**COBs Notes on using Beneath the Lily Banners Rules**

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These notes should be read in conjunction with the COBs 2 sided laminated Fast Play Sheet which I designed a few years ago to be all you need to play a game of Lily Banners for the WSS period – however the fast play doesn’t cover every single issue that occurs in a game and sometimes a particular point needs clarification. These notes which are a combination of the original Under the Lily Banners (v1) rule set and its subsequent addendum (which clarified a huge number of issues) are designed to do this without having to refer back to the rule book etc. We found Barry’s original v1 rules gave an excellent game and we did not want to fully adopt v2 which included some radical changes to the way the game is played, however we have included some amendments from Lily Banners v2, which we felt added realism to our games eg some of the Musketry modifiers. Finally we have flavoured the rules with some of our own personal amendments/additions which again we feel just adds to the realism and makes for a more enjoyable game.

Hopefully once you have read through these notes which should only take 30 minutes or so you should be ok to play a game of Lily Banners just by using the fast play.

Thanks to Dave Taylor for his help in producing the fast play, proof reading these notes & the printing of numerous copies of both.

**Command**

**Generals Ability**

At the start of the battle/campaign the Generals ability needs to be established. In small games it will only require 1 General per side but in larger multi-player games each player will need to generate the ability of their own personal command eg Wing Commander

Roll a D Average to ascertain the Generals ability, result:-

2 Plodder (go down 1 category) 3 average (no change) 4 Good (go up one category) 5 Inspirational (go up 2 categories)

Refer to play sheet or *page 4* of these notes to determine the % of units under command that can move this turn by rolling a D10 – the outcome of this is modified by the Generals ability above.

Brigades must attempt to follow their orders as closely as possible. In the case of Infantry attacks/defence must be undertaken as far as is possible at least at Brigade level. It is not permitted to detach individual battalions to perform isolated activities which are clearly contra to the general orders of their parent Brigade. In the case of cavalry more leeway can be applied with individual squadrons acting semi-independently of one another.

**Infantry Brigade Commanders** have a 6” zone of influence/morale range and are required to be in 6” of a Battalion in their Brigade to order a charge. Units within the Brigade will also suffer a negative modifier if a morale test is taken and the Brigadier is not within 6”.

**Cavalry Brigade Commanders** are deemed to have an 18” zone of influence and are required to be within this distance to order a charge to squadrons/regiments within their Brigade. Units within the Brigade however do not suffer a negative modifier if the Brigadier is not within 18”. The only way a Cavalry Brigadier (or a Senior General for that matter) can influence the morale of a unit of his Brigade is by attaching himself to a squadron.

**The C-in-C or a Wing Commanders** zone of influence is 12” for morale purposes and he may also issue a charge to any Infantry or Cavalry unit within this range.

**Risk to General**

Brigadiers/Generals etc may attach themselves to a unit but are at risk of being killed if the unit suffers a casualty from fire or melee.

Generals attached to a unit may still influence other units within their zone of influence provided the General is not engaged in melee.

In any phase of the turn that a unit with an attached General suffers a casualty roll a D6, you may therefore need to roll more than once per turn as a unit may for example suffer a casualty in Artillery fire, musketry or melee. On a result of 6 he is at risk of being killed or possibly surviving and therefore boosting morale – roll a further D6 and consult the risk to General table, result:-

1-3 Killed or mortally wounded…test any unit within 12” if Senior General, 6” (of own units within Brigade) if Brigadier

4 a mere scratch…apply a +1 to next morale test of attached unit

5 survives flesh wound…apply a +2 to next morale test of attached unit

6 bullet passes through his hat…increase morale grade attached unit by 1 (if Guard apply +1 to any future morale tests for remainder of game)

If a senior General is killed he is replaced at the beginning of the next turn with another General but his ability will be 1 level lower than his predecessor Eg a average General will become a plodder.

If a Brigade Commander is killed he is simply replaced at the beginning of the next turn within 6” of any unit in his Brigade, the replacement Brigadier may be attached to the same unit.

**Notes on Terrain**

Terrain should be defined before the game starts to determine any movement penalty, visibility restriction, soft cover/hard cover and any disorder effects.

