

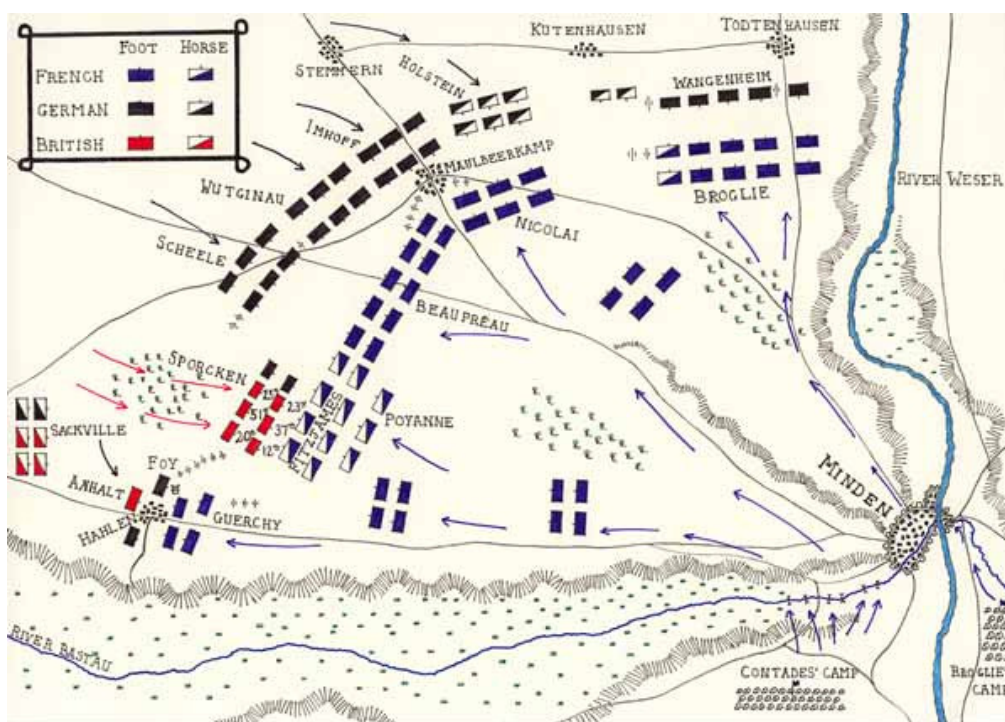
# By Fife & Drum

## Seven Years War Battlegame Rules

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August 2007

SAMPLE PAGES



## The Armies

### Base Sizes

Figures should be based on standard base sizes. There are three standard, rectangular base sizes for fighting troops:

Infantry Base	30mm x 30mm
Cavalry Base	40mm (frontage) x 30mm (depth)
Artillery Base	40mm x 40mm

There are two standard, round base sizes for senior officers and their staff:

General HQ Base	diameter c.30mm
General Base	diameter c.25mm

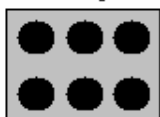
### Stands

The smallest element of troops in the game is a “stand” of figures, i.e. one base. All combat is resolved per stand. The number and arrangement of models on a stand, and the type of base used for each unit type, is as follows.

#### Infantry Stands

Normal, close order infantry are based with six figures in two ranks on an Infantry Base. Light Infantry which operate in extended “skirmish” order (e.g. Jägers) are based with three figures randomly positioned on an Infantry Base. Battalion Guns are based with one model gun and a crew of two figures on an Infantry Base.

**Infantry Stand**



**Light Infantry Stand**



**Battalion Gun Stand**



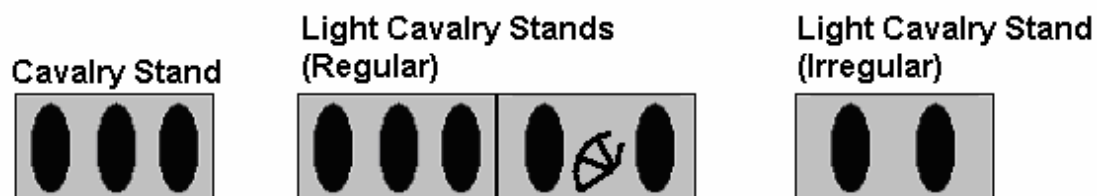
#### Cavalry Stands

Normal, close order cavalry (e.g. Cuirassiers, Guard Cavalry, Dragoons) are based with three figures in one rank on a Cavalry Base. Regular Light Cavalry (e.g. Prussian Hussars) operate in a marginally looser formation and are based with two to three figures in one rank on a Cavalry Base. Irregular Light Cavalry (e.g. Bosniaks) are based with two figures in one rank on a Cavalry Base.

