Irregulars

Unofficial Statistics for guerrillas in Seven Days to the River Rhine

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Ver 1.0

Welcome to my completely unofficial guide to extra units for Seven Days to the River Rhine. In this supplement, EVERYTHING is unofficial.

This guide is somewhat different from the others as it is intended to cover the use of irregular fighters in modern games. These cover a wide range such as the Toyota Army fighting the Libyans in Chad, the Kurdish Peshmerga, the Afghan Mujahadin, the warlords fighting for control anywhere in Africa and even going back slightly in time the Viet Cong. I have made the units far more generic than other lists as it saves repeating a lot of very similar weapons and the troop's ability with them is far more important than minor weapon differences.

| Type | Name | Armour | | Wpn | To hit | Morale | ATGM | | Notes | Points | BP | Design notes |
		Front	Side				To hit	Wpn				
Atk helo	Airwolf	n/a	n/a	4a	4+	n/a	3+	12h	Rockets	150	15	Well it turns up in a lot of conflicts!

| Type | Name | Armour | | Wpn | To hit | Morale | ATGM | | Notes | Points | BP | Design notes |
		Front	Side				To hit	Wpn				
INF	10 dollar troops	n/a	n/a	8i	6+	4			LAW, irregular	25	4	
INF	Action hero	n/a	n/a	8i	3+	10			LAW, may upgrade to cavalry at +5 pts, elite	100	12	Sorry I couldn't resist
INF	Cavalry	n/a	n/a	8i	6+	5			LAW, irregular, cavalry	30	4	
INF	Disciplined fanatics	n/a	n/a	8i	6+	6			LAW	35	4	
INF	Disciplined infantry	n/a	n/a	8i	5+	5			LAW	33	4	
INF	Fanatics	n/a	n/a	8i	6+	6			LAW, irregular	35	4	
INF	Militia	n/a	n/a	8i	6+	5			LAW, irregular	28	3	
INF	SF Advisors	n/a	n/a	8i	5+	6			LAW, elite	35	5	

| Type | Name | Armour | | Wpn | To hit | Morale | ATGM | | Notes | Points | BP | Design notes |
		Front	Side				To hit	Wpn				
SPRT	AA gun	n/a	n/a	4a	6+	3			AA gun (7+), Towed	18	2	
SPRT	Anti-tank team	n/a	n/a	8i	5+	3			Small team	12	1	
SPRT	AT gun	n/a	n/a	8	6+	3			Towed	25	3	
SPRT	ATGM	n/a	n/a	0	5+	3	4+	9h	Small team	23	3	
SPRT	LMG	n/a	n/a	0a	6+	3			Small team	12	1	
SPRT	MMG in SF role	n/a	n/a	0a	5+	3			Small team	15	2	
SPRT	Mortar (heavy)	n/a	n/a	1	8+m	3			Mortar	35	4	Includes rocket teams
SPRT	Mortar (light)	n/a	n/a	0	8+m	3			Mortar	29	4	
SPRT	New MANPAD	n/a	n/a	0	7+	2			MANPAD (8+), small team	7	1	
SPRT	Old MANPAD	n/a	n/a	0	7+	2			MANPAD (9+), small team	5	1	
SPRT	Recoilless Rifle	n/a	n/a	8h	6+	3			Towed	23	3	
SPRT	RPG AA group	n/a	n/a	8i	6+	3			MANPAD (10+) – max range 12", small team	4	1	RPGs fused for airborne detonation

Type	Name	Armour		Wpn	To hit	Morale	ATGM		Notes	Points	BP	Design notes
		Front	Side				To hit	Wpn				
MBT	MGIAT	9	9	7h	7+	5			Wheeled	20	3	A car overloaded with armour plate far beyond the manufacturer's recommendations

Type	Name	Armour		Wpn	To hit	Morale	ATGM		Notes	Points	BP	Amphib	Design notes
		Front	Side				To hit	Wpn					
Light	Motorbike	5	5	n/a	n/a	3			Bike APC, ATV	5	1		
Light	Technical	7	7	n/a	n/a	3			APC	4	1		Carries more than equivalents due to a lack of concern with Health and Safety
Light	Technical gun truck	7	7	0	5+	3			APC	5	2		
Light	Technical with ATGM	7	7	n/a	n/a	3	4+	12h	APC-	15	2		
Light	Technical with autocannon turret	7	7	4h	6+	3				15	2		
Light	Technical with recoilless rifle	7	7	8h	7+	3			APC-	13	2		
Light	Technical with rocket pod	7	7	n/a	n/a	3			Rockets (7+)	13	2		
Light	Technical with turret	7	7	7h	7+	3				15	2		
Light	Truck	6	6	n/a	n/a	3			APC++, Prime Mover	4	1		

It is permissible to add in units from the relevant army list where it is historically plausible to do so. For example the Lebanese militias could have an ex-Israeli M113 in support.

All non-APC units in the list may have the irregular trait at no cost.

New Traits

Irregular

Irregular units do not automatically generate command points at the start of a turn. Instead roll 1D6 per generating stand. On a 1-2 they do not generate anything, on a 3-4 they generate 1 point as normal, on a 5-6 they generate 2 points.