7 Days for WW2

Reactivation & Reaction Reactivate: need 1+CTs+MMs. 						
	core needed: base +CTs					
Reaction s	core needed: base +CTS	+IVIIVIS				
	React to:	Base				
	Vehicle in open	3				
	In cover	4				
	Infantry in open	4				
	5					
For Fall Back ignore MMs						
6 always succeeds						
Company Morale Test						
D6: 2-5, remove 1 MM; 6 all MMs.						

	Movement					
	Туре	Normal	Rapid	Rapid Road		
1	Inf./Support Squads	6″	9″	12″		
	Fast vehicle	12″	18″	24″		
1	Medium vehicle	10″	15″	20″		
:	Slow vehicle	8″	10″	12″		
Difficu	ifficult terrain: no rapid moves; throw D6: score to pass-					
	Туре	Rou	gh Ve	ry Rough		
	Infantry	No t	est	4+		
	Other support squa	ad Not	est	4+		
	Wheeled vehicle	6	Im	passable		
	ATV	3+	÷	4+		
	Tracked	2+	÷	3+		
Failure	e:					

• Passes obstacle/enters terrain and stops

• No further actions or activations that turn

• Moves lesser of half move or clears terrain

			Firin	g			
t hrow 1 or 2	D10 as follow	s (max r		0	nighest sc	ore. 5+ to	o hit
fiers;							
				Infantr	y Vehic	le	
	Per MM			-1	-1		
	Firer moving	g this act	ivation	-	-2		
	Reaction v r	noving ta	arget	-1	-1		
	Enemy inf. v	vithin 12	// *	-	-1		
	Target in 50	% cover,	/hull dov	vn -1	-1		
if friendly in	fantry are clos	ser					
10 for firing a							
			ocannon				
				-			
						Kabaan	
					FOOM!	Kaboon	1!
			· ·	-	-	-	
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		-	,				
•			_	2	3,4	5,6	
t infantry/sup	port groups +			Lit con:		Course	Γ-
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						÷	(
,			1d10 1d10				(
Charles and			I dill)	1d6	4+	5+	(
Light gun		2d10			4 .	<i>n</i> ·	-
Light gun Medium gu Heavy gun	n	2d10 2d10 2d10	1d10 1d10 1d10	2d6	4+ 4+	4+ 4+	5
	fiers; if friendly in 10 for firing a 10 for f	fiers; Per MM Firer moving Reaction v r Enemy inf. v Target in 50 if friendly infantry are clos 10 for firing at vehicles: Firing u Vehicle Tripod I Infantry Station: row d10 + AP > Armour d6 Weapon: MMG/Mortar HMG/Autocannon Light/ATR Medium/LAW Heavy	fiers; Per MM Firer moving this act Reaction v moving ta Enemy inf. within 12 Target in 50% cover, a fir friendly infantry are closer 10 for firing at vehicles: Firing unit: Vehicle Tripod MG/Auto Infantry Stationary supp row d10 + AP > Armour d6 Penetra Weapon: 2MM MMG/Mortar 1-3 HMG/Autocannon 1,2 Light/ATR 1 Medium/LAW - Heavy - t infantry-stationary 2d10 Infantry – moving 1d10 Tripod MG/autocannon 2d10	t hrow 1 or 2 D10 as follows (max ranges shifters; Per MM Firer moving this activation Reaction v moving target Enemy inf. within 12"* Target in 50% cover/hull dow tif friendly infantry are closer 10 for firing at vehicles: Firing unit: Vehicle Tripod MG/Autocannor Infantry Stationary support infant Vehicle Tripod MG/Autocannor 1,2 4,5 MMG/Mortar 1,3 4,5 MMG/Autocannon 1,2 3,4 Light/ATR 1,3 Medium/LAW 1,2 Heavy 1 t infantry/support groups + hit conversion <12" >12" Infantry – stationary 2d10 1d10 Infantry – moving 1d10 2d10	fiers; Firer MM Per MM Per MM Per MM Firer moving this activation Reaction v moving target Firer moving target Target in 50% cover/hull down firendly infantry are closer Firing unit: Firing unit:	throw 1 or 2 D10 as follows (max ranges shown). Take highest sc fiers; Infantry Vehic Per MM -1 -1 Firer moving this activation - 22 Reaction v moving target -1 -1 Enemy inf. within 12"* - 1 Target in 50% cover/hull down -1 -1 Target in 50% cover/hull down -1 -1 Target in 50% cover/hull down -1 -1 Tripod MG/Aut cannon 2d10 2d10 Infantry are closer Stationary support infantry 1d10 1d10 Tripod MG/Aut cannon 1,2 3,4 56 MMG/Mortar 1-3 4,5 66 - HMG/Aut cannon 1,2 3,4 5,6 Medium/LAW -1,2,3 4,5 Medium/LAW -1,2,3 4,5 Medium/LAW -1,2,3 4,5 Medium/LAW -1,2,3 4,5 Medium/LAW -1,2,3 4,5 Medium/LAW -1,2,3 4,5 Medium/LAW -1,2 3,4 tinfartry - stationary 2d10 1d10 1D6 4+ Infartry - stationary 2d10 1d10 1D6 4+ Infartry - moving 1d10 2d10 1d6 4+ Infartry - moving 1d10 2d10 1d6 4+	throw 1 or 2 D10 as follows (max ranges shown). Take highest score. 5+ to fiers;

German unit stats						
Name	Туре	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	Туре	Move	Armour	Morale	BP
Grant	Enc. AFV	Med.	14/11	5	
M3 Stuart	Enc. AFV	Fast	11/10	4	
	Enc. AFV		12/9	4	л
M5 Stuart		Fast			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					
Туре	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			