

Beneath the Lily Banners



RULES ADDENDA REVISION 1
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Rules clarifications, corrections, explanations, Questions & Answers.

Beneath the Lily Banners has now been on the market for just over four months. In that time the Forum at www.leagueofaugsborg.com has been very busy with questions relating to mechanisms and interpretations. My objective has always been to provide a clear explanation for those hundreds of gamers who have already made the rules a commercial success. I recognised that at some point I would have to issue an addendum sheet with corrections and explanations not already contained in the book itself. This is the first issue of that revised data. It is based on my own re reading, conversations at shows, on line or on the telephone with many of you but chiefly around questions posted in the forum. I cannot guarantee that everything is now clear but I am confident that most of the anomalies will be dispelled by this document.

The content of the PDF is split into revised definitions which generally appear under the relevant section heading detailed in the main rules, corrections to errors in the main text and a series of questions which have been asked by you the users of the rules. I have chosen a wide selection of these as they relate to real situations from games and provide a context in which situations can be clearly explained. The questions appear in *blue italic text*.

I would ask you to continue to write and ask me questions and also to communicate the existence of this PDF to anyone out there who may have BLB but may not be aware of the document's existence. I cannot say at this stage whether BLB will be re printed or which if any supplements will follow so the value of this download to users of the rules should be high.

Barry Hilton
August 17th 2008

Basing your models Page 5

General notes of explanation with reference to 28mm models (addendum)

In the past my recommended standard infantry frontage was 15mm with depth 20-25mm per figure. I have always gone for deeper bases in order to protect bayonets and swords from bending and damage. On 45mm x 50mm bases I usually place the figures further towards the back of the base thus having adequate protection for the figures. When I did my GNW units about 10 years ago I experimented with 60 x 60mm bases. The reason was purely aesthetic as I wanted to do some scenic ground work. The flanking bases both had the figures on a 45mm total frontage leaving a 15mm gap on either flank before the edge of the base was reached. The central base was 45mm x 60mm to maintain the same distribution of figures across all bases. Examples of this appear in BLB (Page 9) Swedish Guard Grenadiers and some of the GNW Swedish and Russian figures.

Since beginning to refresh my collection using Reiver figures (which are very bulky 28s), I have found the 45 x 50 bases a bit constricted. Combining a need for more space with an increased number of figures in each unit (I am now putting up to 26 figures into my Reiver Dutch units). I have resorted to a new base size; 60 x 60mm (as per above). In the front three bases I am placing 5- 8 figures in each base. The distribution and orientation is as described above except that the central base is also now 60 x 60 and I am keeping the continuity of the front rank of this stand by placing 4 figures there instead of three. The pike base at the rear (also 60 x 60) has now 6 figures on it too. **NONE OF THIS HAS ANY EFFECT ON THE GAME WHATSOEVER.** My units still fire as three stands of muskets and the unit is destroyed when it takes 18 casualties. It does not enhance or reduce the fighting effectiveness nor disadvantage players. It is purely because the Reiver figures are bigger; I wanted to bulk out the units and keep them symmetrical. It may appear that I have done a lot of extra painting for nothing but in fact the visual effect is extremely striking. I will probably resort to 60 x 60mm bases for the Reiver Horse too as these are bulky. Examples of this already exist (see Von Barnikov's Horse on the back cover of *Beneath the Lily Banners*).

Troop types and organisation Page 7

- Cuirassiers must have back and breast plates to be classed as Cuirassiers. They need not have helmets. I NEVER give it to English Horse, rarely to French, sometimes to the odd Dutch regiment but mostly to Imperialists and Bavarians.
- Multi squadron cavalry regiments in which one or more squadrons have taken 50% casualties (i.e. lost 3 figures) cannot be combined to form amalgamated squadrons. It is much harder to get two or three written down squadrons to pass a morale test than it is to get one six figure squadron to do as you would like.

Why are cavalry not penalised for operating outside their brigade command radius in the same way as infantry?

- Cavalry have far more leeway than the infantry and can tend to roam a bit. I did not introduce the same morale structure for testing cavalry morale as for infantry. I wanted cavalry to play a dominant role in the games (as they did in real battles of the period).

