

Bundeswehr

**Unofficial German 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				
Atk helo	<i>Alouette Obs Helicopter</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>	30	5	
Atk helo	Bo105	n/a	n/a	2	5+	n/a	4+	10h	<i>Rockets</i>	90	11	
Atk helo	<i>CH53G</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>	55	6	
Atk helo	<i>UH1D</i>	<i>n/a</i>	<i>n/a</i>	0	7+	<i>n/a</i>			<i>Helo APC</i>	45	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	2i	5+	5			Anti-tank grenade	30	4	
INF	Infantry with CG or PzF44	n/a	n/a	8i	5+	5			LAW	33	4	
INF	Marder infantry	n/a	n/a	8i	5+	5	3+	11h	LAW, ATGM dismount	48	5	
INF	Regional Defence Forces	n/a	n/a	2i	6+	5			Reservist, anti-tank grenade	25	3	
INF	Regional Defence Forces with CG or PzF44	n/a	n/a	8i	6+	5			LAW, Reservist	28	3	
INF	Reservists	n/a	n/a	2i	6+	4			Reservist, anti tank grenade	19	4	
INF	Reservists with CG or PzF44	IN/A	n/a	8i	6+	4			LAW, Reservist	25	4	

Note that M113 infantry do not have integral Milan, they instead have a Milan team to represent their larger size.

Type	Name	Armour		Wpn	To hit	Morale	ATGM		Notes	Points	BP	Design notes
		Front	Side				To hit	Wpn				
SPRT	20mm Flak	n/a	n/a	3a	6+	3			AA Gun (7+), Towed	17	2	
SPRT	Bofors L70	n/a	n/a	4a	6+	3			AA gun (7+), Towed	18	2	
SPRT	Carl Gustav or Panzerfaust 44 team	n/a	n/a	8i	5+	3			LAW	18	2	If fielded separately
SPRT	Carl Gustav or Panzerfaust 44 team (reserve or Regional Defence Force)	n/a	n/a	8i	6+	3			LAW, Reservist	16	2	If fielded separately
SPRT	Fernspäher Patrol	n/a	n/a	8i	4+	5			LAW, recce, small team	50	5	
SPRT	I-HAWK	n/a	n/a	0	6+	3			SAM (9+)			
SPRT	Jaegerkorpset	n/a	n/a	8i	4+	5			LAW, recce, small team	45	5	
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	Milan Team	n/a	n/a	0	5+	3	3+	11h		38	5	
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	Panzerfaust 44 team	n/a	n/a	8i	5+	3			Small team	12	1	
SPRT	PzAbw 106mm Recoiless Rifle	n/a	n/a	9h	6+	3			Towed	16	2	
SPRT	Redeye	n/a	n/a	0	7+	2			MANPAD (8+), small team	5	1	
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	<i>Beobachtungspanzer</i>	10	8	0	5+	4			Recce	12	2	Y	
Light	Fuchs	10	8	0	4+	4			APC, ATV	9	1		
Light	<i>Fuchs NBC recce</i>	10	8	0	4+	4			Recce, ATV	13	1		
Light	Gepard	13	11	5a	4+	4			AA gun (6+)	22	3		
Light	<i>Itlis Light Utility Vehicle</i>	6	6	n/a	n/a	3			APC-	3	1		
Light	Jaguar 1	12	10	n/a	n/a	4	4+	10h		29	4		
Light	Jaguar 2	13	11	n/a	n/a	4	3+	12h	Thermal	57	7		
Light	Jgpz Kanone	12	10	8	5+	5			Fixed Forward	23	3		
Light	<i>KraKa Airborne Weapons Carrier</i>	5	5	n/a	n/a	3			ATV, APC-	3	1		
Light	<i>KraKa MK Airborne 20mm AA Vehicle</i>	5	5	3a	5+	4			ATV				
Light	<i>KraKa TOW Airborne ATGM Vehicle</i>	5	5	n/a	n/a	4	3+	12h	ATV	20	2		Milan version treat as team and weapons carrier
Light	Luchs	10	8	3a	4+	4			ATV, Recce	18	2		
Light	M113 Panzer Moerser	10	8	n/a	8+m	4			Mortar	18	2	Y	
Light	<i>M113 Panzer Moerser 120</i>	10	8	1	8+m	4			Mortar	20	2	Y	
Light	M113G	10	8	0	5+	4			APC++	7	1	Y	Milan teams may fire mounted
Light	M113G TOC	10	8	0	5+	4			Recce	13	1	Y	
Light	M113G FIST-V	10	8	0	5+	4			Recce	13	1	Y	
Light	M577A1G	10	8	0	5+	4			Recce	13	1	Y	
Light	Marder 1	12	9	4a	4+	4	3+	11h	APC, ATGM dismount, Thermal	25	3		
Light	<i>Marder 1A1</i>	12	9	4a	4+	4	3+	11h	APC, ATGM dismount, Thermal	30	3		
Light	<i>Marder 1A1-</i>	12	9	4a	4+	4	3+	11h	APC, ATGM dismount,	25	3		
Light	<i>Marder 1A1A</i>	12	9	4a	4+	4	3+	11h	APC, ATGM dismount,	25	3		
Light	<i>Marder 1A2</i>	12	9	4a	4+	4	3+	11h	APC, ATGM dismount, Thermal	30	3		
Light	<i>Marder 1A3</i>	12	10	4a	4+	4	3+	11h	APC, ATGM dismount, Thermal	32	3		
Light	<i>Munga Light Utility Vehicle</i>	6	6	n/a	n/a	3			APC-	3	1		
Light	Radarpnzer Kurz 91-2	10	8	3a	4+	4			Recce	19	2		
Light	Raketenjagdpanzer 2	12	10	0	6+	4	5+	10h		26	3		
Light	Raketenjagdpanzer SS11	10	8	n/a	n/a	4	5+	10h		24	3		
Light	Roland	10	8	n/a	n/a	4			SAM	35	4		
Light	Schützenpanzer Kurz 11-2 20mm Reconnaissance Vehicle	10	8	3a	4+	4			Recce	19	2		
Light	Schützenpanzer Kurz 22-2 Command/OP Vehicle	10	8	3a	4+	4			Recce	19	2		
Light	Schützenpanzer Kurz 51-2 81mm Mortar Carrier	10	8	0	8+m	4			Mortar	19	2		
Light	Schützenpanzer Lang 52-3 120mm Mortar Carrier	10	8	1	8+m	4			Mortar	19	2		

