Maple Leaf

Unofficial Canadian Vehicle Statistics for 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. Official changes are in red (taken from the game website), unofficial changes are in blue and unofficial new vehicles are in italics.

Type	Name	Armour		Wpn	To hit	Morale	ATGM		Notes	Points	BP	Design notes
		Front	Side				To hit	Wpn				
Atk helo	CF-136 Twin Huey	n/a	n/a	n/a	n/a	n/a			*Helo APC*	65	7	
Atk helo	CF-147 Chinook	n/a	n/a	n/a	n/a	n/a			*Helo APC+++, Heavy Helo*	90	11	
Atk helo	CH-135 Kiowa	n/a	n/a	n/a	n/a	n/a			*Helo APC-*	55	6	

Type	Name	Armour		Wpn	To hit	Morale	ATGM		Notes	Points	BP	Design notes
		Front	Side				To hit	Wpn				
INF	Infantry	n/a	n/a	8i	5+	5			LAW	33	4	
INF	*Airborne Regiment*	n/a	n/a	8i	6+	6			LAW, Elite	40	4	
INF	*Militia*	n/a	n/a	8i	6+	4			LAW, Reservist	25	4	

Type	Name	Armour		Wpn	To hit	Morale	ATGM		Notes	Points	BP	Design notes
		Front	Side				To hit	Wpn				
SPRT	*Oerlikon GDF-005*	n/a	n/a	5a	6+	3			*AA gun (7+), Towed*	18	2	
SPRT	*Carl Gustav team*	n/a	n/a	8i	5+	3			*Small team*	12	1	
SPRT	Dragon	n/a	n/a	0	5+	3	4+	9h	Small team	23	3	
SPRT	*Blowpipe*	n/a	n/a	0	7+	2			*MANPAD (8+), small team*	5	1	
SPRT	*M220 TOW*	n/a	n/a	0	5+	3	3+	12h	*Thermal, Towed*	35	4	
SPRT	*C5 MG*	n/a	n/a	0a	5+	3			*Small team*	15	2	
SPRT	*Mortar (60mm)*	n/a	n/a	0	8+m	3			*Mortar*	29	4	
SPRT	Mortar (81mm)	n/a	n/a	0	8+m	3			Mortar	29	4	
SPRT	*C6 LT role*	n/a	n/a	0a	6+	3			*Small team*	12	1	
SPRT	C6 SF role	n/a	n/a	0a	5+	3			*Small team*	15	2	
SPRT	*M2HB*	n/a	n/a	1	6+	3				14	2	

Type	Name	Armour		Wpn	To hit	Morale	ATGM		Notes	Points	BP	Amphib	Design notes
		Front	Side				To hit	Wpn					
Light	Jeep 106mm	7	7	8h	7+	3				16	2		
Light	Jeep TOW	7	7	n/a	n/a	3	3+	12h	Thermal	35	2		
Light	M113	10	8	0	5+	4			APC++	7	1	Y	
Light	M125	10	8	n/a	8+m	4			Mortar	18	2	Y	
Light	M150	10	8	n/a	n/a	4	4+	12h		45	6		
Light	Truck	6	6	n/a	n/a	3			APC++, Prime Mover	4	1		
Light	ADATS SAM	12	10	n/a	n/a	4	4+	12h	SAM	47	6		
Light	M150 TOW	10	8	n/a	n/a	4	4+	12h	Dismount ATGM	45	6		
Light	AVGB Cougar	10	8	7h	5+	4			ATV	12	2		
Light	Lynx	10	8	0	5+	4			Recce	12	2		
Light	M113 OP	10	8	0	5+	3			Recce	12	2		
Light	AVGB Grizzly	10	8	0	5+	4			APC, ATV	7			
Light	M151 MUTT	7	7	n/a	n/a	3			APC-	3	1		
Light	Iltis Light Utility	7	7	n/a	n/a	3			APC-	3	1		
Light	BV206	6	6	0	5+	4			Snowmobile, APC, Prime Mover, Low Ground Pressure	5	1		

Type	Name	Armour		Wpn	To hit	Morale	ATGM		Notes	Points	BP	Amphib	Design notes
		Front	Side				To hit	Wpn					
MBT	Leopard C1	14s	12s	10	4+	6			Special armour	57	7		

New Traits

Please note all of these are all unofficial.

APC-

Can carry a single support team or small section only

APC+

Can carry an infantry team plus a support team or two small sections/support teams.

APC++

Can carry an infantry team plus two support teams/small sections or two infantry teams.

APC+++

Can carry four infantry teams with support teams or small sections counting as a half each.

Bridge

Can take an action to lay a bridge, This bridge negates any difficult terrain which this crosses. Recovering the bridge requires three successful actions.

Cavalry

These are treated as infantry except morale is reduced by 1, they may not embark, move is 10" (rapid 15", road rapid 24"), crossing rough is 3+ and very rough is 6+. This assumes a dragoon rule. This may be given to any infantry unit or small team for +5pts. This rule is generally only suitable for Twilight 2000 games but COULD possibly be used for the mounted infantry on ponies in the Falklands Garrison (although the move should probably be reduced as they are ponies).

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.

Dismount ATGM

The ATGM may be dismounted as if it were embarked becoming the equivalent type of support stand and the carrier remains the same but does not generate a command point (it becomes an APC with the same statistics but no ATGM attack). To remount the unit acts in the same way as a transport embarking infantry. If the mounted unit has morale markers these are duplicated on the dismounting team. If a team embarks with morale tokens then the higher of the two is used for the recombined unit.

Dual Gun

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.

Elite

Elite units roll a D6 at the start of the turn. If they roll a 6 then they contribute an extra a command point this turn.

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 infantry may inflict multiple hits as per an autocannon.

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 EXTREEMLY 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. As it's next move action it can move up to 48" and 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 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.

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.

Improvised AT

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

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.

Poor Cross Country

All crossing terrain rolls (both area and linear) are at a modifier -1.

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 that 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.

Recovery

RULES TO FOLLOW

Reservist

Reservist units roll a D6 at the start of the turn. If they roll a 1 then they do not contribute a command point this turn.

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 to carry a realistic amount of infantry.

Snowmobile

Vehicles with this trait suffer no problems crossing snow.

Very Poor Cross Country

All crossing