What is the advantage in having units of more than one squadron apart from the all or nothing rule?

- NONE - it just represents the true historical size of some larger cavalry units

Can a regiment split off squadrons during a game?

- YES. Cavalry squadrons can operate semi independently without the same penalties and constraints as infantry battalions.

How many guns does a single model represent?

- Artillery did not operate in batteries as during the Napoleonic Wars but rather as individual guns or a few deployed together somewhere in the battle line. It would be safe to assume that a gun model represents more than a single gun but not much more! Artillery's main effect is nuisance value and morale testing for targets hit. I wouldn't go over the score on battalion guns. My recommendation is more towards one perhaps two per brigade maximum but operating individually.

Commanders & their influence Page 10

- If the Commander in Chief is attached to an individual unit his morale modifier still counts for other units if they are within his twelve inch command radius and he is not engaged in melee.
- If a brigadier is attached to an individual unit his morale modifier still count for other units if they are within his six inch command radius and he is not engaged in melee.

- Cavalry brigadiers have the same command radius as infantry brigadiers – six inches
- For purposes of determining precisely how many units are under command, count ALL battalions and ALL squadrons plus artillery batteries (usually a battery is a single gun). Determine percentage total movement allowance from this figure. Do not count multi squadron cavalry regiments as one single unit.
- Brigadiers or generals in a melee do not count as an extra figure fighting but can affect the morale of a losing unit. They are a potential casualty and this is worked out as a percentage chance against total casualties sustained each round he is fighting.

Orders Page 10

- The **BLUFF** marker is used (placed face down as ALL other markers should be before being revealed) to fool the enemy into thinking a unit may CHARGE. This may force various premature cavalry charges, infantry going into square or similar. When turned over it is in fact only a bluff and the unit makes NO move that turn. Used much in the same way a Poker bluff.
- **EVADING** is mentioned in the turn sequence but is an option open only to irregular eastern European cavalry.

Game turn sequence Page 12

- The concept of STRATEGIC MOVEMENT whereby fresh troops could move distances up to 30 inches as long as they finished their move no closer than 36 inches to the enemy was dropped from Beneath the Lily Banners although it did appear in every revision of the free downloadable Under the Lily Banners up till Rev5. It was replaced with a doubling in march column movement from 50% to 100%. It appears in the game turn sequence (under point 7) but is irrelevant.

Movement and Formations Page 13

- Interpenetration means NO movement through any other troops even artillery.
- Infantry contacted in the flank whilst engaged to their front cannot turn to face.
- Infantry unengaged and charged in the flank can turn one stand to face the enemy if their morale result was SHAKEN or better and the enemy began their charge more than half of the charge move distant.

Turning to face a threat from the flank

What follows is an explanation given in detail to a forum question about an infantry unit dealing with a charge from its flank. It can also be taken as a wider explanation of some of the manoeuvre decisions permitted or not permitted within the rules.

...Part of the confusion comes from the wargaming convention of MULTI BASING. In itself a convenience but often passed over in terms of its significance in play. A battalion in line is nine figures wide and two figures deep. If these were singly based a unit turning 90 degrees would become a column two figures wide and nine figures deep. **THIS IS NOT A MILITARY FORMATION.** With multi basing a three figure wide 'stand' or 'base' or 'element' is turned to face thus presenting some semblance of cohesion but in fact this is not an accurate representation of what is happening just a gaming convention.

Considering for a second cavalry: we have a line one figure deep (it represents a double line in reality) which. When turning to face, presents half a squadron (three figure basing element). If the unit was based singly, one figure would turn to face. *This is the first challenge.*

A BLB game turn could represent up to 30 minutes of real time in a large battle. Questions about what could or could not happen in a 'turn' have to be in this context. A battalion may well be able to perform relatively complex reordering by companies/platoons/wings etc in such a time period so that must also be taken into account in discussions about what is or is not possible. *This is the second challenge*

EXPLANATION

The 90/180 degree turn is simply to present some demonstration of show to the enemy. Expansion is possible at the rates quoted in the rules IF time is available. This however will not allow most units to adopt the formation they wish therefore a FORM order is the only way to handle a change of facing in the same formation as previously adopted. Where expansion may help, is if a unit is charged and it wished to turn to face (to prevent being contacted in flank or rear) AND wished to expand to have some ability to fight back. A turning unit would have required the enemy to be at least 50% of its charge move distant at the start of the turn. Expansion would then be governed by the time taken for the enemy to contact (expansion stops on contact). Figures fighting are governed by the rules.

