RECOGNITION GUIDE

THREAT

**1 (BR) Corps
Intelligence Training Directive**

THREAT RECOGNITION GUIDE 1988
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NOTES ON SOVIET NOMENCLATURE

DESIGNATIONS - GENERAL RULES

1. FIRST LETTER GROUP

Z	ANTI AIRCRAFT GUN	T	TANK
A	AIRBORNE/AIRPORTABLE	D	ARTILLERY
SU	SELF PROPELLED	BM	ROCKET LAUNCHER
SA	SURFACE TO AIR MISSILE	M	ARTILLERY
BRDM	ARMOURED RECCE VEHICLE	BTR	APC

2. NUMBER GROUP

FIRST NUMBER IS EITHER YEAR OF FIRST SIGHTING OR CALIBRE OF MAIN ARMAMENT.

IF A SECOND NUMBER IS USED IT MAY INDICATE THE NUMBER OF MAIN ARMAMENT GUNS.
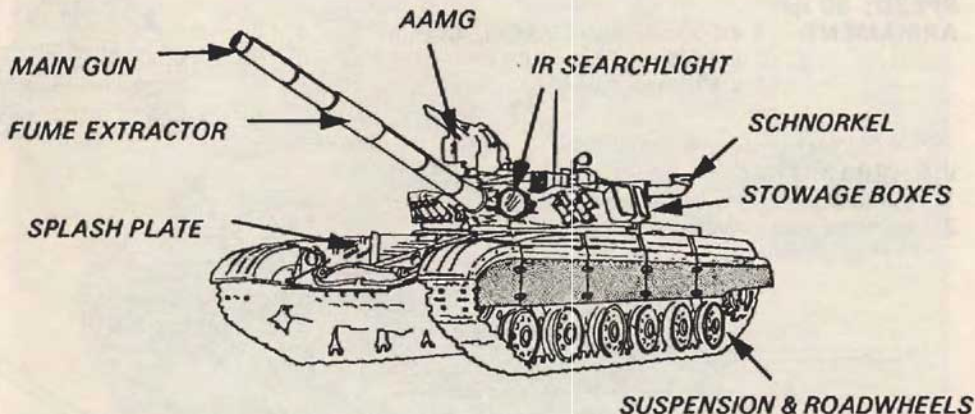
3. SECOND LETTER GROUP

P   AMPHIBIOUS
M   INFRA RED EQUIPMENT
B   MOUNTS SMALL TURRET
U   COMMAND VERSION

4. EQUIPMENT MAY BE DESIGNATED BY A LETTER AND THE YEAR WHEN FIRST SIGHTED

5. EXAMPLES:

BTR 60 PB	APC 60 AMPHIBIOUS WITH SMALL TURRET
ZSU 23-4	ANTI AIRCRAFT GUN - SELF PROPELLED WITH 4 x 23mm GUNS
T64	TANK SIGHTED IN 1964

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TANK RECOGNITION

AAMG

MAIN GUN

IR SEARCHLIGHT

FUME EXTRACTOR

SCHNORKEL

STOWAGE BOXES

SPLASH PLATE

SUSPENSION & ROADWHEELS

NOTES ON TANK DESTRUCTION:

All Soviet Tanks have their heaviest armour sited to protect a roughly 60° frontal arc. If possible, try to hit outside this arc. The addition of Reactive Armour makes it more difficult for HE weapons to penetrate, but, if hit, the explosion may disable the tank, and is unlikely to encourage close Infantry/Armour co-operation.
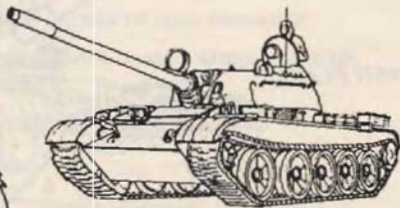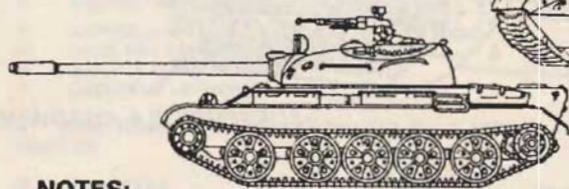
T 55

ROLE: MBT
CREW: 4
SPEED: 50 kph
ARMAMENT:
- 1 x 100mm Gun (1000m, 43 rnds)
- 1 x 7.62mm Coaxial MG
- 1 x 12.7mm AAMG

VULNERABILITIES:
1. Limited main gun depression
2. External fuel stowage

NOTES:
As an old tank with poorer armour and armament than more modern tanks, T 55 is no longer in use in normal GSFG units. However, it is the main tank of most WP countries and is being upgraded.

T 55

RECOGNITION FEATURES:
1. 5 large roadwheels, no return rollers
2. Fume extractor at end of barrel
3. Gap between 1st and 2nd roadwheels
4. Straight splash plate at front
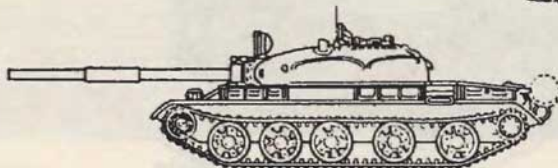5. Front climbing handles on turret are straight

T 62

ROLE: MBT
CREW: 4
SPEED: 50 kph
ARMAMENT: 1 x 115mm Gun (1500m, 40 rnds)
1 x 7.62mm Coaxial MG
1 x 12.7mm AAMG

VULNERABILITIES:
1. External fuel tanks
2. Very tiring to drive
3. Ammo stored with fuel
   in front hull

NOTE:
T 62 is being replaced by T 80 in
GSFG, although it is still in use
with many units further East.

T 62

RECOGNITION FEATURES:
1. 5 large roadwheels, no return rollers
2. Fume extractor $\frac{1}{3}$ way down the barrel
3. Gap between 3rd & 4th and 4th & 5th roadwheels
4. Straight splash plate on front
5. All climbing handles on turret are curved

T 64

ROLE: MBT (Only used by Soviet troops)
CREW: 3
SPEED: 70kph
ARMAMENT: 1 x 125mm Gun (2100m, 40 rnds)
                1 x 7.62mm Coaxial MG
                1 x 12.7mm AAMG
   (T 64 B can fire AT-8 ATGM to 4000m)

VULNERABILITIES:
1. Auxiliary fuel tanks
2. Limited main gun depression
3. Fragile auto-loader
4. Must stop to fire AT-8

NOTES: (As a guide)
   T 64 A has 3 boxes on LH side of turret: T 64 B has these boxes moved back or removed. The Command version, T 64 K, has the AAMG replaced by a whip aerial and a stowage tube for a telescopic aerial above the schnorkel. T 64 B can be fitted with reactive armour; on the turret front this is arranged in two tiers. (See diag. and compare with T 80)

T 64

RECOGNITION FEATURES:
1. 6 small roadwheels, 4 return rollers
2. Fume extractor 1/3 way down the barrel
3. Thermal sleeve around barrel
4. V-shaped splash plate
5. Schnorkel fitted to rear of turret, boxes on left side of turret
6. IR searchlight on left side of barrel
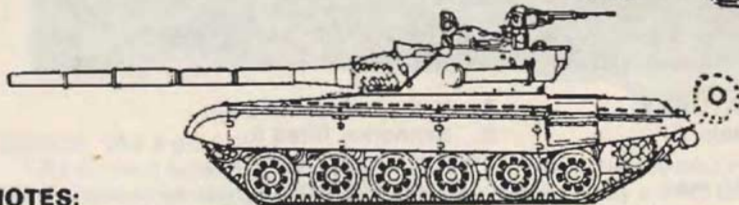
T 72

ROLE: MBT
CREW: 3
SPEED: 60 kph
ARMAMENT: 1 x 125mm Gun (2100m, 40 rnds)
1 x 7.62mm Coaxial MG
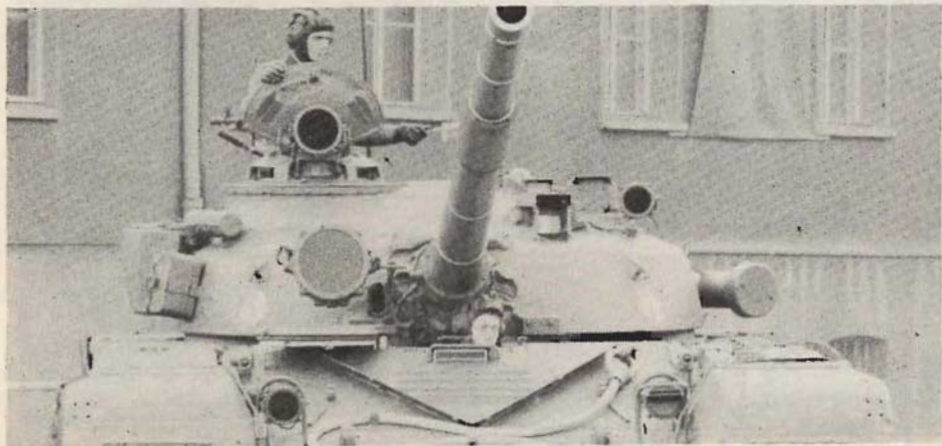1 x 12.7mm AAMG

VULNERABILITIES:
1. Limited main gun depression
2. Auxiliary fuel tanks
3. An AT wpn hit on turret or
   hull can damage the autoloader
   if it does not make a Kill

NOTES:
   The T 72 is not used by the Soviet Forces in GSFG, but is used by them elsewhere, and also by other WP armies.

