

# HONOUR FREQUENTLY-ASKED QUESTIONS (FAQs)

## What is the Basing System?

The basing system will adapt to any size or number of figures, as long as you and your opponent are similarly based. The number of bases you will need depends, of course, on the size of games you want to play, and which module you use to play them.

All measurements in the HONOUR system are made in base-widths (BW), so the game scales automatically to whatever basing system you prefer. For examples of basing options and recommended sizes, go to the **Downloads** page of this website and click “Basing Guidelines.”

## What is the Level of Complexity and Detail?

This is of course relative to your preferences, but HONOUR has been conceived as a game of “intermediate” complexity, like *Grande Armée* and *Might and Reason*. I have introduced the game to as many as 11 new players at a time, and played a large game to conclusion in three hours. All charts, tables, and memory aids for the game fit onto two double-sided sheets.

The reason HONOUR appears in separate games, and not as a single, One-Size-Fits-All generic game, is so that each game can concentrate on the level of detail appropriate to that perspective. In *Lasalle* you play a Napoleonic divisional commander, deploying skirmishers, trying to make use of terrain, concentrating your howitzers against enemy-held buildings, and so on. In *Blücher* you play an army commander, moving entire divisions up from reserve, dealing with grand-tactical questions.

Thus, although “detail” or “flavor” or “period feel” are always relative to each gamer’s preferences, you will find that HONOUR achieves the right level of detail and gives you a gaming experience that is fun and challenging at any level.

## Is there any paperwork or record-keeping?

None. The game is very clean, with a set of two simple markers used on the table to keep track of everything.

## I’d like to get started collecting some new figures for Lasalle. How many do I need?

In *Lasalle*, all infantry and cavalry units are either four or six bases, depending upon their size. So first decide how many figures you want on a base. Then, assume that most infantry battalions in most armies are four-base units, and multiply accordingly. I like lots of figures on my bases, so my French battalions (4 bases each) have 32 figures, and my big Austrian battalions (6 bases) have 48 figures each! But you could just as easily play the game with, for example, three 28mm figures on a base; thus twelve figures per average battalion. It’s entirely up to you.

For artillery units, each base represents a section of two guns and crew. Thus most artillery batteries are three or four bases. (Or, if you collect the Russians, then you’d better get started painting early!)

## After Lasalle and Blücher, what are the next Games in the Series?

*Stonewall* is tentatively scheduled for 2011/2012. As you might guess from the title, this will be the grand-tactical game of the American Civil War.

## Will there be Scenario Books?

No. There is a Scenario-Wiki, with members of the HONOUR playing community contributing their scenario ideas, for all to share.

## What are the game mechanics? Can you give us some examples?

Feel free to download sample pages from this site.

I’m afraid I can never satisfy everybody’s requests for specific information about game mechanics, because no matter what I choose to describe, somebody will want me to describe something else. It’s impossible to answer a question like, “How does combat work?” in a few sentences, since it takes about eight pages and several illustrations in the book, and makes reference to various other game mechanics. Thus, No, I’m not going to try to summarize entire chapters here in a couple of sentences. I can only assure you that: It Works. Nicely! (No complaints thus far.)

However, feel free to visit our Forum, where you can gather information from the discussions about the game and its systems.