

# FOR HONOR AND GLORY

## War of 1812 Land and Naval Battles Land Battle Rules

### 1. INTRODUCTION

The game **FOR HONOR AND GLORY** covers tactical battles during the War of 1812.

### 2. MAP BOARDS

**2.1.** The map boards represent clear terrain on the land battlefield. Also included is a naval map board. Any hex on the land map board without a terrain tile placed on it is considered clear terrain.

### 2.2. TERRAIN

Terrain in the game is reflected by placement of terrain hex tiles on the boards as described in the Scenario Books. These terrain tiles represent the various key terrain features present in the battles.

#### 2.2.1. TERRAIN EFFECTS

**Combat:** Terrain effects apply to the firing unit, a unit conducting close combat, or units performing retreat morale checks. The modifier is based on the terrain location of the defending unit. *For example: A 3 MP infantry unit firing at an enemy unit in a forest hex 1 hex away rolls 3 dice whose results are 5, 5, 6. The firing player would then -1 on each die rolled because the defender is in forest terrain making his new values 4, 4, and 5 resulting in one hit.*

**Movement:** Terrain effects apply to units as they enter each hex. Each hex has a set movement cost. Each unit has a set movement allowance. No unit may enter a hex if the movement cost to enter the hex would make that unit exceed the movement allowance for the unit type.

**Line of Sight:** Certain terrain affects whether units may perform ranged fire because it blocks line of sight (see rule 8.2).

**Morale:** This reflects the addition or subtraction of a modifier applied to a defending unit when he checks morale at the beginning of a close combat action for retreat determination.

### 2.3. TERRAIN TILES

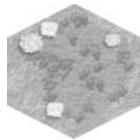
#### 2.3.1. CLEAR

**Combat:** No effect  
**Movement:** No effect  
**Line of Sight:** No effect  
**Morale:** No effect



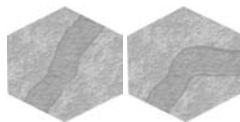
#### 2.3.2. SWAMP

**Combat:** No effect/ impassable  
**Movement:** Impassable  
**Line of Sight:** No effect  
**Morale:** No effect



#### 2.3.3. WATERWAY

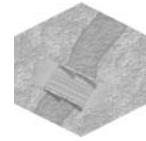
**Combat:** No effect  
**Movement:** cost 2 AP when entered and units may conduct no further actions of any type after moving onto waterway terrain.  
**Line of Sight:** No effect



**Morale:** -1 to defender for retreat determination

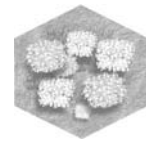
#### 2.3.4. WATER CROSSING

**Combat:** No effect  
**Movement:** Negates the movement effect of waterway.  
**Line of Sight:** No effect  
**Morale:** No effect



#### 2.3.5. FOREST

**Combat:** -1 on attacker die roll.  
**Movement:** stop when entered.  
**Exception:** Indian units do not have to stop.  
**Line of Sight:** blocks line of sight.  
**Morale:** +1 to defender for retreat determination



#### 2.3.6. HILL

**Combat:** -1 on attacker die roll  
**Movement:** stop when entered.  
**Line of Sight:** blocks line of sight  
**Morale:** +1 to defender for retreat determination during close combat



#### 2.3.7. TOWN/BUILDINGS

**Combat:** -1 on attacker die roll.  
**Movement:** No effect  
**Line of Sight:** blocks line of sight.  
**Morale:** +1 to defender for retreat determination during close combat



#### 2.3.8. FENCE

**Combat:** -1 on attacker die roll  
**Movement:** No effect  
**Line of Sight:** No effect.  
**Morale:** +1 to defender for retreat determination during close combat



#### 2.3.9. ENTRENCHMENT

**Combat:** -1 on attacker die roll.  
**Movement:** stop when entered.  
**Line of Sight:** blocks line of sight.  
**Morale:** +1 to defender for retreat determination during close combat



#### 2.3.10. FORT

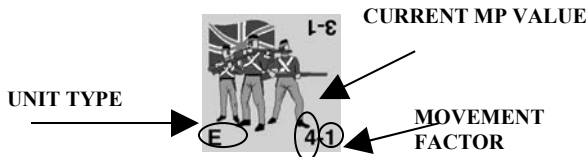
**Combat:** -2 on attacker die roll.  
**Movement:** stop when entered.  
**Line of Sight:** Blocks line of sight.  
**Morale:** +2 to defender for retreat determination during close combat.



