



Expanded Traits for Seven Days to the River Rhine

By

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Version 1.4

Please note these are unofficial unless in italics in which case they are from the Arab-Israeli supplement written by Roger Gerrish and available on the Seven Days to the River Rhine Official Facebook group

Some rules have changed from their original state in my army lists. If this has occurred then the version presented here takes precedence. The lists will be gradually upgraded to follow these.

Anti tank grenades

These have an attack value of 4 when used against vehicles but only have a range of 2".

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 automatically 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.

Active Protection

Some vehicles may have advanced systems that detect incoming fire and fire missiles to deflect or destroy it. If a unit with this comes under fire then the hit is discounted if the following are matched on a roll of 1D10 by the defending vehicle.

Autocannon	10+
Infantry	10+
ATGM	8+
Others	9+

Anti tank grenades

These have an attack value of 4 when used against vehicles but only have a range of 2".

APC-

These small APCs 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.

APC++

These very large APCs can carry an infantry team plus two support teams/small sections or two infantry teams.

APC+++

These huge APCs can carry a an infantry team plus up to four support teams/small sections, two infantry teams plus two support teams/small sections or three infantry teams or six support teams/small sections.

ATGM Dismount

Some units have the option to either carry their integral ATGM with them or to mount it on the vehicle. If a unit is carried, the ATGM is treated as integral to the vehicle acting as part of the APC. If the unit dismounts then the ATGM may be left behind allowing the vehicle to continue to treat it as integral (and depriving the squad from using it until they remount or the vehicle makes a disembark action within 1" of the squad when it rejoins).

Bazooka

Treat as LAW but penetration is 6i. This represents older weapons still in service such as the RPG2 and M20 Super Bazooka.

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.

Bridge layer

Can take two double actions to lay a bridge, This bridge negates any difficult terrain which this crosses. Recovering the bridge requires three successful double actions. When making these any other actions by the unit will negate what has been done so far and require it restarting. Any activation rolls of a 1 also resets the count both to deploy or recover.

Brutal

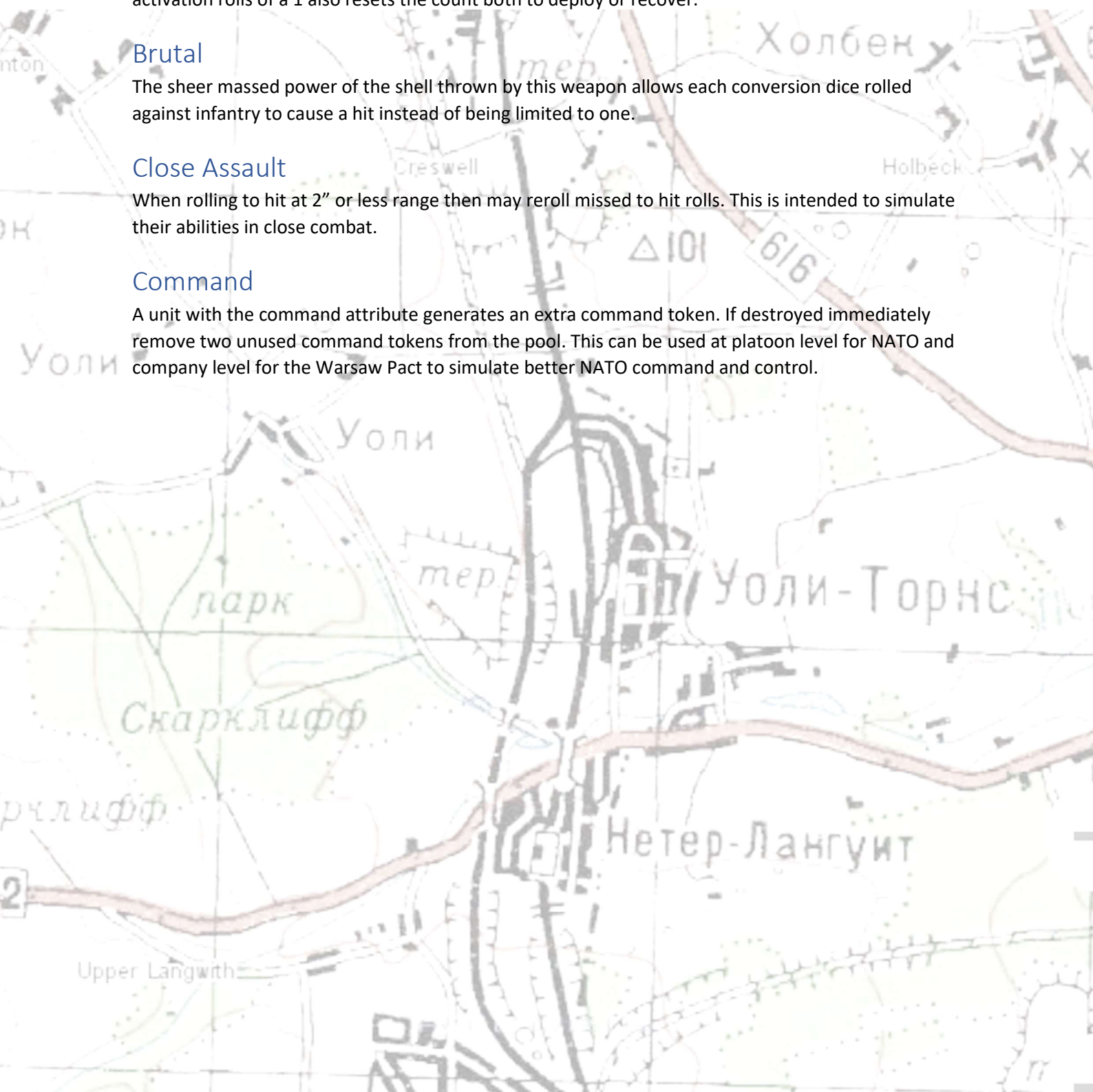
The sheer massed power of the shell thrown by this weapon allows each conversion dice rolled against infantry to cause a hit instead of being limited to one.