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T 72

RECOGNITION FEATURES:
1. 6 large roadwheels, 3 return rollers
2. Fume extractor $1/3$ way down barrel
3. V-shaped splash plate
4. IR searchlight normally to right of barrel
5. AAMG on turret normally points to the rear
6. Schnorkel carried on rear left of turret
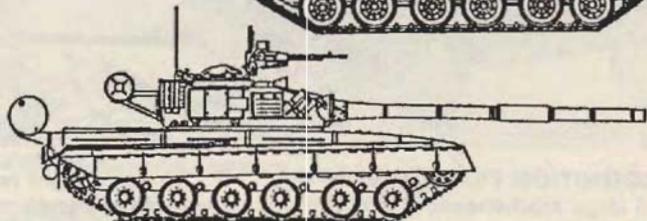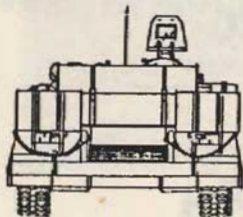
T 80

ROLE: MBT
CREW: 3
SPEED: 60kph (possibly brief
bursts at 70kph)
ARMAMENT: 1 x 125mm Gun (2100m, 40 rnds)
1 x 7.62mm Coaxial MG
1 x 12.7mm AAMG
Can also fire AT-8 missile to 4000m

VULNERABILITIES:
1. As for T 64

NOTES:
   T 80 uses a Gas-turbine engine similar to M1 Abrams'. Like T 64B some examples have reactive armour, although that on the turret front is mounted in a V shape.

T 80

RECOGNITION FEATURES:
1. 6 large roadwheels with centre two close together
2. Fume extractor $1/3$ of the way down the barrel
3. Very thick schnorkel carried across turret back
4. AAMG has big windshield
5. V shaped splash plate
6. Mounts 3 fuel drums: 1 on rear deck; 2 at rear
7. Large grilled exhaust outlet at centre rear

APC RECOGNITION

AT WEAPON — MAIN GUN — TURRET — TROOP COMPARTMENT — SPLASH BOARD — SUSPENSION & ROADWHEELS
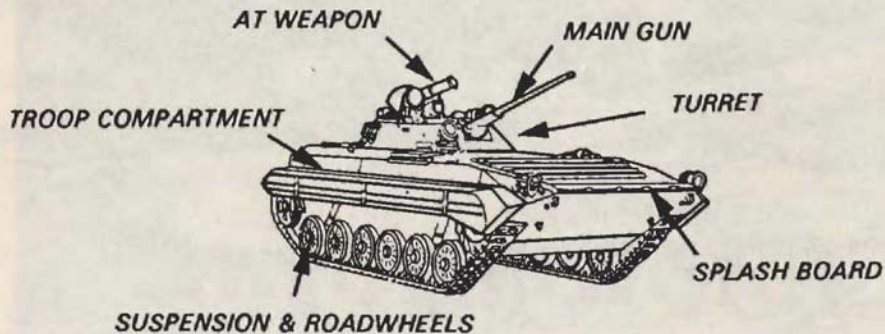
NOTE:

All APCs are vulnerable to AT weapons, and their light armour makes them vulnerable to heavy (12.7) MG fire at short ranges. Try to hit the armour as Square-on as possible to increase the chances of a kill.
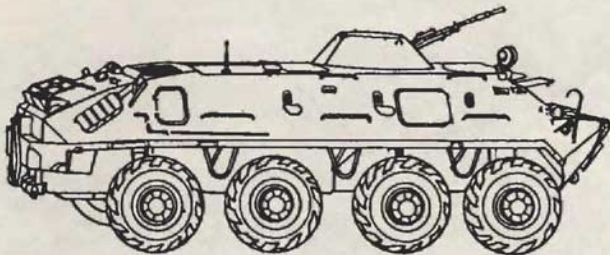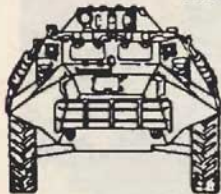
BTR 60 PB

ROLE: APC
CREW: 2 + 8 tps
SPEED: 80 kph
ARMAMENT: 1x14.5mm MG (2000m)
1x7.62mm Coaxial MG

VULNERABILITIES:
1. Lightly armoured
2. Rubber tyres
3. Slow and exposed
   dismount from top hatches

NOTES:
The BTR 60 series has many variants, mostly with Command and Communications functions, and are thus priority targets. Pick these out by looking for extra aerials and equipment on the vehicle.

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BTR 60 PB

RECOGNITION FEATURES:
1. 8x8, with wheels evenly spaced; steps between them
2. Boat shaped hull with splash plate under the bow
3. Small turret with large MG at front of hull
4. Square exhaust silencer at 45° angle on rear sides
5. 2 fwd opening D-shaped hatches in front of turret
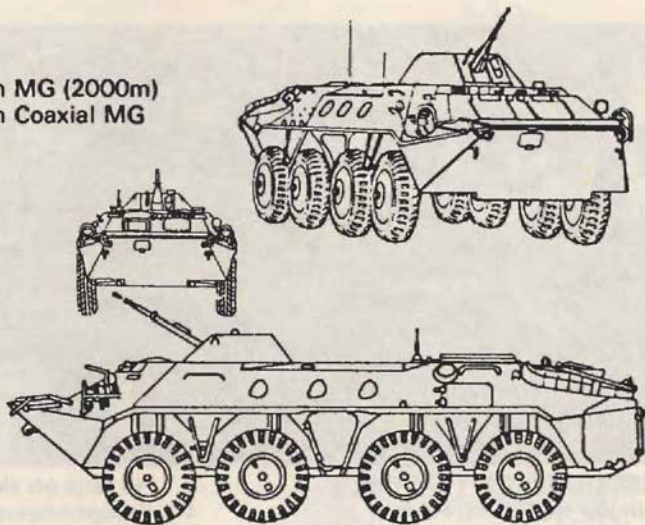6. Straight climbing rails on sides of hull

BTR 70

ROLE: APC
CREW: 2 + 8 tps
SPEED: 100 kph
ARMAMENT: 1x14.5mm MG (2000m)
1x7.62mm Coaxial MG

VULNERABILITIES:
1. Lightly armoured
2. Rubber tyres
3. Slow dismount from side hatches
4. Veh must stop or slow to a crawl for tps to dismount

NOTES:
BTR 70 is not widely deployed in GSFG, but does have some Command variants. A newer BTR, the BTR 80, with improved side exits and a horizontal exhaust is entering service.

BTR 70

RECOGNITION FEATURES:
Similar to BTR 60 PB but:
1. Gap, no step and a door between centre wheels
2. Longer bow & stern with splash plate on top of bow
3. No rails on sides
4. Raised engine cooling louvres at rear
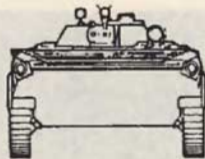5. Long, cigar shaped exhaust at 30° angle

BMP 1

ROLE: MICV
CREW: 3 + 8 troops
SPEED: 80 kph
ARMAMENT: 1x73mm Gun (800m, 40 rnds)
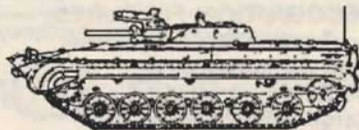1x7.62mm Coaxial MG
1xAT-3 (500-3000m, 3 reloads)

VULNERABILITIES:
1. Lightly armoured (12.7mm AP can penetrate sides at 800m).
2. AT-3 is unuseable on move; main gun is unstabilized.
3. Fuel tanks in rear doors.
4. Cannot get "hull down".

NOTE:
BMP 2 is similar, but has a larger 2 man turret with a long, thin 30mm cannon and an AT-5 SPANDRELL missile (4000m) on top.