### 3. GAME UNITS:

**3.1.** The unit pieces (wooden counters with labels attached) in the game represent the soldiers of the British and American armies of this time period as well as their Indian allies. Most of the units in the game are various forms of infantry as they were the predominant force used in North America during the conflicts. Each unit has an icon to identify the unit type, and a flag to designate its nationality. In the case of infantry type units, Elite infantry have an E in the lower left corner of the unit; Marines have an anchor

symbol in the lower left corner; Light infantry have a Lt; and Militia has an M. Each unit has a **morale point (MP)** value and a movement rate as shown below:



3.2. The movement rate remains constant throughout the game for each specific unit type, but morale point (MP) values change as units incur combat losses. Combat losses are shown by rotating or flipping the unit to display reduced morale point (MP) values as shown below:

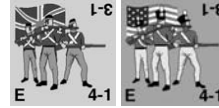


*In the examples above, a 3 MP Lt. infantry unit that receives one hit would be rotated so that 2 MP would show at the bottom of the unit closest to the owning player. If this unit were to receive another hit it would flip over and 1 MP would be at the bottom of the unit closest to the owning player. Conversely, a 2 MP militia unit that takes a hit would be flipped over to its 1 MP side.*

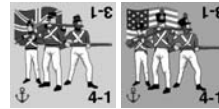
3.3. Each unit has a morale point (MP) value from 1 to 4 on the labels. Any future reference in the rules to MP means morale points. The unit's current MP is represented by the number showing at the bottom of the unit closest to the owning player. The Scenarios Book will show players the MP value of the individual units to be placed in each hex at the start of each scenario. As units take hits or rally, players rotate and/or flip the unit piece to the proper MP until the correct MP is showing at the bottom of the unit. For units starting a scenario at 2 MP flip the unit over to its 1 MP value if reduced in MP as the result of a hit in combat. If a unit starts a scenario at either 3 or 4 MP rotate the unit for the first hit and flip it over for the second or third hit showing its lower MP as appropriate. Elite, marines, regular, and light infantry are the only units in the game that are 3 or 4 MP and therefore are the only units in the game that would be rotated and flipped as they receive hits. All other units are 2 MP and are flipped from 2 MP to 1 MP as they receive hits.

3.4. The unit types are:

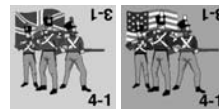
3.4.1. **ELITE INFANTRY** – represent the crack infantry units of the armies. Elite units are regular infantry with the letter E in the lower left corner of the label. When elite infantry is down to 1 MP and is hit it is allowed to roll 1 die per hit to determine if the hit is applied to it. The owning player rolls and if the roll is 1, 2, or 3 the unit stays at 1 MP. A roll of 4, 5, 6 means the unit absorbs the hit and is eliminated. *For example: A 2 MP elite infantry unit takes 3 hits in a combat. The first hit of the 3 reduces the elite infantry from 2 to 1 MP. The remaining 2 hits are only applied after the owning player rolls 2 dice (1 for each of the remaining hits) to determine if the hits are applied. A roll of 4, 5, or 6 would apply a hit.* Unit size is 4 MP and normal movement rate is 1 hex per turn. Elite units receive a +1 modifier on all morale checks.



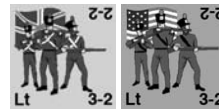
3.4.2. **MARINE INFANTRY** – represent specialized forces for amphibious assaults and acted as regular infantry during many of the battles. Unit size is 1 to 4 MP and normal movement rate is 1 hex per turn.



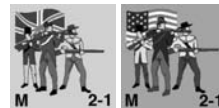
3.4.3. **REGULAR INFANTRY** – represent the forces that made up the regular armies of the major powers. Unit size is 3 to 4 MP and normal movement rate is 1 hex per turn.



3.4.4. **LIGHT INFANTRY** – represent forces that the various powers had developed for speed such as the rangers, etc. Light infantry have the letters Lt in the lower left corner of the label. Unit size is 3 MP and normal movement rate is 1 to 2 hexes per turn.



3.4.5. **MILITIA INFANTRY** - represent the raw recruits, locals who came to fight, and ad hoc forces thrown together at the last minute. Militia infantry have the letter M in the lower left corner of the label. Unit size is 2 MP. Normal rate of movement is 1 hex per turn.

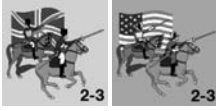


3.4.6. **INDIANS** – natives of North America who sided with the various armies and were excellent fighters in the forest but lacked cohesion and staying power. Unit size is 2 MP and normal movement rate is 1 to 2 hexes per turn. Indians do not have to stop when entering forest hexes. Indians may move **or** fire for 1 AP expended. For 1 **additional** action point (AP), Indians may move **and** fire, or fire **and** move, but **only if the fire is at adjacent** enemy units one hex away. Indians can conduct close combat with adjacent enemy units one hex away for 2 AP, however, they may not move in the turn they conduct close combat.

