

## Larger Units using 25–30mm Figures

In the rulebook I presented a number of tables allowing for players using units with varying numbers of figures, and using figures of varying sizes. However, information for players using 25–30mm figures whilst preferring larger size units was missing.

This absence is corrected in the playsheet below. It is intended to cover unit sizes from 26–36 figures for infantry, or 14–18 figures for cavalry, i.e. units around 50% bigger than those I use in 25–30mm. Obviously, in accordance with the principles laid down the rules, this will involve increasing game distances by 50% as well.

However, I am mindful of the fact that this increase in game distances has the effect of effectively making people's gaming tables smaller. Therefore, you will find that I have been conservative with the increases in measurements, keeping many of them below 50% but nevertheless providing a worthwhile increase.

These are merely my suggestions. They will at least provide examples to work from, whilst leaving players free to do their own thing if they prefer. Indeed, it is probably entirely possible to use the distances already in the rules for 25–30mm troops, and just see how you get on. I must further add that these distances have not been playtested, but the principle on which they are based has been – extensively.

Finally, I should say that over about 36 infantry or 18 cavalry per unit, I'm afraid you are on your own. Honours of War was not designed for 'big battalions'. If you try to use the rules with such battalions, I wish you the very best of luck and would love to hear how you get on.

# HONOURS OF WAR – PLAYSHEET

## (25–30mm figures, larger battalions)

1. Move commanding generals
2. Dice for movement Initiative
3. Movement phase, including fire at chargers
4. Dice for firing Initiative
5. Firing phase + Reaction
6. Melee phase + Reaction
7. Rally phase
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 20cm.

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

### Normal Moves

Close Order Infantry	25cm line, 35cm march column
Light Infantry	35cm any formation
All Cavalry	40cm line, 55cm march column
All Limbered Field Artillery	25cm, 35cm on roads
Manhandle Light/Medium/Heavy Guns	To front or rear      To flank 20cm/12cm/7cm      12cm/7cm/no move
Horse Artillery	40cm, 55cm on roads
Transport	20cm, 25cm on roads
Command Figures	80cm 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	40 to 80cm	More than 80cm
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 7cm 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** 15/45cm, **Muskets** 15/30cm, **Rifles** 20/45cm, **Carbines** 10/20cm  
**Light guns** 40/70/100cm, **Medium guns** 50/100/150cm, **Heavy guns** 70/130/200cm  
**Howitzer** 50/90/130cm (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 40cm 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.