This must be put in context of BLB now. Units wishing to change facing whilst remaining in the same formation must place a FORM marker. Turning 90 or 180 degrees to adopt a battle formation due to enemy manoeuvre is not permitted. The dilemma is that this must be done in anticipation of what the enemy might do next turn or the turn after otherwise the vulnerable unit may be caught out by the sequence of events in the turn (charges before normal movement).

There are several interpretations which can be placed on the situations described. Here are the main principles behind the thinking:

- Armies of this period were really the beginnings of the modern armies. There was little or no standardisation of uniforms, equipment and training.
- Some units could barely stay together in step (in fact I am not sure marching in step was a prerequisite).
- As a consequence of the above I have not allowed **Inclining** and have made **Wheeling** as difficult as I possibly could - it is slow and painful because it would have been!
- Having seen many cases of
 - a. Nippy battalion syndrome (reduced frontage units squeezing through gaps and generally getting into unfeasible positions due purely to their size)
 - b. Quick turns to face from line to column or column to line in half a move

I wanted to eliminate a & b. The former by not removing casualties until a unit is below half strength and the latter by insisting that any 'formation change' is dealt with in a full turn of manoeuvre i.e. a 'FORM' order. All sorts of battlefield redressing would have been very difficult so both sides should be equally disadvantaged by this rule. In many respects the 90 degree turn is a bit of a redundant rule but has been retained to prevent units being caught in the flank (in this respect it prevents automatic routs by this kind of contact). The 180 degree turn in line or in march column is ok as the men are turning in the same formation. I have a big problem with the 90 degree turn as it could be perceived as a gamey mechanism which I am dead against.

Linear Obstacles

- Units should move normally up to the linear obstacle where they must stop. At this point they subtract the appropriate variable reduction from the remaining movement allowance. Formations which manage to move 50% or greater of their depth across any linear obstacle in a given turn can be considered to have crossed it entirely. Those who don't must subtract the variable modifier for every subsequent turn until more than 50% of the unit depth has cleared the obstacle
- **Low Linear Obstacles:** This includes streams, hedges, field walls, fences, ditches, trenches, earthworks and similar objects. These deduct D6 inches from infantry movement and disorder them whilst crossing. Cavalry movement is quartered and they are disordered. Artillery may not cross low linear obstacles other than streams which when crossing they half their available movement allowance.
- **High Linear Obstacles:** This includes orchard, estate, church yard and kitchen garden walls as well as high hedges. These are passable to infantry by subtracting 2 x D6 from their move. If they fail to clear the object they do not cross. These are impassable to both cavalry and artillery.
- As pike stands are only representative of a unit containing pikes the depth created by that stand is ignored in calculations.
- No charges are allowed over undefended linear obstacles.
- Unshaken infantry behind a linear obstacle such as wall, fence, hedge, abattis, and earthwork CAN be charged by other unshaken infantry.
- Follow up over a wall etc is not tested for in terms of reduced movement as by then in combat both units are DISORDERED and the fighting is considered to be taking place continuously as the defenders fall back and the attackers follow up

Charging Page15

- If cavalry FAIL a charge test they DO NOTHING unless themselves reacting to a charge. It is not possible for cavalry to get a SHAKEN/RETREAT type morale result. Infantry failing a declared test to CHARGE may actually ROUT if their situation is poor enough and their quality is low
- Two units owned by the same player MAY NOT declare charges on the same target in the same turn. This kind of 'bet hedging' is not allowed.

- Regular Infantry can charge in a built up area but are immediately DISORDERED and lose all charge bonuses and the use of Pikes
- Tribal infantry can charge in built up areas without penalty.

What happens to cavalry that fail their morale test for being charged if they themselves haven't declared a charge?