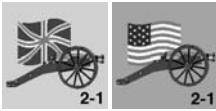


3.4.7. **DRAGOONS** – represent the cavalry present at these battles. Unit size is 2 MP and normal movement rate is 1 to 3 hexes per turn. Dragoons may move **or** fire for 1 AP expended. For 1 **additional** AP, Dragoons may move **and**

fire, however, dragoons may not fire and move. Dragoons are not allowed to initiate close combat.



**3.4.8. ARTILLERY** – represent the cannons that were present at the battles. Unit size is 2 MP and movement rate is 1 hex per turn. Artillery is not allowed to initiate close combat.



**3.4.9. ROCKETS** – represent a unique piece for the British. These were more of a psychological threat than a physical threat and are not affected by any line of sight rules. Unit size is 2 MP and movement rate is 1 hex per turn. Rockets are not allowed to initiate close combat.



**3.4.10. LEADERS** – Leaders were very important in the battles of this era. They aid in keeping units morale up. Their normal movement rate is 1 to 3 hexes per turn. With the expenditure of an action point, leaders have the unique ability to rally damaged units and to allow infantry type units and dragoons to exceed their normal movement rates by 1 additional hex when accompanying them.



**3.4.11. Victory Point Units** – equal 1 victory point per unit and represent key locations, objectives, supplies, wagons, etc. Victory point units can not move unless specified in scenarios special rules. Once a VP unit is obtained / captured / destroyed, it is removed from the game unless specified otherwise in the scenario special rules. Victory Points for VP units can only be earned when taking them from an opposing player. If a side starts a scenario with VP units, those VP units do not count towards their victory point total; only to the opposing player should he obtain them.



**3.5.** The labels in the game should be applied to each side of the wooden counters. Care must be taken to ensure the front and backs are the appropriate matching labels. Each unit has a value from 1 to 4 MP on the labels and these MP values are used to determine the appropriate matching labels for the fronts and backs of these units. There are two matching labels for each unit type. Most units have a single MP value on a label side; however, Elite Infantry, Marines, and Regular Infantry have two MP values on each label side, one at the top and one on the bottom. Light Infantry have two MP

values on the front label side, and a single MP value on the back label side.

Using the chart below take care to match labels to the front and back side MP values of each unit type and counter color. Apply the labels with the British flag to the red counters. Apply the labels with the American flags to the blue counters. Apply the labels with the Indians on them to brown counters. Apply the VP labels to brown counters. There may be a few extra counters or blank labels that can be used for markers, etc. See the naval rules for the application of naval markers.

**LABEL PLACEMENT ON COUNTERS**

UNIT TYPE	COUNTER FRONT	COUNTER BACK
Elite Infantry	4 MP / 3 MP	2 MP / 1 MP
Marines	4 MP/ 3 MP	2 MP / 1 MP
Regular Infantry	4 MP / 3 MP	2 MP /1 MP
Light Infantry	3 MP / 2MP	1 MP
Militia Infantry	2 MP	1 MP
Indians	2 MP	1 MP
Dragoons	2 MP	1 MP
Artillery	2 MP	1 MP
Rocket	2 MP	1 MP
Leaders	Leader	Leader
VP Units	VP	VP

**4. SETUP**

**4.1.** The game setups are presented for each scenario in the Scenario Book. Players choose which side and scenario they wish to play and check the specific setup rules for each game. These can vary by scenario and some scenarios have special rules, which relate only to that scenario.

**4.2. SCENARIOS** - see Scenario Book

**4.3. UNIT HEX LIMITS** - No more than 1 infantry type unit, artillery/rocket unit or dragoon unit per hex. However, players may place 1 artillery or rocket unit per hex with either a single dragoon or a single infantry unit without exceeding hex limits. Leader units may freely be placed in any hex with other units without exceeding hex limits but leaders may not be in the same hex with other leaders. *For example: Two dragoon units can not be in the same hex, nor can a dragoon and infantry type unit. However, either is allowed to be in a hex with an artillery/rocket unit and/or leader. If an infantry unit and an artillery unit were in the same hex together along with a leader, another dragoon unit could not enter the hex until the infantry moved out. In no case can 2 infantry units be in the same hex together. In no case can two artillery/rocket units be in the same hex together.*

**4.3.1.** No more than 1 VP unit per hex. A single VP unit may be in a hex with other units without exceeding unit hex limits.