Eg -2” for Infantry crossing a Linear obstacle and disordered whilst crossing.

Linear obstacles inc low hedges/walls/fences, streams etc

Woods are classed as Open or Closed with 8” and 4” visibility respectively

**Troop formations**

**Infantry**

Infantry Battalions are typically 3 stands (some Regiments may be 4 stands but these are rare, combined Grenadiers may be 2-3 stands). Each stand represents 6 figures.

Infantry may either form Line (with stands either side of the colours) or march column (with stands deployed behind the colours). March column is used for more rapid movement but may also be used to conduct an assault where there is limited space, if used in an assault only the front 2 stands may fight in the 1st turn of melee, in subsequent turns all stands may fight. Firing is not permitted from March column unless being charged when the front stand only may fire.

Forming square/hedgehog is not permitted.

Infantry are deemed to be “all musket” unless a 3 stand unit comprises 2 Musketeer and 1 Pike stand. Such Battalions will only ever fire with a maximum of 2 stands. We are representing the WSS period from 1704 onwards so the presence of pikes is likely to be rare, however we felt the odd Spanish “militia” type battalion might still carry pikes early in the period so we have retained this option. A 4 stand unit with Pikes ie 3 Musket stands and 1 Pike stand still fires as “all musket”.

**Cavalry**

Cavalry are squadrons of 2 stands representing 6 figures. A Regiment of cavalry may be 1, 2, 3(rare) or 4 (very rare) squadrons.

Cavalry squadrons may deploy in Line or march column. A column is used for more rapid movement with individual stands (½ squadrons) deployed behind one another. Cavalry cannot charge in column formation.

Multiple squadron Regiments should deploy in successive Lines either closed up or with a slight gap in between or in Line abreast ie 2 squadrons side by side again with a slight gap in between.

Squadrons may act independently of one another or be massed together in a Regiment. However it is not permitted for 2 different squadrons under the same command to charge the same target. If a Regiment is in Line of squadrons, ie 2 or more squadrons deployed in Line one behind the other, only the leading squadron may charge a target, the other squadrons may move in normal movement to support the 1st squadron and of course may re-inforce in a subsequent turn (exception to this - see “All or Nothing charge” *page 9*). Similarly where 2 squadrons are deployed adjacent to one another in line abreast they may not both charge the same target.

Depleted squadrons of the same Rgt or Brigade (if a multi squadron English Brigade) can amalgamate to form a new squadron (max 6 figs) but drop a morale grade. Requires a form order for each amalgamating squadron which must be adjacent to one another and takes 1 full turn to complete. Note – Raw squadrons may not amalgamate.

Dragoons may dismount with each squadron forming 1 stand of dismounted Dragoons, dismounted Dragoon Regiments will therefore be typically 2-3 stands. Note a dismounted Dragoon stand represents only 4 figures and not 6 figures as per Infantry (they will therefore reach 50% of a stand casualties and lose a stand more quickly than infantry).

**Turn Procedure**

All movement & firing is simultaneous (however units that have not moved this turn may fire before units which have conducted some form of movement.

The use of the order cards is designed to avoid the “if you do that, I’ll do this” syndrome as once the order card is revealed you are committed to carrying out that action. Note however any move orders are immediately cancelled by a charge order against it….the unit being charged will need to re-act to the charge.

**Compulsory Moves**

Conduct any retiring from fire (cavalry) and any units retreating, routing and pursuing.

Cavalry “rallying back” is also conducted in compulsory moves.

Infantry retreat a normal move facing enemy. Infantry Rout 8” facing away from enemy.

Cavalry “retire” a normal move facing enemy (avoiding friends).

Cavalry rout at their charge move distance for type.

Cavalry pursue at normal move distance for type plus a D10 roll.

NB Units will go straight back in the 1st turn of retreat/rout, they will avoid friends unless they are within 2” or there is no gap (min 2”) at either side of the unit. If this criteria cannot be met they will burst through friends causing them to become unformed. In subsequent turns Retreaters will avoid friends but Routers will continue to pass through friends where they are within 2” or there is no 2” gap at either side of the unit being passed through, this includes where a retreating unit trying to rally turns to rout.

