



Red Army

**Unofficial Warsaw Pact Statistics for Seven Days to
the River Rhine**

Written by James Langham

Version 2.4

Welcome to my completely unofficial guide to extra units for Seven Days to the River Rhine. Official changes are in **red** (taken from the game website), unofficial changes are in **blue** and unofficial new vehicles are in *italics*.

I have also appended an extra section for people who game using GDW's Twilight2000 background. Vehicles in this do not exist outside the game.

After the statistics you will also find a set of tactical advantage cards specifically for the Warsaw Pact. These have been tailored to suit Warsaw Pact doctrines and tactics (which are not necessarily the same!).

All photos are copyright by the author.



Figure 1: ZPU4 in desert camouflage colour - ex-Iraqi now housed at the military museum at Armouredgeddon in Leicestershire. Having quad 14.5mm machine guns, this was long obsolete for use against attack aircraft but had some utility against helicopters and was also highly useful against ground targets as US Rangers found out during the drop to seize the Port Sallines airport in Grenada in 1983

Type	Name	Armour		Wpn	To hit	Morale	ATGM		Notes	Points	BP	Design notes
		Front	Side				To hit	Wpn				
Atk helo	Mi24 Hind	n/a	n/a	4a	5+	n/a	4+	12h	Rockets, Helo APC	100	13	
Atk helo	Mi8 Armed	n/a	n/a	n/a	7+	n/a			Rockets, Helo APC+	35	6	
Atk helo	Mi6 Hook	n/a	n/a	n/a	n/a	n/a			Helo APC++ , Heavy Helo	50	8	Capacity reduced from real life to simulate combat loading. If desired increase capacity to 8 stands.
Atk helo	Mi4 Hound	n/a	n/a	n/a	n/a	n/a			Helo APC	20	5	
Atk helo	Mi8/17 Hip	n/a	n/a	n/a	n/a	n/a			Helo APC++	35	6	
Atk help	Mi28 Havoc	n/a	n/a	5a	5+	n/a	4+	12h	Rockets	100	13	



Figure 2: An Mi24 photographed during the air assault on the first day of the war. It is worth noting that the transport capability was originally a requirement of the KGB Border Guards on the Chinese border to allow for the deployment of small teams over the large distances involved.

Private Ivanov's comments

"The Hind-D's autocannon was unusual in that it was not electrically powered as in the West but instead used a starting cartridge to power up the cannon. This meant that regardless of the number of rounds remaining the maximum number of bursts that could be fired was limited to the number of cartridges. As a result the Hind could only fire ten bursts before having to reload the starting cartridge magazine (which could only be performed on the ground). As a result large amounts of area fire was the preferred option of the helicopter pilots in Afghanistan and later Europe"

Type	Name	Armour		Wpn	To hit	Morale	ATGM		Notes	Points	BP	Design notes
		Front	Side				To hit	Wpn				
INF	Assault pioneers	n/a	n/a	8i	5+	5			LAW, Flamethrower	38	4	
INF	Combat Group of the Working Class/ORMO/etc	n/a	n/a	8i	6+	4			LAW, Reluctant	23	3	
INF	Infantry	n/a	n/a	8i	5+	5			LAW	33	4	MANPAD removed
INF	VDV Infantry	n/a	n/a	8i	5+	5			LAW, Small Section	36	4	Treated as small so can be carried by BMD series



Figure 3: The BMP1 at The Imperial War Museum, Duxford. While many games regard this as the main Soviet APC (with the BMP2), it was far from universal. Usually only one of the three battalions in a Motor Rifle Regiment used the BMP series while the others used the BTR series. In Arctic areas the MTLB was preferred due to it's lower ground pressure as it had wide tracks (and from the troops' perspective had the advantage of good heaters!). There were also variants in Pact service such as the Polish BVP1 and 2.

Private Ivanov's comments

"The BMP was designed for the nuclear battlefield but without a thought as to what we carried. There was no way we could fit all of the combat loading inside. In Afghanistan lots of units welded boxes or similar on the rear hull so we could carry everything. The D version's added rear armour on the turret was a useful place to store stuff too. Some units even used to ride on the outside like the Americans did in Vietnam. In Europe however with artillery being a bigger problem we just did our best to fit everything inside as best we could. I read once that guards units used to choose the tallest soldiers, our guards units wanted the shortest as otherwise they didn't fit in!"

