ARTILLERY DEPLOYMENT

**(Attacker only):** Before the game begins, you have to declare that you want to use this rule (with the agreement of your opponent), and you automatically become the attacker.

- Your Artillery costs +1 points per gun. If you use an Artillery Battery, it cost +5 points for the entire Battery.
- A Vanguard Deployed Artillery or Deployed Battery can be deployed up to 18" from the friendly deployment zone and more than than 18" from the enemy deployment zone (12" if you play on smaller table or 15mm miniatures).
- It starts the game Deployed (1.2.2).

- It can move only towards its table edge and can use the **Double** movement only if limbered and only to move towards its table edge (In case it needs a withdraw from a threat like incoming cavalry).
- Only one Artillery Battery or the guns from a single Brigade per Army may be deployed in Vanguard.
- Only Heavy and Field Artillery may use this rule.

*NOTE: This rule comes to my mind after reading how both French and Austrians used their gun batteries. I also saw a picture on an Osprey book about a battery of Austrian forward guns deployed decidedly and clearly forward of their main battle line.*

## VANGUARD INFANTRY

Both players may commit their Infantry Detachments to form a line of Skirmishers in front of the army. At the beginning of Deployment, any player who wishes to use this rule will declare it and build this “ad hoc” formation by removing at least 3 Infantry detachment from their original Brigades (which reduces the Brigade's unit numbers for the purpose of Fortitude tests and the Brigade's strength). A new officer is appointed by the Overall General to lead this new formation. They use the following rules:

- All the selected detachments become an “ad hoc” Brigade and may be deployed up to 9” from the friendly deployment zone and more than 18” from the enemy deployment zone.
- They follow all the normal rules for Fire (5.0), Action (6.0) and Melee (7.0), Attack (8.0) and Morale (9.0).
- They are Light Infantry (as per detachment rules), so may start the game in close or open order.
- They cannot claim or contest objectives on the table (2.1.1).
- Artillery can ignore Vanguard Infantry as the “Closest Target” when it shoots (5.1).
- They act under the command of their officer, but they could be spread all along the battle line; to activate any unit of this formation that is more than 12” away from their officer, a Messenger test is required.
- If you use the home rule for Evade, remember that vanguard infantry may use it, but they are no longer part of their original Brigade. Movement restriction to Retreat (6.4) are applied as normal. (Example: one detachment tries to evade a charge and its old Brigade is right behind it. It cannot interpenetrate the units of that brigade, because it isn't part of it anymore).

*NOTE: This rule also come in my mind after reading how Light Infantry and Riflemen operated during engagements. They were usually sent forward and operate quite independently. A less troublesome possibility is to make a brigade made only of detachments, but the idea to replicate the forward detachment looks too good. After lot of playtesting, I concluded that this rule is not unbalanced nor unbalancing. It doesn't really change the balance or the outcome of the games, on the other hand it makes this use of detachments really interesting and challenging to properly managed them. They are so frail that a wrong move or being too exposed could cause disaster.*

## UNITS HOME RULES

**Guards Brigade:** In a Brigade formed only by Guard units add 1 to rally tests and valour tests for those units. In addition, if all the starting Infantry, Cavalry and Artillery units in a brigade are Guard, add 1 to fortitude tests for the Brigade's Leader but the army suffers 2 defeats if it fails a fortitude test or its Brigade is shattered.

This was an old rule from the old edition which is a good way to represent the elite status of Guard units. So I simply kept it in use.

**Dragoons:** Dragoon units (and in general, units historically armed with light Carbine) may pay + 1 point per unit in order to get the Carbine Rule.

Every single miniature model that we have bought has carbines with them, especially Dragoons who are trained in their use or trained to operate as light infantry (especially in the Peninsula). The possibility to upgrade them with a shooting attack with Carbine rules seems appropriate.

**Mounted Infantry:** When this unit reforms, it can dismount or remount their horses in addition to changing formation.

- While mounted, units count as light cavalry. It cannot shoot, it cannot assault, and its melee value is halved.
- While dismounted it counts as light infantry.

UNITS	Figures	Weapon	(Range)	Fire	Melee	Tenacity	Special Rules	Pts
<b>Mounted Infantry</b>	4-8	Carbine	(12")	2	2	2	Mounted Infantry	20
<b>Dismounted Inf.</b>	4-8	Carbine	(12")	2	2	2	Light Infantry	

*NOTE: This rule, in my opinion makes much more sense than the use of a Cavalry detachment, which I never understand how to really use, properly. They are too frail to survive melee and also too weak to resist fire attack. You have to spend a lot of Army Building points for a "one shot" unit that is really no good in any role. This Mounted Infantry unit, taken from the 30 years war datasheet, is weak enough as a regular detachment, but with the mobility of Cavalry. It's good in many roles, from early maneuver, to harassing a flank, an isolated artillery, or enemy detachments.*