Force of Virtue not so FAQs

Veterans:

Attach to a troop card. They can activate themselves
Rally, They do not count as Capos otherwise.

Q1: Does this mean they can be selected instead of a Capos to activate themselves (moving, shooting, etc.) and can also rally themselves. Or does it mean they can only activate themselves to rally. Can they burn their own virtue when they fail armour rolls, or does that virtue still have to come from a real capo?

A1: Veterans "do not count as Capos" applies mainly to not being able to use "attach to a capo" style cards on them. They may be activated, move, take actions, interact with objectives as Capos. Treat each model as a mini Capo using a common pool of virtue.

Does this mean they can be selected instead of a Capos to activate themselves (moving, shooting, etc.) and can also rally themselves? Or does it mean they can only activate themselves to rally?

A: They may be chosen to activate just like another Capo.

Q. can they?

A: yes

Q2: A card can bring up to three models to your force. Do these models act independently on the battlefield or do they work as a unit with some kind of cohesion? Do they have to stay together? A combat example refers to fighting in rank and most examples seem to indicate groups of identical models moving together. If models all act independently, do you need to track used action and faith on a per model basis or on a per card basis?

A2: Models from cards do not have to stay together and can act independently, however you generally want to keep them grouped together for Virtue and Action efficiency. For example, if you do a 2 Speed Move with a Banner that has 2 Mercenaries cards worth of models (2x3=6 models) in its Command Range, then all 7 models (including the Banner) would benefit from the Move and use 2 of their 3 Faith and 1 Action. If you wanted to move a single model you could, and it would only use that model's Faith and Actions, but it's not an effecient use of the player's Virtue and alternating Activation.

Shooting Actions

Individual Targeting? Target order resolution

Q3: When making a shoot action, can every model you shoot with choose a different target (dependent on line of sight and closest model, etc.)?

A3: *Each model finds their own target yes.Targeting logic is the closest model with least cover so it will generally be the same target, but not always if the subsequent shooters have obstacles in the way from their point of view for example. **Shooting is also resolved one at a time so if the first shooter kills the closest model they are removed, the next shooter then targets the next closest model.** The Prudence critical success allows you to pick your target after rolling it, which makes it useful for picking off Capos or other high value targets.*

Shooting defence dice success

Q4: Under shooting (page 33) it says obscured models get a defence roll, made against the to-hit value of the attacker. Under obstacles (page 41) it says rolls of a 4+ are successful.

A4: ***All defence dice against shooting attacks succeed on a 4+ and critically succeed on a 6 unless otherwise noted on a card.** All other text in the rulebook should read the above and will be corrected in the new pdf edition.*

Capo's Virtue and Command and Control stuff

Please prepare for a 5hr orientation powerpoint

Can a Capo leave their troops behind

Q5: Can a Capo move themselves out of command range of all of their units (as dangerous as that may be)?

A5: *You could, I won a scenario once by having my cowardly Capo hoist a drunk duke's son onto his shoulders and run away from the fight, leaving all of his soldiers to surrender once they realised that he had left them in the lurch. He still managed to escape despite getting winged by a crossbow on the way out. (He ran away after grabbing the objective in a scenario that required it to be carried out rather than just captured.)*

What if there is no Capo in range to burn virtue from?

Q6: When burning virtue, what happens if there is no Capo within command range to burn any?

A6: *None is burnt, but you are in a risky position. Keep in mind if at the end of a round a model isn't in command range of a Capo with unburnt virtue they are removed from the board. No Virtue can be voluntarily burnt either (no rerolling wound saves!)*

Fight Actions

Q7: A model receiving a fight action can decide to make a fight reaction. This means they get virtue dice, to allocate to attack and defence and they will also get to make an attack during that combat round (if they put virtue dice into attack). If they don't make a fight reaction, they just take any hits and then roll for armour and wounds. So...

    7.1 If they have the longer reach, this means they would actually get to attack first, even though they are making a fight reaction, correct?

    7.2 If opposing models have the same reach, damage from attacks is applied simultaneously and could result in both models dying?

    7.3 If one model is outside the reach of another, I assume they cannot attack, but can still put virtue dice into defence?