Type	Name	Armour		Wpn	To hit	Morale	ATGM		Notes	Points	BP	Design notes
		Front	Side				To hit	Wpn				
SPRT	AA gunner	n/a	n/a	0	7+	2			MANPAD	5	0	Earlier individual
SPRT	AA team	n/a	n/a	0	5+	3			MANPAD	10	2	1980s grouping
SPRT	AGS17	n/a	n/a	2	5+	3			Grenade Launcher	15	2	
SPRT	AT3 Sagger	n/a	n/a	0	5+	3	5+	9h		20	3	
SPRT	AT4 Spigot/Fagot	n/a	n/a	0	5+	3	4+	9h		24	3	
SPRT	AT7 Saxhorn	n/a	n/a	0	5+	3	4+	10h		27	3	
SPRT	HMG	n/a	n/a	1	6+	3				14	2	
SPRT	Mortar	n/a	n/a	n/a	8+m	3			Mortar	29	4	
SPRT	Motorcycle recce	n/a	n/a	8i	6+	3			LAW, Recce, Bike (Recce infantry)	50	3	Includes sidecars if used
SPRT	Rapira 3	n/a	n/a	9	6+	3			Towed	25	3	
SPRT	Rapira MT-12/MT-12R	n/a	n/a	8	6+	3			Towed	22	3	
SPRT	Rapira MT12K	n/a	n/a	8	6+	3			Towed, Tank Missile	23	3	
SPRT	Recce infantry	n/a	n/a	8i	5+	5			LAW, Recce	40	3	Treated as support so reduced firepower
SPRT	S60	n/a	n/a	6	6+	3			AA Gun (8+), Towed	15	2	
SPRT	SPG9	n/a	n/a	7h	6+	3			Recoilless Rifle, towed	14	2	
SPRT	T12	n/a	n/a	8	6+	3			Towed	22	3	
SPRT	Vasilek auto-mortar	n/a	n/a	n/a	7+m	3			Mortar	30	4	Automatic mortar given higher hit chance
SPRT	ZPU4	n/a	n/a	3a	6+	3			AA gun (9+), Towed	15	2	
SPRT	ZU23-2	n/a	n/a	5a	6+	3			AA gun (7+), Towed	18	2	



Figure 4: BMP1 at the Defence Academy Shrivenham. Note the two firing ports on the front of the hull.

Private Ivanov's comments

"The autoloader on the BMP1 (and BMD1) had the annoying habit of sometimes catching the gunner's arm or sleeve and then trying to load the arm into the breach. Needless to say this did not endear it to the crew and explains why the autoloader was painted bright red."

