

HONOURS OF WAR – PLAYSHEET

(25–30mm figures – inches)

SV mod 12/5/2023

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 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

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 is tiny	+1
Target classed as inferior	
Flanking or rear fire	
Firing unit is large	-1
Firer has moved or evaded	
Firing at long range	
Firer has 3 hits or more	
Difficult Target	
Light Cover	
Target classed as superior	
Firing from BUA, per fire direction	
Close order Infantry without battalion guns	
Firing unit is small	
Firing unit is tiny	-2
Heavy Cover	

Melee Modifiers	
Target is tiny	+1
Each supporting unit (up to 2)	
Cavalry charging	
Target classed as inferior	
Rolling unit is large unit	-1
Rolling unit has 3 hits or more	
Target in Light cover	
Target uphill	
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	-2
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.