**5. GAME TURN SEQUENCE OF PLAY:**

1. Player A rolls and determines random action points available and adds to the command action points for his total.
2. Player A performs actions. In any order he may move, fire, perform close combat, and rally.
3. Player B rolls and determines random action points available and adds to the command action points for his total.
4. Player B performs actions. In any order he may move, fire, perform close combat and rally.
5. Check victory

6. End turn – move turn marker ahead one space on the turn record chart and return to step 1.

**5.1.** Active player determines the order of actions for their units during their turn. Players may move, fire, close combat, or rally in any order they choose within the limitations of their action points and unit capabilities. *For example: Player A has 3 AP for turn 1. He could fire with unit A, move with unit B, and fire with unit C, in that order or any other order he chooses.*

**6. ACTION POINTS (AP) DETERMINATION PHASE:**

**6.1.** Each player in a scenario is given command action points based on the commander of his side in a given scenario.

**6.1.1.** During steps 1 and 3 of the game turn sequence each player will roll 1 six sided die and add a random number of AP, based on the RANDOM ACTION POINT CHART to his commanders scenario command action points to determine how many total AP points he has to spend in a turn. On rolls of 1 or 2 add 1 AP, rolls of 3 or 4 add 2 AP, and rolls of 5 or 6 add 3 AP. *For Example: In the Queenston Heights scenario the American player receives 3 command action points each turn per the scenario instructions. At the start of his first turn the American player performs step 1 of the game sequence and rolls 1 six sided die, the result of which is a 3. This gives him an additional 2 random action points added to his 3 command action points from the scenario instructions which give him a total of 5 AP for that turn.*

RANDOM ACTION POINT CHART

DIE ROLL	ACTION POINTS
1 – 2	1
3 – 4	2
5 – 6	3

**6.1.2.** Each AP point allows each side to move and perform combat or, in the case of leaders, rally units.

**6.1.3.** Each unit, as it is picked to perform actions must complete its action before the next unit starts to perform an action.

**6.1.4.** Once a unit has been activated and completed its allowed action, it can not be activated again until the next turn.

**6.2. ACTIONS ALLOWED:**

**6.2.1.** All infantry type and artillery/rocket units may move **or** fire on the expenditure of 1 AP per unit moving or firing. Once an infantry or artillery unit performs a move action they may not perform a fire or infantry close combat action, and vice versa.

**6.2.2.** If adjacent to enemy units, infantry type (elite, marine, regular, light, militia, and Indian) units may declare a close combat attack at the cost of 2 AP.

**6.2.3.** Dragoons may move **or** fire for 1 AP expended. For 1 **additional** AP, Dragoons may move **and** fire. Dragoons may **not** fire and then move in the same turn. Dragoons may never conduct close combat.

**6.2.4.** Indians may move **or** fire for 1 AP expended. For 1 **additional** AP, Indians may move **and** fire, or fire **and**

move, but **only if** the fire is at adjacent enemy units one hex away. Indians can conduct close combat with **adjacent** enemy units one hex away for 2 AP, however, they may not move in the turn they conduct close combat.

**6.2.5.** Any unit, **except artillery/rocket**, accompanied by a leader may move 1 additional hex over its normal movement rate for the expenditure of 1 additional AP (for a total of 2 AP for the movement). Units exercising this option must begin and end their turn with the leader and may not conduct fire or close combat during the turn this option is used. Terrain effects still apply as usual. *For example: an infantry unit starting a turn with a leader could move through 1 hex of clear terrain and then 1 hex of forest at the expenditure of 2 AP. However, if the first hex entered was forest, the unit could not move a second hex, as units must stop when entering forest hexes, unless they are Indians.*

**6.2.6.** Leaders that start the turn in the same hex as a friendly combat unit do not have to spend an AP to move if the unit in the hex they are with activates to move (spending an AP for the moving unit) and the leader stays with the unit during the entire turn. Leaders alone **do** have to expend 1 AP to move.

**6.2.7.** Players may not move through a hex if this would cause them to violate the units per hex limits during the move. This rule applies during retreat also. (Rule 4.3)

**6.2.8.** Use the ACTION POINT CHART to keep track of actions expended during a turn. As units perform actions, move the marker down the appropriate number of spaces for each unit performing actions. When the marker reaches zero the current player's turn is over.

**7. MOVEMENT:**

**7.1.** All units have a base movement allowance based on unit type. Movement is conducted one hex at a time and is from hex to adjacent hex.

**7.1.1.** Units may not move more than once in a turn.

**7.2.** Players may not violate the unit per hex rules with any movement; this would include moving through units or swapping positions with units. (Rule 4.3) *For example: in the situation where an infantry unit and an artillery unit, in a hex together, are adjacent to a friendly infantry unit. The infantry units could not move into or through each other, as it would violate hex limit rules. The artillery could move into the hex with the adjacent infantry, as this would not violate hex limit rules.*

**7.2.1.** Units may freely move through leader units and leaders (opposing or friendly) do not block movement for any unit.

