

Point System for Volley & Bayonet: Road to Glory

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Version 3.2

The focus of Volley and Bayonet is to enable players to game out historic battles on the table top. But we recognize that there are times when players may want to play a hypothetical scenario. The following point system quantifies the relative value of various types of troops on the basis of a universal point system. The units listed in the army list section of *Volley & Bayonet: Road to Glory* have point values generated by this system below. This system may also be used to calculate point values of units not covered by these lists, specifically stands at a weaker strength than the full-strength units listed.

All points are calculated per stand. As a general rule, commanders are not purchased but rather are received for free based on actual divisions and corps present at the battle, refer to the army lists included with *Road to Glory* for additional detail.

Basic Cost of Stands (Base Morale 5)

- Infantry Skirmisher: 35
- Linear Infantry: 20 + 15 per SP
- Massed Infantry: 40 + 15 per SP
- Cavalry Skirmisher (skirmish only): 30
- Linear Cavalry: 25 + 20 per SP
- Massed Cavalry: 50 + 20 per SP
- Artillery: 40 + 30 per Very Light, 35 per Light, 40 per Field, or 45 per Heavy / Siege SP

All percentage point cost modifiers are made to the basic cost of the stand with SPs added, as calculated above. So a 3-SP linear infantry stand costs 75, and any +25% bonus cost to that stand would add 18.75 points.

Stand Point Modifiers (All combat arms)

- Morale 3: -50%
- Morale 4: -33%
- Morale 6: +25%
- Morale 7: +33%
- Corps and Army Troops with no exhaustion: +20%
- Poorly Trained: -20% Refer note 1
- Militia: -50%
- Dedicated Guns: +20 points (regardless of base cost of stand)

Stand Point Modifiers (Infantry)

- Shock: +25%
- Poor Musketry: -20% Refer note 1
- No Elites: -20% Refer note 1
- May detach 1 infantry skirmisher: +15 points
- May detach a single infantry skirmisher sharpshooter: +20 points
- All infantry in stand may skirmish: +30 points
- Sharpshooter: +25% to cost of an infantry skirmisher stand.

If the stand is entirely shock, then all may skirmish if the player pays the cost to detach a single skirmisher. If an infantry stand is entirely shock, then all may skirmish if the player pays the cost to detach a single skirmisher

(15 points). If the cost to detach a single sharpshooter is paid (20 points), then all may skirmish and one SP may be a sharpshooter.

Stand Point Modifiers (Cavalry)

- Medium Cavalry: +10%
- Heavy Cavalry: +25%
- Lancer Cavalry: +10% (+5% for linear stands)
- All cavalry in stand may skirmish: +10% (+5% for linear stands)

Stand Point Modifiers (Artillery)

- Artillery Battery: -25%
- Horse Artillery: +20%
- Pre-Professional Artillery: -25%

General Rules:

All point costs are rounded to the nearest multiple of 5 points after all modifications are made.

Notes:

1. If all three modifiers (PT, PM, NE) are used, the total reduction is 50%, not 60%.