GAME MANUAL

CONTENTS

INTRODUCTION

Valor and Victory is a turn-based, tactical level wargame set in World War 2. They game is based on a tabletop, hex and counter game designed by Barry Doyle.

HISTORICAL NOTES

The battles portrayed in the scenarios included with Valor and Victory depict small unit actions during Operation Overlord, the invasion of Normandy, in June, 1944. The battles focus on combat between the American, British, and German forces in Normandy.

Future releases will incorporate additional forces and theaters from throughout World War 2.

QUICK GAME OVERVIEW

GAMEPLAY

Valor and Victory is a tactical level gaming system set in World War 2. The initial release of Valor and Victory captures small unit combat in Normandy, France from June to August 1944.

Valor and Victory is a turn-based game. Games are played in a series of turns. Each turn consists of two player "segments". In each turn, player A conducts their segment, followed by player B. The current player in each phase is called the active player.

Each segment consists of the following phases:

- ★ Command Phase
- ★ Fire Phase
- ★ Move Phase
- ★ Defensive Fire Phase
- ★ Advance and Assault Phase
- ★ After-Action Phase

In each segment, the active player may perform actions in the Command Phase, Fire Phase, Move Phase, and Advance and Assault Phase. The non-active player performs actions in the Defensive Fire Phase. The After-Action Phase is a "bookkeeping" phase where the game takes stock of the segment's events.

Each player plays their segment in order. Once both segments are completed, the turn is completed and the game moves to the next turn. Once all turns in the game are finished, the game is over and a victor is declared.

The actions that a player can perform are determined by the phase. The Command Phase is an organizational phase. During this phase, the player can split a squad into two half squads, merge two half squads into a full squad, or transfer support weapons. A full description of each phase is found in the section "How To Play".

GAME INTERFACE

This section will introduce the player to the Valor and Victory game interface.

VALOR AND VICTORY SPLASH PAGE

When the player launches the game they will be presented with the Valor and Victory Splash Page. The splash page will show the Main Menu, the Language Selection Flags, as well as the build number and the PBEM version.

LANGUAGE SUPPORT

Valor and Victory supports English, French, Spanish, German, and Russian. The player can select their language of choice by clicking on the associated flag at the bottom right of the game Main Menu page.

MAIN MENU

The Main Menu will allow the player to:

★ Start a new game

★ Load a saved game

★ Access multiplayer controls

★ Tweak game options

★ Launch the Scenario Editor

★ Read the game credits

★ View the game manual

★ Exit the game

STARTING A GAME

The player can start a game by selecting New Game in the Main Menu.

Valor and Victory provides a number of scenarios, each of which represent a small unit engagement. Valor and Victory groups scenarios into battles, which are convenient to group a collection of related scenarios. The base game of Valor and Victory provides 4 battles:

- ★ Normandy British Sector, which contain scenarios where the British or their allies participate
- ★ Normandy American Sector, which contain scenarios where the Americans participate
- ★ Tutorial, which contains a single scenario, the game tutorial
- ★ Custom Battles, which contains scenarios created using the Scenario Editor

Battle of Normandy, American Sector

June 6 to August 30, 1944

Operation Overlord was the codename for the Battle of Normandy, the Allied operation that launched the successful invasion of German-occupied Western Europe during World War II. This group of tactical scenarios focuses on the American sector. Can you successfully capture and defend Pointe-du-Hoc or take out the German defenders in St Marie Du Mont? Enter and see…

Back   Next

Each battle has a title and a brief description. Clicking on the left or right arrows scrolls through the available battles. The Next Button will take the player to the list of scenarios in the battle.
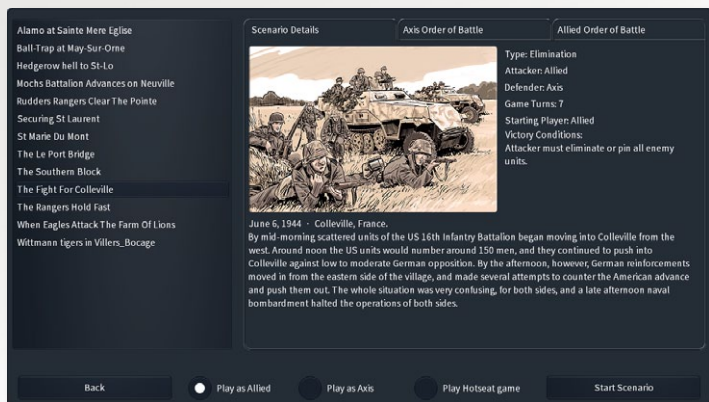
The list of scenarios is displayed on the left side of the Scenario Selection Dialog. Each scenario has three additional pieces of information that will be of interest to the player:

★ Scenario Details
★ Axis Order of Battle
★ Allied Order of Battle

The scenario details include:

★ The Scenario Title
★ The Scenario Description
★ The Scenario Type
★ Which side is attacking
★ Which side is defending
★ The number of game turns
★ Whish side starts play
★ Victory conditions

The scenario details are reviewed in more depth in the Scenario section of the manual.

ORDER OF BATTLE

The Axis and Allied Order of Battle include a list of the leaders, squads, support weapons, and vehicles that are at the disposal of each side in the scenario.
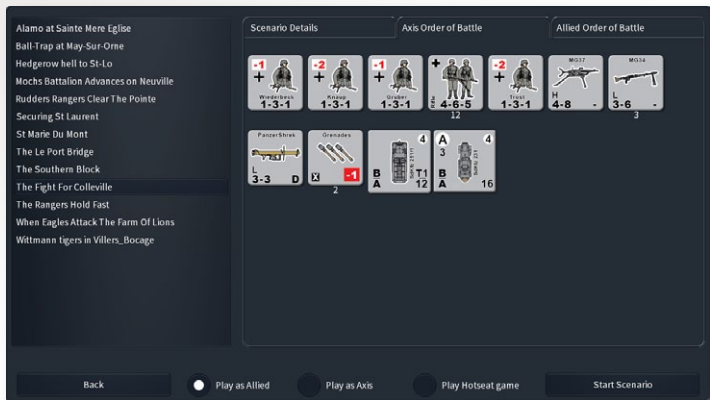
LAUNCHING A GAME

When the player has selected a scenario, the next step is to decide which side they will play. The player can opt to play either side. The default selection indicates the starting player (and generally the attacker) in each scenario.

The player may also elect to play a hotseat multiplayer game by selecting the "Play Hotseat game" control.

Once the player has made their decisions, clicking "Start Scenario" launches the game.

THE BATTLE INTERFACE

When the player launches a scenario, the scenario map will load and they will presented with the Battle Interface. The Battle Interface is a collection of menus, dialogs, and popups that present the information the player will need to achieve victories.

TOP MENU

The Top Menu provides access to general game functions. These include:

Hide/Show Menu

Adjust sound levels

Hide/Show Objectives

Keyboard Shortcuts

View the Manual

Hide/Show Units

Adjust Effects

Exit Scenario
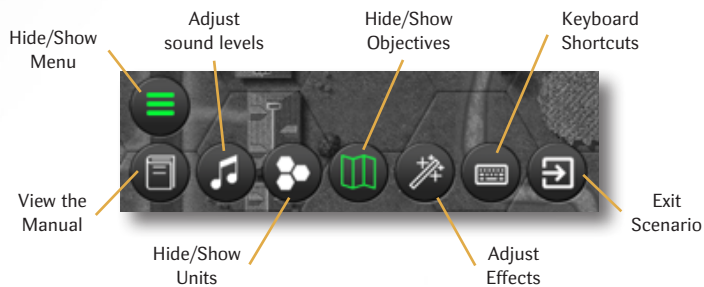
Adjusting the Sound Levels
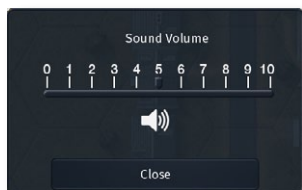
The player may adjust the global sound values for all sound effects in the game.

Adjusting In Game Effects

Turn on/off Smoke Effect

Turn on/off Bird Effect

Turn on/off Rolling Dice Effect

Turn on/off Weather Effects
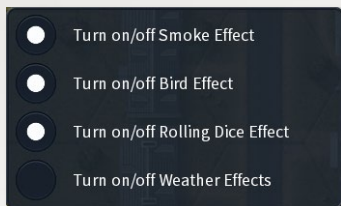
Valor and Victory implements a few minor in game effects for each map. These include chimney smoke, flying birds, and weather effects such as rain or clouds. The player may elect to turn these effects off in the Effects Popup.
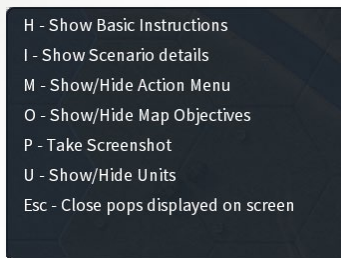
The player may also turn off the rolling dice animations using this popup.

H - Show Basic Instructions
I - Show Scenario details
M - Show/Hide Action Menu
O - Show/Hide Map Objectives
P - Take Screenshot
U - Show/Hide Units
Esc - Close pops displayed on screen

Keyboard Shortcuts and Hotkeys

The player may display a list of keyboard shortcuts and hotkeys using the Main Menu.

TURN DISPLAY

The Turn Display is shown at the top of the Battle Interface. The Turn

St Marie Du Mont
Turn 1 of 8 :
Allied Command Phase

Display shows the flags of the two sides involved in the scenario, the scenario title, the turn, and the current phase.
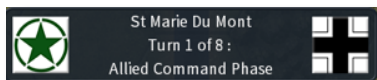
BOTTOM MENU

The Bottom Menu includes commonly used game operations, including actions that are limited to a particular phase. Because many actions are restricted to a phase, the Bottom Menu will change configuration during the course of each turn.

Below is the Bottom Menu as it would appear during the Command Phase.

Split a Squad

Swap Support Weapon

Next Phase

Hide Bottom Menu

Combine Half Squads

LOS Tool
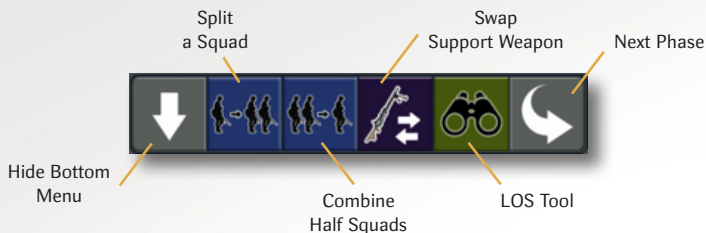
The player may hover the mouse over any button in the Bottom Menu to see a small popup explaining its function.

UNIT SELECTION POPUP

The Unit Selection Popup allows players to interact with their units in a particular hex. This allows the player to determine which units and/or weapons are involved in a particular action. For example, a player may decide that they only want 2 of 4 squads in a hex to attack in a fire phase.

Unselected

Selected

Hide/Show tab
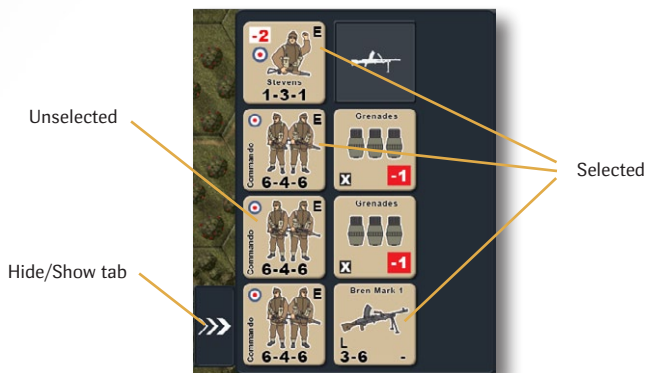
The Unit Selection Popup is useful in any action that involves squads. This includes:

- ★ Splitting squads
- ★ Merging half squads
- ★ Transferring support weapons
- ★ Moving and advancing units
- ★ Loading and unloading units
- ★ Attacking the enemy
- ★ Close combat

The Unit Selection Popup is only available for friendly units. To display enemy units, use the Hex Contents Popup.

Unit Selection Popup and Stacking Limits

Valor and Victory limits the contents of a hex to:

- ★ 4 infantry squads and/or leaders
- ★ 2 infantry squads and/or leaders AND 1 vehicle or gun
- ★ 2 vehicles or guns

Infantry may not be combined with vehicles or guns when moving or attacking (Exception: Passengers) so they are placed in their own tab in the Unit Selection Popup. Vehicles and guns also move and fire on their own. The result of this is that the Unit Selection Popup will often display two "tabs". Only one tab is active at any one time and represents the currently selected unit or stack.

