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### Figure Manufacturers

Battlefront Miniatures - Team Yankee miniatures & scenery  
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Skytrex - Command Decision 15mm Post War  
[www.skytrex.com](http://www.skytrex.com)

MJ Figures - 15mm Falklands War miniatures  
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Through the book you will see QR Codes like the one opposite. Scan these with your smart phone or tablet to see a video which will explain that part of the rules. You'll need a QR Scan app for your device which are generally free.

Don't scan this one though, it's only here as an example!

**Support Teams.** Groups of 2-4 men armed with mortars, automatic grenade launchers, and anti-tank guided missile (ATGM) teams.



British Milan Team:  
Battle Front Miniatures

**Light vehicles.** These include armoured personnel carriers (APC), armoured cars, tracked and wheeled reconnaissance vehicles and other lightly armoured vehicles. APCs play an important role in moving infantry around the battlefield, but they are generally only lightly armoured. Some wheeled vehicles will also be classed as All Terrain Capable. Each model on the table represents one real life vehicle.

**Main Battle Tanks (MBT).** These are the standard Cold War medium to/heavy tanks. Famous examples include the Soviet T62, the British Chieftain, the German Leopard family and the fearsome American M1 Abrams. Each model on the table represents one real life vehicle.

**Helicopters.** A relatively late addition to the arsenal of both sides. The attack helicopter is a fast, usually armoured helicopter capable of destroying armour with long range anti-tank missiles and attacking infantry and light vehicles with rapid fire cannons and rockets. Each model on the table represents one real life machine. The infamous Soviet Mi-24 'Hind' and NATO 'Cobra' are well known examples.

Your entire force of units is known as a Battlegroup. Each player will generally control one Battlegroup.

## A NOTE ON SCALE AND BASING

*Seven Days to the River Rhine* is not tied to a particular scale of model soldiers. The authors tend to play with 15mm scale figures and vehicles. Vehicle models represent one vehicle, but infantry units and teams represent a number of soldiers. At our own preferred 15mm scale, we mount several figures on a single stand to represent these units. However, if you are playing in a larger scale (e.g. 28mm) you may want to use individual figures we suggest 4 to represent an infantry unit.



**Light Vehicle:**  
US M901 ITV  
- Battle Front Miniatures



**Helicopter:**  
Soviet Mi-24  
- Battle Front Miniatures



**MBT:** US M1 Abrams - Battle Front Miniatures

## ACTIVATING UNITS

The player with the initiative may activate each of their units one or more times by spending one of their Battlegroup's pool of command tokens for each activation. A unit may perform actions such as move and/or shoot (or shoot, then move) when activated. The owning player declares the action before executing it or making any rolls. Units may be activated any number of times during a turn but, if activating a further time beyond the first, must take an activation test by rolling a d6. The player must score higher than the number of activations the unit has already had plus any morale markers it has accumulated. Whether the test is passed or failed, the command token is always placed with the unit as normal. Note that a natural score of '6' rolled for a command test will always succeed regardless of how many command tokens or morale markers the unit may have.

### Example

Mark has already activated a Chieftain MBT this turn. This is indicated by the command token next to the tank.

If Mark wants to activate it again, he would need to perform a command test. He needs to roll 2+ (anything but a '1') i.e. a number greater than the one command token already placed next to it. If successful, he may activate the unit further times as long as he keeps passing the test.

If the Chieftain had also accumulated two morale markers as well then Mark would need to roll 4+

When activating a unit with a command token, you can use that token to perform up to two different actions. Moving at normal speed is a single action, as is shooting; moving at rapid speed counts as two actions. You can therefore combine two single actions together in an activation.

## Overview of Actions:

**Move:** The unit may be moved a distance up to the 'Normal Movement' value given in the movement table on page 13. If two Move actions are declared the unit may move up to the 'Rapid Movement' value given in the movement table on page 13.

**Shoot:** A unit's first or second action may be a shoot action. A unit may not perform more than one shoot action in each activation.

**Embark:** An infantry or support unit may use this action to board an APC or truck.

**Disembark:** An APC or truck may use this action to unload a carried infantry or support unit.

## Possible Combined Actions:

- Move and Shoot
- Shoot and Move
- Rapid Move (this uses both actions)
- Move/Fire & Embark (Infantry Units only)
- Fire & Embark (Support Units only)
- Move/Fire & Disembark (Transport Units only)
- Disembark & Move/Fire (Transport Units only)
- Firing an Anti-tank Guided Missile (this uses both actions) see page 25
- Battlegroup Morale Check (this uses both actions) see page 10
- Fall Back (this uses both actions) see page 10



Scan the QR Code above to see a short video on activating units and the affect of morale markers and command tokens.

