

FOCUSED FIREPOWER

A WWII Wargame for Heroes

Soviet Vehicles

Soviet Vehicles

Soviet vehicles were built to a very simple doctrine. Production is to be maximized, through all possible means. A very limited range of chassis were used, to mount a very limited selection of guns. The only changes allowed to designs were those to speed up production. This meant that many useful refinements present in British, American, and German tanks were missing.

It also meant that many vehicles were available in vast numbers. Given the poor crew training and unimaginative doctrine employed by the Red Army, as well as often poor leadership at all levels, meant that losses were very high indeed

In gaming terms, many of the following rules will apply to tanks of the Red Army.

No Radios: The Soviet Union was very short of radios, especially early in the war. Even tank section commanders would be lucky to have one. This eased somewhat from 1943, until most tanks would have them by the end of the war

Poorly trained crew: poor education, quick training, and high crew turn over due to the high casualty rate lead to poorly trained crews, especially early in the war. Any who survived long enough to become competent would probably be promoted.

Fractured chain of command: Red Army doctrine called for tanks to remain very close to their commanders, and crews were not expected to operate independently, so are best represented with the fractured chain of command rule. Towards the end of the war, the greater level of crew experience brought them up to average, so these two rules no longer apply.

Fanatical crews: In 1945, on the road to Berlin, the entire Red Army are fanatics, tank crew and all.

Mass production: Relative to other countries, almost all Russian vehicles are mass produced.

Many vehicles are subject to fractured chain of command and poorly trained crew rules as standard, and lack radios. For various purposes, you may wish to upgrade some of them, especially section command tanks.

The relevant costs are:

- Radio for 10pts
- Remove Fractured chain of command and poorly trained crew for 45pts

Soviet Vehicles

| T-37 | | Pts: |
|--|-----------------------|-----------------------|
| | Technical Data | Gaming Data |
| Unit Type | Amphibious Light Tank | Tracked Vehicle, Tank |
| In Service | From November 1933 | |
| Numbers in Service | 1130 | Sufficient |
| Crew | 2 | Needs 2 Infantry Crew |
| Speed (Road) | 35km/h | Speed 4 |
| Weaponry | 7.62mm DT (Turret) | |
| Armour | | |
| Hull (Front/Side/Rear/Top) | 9/9/9/6mm | Armour Class 1/1/1/1 |
| Turret (Front/Side/Rear/Top) | 9/9/9/6mm | Armour Class 1/1/1/1 |
| Special Rules: | | |
| Fractured chain of command, Poorly trained crews Amphibious, Reconnaissance Vehicle | | |
| Options: | | |
| | | |

| T-40 | | Pts: |
|--|---|-----------------------|
| | Technical Data | Gaming Data |
| Unit Type | Amphibious Light Tank | Tracked Vehicle, Tank |
| In Service | From June 1938 | |
| Numbers in Service | 225 | Restricted |
| Crew | 2 | Needs 2 Infantry Crew |
| Speed (Road) | 45km/h | Speed 5 |
| Weaponry | 12.7mm DShK (Turret) 7.62mm DT (Coaxial) | |
| Armour | | |
| Hull (Front/Side/Rear/Top) | 9/9/9/6mm | Armour Class 1/1/1/1 |
| Turret (Front/Side/Rear/Top) | 15/10/10/6mm | Armour Class 2/1/1/1 |
| Special Rules: | | |
| Fractured chain of command, Poorly trained crews Amphibious, Reconnaissance Vehicle | | |
| Options: | | |
| | | |

Soviet Vehicles

| T-60 | | Pts: |
|--|--|--|
| | Technical Data | Gaming Data |
| Unit Type | Scout Tank | Tracked Vehicle, Tank |
| In Service | M1941 from July 1941 M1942 from 1942 | Rare 1944 onwards |
| Numbers in Service | M1941 - 4200 M1942 - 2000 | Sufficient Sufficient |
| Crew | 2 | Needs 2 Infantry Crew |
| Speed (Road) | 44km/h | Speed 5 |
| Weaponry | 20mm TNSh L107 (Turret) 7.62mm DT (Coaxial) | |
| Armour | | |
| Hull (Front/Side/Rear/Top) | 20/15/15/10mm - M1941 35/15/25/10mm - M1942 | Armour Class 2/2/2/1 Armour Class 4/2/3/1 |
| Turret (Front/Side/Rear/Top) | 20/15/15/10mm - M1941 25/25/25/10mm - M1942 | Armour Class 2/2/2/1 Armour Class 3/3/3/1 |
| Special Rules: | | |
| No radio, Fractured chain of command, Poorly trained crews | | |
| Options: | | |
| <ul style="list-style-type: none"> • May buy recce skilled and radio for +20pts | | |

