

Great Danes

**Unofficial Danish Vehicle Statistics for Seven Days to
the River Rhine**

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Ver 1.1

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>Fennec Attack helo</i>	<i>n/a</i>	<i>n/a</i>	<i>n/a</i>	<i>n/a</i>	<i>n/a</i>			<i>Rockets</i>	<i>90</i>	<i>11</i>	
<i>Atk helo</i>	<i>Fennec Attack helo with TOW</i>	<i>n/a</i>	<i>n/a</i>	<i>n/a</i>	<i>n/a</i>	<i>n/a</i>	<i>4+</i>	<i>10h</i>	<i>Rockets</i>	<i>100</i>	<i>12</i>	
<i>Atk helo</i>	<i>H6 Cayuse</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>30</i>	<i>11</i>	

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	Regional Defence Forces	n/a	n/a	8i	6+	5			LAW, Reservist	28	3	Some with M1 and Bren!
INF	Reservists	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	Bofors L60	n/a	n/a	4a	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	Hamlet (Redeye)	n/a	n/a	0	7+	2			MANPAD (8+), small team	5	1	
SPRT	I-HAWK	n/a	n/a	NO	6+	3			SAM (9+)			
SPRT	Jaegerkorpset	n/a	n/a	8i	4+	5			LAW, recce, small team	50	5	
SPRT	M220 TOW	n/a	n/a	0	5+	3	3+	12h	Thermal, Towed	35	4	
SPRT	MG3 LT role	n/a	n/a	0a	6+	3			Small team	12	1	
SPRT	MG3 SF role	n/a	n/a	0a	5+	3			Small team	15	2	
SPRT	Mortar (120mm)	n/a	n/a	1	8+m	3			Small team, Towed	15	1	
SPRT	Mortar (81mm)	n/a	n/a	0	8+m	3			Mortar	29	4	
SPRT	Stinger	n/a	n/a	0	7+	2			MANPAD, small team	6	1	

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	Land Rover 106mm	7	7	8h	7+	3				16	2		
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	Land Rover recce	7	7	0	5+	3			Recce	16	2		
Light	Land Rover TOW	7	7	n/a	n/a	3	3+	12h	Thermal	35	2		
Light	LAV75DK1	11	8	8	4+	4			Recce, thermal	35	4		Fictional
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	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	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	M41	12	10	7	6+	5			Recce	22	3		
Light	M41DK1	12	10	8	4+	5			Recce, thermal	40	5		
Light	Truck	6	6	n/a	n/a	3			APC++, Prime Mover	4	1		
Light	CV9035DK	12	10	5a	6+	4			APC	14	2		
Light	M21 Chaffee	10	9	5	6+	4			Recce	18	1		
Light	Humber Armoured Car	8	8	0	6+	3			Recce	14	1		Not given ATV as older technology
Light	HMMWV	8	8	0	5+	3			ATV, APC-	4	1		
Light	HMMWV TOW	8	8	n/a	n/a	3	3+	12h	ATV, Thermal	40	5		
Light	Piranha	10	8	4a	4+	4			Recce, ATV, Thermal	32	4	Y	Swiss loan vehicles for UN peacekeeping
Light	Civilian car	5	5	n/a	n/a	3			Poor cross country, APC-	2	1		
Light	Civilian bus	5	5	n/a	n/a	3			Very poor cross country, APC++	3	1		

The LAV75DK1 is my fictional version of a hypothetical export version – see my YouTube review of the RDF LT/Assault Gun for details - <https://youtu.be/IWNz1s840mA> (note points value has been changed since the video).

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	<i>Centurion Mk5/1</i>	12	10	9	6+	5				27	5		
MBT	<i>Centurion Mk5/2 DK1</i>	13	11	10	5+	5				36	5		
MBT	Leopard 1DK1	15s	13s	9	5+	6			Special armour	45	7		
MBT	Leopard 1A5DK	15s	13s	10	4+	6			Special armour	60	8		
MBT	Leopard 2A5DK	19s	16s	11	4+	6			Fast MBT, 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.

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 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

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