For example, a hex containing a gun and an infantry squad and leader would be presented in the Unit Selection Popup as:

Stack 1: Gun

Stack 2: Infantry

Note that the infantry stack is currently selected.

Unit Selection Popup and Passengers

Transport vehicles are the exception to the rule that vehicles and guns or infantry do not move or fire together. When a transport is carrying passengers, they are displayed with the transport in the Unit Selection Popup.

HEX CONTENTS POPUP

The player may quickly display the units in any hex by using the Hex Contents Popup. The popup is display by placing the mouse

over any occupied hex and clicking the right mouse button.

The Hex Contents Popup will display all the units in the hex, organized by stacks.
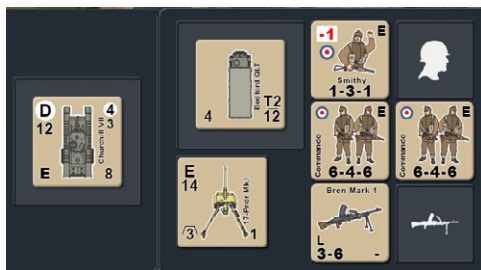
HEX MODIFIER POPUP

During the combat phases, the player may determine the modifiers that will be applied by hovering the mouse over the target hex. The Hex Modifier Popup will display all the modifiers that will apply to any attack from the currently selected units.

The example above shows that the defending German half squad would benefit from a +1 from the hedge wall and +3 from the stone building if it were to be attacked by the British stack.

TARGET SELECTION POPUP

There may be times when the player attacks a hex that contains multiple viable targets. When that happens, the Target Selection Popup will be displayed and the player may then select which target they wish to attack.

Attack all occupants of the hex with a high explosive round

Attack the gun with an armor piercing round

In this case, the target hex contains a squad, a leader, and an anti-tank gun. The player has the option of attacking all the occupants of the hex using HE, or attacking the gun using an armor piercing round.

The player clicks the appropriate shell under the images to select the target.

ANTI PERSONNEL COMBAT TABLE

The Anti-Personnel Combat Table is displayed whenever the player or the AI makes an attack against infantry or soft targets like a gun or truck.

Attacker Total APFP Factors

Applicable Dice Roll Modifiers

Modified Dice Roll

Attack APFP

Help Button

Dice Roll

Resulting Casualty Points

Attack Results

Close the Popup
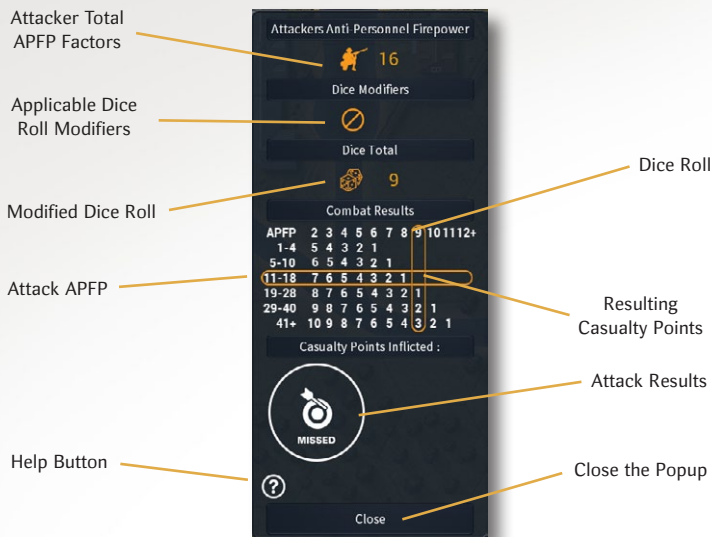
The help button on the Anti-Personnel Combat Table provides additional information on the table, and the possible modifiers.

ARMOR ELIMINATION TABLE

When the player attacks armored units, such as a gun or an AFV (tank, armored car, halftrack) the Armor Elimination Table will be displayed.

The Armor Elimination Table displays the all the information related to the attack.

To Hit Dice Modifier

To Hit Target Number

Modified Dice Roll

Defender Armor Rating

Kill Number

Attacker ATFP Rating

To Kill Dice Roll

Combat Result

Help Button

Close the Popup

The help button provides additional information.

CLOSE ASSAULT TABLE

The Close Assault Table is displayed when close assault attacks are resolved.

The help button provides additional information.

Attacker APFP

Defender APFP

Ratio of Attacker APFP to Defender APFP

Kill Number

Attacker Dice Roll Modifiers

Defender Kill Number Modifiers

Kill Dice Roll

Combat Losses

Help Button

Close the Popup

ON MAP VISUAL AIDS

The game will also display various graphics on the game map during a scenario to convey information to the player.

Objectives and Exit Hexes

Some scenarios require the player to capture objectives by moving units to specific hexes. These objectives are shown on the map using the flag representing the nationality of the players forces.

Other scenarios require the player to exit units from the map by moving them to hexes on the map edge. The exit hexes are also represented on the map by a flag.

Combat Result Icons

When combat occurs, the game will display icons on the map to highlight the result for the player.

These icons may signify:

- ★ An enemy unit has been pinned
- ★ An enemy unit has taken casualties
- ★ A friendly or enemy unit has rallied
- ★ An enemy vehicle has been immobilized
- ★ An enemy unit or vehicle has been eliminated
- ★ The attack has missed altogether

PLAYER AIDS

Valor and Victory provides a number of aids to help the player learn and play the game.

The game will display explanatory popups at the start of each phase. These aids will appear until the player completes a full game turn, after which they will be disabled.

Command Phase

Games are played in a series of turns. Each turn is divided into two Player Segments. Each Player Segment is further divided into a number of Phases:

- Command
- Fire
- Move & Opportunity Fire
- Defensive Fire
- Advance

A turn ends after the End of Turn Segment, and a new turn begins unless the previous turn was the last turn of the game (per the scenario).

In the this first phase, Command Phase, you can undertake the below actions.

You may split any of your squads into two half squads of the same type if the units are located in the same hex with a leader and less than 4 units are in the same hex. Select the unit to split and click on this button.

You may combine two half squads, of the same type, into a full squad, if the units are located in the same hex with a leader. Select the units to merge and click on this button.

You may have infantry units which are located in the same hex exchange or transfer

Close

SAVED GAMES

Valor and Victory saves game progress at set points during play. In solo games, this occurs at the end of each player segment, in the After Action Phase. In PBEM games, the game is saved when control must be transferred from one player to another during the segment. This includes after the Move Phase, the Defensive Fire Phase, and the After Action Phase.

The process of saving the game is both automatic and invisible to the player.
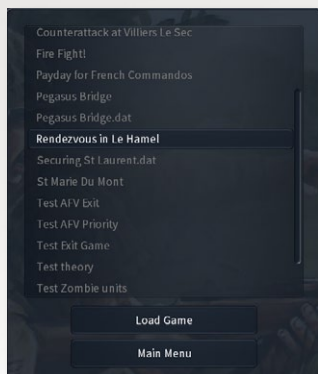
This strategy, while perhaps controversial, was taken as Valor and Victory player segments are quick to play.

Players may load saved games by clicking the Load Saved Game button in the Main Menu.
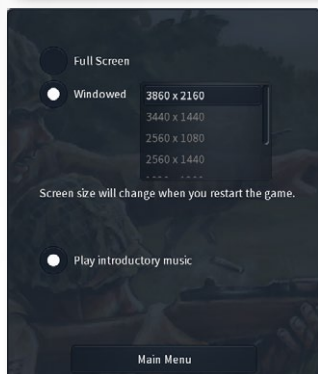
SETTING GAME OPTIONS

The player may choose to run Valor and Victory in full screen mode, or as a window. The player may adjust these settings in the Game Options menu, accessed from the Main Menu.

HOW TO PLAY

COUNTERS AND MARKERS

UNIT AND WEAPON COUNTERS

All units, vehicles, and weapons are represented in the game as square counters. Each counter represents one squad, one half squad, one leader, one support weapon, one armored fighting

vehicle (AFV), one unarmored vehicle, or one artillery or anti-tank Gun. An infantry unit with an "E" in the upper right corner of the counter is an elite unit.

Squads

The squad is the base infantry fighting unit in WWII. A squad counter has two soldiers depicted on it and represents 8 to 12 men.

Half Squad
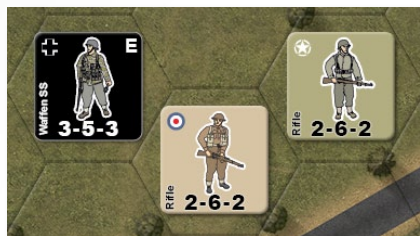
A half squad counter has one soldier depicted on it and represents 2 to 5 men.

Leader

A leader counter represents a single man. A leader counter has one soldier depicted on it, and a leadership modifier in the upper left corner of the counter.

Support Weapon
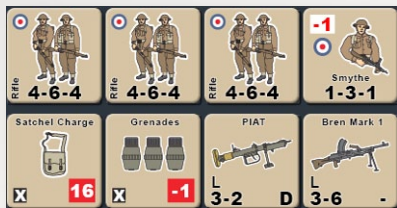
There are three types of support weapons: Light (L), Heavy (H), and Expendable (X). A support weapon must be carried, and used, by an infantry unit.

Gun
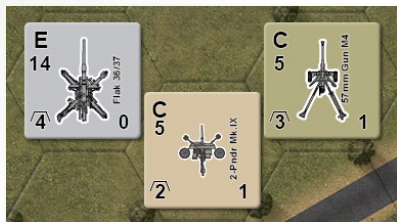
A Gun represents an anti-tank gun. A Gun counter has the depiction of the weapon on it, and the side of the counter the weapon is facing is the front of the unit. A Gun has an inherent crew, and does not need an infantry counter to operate. Large Guns have "0" Movement Points, and may only be moved when towed by a transport unit.

AFV
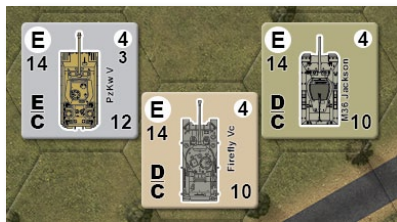
An AFV is a tank, self-propelled gun, halftrack, or armored car. An AFV counter has the depiction of the vehicle on it, and the side of the counter the vehicle is facing is the front of the unit. An AFV may be armed with a main Gun and multiple machine guns, as indicated on the counter. An AFV has an inherent crew, and does not need an infantry counter to operate.

Vehicle
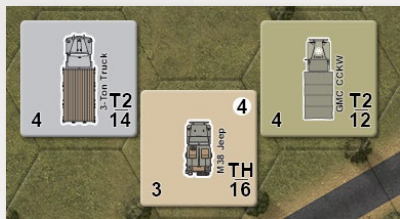
A vehicle is a jeep, truck, or other type of unarmored transport unit. A vehicle counter has the depiction of the unit on it, and the side of the counter the vehicle is facing is the front of the unit. A vehicle may be armed with machine guns, and in rare instances with a Gun. A vehicle has an inherent crew, and does not need an infantry counter to operate

UNIT AND WEAPON STATS

A unit's stats are printed on its counter. If the counter has a dash (–) in place of a firepower rating or ability, or no rating or ability listed, it indicates the unit is not armed with that particular weapon, or possess that particular ability.

ANTI PERSONNEL FIREPOWER APFP

A unit's Anti- Personnel Firepower may be used when it fires on infantry units, unarmored vehicles, and Guns. APFP has no effect on AFVs (Exception: Close Assaults). A Gun's APFP is listed below its Anti-Tank Firepower. An AFV or vehicle may have up to two machine gun ratings. An AFV or vehicle machine gun APFP rating with a white circle beneath it is a 360° machine gun (360° MG), and may be fired in any direction. A machine gun without the white circle beneath it is a forward firing machine gun (FF MG), and may only be fired at targets in the unit's Forward Firing Arc.

ANTI TANK FIREPOWER ATFP

A unit's Anti-Tank Firepower may be used when it fires on AFVs, vehicles and Guns. An AFV with a white circle beneath its ATFP is turreted, and may fire its Gun (using either AT or AP fire) in any

direction. An AFV without the white circle beneath its ATFP may only fire its Gun in its FFA.