**7.3.** Leader units are eliminated if alone in a hex and an enemy unit moves into the hex. Further, a unit does not have to stop if moving into a hex where an opposing leader is alone in the hex.

**7.4.** Indian units can move through forest without the penalty of having to stop (can treat as clear terrain for movement purposes).

## MOVEMENT CHART

UNIT TYPE	MOVEMENT LIMITS
Elite Infantry	1
Marine	1
Regular Infantry	1
Light Infantry	2
Militia Infantry	1
Indians	2*
Dragoons	3
Artillery/ Rocket	1
Leaders	3

\* Indians do not have to stop when moving into or through forest terrain.

**7.5. COLUMN MOVEMENT** - infantry units (elite, marines, regular, light infantry, militia) during this era moved in either column or line formation. Line formation is represented by their normal movement rate. Units choosing to move in column can increase their rate of movement by 1 hex per turn. To change from line into column formation units must expend 1 AP. To show units in column formation stand the unit on edge. While in column formation units may increase their normal movement rates by 1 hex. To move to line formation it cost 1 AP. To change into or out of column formation cost 1 AP and the unit may not perform any other movement or action during the turn. *For example - an infantry unit in line expends 1 AP to change into column formation, but must remain in place in the turn the formation is changed. In subsequent turns while in column formation the infantry unit may move an extra hex per turn over its normal movement rate. To move back into line formation it uses 1 AP, and again the unit must remain in place the turn it conducts the formation change.*

**7.5.1. Combat effects on units in column formation** - any unit in column formation may only roll 1 die (instead of 3) when attacking while in column formation. Attacking units add 1 extra die (4 instead of 3) when attacking units that are in column formation

## 8. COMBAT:

To conduct combat players must pick a unit to perform an action and declare combat (either fire or close combat).

### 8.1. Fire Combat

**8.1.1.** To conduct fire combat players expend 1 AP, determine the range and hit numbers, then roll the proper number of dice for the unit attacking, modifying the final hit number rolled on each die for terrain. Consult the combat chart. Players score a hit for each die rolled that is equal to or greater than their "hit number". *For example, at two hexes away artillery firing at an infantry unit on a hill rolls 3 dice with the results being 5, 5, and 6. This would score 1 hit on the infantry unit (the hit numbers are reduced by 1 for the hill terrain to 4, 4, and 5 and the hit values being 5 and 6 at two hexes away). If the artillery were firing at the infantry two hexes away in clear terrain and rolled 5, 5, and 6, it would score 3 hits on the infantry.*

**8.1.2.** The targeted unit is then reduced by rotating or flipping the unit counter to the proper strength. If the number of hits reduces the targeted unit below 1 then that unit is eliminated, unless it is an Elite Infantry, in which case you must roll to see if it is eliminated. Eliminated units are removed from the game board.

(Note: This does not reflect all of a units men being killed, merely the unit losing its combat effectiveness through strength losses and morale breakdown.). If two units are in a targeted hex, hits are applied to the highest value unit. In ties, the owning player decides the unit to be hit.

**8.1.3.** "Range" is the maximum number of hexes that a unit may fire during combat. "Dice Rolled" is the number of dice the unit rolls when conducting combat. **This number is not affected by MP showing on the unit, nor is it affected by terrain.** *For example: A 4MP infantry unit that has been reduced to 2 MP would roll 3 dice in any combat he conducts. Against a forest hex the 4 MP infantry would still roll 3 dice, but its hit numbers would be affected by the forest terrain.*

## RANGE AND FIREPOWER CHART

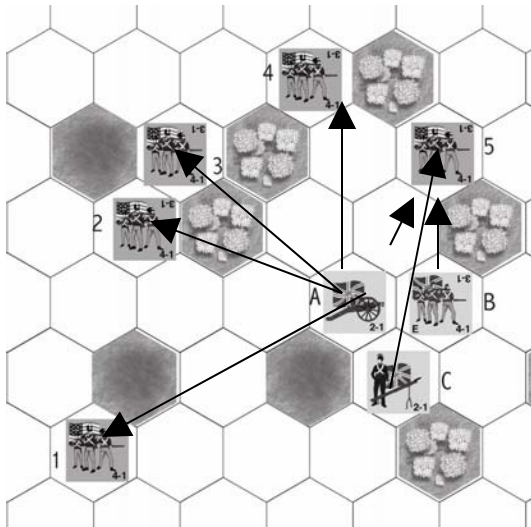
UNIT TYPE	HEX RANGE	DICE ROLLED
Elite, Marines Regular, Light, Militia, and Indians	2	3
Dragoons	1	3
Artillery	4	3
Rockets	3	3