**Dice for percentage movement** - based upon Generals ability (*see page 2*) - Roll 1 D10, result:-

1-2 Zero Movement 3-4 25% Movement 5-6 50% Movement 7-8 75% Movement 9-10 100% Movement

The above result is modified by the Generals ability eg plodder go down 1 category

Note only 1 turn with zero movement need be suffered by an Army/General. If a second consecutive 0% die roll is incurred then 25% movement is permitted.

**Place Order Markers**

Orders are required to Move, Change formation (Form), Charge, Fire Artillery (see below)

A Bluff (Blank) order may be used where insufficient movement is available that turn to deceive the enemy or to deliberately bluff an opposing player into thinking you may be charging a unit

Artillery firing for the 1st time require an order, when firing on the same target in consecutive turns however does not require an order.

Artillery changing target needs an order. Position guns (resting on 3rd turn) does not require an order, nor to re-commence firing on the same target after it has rested for a turn (this applies even if the target has moved).

Cavalry counter charging does not require an order. (See charges)

Compulsory Retires, Retreats, Routs, pursuits do not require an order. To Rally from Retreat or Rout does NOT require an order as this is deemed a compulsory action. Re-forming after rallying however does require an order otherwise the unit will remain unformed.

**Reveal Orders/Charge declarations**

The centre of the charging unit (Infantry/Cavalry) must be able to make contact with the unit being charged.

A Unit may wheel before charging but NB all wheeling in Line is done at ½ normal (not charge) movement speed. Thus if a cavalry squadron makes a 1” wheel this counts as 2” normal movement which reduces its normal movement to 6” and therefore its charge distance is reduced to 12”.

Infantry must move at least 1” in a straight line and cavalry 3” in a straight line to count as charging.

Cavalry Countercharge (Possibly due to lack of orders):-

The charged cavalry (if not themselves charging) get the opportunity to counter charge. They must still pass a morale test to do so. If they fail they are caught stationary and only kill on 6’s. If they pass the test the chargers roll 2 D6 and move this distance before the counter charge begins. The 2 units then move to the centre point and if the subsequent distance is less than 6” (cavalry must charge at least 3” in a straight line) then the counter chargers do not count as charging and only kill on 6’s. Units will now fight up to 3 turns of Melee

Platoon firing foot may only charge enemy foot that is shaken / disordered or in cover

Volley firing foot may charge any type of enemy foot whether in cover or not

**Check Morale units charging / Being charged**

Defenders only need to test if the charging unit passes its morale

Cavalry failing to charge or counter charge remain stationary.

Infantry failing to charge will become shaken (may not advance) or retreat/rout. Move any retreating/routing units NOW, note these may test to rally at the end of the current turn.

Charged Infantry that fail their Morale check will carry out any Retreat or Rout immediately. It may be possible for the charging unit to still contact the original unit or fresh units could be revealed within charge distance.

**Move Chargers**

If Chargers pass their morale ok and they are charging Infantry or Artillery these must test for range of volley/Fire (see fast play). Artillery always fire as Line/Drilled. Move chargers to this range point. (Firing should take place in the normal fire phase)

Only the unit being charged may fire at the charger.

Chargers receiving casualties from fire from the unit being charged must test morale again and if failed retreat/rout NOW or if a shaken result for Infantry halt (as shaken may not advance) – may test to rally at the end of the current turn.

Infantry charged from the flank may turn 1 stand 90 degrees to face provided chargers are more than 50% of their charge move away and the stand required to be turned is not engaged to its front. If this is done it may then fight back with 1 stand in the first turn of melee.

With regard to cavalry charges if any doubt a charge is out of range (as no pre-measuring is allowed), test morale to charge, if OK the defender must then elect to stand (and possibly benefit from being out of range – see “reigning in” *page 10*) or counter charge (required to pass morale test).

Reminder - where a cavalry unit passes its morale to counter charge the opposing charging unit moves 2 D6 before the counter charger can react. Both units then meet at the half way point and if the counter charger has not moved at least 3” it will not count as charging and only kill on 6’s.