BMP 1

RECOGNITION FEATURES:
1. Tracked; 6 x roadwheels and 3 return rollers
2. Sloping front deck with large ribbed area on top
3. "Frying pan" turret has short gun and Sagger rail
4. 4 vision blocks and firing ports on each side
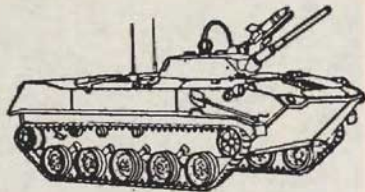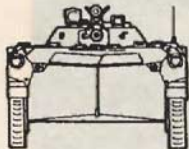5. Bulbous rear doors containing fuel tanks

BMD

ROLE: Airborne MICV
CREW: 3+4 tps (+6 tps carried on benches outside the hull)
SPEED: 80 kph
RANGE: 320 km
ARMAMENT:
1x73mm Gun (800m, 40 rnds)
1x7.62mm Coaxial MG (1000m)
2x7.62mm MG pointing fwd in bow
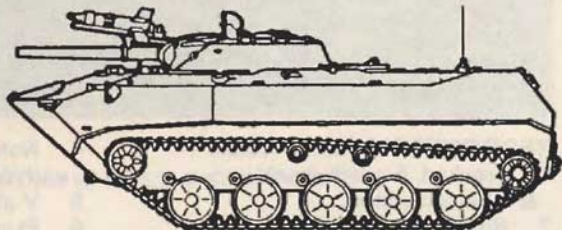1xAT missile (Sagger or Spiral)
+ 4 reloads (3000m: or 2000m)

VULNERABILITIES:
1. Lightly armoured
2. Tps exit from top

NOTES:
Veh variants include 30mm Cannon armament, an 82mm mortar carrier, and, on a lengthened 6 wheel chassis a loadcarrier, a command vehicle (no turrets) and a 120mm Gun/mortar carrier (2S9) with a bigger turret.
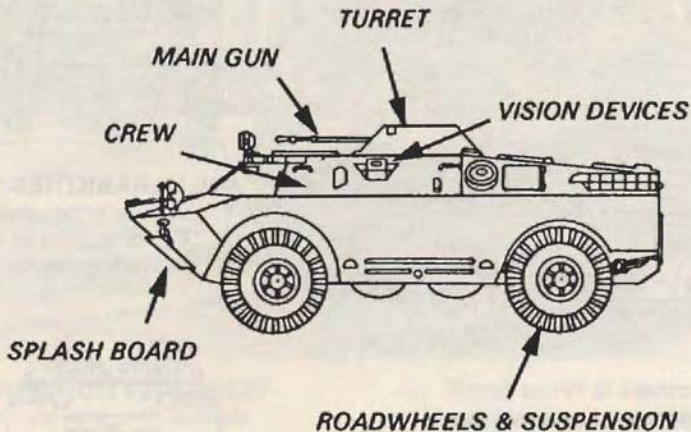
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BMD

RECOGNITION FEATURES:
1. Tracked, 5 roadwheels & 2 return rollers
2. Ribbed, sloping front
3. BMP type turret fwd, with 73mm gun and Sagger rail
4. Notched front corners with MG in each
5. V shaped front
6. Prominent cut-away in rear deck

RECCE RECOGNITION

TURRET

MAIN GUN

CREW

VISION DEVICES

SPLASH BOARD

ROADWHEELS & SUSPENSION

NOTE:
Recce vehicles, like APCs, are lightly armoured. Thus lighter weapons can be effective. However, one Recce vehicle in any group will hang back to report, so try to hit him before the others.
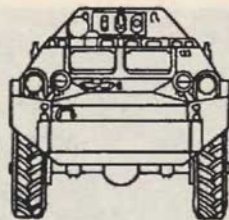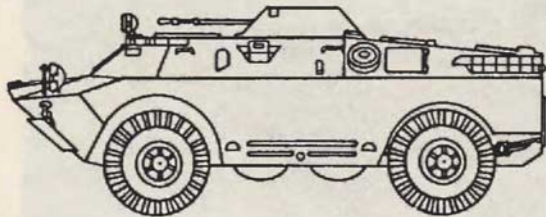
BRDM 2

ROLE: Recce and GP Vehicle
ARMAMENT: 1 x 14.5mm MG
1 x 7.62mm Coaxial MG
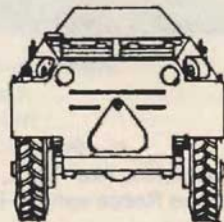
CREW: 4 or 5
SPEED: 100kph

VULNERABILITIES:
1. Lightly armoured
2. Petrol engine at rear
3. Rubber tyres

NOTE:
The BRDM 2 chassis has been used in modified form for several other variants: NBC recce, AT missile carrier, SAM system, Command and Liason etc.

BRDM 2

RECOGNITION FEATURES:
1. 4x4 vehicle with wheels under curved wheel arches
2. Also has 4 additional retractable belly wheels
3. Short stubby bonnet has splash plate underneath
4. Small turret at centre of vehicle: engine at rear
5. 2 hatches fwd of turret opening towards the middle
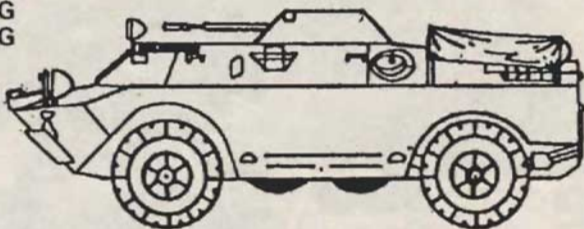6. 2 horizontal lines and footsteps on side of veh

BRDM 2 RKH

ROLE: NBC Recce vehicle
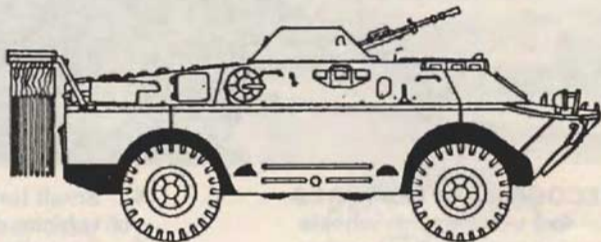**ARMAMENT:** 1 x 14.5mm MG
              1 x 7.62mm MG

CREW: 3 to 5
SPEED: 100kph
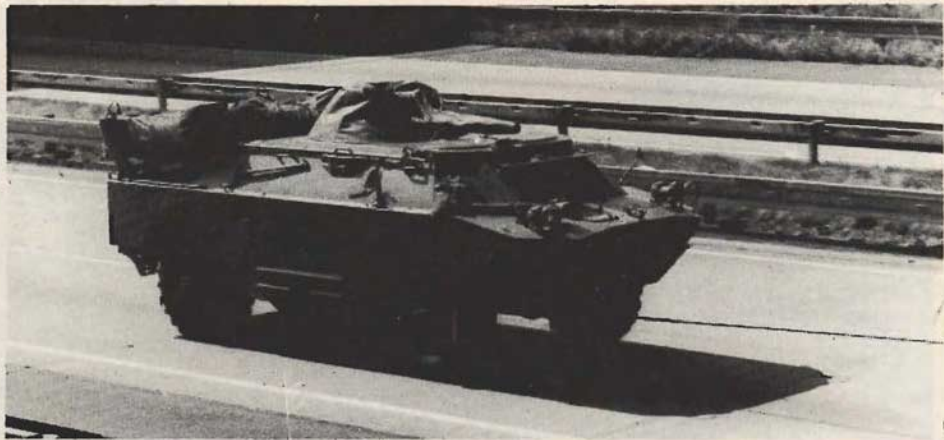
VULNERABILITIES:
1. As for BRDM 2
2. For accurate metering vehicle must move slowly (approx 20kph)

NOTE:

The marker flag dischargers, which are operated from inside the vehicle are a feature of NBC Recce versions on several chassis: each has RKH in its name.

BRDM 2 RKH

RECOGNITION FEATURES:
1. Base veh is BRDM 2
2. Two large "boxes" at rear left and right of veh
3. In transit the boxes usually lie atop rear deck and are canvas covered
4. When surveying "boxes" are uncovered revealing flags, and hang vertically behind the vehicle
5. Flags are supported by 2 large "Horns" per set

BMP M 1976

ROLE: Recce Vehicle
ARMAMENT: 1 x 73mm Gun (800m)
                 1 x 7.62mm Coaxial MG
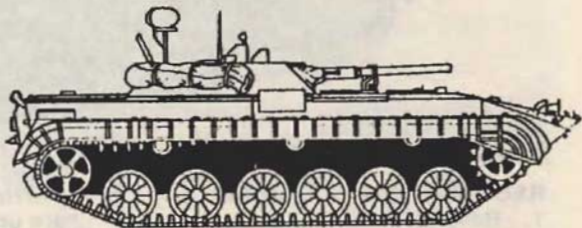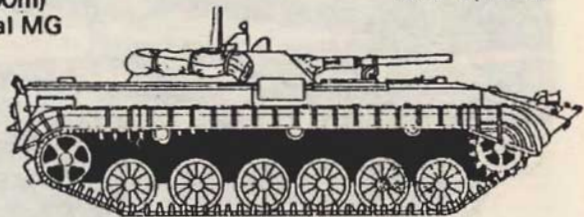
CREW: 6
SPEED: 80kph
VULNERABILITIES:
1. As for BMP 1
2. Limited AT capability

Also known as:
BMP R; BRM
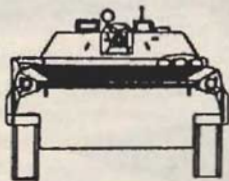
NOTE:
  There are two versions;
M1976/1 - Command Vehicle
M1976/2 - Radar Vehicle (TALL MIKE battlefield radar)
Limited Nos. are found in both Div and Regtl Recce units

BMP M 1976

RECOGNITION FEATURES:
As for BMP 1 but:
1. Large 2 man turret with 73 mm gun (NO Sagger rail)
2. One vision block and firing port on each side of rear hull
3. Telescopic mast carried across veh above rear door
4. On M 1976/2 turret rear a prominently hinged hatch covers TALL MIKE radar

ARTY RECOGNITION
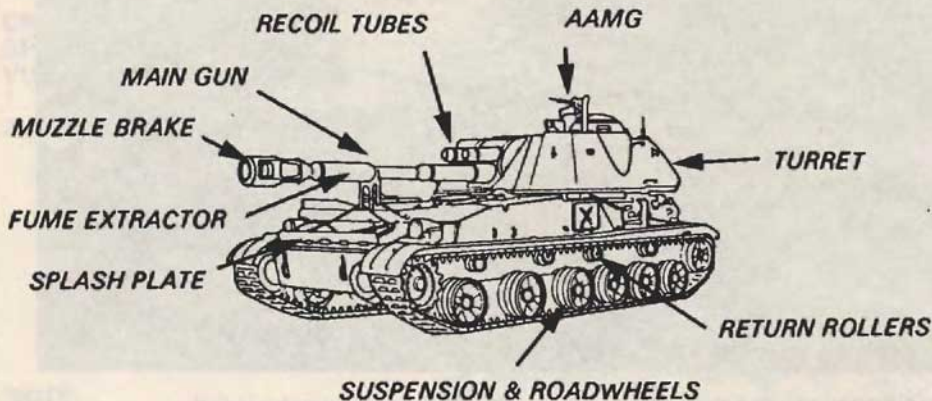
NOTES:
Arty is again lightly armoured, but almost all SP arty has its engine at the front. So, if possible, aim at the sides towards the rear to damage the gun or crew.