Type	Name	Armour		Wpn	To hit	Morale	ATGM		Notes	Points	BP	Design notes
		Front	Side				To hit	Wpn				
Light	2S9 Nona Mortar	10	8	n/a	8+m	4			Mortar	18	2	
Light	ASU57	10	8	6	6+	4			Fixed Forward	10	1	
Light	ASU85	11	9	8	6+	4			Fixed Forward	18	2	
Light	BMD1	11	9	7h	6+	4	5+	9h	APC-	13	2	
Light	BMD1 upgraded	11	9	7h	6+	4	5+	10h	APC-	13	2	Upgraded to AT5
Light	BMD2	11	9	8	6+	4	4+	10h	APC-	17	2	
Light	BMP1	11	9	7h	6+	4	5+	9h	APC	14	2	
Light	BMP1D	11	10	7h	6+	4	5+	9h	APC	16	2	I have assumed missile retained in Europe if removed cost 15
Light	BMP1M	11	9	7h	6+	4	4+	9h	APC	15	2	
Light	BMP1P	11	9	7h	6+	4	4+	9h	APC	15	2	
Light	BMP2	11	9	4a	5+	4	4+	10h	APC	19	2	
Light	BMP2D	11	10	4a	5+	4	4+	10h	APC	21	2	I have assumed missile retained in Europe if removed cost 20
Light	BMP3	11	9	9 5a	5+ 5+	4			APC, Tank Missile, Dual Gun	19	2	Missile treated as Tank Missile due to low ammo storage and method of firing
Light	BMMP	11	9	4a	5+	4	4+	10h	APC	20	2	
Light	BRDM Spandrel	10	8	n/a	n/a	4	4+	10h		26	3	
Light	BRDM1	10	8	0	6+	4			Recce	12	2	
Light	BRDM2	10	8	0	5+	4			ATV, Recce	15	2	BP lowered to encourage recce role
Light	BRM1	11	9	7h	6+	4			Recce	30	2	BP lowered to encourage recce role
Light	BTR152	10	8	0	6+	4			APC+	6	1	
Light	BTR152A	10	8	3a	6+	4			APC-, AA (9+)	11	2	
Light	BTR40	10	8	0	5+	4			APC	5	1	
Light	BTR40A	10	8	3a	6+	4			APC-, AA (9+)	11	2	
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	
Light	BTR80	10	8	0	5+	4			APC++, ATV	7	1	
Light	BTR62	10	8	4a	5+	4			APC++, ATV	16	1	
Light	BTR-D	10	8	0	6+	4			APC	7	1	
Light	Field car	6	6	n/a	n/a	3			APC-	2	1	
Light	FUG70	10	8	4a	5+	4			ATV, Recce	17	2	
Light	MTLB	10	8	0	5+	4			APC+, Prime Mover	7	1	
Light	MTLB AT (Shturm-S)	10	8	n/a	n/a	4	4+	12h		45	6	
Light	OT64	10	8	0	5+	4			APC++, ATV	7	1	
Light	OT64 with AT3	10	8	0	5+	4	5+	9h	APC++, ATV	10	1	
Light	OT65	10	8	4a	5+	4			ATV, Recce	17	2	
Light	OT65A	10	8	0	5+	4			ATV, Recce	15	2	
Light	OT66	10	8	0	5+	4			ATV, Recce	15	2	
Light	PT76	11	9	7h	6+	5				11	1	
Light	SAM13 Gopher	10	8	n/a	n/a	4			SAM	35	4	
Light	SAM6 Gainful	8	6	n/a	n/a	4			SAM	30	4	
Light	SAM8 Gecko	8	6	n/a	n/a	4			SAM	30	4	
Light	SAM9 Gaskin	10	8	n/a	n/a	4			SAM	35	4	
Light	TAB72	10	8	0	5+	3			APC++, ATV	6	1	
Light	TAB77	10	8	0	5+	4			APC++, ATV	7	1	
Light	TOPAS-2AP with AT3	10	8	0	5+	4	5+	9h	APC++	10	1	
Light	TOPAS-2AP/OT62	10	8	0	5+	4			APC++	7	1	
Light	TOPAS-2AP/OT62B	10	8	7h	6+	4			APC+	7	1	
Light	Truck	6	6	n/a	n/a	3			APC++, Prime Mover	4	1	
Light	ZSU23-4 Shilka	10	8	5a	5+	4			AA Gun (6+)	24	3	

Light	ZSU23-4M Shilka	10	8	5a	5+	4			AA Gun (9+)	20	3	Afghan convoy escort vehicle
Light	ZSU30-2	10	8	5a	5+	4			AA Gun (6+) or SAM	30	3	Choice of SAM or guns each attack
Light	ZSU57	10	8	6	5+	4			AA Gun (7+)	21	3	



Figure 5: BRDM2 at Tankfest 2019. It is painted in the late 1980s camouflage scheme that bears a passing resemblance to the NATO equivalent. Cynics will say that in a recce vehicle it reduces the enemy's chance of recognising you at the cost of making returning to your own lines that little bit more dangerous.