| T-70 | | Pts: |
|--|--|-----------------------|
| | Technical Data | Gaming Data |
| Unit Type | Light Tank | Tracked Vehicle, Tank |
| In Service | From March 1942 | |
| Numbers in Service | 4883 | Sufficient |
| Crew | 2 | Needs 2 Infantry Crew |
| Speed (Road) | 45km/h | Speed 5 |
| Weaponry | 45mm 20K L46 (Turret) 7.62mm DT (Coaxial) | |
| Armour | | |
| Hull (Front/Side/Rear/Top) | 35/15/25/10mm | Armour Class 4/2/3/1 |
| Turret (Front/Side/Rear/Top) | 60/35/35/10mm | Armour Class 6/4/4/1 |
| Special Rules: | | |
| No radio, Fractured chain of command, Poorly trained crews | | |
| Options: | | |
| <ul style="list-style-type: none"> • May buy recce skilled and radio for +20pts | | |

Soviet Vehicles

| T-26 | | Pts: |
|--|---|--|
| | Technical Data | Gaming Data |
| Unit Type | Light Infantry Tank | Tracked Vehicle, Tank |
| In Service | M1933 from June 1933 M1937 from March 1938 M1939 from July 1939 | |
| Numbers in Service | M1933 - 5500 M1938 - 2400 M1939 - 2420 | Sufficient Sufficient Sufficient |
| Crew | 3 | Needs 3 Infantry Crew |
| Speed (Road) | 32km/h - M33 35km/h - M37 30km/h - M39 | Speed 4 Speed 4 Speed 4 |
| Weaponry | 45mm 20K L46 (Turret) 7.62mm DT (Coaxial) 7.62mm DT (Turret - Rear) - M33/M37 7.62mm DT (AA Mount) - M39 | |
| Armour | | |
| Hull (Front/Side/Rear/Top) | 15/15/15/6mm - M33/M37/M39 | Armour Class 2/2/2/1 |
| Turret (Front/Side/Rear/Top) | 15/15/15/10mm - M33/M37/M39 | Armour Class 2/2/2/1 |
| Special Rules: | | |
| No radio, Fractured chain of command, Poorly trained crews | | |
| Options: | | |
| | | |

| BT-7/BT-8 (BT-7M) | | Pts: 130 |
|---|--|--------------------------|
| | Technical Data | Gaming Data |
| Unit Type | Fast Tank | Tracked Vehicle, Tank |
| In Service | BT-7 from 1937-41 BT-8 from 1939 | Rare after 1942 |
| Numbers in Service | BT-7 - 2000 BT-8 - 706 | Sufficient Restricted |
| Crew | 3 | Needs 3 Infantry Crew |
| Speed (Road) | 72km/h | Speed 8 |
| Weaponry | 45mm 20K L46 (Turret) 7.62mm DT (Coaxial) 7.62mm DT (Integral) 7.62mm DT (Turret - Rear) - BT-8 | |
| Armour | | |
| Hull (Front/Side/Rear/Top) | 22/13/13/10mm | Armour Class 2/1/1/1 |
| Turret (Front/Side/Rear/Top) | 15/15/15/10mm | Armour Class 2/2/2/1 |
| Special Rules: | | |
| No radio, Fractured chain of command, Poorly trained crews High Mobility | | |
| Options: | | |
| | | |

Soviet Vehicles

| T-28 | | Pts: |
|--|--|-----------------------|
| | Technical Data | Gaming Data |
| Unit Type | Medium Tank | Tracked Vehicle, Tank |
| In Service | From February 1933 | |
| Numbers in Service | 503 | Restricted |
| Crew | 6 | Needs 6 Infantry Crew |
| Speed (Road) | 37km/h | Speed 4 |
| Weaponry | 76.2mm KT-28 L16 (Turret) 7.62mm DT (Coaxial) 7.62mm DT (Turret - Rear) 7.62mm DT (Left Turret) 7.62mm DT (Right Turret) | |
| Armour | | |
| Hull (Front/Side/Rear/Top) | 30/20/20/10mm | Armour Class 3/2/2/1 |
| Turret (Front/Side/Rear/Top) | 20/20/20/15mm | Armour Class 2/2/2/1 |
| Special Rules: | | |
| No radio, Fractured chain of command, Poorly trained crews | | |
| Options: | | |
| | | |

