

SOVIET

Combat Vehicle Handbook



Soviet Combat Vehicle Handbook supplements and extends the basic vehicle listing provided with the 2nd edition **Twilight: 2000** rules. More than 60 vehicles are represented, ranging from the WWII BA-64 armored car and T-34/85 tank through the latest variations of the T-80 to T-90 FST (future Soviet tank). Vehicles include five versions of the BTR, amphibious GAZ-46 and PT-76, Yugoslav M-80, M-60P APCs, Romanian TAB-72, TAB-80, TAB-90 APCs, Chinese Type 531 APC, and many other Soviet, Czech, Hungarian, Polish, and even American vehicles in current or recent service with Warsaw Pact armies. Plus a prototype binary propellant tank gun and three combat hovercraft not presently in service.

To top it off, the vehicle guide includes eight pages of color plates showing representative vehicles in their full color schemes—a tremendous resource for modern vehicle enthusiasts, modelers, referees, or players who wonder what their tank might look like.

All vehicles are completely described for use in **Twilight: 2000** games, but the data is presented so as to be of interest to modern vehicle enthusiasts even if they don't play **Twilight: 2000** or any game at all.

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P.O. Box 1646
Bloomington, IL 61702-1646

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Combat Vehicle Handbook

Loren K. Wiseman and Frank Chadwick

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CREDITS

Design: Loren K. Wiseman and Frank Chadwick

Art Direction: Amy Doubet

Graphic Design and Production: Kirk Wescom

Vehicle Illustrations: Steve Bryant and Cain Budds

Color Illustrations: Steve Venters

Pencil Illustrations: Tim Bradstreet and Grant Goleash

Text Manager: Michelle Sturgeon

Text Processing: Julia Martin and Elizabeth Meier

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INTRODUCTION

This book, like **American Combat Vehicle Handbook**, is intended to supplement the basic vehicle listing provided with the 2nd edition **Twilight: 2000** rules. Its pages provide a new approach to information handling by making the information a referee needs readily available in a form that is compact and easy to use.

The referee may copy the relevant pages (one copy for each vehicle used by the players or NPCs) and lay these out in front of him. Ammunition, fuel, and damage from travel or combat are easily recorded by the system of boxes, and other information can be noted in the margins as needed. The sheets can be saved from session to session or disposed of as the situation dictates. In any case, the referee has all the information needed for a particular vehicle, and will not need to constantly flip through several booklets as the adventure session proceeds.

Permission is granted for purchasers of this book to photocopy any page or pages for personal use.

EQUIPMENT LIST ADDITIONS

The following are additions to the basic equipment list.

Reactive Armor Blocks

Reactive armor blocks are special explosive charges fitted to the outside of an AFV for additional armor protection. These blocks detonate when hit by a round larger than 35mm in diameter, and the explosion is directed outwards, interfering with HEAT-type warheads on rockets, shells, missiles and grenades. Reactive armor has no effect on kinetic energy penetrators (those rounds labeled AP).

Reactive armor blocks may be applied to the turret front and sides, and the hull front of any AFV which has the appropriate attachment hardware installed. Installing such hardware takes welding equipment and one man-hour per unit of armor. Reactive armor adds 80 to the AV of the protected face. Each unit covers one-tenth of an armor face and is destroyed when activated. The number of units destroyed on any given face is the D10 roll to hit an unprotected part of the armor face.

Price: \$5000 (R/R).

Wt: 10 kg.

Large-Caliber Guns

Here we deal with weapons not found in the original game.

37mm Gun: A large-caliber gun used on the M8 Greyhound.

73mm Gun: A large-caliber gun used on the BMP-1.

76mm Gun: A large-caliber gun used on the M4A3E8 Sherman tank.

76.2mm Gun: A large-caliber gun used on the PT-76 light tank.

85mm Gun: A large-caliber gun used on the ASU-85 and the T-34/85 tank.

90mm Gun: A large-caliber gun used on the M47 and M48 U.S. tanks.

100mm Gun: A large-caliber gun used on the T-54/T-55 tanks.

115mm Gun: A large-caliber gun used on the T-62 tank.

125mm LP: This experimental large-caliber gun used on a limited number of T-80 and T-90 tanks uses an injected liquid propellant ignited electrically. The amount of propellant can be automatically adjusted to a specific range for optimum performance. The system is designed to be retrofitted to a standard 125mm breach, and consists of a new breechblock, propellant tank, and computer link to the range finder to adjust the amount of propellant injected with the range to the target. Only APFSDS rounds were produced for the system, and it is not known if any saw combat. They are available at the referee's discretion. Tanks with this system add 1 to their ROF.

Recoilless Weapons

82mm Recoilless Gun: A recoilless gun used on the OT-62.

Howitzers

105mm Howitzer: A howitzer mounted in the M7 Priest.

130mm Howitzer: A howitzer mounted in the SO-130.

203mm Howitzer: A howitzer mounted in the SO-203.

AMMUNITION

Large-Caliber Gun

73mm HEAT:

Wt: 3 kg.

Price: \$650 (—/R).

73mm HE:

Wt: 3 kg.

Price: \$500 (—/R).

37mm AP:

Wt: 1 kg.

Price: \$95 (—/R).

76mm AP:

Wt: 4 kg.

Price: \$750 (—/R).

76mm HVAP:

Wt: 4 kg.

Price: \$900 (—/R).

76mm HE:

Wt: 6 kg.

Price: \$800 (—/R).

76.2mm APHE:

Wt: 7 kg.

Price: \$800 (R/S).

76.2mm HEAT:

Wt: 4 kg.

Price: \$750 (R/S).

76.2mm HVAP:

Wt: 3 kg.

Price: \$900 (—/R).

76.2mm HE:

Wt: 6 kg.

Price: \$700 (R/S).

82mm R HE:

Wt: 11 kg.

Price: \$950 (—/S).

82mm R HEAT:

Wt: 12 kg.

Price: \$1000 (—/S).

85mm HVAP:

Wt: 10 kg.

Price: \$1000 (—/S).

85mm APHE:

Wt: 10 kg.

Price: \$900 (—/S).

90mm APDS-T:

Wt: 16 kg.

Price: \$550 (R/R).

90mm HEAT:

Wt: 16 kg.

Price: \$650 (R/R).

100mm HVAPDS-T:

Wt: 25 kg.

Price: \$750 (—/R).

100mm APHE:

Wt: 21 kg.

Price: \$650 (—/S).

100mm HEAT:

Wt: 22 kg.

Price: \$650 (—/S).

100mm WP:

Wt: 18 kg.

Price: \$700 (—/S).

115mm APFSDS:

Wt: 27 kg.

Price: \$800 (—/S).

115mm HEAT:

Wt: 25 kg.

Sample file