RANGE

Range is the number of hexes the unit may fire using its APFP or ATFP ratings. A Gun has no range limit. All AFV and vehicle machine guns have a maximum range of eight hexes.

CASUALTY RATING

Infantry units, unarmored vehicles and Guns have a Casualty Rating. A unit's Casualty Rating is a measure of its survivability when fired on by APFP.

ARMOR FACTOR

AFVs only. The Armor Factor is used when the unit is attacked by ATFP. If the AFV has two Armor Factors, the upper factor is for front armor, and the lower factor is for rear armor. If only a single Armor Factor is listed it is used for both front and rear armor.

GUN SHIELD

Only Guns have a Gun Shield. A Gun Shield provides extra protection to the unit when attacked from within the unit's FFA.

LEADERSHIP MODIFIER

Leaders only. A leader's leadership modifier may be used to modify certain dice rolls.

MOVEMENT POINTS

AFVs and vehicles only. Movement Points determine how far a unit can move each turn.

TRANSPORT CLASS

Transport vehicles only. The Transport Class indicates the number and type of units the transport unit may carry.

Squad

Nationality

APFP — Rifle

4-6-5

Range

Casualty RatingP

Half Squad

Elite — E

Paratrooper

2-6-3

Unit Type

Leader

-2 — **Leadership Modifier**

Rennie

1-3-1

Leader's Name

Support Weapon

MG34 — **Weapon Name**

Type — L

3-6 -

ATFP   **Range**

AFV

Turret Indicator — D

12

Gun APFP

Front Armor — D

Rear Armor — C

M4A1

AA MG APFP — 4

360° Mount — 3

Bow MG APFP

10

Movement Points

Gun

E

14

Flak 36/37

4

0

Gun Shield

Casualty Rating

Transport

Casualty Rating — 4

Bedford QLT

T2

12

Transport ClassP

-2
Doyle
1-3-1

MAPS

HEXES

The maps display a hex grid, and the hexes are used to regulate movement and combat. (Exception: Ocean and river half hexes are impassable, and essentially not playable).

TERRAIN

Each hex on a map board contains a specific type of terrain or terrain feature. For instance, a hex may be open, a woods hex, a building hex, a stream hex, and so on. Some hexsides also contain terrain features, such as walls and hedges, that may affect movement and combat.

DICE

Valory and Victory models the tabletop gaming experience, including the rolling of dice. All resolution of combat and random situations is resolved by using one or two six-sided dice.

SCENARIOS

GENERAL

Before beginning a game, the players choose a scenario from one of the V&V battles. A game ends when all of the turns indicated by the scenario have been played or one of the players achieves a victory.

BATTLES

Official Valor and Victory scenarios are group into battles, which represent collections of scenarios with a common timeframe and region. Valor and Victory comes with two battles for historical battles representing the American and British sectors of the Normandy campaign. The game also includes a special battle which includes only the game tutorial. Finally, custom scenarios created by the scenario editor are also collected into a battle when they are exported.

The Battle Selection Dialog allows players to view the battles and select a specific scenario to play.

Battle of Normandy, American Sector

June 6 to August 30, 1944

Operation Overlord was the codename for the Battle of Normandy, the Allied operation that launched the successful invasion of German-occupied Western Europe during World War II. This group of tactical scenarios focuses on the American sector. Can you successfully capture and defend Pointe-du-Hoc or take out the German defenders in St Marie Du Mont? Enter and see...

Back   Next

Once the player has selected a battle, they can view the list of scenarios in that battle.
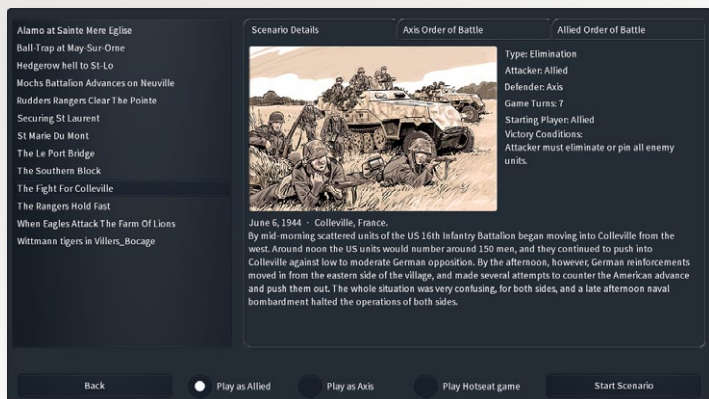
Each scenario has three major groups of information that describe it. The first is the scenario details. The remaining two groups describe the order of battle, or list of units and weapons, available to both sides.

The player may review all the scenarios in the battle. Once they have selected one to play, they can then decide which side they want to play, or can elect to play a hotseat multiplayer game. At that point they can start the scenario and the game will begin.

SCENARIO DETAILS

Each scenario has a number of pieces of information that describe it, including:

- ★ The scenario title
- ★ A scenario description, usually a brief historical overview of the battle
- ★ The scenario type, and the corresponding victory conditions
- ★ Which side is defending
- ★ Which side is attacking
- ★ Which side starts play
- ★ The length of the scenario, in turns

Players can view a reminder of the scenario details, and the victory conditions during the battle by using the "i" hotkey, which will display the Scenario Details Popup.

Scenario Types and Victory Conditions

Valor and Victory includes three types of scenarios:

- ★ Elimination
- ★ Objective
- ★ Exit

The type of scenario defines the objectives for each player, and therefore also the victory conditions. Players can achieve 5 levels of victory in each game:

- ★ Major Victory
- ★ Minor Victory
- ★ Draw
- ★ Minor Defeat
- ★ Major Defeat

Elimination Games

Elimination type scenarios are the simplest type. The objective for each side is to eliminate their enemy.

Either side wins an immediate major victory if they eliminate all enemy units before the scenario ends. Once the scenario end, the victory level is determined by the difference in the casualties each side has inflicted.

The attacking side wins a major victory if they eliminate 50% more enemy units than they have received as casualties. This difference is calculated using a points system for each unit (see the Unit Points Table in the appendices).

As an example, if the attacking side began the scenario with 100 points worth of units and ended it with 75 points, then they have suffered 25% casualties. At the same time, if the defender also began the scenario with 100 points but ended with 20 points, they have suffered 80% casualties. In this case the difference between the two sides is 55%. The attacker has inflicted 55% more casualties on the defender than they themselves has suffered, and so they win a major victory.

If the attacking side inflicts 20% to 50% more casualties than they suffer, they win a minor victory.

If the difference in the casualties inflicted on either side is less than 20%, the game ends in a draw.

On the flip side, if the defender inflicts 20% to 50% more casualties on the attacker than they receive, the attacker suffers a minor defeat. And finally, the attacker suffers a major defeat if the defender inflicts 50% more casualties on the attacker than they receive.

Objective Games

In objective games, the attacker must occupy specific hexes on the map by moving one or more of their units into that hex.

Objectives are indicated on the map by a flag. Objectives begin the game flying the flag of the defending player. The attacker's goal is to capture all of the objectives before the scenario ends.

Players may view the objective hexes on the map at anytime during the game by using the "u" hotkey to hide all the game units.

The attacker captures an objective by moving one or more units into that hex. When the objective is captured, the flag on the hex will change to that of the attacking players nationality. If the game is not over, the defender may recapture objectives in following turns.

The attacker wins a major victory if they own all objectives at the same time before the end of the scenario AND they have inflicted more casualties on the defender than they have taken. If the attacker holds all objectives but have suffered more casualties than they have inflicted, they win a minor victory.

Once the game ends, the attacker may win a minor victory if they hold the majority of the objectives AND they have inflicted more casualties than received.

If the attacker holds the majority of the objectives but has take more casualties than inflicted, OR if the attacker holds the minority of objectives and has inflicted more casualties than received, the game ends in a draw.

If the defender manages to retain control of the majority of the objectives and has also inflicted more casualties, then the attacker suffers a minor defeat.

Finally, if the defender holds all objectives, the attacker suffers a major defeat.

Exit Games

In exit games, the attacker is tasked with removing some number of their units from the map at one or more specific hexes.

Exit hexes appear as objective hexes on the map but they use the flag of the attacker. Exit hexes will always appear on a map edge hex. Exit hexes cannot be captured by the defender.

The attacker wins if they exit a number of units from the map that

equal or exceed the goal for the scenario. The player may exit units from the map by moving units to the exit hex and then pressing the Exit button in the Bottom Menu in the Battle Interface.

The attacker wins a major victory if they meet or exceed the exit goals for the scenario. The attacker wins a minor victory if they meet at least 67% of the exit goals. If the attacker achieves between 33% and 67% of their exit goals the game ends in a draw. If the attacker

exits fewer than 33% of their goal, they suffer a minor defeat. Finally, if the attacker exits no units, they suffer a major defeat.

ORDER OF BATTLE OOB

A scenario's OOB will detail all of the units and support weapons available to each side. Each side has its own order of battle.
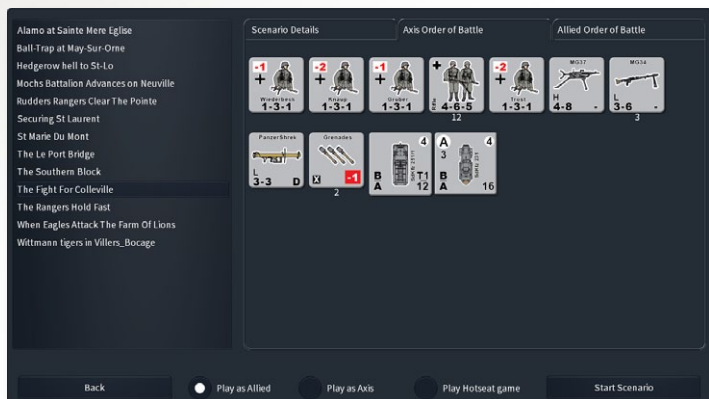
STARTING A GAME

A player may start a game by selecting the scenario they wish to play and then deciding which side they will take. The default choice will be the attacking side in the scenario.

Players may also opt to start a local multiplayer (hotseat) game by selecting the hotseat control.

Multiplayer play-by-email (PBEM) games are launched via the Multiplayer Menu in the Main Menu.

SEQUENCE OF PLAY

GAME TURNS

Games are played in a series of turns. Each turn is divided into two Player Segments and an End of Turn Segment. Each Player Segment is further divided into a number of Phases. A turn ends after the End of Turn Segment, and a new turn begins unless the previous turn was the last turn of the game (per the scenario).

Players can see the current game turn and phase in the Turn Display

St Marie Du Mont
Turn 1 of 8 :
Allied Command Phase

at the top of the Battle Interface.
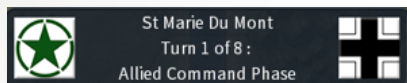
INITIATIVE

The scenario will indicate which player starts the game, assuming the role of Player A for the remainder of the game.

PLAYER A SEGMENT

Player A takes his turn, following the Phase sequence outlined below.

Command Phase.

Player A automatically rallies all of his pinned units. Player A may have infantry units which are located in the same hex exchange or transfer support weapons. Player A may split any of his squads into two half squads of the same type, or combine two half squads into a squad, if the units are located in the same hex with a leader.

Fire Phase.

Player A may fire with any of his units. Player A may opt to fire smoke, in lieu of an attack, with any of his eligible AFV, Gun or mortar units. Units that fire may not move in the Movement Phase.

Movement Phase.

Player A may move any of his units that did not attack during the Fire Phase. Units may move once per phase, up to their maximum

movement points. Infantry units that are moving may place smoke before starting their move. Player A declares if any moving infantry units are conducting an Assault Move (see 6.4 Infantry Assault Movement. Player A may also load or unload units from transport units.

Player B's units may conduct Opportunity Fire at any of Player A's units that are moving within range and Line of Sight (LOS) of any of his units. The computer automatically conducts opportunity fire attacks.

Infantry units with an MG that Opportunity Fire may establish a Fire Lane.

Defensive Fire Phase.
Player B may fire with any of his units that did not conduct opportunity fire. Units that fire are marked with a Fire marker.

Advance and Assault Phase.
Player A may advance his units one hex, regardless of terrain cost (unless the unit is prohibited from entering the hex). Infantry units not advancing may conduct a close assault versus an adjacent, enemy occupied hex.