Type	Name	Armour		Wpn	To hit	Morale	ATGM		Notes	Points	BP	Design notes
		Front	Side				To hit	Wpn				
MBT	IT-1	14	12	n/a	n/a	5	6+	11h		28	3	
MBT	OT55	14	12	8	6+	5			Flamethrower	22	4	
MBT	OT62	14	12	9	6+	5			Flamethrower	32	4	
MBT	SU100	13	10	8	6+	5			Fixed forward	20	3	
MBT	IS3	15	11	8	6+	5			Lumbering	23	3	
MBT	T10	15	12	8	6+	5			Lumbering	28	3	
MBT	T10M	15	12	9	6+	5				33	4	
MBT	T34/85	12	10	7	6+	5				18	2	
MBT	T34/100	10	10	8	6+	5				18	2	
MBT	T44	14	10	7	6+	5				20	2	
MBT	T55A/B	14	12	8	6+	5				24	3	
MBT	T55M	15	12	8	5+	5				29	4	
MBT	T55M6	15	12	8	5+	5			Tank missile	30	4	
MBT	T62A	14	12	9	6+	5				28	4	
MBT	T62M	15	12	9	5+	5			Tank missile	34	4	
MBT	T62MV	15s	12s	9	5+	5			Tank missile, Special armour	36	4	
MBT	T64A/T64B1	16	14	10	6+	5			Fast	38	5	
MBT	T64B	17s	14s	10	5+	5			Fast, Tank Missile, Special Armour	60	8	
MBT	T72 Ural	15	13	10	6+	5			Fast	35	4	
MBT	T72A	15s	13s	10	5+	5			Fast, Special Armour	44	6	
MBT	T72B	16s	13s	10	5+	5			Fast, Tank Missile, Special Armour	54	7	
MBT	T72M	15	13	10	6+	5			Fast	35	4	
MBT	T72M1	15s	13s	10	5+	5			Fast, Special Armour	44	6	
MBT	T80B	18	16	11	5+	5			Fast, Tank Missile	62	8	
MBT	T80U	18s	16s	11	5+	5			Fast, Thermal, Tank Missile, Special Armour	75	9	
MBT	TR77	15	12	8	5+	5				30	4	
MBT	T80UD	18s	16s	11	5+	5			Thermal, Tank Missile, Special Armour	70	9	
MBT	TR85	16	12	8	5+	5				32	4	



Figure 6: T72 at the Tank Museum, Bovington. Of note is the 5m high snorkel used to allow the vehicle to deep wade.

Twilight 2000 vehicles

Type	Name	Armour		Wpn	To hit	Morale	ATGM		Notes	Points	BP	Design notes
		Front	Side				To hit	Wpn				
Light	BMD2 Weapons carrier	11	9	0	5+	4			APC	12	2	BMD2 in the game
Light	BMP Convoy escort	11	9	2a	5+	4			ACAV	8	2	Due to varied weapon nature, averaged weapon statistics
Light	BMP Mortar carrier	11	9	n/a	8+m	4				13	2	
Light	BMP23	10	8	4a	5+	4	5+	9h	APC	14	1	
Light	BMP30	10	8	5a	5+	4	4+	9h	APC	15	1	
Light	BRDM4	10	8	4a	5+	4			ATV, Recce	18	2	
Light	KvP92	8	8	5a	6+	4			Hovercraft, APC	10	1	
Light	KvP92v	8	8	n/a	7+m	4			Hovercraft, APC-, mortar	10	1	Automatic mortar given higher hit chance
Light	KvP92z	8	8	5a	5+	4			Hovercraft, AA gun (7+)	10	1	Both 30mm armed versions. AA increased due to recoil throwing vehicle around
MBT	SU130	16	12	11	6+	4			Fixed forward	40	4	
MBT	T86	17s	15s	11	5+	5			Fast, Special Armour	66	9	
MBT	T90	18s	16s	11	5+	5			Fast, Special Armour. Protected	70	9	
Light	TAB90	11	9	5a	6+	4			APC	17	2	
MBT	TR81	15	12	11	5+	5				40	4	M81 in the game
Light	ZSU30-6	10	8	5a	5+	4			AA Gun (6+)	27	3	



New Traits

Please note these are unofficial unless in italics in which case they are from the Arab-Israeli supplement.

Anti-Tank Gun

Anti-Tank Guns may only use fire or embark actions in a single activation or reaction. They cannot move unless they have embarked on a Prime Mover. For firing purposes they follow the same rules as Vehicle (Gun or ATGM) in the firing charts. They class as having 360° arcs of fire although for visual effect it's nice to point the gun at the target you are shooting at. They also have the towed trait.