| T-35 | | Pts: |
|--|--|-----------------------|
| | Technical Data | Gaming Data |
| Unit Type | Medium Tank | Tracked Vehicle, Tank |
| In Service | From February 1933 | |
| Numbers in Service | 503 | Restricted |
| Crew | 6 | Needs 6 Infantry Crew |
| Speed (Road) | 37km/h | Speed 4 |
| Weaponry | 76.2mm KT-28 L16 (Turret) 7.62mm DT (Coaxial) 7.62mm DT (Turret - Rear) 7.62mm DT (Left Turret) 7.62mm DT (Right Turret) | |
| Armour | | |
| Hull (Front/Side/Rear/Top) | 30/20/20/10mm | Armour Class 3/2/2/1 |
| Turret (Front/Side/Rear/Top) | 20/20/20/15mm | Armour Class 2/2/2/1 |
| Special Rules: | | |
| No radio, Fractured chain of command, Poorly trained crews | | |
| Options: | | |
| | | |

Soviet Vehicles

| T-34/76 | | Pts: |
|---|---|--|
| | Technical Data | Gaming Data |
| Unit Type | Medium Tank | Tracked Vehicle, Tank |
| In Service | M1941 from March 1941 M1942 from June 1942 M1943 from July 1943 | |
| Numbers in Service | M1941 - 9290 M1942 - 14041 M1943 - 10760 | Ubiquitous! |
| Crew | 4 | Needs 4 Infantry Crew |
| Speed (Road) | 55km/h | Speed 6 |
| Weaponry | 76.2mm F-34 L42 (Turret) 7.62mm DT (Coaxial) 7.62mm DT (Integral) | |
| Armour | | |
| Hull (Front/Side/Rear/Top) | 45/45/45/20mm | Armour Class 5/5/5/2 |
| Turret (Front/Side/Rear/Top) | 52/52/52/20mm - M1941 70/52/52/20mm - M1942, M1943 | Armour Class 5/5/5/2 Armour Class 7/5/5/2 |
| Special Rules: | | |
| Sloped armour Aquatic Mass produced Prone to breakdown until Spring '42 No Radio, Fractured chain of command, Poorly trained crews | | |
| Options: | | |
| <ul style="list-style-type: none"> Any T34 may upgrade to an OT-34, where the hull machine gun is replaced with a flame thrower. + 20pts, and + 2 on all damage rolls. Fuel tanks are dangerous! | | |

| T-34/85 Model 1943-44 | | Pts: |
|---|---|-----------------------|
| | Technical Data | Gaming Data |
| Unit Type | Medium Tank | Tracked Vehicle, Tank |
| In Service | From March 1944 | |
| Numbers in Service | 22559 | Ubiquitous! |
| Crew | 4 | Needs 4 Infantry Crew |
| Speed (Road) | 55km/h | Speed 6 |
| Weaponry | 85mm ZiS-S-53 or DT-5 L52 (Turret) 7.62mm DT (Coaxial) 7.62mm DT (Integral) | |
| Armour | | |
| Hull (Front/Side/Rear/Top) | 45/45/45/20mm | Armour Class 5/5/5/2 |
| Turret (Front/Side/Rear/Top) | 90/75/52/20mm | Armour Class 9/8/5/2 |
| Special Rules: | | |
| Sloped armour Aquatic Mass Produced APCR ammo standard 1945 | | |
| Options: | | |
| <ul style="list-style-type: none"> Any T34-85 may upgrade to an OT-34-85, where the hull machine gun is replaced with a flame thrower. + 20pts, and + 2 on all damage rolls. Fuel tanks are dangerous! | | |