After-Action Phase.
Player A may Rally any of his pinned units. One turn smoke rounds dissipate and are removed from the map, and the duration of two turn smoke is reduced by one.

Player B Segment.
The Player Segment is repeated, in the order above, by Player B.

MOVEMENT

GENERAL
Units are moved one hex at a time, expending Movement Points as they enter each hex until the player wishes to stop, or the unit has exhausted its Movement Points. Units may be moved individually, or

they may be moved together, up to their normal stacking limits (see Stacking Limits). Units that move as a stack must start and end their moves together. Each unit, or stack of units, must conclude its move before another begins moving.

TERRAIN EFFECTS ON MOVEMENT

Some hexes, according to the terrain in the hex, will adjust the number of Movement Points a unit must expend to enter the hex. A unit crossing a hexside terrain feature (such as a wall or hedge) must pay the movement cost of the hexside feature in addition to the terrain cost to enter the hex.

The table of terrain movement costs is included in the appendices.

MOVEMENT RATE

Movement rates vary, depending on the unit.

Infantry Movement Rates.

Leaders have six (6) Movement Points. Squads and half squads have four (4) Movement Points. A squad or half squad that conducts its full move with a leader increases its Movement Points to six (6).

If the leader is pinned or eliminated during movement (see Opportunity Fire), any unit moving with the leader loses the leadership movement bonus. If the unit(s) moving with the leader have moved beyond their normal movement allowance they must stop in their current hex; otherwise, they may continue moving, using their normal movement allowance.

Vehicle, AFV, and Gun Movement Rates.

Vehicle and AFV movement rates vary, and are indicated on the unit's counter. Guns with one Movement Point may be moved one hex per turn, regardless of terrain, as long as the Gun is not prohibited from entering the hex. When a Gun is moved it may change its facing to any hexside as part of its move (see Unit Facing).

Infantry Assault Movement.

Infantry units may use a special form of assault movement. Infantry units using assault movement halve their Movement Points. The reduction in Movement Points is applied before the unit moves, or before any other reductions are applied to the unit's Movement Points. Units using assault movement gain a +1 cover modifier, in addition to the cover modifier of the terrain it occupies.

Players may select assault movement from the Bottom Menu in the Battle Interface, prior to moving a unit or stack.

Vehicles and Turning.

When a vehicle moves it may make one turn, up to three hexsides, per hex it enters. The first hexside change is free, and each hexside change after that costs one Movement Point. For instance, a vehicle moves into the hex it is facing, and may turn one hexside for free, two hexsides at a cost of one Movement Point, and three hexsides at a cost of two Movement Points.

Players may turn their vehicle via the Turn Left and Turn Right buttons in the Bottom Menu of the Battle Interface.

Vehicle Reverse Movement

When a player moves a vehicle, it turns to keep the front of the vehicle towards the selected hex and then moves into that hex. Players may want to keep the front of the vehicle facing a particular direction, because of a threat from an enemy unit.

To do this, the player may elect to move their vehicle in reverse. In reverse, the vehicle will turn to keep the rear of the vehicle towards the selected hex and then reverse into that hex. Reverse costs for movement are triple the standard movement costs.

Players may reverse their vehicle via the Reverse button in the Bottom Menu of the Battle Interface. The Reverse button is a toggle. Players may enable and disable reverse movement multiple times in a units move phase, only limited by the movement points of the vehicle.

Minimum Move.

A unit may always move one hex, regardless of terrain cost, as long as the unit is capable of moving and is not prohibited from entering the hex.

Friendly Hexes.

Units may move through hexes containing friendly units, fortifications, and emplacements. If the players ends the movement of a unit or stack such that the stacking limits are violated, units will be eliminated until the stacking limits are satisfied. Lowest value units will be eliminated first.

Enemy Hexes.

Units may not enter hexes occupied by enemy units unless they are conducting a Close Assault (see Close Assaults).

Stacking Limits.

A player may stack multiple, friendly units in the same hex, following these limitations:

★ Two AFVs, vehicles or Guns
★ Four infantry units (of any type)
★ One AFV, vehicle or Gun and two infantry units.

In the case of a transport carrying passengers, only the transport is counted towards the stacking limits.

UNIT FACING

FACING

Infantry units do not have a facing; they may move and fire in any

direction. AFVs, vehicles, and Guns are considered to be facing the hexside to which the front of the unit's counter is pointed.

DIRECTION OF MOVEMENT

An infantry unit or Gun may move in any direction. An AFV or vehicle may only move forward, into the hex it is facing. An AFV or vehicle may reverse its movement, moving into the hex directly behind it, at double the normal movement cost. A player may select reverse movement for a vehicle in the Bottom Menu of the Battle Inferface.

CHANGE OF FACING

An AFV, vehicle, or Gun may remain in its hex and change its facing during the Movement Phase as its only action. Change of facing constitutes a move, and the unit is marked with a Move marker. Players may turn their vehicle to the left or right one hexside during the Movement Phase by using the Left Turn or Right Turn buttons in the Bottom Menu of the Battle Interface.

FORWARD FIRING ARC FFA

AFVs, vehicles, and Guns have a Forward Firing Arc (FFA), and may only fire at targets within their FFA unless they are turreted, armed with a 360° MG, or both. The unit's facing defines its FFA, as shown in the diagram below. The FFA continues out from the unit, in the same pattern, to the edge of the map board(s).
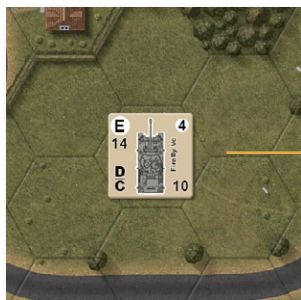
Front Arc

Rear Arc

TRANSPORT UNITS

GENERAL

A vehicle or AFV classified as a transport unit may carry infantry units and tow a Gun. A unit being transported is not shown on the map, and is
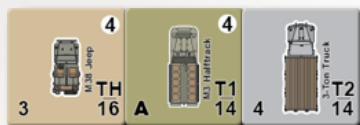
considered a single unit with the transporting unit. Passengers are shown when units are displayed in the hex contents dialog in the battle interface.

Transport Class.
Each transport unit has a Transport Class, indicated by a letter and number combination (T#) on the unit's counter above its Movement Points. The Transport Class indicates the types and number of units a transport may carry.

Transport Limits.
A transport unit may carry one squad (or two half squads), one leader, and one support weapon per number in the Transport Class rating. For instance, if a transport is a T2, it may carry two squads (or the half squad equivalents), two leaders, and two support weapons. If the Transport Class is listed as "TH" the unit may only carry a half squad, a leader, and a support weapon. In addition to carrying passengers, a transport unit may also tow a Gun if the unit has a dash below its Transport Class. TH class units may not tow a large Gun (i.e. a Gun with "0" Movement Points).

Loading and Unloading.
An infantry unit or Gun may load onto, or unload from, an adjacent transport vehicle. A unit (both passenger and transport units) may not load and unload in the same turn; each unit may only conduct one load or unload action per turn. A passenger unit may not move before loading, or after unloading. The transport vehicle may move before or after loading or unloading, but not both before and after loading or unloading.

Loading Units

A player may load units by selecting the load/unload button in the bottom menu of the battle interface. To load successfully the units must be in the same hex as the transport. Units that have already moved may not be loaded.

To load units:

- ★ Select the hex
- ★ Select the units to load in the Unit Selection Popup
- ★ Select the Load Units button in the Bottom Menu of the Battle Interface

Once loaded, the units will be removed from the map and will now move with the transport. The passengers in a transport can be viewed by right clicking on a transport to display the Hex Contents Popup.

Unloading Units

A player may unload units from a transport during their move phase. A player may unload any or all units the transport is carrying. Units that have been unloaded may not move in that phase.

To unload units:

- ★ Select the transport
- ★ Select the units to unload in the Unit Selection Popup
- ★ Select the Unload Units button in the Bottom Menu of the Battle Interface
- ★ Select the hex to place the unloading units

Units may not be placed in invalid hexes, such as canals, hexes where they may not normally enter, or in enemy held hexes.

Stacking.

A vehicle transporting a unit is considered one vehicle for stacking purposes.

Combat.

Transport units may fire normally when carrying other units. Infantry units may conduct AP fire while being transported, but not AT fire. Guns may never fire while being transported. When a transport unit is pinned or eliminated, transported units are also pinned or eliminated; they suffer the same fate as the transport unit.

LINE OF SIGHT LOS

GENERAL

The LOS between units is a straight line, traced from the center dot of the firing unit's hex to the center dot of the target unit's hex. LOS works both ways; if a friendly unit has LOS to an enemy unit, the enemy unit has LOS back to the friendly unit. If the LOS is blocked the unit cannot see, nor fire on, the target unit.

BLOCKING TERRAIN

A hex, depending on the terrain or terrain features in the hex, may block LOS. If the LOS passes through any portion of a blocking terrain hex the LOS is blocked. A unit cannot see, or attack, a unit if the LOS is blocked. A unit may see and fire into a blocking terrain hex, but not through the hex. Units in a blocking terrain hex may fire out of the hex normally.

HINDRANCES

A terrain feature classified as a hindrance does not block LOS, but may modify movement and combat, and the effects are cumulative.

HEXSIDE LOS

Hexside LOS refers to any LOS traced along the full length of a hexside between two hexes, or a series of hexsides between their adjoining hexes, and not simply across a hexside into an adjacent hex. If a hex on both sides of the hexside LOS path contains blocking terrain, even if the hexes containing blocking terrain are not adjacent, the LOS is blocked. If one hex on the hexside LOS path contains blocking terrain or a hindrance (orchard or hay stack hex), and a hex on the other side of the path contains a hindrance, the LOS is hindered, and a +1 hindrance modifier is applied to any attack dice roll crossing the hexside. If one hex along the hexside LOS path contains blocking terrain or a hindrance, and all hexes on the other side of the path are open, the LOS is neither blocked nor hindered. Once it is established that hexside LOS is hindered, each additional hindrance hex (or hexside hindrance) along the hexside LOS, on either side or through full hexes in which the LOS passes, adds +1 to the cumulative total.

TERRAIN

GENERAL

A terrain hex is defined by the terrain features in the hex. A hex may contain small, aesthetic features that do not affect or define the terrain type of the hex (i.e. a small tree does not constitute a woods hex). Terrain features affect movement by adjusting the Movement Points a unit must expend to enter the hex, and combat is affected by applying the cover modifier of the target hex to the attacker's dice roll.

OPEN GROUND

A unit must expend one Movement Point to enter an open ground hex. An open ground hex does not block LOS, and has no effect on combat.

ROAD

A unit must expend one Movement Point to enter a road hex. A road hex does not block LOS, and has no effect on combat.

BRIDGE

A bridge hex is considered a road hex for movement purposes. A unit must expend one Movement Point to enter a bridge hex. Vehicles and Guns (whether towed or being moved by their crews) may only enter a bridge hex from a connecting road hex. Bridge hexes over streams and canals negate the movement effects of the stream or canal; units may move freely over a stream or canal when crossing through a bridge hex. Units in a bridge hex are considered to be on the bridge, not occupying the terrain under the bridge. Bridge hexes do not block LOS, and provide no cover modifier to units occupying the hex

BUILDING

A unit must expend two Movement Points to enter a building hex. Vehicles are prohibited from entering a building hex. Large Guns (i.e. Movement Points of 0) are prohibited from occupying building hexes. Building hexes block LOS, and provide a +3 cover modifier to units occupying the hex.

WOODS

A unit must expend two Movement Points to enter a woods hex. Woods hexes block LOS, and provide a +2 cover modifier to units occupying the hex.

STREAM

An infantry unit must expend two Movement Points to enter a stream hex. All other units must expend three Movement Points. Stream, hexes do not block LOS and provide a +1 cover modifier to units occupying the hex.

ORCHARDS, HAY STACKS

A unit entering an orchard, hay stack hex must expend one Movement Point. Orchard, hay stack, hexes do not block LOS, but are a hindrance and modify all attack rolls tracing their LOS into or through the hex by +1.

FARMLAND

A unit entering a farmland hex must expend one Movement Point. Farmland hexes do not block LOS, but are a hindrance and modify all attack rolls that trace their LOS into or through the hex by +1.

