

Lucky Seventh – Umpire Notes

Small D6 in various locations. Roll when contacted by US stand. 4-6 = draw a card:

Artillery Battery	1-2 surrenders to combat stand; 3 fires one salvo; 4 fights; 5-6 abandoned.
Cyclist Fusiliers	1-2 surrenders to combat stand; 3 fights once & flees; 4 fights; 5-6 fleeing.
Dead Staff Column	1 replace with (fighting) Inf Btl; 2-4 no effect; 5 distracts 1 US stand next turn; 6 distracts D6 US stands next turn.
Demolition Engineers	1-2 surrenders to US combat stand; 3-4 blows up suitable target; 5-6 fleeing.
Engineers	1-2 surrenders to US combat stand; 3 fleeing; 4 fights vs light odds; 5 fights; 6 fights behind minefield!
Field Hospital	1-4 no effect; 5 distracts 1 US stand next turn; 6 distracts D6 US stands next turn.
Field Kitchen	1-2 abandoned; 3-4 fleeing; 5-6 distracts D6 US stands next turn.
FLAK Battery	1-2 abandoned; 3-4 fleeing; 5 surrenders to US combat stand; 6 fights vs light odds.
Horse Drawn Transport Column	1-2 surrenders to US combat stand; 3-4 fleeing; 5 distracts 1 US stand next turn; 6 distracts D6 US stands next turn.
Infantry Battalion	1-2 surrenders to US combat stand; 3 fights vs light odds; 4 fights; 5-6 fleeing.
Lorry Column	1-2 surrenders to US combat stand; 3 distracts 1 US stand; 4 distracts D6 US stands; 5-6 fleeing.
Lost Staff Group	1-2 surrenders to US combat stand; 3-4 distracts 1 US stand next turn; 5-6 fleeing.
Motorised Recce	1-2 surrenders to US combat stand; 3 fights vs light odds; 4 fights; 5-6 fleeing.
Panzerjager Company	1-2 surrenders to US combat unit; 3 fights vs light odds; 4 fights; 5-6 fleeing.
Staff Car Group	1-2 abandoned; 3-4 fleeing; 5-6 distracts D6 US stands next turn.
Staff Group	1-2 surrenders to US combat stand; 3-4 distracts 1 US stand next turn; 5-6 fleeing.
Tigers!!	1-2 abandoned; 3 fights vs light odds; 4 fights; 5 fights & flees; 6 fights at 2xSP (1 st turn only).
Traffic Police	1-2 surrenders to US combat stand; 3 fights; 4 holds up US column for 1 turn; 5-6 fleeing.

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Air Support

Roll a D6 on Table 1 every turn, give players 5 seconds to nominate a target!

Table 1

1-4	None!
5	P47 fighter bomber
6	Roll on Table 2

Table 2

1	Poor weather – no roll next turn
2	2x P47 fighter bomber
3	P47 attacks random (friendly) target
4	Bf109G flies over table – will attack if fired on
5	Tempest (on a 1-4 identified as an Fw190) flies over table – will attack if fired on
6	Damaged B26 unloads bombs on random target

The Bridge

Roll 1D6 when the first US stand crosses the bridge. 1-5 OK; 6 Roll again:

1-3 Bang! Some charges detonated. Clouds of smoke, but bridge OK.

4 Bridge mined – cleared by engineers.

5 Bang!!! Clouds of smoke & dust, roll again:

1-2 smoke clears, bridge OK

3-4 bridge too shaky for vehicles

5-6 Aw shit! US General's cigar extinguished by spray. No bridge.

6 Luftwaffe air raid. Clouds of smoke & dust.

1-2 smoke clears, bridge OK

3-4 bridge too shaky for vehicles

5-6 Aw shit! US General's cigar extinguished by spray. No bridge.