Soviet Vehicles

| KV-1/KV-1E | | Pts: |
|---|---|---|
| | Technical Data | Gaming Data |
| Unit Type | Heavy Tank | Tracked Vehicle, Tank |
| In Service | M1939 from June 1940 M1940 from November 1940 KV-1E from April 1941 M1941 from July 1941 M1942 from January 1942 | |
| Numbers in Service | M1939 - 141 M1940 - 243 K-1E M1941 - 1121 M1942 - 1753 | Restricted Restricted Restricted Sufficient Sufficient |
| Crew | 5 | Needs 5 Infantry Crew |
| Speed (Road) | 35km/h 30km/h - KV-1E 29km/h - M1942 | Speed 4 Speed 4 Speed 3 |
| Weaponry | 76.2mm L-11 L32 (Turret) - M1939 76.2mm F-32 L42 (Turret) - M1940/KV-1E 76.2mm ZiS-5 L42 (Turret) - M1941/M1942 7.62mm DT (Coaxial) 7.62mm DT (Integral) 7.62mm DT (Turret Rear) | |
| Armour | | |
| Hull (Front/Side/Rear/Top) | 75/90/75/40mm 110/110/60/30mm - KV-1E/M1941 110/130/60/30mm - M1942 | Armour Class 8/9/8/4 Armour Class 11/11/6/3 Armour Class 11/13/6/3 |
| Turret (Front/Side/Rear/Top) | 90/75/75/35mm 90/110/75/35mm 110/110/110/35mm - M1941 120/120/120/40mm - M1942 | Armour Class 9/8/8/4 Armour Class 9/11/8/4 Armour Class 11/11/11/4 Armour Class 12/12/12/4 |
| Special Rules: | | |
| Mass produced No radio, Fractured chain of command, Poorly trained crews | | |
| Options: | | |
| | | |

| KV-2 | | Pts: |
|---|---|--------------------------|
| | Technical Data | Gaming Data |
| Unit Type | Heavy Tank | Tracked Vehicle, Tank |
| In Service | M1940 from February 1940 M1941 from March 1941 | |
| Numbers in Service | M1940 - 24 M1941 - 310 | Restricted Restricted |
| Crew | 6 | Needs 6 Infantry Crew |
| Speed (Road) | 26km/h | Speed 3 |
| Weaponry | 152.4mm ML10 L24 (Turret) 7.62mm DT (Coaxial) 7.62mm DT (Integral) 7.62mm DT (Turret Rear) - M1941 | |
| Armour | | |
| Hull (Front/Side/Rear/Top) | 75/75/70/40mm | Armour Class 8/8/7/4 |
| Turret (Front/Side/Rear/Top) | 110/75/75/35mm | Armour Class 11/8/8/4 |
| Special Rules: | | |
| Mass produced No radio, Fractured chain of command, Poorly trained crews | | |
| Options: | | |
| | | |

Soviet Vehicles

| IS-2 Model 1944 (Iosef Stalin) | | Pts: |
|--|--|-----------------------|
| | Technical Data | Gaming Data |
| Unit Type | Heavy Tank | Tracked Vehicle, Tank |
| In Service | From April 1944 | |
| Numbers in Service | 3475 | Sufficient |
| Crew | 4 | Needs 4 Infantry Crew |
| Speed (Road) | 37km/h | Speed 4 |
| Weaponry | 122mm D-25T L43 (Turret) 7.62mm DT (Coaxial) 7.62mm DT (Turret Rear) 12.7mm DShK (AA Mount) | |
| Armour | | |
| Hull (Front/Side/Rear/Top) | 120/90/60/30mm | Armour Class 12/9/6/3 |
| Turret (Front/Side/Rear/Top) | 100/90/90/30mm | Armour Class 10/9/9/3 |
| Special Rules: | | |
| Sloped armour Mass produced Small Ammo bay | | |
| Options: | | |
| | | |

Soviet Vehicles

| SU-76 | | Pts: |
|--|--|---------------------------|
| | Technical Data | Gaming Data |
| Unit Type | Self-propelled Gun | Tracked Vehicle, Tank |
| In Service | SU-76 from December 1942 SU-76M from May 1943 | |
| Numbers in Service | SU-76 - 800 SU-76M - 11300 | Restricted Ubiquitous! |
| Crew | 4 | Needs 4 Infantry Crew |
| Speed (Road) | 45km/h | Speed 5 |
| Weaponry | 76.2mm ZiS-3T Model 1942 L52 (Integral) | |
| Armour | | |
| Hull (Front/Side/Rear/Top) | 30/15/15/7mm | Armour Class 3/2/2/1 |
| Superstructure (Front/Side/Rear/Top) | 25/10/15/7mm | Armour Class 3/1/2/1 |
| Special Rules: | | |
| low profile Mass produced Aquatic Prone to Breakdown (SU-76 only) | | |
| Options: | | |
| | | |