ACAV

Due to the number of machine guns or similar weapons fitted, a vehicle with this trait may reroll to hit if it misses.

APC-

Can carry a single support team or small section only

APC+

Can carry an infantry team plus a small section or support team or two small sections/support teams.



Figure 7: These two T55s were destroyed after attacking a NATO supply convoy. In a reversal of the classic Blitzkrieg idea the Russian doctrine used the mechanised infantry to create the breakthrough for the tanks to exploit.

Private Ivanov's comments

"While the T55 was old it was still a passable tank and in particular as here when it had broken through the front line it was still a nasty threat particularly to support troops who were not exactly well provisioned with anti-tank weapons."

APC++

Can carry an infantry team plus two support teams/small sections or two infantry teams.

Bike

An infantry or support team with this trait loses the ability to be transported but can move as if a light vehicle with the ability to reroll difficult terrain tests but not linear obstacles. At any point the bikes may be abandoned reverting to the type of unit listed in brackets after it. This may not be reversed.

Dual Gun

The BMP3 has a 30mm cannon and 100mm gun mounted together. Each firing action before rolling the dice the player must choose which is being fired.

Elite

At the start of each turn for each command token generated by an elite until roll 1D6 on a roll of 6 add an extra command token. Elite units cost an extra 10 points.

Flamethrower

At up to 12" (vehicle)/6" (infantry) attacks with a to hit of 3+ (normal modifiers) which ignores cover. It has a weapon value of 3 against vehicles and against infantry may inflict multiple hits as per an autocannon.

Heavy Helo

In addition to being used as a Helo APC (see below), the vehicle may in addition carry a light vehicle.

Helo APC

Helicopters are often used to move troops around the battlefield. While this is an EXTREMELY risky business in a high intensity war it is sometimes used (although usually they will be dropped pre-game). If used during the game the helicopter appears as normal. As it's next move action it can move up to 48" and land. Once on the ground it can not be fired at by missiles but can be targeted like any vehicle (having an armour value of 8 and a morale of 3). It follows the normal rules for embarking and disembarking. It takes one move action to take off (staying at the same point). Subsequent move actions allow it to move 48". Once it reaches the edge of the board it is removed as per attack helicopters. The addition of +/- to the designation is as per APCs above.

Hovercraft

Hovercraft are a class of vehicle that can not cross a linear obstacle. They are unaffected by water and marsh and treat other terrain normally.

Lumbering

Vehicle may not move and fire in a single activation or reaction.

Mine ploughs or rakes

Expecting to deal with a large number of NATO minefields, three sets of mine ploughs or rakes were issued to every tank company. These allow a reroll when attempting to cross a minefield. They cost +5pts each.

Reluctant

At the start of each turn for each command token generated by a reluctant unit roll 1D6 on a roll of 1 remove that command token. Reluctant units cost 1 point less if under ten points, 2 points less if under twenty points and 5 points less if over this.

Small Section

Treat in all respects as infantry but are classed as a support team for transport purposes. These have been created to allow infantry vehicles with a small capacity to carry a realistic amount of infantry.



Figure 8: A T72 emerges from cover at Tankfest 2019 at the Tank Museum Bovington. Note the scraper on the lower hull that can be used in lieu of engineering vehicles to create a hull down position.

Recoilless Rifle

These follow the same rules as Anti-Tank Guns above with the following additions. Due to their inherent inaccuracy at longer ranges any shot at greater than 12" will incur a +1 firing modifier. The significant back blast if a Recoilless Rifle unit firing from inside a building or bunker causes them to gain one automatic morale marker each time they fire.

Prime Mover

A unit with this trait can tow one unit with the Towed trait. When choosing forces in a scenario you may only choose a Prime Mover if you also choose a unit with the Towed Trait. If a unit has both towed and prime mover traits then it can be chosen to meet either criteria.

Protected

Warsaw Pact MBTs with this are not subject to the +1 when rolling damage.

Towed

Towed weapons follow the same rules as infantry and other support teams for Embarking and Disembarking. However, only units with the Prime Mover trait may carry/tow a unit with the Towed trait.