**Normal Movement**

Refer to play sheet for move distances and time taken to change formation

Wheeling is always conducted at ½ speed unless in column of march when full speed is permitted.

Interpenetration of units is not permitted even through manned artillery. However Units may charge through abandoned guns - Infantry will fight as disordered and cavalry will only kill on 6’s.

To comply with a “move” order a unit must make at least ½ a move.

Expanding by 1 stand is an “emergency action” permitted only for cavalry in column formation that is charged.

**Artillery Fire**

No pre-measuring of range is permitted.

No concentration of fire is permitted. Guns must select individual targets unless there is only 1 available target within range and Line of Sight.

See fast play for target priorities.

Roll D10s (dependent upon Gun type) to determine number of casualties. New Targets always require 10’s to hit including an enemy unit charging the Gun and being fired upon for the first time.

2 x 1’s results in a misfire…..50/50 chance Gun out of action for rest of the game.

Angle of fire is 22.5 degrees either side of barrel. Light & Field Guns may use a “move” order to re-angle up to 45 degrees but Siege/Position Guns require 2 turns to achieve this.

See fast play for ranges of the 3 types of Artillery.

Siege/Position Guns are deemed to have a crew of 4 (regardless of number of figures on base), roll 6 D10 per Fire, must rest after 2 consecutiveturns of Fire. Lose 1 D10 per crew figure lost, require a minimum of 2 figures to operate and may only fire on alternate turns if only 3 or less crew remaining. Guns must be placed in “position” at the start of the battle and cannot be moved (other than to re-angle see above).

Field/Medium Guns are deemed to have a crew of 3, roll 4 D10 per Fire. Lose 1 D10 per crew figure lost. May only fire on alternate turns if only 2 or less crew. Guns may move limbered but once deployed may not be moved again (other than to re-angle).

Light Guns are deemed to have a crew of 2, roll 2 D10 per Fire. Light Guns may unlimber and fire 1 D10 or be manhandled 4” and fire 1 D10. Light Guns when reduced to 1 crew figure may only roll 1 D10 per fire and may no longer manhandle and fire in the same turn.

Refer to play sheet for roll required on D10(s) to inflict a casualty based upon range and target type.

Note: if target in soft cover go up 1 bracket/hard cover go up 2 brackets NB never more than 10 reqd to hit

If firing at the same target which has moved add 1 to number required to hit (this does not apply if target has merely changed formation)

Artillery crew in earthworks hit from long range fire have a 50% saving throw

Shaken Artillery fire with 50% available die (rounded up)

Artillery may not engage targets @ Medium or Long range if a friendly unit is within 4”

Overhead fire from Artillery is permitted provided:-

When firing from a higher elevation friendly troops are not within 4” of the Gun on its line of trajectory and/or within 8” of the enemy unit being targeted.

When firing from a lower elevation at a target that is on clearly higher ground friendly troops are not within 4” of the Gun on its line of trajectory and/or within 8” of the enemy unit being targeted.

**Musketry Fire**

No pre-measuring of range is permitted particularly before the important 1st Volley.

Infantry are considered to start the battle with loaded muskets and therefore on their 1st volley may make a full move before firing (with appropriate modifiers). Subsequently Infantry may only make a ½ move and fire unless sufficient time is spent to re-load (i.e it takes ½ a turn to load a musket).

A unit may be targeted by the whole of the firing unit provided part of a stand firing is over the frontage of the target. Range is measured from centre of the firer to nearest point of target.

More than 1 Battalion may fire at the same target provided part of a stand of each firing unit is over the target.

A unit that has not moved may fire first before a unit that has moved/changed formation that turn

Platoon firing foot is classed as British/Dutch Foot only

Refer to play sheet for musketry ranges and modifiers. The number of firing stands is cross referenced against the modified D6 result to establish the number of casualties inflicted.

If a unit is being charged it must roll on the “stand and fire” test to determine volley range

Overhead fire from Musketry is not permitted.

**Melee (Infantry vs Infantry)**

The centre of the unit charging must contact part of the unit being charged. Provided this can be achieved all stands in both units fight.

