

# V&F (3.1) - 15mm QUICK REFERENCE SHEET

for Valour & Fortitude 2nd Ed v3.1 | Adaptation for 15mm games by [www.figuratum.es](http://www.figuratum.es) | v1.14 (draft)

## FULL TURN SEQUENCE

- Active Side Phases (1st pl. turn)
  - Fate
  - Fire (→no actions allowed)
  - Actions
  - Melee
- Swap Active Side (2nd pl. turn)
- Full Turn ends

## DICE ROLLS AND MODIFIERS

- No value is Halved more than once.
- Apply first multipliers then adds.
- Halves always Rounds Down.
- Min. Value after reductions is 1.
- A direct roll of 6 is a Success.
- A direct roll of 1 is a failure.

## CONVERSION NOTES

- All distances (28mm) reduced by 2/3:  
Min. is 1. Rounded to closest.  
If ending in 0.5 Rounded Up.

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## FATE PHASE

The Active Side player draws one Fate Card from their Fate Deck. Check for Immediate Effects card and if so, play immediately.

## FIRE PHASE

### FIRING RANGES

Weapon	Range
Musket	8"
Rifle	12"
Canister	8"
Light Artillery (Austrian)	24"
Horse Artillery	24"
Field Artillery	32"
Battalion Guns (Austrian) - See special rules	32"
Heavy Artillery	36"
Rocket Artillery	40"
Throwing Lances (Ottoman Mamluk)	6"
Darbzen (Ottoman)	10"
Saddle Cannon (Ottoman Camels)	16"
Topijis Light Art (Ottoman Abus)	28"
Topijis Mortars (Ottoman)	28"

### FIRE TESTS AND MODIFIERS

Test	Roll	Modifiers/Notes
Hit	4+	-1 if Shaken. -1 if target in Soft Cover. -2 if target in Hard Cover. +1 if attacker and support are Hvy Artillery. -1 if Rockets shooting or lending support. Halve losses if Light Inf/Light Cav in Open Order or Light Inf ODT (min. 1 Loss). Re-roll 1s if main attacker is Disciplined Musketry in line.

ODT: Occupying Defendable Terrain. EOP: End of Phase.

### ATTACK VALUE MODIFIERS

Modifier	Fire Attack Value	Melee Attack Value
Attacker in attack column	Halve fire value	+1 if target in defendable
Attacker in march column	Cannot fire/support	Melee value = 1
Attacker in line, target in front arc	—	Add 1/2 fire (exc defendable)
Attacker has fire support	+1 per unit (max 3, any friendly units)	—
Attacker has melee support	—	+2 per unit (max 3)
Attacker/Defender has brigade support (2" Range)(8.2.3)	—	+1 (max. +1, only to one unit)
Attacker is infantry occupying defendable	Halve fire	+1
Attacker is artillery occupying rough or defendable	—	Halve melee value
Attacker is cavalry occupying or attacking rough or defendable	—	Halve melee value
<b>Attacker is Skirmish Fire, Cannister, Square</b>	<b>(see army rules)</b>	<b>(see army rules)</b>
Target under enfilade (fire from flank)	+1 attack value	—
Target is dense target (column)	+1 if attacker is artillery	—
Target is obscured (terrain/smoke blocks LoS)	Halve fire value	—
Target is outflanked (melee from flank/rear)	—	Halve melee value

## ACTIONS PHASE

### ACTIONS

Requires Activation Test  
May Require Messenger Test

- Move (can reform)<sup>1 2</sup>
- Retreat (can reform)<sup>2</sup>
- Assault
- Double<sup>3</sup>
- Rally

<sup>1</sup> Not if within 2" + LoS from enemy  
<sup>2</sup> Reform must be >2" from enemy  
<sup>3</sup> Must remain >12" from enemy units

### CONTROL DIST.

- Div→Brig Gen: 16"
- ... see Activation Test
- Brig Gen→Units: 8"
- ... see Messenger Test

### MOVEMENT MODIF.

- Apply to Unit Movement  
See Terrain for requirements
- Double ... x2
  - Road ..... x2
  - Rough ... x1/2
  - Barrier .. -3"
  - Swift rule.. +4"

### MOVEMENT DISTANCES

Unit	Distance
Infantry square	2"
Infantry Masse (Austrian)	4"
Infantry line	5"
Infantry Open Order	6"
Inf attack col (British Linear Tactics)	6"
Infantry march/attack column	8"
Cavalry	12"
Unlimbered Horse/ Field/ Heavy(slow) art	6"/2"/1"
Limbered Horse/ Field/ Heavy(slow) art	12"/8"/4"
Leaders	24"

### CONTROL AND MORALE TESTS AND MODIFIERS

Test	Roll	Modifiers/Notes
Activation (B)	Pass 2+	First Activation and Brig Gen. within 16" of Div Gen. -1 if any units routed
Messenger (U)	4+	Required if unit >8" from Brigade Gen.
Rally (U)	6+	+1 if >8" from enemy units.
Valour (U) Immediate	Pass Fail 4+	If won melee. If Automatic Rout (Melee Results) Test for each loss once Shaken; Unit Routs if failed. +1 to Test roll if fire phase.
Fortitude (B) End Of Phase	4+	Active first. 1 Roll/Test. Brig. Wavers if any is failed. +1 if w/in 8" of Army Leader. +1 if 5+ unrouted units in Brigade. -1 if all Brigade units Shaken.