## COMBAT CHART "Hit Numbers"

Range	Close Combat	1 Hex	2 Hex	3 Hex	4 Hex
Elite, Marines, Regular, Light, Militia, and Indians	4-6	5-6	6		
Dragoons	None	5-6			
Artillery	None	4-6	5-6	6	6
Rocket	None	6	6	6	

### 8.2. LINE OF SIGHT

Units must have a clear line of sight to be able to fire at each other. Clear line of sight is defined a straight line through the center of hex from the firing unit to the center of the hex of the target unit free of blocking terrain and units. Blocking terrain is forest, hills, town, entrenchment, and units (friendly or enemy). **Units in adjacent hexes may always fire at each other as terrain does not affect line of sight for units this close.** If blocking terrain is located in a hex **between** the two units then line of sight is blocked. If line of sight falls along a hex side then line of sight is blocked blocking terrain is located on both sides of the line of sight. If only one hex side has blocking terrain then the line of sight is clear and the unit may fire.



**A to 1 is blocked due to blocking terrain along both sides of the Line of Sight.**

**A to 2 and 3 are blocked due to blocking terrain directly through the line of sight.**

**A can fire at 4 and 5 due to no blocking terrain or units.**

**B can fire at 5 due to blocking terrain on only one side of his line of sight.**

**C can fire on 5 because he is a Rocket unit and does not observe line of sight restrictions for terrain or units.**

### 8.3. INFANTRY CLOSE COMBAT:

**8.3.1.** Infantry type units and Indian units may conduct close combat instead of firing during their combat turn. Artillery/rocket and dragoons may not conduct close combat. Attacking units must be adjacent for close combat. To declare close combat, the attacker must expend 2 AP.

**8.3.2.** During close combat all defending units (other than leaders and VP units) in the hex roll one six sided die per unit before the attacker rolls for the close combat hits. If the die is higher than the units current MP, adjusted for leadership and terrain, then the unit fails his morale roll and retreats one hex after the close combat. If the defender passes his morale roll the defender still faces the close combat but does not retreat following the combat roll. Leaders that are stacked in a hex with retreating units must retreat with the units if all units are forced to retreat. VP units may not retreat if all units are retreated out of a hex.

**8.3.3.** When rolling dice for the attackers close combat, apply terrain modifiers to the "hit" numbers rolled. Hits are allocated to the targeted unit on rolls of 4, 5, and 6. *For example: a close combat conducted against a unit in forest terrain would be hit on 5, and 6.*

**8.3.4.** If the defender retreats due to a failed morale roll or is eliminated due to close combat the attacker **may** at his choice advance into the vacated hex. Terrain effects apply to retreat determination for defending units. *For example: A 2 MP infantry is defending on a hill and is targeted for close combat by an enemy infantry. The defending 2 MP infantry would roll 1 die to determine if it retreats after close combat. On a roll of 1-3, 2 for its current morale + 1 for being on a hill, then the unit would not retreat. On a roll of 4-6 it would have to retreat following the close combat, if it survived. If a leader had been present with the 2 MP infantry then on a roll*

*of 1-4, 2 for his current morale + 1 for leader + 1 for being on a hill, the unit would not have to retreat.*

**8.3.5.** Elite Infantry add +1 to their morale check to close combat retreats due to their elite status. On a roll of 6, regardless of any (elite or otherwise) units adjusted MP, forces the unit to retreat after combat.

### 8.4 CLOSE COMBAT RETREAT RULES:

**8.4.1.** Defending units failing a morale check must retreat towards their side of the board as represented in the scenario setup, or towards its main group of friendly units that is not closer to or adjacent to the attacking unit. Units may retreat adjacent to other enemy units as long as this would not leave the retreating unit still adjacent to the attacking unit. If no other retreat path is available, a unit may retreat into a hex still adjacent to the attacking unit.

**8.4.2.** Units unable to retreat because their retreat path is blocked by impassable terrain, board edge, or enemy units are eliminated.

**8.4.3. Displacement:** If a friendly unit blocks a unit's retreat, the friendly unit must also retreat to make room for the retreating unit. This reflects the confusion created by retreating units running into and through friendly organized units. Only 1 unit may be displaced to make room for a retreating unit. If more than 1 unit would need to be displaced to give a retreating unit an opening, the retreating unit is eliminated instead.

**8.4.4.** When infantry and artillery are stacked together, and due to close combat a morale check is made, the infantry checks their morale first. If they pass the artillery is considered to have passed also. If the infantry fails, the artillery must make a separate morale check to see if they also retreat.

**8.4.5.** If a leader is stacked with a unit that is eliminated either due to fire combat or close combat the leader may immediately retreat up to 3 hexes unless blocked by enemy units or impassable terrain, in which case he is considered eliminated.

