Ratings

Front Armor: 8
Flank Armor: 5
Speed: 4
Mobility: Tracked (T)

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

Panzerhaubitze 2000
PzH 2000 155mm Howitzer

Rh 155mm L52 Howitzer
MG3 7.62mm Machinegun
Ammunition: HE; Illumination; Incendiary Smoke
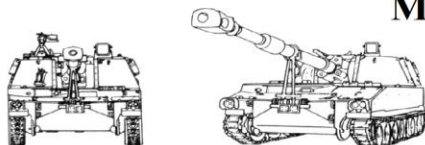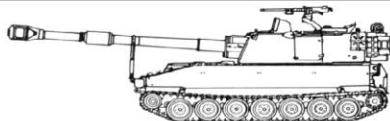   **Chemical Smoke ; ICM; CLGP; RAP; FASCAM**

Armor: Welded Steel (+4)
      ERA (+3)

8-5-4 T

Unit	Ammo	ROF	Range Effectiveness – Range in hexes													Ammo Supply	ERA Mod.
			0	1	2	3	4	6 8	10 12	14	16	18	20	22			
PzH2000	SA	2	2	3	3	2	1	— —	— —	—	—	—	—	—	8	—

Weapon	Value (HE)	Max ROF	ICM	Incend Smoke	Chem Smoke	Range (Hexes)	Ammo Supply							
							HE	ICM	Incend Smoke	Chem Smoke	Illum.	CLGP	RAP	FASCAM
PzH2000 155mm Howitzer	6	X6	X5	1	1	120	25	15	4	5	4	4	2/240	4

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.
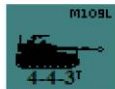PzH2000 is not required to deploy prior to firing any fire mission

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M109L

Ratings

Front Armor: 4
Flank Armor: 4
Speed: 3
Mobility: Tracked (T)

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

M185 155mm Howitzer
M2 .50cal Machinegun
Ammunition: 500 rounds .50 cal (8)
SCAP (.50cal)
Armor: Aluminium (+4/+4)

4-4-3 T

Unit	Ammo	ROF	Range Effectiveness – Range in hexes													Ammo Supply	ERA Mod.
			0	1	2	3	4	6 8	10 12	14	16	18	20	22			
M109L	SCAP*	3	6:5	5:5	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.	CLGP	RAP	FASCAM
M109L	6	X4	X4	1	1	58	20	15	3	5	4	4	2/120	4

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.