

# Medic!

## Unofficial rules for Seven Days to the River Rhine

Version 1.0

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These are intended to represent the role of medical units on the battlefield. Stephen Ambrose said the favourite chapter in one of his books was the chapter on medics as they were concerned with preserving life not taking it. Medics on the battlefield frequently showed tremendous bravery (the only British soldier ever to earn a bar to the Victoria Cross was a member of the Royal Army Medical Corps).

Representing the role on the battlefield is difficult given the scale of the game. It would be easy to argue that the effect is already built in. I decided however to try adding something to the base rules. These are completely unofficial and can only be used with your opponent's consent. If you try them please let me know.

When selecting your forces, you may upgrade any transport unit to a medical unit for +10 points. If you are using my rules for helo APCs, you may use one to represent a medevac flight. This unit loses any weapons and transport capabilities but gains the medical ability. Despite losing the transport capability the unit does not generate a command token. Medical units may as an action provide help to an infantry or support unit within 3".



This unit immediately removes 1D3 morale tokens. This may be used multiple times on a turn.

### Optional rule 1: Infantry medics

Instead of vehicles the medics themselves are represented (and these may but are not required to purchase a transport unit normally). The unit will generate a command point as normal. The medical ability is used by the unit and can only be used when dismounted. Medical units of all nationalities use the following statistics:

Type	Name	Armour		Wpn	To hit	Morale	ATGM		Notes	Points	BP	Design notes
		Front	Side				To hit	Wpn				
<i>SPRT</i>	<i>Medical unit</i>	n/a	n/a	<i>n/a</i>	<i>n/a</i>	3				15	2	

### Optional rule 2: Targeting medics

Most nations respect the sanctity of medics and do not deliberately target them. Mistakes do occur on the battlefield however. If your opponent deliberately shoots your medics you can claim a moral victory!