WALLS AND HEDGES

Walls and hedges are hexside terrain features. A unit crossing a wall or hedge hexside must expend one Movement Point to cross the hexside in addition to the cost of the terrain in the hex it is entering. Walls and hedges do not block LOS, but are a hindrance and modify attack rolls which trace their LOS across or along the hexside by +1, in addition to any other hex cover or hexside LOS modifiers that may apply. Units adjacent to a wall or hedge hexside ignore the hindrance effects when firing across a wall or hedge; they are considered to be firing over the wall or through the hedge. Units firing along a wall or hedge hexside always apply the hindrance modifier, even if the firing unit(s) are adjacent to the hexside in question.

CANAL AND POND

All units are prohibited from entering a canal, pond, or marsh hex. Units may only cross a canal through a bridge hex. Canal and pond hexes do not block LOS, and have no effect on combat.

SMOKE

GENERAL

Some scenarios will provide one, or both players with one or more smoke factors. The smoke factors available to a player can be seen on the Smoke Button on the Bottom Menu in the Battle Interface.

The red number indicates the number of smoke factors the player has remaining. Infantry placed smoke consumes one factor while

vehicle placed smoke consumes two. When a player has exhausted his smoke supply he may no longer place smoke. Only one smoke marker may be placed in or occupy a hex at any given time.

INFANTRY SMOKE PLACEMENT

An infantry unit, before it moves, may place smoke in its own or an adjacent hex. When an infantry unit places smoke a smoke marker is placed in the target hex, and one smoke factor is deducted from the player's smoke supply. Infantry placed smoke lasts one turn.

GUN, AND AFV SMOKE PLACEMENT

A Gun, or AFV with a Gun (see Smoke Rounds) may fire a smoke round in lieu of a normal attack during the Fire Phase. The firing unit must have LOS to the target hex. When a Gun or AFV places smoke a smoke marker is placed in the target hex, and two smoke factors are deducted from the player's smoke supply. Vehicle placed smoke lasts two turns.

SMOKE EFFECTS

Smoke is a hindrance. Infantry placed smoke lasts 1 turn and adds a +1 hindrance modifier to the hex. Vehicle placed smoke lasts 2 turns. In the first turn, it adds a +2 hindrance modifier to the hex, and is reduced to a +1 modifier in the second turn. Smoke has no effect on movement.

SUPPORT WEAPONS

GENERAL

There are three types of support weapons: Light (L), Heavy (H), and Expendable (X). The support weapon's type is indicated on the counter. Light (L) support weapons include light machine guns and anti-tank weapons (e.g. bazookas, Panzerschrecks). Heavy (H) support weapons include medium and heavy machine guns. Expendable (X) support weapons include Panzerfausts, grenades, and satchel charges.

PORTAGE

A squad or half squad may carry one support weapon. A leader may carry one Light (L) support weapon. Support weapons do not count towards stacking limits. The support weapon is displayed with it's owning infantry unit in the Unit Selection Popup or Hex Contents Display. A unit moves normally when carrying a Light (L) support weapon. A squad or half squad carrying a Heavy (H) support weapon reduces its Movement Points by one (−1).

If a unit carrying a support weapon is eliminated the weapon is also eliminated.

SUPPORT WEAPON USAGE

A unit may fire one support weapon per turn. A squad may add the APFP of a Light (L) or Heavy (H) support weapon to its inherent APFP. A half squad may add the APFP of a Light (L) support weapon to its inherent APFP. If the target is outside of the attacking unit's range, but within the support weapon's range, only the APFP of the support weapon is used.

EXCHANGE OR TRANSFER

Infantry units occupying the same hex may exchange or transfer support weapons during the owning player's Command Phase.

The player may exchange or transfer weapons by selecting a stack during the Command Phase. This will display the Unit Selection Popup. The player may then select the two units that they want to exchange or transfer weapons. The Exchange Weapons button in the Bottom Menu will then complete the transfer.

EXPENDABLE X SUPPORT WEAPONS

Expendable (X) support weapons are single-use weapons, and as such are removed from play after use. Expendable (X) support weapons include Panzerfausts, grenades, and satchel charges.

PANZERFAUSTS

Panzerfausts are man-portable, hollow charge anti-tank weapons. A Panzerfaust may only be used to conduct an AT attack versus an eligible target in an adjacent hex (i.e. an AFV, vehicle, or Gun). Panzerfausts have no effect on infantry units. After use, the Panzerfaust is removed from play.

GRENADES

Grenades are small, anti-personnel explosive devices carried by infantry units. Grenades may only be used against targets in an adjacent hex, and only one Grenades counter may be used per unit, per attack. Grenades may not be used for AT attacks. When a Grenade is used by an attacking unit the attack dice roll is modified by –1. When used by a defending unit during a close assault, the assaulter's Kill Number is modified by –1 (i.e. a Kill Number of 6 becomes a 5).

SATCHEL CHARGES

Satchel charges are canvas bags filled with explosives. A satchel charge may only be used against targets in an adjacent hex. Satchel charges may not be used for AT attacks. A unit using a satchel charge adds the satchel charge's APFP to its own.

Satchel charges may be used in a close assault, by either side, to increase their APFP total. A Satchel Charge counter is removed from play after it is used.

BASIC COMBAT PRINCIPLES

GENERAL

Units conduct attacks using either their Anti-Personnel Firepower (APFP) or Anti-Tank Firepower (ATFP) ratings, whichever is appropriate. Each unit may only attack once per turn (Exception: Close Assaults).

DIRECT AND INDIRECT FIRE

For simplicity's sake, V&V considers all combat on the map to be direct fire. Even artillery Guns, which are typically known as indirect fire weapons, are used as direct fire weapons. They are simply being used in an improvised capacity, with the crew firing over open sights at targets within their LOS.

RANGE AND LOS

A unit may fire on a target to which it has range and LOS. The range is the number of hexes from the firing unit to the target unit, counting the target unit(s) hex, but not the firing unit(s). A Gun has no range limit, and may target a unit anywhere on the board as long as the unit has an unblocked LOS to the target.

COVER TERRAIN MODIFIERS

The cover (terrain) modifier of the target hex is added to the attacker's

dice roll. Units in a fortification or entrenchment (see Fortifications and Entrenchments) add the position's cover modifier to the attacker's dice roll. Hex and hexsides between the attacking unit(s) and the target hex that contain hindrances will further modify the attack dice roll, and hindrance modifiers are cumulative.

GUN SHIELDS

A Gun Shield provides extra protection to the inherent crew of the Gun, but only when attacked from within the Gun's FFA, and only when the Gun is not moving. Guns with a Gun Shield ignore the first Casualty Point from AP fire, and when attacked by AT fire the Gun Shield provides a +1 cover modifier. A Gun Shield's protection against AT attacks is cumulative with the cover modifier of the hex or fortification the unit occupies.

Gun Shield
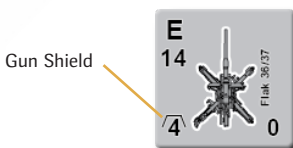
LEADERSHIP MODIFIERS

A leader in the same hex with an attacking infantry unit or fire group may modify the attack dice roll (AP or AT) with his Leadership Modifier. A leader may modify his own attack when firing alone.

Leadership Modifier
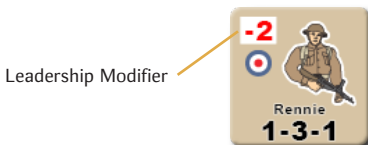
If there are multiple leaders in a fire group, the best leadership modifier is used.

LOS AND FIRING THROUGH OCCUPIED HEXES

Units have no effect on LOS or combat. Units may trace LOS and fire through hexes occupied by other units, friendly or enemy, with no detriment.

Players may check line of sight using the LOS Tool, in the Bottom Menu of the Battle Interface.

The player simply presses the LOS Tool then selects a hex on the map. The tool will highlight all hexes that are within line of sight of the selected hex.

OPPORTUNITY FIRE

Opportunity fire is a form of defensive fire that is used in reaction to the movement of a unit or stack during the opposing player's Movement Phase. When a unit or stack moves, any enemy unit that has LOS to that unit, and has not previously fire, may conduct an Opportunity Fire attack on that unit or stack.

If the moving unit enters a hex containing other, non- moving friendly units, only the moving unit may be targeted, or affected by, the Opportunity Fire attack.

If a unit is pinned or immobilized (AFVs only) while moving through a friendly hex already stacked to its limit the unit is eliminated.

Any targeted unit still eligible to move (i.e. not pinned), including units moving as a stack, may continue to do so after the Opportunity Fire attack is resolved.

APFP Opportunity Fire attacks versus units where no terrain or hindrance modifiers apply receive a –1 dice roll modifier, and a –2 modifier applies versus units in an adjacent hex, regardless of (and in addition to) applicable terrain effects.

Opportunity Fire attacks are conducted automatically by the computer. This is done to simplify and speed up play and to create a better play by email experience.

MG FIRE LANES

Opportunity Fire attacks that are conducted by an infantry unit with an MG support weapon will establish a fire lane. AFV and vehicle MGs cannot create fire lanes. The fire lane extends from the firing hex to the target hex.

A Fire Lane is marked by a series of markers in each hex along the original LOS, including the target hex, but not the firing unit's hex.

Infantry, Gun, or unarmored vehicle units that enter a fire lane hex are immediately attacked using the 1-4 row of the AP Combat Table. No combat or cover modifiers apply, as units are considered to be entering an established fire lane. Units already occupying a fire lane when it is established are not affected; a unit is only affected when entering a fire lane hex. Fire Lane markers are removed at the end of the current Move Phase.

FIRE LANE CROSSFIRE

Multiple Fire Lane markers may be placed in a hex, if Opportunity Fire attacks from multiple machine guns affect the same hexes. If multiple machine guns from the same hex fire along the same path, each hex in the fire lane would receive multiple Fire Lane markers, one per machine gun. Each additional Fire Lane marker in a hex, after the first, subtracts –1 from the fire lane's attack. For instance, if two machine guns conduct an Opportunity Fire attack and their fire lanes cross, causing two Fire Lane markers to be placed in the crossfire hex, that hex would attack on the 1-4 row of the AP Combat Table and receive a –1 modifier.

ANTI PERSONNEL AP COMBAT

ANTI PERSONNEL FIRE

Anti-personnel (AP) fire may be used against infantry units, unarmored vehicles, and Guns. AP fire is considered an area fire

attack, and may affect any or all eligible units in the target hex. AP fire has no effect on AFVs.

ANTI PERSONNEL FIRE GROUPS

Infantry units occupying the same hex may form a fire group, combining their APFP ratings to fire at the same target, or they may fire separately (or in smaller fire groups) at different targets. Infantry units in the same hex may not fire separately at the same target; if the units are attacking the same target, during the same turn, they must form a single fire group and combine their APFP ratings. A leader may use his Leadership Modifer to modify a fire group's attack, in addition to adding his APFP rating.

Fire groups may be formed by selecting multiple units in the Unit Selection Popup in the Battle Interface.

Selected units included in the fire group.
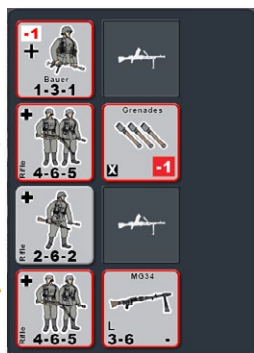
PASSENGERS ON TRANSPORT VEHICLES

Infantry units being transported may conduct AP fire attacks. Light (L) machine guns, grenades, and satchel charges are the only support weapons passengers may use. Passengers may not join or form a fire group with infantry units outside of the transport vehicle, but they may form a fire group with other units in the vehicle, or with the transport vehicle. If the passenger unit(s) and transport are

attacking the same target they must form a fire group and combine their APFP ratings into one attack.

AFV, VEHICLE, AND GUN AP FIRE GUIDELINES

AFVs, vehicles, and Guns may never form fire groups; they must resolve their AP attacks separately (Exception: Passengers may form a fire group with their transport vehicle).

AFVs and vehicles may be armed with multiple AP weapons, indicated by multiple APFP ratings on the unit's counter. A Gun has only one APFP rating, listed under its ATFP rating. If an AFV or vehicle is equipped with more than one AP weapon—Gun, FF MG, or 360° MG, or any combination of the three—the unit may combine the APFP ratings into a single attack against one target. Regardless of the number of different weapons the unit may have, it may only conduct one attack per turn.

Gun APFP may be fired at an unlimited range. MG APFP has a maximum range of eight hexes.

