

Honours of War

Amendments & Clarifications, 07.11.2016

Clarifications

1. Artillery In Entrenchments, pp.15 & 20.

Artillery in entrenchments may not pivot and retain the heavy cover bonus. If they pivot they count as in light cover only.

2. Charging When Inspired, p.19.

If a command roll of 'inspired' means you have to charge when normally your charge would be forbidden by the rules, your unit should advance and then halt 5cm from the enemy unit.

3. Reinforcing A Melee, p.23.

All the normal counter-charge conditions need to be met to allow a reinforcement. Reinforcing cavalry will roll according to whether the original attackers moved more than half their move to get into contact when the melee was first formed. However, units that have already moved cannot reinforce a melee, unlike counter-charging.

4. Crossing Fire, p.26.

Units moving through an enemy fire zone when charging are subject to crossing fire if they move either through *or into* the firing zone.

5. Army Break Points, p.36.

You lose points for objectives taken by the enemy even if you did not hold those objectives at the start of the game.

Amendments

1. Danger To Command Figures, p.13

A command figure is in danger due to firing hits received by a nearby unit if he is 5cm or less from that unit, not if he is within 'normal command distance'. Other rules remain as written.

2. Light Infantry And Guns In Entrenchments, pp.15, 26, 28.

Light infantry in entrenchments are considered to 'close up' in order to fight effectively. Therefore, count them as close order infantry in *all* respects. Similarly, artillery in entrenchments do not get the 'difficult target' modifier.

3. Command Figure In A Carriage, p.19

Command figures riding in a carriage have a move of 40cm. In addition, they must obey the move restrictions and deductions appropriate to limbered artillery.

4. Movement Within 20cm Of The Enemy, pp.19 & 21.

Movement to the flank, wheels of more than 45° or voluntary interpenetration of a friendly unit *can* occur within 20cm of the enemy provided the movement takes place mostly in the flank or rear sectors of the enemy unit.

5. Dismounting Cavalry, p.21.

Dismounted cuirassiers move a maximum of 20cm.

6. Charging, Counter-Charging And Charge Bonus, pp.21-23.

Infantry of any type who charge also receive the +1 charging bonus. This infantry bonus applies against all legitimate charge targets: the conditions on p.31 will still apply. Infantry can counter-charge only if their attackers move more than half their normal move to get into contact, and then only if they throw a 4-6 (modifiers as per published rules). Otherwise infantry cannot counter-charge. No unit of any type with 3 or more hits may counter-charge, but units with 3 hits can initiate a charge if they wish.

7. Supporting Units When Counter-Charging, p.23.

When counter-charging, friendly units that wish to move forward in support can only do so if they are already within supporting distance, in addition to the conditions already in the rules. This avoids counter-charges becoming triggers for large-scale movements.

8. Turning To Face Flank Or Rear Charges, p.24.

Turning to face a rear attack is easier than turning successfully to the flank. So there will be an additional modifier of +1 when attempting to turn to face the rear.

9. Evading, p.24

Limbered artillery may also attempt to evade. Count them as light infantry in the open.

10. Changing Formation When Being Charged, p.25.

Limbered artillery may attempt to unlimber and fire on their chargers regardless of which direction they are being charged from. All other conditions remain the same. Also note that they are allowed to evade if they prefer (see above).

11. Reaction To Firing During The Movement Phase, p.25.

Reaction is not assessed immediately as originally stated in the rulebook. This can lead to confusion regarding possible moves by other friendly units. Make the moves required (usually a charge), but wait until the end of the movement phase to carry out firing and any necessary reaction moves.

12. Firing Phase – General, p. 25

Amend second paragraph to read:

Units that receive casualties taking them to 3 or 4 hits will have to use the -1 firing modifier if they themselves fire later in the phase. Units that reach 5 hits or more are not allowed to return fire. However, note that if hits reach the level where the unit would normally retreat or be Done For, no movement takes place until all firing by both sides has been completed (see 'Reaction To Firing' on p.29).