VASILEK

ROLE: Automatic Gun-Mortar in MR Bn mortar Bty
(Normally 8 Vasileks)

CALIBRE: 82mm
RATE OF FIRE: 120 rpm (cyclic)
40 - 80rpm (typical)
RANGE: 5000m (indirect)
1000m (direct)
AMMO: Supplied in 4 rnd clips
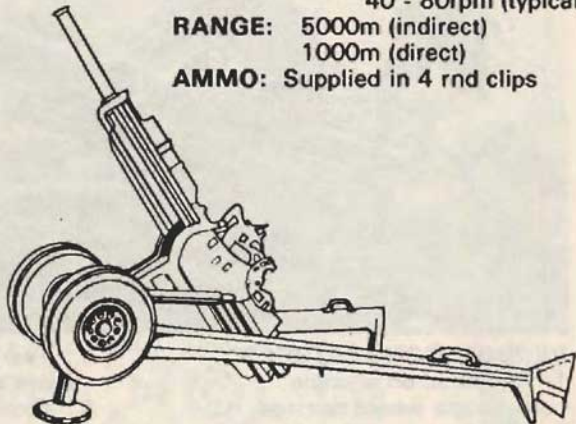
VULNERABILITIES:
1. Unarmoured with exposed crew
2. High rate of fire means greater ammo resupply difficulties

NOTES:
Vasilek, which can fire both indirectly (100 to 5000m) or directly (1000m) is not yet widely deployed in GSFG.

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VASILEK

RECOGNITION FEATURES:

1. Mounted on a single axle single wheel carriage
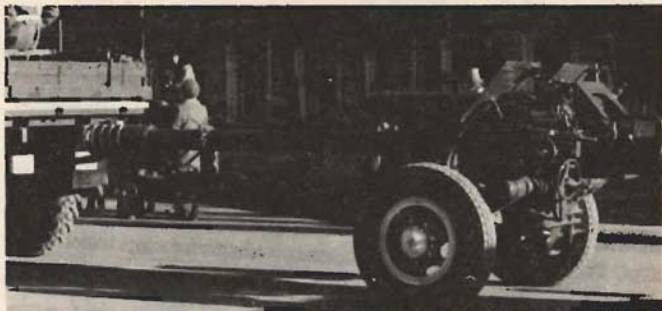2. Square box trails with no towing eye
3. No shield or muzzle brake
4. Two prominent cylinders above the barrel
5. Prominent firing jack foot, swung up under the barrel when being towed

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RECOGNITION FEATURES:
1. Only Sov gun towed by the barrel; has a prominent tow eye below muzzle brake
2. Single axle with single wheels (raised for firing)
3. 3 box trails secured under barrel for towing and spread at 120 when deployed
4. Recoil tube over barrel has an undercut front end
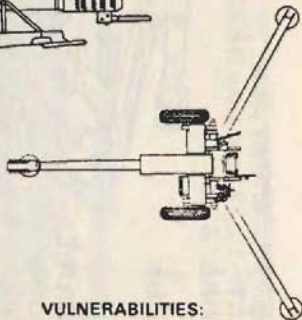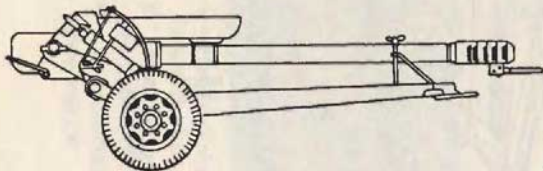
ROLE: Regimental Artillery Piece
CALIBRE: 122mm
RANGE: 15300m
RATE OF FIRE: Max 8 rpm
CREW: 6 - 8

VULNERABILITIES:
1. Slow to deploy and difficult to dig in.
2. Crew exposed.
3. Lower mobility than fwd elements.

2S1

ROLE: Regimental artillery piece
ARMAMENT: 1 x 122mm How (15300m, 40rnds)
RATE OF FIRE: 8 rpm
CREW: 4
SPEED: 65kph
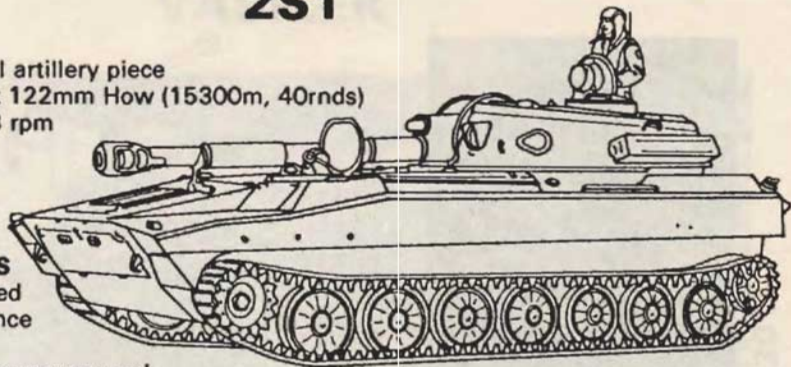
VULNERABILITIES
1. Lightly armoured
2. Little self-defence capability
3. Resupply vehcs unarmoured with lower mobility

NOTE:
2S1 is designed to keep up with leading elements, thus has high mobility and is amphibious.
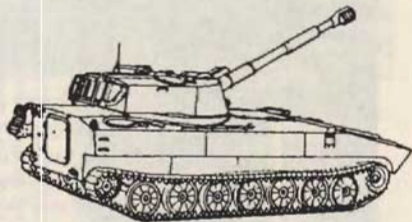
2S1

RECOGNITION FEATURES:
1. 7 Road wheels, no return rollers
2. "D" shaped turret at rear of chassis.
3. Double baffle muzzle brake and fume extractor
4. Barrel does not extend forward of the chassis.
5. Boat shaped hull; (Vehicle fully amphibious)
6. Vehicle has a long, low appearance

2S3

ROLE: Div and Army artillery piece
ARMAMENT: 1 x 152mm How (17300m, 40rnds)
             1 x 7.62mm MG
RATE OF FIRE: 4-6 rpm
CREW: 5
SPEED: 50kph
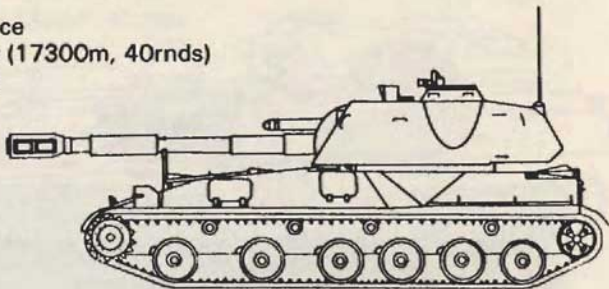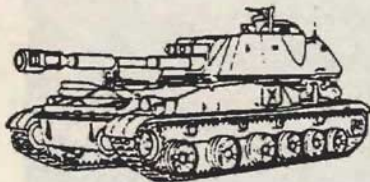
VULNERABILITIES
1. Lightly armoured
2. Resupply vehcs unarmoured
   with lower mobility

NOTE:
2S3 is NOT-amphibious.

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2S3

RECOGNITION FEATURES:
1. 6 x roadwheels, 4 return rollers.
2. High turret at rear of chassis.
3. Straight front splash plate.
4. Flared double baffle muzzle brake and fume extractor.
5. 2 prominent recoil tubes above rear of barrel

MTLB

RECOGNITION FEATURES:
1. 6 roadwheels, no return rollers.
2. Large drive sprocket at front of vehicle.
3. Small turret with MG at front right of roof.
4. Two flat square rear doors.

