### Play Sequence

**Initiative Inter-Phase**  
Players roll-off modified die to determine who has the option of proceeding first. Automatic if enemy army commander attached or dead, or high die roll off if both commanders attached or dead.

**1st Player Turn**  
**March (1st) Phase**  
- a. Replace, attach & detach leaders  
- b. Reserve movement  
- c. Tactical movement  
- d. Move detached leaders  

**Volley & Cannonade (2nd) Phase**  
- a. Resolve all enemy unit fire  
- b. Move detached leaders  
- c. Replace, attach & detach leaders  

**Hand to Hand (3rd) Phase**  
Both sides simultaneously resolve all charges, countercharges and breakthroughs, applying results immediately.  

**2nd Player Turn**  
Resolve in same order as in first player turn.

### Movement Rates Chart

<table>
<thead>
<tr>
<th>Unit</th>
<th>Basic</th>
<th>Rough</th>
<th>Road</th>
<th>Forging</th>
</tr>
</thead>
<tbody>
<tr>
<td>European Foot, well drilled Sepoys</td>
<td>9&quot;</td>
<td>4 1/2&quot;</td>
<td>12&quot;</td>
<td>-2&quot;</td>
</tr>
<tr>
<td>Native drilled Sepoys</td>
<td>6&quot;</td>
<td>3&quot;</td>
<td>12&quot;</td>
<td>-2&quot;</td>
</tr>
<tr>
<td>Irregular Foot</td>
<td>9&quot;</td>
<td>4 1/2&quot;</td>
<td>12&quot;</td>
<td>-2&quot;</td>
</tr>
<tr>
<td>Skirmish Foot, Elephants</td>
<td>9&quot;</td>
<td>6&quot;</td>
<td>12&quot;</td>
<td>-2&quot;</td>
</tr>
<tr>
<td>Regular or Heavy Horse</td>
<td>12&quot;</td>
<td>4&quot;</td>
<td>15&quot;</td>
<td>-3&quot;</td>
</tr>
<tr>
<td>Irregular Horse</td>
<td>15&quot;</td>
<td>5&quot;</td>
<td>15&quot;</td>
<td>-3&quot;</td>
</tr>
<tr>
<td>Regular Horse Artillery</td>
<td>9&quot;</td>
<td>3&quot;</td>
<td>12&quot;</td>
<td>-3&quot;</td>
</tr>
<tr>
<td>Regular Foot Artty</td>
<td>6&quot;</td>
<td>3&quot;</td>
<td>9&quot;</td>
<td>-3&quot;</td>
</tr>
<tr>
<td>Irregular Foot Artty</td>
<td>4&quot;</td>
<td>2&quot;</td>
<td>6&quot;</td>
<td>-3&quot;</td>
</tr>
<tr>
<td>Leaders and Staff</td>
<td>12&quot;</td>
<td>4&quot;</td>
<td>15&quot;</td>
<td>-3&quot;</td>
</tr>
</tbody>
</table>

- Minus 3 inches per unit crossed for Passage of Lines (Artillery and Leaders free passage).  
- Minus full move to deploy into Line or Supported Line.  
- Minus half move to deploy into Mass or March Column.  
- Minus half move to deploy in/out of Square, BUA, etc.  
- Non-Disordered Skirmish foot and horse may evade one full move away from enemy if charged, but end move Disordered. Likewise, for Elite (only) Horse Artillery, but end move Silenced.

### March Table

<table>
<thead>
<tr>
<th>Die Result</th>
<th>Effects</th>
<th>Good Order</th>
<th>Reserve Movement</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 or more</td>
<td>Elan...</td>
<td>Good Order</td>
<td>Success</td>
</tr>
<tr>
<td>7, 8, 9</td>
<td>Rally...</td>
<td>Good Order</td>
<td>Success</td>
</tr>
<tr>
<td>5, 6</td>
<td>Shaken.</td>
<td>Cautious</td>
<td>Hold</td>
</tr>
<tr>
<td>3, 4</td>
<td>Wavering.</td>
<td>Hold Ground</td>
<td>Failure</td>
</tr>
<tr>
<td>1, 2</td>
<td>Broken.</td>
<td>Retire</td>
<td>Failure</td>
</tr>
<tr>
<td>0 or less</td>
<td>Routes.</td>
<td>Fall Back</td>
<td>Failure</td>
</tr>
</tbody>
</table>

### TACTICAL MOVEMENT MODIFIERS

- +1/+2 Each detached Division to Army Leader within Command Radius /Charismatic Leader. Max 4 pts
- +2/+3 Each Attached Leader/Charismatic Leader. Max 4 pts
- -1 Each Negative Army Cohesion Level
- +1/+4+2 Unit in March Column or Masse/March Column on Road
- -1 Unsecured Flanks
- -2 Unit Disengaging (moving into Reserve Zone)
- -3 Unit is Disordered Cavalry moving into Charge Combat
- +1 Unit is British
- +2 Unit is Fanatics Charging
- -1 Mounted Unit charging Camels or Elephants
- -1 Unit is Rabble

