

Going Dutch

**Unofficial Dutch 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				
<i>Atk helo</i>	<i>CH47 Chinook</i>	<i>n/a</i>	<i>n/a</i>	<i>n/a</i>	<i>n/a</i>	<i>n/a</i>			<i>Helo APC+++</i> , <i>Heavy Helo</i>	90	11	
<i>Atk helo</i>	<i>Puma</i>	<i>n/a</i>	<i>n/a</i>	<i>n/a</i>	<i>n/a</i>	<i>n/a</i>			<i>Helo APC+</i>	75	8	
Atk helo	B0-105	n/a	n/a	2	5+	n/a	4+	10h	Rockets	90	11	

Type	Name	Armour		Wpn	To hit	Morale	ATGM		Notes	Points	BP	Design notes
		Front	Side				To hit	Wpn				
INF	<i>Home Guard</i>	n/a	n/a	8i	6+	5			LAW	28	3	
INF	Infantry	n/a	n/a	8i	5+	5			LAW	33	4	
INF	<i>Paramilitaries</i>	n/a	n/a	4i	6+	4			<i>Improvised AT</i>	21	4	
INF	<i>Reservists</i>	n/a	n/a	8i	6+	4			LAW	25	4	
INF	<i>Royal Netherlands Marines</i>	n/a	n/a	8i	5+	6			LAW	38	4	

Type	Name	Armour		Wpn	To hit	Morale	ATGM		Notes	Points	BP	Design notes
		Front	Side				To hit	Wpn				
SPRT	<i>.50 machine gun</i>	n/a	n/a	1	6+	3				14	2	
SPRT	<i>Carl Gustav team</i>	n/a	n/a	8i	5+	3			<i>Small team</i>	12	1	
SPRT	Dragon	n/a	n/a	0	5+	3	4+	9h	<i>Small team</i>	23	3	
SPRT	<i>GPMG LT role</i>	n/a	n/a	0a	6+	3			<i>Small team</i>	12	1	
SPRT	<i>GPMG SF role</i>	n/a	n/a	0a	5+	3			<i>Small team</i>	15	2	
SPRT	<i>Mortar (120mm)</i>	n/a	n/a	1	8+m	3			<i>Small team, Towed</i>	15	1	
SPRT	<i>Mortar (60mm)</i>	n/a	n/a	0	6+	3			<i>Small team</i>	12	1	<i>Due to role not treated as a mortar</i>
SPRT	<i>Mortar (81mm)</i>	n/a	n/a	0	8+m	3			Mortar	29	4	
SPRT	<i>Oerlikan 40mm</i>	n/a	n/a	4a	6+	3			<i>AA gun (7+), Towed</i>	18	2	
SPRT	<i>Recce patrol</i>	n/a	n/a	8i	5+	5			<i>LAW, Recce, small team</i>	40	3	<i>Treated as support so reduced firepower</i>
SPRT	<i>Redeye</i>	n/a	n/a	0	7+	2			<i>MANPAD (8+), small team</i>	5	1	
SPRT	<i>Stinger</i>	n/a	n/a	0	7+	2			<i>MANPAD, small team</i>	6	1	
SPRT	<i>Observation and Reconnaissance Company patrol</i>	n/a	n/a	8i	4+	5			<i>LAW, recce, small team</i>	50	5	

Type	Name	Armour		Wpn	To hit	Morale	ATGM		Notes	Points	BP	Amphib	Design notes
		Front	Side				To hit	Wpn					
Light	AMX13/FL12	12	10	9	5+	5				28	4		
Light	AMX13/FL15	12	10	10	5+	5				31	4		
Light	AMX13VTT	12	11	0	5+	4			APC++	7	1		
Light	BV202	6	6	0	5+	4			Snowmobile, APC, Prime Mover, Low Ground Pressure	5	1		
Light	BV206	6	6	0	5+	4			Snowmobile, APC, Prime Mover, Low Ground Pressure	5	1		
Light	Fuchs	10	8	0	4+	4			ECM Suite, ATV	9	1	Y	EW use only
Light	Land Rover 110	7	7	n/a	n/a	3			APC	4	1		
Light	Land Rover 90	7	7	n/a	n/a	3			APC-	3	1		
Light	Land Rover recce	7	7	0	5+	3			Recce	16	2		
Light	Luchs Recce	10	8	3A	4+	4			Recce, ATV	18	2	Y	
Light	M106	10	8	n/a	8+m	4			Mortar	18	2	Y	
Light	M113	10	8	0	5+	4			APC++	7	1	Y	
Light	M113C&V	10	8	4a	4+	4			Recce	23	3	Y	
Light	M113C&V 25	10	8	0	5+	4			Recce	20	2	Y	
Light	M38A1 Jeep	7	7	n/a	n/a	3			APC-	3	1		
Light	M38A1 TOW	7	7	n/a	n/a	3	3+	12h	Thermal	35	2		
Light	PRTTL	13	11	5a	4+	4			AA gun (6+)	22	3		Gepard in rules
Light	Truck	6	6	n/a	n/a	3			APC++, Prime Mover	4	1		
Light	YP408	10	8	0	5+	4			APC++, ATV	7	1		
Light	YP408 PWAT	10	8	n/a	n/a	4	3+	12h	Thermal, ATV	45	6		
Light	YP408 PWCO	10	8	0	5+	4			Command, ATV	30	2		
Light	YP408 PWMT	10	8	n/a	n/a	4	3+	12h	Thermal, ATV	45	6		
Light	YPR-765	10	8	4a	5+	4			APC+	14	2	Y	
Light	YPR-765 OP	10	8	0	5+	4			Recce	15	2	Y	
Light	YPR-765 prat (AT)	10	8	n/a	n/a	4	3+	12h	Thermal	50	6	Y	
Light	YPR-765 prco-B	10	8	4a	5+	4			APC-, Command	34	2	Y	
Light	YPR-765 prco-C-1	10	8	0	4+	4			APC-, Command	30	1	Y	
Light	YPR-765 prco-C-2	10	8	0	4+	4			APC-, Recce	15	1	Y	
Light	YPR-765 prco-C-3	10	8	0	4+	4			Recce	14	1	Y	
Light	YPR-765 prco-C-4	10	8	0	4+	4			Recce	14	1	Y	
Light	YPR-765 prco-C-5	10	8	0	4+	4			Recce	14	1	Y	
Light	YPR-765 pri. 50	10	8	0	4+	4			APC++	10	1	Y	
Light	YPR-765 prmr	10	8	0	4+	4			Tow OR APC++	10	1	Y	Can tow or act as APC – change freely
Light	YPR-765 prdr	10	8	0	4+	4			Recce	14	1	Y	
Light	YPR-765A1 uparmoured	11	9	4a	5+	4			APC++	16	2	N	
Light	YPR806A1	10	8	0	4+	4			Recovery	10	1	Y	

Type	Name	Armour		Wpn	To hit	Morale	ATGM		Notes	Points	BP	Amphib	Design notes
		Front	Side				To hit	Wpn					
MBT	<i>Centurion Mk5/2</i>	12	10	10	6+	5				30	5		
MBT	Leopard I NL	14	12	10	5+	6				54	7		
MBT	<i>Leopard I Verbeterd (V)</i>	14	12	10	4+	6			<i>Thermal</i>	64	7		
MBT	Leopard II	18s	16s	11	4+	6			Fast, thermal, special armour	90	11		

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.

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.

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.

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 than 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

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.

