



V77 DANA 152mm Howitzer

Ratings

Front Armor: 2
Flank Armor: 2
Speed: 3
Mobility: Wheeled

152mm Howitzer
DsKHM 12.7mm Machinegun
Ammunition: 60 rounds (20)
HE HEAT
Armor: Steel (+4/+4)

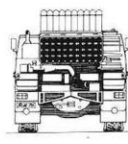
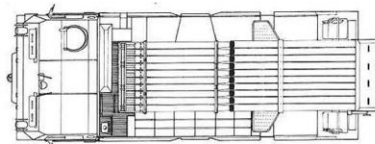
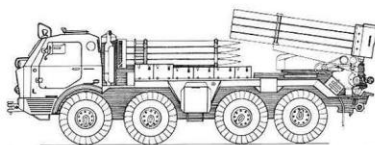


Special Abilities: Indirect Fire
OPTICS: Infra-red (Driver Only)

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			
V77 DANA	HEAT	1	8:10	9:10	8:8	7:6	6:5	4:5	3:4	2:3	1:3	—	—	—	—	—	2	—	
	HE	1	12	20	20	20	20	20	18	16	14	10	6	—	—	—	10	—	
	SCAP*	1	6:5	8:5	4:4	2:3	1:2	—	—	—	—	—	—	—	—	—	8	—	

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
152mm Howitzer V-77	6	X4	—	1	1	75	10	—	2	2	—	2/80	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.



RM 70/85 122mm MRL

Ratings

Armor Class: Vehicle (V)
Speed: 3
Mobility: Wheeled (W)

9M22/28 Rockets
PKT 7.62mm Machinegun



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		
RM70	SA	2	3	5	5	3	1	—	—	—	—	—	—	—	—	10	—	

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 Rocket RM70	25	—	X3	—	1	80	9	2	—	2	—	—	—	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.