- Cavalry being charged who themselves did not declare a charge have the chance to counter charge or evade. If they fail the test after the choice of option is made by the owning player then they receive the charge at the halt killing only on sixes. If they are a multi squadron regiment with all squadrons in base to base contact they still fight but only with the front squadron. If this is beaten and fails its morale test it ROUTS through the squadrons behind which are pinned by this action. The Pursuers do not have the opportunity to CEASE PURSUIT in this case and follow on into the pinned squadron. Neither test morale and both kill on 6s only in the following turn's melee phase.
- Any unit with a **MOVE** order has this order automatically cancelled by a **CHARGE** declaration on it. The charged unit has to react to the immediate threat as described above.
- No pre measuring of charge distances is permitted for infantry or cavalry.

Can cavalry charge in a built up area?

- No. Cavalry can only move through a built up area in column of march. This means they cannot charge and so any infantry or other troops in such an area are at no threat from the cavalry.

Can infantry counter charge?

- No. Infantry can ONLY charge other SHAKEN infantry. SHAKEN troops cannot advance, therefore NO counter charge is possible for infantry. The one exception to the rule above is that infantry can charge NON SHAKEN infantry behind a defended obstacle but of course in such a case the defenders would never want to counter charge out of their cover!

When charging with a regiment of more than one squadron (not an all or nothing charge) is it only the first squadron that takes any shooting casualties and if they fail to charge then what are the second squadron's options?

- Two squadrons cannot charge together unless it is an **ALL OR NOTHING CHARGE** - there is no advantage to doing this. If the regiment is deployed in line of squadrons the second cannot charge anyway, it can manoeuvre after the successful charge of the lead squadron. If deployed in a line abreast they both can do what they like EXCEPT charge the SAME target.

Firing & Musketry Page 19

- No pre measuring of range distances is allowed particularly with reference to the all important FIRST VOLLEY or when limited ammunition rules have been invoked for artillery.
- To determine arc of fire for infantry and artillery Draw a straight line out from the centre point of the rear of the figure base through each of the front base edges - this is the arc of fire.
- Ranges are measured from the centre of firing unit to nearest point of enemy unit

Can infantry test to stand and fire at an infantry charge? Infantry can fire up to 12" but that infantry charge distance is only 6" so does that mean it can only fire at medium to short range?

- Infantry CAN stand and fire at charging infantry AND they can also fight them subsequently in melee. The caveat for charging is that infantry can only ever charge SHAKEN (or worse) infantry targets unless the target is defending a linear obstacle and then any infantry even unshaken, can be charged.
The STAND & FIRE test is not determining the 'actual firing' distance but the 'effect' of the fire. Another way of describing this is:
FORGET THE DISTANCE FROM SHOOTER TO TARGET
 1. A LONG range volley represents nervy troops shooting in a haphazard way regardless of target distance
 2. A MEDIUM range volley represents officer controlled fire
 3. A SHORT range volley represents extremely steady troops, well commanded delivering their fire at the optimum distance to the target.

Cavalry charges & melee Page 21

Example of the Cavalry charge test sequence;

- 1. Cavalry declare charge
- 2. Cavalry test to charge
- 3. If they pass, infantry or cavalry target test in response
- 4a. If the target is infantry and their result is SHAKEN or better the infantry can either test to form square (if cavalry are more than half charge move away) or take the STAND & FIRE test to establish range effect of volley. Square is useless if SHAKEN incidentally so best to fire.
If you want to follow the infantry thread jump to 5
- 4b. If the target was cavalry then they get the option to counter charge. They must test to do so. If they pass roll two x D6 and this is the distance the chargers cover before the counter charge begins. If the subsequent separation distance is less than six inches between the units the counter chargers do not get charge speed up and kill only on 6s. If they move three inches or more before contact they also count as charging and kill on 5, 6 or 4, 5, 6 depending on nationality. If they fail their counter charge test they receive the charge at the halt, killing only on 6.
- 5. Cavalry move up to 'range effect' distance of volley.
- 6. Infantry fire.
- 7. If cavalry take casualties THEN they test to CHARGE HOME if no casualties are taken they automatically charge home.
- 8. If casualties are taken then the cavalry do a CHARGE HOME test. If they pass they are in, if they fail they ROUT.
- 9. Infantry do not fight back unless they are **formed** and have **pikes** where they get a saving throw for each casualty.