Close Assault

When rolling to hit at 2" or less range then may reroll missed to hit rolls. This is intended to simulate their abilities in close combat.

Command

A unit with the command attribute generates an extra command token. If destroyed immediately remove two unused command tokens from the pool. This can be used at platoon level for NATO and company level for the Warsaw Pact to simulate better NATO command and control.





Dismount Observer

The blast from this weapon is that large that doctrine required a dismounted observer. To reflect this if the vehicle moves and fires in the same activation or reaction it receives a -1 to hit.

Dual Gun

Some vehicles have more than one primary weapon (such as the BMP3). Each firing action before rolling the dice the player must choose which is being fired.

ECM Suite

Missiles fired at this vehicle are at -2 to hit. This is really only intended for use in campaigns based around The Zone series of books or similar. This trait does not really match any current system.

Elite

At the start of each turn for each command token generated by an elite until roll 1D6 on a roll of 5 or 6 add an extra command token. Elite units cost an extra 25% points (rounded up to the next whole number).

Fanatic

At the start of each turn that the unit starts with morale tokens roll 1D6 per token on the unit. It is removed on a 5+ on 1D6. For each 5+ remove one morale token.

Fire and Forget Missile

Some advanced missiles do not require guiding to the target. These missiles are treated identically to normal ATGMs with the exception that they only require one action to fire but this must be the first

action (to represent the set up involved). They do not hit however unit after the unit's second action allowing them to be reacted to as normal. The penalty to react with an ATGM still applies.

Fixed rear

This works identically to fixed forward weapons except the vehicle may only fire into the rear arc.

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 is treated as an AP of 7+ when hitting infantry.

