

HONOURS OF WAR – PLAYSHEET

(25–30mm figures – inches)

SV mod 21/4/2023

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 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 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, 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

Evading

Light infantry and light cavalry may move out of turn to evade contact, even when charged in flank or rear. Light infantry may fire as they do so. Limbered artillery may also evade, treat as light infantry in the open.

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.

Turn To Rear: additional +1

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

Rally (also under fire)

| 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 |

One unit (only) 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. Hits must be split between close target units in 2" range, 4" apart or less

| 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 2" distance of a unit that has received firing hits this turn or general is in the line of fire of infantry or canister.
On 11-12 on 2D6 means he has been killed or wounded, and his subordinate will take over (becomes lower grade).

| Firing Modifiers | |
|---|----|
| Target classed as inferior | +1 |
| Flanking or rear fire | |
| Firing unit is large | |
| Firer has moved or evaded | -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 | |
| Close order Infantry without battalion guns | -2 |
| Firing unit is small | |
| Firing unit is tiny | |
| Heavy Cover | |

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

Counter-battery
 Each hit from enemy artillery, on 5-6 on 1D6, "destroyed gun", not recoverable. "Done for" when two guns are destroyed.

| 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 | |
| One destroyed gun | -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 (more no fire).

Grazing Fire (roundshot only)

Effective up to 12" from front edge of first target, not beyond max range. 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)