In the case of Regular Light Cavalry, it is recommended that the first stand in the squadron is based with three figures to a stand just like normal cavalry, but the second stand in a squadron is based with two figures to a stand. Some debris can be modelled on the base (e.g. a bush, cannon wheel, casualty figure or similar) so that it has the appearance of the

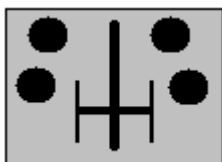
cavalrymen avoiding the obstacle. The advantage of this scheme is that it uses a consistent base size for all types of cavalry, yet still gives the appearance of a slightly looser formation and less imposing presence, and of course the type can be easily identified visually.

This basing scheme means that Regular Light Cavalry Squadrons are slightly understrength compared to ordinary Cavalry Squadrons, but the difference is small and can be justified on the basis that Light Cavalry are more likely to be understrength because of the increased campaigning demands of scouting and other duties.



## Artillery Stands

Artillery are based with one model gun and a crew of three or four figures on an Artillery Base:



The number of crew figures is used to indicate the calibre of gun:

Crew Figures	Calibre
3	Medium (6 - 8 lb guns)
4	Heavy (12 lb guns)

**Artillery Train** are not represented, since most used civilian drivers and consequently pieces were rarely moved once set up.

**Horse Artillery** were rare and experimental in this period, and are not considered in the basic rules.

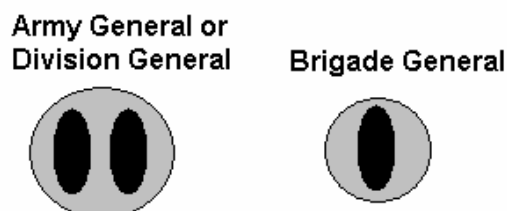
**Siege Guns** (> 12 lb) and **Mortars** are also excluded from the basic rules.

**Howitzers** can be represented by Artillery stands, or alternatively an Artillery stand can represent a composite unit of guns and howitzers (see *Artillery Units*). Howitzers should be of appropriate calibre with similar effective range to their gun equivalents.

## General Stands

Army Generals and Division Generals, representing the players on-table, are based on General HQ Bases. The General HQ Base is a round “diorama” base of c. 30mm diameter (the exact size is not important), typically the general himself and an ADC or other mounted officer.

Brigade Generals are based on General Bases. The General Base is a round “diorama” base of c. 25mm diameter (the exact size is not important), typically a general on horseback.



## Number and Arrangement of Models on a Stand

Every stand does not need to conform 100% to the requirements for number of figures, e.g. one infantry stand in a battalion unit could contain a mounted regimental colonel plus four figures on foot. Normally one stand in every unit would contain a “command group”, i.e. officer, standard bearer and musician, which is just for appearances.

## Units

Stands are organised and arranged into units. Morale, fatigue, cohesion and formation constraints are resolved at the unit level. Unit types, names and composition are as follows:

Infantry	=	Battalion or Regiment of 3 to 5 stands <sup>1</sup>
Light Infantry	=	Company of typically 4 stands <sup>2</sup>
Cavalry	=	Regiment of 2 to 6 stands <sup>3</sup>
Light Cavalry	=	Regiment of 2 to 6 stands <sup>3</sup>
Artillery	=	Battery of 1 to 3 stands

<sup>1</sup> The Infantry tactical unit is the Battalion of 3 to 5 stands, but it can be useful to think of it as a single-battalion Regiment (see *Infantry Units* below). The rules always use the term Battalion for a unit of Infantry.

<sup>2</sup> Light Infantry are organised into units of typically 4 stands for convenience, the term ‘Company’ is an approximation and not strictly correct.