A unit with a white circle beneath its Gun APFP is a turreted unit, and may fire its Gun in any direction. Otherwise, a unit's Gun APFP may only be fired at a target in the unit's FFA. A 360° MG, noted by the white circle beneath the MG's APFP rating, may fire at a target in any direction within eight hexes. A FF MG may only fire at a target in the unit's FFA within eight hexes.

AP FIRE PROCEDURE

The player may conduct AP fire attacks during their Fire or Defensive Fire phases. AP attacks are conducted automatically by the AI during their turn, and during the Opportunity Fire Phase.

To conduct an AP fire attack, the player:

- ★ Selects a hex
- ★ Selects units in that hex to form a fire group
- ★ Selects the target hex

The game assists the player by changing the mouse pointer to a cross hairs when it is over hexes that contain valid targets for an AP attack.

The attack is resolved automatically by the game by "rolling" two dice. Cover and leadership modifiers are applied to the roll, and the total is then used to find the combat result on the Anti-Personnel Combat Table. The result is found by cross-referencing the final, modified dice roll and the total APFP rating of the attacking fire group.

Attackers total AP factors

Woods Cover Modifier

Leadership Modifier

Dice Roll

Modified Dice Roll

Casualties Inflicted

Help Button

Attackers Anti-Personnel Firepower

14

Dice Modifiers

+2   -1

Dice Total

6

Combat Results

APFP	2	3	4	5	6	7	8	9	10	11	12+
1-4	5	4	3	2	1						
5-10	6	5	4	3	2	1					
11-18	7	6	5	4	3	2	1				
19-28	8	7	6	5	4	3	2	1			
29-40	9	8	7	6	5	4	3	2	1		
41+	10	9	8	7	6	5	4	3	2	1	

Casualty Points Inflicted : 2

CASUALTIES

?

Close

AP fire attacks are applied to a hex and therefore their effects will affect all enemy units in the hex. For example, if the enemy hex contains a squad and a gun, both may be affected by the attack.

COMBAT RESULTS

Each attack will yield one of two results on the AP Combat Table: a dash (—), indicating the attack had no effect, or Casualty Points (a # result), indicating units in the target hex have suffered casualties or damage.

Applying Casualty Points

When casualties are inflicted by an AP attack, the computer will automatically apply the damage to the legal targets in the defending hex.

The computer will apply the resulting casualty points until all points are expended or all units in the hex are eliminated.

A unit may be pinned for the cost of a single casualty point.

A squad may be reduced to a half squad for the cost of the difference in the casualty points between the full and half squads. For example, a British 4-6-4 squad has 4 casualty points. It's half-squad is 2-6-2, and so has 2 casualty points. The computer could reduce the 4-6-4 squad to a 2-6-2 half squad for the cost of 2 casualty points.

Finally, a unit may be eliminated for its full casualty point cost.

The computer will apply casualty points to defending units in the order of least valuable units first. The game determines the value of units using the Units Points Table found in the appendices. For example, the same British 4-6-4 rifle squad has a value of 9 points. A British 5-5-6 paratrooper squad has a value of 14. The computer will try to assign casualties to the rifle squad first. Note that the presence of support weapons also affects the points value of a unit, so more valuable squads without a support weapon may be damaged before squads that are carrying a weapon.

Pinned Units

Units may be pinned as a result of the application of combat results. A pinned unit is marked and is unable to perform any actions.

If the pinned unit is a vehicle any passengers are also pinned. A unit remains pinned unless it successfully rallies during the After-Action Phase, or until the owning player's next Command Phase when it automatically rallies.

AFTER ACTION PHASE RALLY ATTEMPT

The active players pinned units automatically attempt rally in their After-Action Phase. When a unit rallies, all pinned penalties are removed and the unit may perform actions again.

Leaders, elite infantry units, vehicles and Guns rally on a dice roll of 7 or less. Regular infantry units rally on a dice roll of 6 or less. An unpinned leader may add his leadership modifier to the rally attempt of pinned unit(s) occupying the same hex. If a vehicle carrying passengers successfully rallies the passengers also rally.

CLOSE ASSAULTS

GENERAL

Close assaults may be conducted by infantry units against an adjacent, enemy occupied hex. Close assaults occur during the Advance and Assault Phase, and may only be performed by infantry units that did not advance. A unit may conduct a close assault even if it previously moved or fired in the turn.

Close assaults may be conducted against any type of unit. A close assault affects all units in the target hex, and all units in the target hex defend against the assault. Only infantry units from the same hex may close assault together; they may not combine with infantry units from separate hexes. A player does not have to assault with all of his units; he may assault with as many, or as few, as he feels necessary. Any number of close assaults may be conducted against the same hex during the same turn, but each close assault must be resolved separately, and from a separate assault group.

ASSAULTING PINNED UNITS

Pinned units are automatically eliminated when close assaulted, and are immediately removed from the game. They are not included the odds calculation for the assault.. Pinned units have no effect on assaulting units (i.e. they do not contribute to casualties versus assaulting units). If a target hex contains only pinned units, the pinned units are eliminated and removed, and the assaulting units automatically take the target hex; no assault dice roll is necessary, and the assaulting units suffer no casualties as a result of the assault.

SUPPORT WEAPON RESTRICTIONS

Assaulting units may only use Light (L) machine guns, grenades, and satchel charges. Defending infantry units may use any support weapon, within normal support weapon or close assault restrictions.

CLOSE ASSAULT LEADERSHIP MODIFIERS

Assaulting units subtract a leader's Leadership Modifier from their assault dice roll. The defending units subtract a Leadership Modifier from the Kill Number before the assault is resolved.

Each side may only use one Leadership Modifier per close assault resolution. In the event that multiple leaders are present, the one with the greatest Leadership Modifier is used.

DEFENDING AFV, VEHICLE AND PASSENGER RESTRICTIONS

A defending AFV or vehicle may only use APFP from machine guns; the APFP of a main Gun may not be used when defending a close assault. An AFV or vehicle carrying passengers always adds the infantry unit(s) APFP rating(s) to its total, including any Light (L) machine guns, grenades, and satchel charges the player wishes to use.

DEFENDING GUN AND UNARMED VEHICLE APFP RATINGS

Guns and unarmed vehicles (i.e. vehicles without machine guns) have an APFP of 2 when defending against a close assault. A Gun being transported may never contribute to a defending group's APFP total.

CLOSE ASSAULT PROCEDURE

Players may conduct close assaults with any units that have not already advanced.

To execute a close assault the player:

- ★ Selects a hex containing friendly units
- ★ Selects the units they want to assault in the Unit Selection Popup
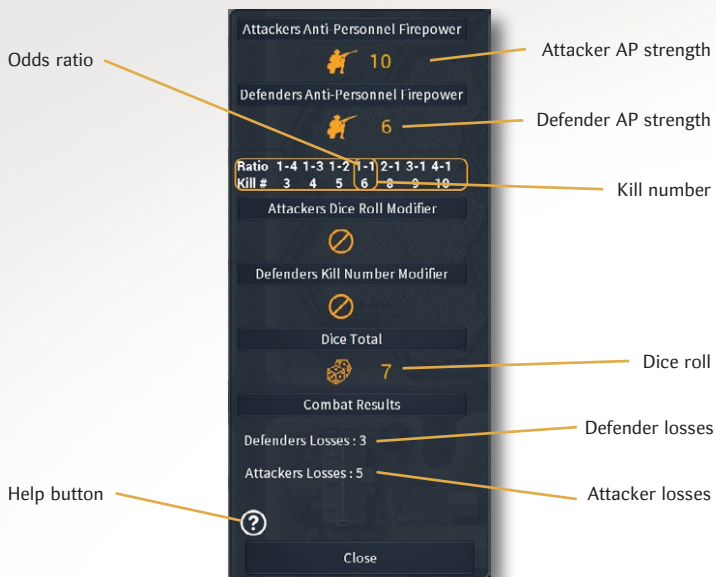- ★ Select the hex to assault

The APFP ratings of the assaulting and defending units are totaled and compared. The ratio of the assaulting APFP to the defending APFP is called the odds ratio (fractions are rounded down). For example, if the attacking player's APFP rating is 14 to the defender's 6, the odds are two to one (2–1). If the odds were reversed, with an attacking APFP of 6 versus the defender's 14, the ratio would be one to two (1–2). Odds greater than four to one (4-1) are resolved at 4–1, and odds lower than one to four (1-4) are resolved at 1–4.

The Close Assault Table is used to resolve attacks. The table has a list of various odds ratios along the top. Below each odds is a number, called the Kill Number. A "roll" of two dice must produce a number less than or equal to this number in order for the attack to succeed.

Odds ratio

Attacker AP strength

Defender AP strength

Kill number

Dice roll

Defender losses

Attacker losses

Help button

The assault is then resolved by the roll of two dice. The game then consults the Close Assault Table and cross-references the dice roll and the odds to determine the result.

RESOLUTION

The game simulates the dice roll and adds any applicable modifiers. Cover modifiers do not apply to close assaults. The dice roll is reduced using the Leadership Modifier of best leader in the assaulting units. The Kill Number is reduced using the Leadership Modifier of the best leader in the defending hex.

If the modified dice roll is equal to or less than the Kill Number the defending units are eliminated.

Once the combat is resolved, the computer applies the losses to each side in the same way as described in the AP Combat section. If the attacker wins the combat, all defender units are immediately eliminated.

TAKING GROUND AND TAKING CASUALTIES

If the defending units are eliminated, the assaulting units immediately occupy the vacant hex. However, the attacking units suffer Casualty Points equal to the cover modifier of the hex assaulted (including any hexside terrain crossed, such as a wall or hedge), plus one Casualty Point for each defending unit. Casualty Points are applied in the same manner as described in other combats.

If the assaulting unit(s) fail to eliminate the defending units (the dice roll was higher than the Kill Number), the assaulting unit(s) suffer a number of Casualty Points equal to the number by which the assault dice roll failed, plus the cover modifier of the hex assaulted, plus one for each defending unit. Defending units also suffer one Casualty Point for each assaulting unit, even though the assault failed.

 For example, if three squads conduct an assault into a woods hex (+2 cover modifier) against two squads, and the odds are 2-1, the assaulting player must roll an 8 or less to eliminate the enemy units, but the assaulting units would automatically suffer two Casualty Points for the cover modifier of the woods hex, and two more Casualty Points for the two defending squads. If the assaulting player rolls a 10 the assault fails, and two (10−8=2) Casualty Points are applied to the assaulting units for the failed attempt, plus two more for the woods hex, plus two for the defending squads for a total of six Casualty Points. The defending player would suffer three Casualty Points for the three assaulting squads.

Note that it is possible for an attacker to occupy the target hex even if the assault fails. If the defenders take sufficient casualties that they are eliminated, any surviving attackers advance.

FAILED ASSAULTS VERSUS AFVS

An AFV defending against a failed assault may be immobilized by the attack. Casualty Points from a failed assault are applied to the AFV, with the defending player making an immobilization die roll. If the roll is equal to or less than the Casualty Points inflicted the AFV

is immobilized, and marked with an Immobile marker. If the roll is greater than the Casualty Points there is no effect.

If the AFV is carrying passengers, the Casualty Points may be applied to the passengers as Collateral Damage (see Collateral Damage to Passengers). Unlike other combat results, passengers are not pinned, they are only reduced or eliminated.

ANTI TANK AT COMBAT

ANTI TANK AT FIRE

AT fire may target AFVs, vehicles or Guns. AT fire has no effect on infantry units. The firing unit must be able to make an AT attack (i.e. the unit must have an ATFP rating), or if the attacking unit is infantry it must be using a support weapon with an ATFP rating. AT fire affects a single target unit. Infantry being transported by an AFV or vehicle may not conduct AT attacks.

RANGE

Infantry units using an AT support weapon may fire at a target within the range printed on the support weapon's counter. A Gun, including an AFVs Gun, may fire its ATFP rating at unlimited range, as long as it has LOS to the target.

PROCEDURE

Players may conduct AT attacks during the Fire or Defensive Fire phases. To conduct an AT attack, the player:

   ★ Selects the attacker hex
   ★ Selects the unit to fire from the Unit Selection Popup
   ★ Selects the target

HITTING THE TARGET

The probability to hit the target depends on range and the weapon type. For infantry AT support weapons, the player needs to roll 8 or less on a simulated dice roll. If the firing unit is a Gun, or an AFV

with a Gun, and the range is 10 hexes or less (short range), the to-hit number is 10 or less, and if the range is 20 hexes or more the to-hit number is 6 or less.

