

7 Days for WW2

Reactivation & Reaction

- Reactivate: need 1+CTs+MMs.
- Reaction score needed: base +CTs+MMs

React to:	Base
Vehicle in open	3
In cover	4
Infantry in open	4
In cover	5

- For Fall Back ignore MMs
- 6 always succeeds

Company Morale Test

D6: 2-5, remove 1 MM; 6 all MMs.

Movement

Type	Normal	Rapid	Rapid Road
Inf./Support Squads	6"	9"	12"
Fast vehicle	12"	18"	24"
Medium vehicle	10"	15"	20"
Slow vehicle	8"	10"	12"

Difficult terrain: no rapid moves; throw D6: score to pass-

Type	Rough	Very Rough
Infantry	No test	4+
Other support squad	No test	4+
Wheeled vehicle	6	Impassable
ATV	3+	4+
Tracked	2+	3+

Failure:

- Passes obstacle/enters terrain and stops
- No further actions or activations that turn
- Moves lesser of half move or clears terrain

Firing

To hit throw 1 or 2 D10 as follows (max ranges shown). Take highest score. 5+ to hit.

Modifiers;

	Infantry	Vehicle
Per MM	-1	-1
Firer moving this activation	-	-2
Reaction v moving target	-1	-1
Enemy inf. within 12"*	-	-1
Target in 50% cover/hull down	-1	-1

* Not if friendly infantry are closer

No d10 for firing at vehicles:

Firing unit:	<12"	>12"
Vehicle	1d10	1d10
Tripod MG/Autocannon	2d10	2d10
Infantry	1d10	-
Stationary support infantry	1d10	1d10

AP throw d10 + AP > Armour d6 Penetration results. (if equal 2MM)

Weapon:	2MM	3MM	Screech!	Foom!	Kaboom!
MMG/Mortar	1-3	4,5	6	-	-
HMG/Autocannon	1,2	3,4	5	6	-
Light/ATR	1	2,3	4	5,6	-
Medium/LAW	-	1,2	3	4,5	6
Heavy	-	1	2	3,4	5,6

To hit infantry/support groups + hit conversion

	<12"	>12"	Hit conv.	In open	Cover	Fort.
Infantry – stationary	2d10	1d10	1D6	4+	5+	6
Infantry – moving	1d10	1d10	1d6	4+	5+	6
Tripod MG/autocannon	2d10	2d10	1d6	4+	5+	6
Stationary support	1d10	1d10	1d6	4+	5+	6
Light gun	2d10	1d10	1d6	4+	5+	6
Medium gun	2d10	1d10	2d6	4+	4+	5+
Heavy gun	2d10	1d10	2d6*	4+	4+	5+

* Can score 2 extra hits

German unit stats

Name	Type	Move	Armour	Morale	BP
Pz III L/M	Enc. AFV	Med.	13/10	5	6
Pz IV F/G	Enc. AFV	Med.	12/10	5	6
Pz IV H/J	Enc. AFV	Med.	14/10	5	7
Panther	Enc. AFV	Med.	17/13	6	13
Tiger I	Enc. AFV	Slow	17/14	6	13
StuG IIIF-H	Enc. AFV	Med.	15/10	5	8
Light AFV	OT AFV	Med.	10/9	4	
Soft vehicles	Soft	Fast	7	2+	
Infantry squad	Infantry	Inf	-	5	4
Support squads	Support	Inf.	-	3	3/4

British unit stats

Name	Type	Move	Armour	Morale	BP
Grant	Enc. AFV	Med.	14/11	5	
M3 Stuart	Enc. AFV	Fast	11/10	4	
M5 Stuart	Enc. AFV	Fast	12/9	4	4
Sherman 75mm	Enc. AFV	Med.	13/11	5	6
Sherman 76mm	Enc. AFV	Med.	15/11	5	8
Churchill III/IV	Enc. AFV	Heavy	16/13	6	9
Churchill VII	Enc. AFV	Heavy	19/16	6	12
M10 Wolverine	OT AFV	Med.	12/10	5	6
Humber III A/C	Enc. AFV	Fast	8/8	4	3
Light AFV	OT AFV	Fast	10/9	2+	
Soft vehicles	Soft	Fast	7	2+	
Infantry squad	Infantry	Inf.	-	5	4
Support squad	Support	Inf.	-	3	

† Morale value for transports applies when not carrying squad. Otherwise treat as part of squad

Weapon stats

Type	AP	HE	Notes
105mm howitzer	8	Heavy	
25 pdr	8	Heavy	
88mm	10	Heavy	
75mm L24	5	Medium	Early Pz IV, etc
75mm L40	8	Medium	Sherman, etc
75mm L46/48	9	Medium	Later Pz IV/Pak 40
75mm L70	10	medium	Panther
17pdr	10	Light	
76mm/3in	9	Medium	US: M10 etc
57mm – 6pdr	8	Light	
50mm L60	8	Light	Later Pz III/Pak 38
37mm/2pdr	6	Light	
28mm ATR	5	Light	German inf. weapon
20mm autocannon	4	AC	
15mm HMG	3	HMG	Humber AC
0.5in HMG	2	HMG	
MMG	0	MMG	
LAW	8	Medium	Panzerfaust, Bazooka, etc
AT Grenades	3	Medium	