Melees last for 3 turns (unless re-inforced in which case they can last longer). If no clear result after 3 turns both sides retire 1 full move (4”) in compulsories and must spend a turn reforming. A Unit defending an obstacle will remain in place and reform at the obstacle.

Losers of melee are pushed back 2” and must test morale…note however raw foot automatically break after 1 pushback, drilled foot after 2 consecutive pushbacks etc (see fast play)

Melees may be re-inforced but contact must be possible by physically contacting the enemy unit (a minimum of 1 stand must be able to make contact), in this instance it is not necessary for the centre of the re-inforcing unit to make contact but ONLY the stand(s) making contact fight with any bonuses. This makes it possible for an original unit(s) engaged to fight more than 3 turns of melee. To re-inforce a melee in a subsequent turn a Bttn is required to pass its morale and will require a better than shaken result – this may even possibly result in a unit retreating.

**Melee (Cavalry v Cavalry)**

Allied Cavalry is classed as British/Dutch only

In first turn of combat front rank figures in contact only fight (with a max of 1 fig/flank overlap)

Cuirassiers add 1 die/3 figs fighting Dragoons lose 1 die/4 figs after 1st Round

Roll 1 D6 per figure fighting Kill on 5,6 Allied cavalry kill on 4,5,6

In subsequent rounds all figures/ranks fight but kill on 6’s only

French cavalry charging/counter charging roll 1 D6 and on result of a 6 inflict 1 casualty to represent pistol fire before contact (NB This casualty does not count towards the melee result)

The loser each turn must test morale, the victor will pursue or may test to cease pursuit.

In a drawn combat neither side tests morale and both fight again next turn (max 3 turns)

Cavalry melees may be re-inforced from behind the engaged squadrons in subsequent turns. Requires passing a morale test, only kill on 6’s, Cuirassier/Dragoon increments apply. Still only fight maximum 3 turns of melee.

If there is no clear winner after 3 turns (including any re-inforcement) both sides break off and retire 4” facing each other. Must spend a full turn re-forming.

If a Multi-squadron Regt (all squadrons in base to base contact) is caught stationary the front squadron only fights killing on 6’s –If this is beaten and routs it will burst through the squadrons behind which are pinned and disordered by this action. The victors in this instance must pursue into the pinned squadron with neither side testing morale and both only killing on 6’s in the next turns melee phase. If it does not rout, and the lead squadron remains in Melee then all of the 2nd squadron may fight in the next turn (as though they have re-inforced) killing on 6’s. If the original chargers are routed the multi-squadron Regt may pursue or will need to test to cease pursuit.

**Melee (Cavalry v Infantry)**

Any casualties caused by the Infantry volley count towards winner of melee in the 1st turn of melee

Cavalry kill on 4,5,6 in 1st Round Allied Cavalry 3,4,5,6

Kill on 6’s subsequent rounds unless Infantry are pushed back when kill on 5,6’s

Cuirassiers/Dragoons increments apply

Infantry do not fight back and can only inflict casualties on the cavalry from its volley. If the Infantry have pikes (unlikely) and provided they are not shaken they have a 50% saving throw for casualties inflicted by the cavalry in the 1st round and in any subsequent rounds provided NOT pushed back

If the Cavalry lose the 1st turn of melee and they fail their morale test they will rout

If Infantry lose the melee they are pushed back 2” and must test morale (NB Raw foot break automatically after 1 pushback).

2nd/3rd Turns of Melee – if Foot are pushed back the cavalry kill on 5,6’s otherwise kill on 6’s. Foot must test morale again if pushed back.

At any point where Foot automatically break or retreat/rout due to failed morale the cavalry will pursue unless they pass a cease pursuit test

Cavalry pursuing retreating Infantry kill on 5,6 (as with push back) but double the number of combat die (after any increments). Cavalry in contact with routing infantry destroy them.

NB Foot automatically break (rout) after 1 push back if Raw, 2 consecutive push backs if Drilled, 3 if Elite, 4 if Guard.

If the Infantry are still ok at the end of the 3rd turn of melee the cavalry will retire 8”. Both units will need to re-form.