Cover modifiers apply to the to-hit roll.

KILLING THE TARGET

An unarmored vehicle or Gun hit by an AT attack is automatically eliminated. For other targets, the game uses the Armor Elimination Chart to determine the Elimination Number. The Armor Elimination Chart cross references the attacking unit's ATFP rating with the target unit's Armor Factor.

To Hit Dice Modifiers	To Hit Modifier
⊘	

To Hit Target	To Hit Number
◈ 10	

To Hit Dice Roll	To Hit Dice Roll
🎲 7	

Armor Elimination Table

ARMOR RATING						
	U	A	B	C	D	E	F
A	E	7	5	3			
B	E	9	7	5	3		
C	E	11	9	7	5	3	
D	E	E	11	9	7	5	3
E	E	E	E	11	9	7	5
F	E	E	E	E	11	9	7

Defender Armor Rating

Attacker ATFP Rating

Kill Number

To Kill Dice Roll	To Kill Dice Roll
🎲 10	

Combat Results	Attack Result
No Effect!	

Help Button

?

Close

63

A dice roll equal to the Elimination Number immobilizes the AFV. A dice roll less than the Elimination Number eliminates the AFV. Cover modifiers are not applied to the elimination roll. If the attacker rolls higher than the Elimination Number there is no effect. Eliminated units are removed from play.

Determining the Armor Factor.
The Armor Factor used to determine the Elimination Number depends on the facing of the target unit in relation to the firing unit. Facing is irrelevant if the unit only has one Armor Factor, and that Armor Factor is used to determine the Elimination Number.

Immobilization.
An AFV that suffers an immobilization result is marked with an Immobile marker. When an AFV is immobilized, the game automatically performs a check to see if the crew abandons the AFV. The game rolls a single die and the crew will abandon the vehicle on a roll of 2 or less. Once the crew abandons the vehicle it is removed from play.

Whenever an immobilized AFV is attacked—by any type of attack—and the unit survives, the player must check to see if the crew abandons the AFV. An immobilized AFV may not move or change facing, but may still fire normally.

TARGET SELECTION

Some weapons, such as AFV main guns, guns, and squad AT support weapons (bazooka, Panzerschreck) have both an AP and AT capability. If the player targets a hex with multiple targets that can be attacked by a weapon, they will be asked to select a particular target.

The Target Selection Popup will display the possible targets in the hex. Underneath each target is a weapon round. Clicking on the weapon round selects that target.

In some cases, the same target will be presented, with different color rounds beneath each picture. This indicates that the target can be attacked with both AP and AT attacks. An orange round represents an AP attack and a red round an AT attack.

For example, in the player has a British Firefly AFV and wishes to attack a hex with a German squad and a Flak 36/37 gun, they will see the following Target Selection Popup.

Attack this target with AP

Attack this target with AT

The Firefly may attack with an AP attack or an AT attack. Since AP attacks the entire hex, and both the squad and the gun maybe attacked using AP, together they form one possible target. The gun itself can also be attacked using AT and so it presents another target. The player selects the target they wish to attack by clicking one of the rounds under the preferred target.

FORTIFICATIONS AND ENTRENCHMENTS

GENERAL

Fortifications and entrenchments are improved defensive positions constructed to provide additional cover for defending units, or to hinder enemy movement (for example, barbed wire). Fortifications are placed in hexes specified by the scenario in place.

Fortifications and entrenchments have no effect on LOS.

MOVEMENT AND OCCUPYING

The cost to enter a fortification or entrenchment hex is the same for the hex it occupies. Enemy units may not move into or through an occupied fortification or entrenchment hex, unless conducting a close assault or armor overrun. An abandoned or empty fortification or entrenchment hex may be occupied by either side, unless otherwise noted. There is no additional cost to enter a fortification or entrenchment, and a unit automatically occupies the position when it enters the hex, as long as doing so does not exceed the position's stacking limit.

BUNKER

A bunker is a fortification. A concrete reinforced bunker provides a +3 cover modifier. An attacking unit cannot target a unit in a bunker with ATFP; it must use APFP when firing on a bunker.

SANDBAGS

Sandbags are a fortification. Infantry and Gun units may occupy sandbags, and normal stacking limits apply. A sandbag position provides a +2 cover modifier.

BARBED WIRE

Barbed wire is a fortification. An infantry unit that enters a barbed wire hex must stop. The unit may advance out of the barbed wire in the subsequent Advance and Assault Phase, or continue moving normally during the owning player's next Movement Phase. Infantry units firing from a barbed wire hex suffer a +1 die roll penalty to their attack.

Vehicles may not enter a barbed wire hex. AFVs are unaffected by barbed wire.

FOXHOLES

Foxholes are an entrenchment, and may only be occupied by infantry units. Normal stacking limits apply to a foxhole hex. A foxhole provides a +1 cover modifier to the hex it occupies, in addition to the terrain in the hex.

TRENCHES

Trenches are an entrenchment, and may only be occupied by infantry units. Normal stacking limits apply to a trench hex. Trenches provide a +2 cover modifier, in addition to the terrain in the hex.

CREATING YOUR OWN SCENARIOS

SCENARIO EDITOR

The Scenario Editor allows you to design your own scenarios and play them in the game or share them with your friends.

CREATING A NEW SCENARIO

Creating a new scenario involves first picking the Map you would like to use as the basis for the scenario.
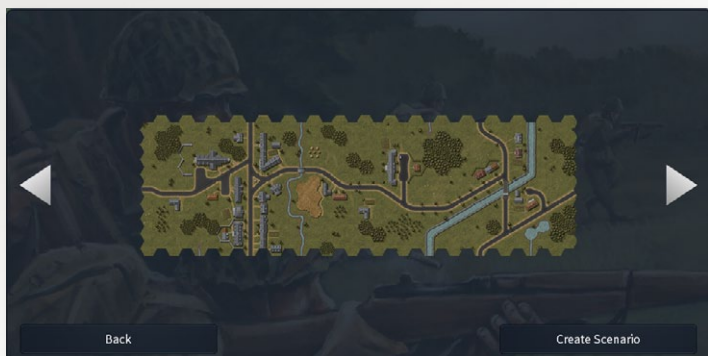
Click on the white arrows to scroll through the available maps. Once you have found one you like click on Create Scenario.

The Scenario Editor will now open with the map you previously chose.

On the left is the selection panel for picking the forces, map additions and type of scenario to be created.

CREATING A STACK OF INFANTRY WITH SUPPORT WEAPONS

Click on a unit you want to use and then left click on a hex on the map board. If you want to place additional units in the same hex then click again (Exception: leaders can only be placed once).

To add support weapons to the stack you will need to right click over the relevant stack and a popup will appear. You can then click on the
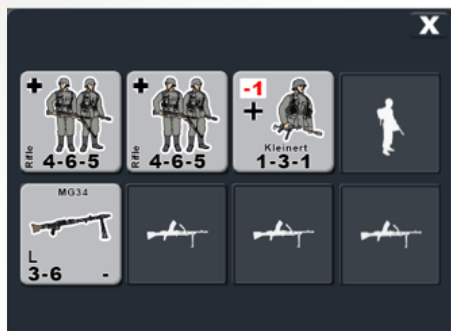
support weapon you want to use and click on the box below the relevant unit to add the support weapon.

To remove a unit or support weapon from the stack you will need to left click over the relevant unit or support weapon.

ROTATING VEHICLES OR GUNS

To rotate the facing of Vehicles or Guns first right click on the unit/s on the map and then right click over the unit to rotate it to the desired facing.

REMOVE UNIT VEHICLE GUN ALREADY PLACED ON MAP

To remove any unit from the map you need to right click over the unit to bring up its relevant popup and then left click over the unit you wish to remove.

ADDING MAP DEFENCES TO THE MAP BOARD

You can add additional objects to the map such as Bunkers, trenches and barbed wire.

Select the Defences tab at the top of the left panel. The select the type of defence you want to add to the map and left click on the map to place. To remove you will need to left click on the item on map.

CHOOSING A VICTORY TYPE

For your scenario you will need to select the type of scenario and who will be the main attacker or defender.

You can select from:

★ Elimination: Attacker objective will be to eliminate or pin all the defenders' units
★ Objective: Attacker must capture all the objectives on the map. Note at start of the game the objectives should be set to the nationality of the defender.
★ Exit: Attacker must exit a required number of units off the map

ADDING SCENARIO DETAILS

Scenario Text
You need to give a name for your scenario and a description about the scenario.
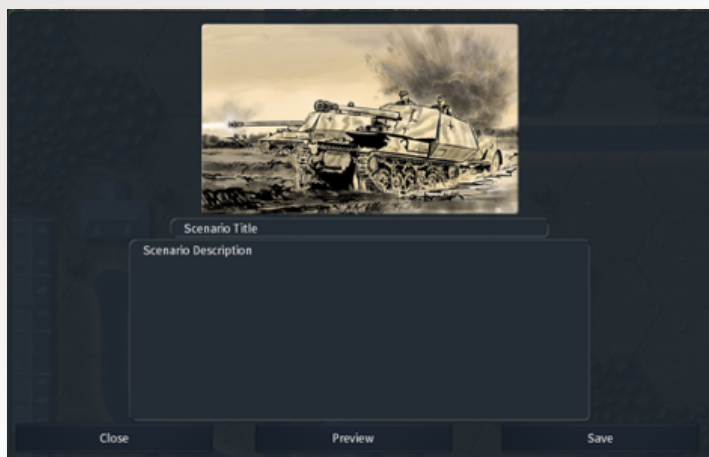
Smoke
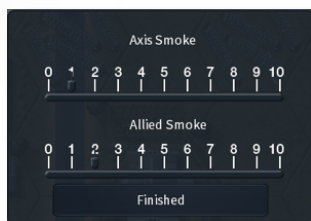
If desired, you can allocate smoke to be used in the game by either side.
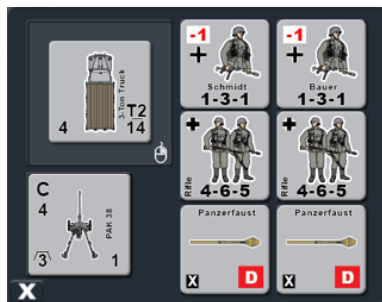
Game Turn
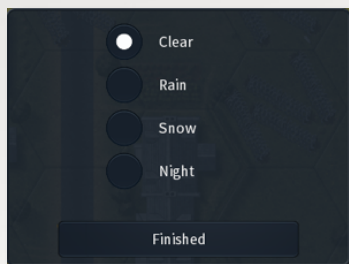
Weather

Weather has no effect on game play. It is designed to add atmosphere to the scenario you are designing.

LIMITATIONS ON UNITS YOU CAN PLACE IN ONE HEX

You can place the following in one hex.

- ★ 4 squads or leaders with support weapons
- ★ Or 2 squads or leaders and 1 vehicle or gun
- ★ Or 2 vehicles or guns

ADDING PASSENGERS TO A TRANSPORT

Certain vehicles can transport units. You can add passengers or a gun, to be towed, by right clicking on the vehicle once it is placed on the map. A popup will then appear with slots indicating what may be placed there.

SAVING A DRAFT

At any time you can save your scenario out as a draft. You then have the option to load it in again to the Scenario Editor to continue working on.

SAVING TO EXPORT TO ZIP FILE

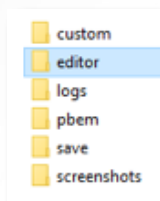You can share your newly created scenario with your friends.
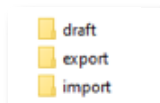
SAVING TO IMPORT INTO THE GAME

When your scenario is ready you can import it into the main game ready to play as a Custom Scenario.

SAVED FILES LOCATION

Your files are saved in your user folder under valorandvictory. As an example – "C:\Users\lance\valorandvictory\editor"

custom
editor
logs
pbem
save
screenshots

In the editor folder are 3 further folders:

draft
export
import

Draft: Where your draft versions are saved.

Export: Where the scenarios you want to share are saved as a zip file

Import: Where to place zipped scenarios created by other players.

IMPORTING SCENARIOS CREATED BY OTHER PLAYERS

Place the zipped file into the import folder mentioned above.

On the main Scenario Editor Menu press the Import Scenarios button and it will automatically import the scenario into the Custom Scenarios and delete the zip file once done.

MULTIPLAYER

THE PLAY BY EMAIL PROCESS

CHALLENGES AND GAMES

A challenge is an invitation to play a game. Any player may create a challenge. When creating a challenge, the player selects the scenario and which side they will play.