<sup>3</sup> The Cavalry and Light Cavalry (real-life) tactical unit is the Squadron of 2 stands, however the unit type for our purposes is a group of 1 to 3 Squadrons, i.e. 2 to 6 stands. This is called a Regiment, although strictly it has half the correct number of Squadrons than a real Regiment (see *Cavalry Units* below).

## Infantry Units

The basic Infantry unit is the Battalion, consisting of 3 to 5 stands, representing approximately 400 to 800 men. The actual number of stands in an Infantry Battalion varies with type and nationality, as shown in the following table:

Infantry Battalion Size	Type & Nationality
Small (3 stands)	British & Saxon Line battalions, & most Grenadier battalions
Medium (4 stands)	Most Line battalions (e.g. French, Russian, Prussian) & Russian Grenadier battalions
Large (5 stands)	Austrian Line battalions

Battalions were historically organised into regiments, which are administrative units rather than battlefield units. Normally there were two battalions in a regiment. Regiment organisation is not strictly relevant to the wargamer as army commander, except that units in a regiment share common uniform details and a common 'identity', by virtue of the regiment name, colours and battle history. For this reason it is convenient to assume that a model Battalion is also a one-battalion regiment. You don't have to follow this convention, but it makes it easier to identify units. It is entirely a personal decision on how to paint and name your wargame units.

The basic Light Infantry unit is the Company, standardised at four stands, corresponding to approximately 300 men. The term 'Company' is in fact used here as a convenient label and is not strictly correct.

## Cavalry Units

The basic cavalry unit, for both Cavalry and Light Cavalry, is the Regiment, consisting of 1 to 3 Squadrons, each of 2 stands. A Squadron represents approximately 150 men, regardless of nationality and type.

The term Regiment is used here with a bit of licence, because the regiment size is half the correct, real-life regiment size. Like infantry, the regiment is actually an administrative unit with a common 'identity'.

The tactical unit of cavalry was the Squadron, but these were always brigaded together into larger brigade formations. It is convenient for our purposes to have a unit which is composed of a small number of Squadrons, so we employ the same scaling as proposed for the infantry, i.e. we make the Regiment half the correct size so we can use it as a label for our multi-squadron tactical formation. Note that Regiments can also be brigaded together into higher formations - see *Brigades*.

As with the infantry, you don't have to follow this convention, but it makes it easier to identify units. It is entirely a personal decision on how to paint and name your wargame units.

The actual number of Squadrons and stands in a cavalry Regiment varies with type and nationality, as shown in the following table:

Cavalry Regiment Size	Type & Nationality
Small (1 Squadron, 2 stands)	British regiments, Hanoverian Guard Cavalry
Medium (2 Squadrons, 4 stands)	Most cavalry regiments
Large (3 Squadrons, 6 stands)	Austrian & Russian non-Guard regiments

## Artillery Units

The basic artillery unit is the battery. One stand represents 3 to 4 real guns and their crew, so typically a battery will consist of two stands representing 6 to 8 real guns. A battery will normally consist of all normal cannon or all howitzers, however mixed batteries can also be supported. In that case, simply use the appropriate model gun for the majority type and partition the fire dice – see *Artillery Firing* (there are two fire dice per stand, so a mixed stand could have one cannon fire die and one howitzer fire die).

## Battalion Guns

At any reasonable scale for practical wargaming, a model gun and crew representing only two or three real battalion guns is considerably over-scale, in particular taking up too much unit frontage and consequently causing distortions in the rules. This is especially true if you place one model gun on each flank of an infantry battalion.

However, battalion guns were such a feature of the period and look so good on the tabletop, that they have been incorporated with the following simple mechanism:

The effects of battalion guns are factored in to the battalion unit they belong to, so they do not need to be represented in model form. However, it is optional in any or all medium and large Line Infantry battalions to replace the right-most flank stand with a battalion gun stand. This represents one or two real guns on each flank. Note the models are for appearances only, because the effects of the gun are included whether the model is present or not. If nothing else, having a battalion gun stand provides a break from painting so many infantrymen!

The gun stand counts just like the infantry stand it replaces. It must always be on the right flank, e.g. see the illustration below.

Austrian Infantry Brigade of 2 Line Infantry Battalions with Battalion Guns (Line Formation)

