

# Seven Years Warmaster

By George Wellington & Nick Swales

## Page 6 - STANDS

Unit type	Stand depth (mm)	No. of figures per stand
Infantry, other than skirmish	15	4
Infantry, skirmish	20	2
Cavalry, other than skirmish	30	3
Cavalry, skirmish	30	2
Artillery	40	1 gun & crew

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## Page 16 - COMMAND PENALTIES

Disregard penalties for:

- Flank/rear exposed to enemy within 20cm
- Dense terrain, if the moving unit is skirmishers
- Per casualty

## Page 20 – DISTANCE

Add:

4. Units other than skirmishers in dense terrain (usually infantry) move at half pace.

## Page 27 – The Charge Move

Replace first sentence of the first paragraph on the page with:

“Where possible, line up the charging stand with at least one front corner in contact with a corner of the target stand.”

## Page 12 - COMMAND PENALTIES

Disregard penalties for:

- Flank/rear exposed to enemy within 20cm
- Per casualty

Page 18 - Distance penalties for brigade orders (2<sup>nd</sup> paragraph on page). Replace second sentence with:

“Measure to whichever unit is *nearest* to the commander and apply the appropriate distance penalty. It does not matter how far other units are, the penalty is only applied for the unit *nearest to the commander*.”

Disregard last sentence of the paragraph.

## Page 22 - FORMATION

Only column and line formations are permitted. All references to irregular formations are disregarded.

## Page 28 – Unable to contact centre-to-centre

Replace first two sentences of the first paragraph:

“The first charging stand is always lined up corner-to-corner against the appropriate enemy stand if possible. If this is not possible, then the first charging stand is placed as closely to corner-to-corner as it can go.”

#### Page 28 – **Unable to contact centre-to-centre**

Insert at end of section:

“If, when lining up corner to corner when charging the flank of a stand, other stands are contacted edge to edge along at least 1 cm of edge, the additional stands contacted are considered also in the combat, even if they are not contacted corner to corner.”

#### Page 35 – **TERRAIN AND VISIBILITY**

At the start of the third and fourth sentences, replace the word “Troops” with “Troops other than skirmishers”...

After the fourth sentence, insert a new sentence as follows: “Skirmish troops can see in close terrain up to their maximum weapons range.”

#### Page 37 – **NUMBER OF SHOTS**

Replace paragraph with:

“Stands with a ranged shot can shoot once in the Shooting phase with the number of attacks indicated on its stat line.

Artillery shooting is resolved first in the phase.”

#### Page 28 – **Unable to form a battle line**

Ignore references to formations other than line and column. Only line and column formations are permitted.

#### Page 31 – **TERRAIN & MOVEMENT**

First paragraph, add after second paragraph:

“Units other than skirmishers in dense terrain (usually infantry) move at half pace.”

Then each reference to dense terrain in the subsequent paragraphs also includes the above limitation.

#### Page 36 – **DRIVE BACK**

Replace first sentence of bullet 1 with:

“Roll a dice for each hit taken from artillery shooting only.”

#### Page 37 – **SHOOTING ZONE**

Third paragraph, disregard reference to artillery.

Artillery units have the same shooting zone as other shooting units.

## Page 38 – DEFENDED & FORTIFIED TARGETS

Replace chart with the following:

<b>“Target status</b>	<b>Score to Hit</b>
Infantry target in fortified position or artillery target in defended or fortified position	6
Non-skirmish infantry target in defended position; skirmish target in open or defended position; artillery target in the open	5 or 6
All other targets	4, 5 or 6”

## Page 39 – REMOVING CASUALTIES

Third paragraph, replace last sentence with:

“Stands can be taken from any part of the unit; the remaining stands are rearranged in the original formation around one of the remaining stands.”

## Page 39 – OPEN, DEFENDED & FORTIFIED

Replace first sentence of fourth paragraph with:

“Aside from the above, stands of infantry can be in the open, defended, or fortified depending on their situation. Stands of artillery and skirmishers are always considered at least defended even if they are in the open.”

## Page 41 – SHOOTING AT CHARGING ENEMY

Replace last paragraph with:

“Each stand in a charged unit (other than skirmishers) can only fire once in the enemy Command phase. All stands able to shoot do not have to do so at the same charging unit; the owning player can split fire as he sees fit. All hits inflicted by a charged unit carry into the Combat phase, even if one or more charging units is eliminated by firing.”

## Page 40 – DRIVING BACK ENEMIES

Replace first sentence with:

“Once *artillery* shooting has been worked out, units that have taken hits during the phase are driven back.”