Flexi Mount

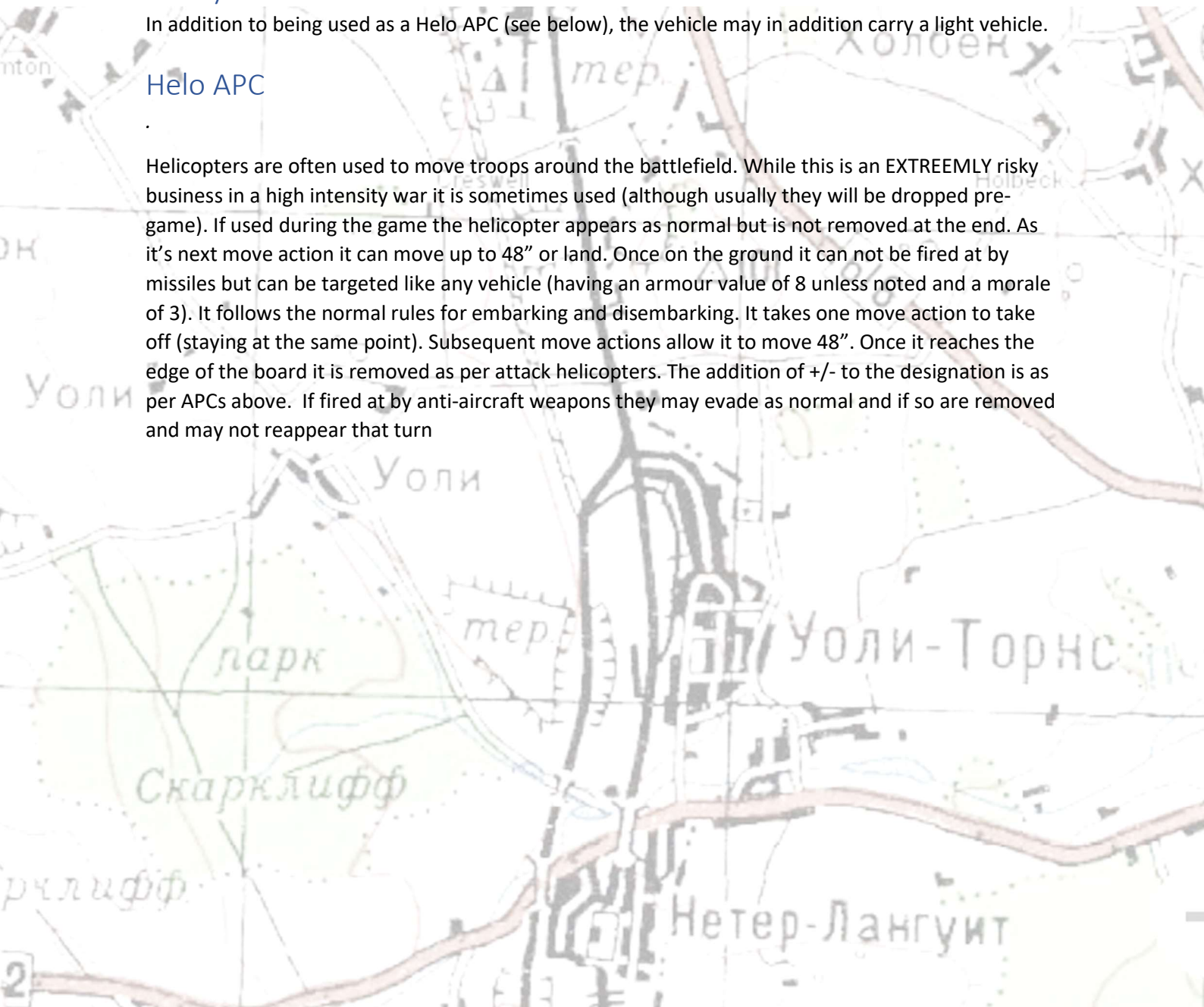
ATGM teams with this trait may be mounted on some vehicles. This costs one action from the Milan team. While mounted they add 3+/11h ATGM to the vehicle and no longer count as a separate stand. If the vehicle is destroyed the team is destroyed with it. The following vehicles can be used, Bv202, Bv206 and Land Rover WMIK.

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 but is not removed at the end. As it's next move action it can move up to 48" or 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 unless noted 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. If fired at by anti-aircraft weapons they may evade as normal and if so are removed and may not reappear that turn





Heavy mortar

This weapon rolls two dice to convert hits versus infantry and support units.

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.