Figure 9: A T55 of an unidentified unit advances. As the war drew on more and more older equipment was seen on the front line. It was Soviet practice to keep equipment that reservists had trained on to reduce the retraining burden on mobilisation. While nowhere near the standard of modern Western MBTs the T55 was still effective against NATO reserve units that were still fielding equipment of the same era.

<p>The God of War Prepares the Way</p> <p>Play at the start of the game before rolling for initiative. Roll 1D10 for each enemy unit, on an 8+ it receives a single morale marker from artillery fire. Dismounted infantry and support groups may take an additional morale marker as normal. Off board units may choose to avoid this roll but may not then attempt to move onto the table on the first turn.</p>	<p>Spetznaz Support</p> <p>Play this card when an enemy MBT, APC or light vehicle is within 6" of a wood or building not occupied by enemy infantry. The unit is automatically hit with a weapon value of 10H.</p>	<p>Heroes of the Soviet Union</p> <p>Play this card when a unit is about to be removed due to accumulated morale markers. Roll a D6 and immediately remove that many morale tokens from the unit.</p>
<p>The God of War Prepares the Way</p> <p>Play at the start of the game before rolling for initiative. Roll 1D10 for each enemy unit, on an 8+ it receives a single morale marker from artillery fire. Dismounted infantry and support groups may take an additional morale marker as normal. Off board units may choose to avoid this roll but may not then attempt to move onto the table on the first turn.</p>	<p>Tank Missile</p> <p>Play this card to allow a Soviet vehicle with the Tank Missile trait to fire an ATGM through the barrel. This hits on a 1D10 roll of 4+ (modified as normal). The weapon value is 11H.</p> <p>After use roll 1D6 and retain this card on a 5+ to be reused.</p>	<p>NATO Confusion</p> <p>Requires: More than one NATO nation force on the table.</p> <p>Play this card at the start of a turn. Due to language/tactical confusion the NATO player loses 1D6-1 command tokens for this turn only.</p>
<p>Tank Missile</p> <p>Play this card to allow a Soviet vehicle with the Tank Missile trait to fire an ATGM through the barrel. This hits on a 1D10 roll of 4+ (modified as normal). The weapon value is 11H.</p> <p>After use roll 1D6 retain this card on a 5+ to be reused.</p>	<p>Brongruppa</p> <p>Play this card when you have initiative. 1D6 EMPTY Soviet (not Warsaw Pact) vehicles that have any form of APC trait in a 4" radius immediately activate with a single action only.</p>	<p>Za Rodina</p> <p>Play this card when you have the initiative. Roll 1D6 that many units may activate for free and immediately make a rapid move that takes them closer to the enemy table edge.</p>

<p>The Party Knows All</p> <p>The KGB or GRU have been active in discovering NATO plans. This card cancels any card played by your opponent.</p>	<p>Maskirovka</p> <p>The Russian Army has always been a master of deception. Play this card after both sides have deployed. You may then redeploy 1D6 units following the original deployment rules (if appropriate this may include moving to or from reserves).</p>	<p>Tank Missile</p> <p>Play this card to allow a Soviet vehicle with the Tank Missile trait to fire an ATGM through the barrel. This hits on a 1D10 roll of 4+ (modified as normal). The weapon value is 11H.</p> <p>After use roll 1D6 retain this card on a 5+ to be reused.</p>
<p>The God of War Replies</p> <p>While Russian artillery locating radar had a larger margin of error than NATO equivalents it was often linked to MRLs which had a much larger blast radius. Play when any type of artillery card is played on you. The card is cancelled and no further artillery cards may be played against you.</p>	<p>Reinforce Success</p> <p>The Soviets tended to throw reinforcements into successful areas at the expense of those doing badly. If the Soviet player has inflicted a higher BP loss than received then a single unit may be brought on as a reinforcement.</p>	<p>Maskirovka</p> <p>The Russian Army has always been a master of deception. Play this card after both sides have deployed. You may then redeploy 1D6 units following the original deployment rules (if appropriate this may include moving to or from reserves).</p>
<p>This I learned in Afghanistan</p> <p>A veteran soldier has passed on his knowledge. As a result you may play this after any dice roll. You may then reroll the result.</p>	<p>Reinforce Success</p> <p>The Soviets tended to throw reinforcements into successful areas at the expense of those doing badly. If the Soviet player has inflicted a higher BP loss than received then a single unit may be brought on as a reinforcement.</p>	<p>Maskirovka</p> <p>The Russian Army has always been a master of deception. Play this card after both sides have deployed. You may then redeploy 1D6 units following the original deployment rules (if appropriate this may include moving to or from reserves).</p>

