

Reserves 7dttrr TY crossover

	7D	TY	7DTY
Reserves	-	Turn 1 onwards	Turn 1 onwards
	3+ reserve unit arrives	5+ one platoon arrives	4+ one unit arrives
	All reserves dice together	1 dice turn 1, 2 dice turn 2, etc	1 dice turn 1, 2 dice turn 2, etc
	Activate with a token when own side has initiative *	Must enter beginning of turn	Activate with a token when own side has initiative *
	May not fire 1 st activation	May fire on entry	May not fire 1 st activation
Deep reserves	-	Max 3 tanks on table initial setup	Max 3 tanks on table initial set up
Scattered reserves	-	Roll d6 for entry point	Roll d6 for entry point
Delayed reserves	Turn 2 or 3	Turn 3 onwards	Turn 3 onwards but start with three dice
Auto reserve	-	3d6 or more auto get 1 platoon	3d6 or more auto get 1 unit

*When a reserve arrives put a command token in the command token pool. When reserve unit activates use a token then dice for point of arrival (if scattered). If a reserve is not activated it is lost and a token removed as it would be for a destroyed unit (p30 7dttrr).

Column three is what I suggest we do to encompass both 7D and TY rules for reserves. Key difference is reserves arrive as platoons in TY but single units in 7D. Roll for reserves beginning of turn and place off table at entry point. A reserve unit spends a token to enter the table when own side has initiative anytime during a turn. Enemy may not react to the 1st activation of a reserve unit moving onto the table.

Ambush.

Unit in ambush is kept off table with its own command token. It can be placed on the table during any turn when the defender has initiative. Activate ambush with its own command token which subsequently joins the force pool of tokens. Use the TY rules for placement restrictions. Enemy may not react to 1st activation of an ambushing unit.

Kaboom!

Remove a unit that goes Kaboom! from the table.

Mortars.

May use the fire/shoot action twice in an activation with corresponding increase in effectiveness for the second shot.