# FIRING

## ARC OF FIRE

Infantry units/sniper teams have a 360° arc of fire and support teams have a 90° arc of fire to the front. Turreted Light Vehicles and MBTs have a 360° arc. Vehicles with fixed forward weapons have a 90° arc of fire to the front.

## RANGES

In the context of our battlefields, there are no weapon ranges. The only exception is that infantry may only fire at a range of up to 12" at enemy vehicles with portable anti-tank weapons (RPGs, LAWs etc.)

## HOW TO FIRE

Each unit can only fire one weapon per activation, even if they have multiple weapons.

If an unblocked line of sight (LOS) can be traced between the firing unit and the target unit and the firing weapon is in arc then a unit can carry out a Fire action.

The following terrain features or units will block LOS:

- Buildings, Woods, Hills
- Enemy vehicles and all wrecked vehicles both Friendly and Enemy.

D10s are rolled to see if a unit hits when performing a Fire action. The charts below show the number of d10s that are rolled when a unit fires.

### Unit Firing at a Vehicle:

Firing Unit	Range up to 12"	Range 12" & above
Vehicle (Gun or ATGM)	1d10	1d10
Vehicle Autocannon	2d10	2d10
Stationary Infantry	1d10	N/A
Moving Infantry	1d10	N/A
Stationary Support	1d10*	1d10

\*Note that Support Teams armed with ATGM cannot fire at targets at 12" or less

### Unit Firing at an Infantry/Support Team:

Firing Unit	Range up to 12"	Range 12" & above
Vehicle (Gun or ATGM)	2d10	1d10
Vehicle Autocannon	2d10	2d10
Stationary Infantry	2d10	1d10
Moving Infantry	1d10	1d10
Stationary Support	1d10*	1d10

\*Note that Support Teams armed with ATGM cannot fire at targets at 12" or less

The base score to hit for each unit is listed in its entry in the ORBAT tables. The die roll is subject to the modifiers shown below. The "firer moved" penalty is only applied if the firer moved in the current activation (not the current turn). It applies whether the unit moves and fires or fires and moves in an activation.

### Firing Modifiers:

MBT, APC, Light vehicle moved this Activation	-1
Reaction firing against a target that is moving in its activation	-1
Unit within terrain or LOS more than 50% obscured by terrain or smoke or other obstacles (Units with Thermal sights ignore)	-1
Enemy dismounted Infantry or Support Team within 12" of firing unit. This is ignored if friendly Infantry or Support Team equidistant or closer at the moment the unit shoots	-1
ATGM firing at a range of under 12"	No Fire
Per morale marker on firing unit	-1



US Infantry, M113, M901 ITV & Scenery  
Battle Front Miniatures  
Petrol Station: 4Ground

# TACTICAL ADVANTAGE CARDS

Tactical advantage cards represent those events and situations that are often not directly under the control of the local commander. These can be random events or actions performed or ordered by the upper echelons of the player's armed forces, such as unexpected reinforcements, air strikes and artillery barrages.

## USING TACTICAL ADVANTAGE CARDS

At the beginning of the game each side is randomly dealt five Tactical Advantage cards face down. These may be examined by the owning player and before the first turn commences two of these cards may be discarded and two replacement cards pulled randomly from the remaining deck of Tactical Advantage cards.

A Tactical Advantage card may be played at any point by a player during one of their own or the opposing player's activations. Each card is played one at a time and the other player may play their own cards in reaction to this.

### Example

The Soviet Player decides to use the Airstrike Tactical Advantage card to make an air attack on the British player's forces. The British player then responds with an Anti-air Tactical Advantage card to stop the attack. However, the Soviet player then responds by playing an Intelligence Coup Tactical Advantage card which negates the effect of the Anti-air card and allows the original Airstrike card to take effect.

# TACTICAL ADVANTAGE CARD INVENTORY

## Communications:

Play at any time. Select any 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. You decide what that movement is. All rules for movement should be followed. A unit may not be moved off the table or into impassable terrain.

## Against all odds:

Play this card at any time on a friendly unit that is about to be removed due to accrual of morale markers. Roll a d6; you may immediately remove that number of morale markers from the unit.

## Divisional Artillery Available:

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. 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 move onto the table that turn.

## Precision Guided Artillery Strike:

Play at any time you have initiative. Up to two enemy MBT, APC or light vehicles within LOS of your Command Team or a dedicated scout/recce vehicle are attacked by Precision Guided Munitions fired by friendly off table artillery. Targets will be hit on a base 8+ with no to hit modifiers. The PGM has a 'Weapon' value of 9 and is always assumed to hit side armour.