Note – where a cavalry unit A declares a test on an Infantry Battalion but also has a charge declared on itself by a supporting enemy cavalry unit B it must re-act to cavalry unit B’s charge. Thus if unit B passes its morale to charge unit A must react to this by counter charging unit B. If unit B fails its morale test to charge then unit A may continue with its own test to charge the Foot.

**Melee (Cav/Inf v Artillery)**

Artillery charged by cavalry or Infantry that fails to stop the chargers with its fire does not fight in melee but is cut down.

This does not cause friendly units within 12” to test as Artillery cut down is ignored by friends. However the Cavalry will need to test morale for destroying an enemy unit in combat and if it fails will charge the nearest enemy. If they pass they may rally on the spot or rally back (if permitted). Infantry will need to re-form as they have fought a melee having overrun the Gun.

**“All or Nothing Cavalry charge”** – this may be carried out by a Regiment of Cavalry comprising 2 or more squadrons (max 4) where all squadrons are deployed in Line behind and touching one another. All Squadrons must be at over 50% strength at the start of the charge and the Regt must not be Raw. This enables a multi squadron Regt to launch ALL of its squadrons at the same target simultaneously.

One morale test is taken for the whole mass of squadrons by averaging the number of figures across the squadrons (round up). If the Regt receives casualties from the unit being charged it must take a test to charge home again averaging the number of figures across the squadrons. Casualties from fire or melee should be distributed across the squadrons with priority always given to the lead sqdn.

On making contact all of the front rank squadron, ½ of the second and 2 figures from each of any subsequent squadrons will fight in the 1st Round of Melee. In any subsequent rounds all the Regt will fight killing on 6’s.

Counter charging cavalry cannot use the all or nothing option but may only respond by squadron. The all or nothing charge is also a melee opener – it may not be used to re-inforce a melee.

Note - We tend to limit “All or nothing” charges to 2 or 3 per player in our larger multi player games

**Removal of casualties –** casualties should not be removed until a battalion or squadron has received 50% losses.

**Morale (General)**

Morale is conducted from the right to left of each Army. This may be done independently of your opponent as units retreating/routing in the opposing Army do not influence your own.

However an INFANTRY unit turning to rout in your own tests will cause an immediate test (this turn) for any friendly unit to its left within 12”. Any unit to its right within 12” will need to test at the end of the next turn for seeing the Rout.

Infantry, Cavalry & Artillery ignore other routing Cavalry and Artillery

Friends destroyed in combat does NOT include Artillery but does include Cavalry

**Morale (Infantry)**

See fastplay for reasons to test and modifiers

A roll of 6 is always a pass for Foot (remove any shaken/retreat markers etc). Units rallying in this manner from retreat/rout or after melee must still spend a turn to reform.

Rallying from retreat or rout (compulsory) or after melee must reform for 1 turn

To count as supported a unit needs at least **2** units (Foot or Cav) in good order and over 50% strength within 6”

A shaken unit may optionally test to rally or leave the shaken in place (a shaken unit that suffers no casualties next turn or with no further reason to test automatically reforms).

A Routing unit may test to rally a maximum of 2 turns only…..it then disperses…..all units within 12” of a dispersing Infantry Battalion are required to test morale unless they have already tested for seeing the rout.

**Morale (Cavalry)**

See fastplay for reasons to test and result if failed

A cavalry squadron (6 figures) must typically roll less than the number of figures in the squadron to pass its morale. The following exceptions to this apply:-

Allied & Elite cavalry need only equal the number of figures in the squadron

Guard cavalry need only equal the number of figures in the squadron with a -1 die roll modifier

A Senior Officer/Brigadier attached to the squadron will apply a -1 die roll modifier

Raw squadrons apply a +1 die roll modifier

ALL CAVALRY FAIL TO CHARGE ON A DIE ROLL OF 6 REGARDLESS OF THEIR QUALITY OR ANY ATTACHED LEADERS (Note however a 6 on the charge home test is NOT an automatic fail)

Units wishing to cease pursuit apply a +2 die roll modifier

When testing Cavalry for seeing routing Infantry within 12” – upon failing the test, Retire if cavalry are 50% strength or more, Rout if less than 50% strength

**Reigning in** –

A squadron that has commenced a charge and finds itself out of charge distance or its opponent has retreated/routed and there is no other target in range may attempt to reign in - squadrons wishing to reign in (at normal move distance and to remain formed) from a charge apply a +3 die roll modifier to their morale test. If they fail they move a full charge move and are unformed/horses blown. It will require a Form order to reform in next turn.