    7.4 Does making a fight reaction cost an action and does it count towards faith use?

A7:
7.1 Yes, even though they're making a reaction, pikemen still hit first against non-pikemen attacking for example.
7.2 Yes, double hits happen quite a bit. One player should roll all their attacks, marking models that have been killed (knocking them on their side works well) then resolve the other player's models including those of the killed models with a final clean-up when all casualties on the same Reach step are confirmed.
7.3 Yes, defence dice can still be used.
7.4 Yes, a fight reaction costs action and faith. However, remember that you can use the Virtue and Action used from a prior Move for the Fight reaction. (so models that just moved are not completely open targets.)

Q: Can you divide your attack dice over multiple enemy models?

A: No you cannot, there is a card that lets you do this though and Speed Crits generate a new attack that you may allocate separately.

How and in what order do you resolve new attacks from speed crits?

A: First resolve the initial attack and then you may resolve the new attack dice as a one-dice speed attack. It does not cost virtue or faith. The attack may crit-succeed or fail as normal. The attack may also be resolved against a new target.

Q8: Am I correct that you don't have to have any models in base contact to start a fight, as long as you have the reach to hit a target?
 Can a pikeman stand off at 2 inches and attack some swordsmen, safe in the knowledge they will not receive attacks back?

A8: Correct. This is how pikes work. Failing to land a charge against a pike block sucks. My I suggest some defence dice sir?

Defence dice rolls, against who's To-Hit value?

Q9: The rules page 38 state that when making a defence roll in combat you make it against the to hit value of the model. I assume this means against the to-hit value of the attacking model?

A9: When rolling a defence dice, you are rolling it against the value of the model making the defence, better fighters are more likely to parry.

Defending Obstacles

Q10: Rules page 41 refer to gaining a defence bonus for defending an obstacle. I assume this means if you have a model standing in base contact with something like a fence, that model would get the bonus defence roll against someone with a halberd or pike trying to poke them over the top of that fence? Also, again, this mentions a defence roll of 4+, whereas defence under attacking is said to be made against the model's to-hit value, so which value should you use? If you are attacking over a fence or hedge, do you decrease your range value for the purpose of determining the order of attacks?

*A10: Yes, you get a free defence dice for defending a barricade. **The defence dice succeeds on a 4+ because it is basically just cover.** You do count the distance over the barricade as range, so using swordsmen to defend a barricade against pikes is not wise as they will generally just poke you to death even with your free dice. We do allow 0 Reach models that are touching the barricade to fight models directly touching the other side of it so there are no staring contests between swordsmen on either side of a bush. Both models in touch with an barrier get a defence dice.*

Control Zones

Q11: The rules state you cannot move into an enemy control zone without making a fight action. However, you cannot move and fight in the same action. So...
    11.1 Does this mean that if you move within 1 inch, you MUST activate those models on your next activation to fight?
    - If this was your final activation of the turn would you not be allowed to move within 1 inch?
    - Are you prevented from moving to just within 1 inch of an enemy if you have a range 0 weapon, as you are not in a position to fight?
    - If you move to just within 1 inch and run out of movement, do you get "free movement" to move into base contact?

A11
11.1 If you want to benefit from the same Virtue and Action yes, you must.
11.2 As you can use the same Action and Virtue to fight with, you can do it as your last Action. If you really wanted to you could Pass as well to get first Activation next Round.
11.3 It is inadvisable but sometimes its forced to happen.
11.4 No, bad luck on the roll.

Q 12: Once engaged in a fight, unless you use the optional rules, there is no way to move away from that fight?

A 12: You cannot move out of base-to-base combat with an enemy model unless you are using the optional rules.

Retreating as a group without coordination can easily lead to a route. There are options in cards that allow this to happen. **You can also use Fortitude and roll a Critical success, you can move out of combat instead of pushing an enemy model.**

Virtue from Move Actions

Q: When models move they can retain their movement virtue dice for a subsequent fight, even if those virtue dice were from a previous turn. Does that mean models can retain virtue dice indefinitely as long as they don't take any other action? For example, I move a unit on the first turn of the game with 2 virtue dice. They then don't do anything else for 3 turns. When someone finally engages them in a fight, do they still have those 2 virtue dice available?
- A. Additionally, if they have access to those dice can they also still make a fight reaction to get even more dice?
- B. Do they need a capo in command range to use those stored virtue dice?

You may use **spent** movement dice for a fight action if the next action is a fight action. At the end of the round the dice regenerate and no longer count as being spent.
- A. Yes, you may add more dice if you have them available and they have Faith left (if they only did a 1 dice Move, then you could add 2 dice to bring it up to a 3 dice Fight)
- B. Extra dice do have to come from the same Capo that ordered the Move Activation.

