

HONOURS OF WAR – PLAYSHEET

(25–30mm figures – inches)

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|---|-------------------------------|
| 1. Move commanding generals | 5. Firing phase + Reaction |
| 2. Dice for movement Initiative | 6. Melee phase + Reaction |
| 3. Movement phase, including fire at chargers | 7. Rally phase |
| 4. Dice for firing Initiative | 8. Check Army Breaking Points |

Command Performance

DIE ROLL	DITHERING	DEPENDABLE	DASHING
1	Feeble	Poor	Steady
2	Poor	Steady	Steady
3	Steady	Steady	Steady
4	Steady	Steady	Steady
5	Steady	Steady	Admirable
6	Steady	Admirable	Inspiring

Command Distance 6".

Outside command distance units roll 4, 5, 6 for initiative. +1 superior unit, -1 inferior unit.

Normal Moves

Close Order Infantry	8" line, 10" march column	
Light Infantry	10" any formation	
All Cavalry	12" line, 16" march column	
All Limbered Field Artillery	8", 10" on roads	
Manhandle Light/Medium/Heavy Guns	To front or rear 6"/4"/2"	To flank 4"/2"/no move
Horse Artillery	12", 16" on roads	
Transport	6", 8" on roads	
Command Figures	24" at all times	

Counter-Charge

Cavalry automatic if attackers move more than half normal move, otherwise 4,5,6. Infantry 4,5,6 at any time.
For both, +1 superior unit, -1 inferior unit

Turn To Face a Flank or Rear Charge. Change Formation Against a Charge

If chargers move more than half normal move, roll 4,5,6.

Turn To Face: +1 cavalry/light infantry, -1 if army deducts half a move for flank/rear movement.

Change Formation: +1 cavalry/light infantry, -1 if army takes a full move to change formation/unlimber

Rally

Distance from enemy units	12 to 24"	More than 24"
Superior or Standard Class	Rally off 1 hit	Rally off 2 hits
Inferior Class	Rally off no hits	Rally off 1 hit

1 unit within 2" of the commanding general removes 1 hit.

Reforming takes one move stationary (can change formation in place but not change facing).
Change hit marker die to red when reforming. Cannot fire. If charged successfully count as hit in flank.

Rally off hits as normal when reforming. If unable to rally to 3 hits, must retreat again next turn.

Firing Ranges

Muskets+Battalion Guns 4"/12", Muskets 4"/8", Rifles 6"/12", Carbines 3"/6"
Light guns 12"/20"/28", Medium guns 16"/32"/48", Heavy guns 20"/40"/60"
Howitzer 16"/28"/40" (D6 roll of 1 or 2 means -1 modifier)

Hit Table

A natural 5 always causes at least one hit

Modified Die Roll (Average Die)	0 or less	1	2	3	4	5	6 or more
SUPERIOR INFANTRY	0	1	2	2	3	4	4
STANDARD INFANTRY	0	1	1	2	3	3	4
INFERIOR INFANTRY, STANDARD LIGHT INFANTRY	0	0	1	2	2	3	3
INFERIOR LIGHT INFANTRY	0	0	1	1	2	2	3
SUPERIOR ARTILLERY	0	0	1	1	1	2	2
STANDARD ARTILLERY	0	0	0	1	1	2	2
INFERIOR ARTILLERY	0	0	0	0	1	1	2
SUPERIOR CAVALRY	0	1	2	2	3	3	4
STANDARD CAVALRY	0	0	1	2	2	3	4
INFERIOR CAVALRY	0	0	0	1	2	2	3

Firing Modifiers

Firer has moved -1
 Firing at long range -1
 Firer has 3 or more hits recorded -1
 Difficult Target -1
 Light Cover/Heavy Cover -1/-2
 Target classed as superior/inferior -1/+1
 Flanking or rear fire +1
 Firing from BUA, per fire direction -1
 Firing unit is small/large -1/+1

Artillery Only

Canister +2
 Firing at march column or 2 deep cavalry line +1
 Heavy gun (roundshot) vs. BUA or entrenchments +1
 Howitzer (shell) vs. BUA or entrenchments +1
 Howitzer (shell) vs. cavalry +1

Melee Modifiers

Cavalry charging +1
 Rolling unit has 3 hits or more -1
 Light cover -1
 Heavy cover -2
 Target uphill -1
 Target classed as superior -1
 Target classed as inferior +1
 Each supporting unit +1 (max 2)
 Rolling unit is artillery -1
 Light infantry vs. formed/close order -1
 Attacked in flank or rear -2
 March column -2
 Fighting from BUA, per direction -1
 Rolling unit is small/large unit -1/+1

Difficult Targets (firing only)

1. Light infantry and deployed artillery.
2. Units more than half outside the firing zone, or more than half obscured by terrain.
3. Units up to half obscured by friendly troops.

Grazing Fire

Effective up to 12" from front edge of first target. Line of fire through centre of first target.
 Roll 3,4,5,6 on level/open ground. Obstacles/bad weather 5,6.

Reaction Table

TOTAL HITS	EFFECT
5 or more	Unit is Done For. Rout 1 normal move, then remove the unit in the Rally phase.
4	Loss of morale. Retreat at least 1 move but not more than 2 moves. Unit will need to reform before continuing in the game
3	Continue as normal, but take a -1 modifier for fire and melee.
2 or less	Continue as normal.