When the challenge is created, it is viewable by other players in the PBEM system. Any of them may accept that challenge. Once a player accepts the challenge, a game will begin.

A PBEM game progresses in the same way as a solo or hotseat game, except that there will be delays as the player waits for their opponent to make their moves. The active player in a segment will play the Command Phase, Fire Phase, and Move Phase. After the Move Phase, the game will automatically be saved and sent to the opposing player.

They may then, at some point, play their Defensive Fire Phase. When they do, the game will again be saved and sent to the PBEM server. The active player may then complete their turn by playing their Advance and Assault Phase.

NOTIFICATIONS

The PBEM system will notify players via e-mail when:

- ★ An opponent has joined one of their challenges
- ★ It is their turn in one of their games
- ★ The game is over
- ★ Their opponent has left their game

TOURNAMENTS

From time to time, Slitherine will host Valor and Victory tournaments. These tournaments will typically following a multi-round format where in each round opponents are randomly matched. Each round will feature a particular scenario. Each pair of opponents will play the same scenario twice, once as each side.

Each game in a round will play out as any other PBEM game, except that there will typically be a time limit within which each player must complete their turn.
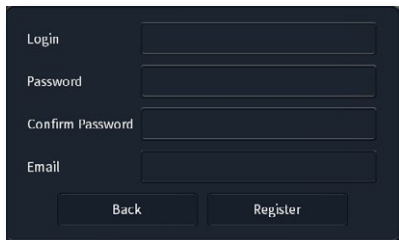
STARTING A PBEM GAME

REGISTERING

The first thing the player must do is register with the PBEM system.

To participate in the PBEM system, the player must create a Slitherine account. This can be done by visiting www.slitherine.com and signing up.

Once the player has a Slitherine account they can register for

PBEM. Registering will require the player to enter their username, password, and game serial key. If the player purchased the game via Steam, the serial key will be automatically provided.

Once the player has successfully registered, they may log in to the PBEM interface.

LOGGING IN

Players must log in to the PBEM system in order to access their

PBEM games, host challenges, or join tournaments. Valor and Victory will remember your credentials from session to session.
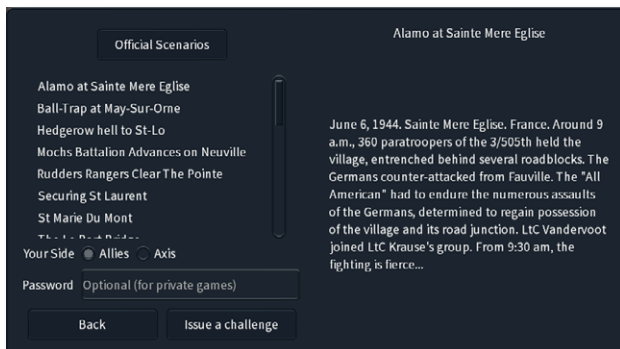
HOSTING A CHALLENGE

Players may arrange a PBEM game by issuing a challenge. To create a challenge a player selects the scenario to play from the list provided, chooses the side they wish to play, then issues the challenge.

A player may reserve a PBEM game for a specific opponent by adding a password to the challenge. In order to accept the challenge, an opponent must provide the password.


Once the player issues a challenge, it will be shown on the My Challenges tab in the PBEM interface.

JOINING A CHALLENGE

Players may see the available challenges in the Open Challenge tab of the PBEM interface. A player may accept any of these challenges by clicking the Join button. If the challenge is accompanied by a lock icon, then the game requires a password to join.
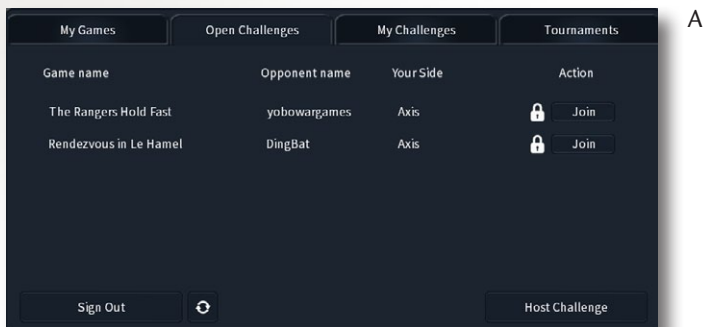
A player may join multiple challenges and may maintain multiple PBEM games at the same time.

PLAYING A GAME

Once a player has joined a challenge, the game will commence. Both players will find the game listed in the My Games tab of the PBEM interface.
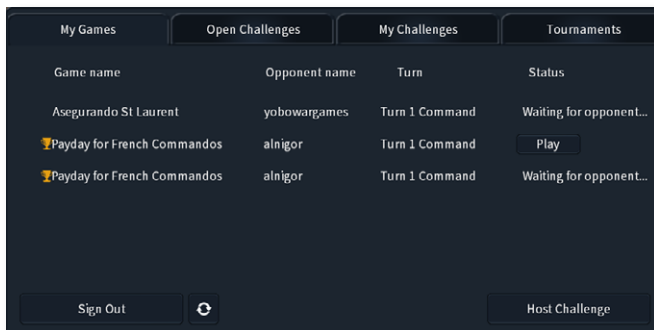
The starting player will be able to begin turn 1 of the game by clicking the Play button. Their opponent will see that the game is waiting for the starting player to finish their turn.

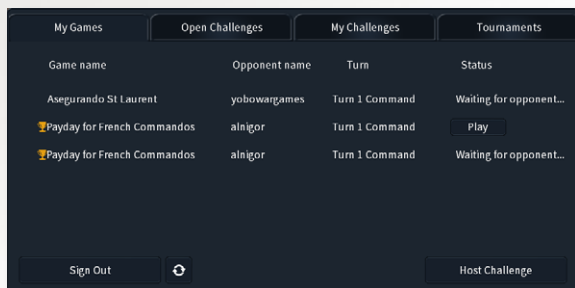What a player clicks the Play button, the scenario will be launched and play will pick up where it was left off. All battle commands and actions are identical to a solo game.

When the scenario reaches a point where the opponent must take action, the game will be saved and sent to the PBEM server. The opponent will now be able to play their turn. This hand off will occur at the end of the Move Phase, the Defensive Fire Phase, and the and of each player segment.

MESSAGES

When the PBEM game is saved, the player will have an opportunity
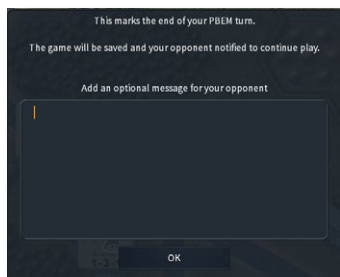
to enter a text message for their opponent. The player may type a message in the space provided, but the message is optional. Clicking OK saves the game and ends the current player actions for that PBEM game. The player will be returned to the main menu.

E MAIL NOTIFICATION

Players involved in a PBEM game will be notified via e-mail when there are games waiting for their attention.

REPLAYS

Valor and Victory provides a simple replay mechanism that will show a player the important actions their opponent has taken in their turn. The replay will show:

★ Enemy movement
★ Enemy fire
★ Close Assaults

The replay, if one exists, can be shown using the R hotkey.

VICTORY

When a player has won a game they will be shown a Victory Popup. The game will not end at this point in order to give the opponent a chance to also understand the game is over. The winning player may now enter a final message to their opponent. Clicking OK will save the game and end that players actions.

Both sides have suffered casualties and the fighting continues.

The battle ends in a draw.
This marks the end of your PBEM turn.

The game will be saved and your opponent notified to continue play.

Add an optional message for your opponent
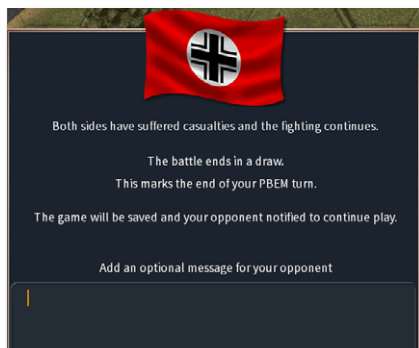
When the opponent begins their turn they will be presented with the Victory Popup and may view the final message of the victor. The opponent may view any replay, but will not be able to interact with

any units or perform any actions. They may exit the scenario to return to the main menu.

At this point the game is over. It will no longer appear in the PBEM interface. Both players will receive automatic status e-mails indicating the game is completed.

LEAVING A GAME

If, for some reason, a player is unable to complete a game, they may end their participation by finding the game in the My Games tab of the PBEM interface and clicking the associated Leave button.

PARTICIPATING IN A TOURNAMENT

Players may join a tournament by visiting the Tournament tab in the PBEM interface and clicking Join. Players may leave a tournament they've joined at any time before the tournament starts. Once the tournament starts, they will not be able to leave.

DEVELOPER NOTES

Board Game designer notes: Barry Doyle

I started working on Valor & Victory in the late 90's, after many failed attempts at learning and—more importantly—playing Advanced Squad Leader. My ultimate goal for V&V was to design a simple, playable WWII squad-level system. Honestly, when it comes right down to it, I really wanted everything ASL has to offer, except—of course—the rules. I enjoy a simple wargame, with a lot of detail and variety—units, situations, and history—far more than I enjoy complicated simulations, and that's what I wanted from Valor & Victory.

It's not uncommon for a simple wargame to be labeled unrealistic, but I've always assumed realism to be relative to the system in question. Realism, in my humble opinion, is represented by two things: the history contained—or represented—within the game,

and a unit's abilities as compared to like units, within the confines of the system. For instance, if a Stuart has a weaker armor rating than a Sherman, and a Sherman has a weaker armor rating than a Pershing, then the system is—to some extent—realistic.

With V&V, many of the complicated systems of other squad-level games have either been left out, abstracted, or streamlined for the sake of playability. Morale, for example—something I feel can really hamper the flow of a tense tactical situation—is wrapped into the anti-personnel combat system through the use of Casualty Points. The casualty system allowed me to incorporate the effects of morale, though abstracted, without slowing an exciting combat situation.

The infantry system was inspired by Avalon Hill's elegant area-movement combat system, particularly by Storm Over Arnhem. When playtesting began I realized the Casualty Point system worked for a traditional, hex and counter squad-level game, and even made the game a tense, deeply engaging exercise. This also ended up reinforcing combined-arms operations, with infantry units coordinating their efforts to survive and be successful. In the end I'm glad I stayed on my original course, as V&V's infantry combat system is one of the more unique aspects of the game.

I also wanted the close combat system to be different from those I had experienced in the past. I never really understood how a unit, or group of units, could engage in hand-to-hand combat with little or no effect on them or their adversaries, or simply run roughshod over the other side and walk away unscathed. V&V's close assault system, like standard infantry combat, forces the players into difficult, sometimes agonizing situations.

The anti-tank combat system owes a lot to the Metagaming classics Rommel's Panzers and Stalin's Tanks. In fact, those two old favorites may have been the original inspiration for creating a simpler, playable ASL. Whenever I'd pull them out I couldn't help but wish Metagaming had continued the series, simply by adding more units, maps and scenarios.

Valor & Victory, through many hours of design, playtesting, and extensive community support, has finally evolved into the squad-level gaming system I've always dreamed of playing. The effort has been monumental, and even difficult at times, but extremely rewarding in the end. I sincerely hope you enjoy assembling and playing the game as much as I enjoy working on it.

Computer Adaptation: Lance Craner

I really wanted to make a Tactical Squad level game similar to Squad Leader or its Advanced version but without the hundreds of minute rules. Just let me play the game! When I came across Barry's game it was a perfect match and when I reached out to him in February 2018 he was enthusiastic to see his game made into a PC version.

We have tried to stay as faithful to Barry's game as possible with some changes to allow the game to flow well for solitaire play and PBEM. The biggest changes have been to allow the AI to drive both the opportunity fire and casualty points allocation so that the active player can focus on playing the game.

Creating an AI opponent has been challenging. AI in a computer game needs to achieve three main goals:

- ★ Make the game fun to play.
- ★ Do not make stupid moves.
- ★ Make it challenging for the player to win

I think we have just about achieved this and certainly in defense the AI can be very challenging to overcome.

We hope you enjoy playing the game as much as we have making it.

CREDITS

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Lance Craner

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Bruce Rennie

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Brian Gair

Scenario design
Barry Doyle with additional scenarios created by Rico

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