## Reserves:

Play at any time. One MBT or one infantry detachment of your choice is despatched from your upper echelon HQ formation. The unit may be placed on a friendly table edge. If an infantry unit is selected, you may also select an appropriate APC for free but the infantry unit must be embarked in it.

## CAPTURE

The attacker is ordered to engage dug-in enemy forces and destroy them in order to seize a strategic settlement or position as part of a wider offensive. The defender must repel the enemy assault and prevent the loss of their position.

### Terrain

Terrain is set up in a mutually agreeable way on any size of gaming area. The terrain should be set up so that the defender has a defined position or positions to defend, such as a village or natural obstacles. Objectives can be of any size; in fact, bigger objectives such as a village or a line of fields make for great games. The attacker has a defined "start line" or "start lines" which may be as uncomplicated as a short or long table edge or may involve additional roads or restrict certain portions of the table edge. The attacker has a rear position defined as a short or long table edge.

### Order of Battle

The attacker has double the value of the defender. The defender has an additional number of tokens generated at the start of each turn by rolling a D6 per friendly unit on the tabletop. Each 5 or 6 rolled generates an additional token.

**Soviet Infantry & BMP1 & Scenery:**  
**Battle Front Miniatures**  
**White Building: 4Ground**  
**15mm Cars: North Star Military Figures**

## Scenario Special Rules

Dug-in and Waiting  
Hidden Deployment  
Objectives  
Random Operation Length  
Reserves

At least one area (should be more in bigger games) of any size is defined as the objective. It must be within 6" of the centre line of the table.

### Deployment

The defender deploys all of their hidden markers anywhere on the tabletop that is at least 12" from the attacker's start line(s). The attacker deploys up to  $\frac{2}{3}$  of their units within one normal move of their deployment areas.

### Initiative

The attacker starts the game as the active player. All units count as having moved at the start of the game.

### Reserves

Reserves may be activated from turn 2.

### Length of Game

Seven turns plus Random Operation Length.

### Victory Conditions

The defender's break point is  $\frac{2}{3}$  of their total BP value. The attacker's break point is  $\frac{1}{2}$  of their total BP value. If there are no defending units within 12" of any objective(s) at the end of a turn, then they must have at least one unit within 12" of any single objective by the end of the following turn or the game ends as a victory for the attacker.



## UNITED KINGDOM

Initially a post-war occupation force the BAOR (British Army on the Rhine) held key positions in NATO's NORTHAG area, defending the northern parts of West Germany. Unfortunately, the North German Plain was excellent tank country which the Warsaw Pact was expected to exploit to the best of its ability using its vast superiority in numbers of armoured vehicles. However, the British were in possession of some of the world's best MBTs in the form of the heavily armoured and big gunned Chieftain and its successor the Challenger. These along with highly professional infantry and light forces equipped with anti-tank guided missiles, were expected to sell themselves dearly in the best traditions of the British Army. Their primary task was to hold up the Warsaw Pact advances long enough to give reinforcements from the United States time to deploy and stabilise the front lines.

Type	Name	Armour		Wpn	To Hit	Morale	ATGM		Notes	Pts	BP
		Front	Side				To Hit	Wpn			
Atk Helo	Lynx	n/s	n/a	n/a	n/a	n/a	3+	12h		90	11
MBT	Challenger 1	19s	17s	11	4+	6			Thermal, Special Armour	90	11
MBT	Chieftain Mk9	17	14	10	4+	6			Thermal	63	8
MBT	Chieftain Mk5	16	14	10	5+	6				53	7
MBT	Centurion Mk11	13	11	9	5+	6				36	5
Light	Tracked Rapier	8	8	n/a	n/a	4			SAM	30	4
Light	Fv438	10	8	n/a	5+	4	4+	11h		26	3
Light	Striker	10	8	n/a	5+	4	4+	11h		26	3
Light	Saladin	10	8	7h	6+	4			ATV Recce	22	3
Light	Scorpion	11	9	7h	5+	4			Recce	20	3
Light	Scimitar	11	9	4a	4+	4			Recce	19	2
Light	FV432M	10	8	n/a	8+m	4			Mortar	18	2
Light	Fox	10	8	4a	4+	4			ATV Recce	18	2
Light	Warrior	12	10	4a	4+	4			APC	16	11
Light	Spartan	10	8	0	5+	4			Recce	15	8
Light	FV432	10	8	0	5+	4			APC	7	7
Light	Saxon	9	8	0	5+	4			APC	5	5
INF	Infantry	n/a	n/a	8i	5+	5			MANPAD, LAW	33	4
SPRT	Milan	n/a	n/a	n/a	5+	3	3+	11h		38	5
SPRT	Mortar	n/a	n/a	n/a	8+m	3			Mortar	29	4



British Challenger MBT:  
Skytrex