ROLE: General purpose armoured vehicle (Arty tractor, Engrs, APC, NBC Recce, Etc.)
SPEED: 60 kph
ARMAMENT: 1 x 7.62mm MG
CREW: (APC) 2 + 11 tps

VULNERABILITIES:
1. Lightly armoured
2. Slow speed in water

NOTES:
MTLB has a lower ground pressure than BMP, thus it is used as an APC in Northern regions. It is the normal tractor for the MT 12 Anti-tank gun, and has had VASILEK mounted on its top in Afghanistan.
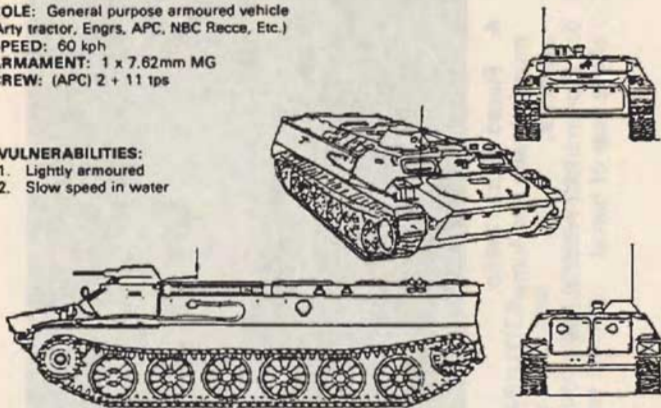
ACRV M 1974

RECOGNITION FEATURES:
1. 7 Pressed roadwheels, no return rollers
2. Angled, boxy hull, with shadowy gap under waistline
3. Low circular turret toward rear of chassis

4. ACRV 1 has a turrent AAMG
5. ACRV 2 has a box on the right side of the turret
6. ACRV 3 has a box above the rear door, no box on RH side, and normally an AAMG

ROLE: Arty Command and Recce Vehicle
ARMAMENT: 1x12.7mm AAMG on ACRV 1
1x12.7mm AAMG normally mounted on ACRV 3
No armament on ACRV 2

CREW: 6
SPEED: 65kph

ACRV 1

VULNERABILITIES:
1. Lightly armoured
2. Large size
3. Limited armament
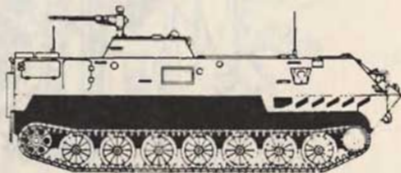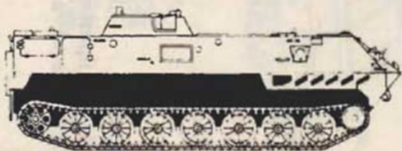
ACRV 2

NOTE:
ACRV 1 is a Bty COP
ACRV 2 is a COP
ACRV 3 is a Bn FDC

AD RECOGNITION

RADAR SYSTEMS

MISSILES (BOXED)

"TURRET"

SPLASH BOARD

SUSPENSION & ROADWHEELS
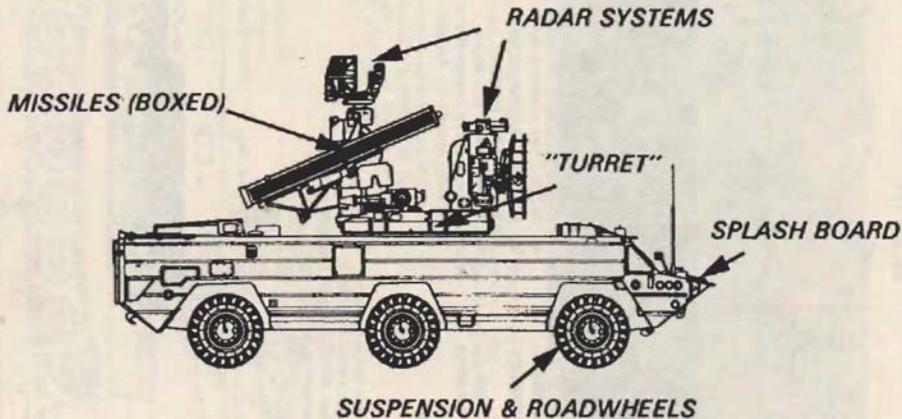
NOTES:
   AD equipment has basically the same characteristics as its chassis type. However, the missiles and radar systems can generally be easily damaged.

ZSU 23 4

ROLE: Regimental Air Defence
ARMAMENT: 4x23mm AAMG (2500m, 2000 rnds)
RATE OF FIRE: 500 rpm per barrel
CREW: 4
SPEED: 44 kph
RADAR: Gun Dish (20 km)
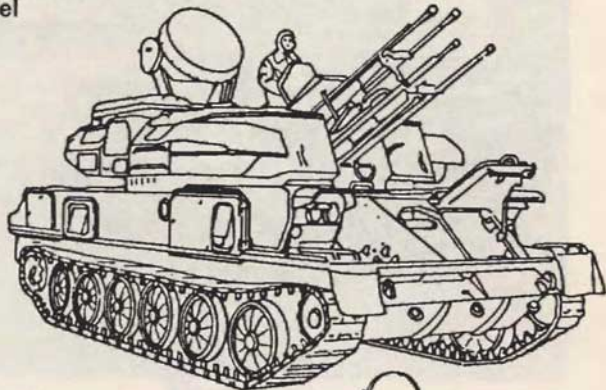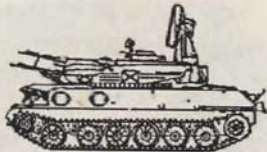
VULNERABILITIES:
1. Lightly armoured
2. Exposed radar
3. Limited sustained rate of fire

NOTE:
This vehicle is sometimes used for direct fire against ground targets.

ZSU 23 4

RECOGNITION FEATURES:
1. 6 Roadwheels, no return rollers.
2. Rectangular flat turret with bulges on the sides.
3. 4x23mm MG close mounted on front of turret
4. Radar on rear of turret which can fold backwards.

SA 6

ROLE: Divisional Air Defence
ARMAMENT: 3 x SAM
RANGE: 23000m
SPEED: 44 kph
VULNERABILITIES:
1. Lightly armoured
2. Exposed missiles
3. Has no integral
   radar system
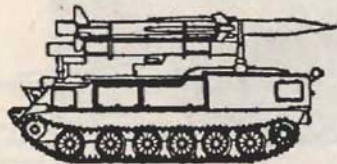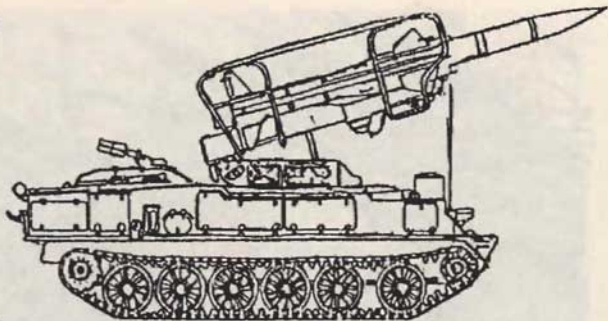
NOTE:
Due to lack of integral radar, a radar system on a similar chassis is always present. This is Straight Flush, with a 60 km range. Also present will be the Long Track surveillance radar (150 km) and Thin Skin height finding radar (240 km)

SA 6

RECOGNITION FEATURES:
1. 3 x 20 ft long missiles on a tracked TEL: 6 x wheels, no return rollers
2. Missiles pencil thin, no taper except at point, with 2 sets of small fins
3. 4 strakes along missile
4. For travel missiles point to rear
5. Seen with a similar veh with 2 big radars mounted one above the other

SA 8

ROLE: Divisional Air Defence
ARMAMENT: 4 (SA 8a) or 6 (SA 8b) SAMs
SAM RANGE: 12 km
RADAR: LAND ROLE
RADAR RANGE: 30 km
SPEED: 60 kph
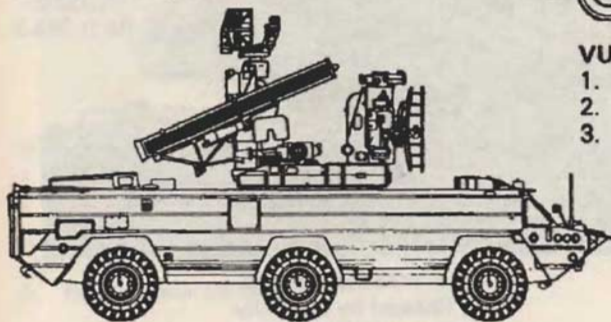
VULNERABILITIES:
1. Radars and missiles exposed
2. Lightly armoured
3. Rubber tyres

NOTE:
Of the two versions of SA 8, SA 8a, with 4 uncovered missiles has been superceded by SA 8b with 6 boxed SAMs. Both are amphibious.

SA 8
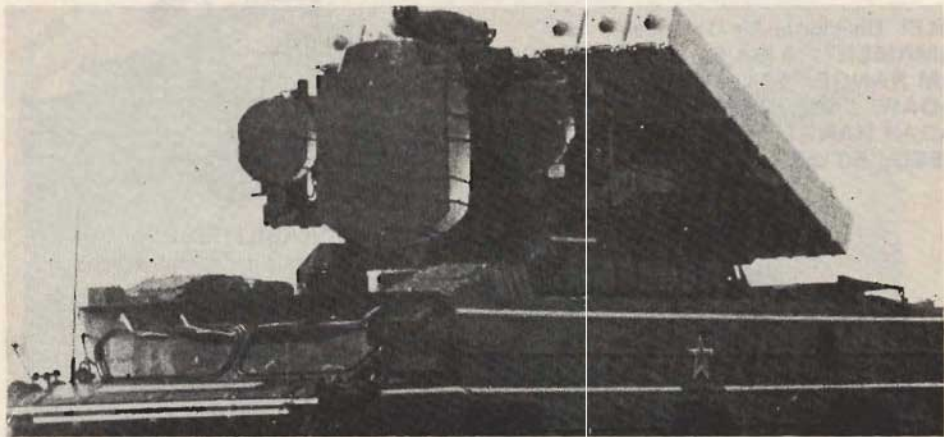
RECOGNITION FEATURES:
1. Large boat-like chassis
   (vehicle is amphibious)
2. 3 equally spaced axles
3. Large missile and radar
   assembly on a turntable at
   the centre of the chassis
4. Lower radar aerial is
   flat, flanked by 2 similar
   missile guidance aerials;
   upper radar is open curved
   mesh, and may be folded
   back over the missiles.

