



## Ratings

Front Armor: 4

Flank Armor: 2

Speed: 4

Mobility: Tracked Amphibious (TA)

2S1

## 122mm Self Propelled Howitzer

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 2S1	4	X4	—	1	1	61	9	—	3	3	—	<sup>2</sup> / <sub>88</sub>	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.