**Rally back** –

A squadron/Regt that passes its morale test to rally may “rally back” if it is over 50% of its original strength or has a Brigadier or General attached. A rally back move is carried out in the compulsory move phase and is a charge move back towards your own lines. The squadron must then spend a full turn to reform. A squadron may take as many turns as it needs rallying back to reach a suitable/safe position to rally.

**Pursuing**

Victorious Cavalry will compulsory pursue for at least 1 turn unless successfully passing a cease pursuit test.

A +2 die modifier is applied to cavalry testing its morale to cease pursuit.

Cavalry will Pursue a Normal move + a D10 - If they are able to contact the Pursued unit it will Automatically be Cut Down. This will require the pursuer to test morale (see below) and will also require friendly units of the cut down unit to test within 12”(this applies to both Infantry and cavalry units being cut down).

Where there is no gap for fleeing troops to go through or if they are within 2” of friends they will burst through and the new target must take a morale test if Infantry/Artillery. If it is Cavalry it is hit stationary and fights back killing only on 6’s as do the pursuers who have hit them. Otherwise pursuing cavalry will pursue the fleeing enemy.

Note where a pursuing squadron does hit a new target it fights 1 turn of melee only, killing on 6’s (even against Artillery), then rally back (regardless of size of squadron). The defenders will need to reform, if the defender is cavalry and loses more figures in the combat than the pursuing cavalry it must test morale, if it fails it routs. If it has inflicted more losses on its opponent it will need to take a cease pursuit test unless you wish to voluntarily pursue. If both sides inflict the same losses on each other then the defender remains in position without needing to test.

Cavalry who cut down their opponents in combat (including pursuit) must test morale…if they fail they immediately charge the nearest enemy (next movement turn) either formed or unformed (50/50 chance). If passed they may rally on the spot or rally back (if permitted).

NB Cease pursuit tests are carried out immediately upon breaking an opponent but the rout and pursuit are carried out in the compulsory phase of the next turn and if caught the cut down doesn’t take place until the combat phase.

Where the pursuers lose contact they must attempt to rally with a compulsory rally order (does not require an order) – if failed continue to pursue fleeing enemy – if passed rally on the spot or rally back(if permitted). Note where a pursuing unit rallies it will often be the case that its Brigadier will not be within 18” eg when behind enemy lines, in such circumstances rallying back is permitted regardless of the size of squadron.

**NOTES on Bombarding/Assaulting Villages etc**

**Bombarding defences**

Artillery (not Light Guns) may choose to bombard earthworks, town walls etc to reduce the defence. Requires a roll of 7+ on D10 to hit at any range.

To create a gap of an Infantry stand wide requires 2 hits on a soft cover target eg fence/barricade, 4 hits on buildings/walls etc and 6 hits against Earthworks. Once a gap of 2 stands wide has been created the defender may not claim any cover benefit or rested muskets.

**Village/Town fighting**

Isolated farms/churches etc may be defended by a max of 1 Battalion

“ “ “ may be attacked by a max of 3 Battalions (ie a Brigade Assault)

Villages/Towns may be defended by 1-3 Battalions (up to a Brigade)

“ “ may be attacked by a max of 3-9 Battalions (1-3 Brigades)

To enter a Farm/Village in normal moves must be in column of march. This takes 1 turn (provided within ½ a move, if more than ½ move away move to perimeter and enter next turn). Once the village is entered it then takes a further turn to position stands/battalions in all round defence, units may issue fire this turn (NB no +1 platoon fire not moved or -1 volley fire if moved applies to firing from villages).

A maximum of ½ the number of stands (rounded up) may fire out of any one side (if sufficient stands are available fire may be issued from all sides). Eg a 3 stand battalion occupies a farm, may issue 2 stands of fire from 1 side and only 1 stand from another side or 1 stand may fire from up to 3 different sides (NB it does not matter where the stands are positioned).