SA 9

ROLE: Regimental Air Defence
CREW: 3
ARMAMENT: 4 x SAMs
SPEED: 100 kph
RADAR: None- (Tgts optically tracked)
SAM RANGE: 5 km
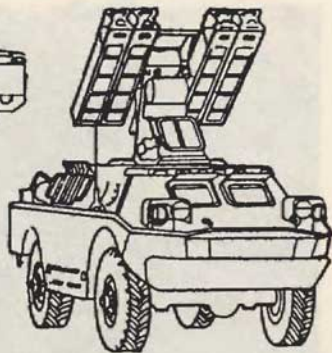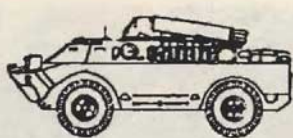
VULNERABILITIES:
1. As for BRDM 2
2. Missiles exposed
3. Relies on other sources for Tgt surveillance
4. Needs clear visibility

NOTE: SA 9 is being replaced by SA 13.

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SA 9

RECOGNITION FEATURES:
1. Base is modified BRDM 2 with turret replaced and no belly wheels
2. Has 2 boxed missiles on either side of a glass fronted 'Turret'
3. Missiles are elevated for firing and lowered onto hull for transit
4. Frame on side folds up to protect SAMs in transit

SA 13

ROLE: Regimental Air Defence
CREW: 3 - 4
ARMAMENT: 4 x SAM
RANGE: Approx 9km
RADAR: Yes, but probably "range only"
with limited surveillance capability
SPEED: 60kph
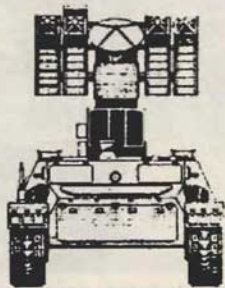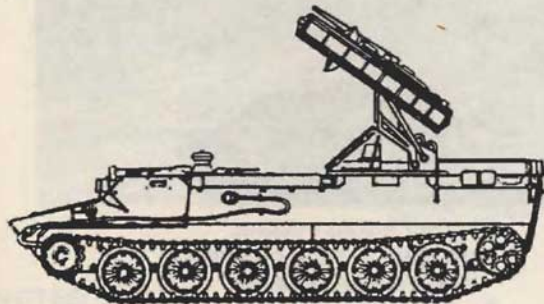
VULNERABILITIES:
1. Lightly armoured
2. Exposed Radar and missiles

NOTE:
SA 13 is replacing SA 9 as it has a better bad weather capability and greater mobility. It is amphibious.

SA 13

RECOGNITION FEATURES:
1. Base vehicle is an MTLB but has no MG turret at the front of the vehicle
2. Launching assembly is mounted toward the rear of the roof of the vehicle
3. Four boxed missiles arranged in twos on either side of a dish antenna
4. Missiles lay flat for travelling, and are raised and turned to fire

ENGR RECOGNITION

CRANE JIB

"TURRET"

DOZER BLADE

GRAB

EXCAVATOR BUCKET

SUSPENSION & ROADWHEELS
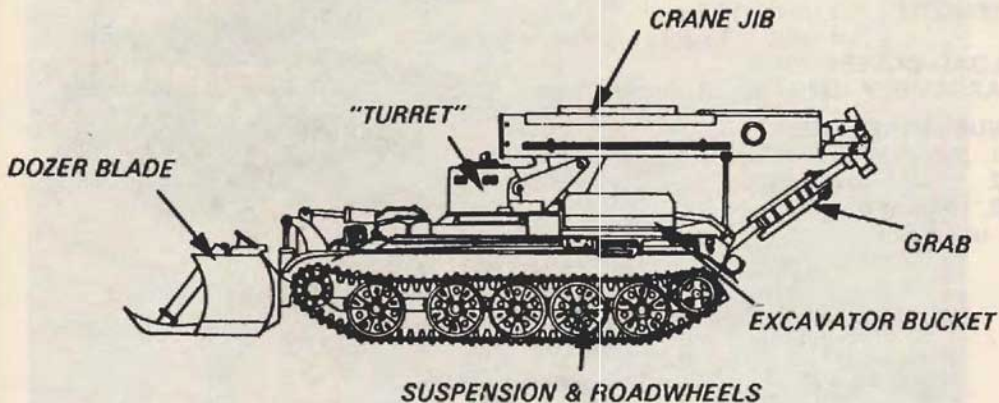
NOTES:
There is a huge variety of Engr equipment, however accessories such as dozer blades, cranes, bridges etc. make most equipment obvious. In general, it is lightly or un- armoured with no armament, and has hydraulic or winching systems which are vulnerable.

TMM

ROLE: Treadway Bridge
LENGTH: 1 unit = 10.5m
                4 units = 1 set
LOAD CLASS: 60
ASSEMBLY TIME: 30-60 mins for 1 set

VULNERABILITIES:
1. Unarmoured, with no armament
2. Slow launch time
3. Almost impossible to lay under fire
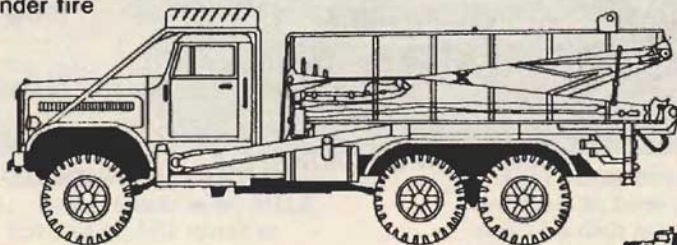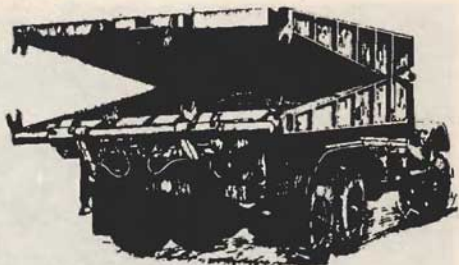
NOTE:
   This bridge can also be laid underwater for concealment.
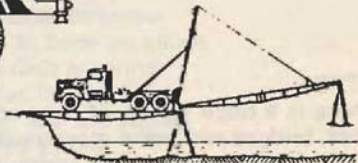
TMM

RECOGNITION FEATURES:
1. CARRIER
a. 7 Tonne vehicle - 6x6
b. Large bonnet with air vents along the side
c. Rounded, flat topped mudguards

2. BRIDGE
a. Bridge has a "clothes peg" appearance
b. "Tuning fork" launching arm below bridge section extends below cab

MT 55

ROLE: Armoured treadway bridgelayer
CREW: 2
SPEED: 50kph
BRIDGE LENGTH: 18m
LOAD CLASS: 50
LAUNCH TIME: 3mins
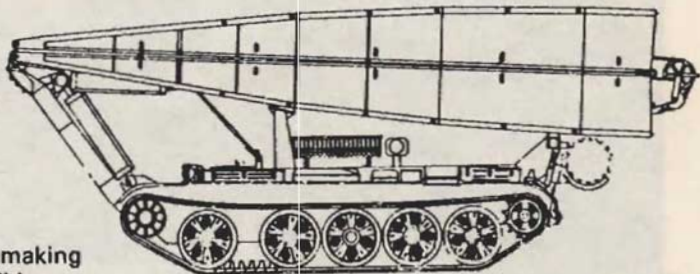
VULNERABILITIES:
1. External fuel storage
2. Bridge is scissors type, making laying operation easily visible.
3. Bridge is laid by two hydraulic rams behind the wide arm at the front of the chassis. If these are damaged the equipment is useless.

