

# HONOURS OF WAR – PLAYSHEET

## (6mm figures)

- |   |                               |
|---|-------------------------------|
| 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 4cm.

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

### Normal Moves

|                                      |                                 |                             |
|--------------------------------------|---------------------------------|-----------------------------|
| Close Order Infantry                 | 6cm line, 8cm march column      |                             |
| Light Infantry                       | 8cm any formation               |                             |
| All Cavalry                          | 10cm line, 15cm march column    |                             |
| All Limbered Field Artillery         | 6cm, 8cm on roads               |                             |
| Manhandle<br>Light/Medium/Heavy Guns | To front or rear<br>5cm/3cm/1cm | To flank<br>3cm/2cm/no move |
| Horse Artillery                      | 10cm, 12cm on roads             |                             |
| Transport                            | 4cm, 6cm on roads               |                             |
| Command Figures                      | 20cm 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  | 8 to 16cm         | More than 16cm   |
|----------------------------|-------------------|------------------|
| 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 2cm 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** 3/10cm, **Muskets** 3/6cm, **Rifles** 5/10cm, **Carbines** 2/4cm  
**Light guns** 10/15/20cm, **Medium guns** 12/20/30cm, **Heavy guns** 15/25/40cm  
**Howitzer** 12/18/24cm (D6 roll of 1 or 2 means -1 modifier)

## Hit Table

A natural 5 always causes at least one hit

| Modified Die Roll<br>(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,<br>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 8cm 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.<br>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.<br>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.  |