## 9. LEADERS

**9.1. LEADERS MOVEMENT:** It cost one AP to move a leader. A leader, moving alone, can move 3 hexes having to pay all terrain penalties. Leaders may move through other units without regard to unit hex limits.

**9.1.1.** Leaders beginning and ending their turn with the same unit can move with that unit, without expending an AP, as long as the unit spends an AP to move. The leader must move at the unit's movement rate.

**9.1.2.** When moving with a unit, the leader with the expenditure of an extra AP (2 total, 1 for the unit moving plus 1 for the leader movement bonus) may move the unit and itself 1 extra hex. This bonus can not be used with artillery/rocket units. Further, it can not be used with Indian and Dragoon units whenever they **move and fire or fire and move**. All terrain effects apply. *For example: A leader starts the turn with a 4 MP infantry. The player expends 1 AP and moves the leader with the 4 MP infantry 1 hex. He may then expend 1 more extra AP to move the leader and unit an extra hex.*

**9.1.3.** Leader bonus does not apply to any unit in column formation.

## **9.2. LEADER EFFECTS ON COMBAT**

Leaders add 1 MP for retreat determination to defenders making a morale check during close combat.

## **9.3 LEADER CASUALTIES IN COMBAT:**

**9.3.1.** Any time a leader is in a hex targeted by firing or close combat units, there is the possibility of the leader being eliminated when a 1 is rolled. If one or more 1's are rolled by the attacker the leader must roll 1 die and if the result is 1 again the leader is eliminated. *For example - a leader is in a hex that is targeted during fire combat. The results of the attack are 1, 1, and 1. The leader would then roll 1 die to determine if his leader is eliminated.*

Further, for the remainder of the game, the leader's player must reduce his command action points available by 1 for any leader eliminated in the game in future AP determination phases.

**9.3.2.** The penalty of -1 on command action points for a leader loss is cumulative, meaning if the scenario has 2 leaders and you lose them both you suffer a -2 modifier for the remainder of the game. However, no players command action points may ever go below 0.

**9.3.3.** Leader units are eliminated if alone in a hex and an enemy unit moves into the hex. Further, a unit does not have to stop if moving where an opposing leader is alone in the hex.

## **9.4. LEADER RALLY**

Leaders may rally units, other than artillery/rocket, that have suffered a reduction in MP due to combat. To rally, a unit must begin and end its turn in the same hex with the leader and the unit and leader may not move during the turn. It cost one AP to recover a MP and you may only recover 1 MP maximum per unit per turn. Rallied units can never exceed the MP they start the scenario with. Rallied units may never move or fire during a turn in which they rally.

## **10. VICTORY CONDITIONS**

Each scenario has its own set of victory conditions that are based on victory points. The victory conditions are listed under Victory Conditions in the Scenario Section for each scenario. Generally victory points are awarded for:

- A. Units eliminated including leaders (combat unit falls below 1 MP due to combat losses and is removed from the game) = 1 VP per unit unless otherwise specified.
- B. Victory Point units obtained/captured/ destroyed = 1 VP per unit unless otherwise specified. These represent key locations, supplies, etc. depending on the scenario. Victory Points for VP units can only be earned when taking them from an opposing player. If a side starts a scenario with VP units, those VP units do not count towards their victory point total; only to the opposing player should he obtain them.
- C. Time constraints - one side must obtain enough VPs by a certain number of turns.

## **11. ADVANCED/OPTIONAL RULES**

These rules add complexity to the game. The rules may be added individually or as a group at the players' discretion.

**11.1.** Attacking units must pass a morale check before executing close combat, but after they pay the AP for the

close combat. If they fail, then it cost the extra AP and the attacking unit can only conduct fire. Leaders add 1 MP for morale determination to the attackers making a morale check before executing close combat.

**11.2.** Only units that have not been fired on in the current turn may be rallied.

**11.3.** Elite units may roll 4 dice instead of 3 if their MP is 4 or 3. Once below 3 MP, they roll 3 dice.

**11.4.** Indians are -2 when attacking entrenchments and towns.

**11.5.** Artillery/rocket range is increased by +1 when firing from a hill and hit on a 6 at the extra hex.

**11.6.** Artillery is -2 for terrain effect when firing into forest.

**11.7.** Waterway Combat Effect: Attacker adds +1 on his die rolls when attacking defending units on a waterway hex.

**11.8.** Leaders add 1 extra dice when participating in combat.

**11.9.** Flank/rear attacks - If 2 or more attacking units are directly opposite of each other with the defending unit between them, and all units attack the defender during the turn, the attacking units add +1 to their die rolls for hit determination. Further, in close combat, the defender subtracts -1 for morale retreat rolls.