NOTE: There are several other WP bridgelayers based on the T 55 chassis but with different bridges

MT 55
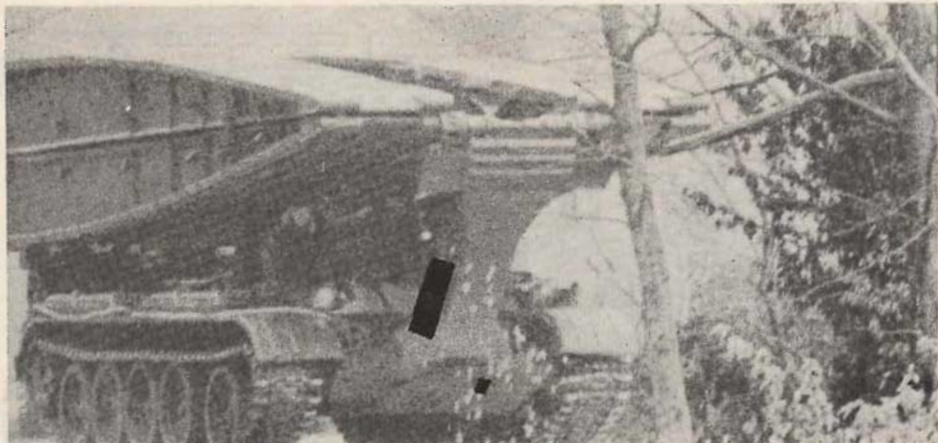
RECOGNITION FEATURES:
1. Modified T 55 chassis carrying scissors bridge
2. Schnorkel carried across chassis (BLG 60 lengthways)
3. Ribbed sides to bridge (BLG 60 has smooth sides)
4. Ribbed trackway on bridge (BLG 60 has smooth)
5. Hollow ends to bridge (BLG 60 has solid ends)
6. Bridge nose recessed

IMR

ROLE: Armoured Engr Route Clearing Vehicle
CREW: 2
LIFT CAPACITY: 3-4 t
SPEED: 50 kph
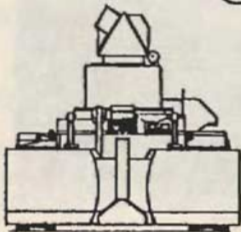
VULNERABILITIES:
1. No defensive armament
2. Turret and jib are probably only lightly armoured
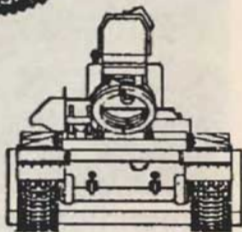
NOTES:
In addition to lifting or uprooting obstacles with the grab, the jib can be fitted with a bucket for digging. When not in use this is fitted to the left rear side of the vehicle.

IMR

RECOGNITION FEATURES:
1. Mounted on a modified T 55 chassis
2. Dozer blade in front: can fold over front of veh
3. Operators cab is round, armoured and central
4. Traversable telescopic crane jib with round grab
5. In transit the crane points backwards and overhangs the chassis

IPR
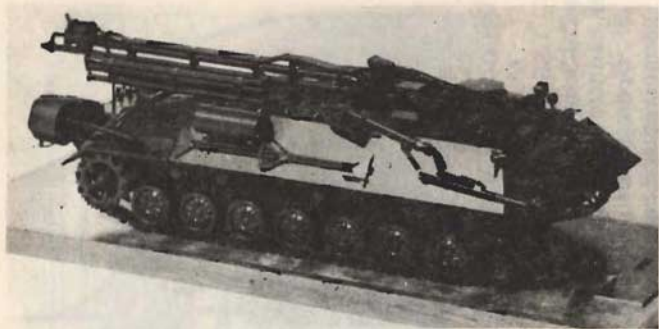
RECOGNITION FEATURES:
1. 7 roadwheels, 5 return rollers
2. Boat shaped hull with much "clutter" on outside
3. 2 enclosed propellers rear left & right of hull
4. Schnorkel tubes on roof overhang rear when folded
5. Periscope and 2 spade-like mine detectors at bow
6. 1 external fuel tank on RH upper hull, 2 on left

ROLE: Engr Recce Vehicle
CREW: 4
SPEED: 52 kph
ARMAMENT: 1 x 7.62mm MG
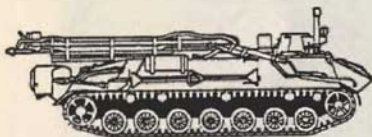
VULNERABILITIES:
1. Lightly armoured
2. External fittings inc schnorkel probably lightly protected
3. External fuel stowage
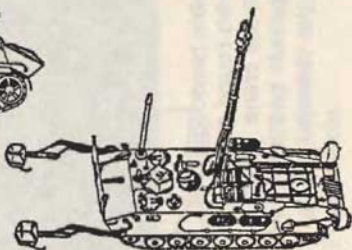
NOTE:
Can swim on the surface or submerge to drive along the river bed. The "spades" are mine detectors, and the veh is fully NBC protected.

HELICOPTER RECOGNITION

ENGINES

MAIN ROTOR

TROOP COMPARTMENT

TAIL ROTOR

COCKPIT

WEAPONS MOUNTS

FUEL PODS

LANDING GEAR
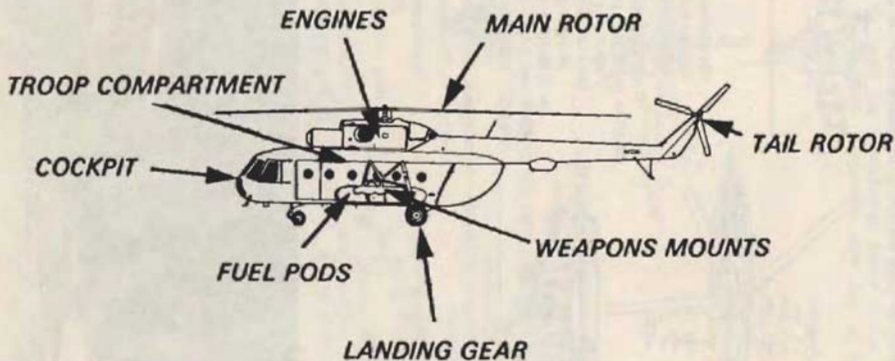
NOTES:

Until recently most Soviet helicopters were designed to do several jobs, including liaison, transport, observation and attack. Thus most are big compared to ours. When attacking they will normally use formations of four, attacking in pairs at low level.

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HIND

RECOGNITION FEATURES:
1. 5 main rotor blades, 3 tail rotor blades
2. "Double bubble" step-down cockpit
3. Retractable landing gear
4. Stubby wings with sharp downward tilt
5. Weapons mounted under wings
6. "Chin" gun turret and sensor pods under nose

ROLE: Ground Attack and Transport Helicopter
SPEED: 290 kph
RADIUS OF ACTION: 200 km
ARMAMENT: (D/E versions)
  1 x 12.7mm Gatling Gun
  4 x 250kg Bombs or
  4 x 57mm Rocket Pods
    (Total 128 rnds)
+ 4 x AT-2, AT-3 or AT-6 missiles
HIND can carry 8 troops

VULNERABILITIES:
1. Tail and main rotor blades and mountings
2. Engines
3. Cockpits
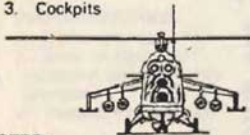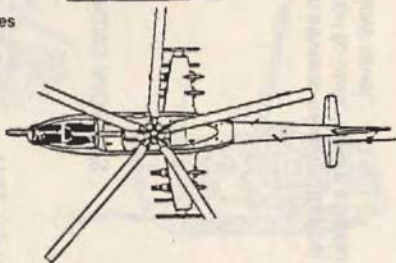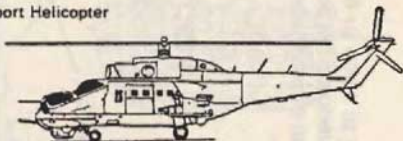
NOTES:
Although HIND is lightly armoured, it is a big tgt, with lower manoevrability than our helicopters. It usually operates in pairs, and must hover or fly in a straight line towards its target to use its missiles.

HIP

RECOGNITION FEATURES:
1. 5 main rotor blades. 3 tail rotor blades
2. 2 turbine engines; exhausts on sides
3. 6 round windows on side
4. Fixed landing gear
5. Has external fuel tanks with the right one largest
6. Large Clam shaped doors at rear of fuselage
7. Very rounded nose with lots of glass

ROLE: General Purpose Helicopter
SPEED: 260 kph
RADIUS OF ACTION: 240+km
CREW: 2 or 3 + up to 30 passengers (depending on equipment)
ARMAMENT: (HIP E)
      6 x 57mm Rocket pods (total 192 rnds)
  or 4 x 250kg Bombs
      + up to 4 ATGM or MGs
      + Nose (flex mounted) 12.7mm MG

VULNERABILITIES:
1. Unarmoured
2. External fuel tanks
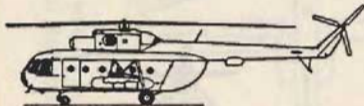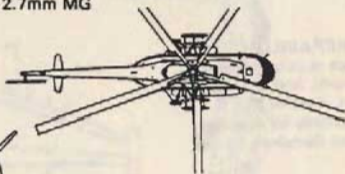
NOTE:
There are many variants of Hip with specialized roles. Hip E, the ground attack version, is the most heavily armed helicopter in the world. As well as the weapons listed above, the windows have mounts for passengers to fire their personal arms.

HOOK

RECOGNITION FEATURES:
1. Large size
2. 5 main rotor blades; 4 tail rotor blades
3. Two engines, intakes at front, exhausts to sides
4. Fixed landing gear
5. Engine, cockpit, nose have 3 stepped appearance
6. Side mounted fuel tanks
7. Stubby wings mounted high below main rotor

ROLE: Heavy Lift Cargo Helicopter
SPEED: 300 kph
RADIUS OF ACTION: 350 km +
CREW: 5 + 65 passengers (or 12000 kg)
ARMAMENT: 1 x 12.7mm Nose-mounted MG or NIL Armament

VULNERABILITIES:
Hook is large, slow and unwieldy, and is a good target. Against this it will usually be escorted by Heli Gunships.
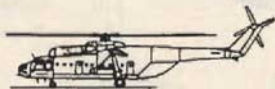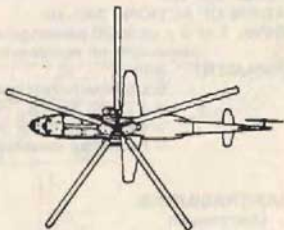
NOTE:
HOOK's large payload capacity enables it to carry vehicles as well as troops. All vehicles belonging to Airborne Forces can be carried, as well as Heavy Artillery pieces. Some Hooks have been converted to Airborne Command Posts, although this is rare; however, Front Level HQs often deploy in Hooks.

