

Ratings

Armor Class: Vehicle (V) Speed: 4

Mobility: Wheeled (W)



Light Artillery Rocket System 110mm Rockets
MG3 7.62mm Machinegun
Ammunition: HE; Illumination; Chemical Smoke
Anti-tank FASCAM

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

| Unit | Ammo | | Range Effectiveness | | | | | | | | | | | | | | | |
|------|------|-----|---------------------|----------------|---|---|---|---|---|----|----|----|----|----|------|----|--------|-------|
| | | ROF | | Range in hexes | | | | | | | | | | | Ammo | | | |
| | | | 0 | 1 | 2 | 3 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 22 | Supply | Maou. |
| LARS | SA | 2 | 2 | 3 | 3 | 2 | 1 | _ | - | - | _ | _ | _ | _ | _ | _ | :8 | _ |

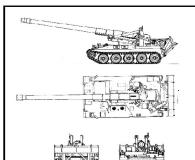
| | Value (HE) | Max ROF | | Incend Smoke | | Range (Hexes) | Ammo Supply | | | | | | | | |
|---------------|---------------|------------|---|-----------------|------------|------------------|-------------|-----|-----------------|---|--------|------|--------------|--------|--|
| Weapon | | | | | | | HE | ICM | Incend Smoke | | Illum. | CLGP | RAP | FASCAM | |
| 110mm LARS ** | 12 | _ | _ | _ | · 1 | 56 | 4 | _ | _ | 4 | ı | _ | , - ? | 4 AT | |

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.

M-110A2

LARS Light Artillery Rocket System FASCAM ammunition is AT-mines only



Ratings

Front Armor: 1 Flank Armor: 1

Speed: 3

Mobility: Tracked (T)

M110A2 Weapon: M115 203mm Howitzer Special Abilities: Indirect Fire OPTICS: Passive Driver Only



| | Value (HE) | Max ROF | | Incend Smoke | | Range (Hexes) | Ammo Supply | | | | | | | | | |
|-----------------------|---------------|------------|----|-----------------|---|------------------|-------------|-----|-----------------|--|--------|------|-------|--------|--|--|
| Weapon | | | | | | | HE | ICM | Incend Smoke | | Illum. | CLGP | RAP | FASCAM | | |
| 203mm Howitzer M110A2 | 4 | X4 | Х3 | _ | _ | 100 | 14 | 4 | _ | | _ | _ | 2 120 | _ | | |

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.