As the defenders are deemed to be in all round defence and whilst technically unformed they may still count as support to any unit within 6” of any wall and vice versa. It is the fact that the farm/village is occupied that provides the support. Also a Brigadier only needs to be within 6” of any wall to count as being within his zone of influence.

**Assault procedure**

1. Test the morale of each attacking battalion to charge, if Retreat/Rout carry out immediately – may attempt to rally at end of turn
2. Move any successful Battalions whose morale is ok to farm/village perimeter
3. Test defending battalions….need shaken or better to stand (if Retreat/Rout as above)
4. If defenders pass test for volley range
5. If casualties inflicted by volley test attackers again (shaken can still fight). If retreat/rout do in compulsory next turn
6. Fight Melee – all defending/attacking stands fight (max 3 turns)

Roll 2 D6 per stand (NB Assault columns only fight with 2 stands in 1st turn melee) 1 D6 per partial stand (min 3 figs)

Add 1 D6 each elite/Guard Bttn Minus 1 D6 each Raw Bttn

“ 1 D6 each Grenadier Bttn (1st round only) “ 1 D6 each shaken/disordered Bttn

“ 1 D6 won previous turn of melee

“ 1 D6 soft cover - *defender only until lost a turn of melee*

“ 2 D6 hard cover - “ “ “ “ “ “ “ “

Kill on 4,5,6’s …. No push backs….loser tests morale (if pass need shaken or better continue fighting up to 3 turns)

If attackers fail to defeat defenders within 3 turns of combat they must break off the assault and retire 8” in compulsory moves in the direction of original assault – attackers must then re-form for a turn. Defenders are immediately assumed to be in all round defence again and may issue fire/defend as normal in next turn.

If attackers win the garrison retreats or routs in compulsory moves in the opposite direction to the assault or own base line (defenders choice). Attackers may occupy the farm/village etc in compulsory moves with up to the maximum garrison size and are deemed to be immediately in all round defence and may fire/defend as usual in next turn.

In the unlikely event 2 opposing units or brigades enter a farm/village at the same time total up the number of stands on each side and fight a melee as disordered and counting no cover benefit for either side. The loser must test morale and if failed retreat/rout in direction they approached, if pass fight a further turn of melee (max 3 turns).

**Examples of Cavalry charge procedure**

If charging Infantry

1. Cavalry test to charge (6 is AUTO fail)
2. If they pass Infantry/Artillery test in response
3. If Infantry/Artillery pass morale (need shaken or better) test for volley range
4. Charging Cavalry move up to range effect distance of volley
5. Infantry/Artillery fire
6. If casualties caused test morale charger again ie test to Charge Home - if fail Rout (NB 6 is NOT Auto fail)
7. If Charge Home the Infantry do not fight back but have saving throws if pikes. Artillery is wiped out.

Now fight up to 3 turns of melee (NB shooting casualties inflicted on the Cavalry count in deciding winner in Round 1)

If Infantry lose the melee they are pushed back 2” and must test morale (NB Raw foot break automatically after 1 pushback). If Cavalry lose melee must test and if fail rout.

2nd/3rd Turns of Melee – if Foot pushed back cavalry kill on 5,6’s otherwise kill on 6’s. Foot must test again if pushed back. At any point where Foot automatically break (due to push backs) or retreat/rout (due to failed morale) the cavalry will pursue unless they successfully pass a cease pursuit test.

NB Foot automatically break after 1 push back if Raw, 2 consecutive push backs if Drilled, 3 if Elite, 4 if Guard.

If charging cavalry

3b. The charged cavalry (if not themselves charging) get the opportunity to counter charge. Must still pass a morale test to do so. If they fail they are caught stationary and only kill on 6’s. If they pass the test the chargers roll 2 D6 and move this distance before the counter charge begins. If the subsequent distance is less than 6” (cavalry must charge at least 3” in a straight line) then the counter chargers do not count as charging and only kill on 6’s.

Now fight up to 3 turns of Melee