| SU-85/SU-100/SU-122 | | Pts: |
|--------------------------------------|--|--|
| | Technical Data | Gaming Data |
| Unit Type | Self-propelled Gun | Tracked Vehicle, Tank |
| In Service | SU-85 from August 1943 SU-100 from November 1944 SU-122 from November 1942 | |
| Numbers in Service | SU-85 - 2050 SU-100 - 1675 SU-122 - 1148 | Sufficient Sufficient Sufficient |
| Crew | 4 5 - SU-122 | Needs 4 Infantry Crew Needs 5 Infantry Crew |
| Speed (Road) | 55km/h - SU-85/SU-122 50km/h - SU-100 | Speed 6 Speed 6 |
| Weaponry | 85mm D-5S L52 (Integral) - SU-85 100mm D-10S L54 (Integral) - SU-100 122mm M30S Model 1938 L22.7 (Integral) - SU-122 | |
| Armour | | |
| Hull (Front/Side/Rear/Top) | 45/45/45/20mm | Armour Class 5/5/5/2 |
| Superstructure (Front/Side/Rear/Top) | 45/45/45/20mm - SU-85/SU-122 75/45/45/20mm - SU-100 | Armour Class 5/5/5/2 Armour Class 8/5/5/2 |
| Special Rules: | | |
| | | |
| Options: | | |
| | | |

Soviet Vehicles

| ISU-122/ISU-152 | | Pts: |
|--------------------------------------|--|--------------------------|
| | Technical Data | Gaming Data |
| Unit Type | Self-propelled Gun | Tracked Vehicle, Tank |
| In Service | ISU-122 from December 1943 ISU-152 from From September 1943 | |
| Numbers in Service | ISU-122 - 2500 ISU-152 - 2574 | Sufficient Sufficient |
| Crew | 5 | Needs 5 Infantry Crew |
| Speed (Road) | 37km/h | Speed 4 |
| Weaponry | 122mm D-25T (Integral) - ISU-122 152mm MI-20 L28 (Integral) - ISU-152 12.7mm DShK (AA Mount) | |
| Armour | | |
| Hull (Front/Side/Rear/Top) | 90/90/60/30mm | Armour Class 9/9/6/3 |
| Superstructure (Front/Side/Rear/Top) | 90/75/60/30mm | Armour Class 9/8/6/3 |
| Special Rules: | | |
| Small Ammo bay | | |
| Options: | | |
| | | |

Soviet Vehicles

| | | |
|---|--------------------|-----------------------|
| BA-64 | | Pts: 120 |
| | Technical Data | Gaming Data |
| Unit Type | Armoured Car | Wheeled Vehicle |
| In Service | 1942-45 | |
| Numbers in Service | 9110 | |
| Crew | 2 | Needs 2 Infantry Crew |
| Speed (Road) | 80km/h | Speed 9 |
| Weaponry | 7.62mm DT (Turret) | |
| Armour | | |
| Hull (Front/Side/Rear/Top) | 15/6/4/0mm | Armour Class 2/1/0/0 |
| Turret (Front/Side/Rear/Top) | 6/6/4/0mm | Armour Class 1/1/0/0 |
| Special Rules: | | |
| Low silhouette No radio | | |
| Options: | | |
| <ul style="list-style-type: none"> • May buy recce skilled and radio for +20pts • 1944 onwards, may upgrade turret to DShk VHMG for +10 pts | | |

Soviet Vehicles

| US- 6 (M35 2.5 ton) | | Pts: |
|----------------------------|-------------------|-----------------------------|
| | Technical Data | Gaming Data |
| Unit Type | Truck | Wheeled Vehicle, Soft Sided |
| In Service | Whole war | |
| Numbers in Service | 250,000 | |
| Crew | Crewed by Section | Needs Infantry Crew |
| Speed (Road) | 52km/h | Speed 5 |
| Special Rules: | | |
| Transport Vehicel (12) | | |
| Options: | | |
| | | |

| ZIS-5 3 ton | | Pts: |
|------------------------|-------------------|-----------------------------|
| | Technical Data | Gaming Data |
| Unit Type | Truck | Wheeled Vehicle, Soft Sided |
| In Service | From 1933 | |
| Numbers in Service | 532311 | Ubiquitous! |
| Crew | Crewed by Section | |
| Speed (Road) | 60km/h | Speed 7 |
| Special Rules: | | |
| Transport Vehicel (25) | | |
| Options: | | |
| | | |