

SEVEN DAYS TO THE RIVER RHINE

CLARIFICATIONS, FAQ & ERRATA

V1.0 12.05/2019 (RG)

Clarifications

Shooting at Infantry and Support Units

No matter whether you roll 1d10 or 2d10 when attacking an infantry or support unit you can initially only inflict 1 morale marker even if you score hits with both d10

E.g. A stationary US infantry unit is within 12" of a Soviet Support unit and rolls 2d10 to hit. If it hits with 1d10 it inflicts a single morale marker. Even if it hits with 2d10 it still only inflicts a single marker.

Next you determine if you can convert the hit(s) to inflict an additional morale marker.

For each hit you originally scored, roll 1d6 to convert a hit. The score required depends on the 'terrain' the target occupies.

Even if you originally hit twice and both hits are converted you still only inflict one additional morale marker.

Essentially this means the maximum morale markers you can inflict on an infantry unit in a single attack is two. One for the initial hit and a second through hit conversion.

Note: When firing against infantry or support units with a unit with a weapon value of 7 or greater. Roll 2d6 to convert each hit rather than 1d6.

E.g. a Challenger fires at a Soviet Infantry unit which is in cover and less than 12" away. 2d10 are rolled requiring 5+ to hit. Even if both d10 rolls are hits only one morale marker is initially inflicted on the infantry.

Its now time to try and convert the hits. For each hit originally scored roll 2d6, if a 4,5 or 6 is scored on any d6 then a single morale marker is inflicted.

Again any single attack will only inflict a maximum of 2 morale markers.

Units with Weapon Value '0'

A unit with a weapons value of '0' is assumed to have Medium or heavy MGs and can always shoot at infantry. With a '0' rating you can also shoot at vehicles and throw a d10 to determine penetration. Because the max pen would be 10 (0+10), this means it is possible to kill some lighter vehicles especially if you hit them from the side. This represents actual penetrations, or damaging or setting fire to external fittings or equipment.

Number of Units in a Platoon Command

You may include 'up to three' units in a Platoon Move or a Platoon Fire Action. It does not have to be three.

Rivers and Streams

As a general guide rivers and canals should be classed as area terrain for movement whilst streams and ditches should be treated as linear obstacles for movement.

Mortar Team

When firing a mortar mark the target point which is centred on the target unit with a marker or token. For the initial shot, mortars require an 8+ to hit the target unit as indicated by a To Hit value of 8+m in the ORBATS. Further attempts in the same turn against the same target confer a cumulative +1 bonus to hit as long as the target remains in the same position; this is defined as the model being within 3" of the target marker. This means that a player cannot simply activate the target unit, shuffle sideways, and then claim that it is not in the target area!

Activations and Actions

Although a unit is permitted to perform two actions when it activates a player can declare that the unit will perform one or

even no actions

Once a unit passes an activation test (if necessary) or a reaction test **both** actions the unit will perform must be stated before any action is taken.

Command Tokens

Command tokens may not be retained from turn to turn. A turn only finishes when all command tokens have been expended by both sides.

Reactions

Any reaction fire must be against the enemy unit triggering the reaction. You cannot for example declare a Move/Fire reaction and then fire against a different unit. An Active player may not react to a reaction.

Reacting with ATGMs

Firing an ATGM is always considered a double action with the actual shot being the second action. This means that any reaction ATGM shot will only take effect after the active unit has completed both of its actions. However, the reaction will take effect before the active unit can be re-activated.

As reacting ATGMs are already saddled with a +1 modifier on a reaction test they are probably a last resort reaction choice.

Reaction fire by a surface-to-air missile (SAM) and Autocannon type AA Guns

A dedicated AA unit may be employing a rapid fire AA Gun or a surface to air missile SAM.

- Reaction fire by an AA Gun is resolved **before** the attack helicopter fires.
- Reaction fire by a SAM is resolved **after** the Attack Helicopter fires.

This means that a helicopter that is hit by a SAM will **always** be able to make its attack. The +2 damage modifier means that it will not be able to escape damage or destruction and is out of the game, unless the missile is an infantry fired MANPAD

The effect of a successful AA attack is

determined by rolling a d6. on the table below

1 or 2	The helicopter evades the attack but does not make an attack
3 or 4	The helicopter completes its attack but is so badly damaged it is removed from the game
5 or 6	The helicopter is immediately shot down
+2 to the die roll if the AA weapon is a SAM. (This modifier does not apply to man portable SAM's)	

Scenarios

In the Special Rules for Hidden Deployment the attackers 'MBTs and Light Units' may also reveal hidden markers within 4" if the attacking unit did not rapid move this turn.

In the **Breakthrough** Scenario please ignore the 'Unprepared' reference in the Scenario Special Rules.

ORBATS

The 'i' suffix in the weapon value for infantry just confirms the unit has the LAW Order of Battle Special Rule.