### RESERVE MOVEMENT MODIFIERS

+ N Command or Initiative rating of Army Commander, this can be a Negative (-) number for poorly rated Generals
+1 Commander has ADCs on Staff
+4 First Turn of Game
+4 Successful Reserve Movement Previous Turn
-1 Unit Irregular
-1 Unit Disordered
-2 Unit under Fire

**NOTE** – Command radius is 8 inches for a commander on foot, 12 inches for a commander on horseback and 16 inches for a commander on an elephant.

**NOTE** – Brigade is a generic term, taken to mean any Horse or Foot unit currently in play.

**Use first Reserve Movement Modifier for initiative die roll.**

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DIE ROLL MODIFIERS

- +1 to +3 Defending in or behind Cover
- 1

British

12/10

9/6

8/5

9/6

5/4

3/2

Other Artillery

Jingals/Jezzails

Rifled Muskets

British Trained SB Foot

Other Smoothbore Foot

Matchlock - Bows

Mounted Fire

1

3/1

2

1

2

1

FIRE POINT MODIFIERS

x 2 Firing from Enfilade, Artillery firing at Square, Mass or March Column

x 1/2 Firing Unit Disordered, Damaged, or Low Ammo

x 1/2 Firing from Fixed Position, Good-Excellent Shots

DIE ROLL MODIFIERS

+1 Target limbered, changed Formation or Movement Mode, Mounted, Elephant or Bows

-1 Target is in Skirmish or Open Order

-1 to -3 Target in Cover (per Scenario)

FALLEN LEADER TABLE

6 or more Leader Survives

5 or less Leader disabled and replaced after one full turn

DIE ROLL MODIFIER

-2 Charismatic Leader, -1 Leader on Elephant

HAND TO HAND (H2H)

DIE ROLL MODIFIERS

+1 or +2 Leader/Charismatic Leader Attached

-1 Outnumbered by the enemy 3:2 in Stands

-2 Outnumbered by the enemy 2:1 in Stands

-3 Outnumbered by the enemy 3:1 in Stands

-4 Outnumbered 4:1 or greater in Stands

+1 Cavalry charging Foot in open, not in Square

+1 One or more Brigades are Fanatics charging

+1 One or more Brigades Lanciers vs Other Cavalry

+1 One or more Brigades are Lanciers vs Infantry

+1 One or more Brigades are Impact Foot, 1st Round

+1 One or more Brigades are Heavy Horse

+2 One or more Bdes Armored Horse or Elephants

+2 One or more Brigades are British Foot or Horse

+1 One or more Bdes Gurkha, Sikh Regulars or other European or well drilled Regulars

+1 Breakthrough Charge or Supported Formation

-2 Disordered Brigade, NonCountering Horse, Unattached or Silenced Battery, Non-Indian Horse vs Elephants (modifiers not cumulative)

-1 Each Stand lost during Current Fire Phase

+1 to +3 Defending in or behind Cover

-3 Defender Outflanked or attacked thru Rear

+3 Defender in Square vs Horse or vs any Irregulars

-1 One or more Units Open Order Foot or Horse

Using Strength prior to Shooting:

+2 Units are Fresh

-2 Units are Spent

+1 Units are Regular

+2 Units are Elite

-1 Units are Rabble

EFFECTS

Shattered!

Defender: Retreat a full move Disordered/Silenced. Two troop stands lost and one leader and battery are captured if present. One additional troop stand or one battery is captured for each die result point difference over 10.

Attack: Mandatory breakthrough charge a half move towards closest enemy.

Withdrawal!

Defender: Retreat Disordered/Silenced beyond enemy musketry range or one-half move (whichever is greater). One troop stand lost and one battery is damaged if present.

Attacker: Occupy enemy position or optional breakthrough charge a half move towards closest enemy.

Locked in Combat!

Defender: Both sides are Disordered/Silenced, and each lose one troop stand or one battery wrecked. Recalculate DRMs, fight again.

Driven Back!

Attacker: Retreat Disordered beyond enemy musketry/skirmish range or one-half move (whichever is greater). One troop stand lost.

Defender: Hold position. Infantry in open form square if victorious against cavalry unless secure flanks and additional die roll of 5 or less.

DIE ROLL MODIFIER

-1 to -2:

-4 to -5:

-7 or more:

EFFECTS

Shattered!

Defender: Retreat a full move Disordered/Silenced and two troop stands lost and one leader is captured if present. One additional troop stand is captured for each die result point difference over 10.

Attacker: Hold position. Infantry in open form square if victorious against horse unless secure flanks and additional die roll of 5 or less.