- In a cavalry combat where casualties are equal on both sides NEITHER side checks for morale and the combat continues next turn
- Cavalry can charge at troops defending the edge of a built up area or fieldwork by they half the number of dice thrown and kill only on sixes
- **HUSSARS** lose one figure per three fighting against both infantry and cavalry opponents AFTER the first round of melee. This was an omission from Page 21. There is a reference on the play sheet to Hussars operating this way.

- If pursuing troops hitting new enemy the new target must take a morale test for being charged if infantry. If cavalry it simply fights back killing on 6s as do the pursuers who have hit them. All momentum has been lost in the pursuit and the new contact. The tests and combat is undertaken in the following turn.

Why do Dragoons and Hussars lose available fighting figures after the first round of combat?

- The logic is that these troops were not trained to fight in the formal way of the horse regiments. The dragoons were still largely mounted infantry on inferior quality horses therefore combat ability is weakened. In the case of the Hussars (& Cossacks, Tatars, Moorish tribesmen, Bedouins) they are most likely to be irregular troops and accustomed to fight in a hit and run fashion therefore they lose even more dice. A crude but effective mechanism.

Do you need to be able to contact an enemy base to reinforce a melee, or is the melee assumed to have degenerated into a mass with fresh units feeding in?

- Fresh units DO need to touch the combatant enemy unit if it is an infantry v infantry melee. If cavalry against any opponent then they need not touch the enemy unit but simply join in behind their own unit(s) already engaged.

Does a unit reinforcing get first round chances to hit or does it have the same chance to hit as the original units.

- Infantry WILL get the bonuses Cavalry DO NOT but simply kill on sixes with ALL figures fighting

What happens in the second round of melee if infantry have failed to stop cavalry contacting with their Stand and fire test?

- The infantry's only chance to stop a cavalry charge is by breaking their opponents or inflicting more casualties by fire than they receive in melee. Once the cavalry are in, infantry must tough it out and do not fight back unless in **square** and **steady** when they get saving throws if they have pikes. This lasts for three rounds before the horse must break off. It is possible to survive; I have seen it many times!

Do attackers stop at a defended obstacle (hedge line, wall etc) and fight normally against the defenders or must they carry out the random deduction die roll to get across the obstacle in order to fight?

- Attackers can charge a defended obstacle even if the defenders are not SHAKEN. They charge up to the obstacle and fight over it BUT do not MOVE over it unless they win and push back the enemy

When a routing cavalry squadron passes through a friendly cavalry unit disordering them and that stationary unit is then hit by the pursuers, do the pursuers kill on 6's only the same as the disordered target? Do the pursuers test to charge and the charged unit test to receive the charge?

- ALL kill only on 6s. Neither test unless the pursuers are attempting to cease pursuit before contact

Units in melee hit in the flank

- An infantry unit charged in the flank can only turn to face if the attackers are more than half of their move distance away before the charge starts. Then the defenders could fight back with one stand of figures. If they are engaged to their front and/or the distance to be covered to contact is less than half of the chargers charge move they do not fight back which may result in them ROUTING through an adverse morale result.

Units in melee for more than three rounds

- A unit could technically fight for more than three rounds if a melee was reinforced by opponents. Guards could take three consecutive push backs and as long as they passed morale could survive. Other quality troops could not. These situations DO occasionally occur but the key word here is OCCASIONALLY.

All or Nothing charges Page 22

- Multi squadron regiments cannot make an *All or nothing charge* into an existing melee. The *All or nothing charge* is a melee opener. If a multi squadron regiment wishes to join an existing melee it has to do so squadron by squadron over a number of turns commensurate with the number of fresh squadrons wishing to join.
- All cavalry joining an existing melee kill on sixes only after the appropriate dice modifiers have been made for cavalry type i.e. Dragoons, Hussars, Cuirassiers