Errata

Armour Penetration

On page 18 fourth paragraph please substitute 'd10' where it currently says 'd6'

ORBAT Corrections and Updates

The ORBAT corrections below address a number of errors and points rebalancings based on feedback from players. Any changes to the entry is highlighted in **RED**

France											
Type	Name	Armour		Wpn	To Hit	Morale	ATGM		Notes	Pts	BP
		Front	Side				To Hit	Wpn			
MBT	AMX-30S	14	12	10	5+	6				46	6
Light	VAB AT	11	9	n/a	n/a	4	4+	12h	ATV	46	6

United States											
Type	Name	Armour		Wpn	To Hit	Morale	ATGM		Notes	Pts	BP
		Front	Side				To Hit	Wpn			
Light	LAV AT	10	8	n/a	n/a	4	3+	12h	Concealed Shooter, ATV, Thermal	53	7
Light	M901	10	8	n/a	n/a	4	3+	12h	Concealed Shooter, Thermal	50	6
Light	HMMWV TOW	8	8	n/a	n/a	3	3+	12h	ATV, Thermal	40	5
Light	MIM-72 Chaparral	10	8	n/a	n/a	4			SAM	35	4
Light	M3 CFV	13	11	4a	4+	4	3+	12h	Recce, Thermal	45	5
SPRT	Dragon Team	n/a	n/a	n/a	5+	3	4+	9h		23	3
Light	M113 FIST	10	8	0	5+	4			Recce, Thermal	25	2
Light	HMMWV	8	8	0	5+	4			Recce, ATV	15	2
Light	M114	10	8	0	5+	4			Recce	18	2
Light	AAVP7	11	9	3	4+	4			APC	11	1
Light	M113	10	8	0	5+	4			APC	7	1
Light	HMMWV SAM	8	8	n/a	n/a	4			MANPAD	18	2

United Kingdom											
Type	Name	Armour		Wpn	To Hit	Morale	ATGM		Notes	Pts	BP
		Front	Side				To Hit	Wpn			
Light	Fv438	10	8	n/a	n/a	4	4+	11h	Concealed Shooter	26	3
Light	Striker	10	8	n/a	n/a	4	4+	11h	Concealed Shooter	26	3
Light	Warrior	12	10	4a	4+	4			APC	16	2
Light	Fv432	10	8	0	5+	4			APC	7	1
Light	Saxon	8	8	0	5+				APC, Wheeled	5	1

FRG											
Type	Name	Armour		Wpn	To Hit	Morale	ATGM		Notes	Pts	BP
		Front	Side				To Hit	Wpn			
Light	Jaguar 1	12	10	n/a	n/a	4	4+	10h		29	4
Light	Jaguar 2	13	11	n/a	n/a	4	3+	12h	Thermal	57	7
Light	Wisel HOT	10	8	n/a	n/a	4	4+	10h		26	3
Light	Roland	10	8	n/a	n/a	4			SAM	35	4
Light	M113 Panzer Moerser	10	8	n/a	8+m	4			Mortar	18	2
Light	Fuchs	10	8	0	4+	4			APC, ATV	9	1
Light	M113G	10	8	0	5+	4			APC	7	1

Canada											
Type	Name	Armour		Wpn	To Hit	Morale	ATGM		Notes	Pts	BP
		Front	Side				To Hit	Wpn			
Light	AVGB Grizzly	10	8	0	5+	4			APC, ATV	7	1

Denmark											
Type	Name	Armour		Wpn	To Hit	Morale	ATGM		Notes	Pts	BP
		Front	Side				To Hit	Wpn			
Light	M150 TOW	10	8	n/a	n/a	4	4+	12h		45	6
Light	Land Rover TOW	7	7	n/a	n/a	3	4+	12h		35	4
Light	M125	10	8	n/a	8+m	4			Mortar	18	2
Light	M113	10	8	0	n/a	4			APC	7	1

Netherlands											
Type	Name	Armour		Wpn	To Hit	Morale	ATGM		Notes	Pts	BP
		Front	Side				To Hit	Wpn			
Light	YPR-765 AT	10	8	n/a	n/a	4	3+	12h	Thermal	50	6

Belgium											
Type	Name	Armour		Wpn	To Hit	Morale	ATGM		Notes	Pts	BP
		Front	Side				To Hit	Wpn			
Light	AIFV B Milan	10	8	n/a	n/a	4	3+	11h		40	5
Light	Striker	10	8	n/a	n/a	4	4+	11h	Concealed Shooter	26	3
INF	Infantry	n/a	n/a	8i	5+	5			MANPAD, LAW	33	4

Soviet Union											
Type	Name	Armour		Wpn	To Hit	Morale	ATGM		Notes	Pts	BP
		Front	Side				To Hit	Wpn			
MBT	T72B	16s	13s	10	5+	5			Fast, Special Armour, Tank Missile	54	7
Light	MTLB AT	10	8	n/a	n/a	4	4+	12h		45	6
Light	BRDM Spandrel	10	8	n/a	n/a	4	4+	10h	ATV	26	3
Light	BRDM-2	10	8	0	5+	4			ATV, Recce	18	2
Light	ZSU23 Shilka	10	8	5a	5+	4			AA Gun (6+)	24	3
Light	ASU85	11	9	8	6+	5			Fixed Forward	18	2
Light	BMD2	11	9	4a	5+	4	4+	10h	APC	19	2
Light	2S9 Nona Mortar	10	8	n/a	8+m	4			Mortar	18	2
Light	BMP1	11	9	7h	6+	4	5+	9h	APC	14	2
Light	BMD1	11	9	7h	6+	4	5+	9h	APC	14	2
Light	PT76	11	9	7	6+	5				14	2
Light	ASU57	10	8	6	6+	4			Fixed Forward	10	1
Light	BTR50	10	8	0	5+	4			APC	7	1
Light	BTR60	10	8	0	5+	4			APC, ATV	7	1
Light	BTR70	10	8	0	5+	4			APC, ATV	7	1
SPRT	Sagger Team	n/a	n/a	n/a	5+	3	5+	9h		20	3