FROGFOOT

ROLE: Ground Support Aircraft
CREW: 1
SPEED: 880 kph
COMBAT RADIUS: 550 km
ARMAMENT: 1 x 23mm Cannon
Up to 10 External stores points
with capacity of up to 4000kg; stores can
be bombs, rockets and air to surface missiles.
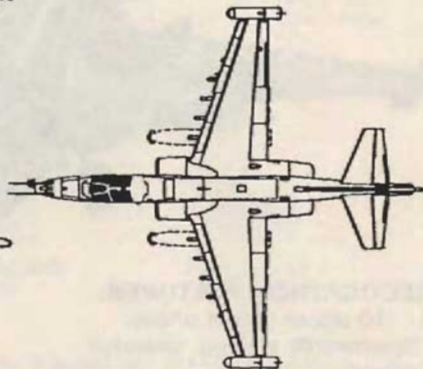
NOTES:
Frogfoot is the WP equivalent of the American A-10. Normally they will fly in pairs at very low altitude, being guided onto target by spotters on the ground or in Helicopters for very accurate weapons delivery.

FROGFOOT

RECOGNITION FEATURES:
1. 10 stores points under downwards sloping, unswept wings
2. Main wingtips are square and podded
3. Wedge-shaped nose
4. 2 engines at wingroots; outlets fwd of tailplane
5. Rear edges of elevators & tail swept slightly fwd
6. Single tail slightly fwd of rear or aircraft

TANK Bn ORBAT

(TANK BN OF A MOTOR RIFLE REGT OR AN INDEPENDENT TANK BN)

```
                                        HQ - - - - - - - - - - ┐
                    1 x MED TK                                 │
                    1 x BMP-1K                             ┌─────────┐
                    1 x GAZ-66 (Radio)                     │ SIGNAL  │
                    1 x ZIL Truck                          │ PLATOON │
                                                           └─────────┘
                                                           1 x BTR-60PU
┌─────────┐        ┌─────────┐        ┌─────────┐          1 x BRDM-2U
│ MEDIUM  │        │ MEDIUM  │        │ MEDIUM  │          1 x UAZ-(Radio)
│ TANK    │        │ TANK    │        │ TANK    │
│ COMPANY │        │ COMPANY │        │ COMPANY │
└─────────┘        └─────────┘        └─────────┘
13 x MED TK                        TK PL   TK PL   TK PL
1 x ZIL TRUCK
3 x KMT 4/6                          TK  TK   TK   TK

        ┌─────────┐        ┌─────────┐        ┌─────────┐
        │ MAINT   │        │ MEDICAL │        │ SUPPLY  │
        │ SECTION │        │ SECTION │        │ PLATOON │
        └─────────┘        └─────────┘        └─────────┘
     3 x ZIL BBV Wksp    1 x UAZ-452 AMB    5 x ZIL TRUCKS
                         3 x UAZ-469        3 x BOWSERS
```
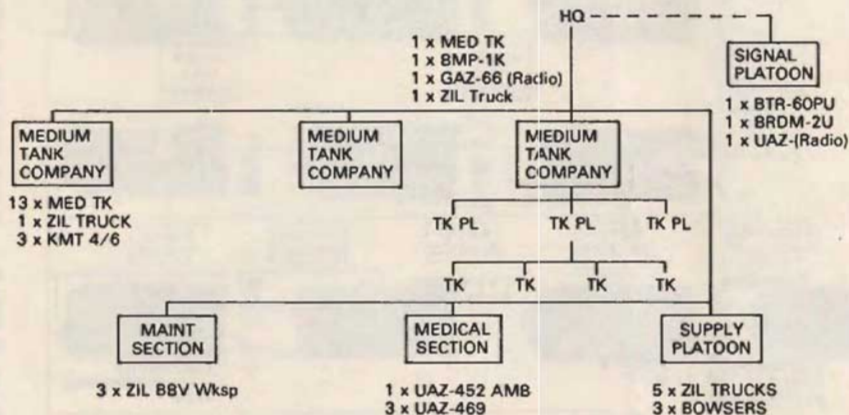
NOTES:

In a Tank Bn of a Tank Regt there are only 3 tanks per Platoon and thus only 10 tanks per Coy. In war, the Tank Bn of a Motor Rifle Regt (or vice versa) would normally be split and allocated to the other Bns, one Coy for each.

MOTOR RIFLE Bn ORBAT

(BTR 60 PB equipped)

HQ
- 1 x BTR 60 PB
- 1 x UAZ-69/469 (Radio)
- 1 x GAZ-66 (Radio)

MOTOR RIFLE COMPANY
- 12 x BTR-60PB
- 9 x RPK-74
- 9 x RPG 7V/RPG-16
- 3 x SNIPER RIFLE SVD

MOTOR RIFLE COMPANY

MOTOR RIFLE COMPANY

MG/ATTK PL — MR PL — MR PL — MR PL

MG SECT
- 1 x BTR-60PB
- 3 x PKMMG

ATTK SECT
- 1 x BTR-60PB
- 3 x AT-7

MR SECT — MR SECT — MR SECT

ANTI TANK PLATOON
- 1 x BTR 60PB

SECT
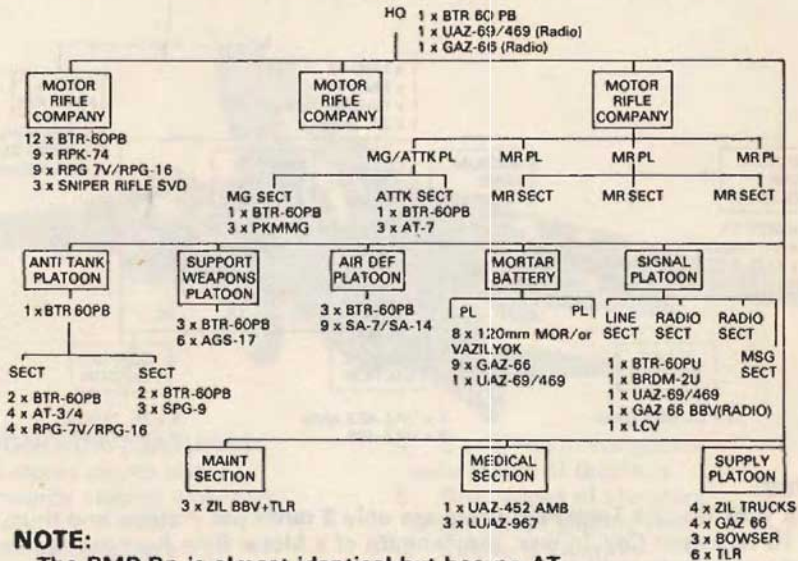- 2 x BTR-60PB
- 4 x AT-3/4
- 4 x RPG-7V/RPG-16

SECT
- 2 x BTR-60PB
- 3 x SPG-9

SUPPORT WEAPONS PLATOON
- 3 x BTR-60PB
- 6 x AGS-17

AIR DEF PLATOON
- 3 x BTR-60PB
- 9 x SA-7/SA-14

MORTAR BATTERY

PL — PL
- 8 x 120mm MOR/or VAZILYOK
- 9 x GAZ-66
- 1 x UAZ-69/469

SIGNAL PLATOON

LINE SECT — RADIO SECT — RADIO SECT — MSG SECT
- 1 x BTR-60PU
- 1 x BRDM-2U
- 1 x UAZ-69/469
- 1 x GAZ 66 BBV(RADIO)
- 1 x LCV

MAINT SECTION
- 3 x ZIL BBV+TLR

MEDICAL SECTION
- 1 x UAZ-452 AMB
- 3 x LUAZ-967

SUPPLY PLATOON
- 4 x ZIL TRUCKS
- 4 x GAZ 66
- 3 x BOWSER
- 6 x TLR

NOTE:
The BMP Bn is almost identical but has no AT Pl as the BMP has its own AT capability.

SOVIET RANKS

COL	LT COL	MAJ	CAPT
SNR LT	LT	JNR LT	WO
SGT MAJ	SNR SGT	SGT	JNR SGT
LCPL	PTE		
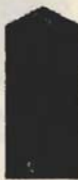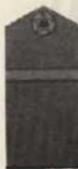
SOVIET ARM OF SERVICE BADGES

CHEM DEF
(Black)

RAILWAY
(Black)

PIPELINE
(Black)

MOTOR TRANSPORT
(Black)

BANDSMEN
(Red)

KOMMANDANTS
(Red)

MEDICAL
(Purple)

MOTOR RIFLE
(Red)

TANKS
(Black)

AIRBORNE
(Lt Blue)

AIR FORCE
(Lt Blue)

ARTILLERY
(Black)

SIGNALS
(Black)

ENGINEERS
(Black)

Base colours are as stated; motif is in yellow.
The base colour is repeated on the Shoulder Boards.

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ALTERNATIVELY CONTACT YOUR LOCAL INT SECTION (SEE P C115
OF THE BAOR TELEPHONE DIRECTORY).

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