<p>Electronic Warfare</p> <p>Divisional and Front level assets are jamming enemy communications. Roll 1D6, the enemy must discard this many command tokens this turn. This can be countered by another electronic warfare card in addition to the normal countering cards. May also be used to negate an airstrike card,</p>	<p>Panic!</p> <p>Play at any time an enemy unit has a morale marker inflicted on it. The unit must immediately fall back. This can be avoided on a roll of 5+ on 1D6 if elite. If reluctant then on a roll of 5+ on 1D6 the unit immediately also gains enough morale markers to equal its morale.</p>	<p>Communications</p> <p>Play this card at any time. Select a friendly unit. The unit may immediately make a single move action. Special: If a command token is spent, an enemy unit can be given one movement action. All rules for movement should be followed. A unit may not be moved off the table or into impassable terrain.</p>
<p>Airstrike</p> <p>Ground attack aircraft mount an attack on the enemy forces. Play this card and designate an enemy unit that is in LOS of a unit with the recce trait. That unit is immediately hit on a roll of 3+ on 1D10. It hits the side armour with a weapon value of 12 and is not affected by special armour. May be countered by Electronic Warfare as well as anti-aircraft cards (not units).</p>	<p>The Zampolit Takes Charge</p> <p>Some political officers were actually competent commanders. If the force commander is killed then immediately choose a new commander. There is no penalty to command tokens unless this unit is also destroyed.</p>	<p>Anti-air</p> <p>Divisional air defence or aircraft provide cover. This card automatically counters any airstrike card.</p>
<p>Airstrike</p> <p>Ground attack aircraft mount an attack on the enemy forces. Play this card and designate an enemy unit that is in LOS of a unit with the recce trait. That unit is immediately hit on a roll of 3+ on 1D10. It hits the side armour with a weapon value of 12 and is not affected by special armour. May be countered by Electronic Warfare as well as anti-aircraft cards (not units).</p>	<p>The Zampolit Reluctantly Takes Charge</p> <p>Some political officers were actually competent commanders, others were more political. If the force commander is killed then immediately choose a new commander. He takes time to take charge however so the normal penalty is applied. The following turn he assumes command and the extra command tokens are</p>	<p>Air Cover</p> <p>Play when an enemy attack helicopter is activated and before it attacks. Friendly air cover intercepts this. The helicopter controlling player may choose to abort in which case it is shot down on a 9+ on 1D10. Alternatively the attack may be pressed home in which case it is shot down on a 6+ (roll this before calculating the attack).</p>

Electronic Warfare

Divisional and Front level assets are jamming enemy communications. Roll 1D6, the enemy must discard this many command tokens this turn. This can be countered by another electronic warfare card in addition to the normal countering cards. May also be used to negate an airstrike card,

Propaganda Causes Panic

Successful propaganda has caused panic as civilians flee blocking the roads. The reserve units only generate a command token on a 5+ instead of a 3+.

Anti-air

Divisional air defence or aircraft provide cover. This card automatically counters any airstrike card.



Figure 10: While the T34/85 was long obsolete, some mobilisation only units may have been issued them, especially in less well equipped Pact countries. Just visible on the rear vehicle are the traditional white bands forming a cross used as an identification mark.



Red Army

An unofficial guide to the armies of the Warsaw Pact for Seven Days to the River Rhine.

Included in this book are:

- statistics for a large selection of vehicles found in both the Soviet Union and the Warsaw Pact
- statistics of fictional vehicles created for GDW's Twilight 2000 game
- rules for transport helicopters and air assault missions
- rules for elite and reluctant troops
- rules for hovercraft
- expanded rules for APCs
- a replacement set of 30 command cards designed to represent the characteristics of the Warsaw Pact
- Private Ivanov's comments with trivia about the equipment