Improved AT

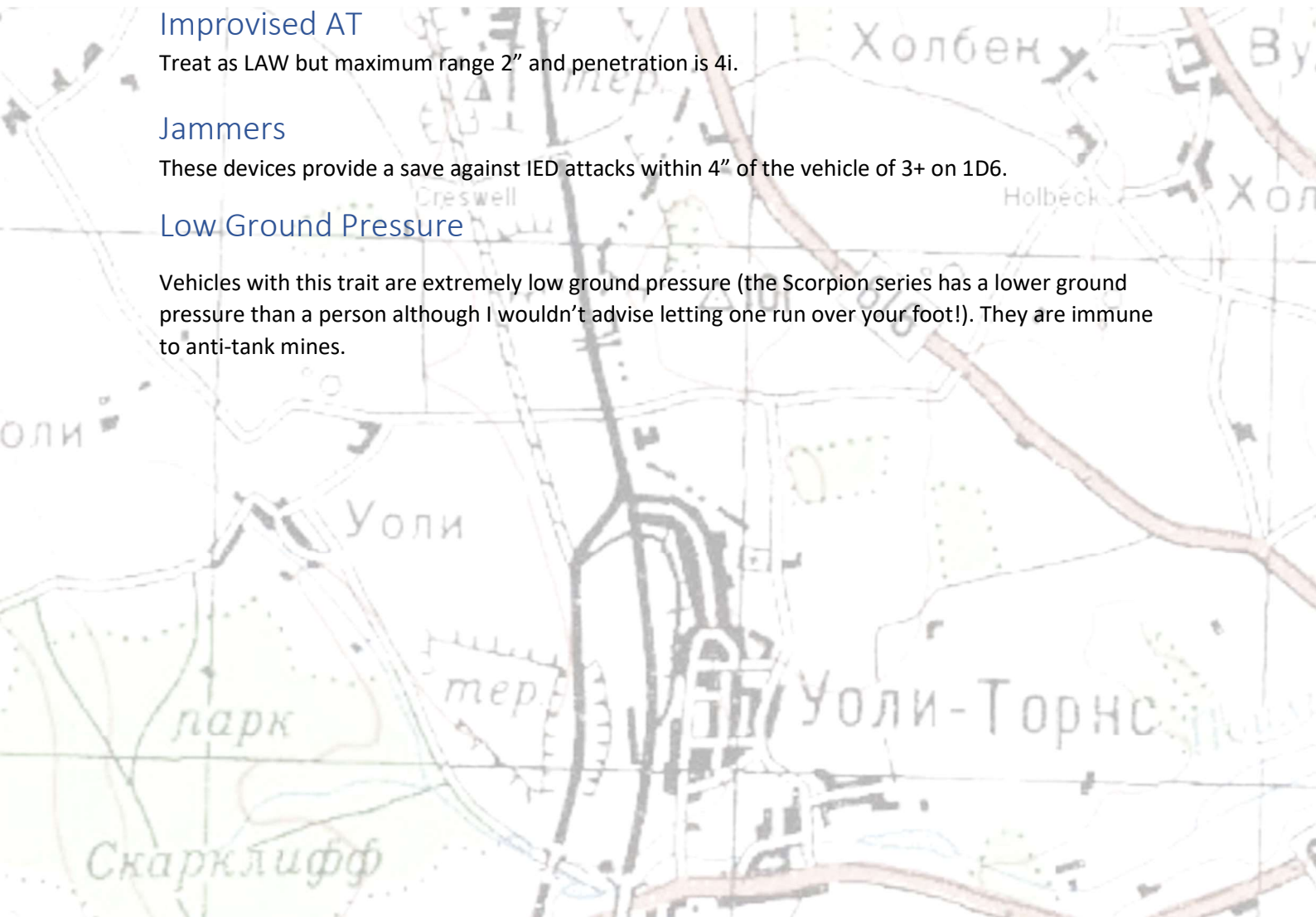
Treat as LAW but maximum range 2" and penetration is 4i.

Jammers

These devices provide a save against IED attacks within 4" of the vehicle of 3+ on 1D6.

Low Ground Pressure

Vehicles with this trait are extremely low ground pressure (the Scorpion series has a lower ground pressure than a person although I wouldn't advise letting one run over your foot!). They are immune to anti-tank mines.





Lumbering

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

Mast Mounted Sight

Helicopters fitted with this are one level harder to react to (in other words start on a base 4+).

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 Soviet tank company. These allow the user to roll two dice choosing the lowest when moving at the careful rate. In addition they leave a one vehicle/stand gap behind them. They cost +5pts each. They were also used by NATO using identical rules.

Mine Resistant

When rolling for mine attacks roll 2D10 and use the lower. If attacked by an IED roll the penetration twice and use the lower score.

Open Topped

When attacked by anti tank grenades at a range of 2" or less then the infantry may roll 2D10 for penetration and choose the highest. If the unit takes a pin marker from artillery, mortars or aircraft then any passengers also take a pin marker on 4+ on 1D6 (roll each separately).



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 after a penetration.

Rearm

Helicopters with this ability may spend a command token while off table to switch from transport to attack roles or vice versa.

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.

Raw

At the start of each turn for each command token generated by a raw unit roll 1D6 on a roll of 1 or 2 remove that command token. Reluctant units cost 2 points less if under ten points, 4 points less if under twenty points and 8 points less if over this.

Recovery

RULES TO FOLLOW

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 arms

Some weapon teams have a split to hit rating. These use the second number when firing at over 12" to represent the less effective small arms carried

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 (such as the BMD series) to carry a realistic amount of infantry.

Snowmobile

Vehicles with this trait suffer no problems crossing snow and do not treat it as any form of difficult terrain unless there is a secondary obstacle such as a wall or similar.

Sustained Fire

These machine guns gain a +1 to hit for each activation in the same turn firing at the same target.

Tank Missile [official extension after discussion with Roger]

This is also extended to the M551 Sheridan and M60A2 Starship so is no longer restricted to Soviet units only.

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.

Veteran

At the start of each turn for each command token generated by a veteran until roll 1D6 on a roll of 6 add an extra command token. Veteran units cost an extra 5 points.

Vulnerable

Treat as a Soviet MBT or a light vehicle when rolling damage after a penetration.