13. Howitzer Ranges

Make these the same as those for medium guns.

14. Grazing Fire, p.28

Grazing fire will **not** be effective beyond the normal maximum range of the firing gun.

15. Heavy Guns Against Entrenchments, p.28

Heavy guns do not get a +1 modifier against entrenchments. They retain the modifier against BUAs.

16. Counter-Battery Fire

When an artillery battery receives hits from enemy artillery, roll a D6 for each hit. On a 5-6 the hit has damaged or destroyed a gun, equipment or stores. These hits cannot be rallied off, and should be recorded with a different coloured mini-die, or other alternative means.

17. Reaction To Firing, p.30.

Units passed through by any portion of a friendly unit making a retreat or rout move, or who are within 5cm of a friendly unit making such a move, take 2 hits if inferior class or 1 hit if standard or superior class.

18. Uphill Melee Modifier, p.31

This applies only on steep hills. Note that any type of hill will still cancel the charge bonus.

19. Cavalry Pursuit, p.33.

If the pursuit roll is failed, cavalry cannot pursue even if they wish to. If a pursuit does occur, make the pursuit roll for each supporting unit (if there were any). If they succeed they will move forward to support the pursuing unit, moving no further than the unit they are supporting. They cannot charge into contact. If they fail the roll, they cannot move. Pursuit is intended to represent units essentially out of control, sometimes to their advantage but often putting them in danger.

20. Austrian Artillery, p.43.

Austrian artillery counts as superior for firing only. It is not superior when receiving fire, in melee, or when rallying.

New Optional Rules

1. Pre-Game Bombardment.

Using this rule represents firing by positional artillery before an engagement commences, with the intention of weakening the opposing army by causing both actual casualties and general disorder. Both sides can use it. It would most usually take place in an attack-defence scenario, but can be included as part of any scenario with the agreement of all players.

For simplicity, the rule is designed to be used once all pre-game deployment has taken place. However, it can be assumed that some or all of the fire takes place during the deployment process.

Attempts at rallying are assumed to take place throughout the bombardment, hence the maximum of 2 hits per unit. Hits caused by a bombardment may be rallied off as normal once the game proper commences. If any guns on either side start the game within canister range, the battle is deemed to be already in progress and no pre-game bombardment can take place.

If an attacking side declines to use its bombardment, the bombardment from the defending side is also cancelled.

Method

Decide whether the duration of the bombardment is to be 'brief', 'middling', or 'lengthy'. Opposing sides don't have to fire bombardments of the same length.

Roll one average die for each artillery battery (i.e. each model gun) which is deployed at game start, and which has at least one valid target under the normal firing rules. This includes target units that are eligible to receive grazing fire.

Modify each roll as below:

- -1 for a brief bombardment.
- +1 for a lengthy bombardment
- -1 if the nearest target is at long range
- -1 if the nearest target is in entrenchments

The number of hits scored during the bombardment for each battery is half the modified roll, rounded *up*. The hits of each battery can then be allocated to any enemy unit or units that are valid targets to that battery. However, no enemy unit may receive more than 2 hits during a bombardment.

If you are using points to balance your armies or make it easier to compare them, the following points values are suggested, per battery:

- Brief bombardment, 50 points
- Middling bombardment 100 points
- Lengthy bombardment 150 point

2. Capturing Enemy Guns.

This is not covered in the current rules, but capturing and using enemy guns did occur historically. Therefore some rules are appropriate.

Only infantry or artillery units may capture enemy guns. Only enemy guns that have already been abandoned can be captured. Units moving into contact with an abandoned enemy gun must declare that they wish to capture and use it. If the gun has just been abandoned following a lost melee, and the other unit has itself not retreated or routed, this has already been achieved. On the next turn the capturing unit must remain in contact with the enemy gun throughout the turn, although they may fire their own weapons. On the following move the gun is ready for use. Count all captured guns as inferior due to the scratch nature of their crews.

In summary – capture on the first move, make the gun ready during the second move, then fire on the third move.