

7 Days to the River Rhine WW2 Adaptation V1.0

1 INTRODUCTION

These rules should be read in conjunction with Great Escape Games's Seven Days to the River Rhine Rules. These rules are designed for the Cold War but contain significant improvements to the Iron Cross WW2 rules. This adaption now replaces our Iron Cross House Rules

2 TROOP TYPES

No Helicopters. MBTs replaced by "Heavy vehicles", which cover both medium and heavy tanks, tank destroyers and self-propelled guns.

Half tracks and more capable wheeled vehicles are classed as ATVs. Heavy vehicles may be fast (as MBT) or slow, for more cumbersome vehicles.

Support teams include towed weapons (antitank guns and infantry guns) and medium/heavy machine guns (tripod mounts).

Vehicles or infantry support teams can be equipped with flamethrowers.

3 COMMAND UNITS

Treat Germans and Allies as NATO for loss of CPs when commander is lost. Soviets treated like Warsaw Pact.

4 MOVEMENT

TOWED WEAPONS

Towed weapons are like mortars and ATGW: they can't move and fire in the same activation.

Hitching and unhitching towed weapons treated in same way as embarking and disembarking troops from vehicles.

SLOW HEAVY VEHICLES

Normal move: 8"; Rapid: 10"; Rapid Road: 12".

5 FIRING

MGS

Medium/heavy machine guns, when tripod or vehicle mounted, are treated as vehicle autocannons

but with a lower AP value (0 for MMG, 2 for .50 HMG, etc). Vehicle AA pintle machine guns are not counted as weapons, and neither are MGS that are supplementary armament on vehicles like tanks.

INFANTRY AT WEAPONS

Only a selection of infantry teams are equipped with LAW, but otherwise these operate in the same way (with the same AT value). Other teams may use AT mines at 2" range with AT value of 3 on side armour.

WEAPON WEIGHTS

Guns are rated light (usually up to 60mm calibre), medium (up to 85mm) or heavy (bigger). This doesn't affect to-hit, but it does affect the damage inflicted.

FIRING MODIFIERS

Deduction for firing from vehicle that moved: is -2, not -1. There is no stabilisation technology!

PENETRATION RESULTS

WW2 weapons are less lethal. So:

- If penetration throw equals armour – second M inflicted.
- Penetration throw 1,2: 2 extra MMs (total 3)
- 3: Screech! (cf Iron Cross)MMs up to morale value or 2 extra MM if more
- 4,5: Foom!
- 6: Kaboom!

Penetration throw modifiers: +1 for heavy guns, -1 for light guns, -2 for autocannon/HMG, -3 for MMG/mortar (weapon value 0). If modified throw is 0 or less then just one extra MM.

HITS ON INFANTRY OR SUPPORT TEAM

Light guns are treated as AT under 7. Medium and heavy guns as AT of 7 plus. Heavy guns inflict an extra MM for each successful score on hit conversion (so can inflict an extra 2).

FLAMETHROWERS

Vehicle mounted range 12"; infantry carried 6". Cannot fire and move.

Against infantry and support groups throw 2 conversion die, like heavy gun, but all targets treated as in open.

Against open topped or soft, penetrate with 2+ on D6, Kaboom! Result. Enclosed AFV suffer second MM on 2+ result with D6.

6 TACTICAL ADVANTAGE CARDS

A number of these have to be modified!

Divisional artillery

Though strictly heavy weapons, count a single D6 for conversion but inflict damage at score needed for medium gun.

Precision guided artillery strike

This is an artillery strike that the local commander is lucky enough to get. Place a marker on the table within sight of the command unit or a recce vehicle. Any enemy within 6" is liable to be hit. Throw D10 for each unit— score of 7+ is required. Hit with heavy munitions and AP value of 8.

Superior marksmanship

Also can be used by AT gun.

Depleted Uranium munitions

Close range penetration. Any AT weapon with kinetic ammunition (not LAW, AT mines or those normally HE weapons) can roll 2 D10 for penetration when fired at under 10".

Territorials/infiltrators

Weapon value is 8.

Air cover

Now same as anti-air for side with air superiority (usually Allies).

For the Rodina.

Use by Allies

Push on Lads

Use by Germans

Airstrike

Can be used on any troops in the open or on troops in a building. Weapon value is 10, heavy.

Tank missile

This becomes an extra airstrike card.

7 HOUSE INTERPETATIONS

These clarify aspects of the rules rather than re-writing them.

ROUGH TERRAIN

If a unit starts its move in rough or very rough terrain then it must carry out a terrain test. Failure means that it remains static.

If the unit is at the edge of the terrain area, no terrain test is required to move forward into open ground.

FIRING AT BUILDINGS

Units in buildings can be fired at by HE medium and heavy guns even if they cannot be seen this turn.