Melee Page 20

- When a unit ROUTS immediately in front of a friendly unit and there is no gap either side OR the routers were within 2 inches of the friendly unit when routed, they would burst through. Otherwise they would go for a gap. The pursuers could cease pursuit by passing a CEASE PURSUIT morale test (see routing and pursuing p16). If they choose NOT to do this or FAIL the test they follow on into the second unit but that combat is done NEXT turn during the melee phase and both sides kill only on 6s per figure.
- Some people are fazed by the logic of the seemingly helpless infantry who cannot fight back in a melee against cavalry. The rationale is as follows: If they fire there is insufficient time to fix the plug bayonet and are therefore defenceless when the cavalry hit. The option of forming square/hedgehog should also be seriously considered. Socket bayonets were being introduced but this is also spurious logic. How many infantry lines stood to receive cavalry charges in the Napoleonic Wars and survived? Fire or Square.. The Colonel's dilemma!

Ga-Pa basing is different to BLB. As an example the British are based on 4 stands of 3 figures to represent the 2 deep line, French are 3 bases of 4 figs.. We don't particularly to rebase, but the sizes of the units caused problems when British infantry wanted to charge a shaken enemy unit, with non shaken friends to either side. Presumably this must arise on your basing anyway if the 2 firing lines don't match up exactly. So can an infantry unit charge shaken infantry but still contact the non shaken units adjacent to it?

- No it shouldn't contact non shaken enemy if this can be at all avoided. If your units are smaller don't worry. Treat the basic basing element of your collections as a BLB firing stand or alternatively count your unit as having a nominal strength of 18 figures regardless of how many physical pieces you have. Mark your losses off on paper. This shouldn't cause you any problems. It was never my intention to force people into rebasing or changing the unit sizes of their collections. It should be very easily adapted by gentlemen's agreement. An alternative is to move the SHAKEN unit slightly forward of the rest of the line to avoid contact.

Removal of casualties

- Any unit retains its frontage and does not remove casualties until they reach the level of 50% of the total. This is to avoid the nippy battalion and squadron syndrome. After this level of loss is passed then casualties are removed as stands are lost. For example an infantry unit with 12 casualties should have two stands removed

Morale Page 23

- Morale testing happens at the end of the turn and is done from the right to the left of each army. The only morale tests completed and acted upon immediately are the **charge** and **charge reaction** tests
- Artillery do not count as destroyed friends for morale purposes
- Winners of melee need not take a morale test even if they received casualties

What is the difference between RETIRE and RETREAT?

- RETIRE is more orderly than RETREAT. Retire is applied only to cavalry who have been shot at, taken casualties and failed the subsequent morale test. It is almost like shying away from the fire. Cavalry move eight inches away from the fire during the compulsory move and stand to RALLY for one turn. Thereafter they are OK to continue. Retreating infantry continue to test until achieving a morale result of SHAKEN or better. They can in fact ROUT on subsequent turns when testing morale (which is highly likely without support and disordered).

If a SHAKEN unit takes further casualties but passes its morale test. What happens to it?

- It loses its SHAKEN command state and returns to normal command - its officers have rallied the wavering men.

Cavalry Morale Page 24

- On page 24 under Cavalry Morale it reads that cavalry should test morale if 'It has taken casualties this turn' This clause should read 'If it has taken casualties FROM SHOOTING this turn'

If a unit pursuing loses contact and is fired on it needs to test to A) rally from pursuit and B) for shooting casualties. If it fails which outcome will it choose as it has two reasons to test?

- Getting out of trouble takes precedence so: test for shooting casualties - if it fails - retire from fire.
- Cavalry losing melee and failing their morale test against infantry or cavalry rout.
- When a melee has been fought for three rounds and the result is inconclusive this is when cavalry bounce out four inches and are compelled to RALLY facing the enemy.
- In cavalry v infantry melee if no one routs after three rounds of melee the cavalry bounce 4" and the infantry retire a full move 4" facing the enemy both are disordered and need to reform.
- In infantry v infantry melee as above both retire 4" facing the enemy and need to reform.

Great Northern War Supplementary options Page 29

- Any Swedish cavalry unit rolling an unmodified 1 for morale immediately goes into a fighting frenzy and charges the nearest enemy.

Eastern Wars supplementary options Page 31

- Any Fanatic cavalry unit rolling an unmodified 1 for morale immediately goes into a fighting frenzy and charges the nearest enemy.