

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:		