Light	Truck	6	6	n/a	n/a	3			APC++, Prime Mover	4	1		
Light	Wiesel Recce	10	8	0	6+	4			Recce	15	1		
Light	Wiesel 20mm Weapons Carrier	10	8	3a	4+	4				12	1		
Light	Wiesel HOT	10	8	n/a	n/a	4	4+	10h		26	3		
Light	Wiesel TOW	10	8	n/a	n/a	4	3+	12h		30	3		

Type	Name	Armour		Wpn	To hit	Morale	ATGM		Notes	Points	BP	Amphib	Design notes
		Front	Side				To hit	Wpn					
MBT	Leopard 1A1	13	11	10	5+	6			Fast MBT	45	6		
MBT	Leopard 1A1A1	13	11	10	5+	6			Fast MBT	45	6		
MBT	Leopard 1A1A2	13	11	10	5+	6			Fast MBT	45	6		
MBT	Leopard 1A2	13	11	10	5+	6			Fast MBT	45	6		
MBT	Leopard 1A3	15s	13s	9	5+	6			Fast MBT, Special armour	45	7		
MBT	Leopard 1A4	15s	13s	9	5+	6			Fast MBT, Special armour	45	7		
MBT	Leopard 1A5	15s	13s	10	4+	6			Fast MBT, Special armour	60	8		
MBT	Leopard 2	18s	16s	11	4+	6			Fast MBT, Thermal, Special Armour	85	11		
MBT	Leopard 2A5	19s	16s	11	4+	6			Fast MBT, Thermal, Special Armour	90	11		
MBT	M48A2C (90mm)	14	12	9	5+	6				42	7		
MBT	M48A2G2	14	12	10	5+	6				46	6		
MBT	Biber AVLB	13	11	0	6+	4			Bridge layer	25	3		

Leopard 1s in Aufklarungs units may upgrade to recce for +15 points.