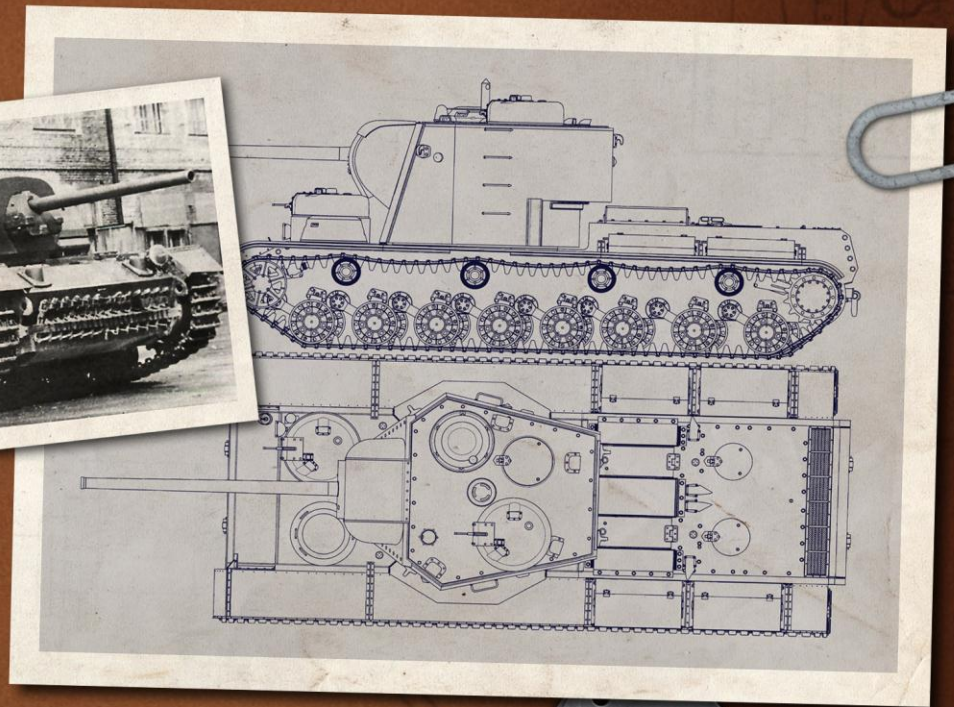


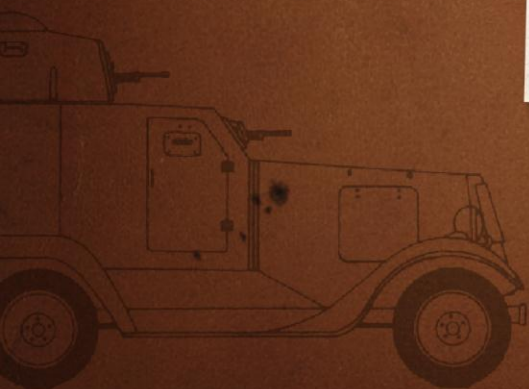
VICTORY DECISION

ADVANCED WARGAMING RULES

World War II
KV-5 AND SU-76I



A. D.
PUBLISHING



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ADVANCED WARGAMING RULES

World War II KV-5 and SU-76i

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1 Introduction

Welcome to the KV-5 and SU-76i Tank booklet, the "Victory Decision: World War II" supplement covering this two Soviet tanks of World War II.

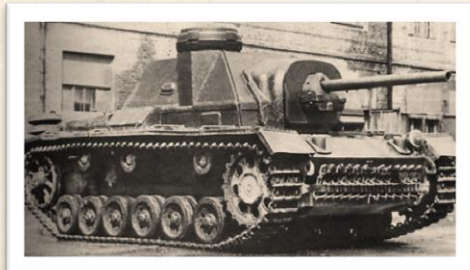
It is a free supplement to celebrate 1 year of "Victory Decision: World War II". Thanks to all of you who made this game a success.

May your dice always roll high,
Agis Neugebauer, May 2012

2 SU-76i Tank Destroyer and KV-5 Superheavy Tank

SU-76i Tank Destroyer – 120 points

In Service: 1943 **Element:** Heavy Support



The Soviet SU-76i self-propelled gun was based on captured German Panzer III and StuG III chassis, armed with a ZiS-5 76.2mm gun.

The vehicles were converted by adding a new enclosed superstructure and issued to tank and self-propelled gun units starting in autumn 1943. They were withdrawn from the front to training use in early 1944.

Name: SU-76i	Facing	Critical	Hit	Save	Special
Size: 4	Front	10+	8+	5+	Radio
Structure Points: 2	Sides	9+	8+	5+	
Move: Tracked/4"	Rear	9+	8+	5+	

Unit: SU-76i with hull mounted 76mm Zis-5 Gun (Fire Arc/F)

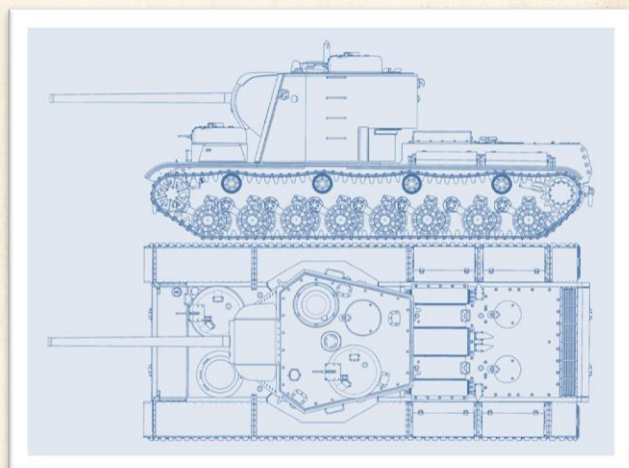
Options:

