

ZSU-23-4

Ratings

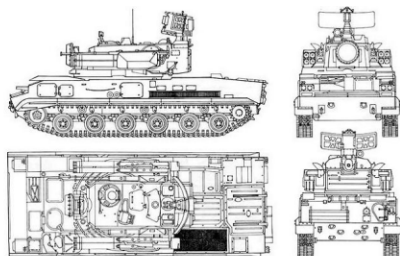
Front Armor: 2
Flank Armor: 1
Speed: 3
Mobility: Tracked

2A7 4x23mm Autocannon
Ammunition: 2000 rounds (33)
SCHE SCAP
Armor: Steel (+4/+4)



Special Abilities: Radar
OPTICS: Infra-red (Driver Only)

Unit	Ammo	ROF	Range Effectiveness														Ammo Supply	ERA Mod.
			Range in hexes															
			0	1	2	3	4	6	8	10	12	14	16	18	20	22		
ZSU-23	SCAP**	5	6:7	8:6	6:6	5:5	4:5	3:4	2:3	1:2	—	—	—	—	—	—	33	—
	SCHE**	5	3	5	5	5	5	4	4	3	2	1	—	—	—	—		



2S6

Ratings

Front Armor: 6
Flank Armor: 3
Speed: 4
Mobility: Tracked

2A38M 30mm Autocannons
SA19 SAM
Ammunition: 1904 rounds 30mm (32)
8 SA19 Missiles (3)
Armor: Steel (+4/+4)



Special Abilities: Radar; Stabilizer ; Laser Ranging
Optics: Thermal Imaging

Unit	Ammo	ROF	Range Effectiveness																Ammo Supply	ERA Mod.
			Range in hexes																	
			0	1	2	3	4	6	8	10	12	14	16	18	20	22				
2S6	SCAP ^{drk}	6	6:10	8:10	7:9	6:8	5:7	4:6	3:5	2:4	1:3	—	—	—	—	—	—	32	—	
	SCHE ^{drk}	6	4	7	7	7	7	7	6	5	4	—	—	—	—	—	—	32	—	
	SA19 †	2	—	—	5:9	5:9	5:9	5:9	4:9	4:9	4:9	4:9	4:9	3:9	3:9	2:9	3	—		

➡ SA-19 max range is 32 hexes (8km)