

Scud Ballistic Missile and Launch Systems 1955-2005

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Review by Jonathan Aird

As noted early on in this volume, the Scud is the ballistic missile that has seen the most combat use since the V2. This fascinating book traces the development of both the Scud missile itself and the many and various launchers it has been provided with ó from cumbersome multi-vehicle systems to the large single-vehicle launcher of more recent years. There is a discussion of the various warheads Scud has been fitted with once there was interest in something other than the original nuclear payload.

There is good detail on Scud proliferation beyond Warsaw Pact countries, and a summary of combat use, including some useful data on areas of coverage of possible engagements. The book ends with a short section on Scud replacements ó the original weapon now being out of production.

This slim volume probably contains all that most readers will want to know about the Scud system. The plates are very good for camouflage paint details. In wargaming terms, there is also probably all you need as well ó range, payload types, accuracy etc. However, the gamer will, like the real-life general, probably use Scuds very rarely on the table top ó unless it is as a target for roaming fighter-bombers or special forces.

Plates

A: SU218 launch vehicle (i) East Germany 1970, (ii) Poland 1965

B: Project 611AV ó submarine launcher

C: Scud missile & Successors 1959-99

D: Cutaway ó SS1C Scud B system, 1975

E: 9K73 Helicopter Scud System 1970

F: 9K72 Elbrus (i) East Germany 1975, (ii) East Germany 1990

G: 9K72E Elbrus-E (i) Libya 1975, (ii) Iran 1985