**11.10.** If the defender is eliminated by an adjacent attacking unit in fire combat, the attacking unit may advance into the vacated hex.

**11.11.** Units do not stop when entering a hill hex; it is treated as clear terrain for movement purposes.

**11.12.** Dragoons have the option of retreating prior to close combat instead of accepting the attack.

**11.13.** Not every player wants to be as slow as Winder. Therefore, players can start each scenario with the same Command Action Points as each other to see how *they would do* instead of the historical commander. When using this optional rule, use the highest Command Action Points for the scenario and make it available to both players.

**11.14.** Command Action points may be adjusted to help balance a scenario for players of varying skills.

## **12. CAMPAIGN SCENARIOS**

Several of the scenarios can be linked to make up a campaign scenario. In the campaign scenarios victory conditions are determined by the **total VP** earned in all of the scenarios for that campaign combined. When a scenario ends in victory for one side, each side receives the VP earned at the point the game scenario ends. If a side loses a scenario due to time constraints, the victor is given the maximum VP for the scenario needed to win and the loser receives the VP he has earned at the point the game ends. The following are the campaigns:

Niagara Campaign - Chippawa, Lundy's Lane  
Chesapeake Campaign - Bladensburg, North Point  
New Orleans Campaign - Jackson's Night Attack, New Orleans

Our website is [WWW.Worthingtongames.com](http://WWW.Worthingtongames.com) and has information on this game as well as our other products. Also check the [consimworld.com](http://consimworld.com) Forum section for FOR HONOR AND GLORY folder for more discussion.  
Game Design: Mike Wylie, Grant Wylie, Kevin Wylie, Matt Burchfield  
Box Art: The Battle of North Point by Don Troiani  
Artistic Design and layout: Sean Cooke  
Additional thanks to: Jim Lawler

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**FOR HONOR AND GLORY CHARTS  
TURN RECORD CHART**

<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>
<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b>	<b>16</b>	<b>17</b>	<b>18</b>	<b>19</b>	<b>20</b>
<b>21</b>	<b>22</b>	<b>23</b>	<b>24</b>	<b>25</b>	<b>26</b>	<b>27</b>	<b>28</b>	<b>29</b>	<b>30</b>

**ACTION POINT CHART/VICTORY POINT CHART**

<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>
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**ADDITIONAL GAME PLAY CHARTS**

RANDOM ACTION POINT CHART

<b>DIE ROLL</b>	<b>ACTION POINTS</b>
1 – 2	1
3 – 4	2
5 – 6	3

RANGE AND FIREPOWER CHART/  
MOVEMENT

<b>UNIT TYPE</b>	<b>RANGE</b>	<b>DICE ROLLED</b>	<b>MOVEMENT LIMITS</b>
<b>Elite Infantry</b>	2	3	1
<b>Marine</b>	2	3	1
<b>Regular Infantry</b>	2	3	1
<b>Light Infantry</b>	2	3	2
<b>Militia Infantry</b>	2	3	1
<b>Indians</b>	2	3	2
<b>Dragoons</b>	1	3	3
<b>Artillery</b>	4	3	1
<b>Rocket</b>	3	3	1

<b>UNIT</b>	<b>COMBAT</b>	<b>MOVE</b>	<b>LOS</b>	<b>MORALE</b>
<b>CLEAR</b>	NE	NE	NE	NE
<b>SWAMP</b>	NE	NONE	NE	NE
<b>WATERWAY</b>	NE	STOP	NE	-1 TO D
<b>WATER CROSSING</b>	NE	NE	NE	NE
<b>FOREST</b>	-1 TO A	*STOP	BLOCK	+1 TO D
<b>HILL</b>	-1 TO A	STOP	BLOCK	+1 TO D
<b>TOWN/ BUILDING</b>	-1 TO A	NE	BLOCK	+1 TO D
<b>FENCE</b>	-1 TO A	NE	NE	+1 TO D
<b>ENTR.</b>	-1 TO A	STOP	BLOCK	+1 TO D
<b>FORT</b>	-2 TO A	STOP	BLOCK	+2 TO D

D= DEFENDER / A=ATTACKER

FIRE COMBAT CHART

<b>Range</b>	<b>Close Combat</b>	<b>1 Hex</b>	<b>2 Hex</b>	<b>3 Hex</b>	<b>4 Hex</b>
<b>Infantry/ Indians</b>	4-6	5-6	6		
<b>Dragoons</b>	None	5-6			
<b>Artillery</b>	None	4-6	5-6	6	6
<b>Rocket</b>	None	6	6	6	

TERRAIN EFFECTS CHART