- Up to 2 SU-76i may be added to the unit for +120 points each

Weapon	U/T	Range	Damage	Feature
76mm Zis-5 Gun	1	48"	D10+2	Blast/1"

KV-5 Super-heavy Tank – 700 Points

In Service: 1942 **Element:** Heavy Support



The proposed KV-5 (Object 225) tank was a huge design. While the German Maus tank was the steel made expression of Nazi Germany's megalomaniac world view, the same can be said for the Soviet KV-5.

The KV-5 weighed 100 ton, was three times as long as a T-34 medium tank and around 4m high and wide. It truly dominated any battlefield; a lumbering beast with a pitifully slow turret traverse rate. While it was slow, the gigantic KV-5 was also almost immune to all enemy action thanks to its 170mm thick armour. The 107mm ZiS-6 Gun was able to destroy every enemy tank at long distance.

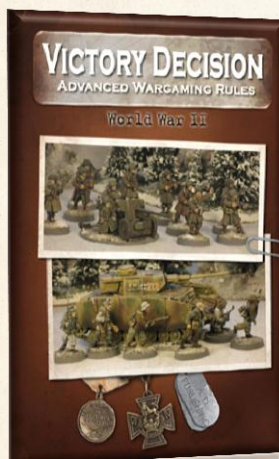
The design of the KV-5 was almost complete by August 1941 and production of the prototype had begun when the approaching German Army forced the design team to evacuate to the Urals. The project was cancelled in the same year.

Name: KV-5	Facing	Critical	Hit	Save	Special
Size: 6	Front	13+	10+	3+	Radio
Structure Points: 5	Sides	12+	10+	3+	
Move: Tracked/3"	Rear	12+	10+	3+	

Unit: KV-3 with turret mounted 107mm ZiS-6 Gun and one Co-Axial MG, one independent turret MG, one independent turret MG (Fire Arc/F, Fire Arc/SR, Fire Arc/SL)

Weapon	U/T	Range	Damage	Feature
107mm ZiS-6 Gun	1	60"	2xD10+4H	Blast/1", Save/-2
Co-Axial MG	2	24"	3xD6	Co-Axial, Suppression
MG	2	24"	3xD6	Suppression

Other Victory Decision ebooks by A.D.Publishing available at www.wargamesvault.com



Victory Decision – World War II - Rulebook

Even today's world is still living with the consequences of World War II, the most significant conflict in our history.

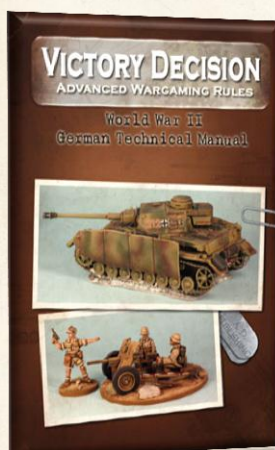
Victory Decision: World War II is an action based game that allows you to command a platoon sized force or more in this momentous conflict. It features a unique Leadership-modified alternate unit activation system. The result is a fun and fast paced war game that involves both players almost constantly.

These rules cover virtually all aspects of World War II gaming. Included are rules for: Moving, Hiding, Infiltrating and Spotting, Shooting and Concentrated Fire Actions, Assault and Close Combat Actions, Artillery and Air Strikes, Bunker Assaults, Night Fighting, Foxholes, Tank Pits and much more...

Victory Decision emphasises Troop Quality and Leadership and includes a fast and detailed Vehicle combat system.

The rules cover individually based infantry miniatures and also group- or multibased miniatures, aka Infantry Stands. While designed with 20-28mm miniatures in mind the Victory Decision game system is flexible enough to handle any miniatures from 6mm to 32mm. So whatever your existing miniature collection consists of, you can start playing right away.

This rulebook not only provides Scenarios but also Point based Army Lists for late war British, German, Soviet and US forces. All necessary Game Markers are also included within this book.



Victory Decision: WW II - German Technical Manual

This is the 1st supplement for our "Victory Decision: World War II" miniatures game.

A copy of the Victory Decision: World War II rulebook is necessary to fully use the content of this book.


The German Technical Manual is your comprehensive guide to using German Armoured Fighting Vehicles and Guns in Victory Decision: World War II.

This book covers over 130 guns and vehicles for your German forces from all periods of World War II. Included are:

Anti-Aircraft Guns, Anti-Tank Guns, Field Guns, Infantry Guns, Recoilless Guns and Rocket Artillery

Anti-Aircraft Vehicles, Armoured Cars, Assault Guns and self-propelled Artillery, Halftracks, Tanks, Tank Destroyers, Transport Vehicles and even Prototypes

**As with all our ebooks you will always get 2 products:
a full colour version with many high quality pictures of fully painted models
in addition a B&W text only printer friendly version**



This is a supplement for the "Victory Decision: World War II" miniatures game.
A copy of the Victory Decision: World War II rulebook
is necessary to fully use the content of this book.

The free "KV-5 and SU-76" booklet
is a guide to using both AFVs
in Victory Decision: World War II.

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ADP056

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