**The drive back rules apply only to artillery shooting.**

Page 46 – **ATTACK MODIFIERS**

**Charging against enemy in the open**

Replace first sentence with:

“This bonus applies to all stands where a unit charges into combat in its first move of the turn only.”

Page 49 – **CASUALTIES**

Add to end of second paragraph:

“Hits are allocated first in such a way as to maximize the number of stands removed, but stands to be removed are allocated as evenly across units as possible. If a single engagement breaks up into multiple engagements due to removal of casualties, hits carried forward are distributed across remaining units.”

Page 49 – **SUPPORT**

Replace last sentence of first paragraph with:

“Only infantry and cavalry can support and be supported in this way – not .”

Page 49 – **SUPPORT**

Replace fourth paragraph with:

“To qualify as 'supporting', an infantry stands must be aligned exactly behind or an infantry or cavalry stand must be aligned exactly beside the stand it is supporting, and must be facing in the same direction as shown in the diagram below.”

Page 56 – Continuation of **Basic Pursuit**

Disregard the 4th paragraph concerning wrapping around units when pursuing. Units must always maintain a regular formation, that is a line or column formation even when pursuing.

Page 63 – **4. Friends making way on a 6**

Replace second sentence with:

“Friends must make way when units are driven back by artillery shooting, retreat from combat, or are themselves making way.”

Disregard all subsequent references that suggest that making way is optional, including point 6 below.

Page 66 – **ORDERS**

Disregard the blunder rules.

Page 62 – **MAKING WAY & MOVING ASIDE**

Disregard all references to moving aside. Units that must make way can only do so by moving back.

Page 64 – **MOVING ASIDE**

Disregard all references to moving aside. Units that must make way can only do so by moving back.

Page 68 – **Blunders**

Disregard the blunder rules.

<b>Troop Type</b>	<b>Attacks Melee/Shoot</b>	<b>Range</b>	<b>Hits</b>	<b>Size</b>	<b>Special</b>
<b>Infantry</b>					
Grenadiers	2 / 3	10cm	4	3	
Regular Infantry	1 / 3	10cm	3	3	
Poor Infantry	1 / 2	10cm	3	3	
Janissaries/Highlanders	2 / 2	10cm	3	3	
Light Infantry	1 / 2	15cm	2	3	Skirmishers
Levy Foot	1	-	2	3	
Massed Archers	1 / 2	15cm	2	3	
Irregular Skirmishers	1 / 1	15cm	1	3	Skirmishers

<b>Cavalry</b>	<b>Attacks</b>	<b>Range</b>	<b>Hits</b>	<b>Size</b>	<b>Special</b>
Cuirassier	3 / 0	-	4	3	
Dragoons	2 / 0	-	3	3	
Hussars	3 / 0	-	2	3	
Skirmish Cavalry	2 / 1	15cm	2	3	Skirmishers
Lancers	3 / 0	-	3	3	

<b>Artillery</b>	<b>Attacks</b>	<b>Range</b>	<b>Hits</b>	<b>Size</b>	<b>Special</b>
Artillery	1 / 3	60cm	3	1	
Light Artillery	1 / 2	30cm	3	1	
Siege Artillery	1 / 4	80cm	3	1	Immobile

<b>Officer</b>	<b>Command Value</b>	<b>Attacks</b>	<b>Max Command Range</b>
King	10	+2	100cm
Marshal	9	+2	100cm
General	8	+1	60cm
Brigadier	7	+1	20cm

<b>Troop Class</b>	<b>Movement</b>
Officer	60cm
Cavalry	30cm
Infantry	20cm
Artillery	10cm

**French and Indian War Stat Lines - Infantry**

Troop Type	Attacks Melee/Shoot	Range	Hits	Special
Grenadiers	2 / 3	10cm	4	
British Line	1 / 3	10cm	3	
French Line	1 / 2	10cm	3	
Militia/Colonial Foot	1 / 2	10cm	2	
Highlanders	2 / 2	10cm	3	
Rangers	1 / 2	15cm	3	Skirmishers
Mission Indians/Courier	1 / 2	15cm	2	Skirmishers
Real Indians	2 / 2	15cm	3	Skirmishers

**French and Indian War Stat Lines - Cavalry**

Troop Type	Attacks Melee/Shoot	Range	Hits	Special
Dragoons	2 / 0	-	3	
Scouts	1 / 1	10cm	2	Skirmishers

**French and Indian War Stat Lines – Artillery**

Troop Type	Attacks Melee/Shoot	Range	Hits	Special
Fortress/Naval Light	1 / 2	10cm	3	