Fight Reactions 2 electric Boogaloo / ordering Fight Reactions from Capos with no actions / Actions

Q: Fight reactions
1. My knight, with no virtue (and no actions left), could still order a fight OR fight reaction with units who previously moved and are holding virtue from that move because it doesn't cost an extra action or any virtue?
2. But if I wanted to add additional virtue to the fight or fight reaction from a capo who does have access to virtue, would that then cost an action, or can that still be counted as part of the "charge" action?

A:
1. *Ordering actions does not cost a Capo actions unless they take part in the action, so correct.*
2. *Ordering actions does not cost a Capo actions unless they take part in the action, so correct.*

Fortitude Crits through Control Zones

I assume the fortitude crit in melee allows you to move *even though* you're in a control zone?

A: Yes, you are correct.

Do defence dice crit success or fails trigger the melee crit effects?

A: No, they do not.

Troops

Does Coherency exist?

Q: A card can bring up to three models to your force. Do these models act independently on the battlefield or do they work as a unit with some kind of cohesion? Do they have to stay together? A combat example refers to fighting in rank and most examples seem to indicate groups of identical models moving together.

A: Troops from the same card do not need to stay together or even have the same equipment. HOWEVER, most players tend to keep them together and alike for ease of play. Your job as a commander is as complicated or easy as you want to make it.

Do you need to track Faith and Actions per-model or per-card?

Q: If models all act independently, do you need to track used action and faith on a per-model basis or a per-card basis?

A: Technically you need to track on a per-model basis. However, you always have the choice to always activate on a per-card basis and then track it per card. Generally, we don't even feel the need to track since keeping track tends to be pretty simple. We have taken care not to include mechanics that strip Faith or Actions from individual models, so you don't need to worry about this.

Matching equipment on troop cards

Do all models on troop cards have to select the same equipment from their card or whatever card is attached to them?

A: No, they don't but it will probably make your life easier as a player. Probably not worth it unless you have a specific reason.

Interactions

Can you do interactions without virtue or Faith?

Can a capo with no virtue (and no access to virtue) still use an action to make an interaction roll as it doesn't require virtue for the roll?

Interactions do not require virtue or faith so you are correct.

Cards and Card Effects

Instant? What does that mean / As The Lion / Is Card virtue permanent?

Q: The keyword "instant" doesn't appear to be defined in the rules, so if I have the card "as the lion" - "instant, a Capo of your choice gains 2 audacity" - What exactly does that entail? Do I gain 2 audacity dice for one roll, or do I gain 2 audacity tokens? If I gain the tokens, are they discarded at the end of the turn, or do I keep them for the rest of the game?

The reason this has come up is because I am looking at a Condottieri force with a front-fighting knight with heavily armed mercs, backed up with a banner. I was considering loading all the virtue onto the banner, so if the knight dies, I don't lose any virtue. However, I was wondering if playing a card like "as the lion" could keep him in the fight for one more round if the banner was killed.

A: In the case of this card it means the effect is instant. Unless otherwise stated virtue given from a card is permanent as it would be annoying to track which virtue you have this round and what you don't in the next. And yes that is the intended purpose of this card.

Hidden Deployment and Ambush

Another question is about Ambush and Assassin. You know there is an ambush cause you have to declare it but does your opponent know which models are in ambush?

A: Yes, you have to play the ambush card before deployment to get the effect. However you do not need to reveal what cards you are ambushing with. You can keep the models and cards off to the side in a box if you want.

Hidden Deployment and Assassin

In the case of the Assassin do they know there will be an ambush?
In the case of Assassin the opponent does not need to know but you do need to somehow record which terrain piece you have selected

Scenario and Deployment Questions

Changing cards after pre-deployment / Card selection

In the rulebook it says the following
"Each player selects cards from their party decks up to the agreed number. Now is the time that each player must play any cards with the tag "Pre-Deployment" the other player then may change their list appropriately."
Can I then change all my cards afterwards?

A: You may adjust your list if your opponent has removed cards from it or prevented cards from being played.

How is the scattered deployment supposed to work: 1) What happens to the troops that can't fit the 12" excusion zones? 2) Are you allowed to clumb up your own troops which I feel is against the intent of scattered?

You must place troops 12" away from enemy models, friendly models are ok.

Scattered Deployment

How is the scattered deployment supposed to work: 1) What happens to the troops that can't fit the 12" excusion zones? 2) Are you allowed to clumb up your own troops which I feel is against the intent of scattered?