



HONOURS OF WAR

Wargames Rules for the Seven Years War

Keith Flint

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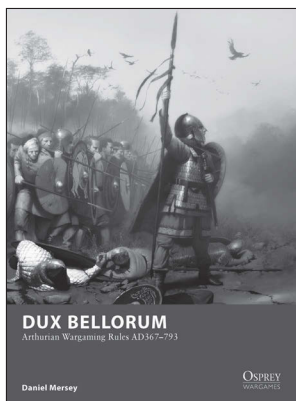
Keith Flint has been interested in military history for as long as he can remember, and has been a wargamer since his early teenage years. Born in 1957, he has an MA in History and is the author of *Airborne Armour* (Helion & Company, 2004), a regimental and technical history of the 6th Airborne Armoured Reconnaissance Regiment. Keith lives with his wife and children in Bristol.

ILLUSTRATORS

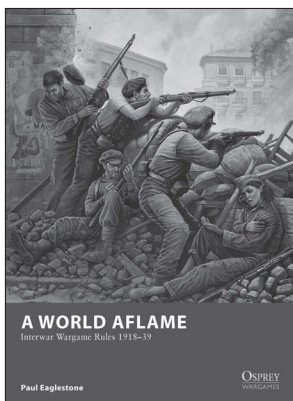
Giuseppe Rava was born in Faenza in 1963, and took an interest in all things military from an early age. Entirely self-taught, Giuseppe has established himself as a leading military history artist, and is inspired by the works of the great military artists, such as Detaille, Meissonier, Röchling, Lady Butler, Ottenfeld and Angus McBride. He lives and works in Italy.

For more on Giuseppe, please visit his website at www.g-rava.it

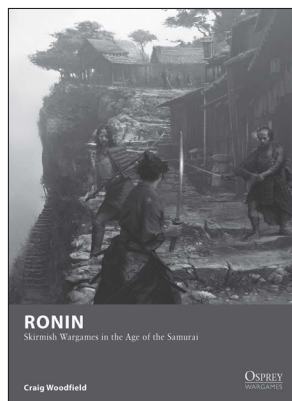
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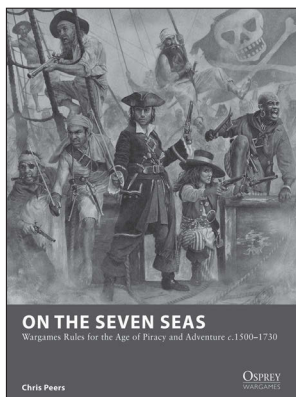
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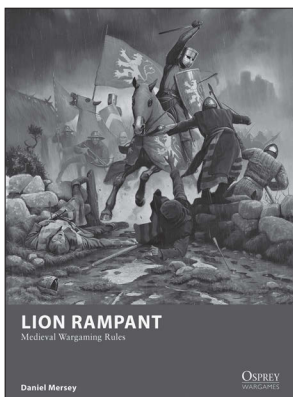
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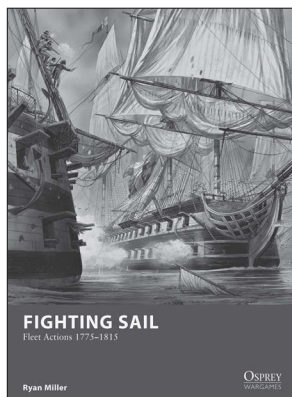
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HONOURS OF WAR

WARGAMES RULES FOR THE SEVEN YEARS WAR



KEITH FLINT

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INTRODUCTION

"On the wargame table each commander will endeavour to manoeuvre the enemy into untenable positions so that they must accept the Honours of War..."

– Donald Featherstone, *Wargames Through The Ages*, vol.2, 1420–1783

"Honours of war (plural noun, military): the honours granted by the victorious to the defeated, esp. as of marching out with all arms and flags flying."

– *Collins English Dictionary*

This is a set of wargames rules for fighting battles with toy soldiers in the period of the Seven Years War in Europe, which lasted from 1756 to 1763. They are designed to be simple to understand and straightforward to play: the main mechanics can be comprehended in a single read-through. No cards or special playing aids are required.

The rules can be used for miniatures varying in size from 28mm down to 6mm. As figure size reduces, you have the option to fight battles on progressively smaller tables, using reduced moves and firing ranges; or alternatively you can use smaller figures to fight big battles whilst still using tables of a reasonable size. While I give a basing recommendation, re-basing your collection will not normally be necessary.

Whatever size of figure you choose, a wide range of battles can be fought, from small encounters with four to six units on each side right through to representations of some of the major battles of the period. Four scenarios in a variety of sizes are given towards the back of the rulebook.

You will find things happen quickly – a lot can occur in one move! The simple victory conditions that you will use in most battles will give your games a beginning, a middle and an end.

Players should note that the other two significant theatres in this period, North America and India, are not covered. These rules have a tight period focus and cover only the Seven Years War in Europe.

I hope you enjoy playing *Honours of War*.



(Front Rank Figurines)