### STATUS AND EFFECTS

Status / Effect	Description
Shaken (S)	When Losses == Tenacity; Per additional Hit → Valour test. -1 to Hit tests.
Routs (E)	Remove unit immediately. Causes a Fortitude test to its Brigade Gen.
Shatters (E)	When last unit in Brigade routs. Brig. Gen. removed. Army suffers 1 defeat.
Wavers (E)	Shaken units rout. Brigade units within 4" of enemy suffer 1 loss. Army suffers 1 defeat.

(S) Status: Apply immediately and remains in play

(E) Effect: Apply immediately, does not remain

ODT: Occupying Defendable Terrain.

EOP: End of Phase.

(U) Unit test. (B) Brigade test. Pass: Passed auto. Fail: Failed auto.

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## MELEE PHASE

### ATTACK VALUE MODIFIERS

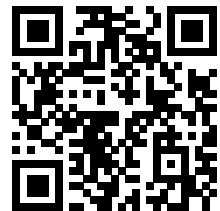
Modifier	Fire Attack Value	Melee Attack Value
Attacker in attack column	Halve fire value	+1 if target in defendable
Attacker in march column	Cannot fire/support	Melee value = 1
Attacker in line, target in front arc	—	Add 1/2 fire (exc defendable)
Attacker has fire support	+1 per unit (max 3, any friendly units)	—
Attacker has melee support	—	+2 per unit (max 3)
Attacker/Defender has brigade support (2" Range)(8.2.3)	—	+1 (max. +1, only to one unit)
Attacker is infantry occupying defendable	Halve fire	+1
Attacker is artillery occupying rough or defendable	—	Halve melee value
Attacker is cavalry occupying or attacking rough or defendable	—	Halve melee value
<b>Attacker is Skirmish Fire, Cannister, against Square</b>	<b>(see army rules)</b>	<b>(see army rules)</b>
Target under enfilade (fire from flank)	+1 attack value	—
Target is dense target (column)	+1 if attacker is artillery	—
Target is obscured (terrain/smoke blocks LoS)	Halve fire value	—
Target is outflanked (melee from flank/rear)	—	Halve melee value
Cavalry against Square	—	Square Test before combat

👉 See Status & Effects (page 1) for additional modifiers.

### MELEE TESTS AND MODIFIERS

Test	Roll	Modifiers
<b>Hit</b>	4+	+1 if Main attacker has no Loss markers +1 if attacker and all supporting unit are Heavy Cavalry -1 if Main attacker is Shaken rolls of 1 if Main attacker is Heavy Cavalry and target not in Cover rolls of 1 if Main attacker is Disciplined Musketry and in Line formation rolls of 1 if Main attacker has Elan and is in Column formation
<b>Cavalry vs Square</b> (before combat)	6+	1-3: Retreat and 1 Loss. 4-5: Retreat, 6+: Combat Happens +2 to Roll if all contacted Squares are Shaken

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### MELEE RESULTS

Result Type	Effect
<b>Winner in ties</b>	First case happening takes preference: → Non active side unit is in defendable terrain and the active isn't → The one uphill → The active side
<b>Melee Winner</b>	Do not take valour tests for a unit that won a melee in the same phase
<b>Automatic Rout</b>	If unit lost melee, not ODT and is: a) art, or b) inf. vs [cav. or unit supported by cavalry]. If in Square.
<b>Cavalry Retreats</b>	After losses and valour tests: Cav. which lost must retreat unless any in Defendable. Cav. which won may retreat.

👉 Then apply Valour & Fortitude tests (Control and Moral Tests & Modifiers, page 1).

## TERRAIN AND EFFECTS

### TERRAIN TYPE

Terrain	Fire Effect	Melee Effect	Movement Effect
<b>Defendable</b>	Cover (Soft/Hard by feature). Halve infantry Fire Value.	Cover: defender wins ties. Halve cav/art melee in/vs it. Infantry +1; Attack Col +1.	Move only by occupying. Obstacle (T.2.5). Limit: 1 unit + leaders. Must occupy to control.
<b>Barrier</b>	Soft Cover: -1 to hit for inf/art in contact.	Defender in cover wins ties; halve cavalry Melee vs unit in cover (contact).	Costs 4" to cross. Contact if within 2" and on the barrier (T.2.1).
<b>Rough</b>	—	Halve cav/art Melee (in it or vs occupier).	1" counts as 2".
<b>Obstacle</b>	Blocks LoS unless on/ touching (rev. slope blocks).	Hills: defender higher wins ties.	Impassable (High Fences/Rivers).
<b>Highway</b>	—	—	March Column: 1" counts ½".

### SCENARIO FEATURE

Scenery Feature	Terrain Type(s)	Unique Cover Type	Unique Movement/Melee Rule
<b>Buildings</b>	Defendable Terrain, Obstacle	<b>Hard Cover</b> (Subtract 2 to hit).	Follows Defendable Terrain rules.
<b>Woodland</b>	Defendable Terrain, Obstacle	<b>Soft Cover</b> (Subtract 1 to hit).	Follows Defendable Terrain rules.
<b>Low Fences, Hedges, Walls</b>	Barrier	Soft Cover (Inf/Art in contact).	Costs 4" to cross.
<b>Streams</b>	Barrier	Soft Cover only in Melee Phase.	Costs 4" to cross.
<b>Fords &amp; Mud</b>	Rough Terrain	None.	1" movement costs 2".
<b>Roads, Paths, Tracks, Bridges</b>	Highway	None.	March Column bonus.
<b>High Fences, Hedges, Walls</b>	Obstacle	Blocks LOS.	<b>Impassable.</b>
<b>Rivers</b>	Obstacle	Blocks LOS.	<b>Impassable.</b>
<b>Hills</b>	Obstacle	Blocks LOS (on/near exception).	Higher position wins melee ties.