

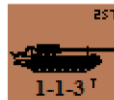
2S7 203mm Gun

Ratings

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

2A44 203mm Gun
PKT 7.62mm Machinegun
Ammunition: 16 rounds (5)
HE
Armor: Steel (+4/+4)

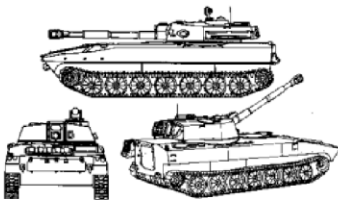
Special Abilities: Indirect Fire
OPTICS: Infra-red (Driver Only)



Weapon	Value (HE)	Max ROF	ICM	Incend Smoke	Chem Smoke	Range (Hexes)	Ammo Supply							
							HE	ICM	Incend Smoke	Chem Smoke	Illum.	RAP	CLGP	Art. Mines
203mm Howitzer 2S7	5	X4	—	—	—	150	5	—	—	—	—	2 / 222	—	—

Values are per strength point.

Ammo supply is the number of turns of fire except for smoke, which is the total number of smoke screens allowed.



Ratings

Front Armor: 4
Flank Armor: 2
Speed: 4
Mobility: Tracked Amphibious (TA)

2S18 122mm Howitzer
Ammunition: 40 rounds (13)
AP HE HEAT IS CS CLGP
Armor: Steel (+4/+4)

Special Abilities: Indirect Fire
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		
2S1	AP	2	8:17	9:17	8:17	6:16	4:15	3:14	2:12	1:10	—	—	—	—	—	—	2	—
	HEAT	2	8:19	8:19	7:19	5:19	3:19	2:19	1:19	—	—	—	—	—	—	—	2	—
	HE	2	6	10	10	10	10	10	9	8	7	6	5	4	—	—	9	—
	IS	2	—	20	20	20	20	18	16	14	12	10	8	6	—	—	3	—

Weapon	Value (HE)	Max ROF	ICM	Incend Smoke	Chem Smoke	Range (Hexes)	Ammo Supply							
							HE	ICM	Incend Smoke	Chem Smoke	Illum.	RAP	CLGP	Art. Mines
122mm Howitzer 2S18	4	X4	—	1	1	61	9	—	3	3	—	2 / 88	2	—

Values are per strength point.

Ammo supply is the number of turns of fire except for smoke, which is the total number of smoke screens allowed.