

HONOURS OF WAR – PLAYSHEET

(25–30mm figures – inches)

SV mod 24/12/2022

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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.

Commanding Generals (CG) or Lieutenant Generals (LG)

can upgrade the capability of ONE of their lower commanders (CG affect LG or Brigade, LG affect Brigade) or independent units per move as long as they are within 6" of him.

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 To flank 6"/4"/2" 4"/2"/no move
Horse Artillery	12", 16" on roads
Transport	6", 8" on roads
Command Figures	24" at all times, 32" Dashing CG or LG

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

Risk to generals

within 6" distance of a unit that has received firing hits this turn or general is in the line of fire of infantry, or artillery firing canister (enemy or friendly).

On 11-12 using 2D6 means the officer concerned has been killed or wounded, and his subordinate will take over (lower grade).

Firing Modifiers

Target classed as inferior	+1
Flanking or rear fire	
Firing unit is large	
Firer has moved	-1
Firing at long range	
Firer has 3 hits (2 if tiny) or more	
Difficult Target	
Light Cover	
Target classed as superior	
Firing from BUA, per fire direction	
No battalion guns	-2
Firing unit is small	
Firing unit is tiny	
Heavy Cover	

Melee Modifiers

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

Firing Artillery only

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

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.

(* Tiny units count as having one additional hit, i.e. take -1 modifier when reached 2 total hits)