

Valour & Fortitude

LWTV MODIFIED QUICK REFERENCE

SEQUENCE OF PLAY

(1) Fate ... (2) Fire ... (3) Actions ... (4) Melee

(1) FATE

Active player draws one random Fate card.

(2) FIRE

Active player may fire with any eligible units within range and LOS, as nominated by the army commander. If firing at the same target with multiple battalions, nominate one as lead and others as "support" only. Roll 1d6 per Fire rating.

Firing Modifiers

Hit 4+	+1 to hit if target is outflanked
	+1 [d6] per supporting unit (*max 3)
	+1 [d6] if target is formed in 3+ ranks
	-1 [d6] if in Column or Garrison

(3) ACTIONS

Roll 1[d6] per brigade. The first nominated brigade automatically passes the roll if the army commander is within 24". Brigades that fail take no action (except units in March Column can take a single move).

Activation Modifiers

Activate 2+	-1 if brigade is Wavering
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Individual units of a brigade must be within 12" of their brigade commander. If not, they must pass a Messenger Test by rolling 4+ on 1d6. If failed, that unit takes no action. Units that pass or are within command radius may take one of three actions below.

Assault actions must be announced first if elected. Units that Fired this turn may not Maneuver or Rally.

ASSAULT

Make 1 move to close with an enemy within LOS.

MANEUVER

Make 2 moves, or; 1 move and 1 formation change

RALLY

Make 1 move and then take a rally test

Rally Modifiers

Rally 4+	+1 if more than 12" from the enemy
	+1 if within 12" of your army leader

MOVEMENT

Unless you "reform" with a formation change, moving units must stay in their formation. You may move 360 degrees and change facing so long as not part of the unit exceeds its movement distance. Units may not come within 3" of an enemy unless assaulting.

Movement Distances (*LWTV MODIFIED)

Unlimbered Artillery	2"
Infantry in Line	6"
Infantry in Column	8"
All others	12"

(4) MELEE

If multiple units are engaged on either side, nominate one as the lead and others as "support" only. Roll 1d6 per Melee rating and apply any hits to each unit. The winner is the side that inflicts the most hits. In a tie, the attacker wins unless the defender is in favorable terrain.

Melee Modifiers

Hit 4+	+1 attacking unit has no losses
	+1 target is outflanked
	-1 attacker is Shaken
	-1 attacker is outflanked
	+1 [d6] if in Attack Column or Garrison
	+2 [d6] per supporting unit (*max 3)
	+1 [d6] per nearby brigade unit (3")

VALOUR TESTS

A unit cannot be marked with more hits than its Tenacity rating. It is then marked "Shaken" and each additional hit above its Tenacity requires a Valour Test. Roll 1[d6] for each test. Any failed test Routs the entire battalion. Remove it from the table.

Valour Modifiers

Pass 4+	+1 if testing in the Fire phase
	+2 if testing unit just won its Melee

SETBACKS

Mark a brigade commander with a Setback token each time one of his units becomes Shaken or is Routed. One Setback is removed each time one of his Shaken units passes a Rally test and recovers from Shaken status.

WAVERING

Brigades with 3 Setbacks are Wavering. For any additional Setbacks above 3, take a Fortitude Test by rolling 1[d6]. Failure removes the entire brigade.

Fortitude Modifiers

Pass 4+	+1 brigade has 3-4 unrouted units
	+2 brigade has 5+ unrouted units