



M284 155mm Howitzer M2 .50cal Machinegun Armor: Aluminium (+4/+4)

Ammunition: HE; Illumination; Incendiary Smoke;

Chemical Smoke; Rocket Assisted Projectile;

Improved Conventional Munitions; Family of Scatterable Mines Cannon Launched Guided Projectiles

## M109A5



M109A6

**Paladin** 

## Ratings

Front Armor: 4 Flank Armor: 4

Speed: 3

**Mobility: Tracked (T)** 

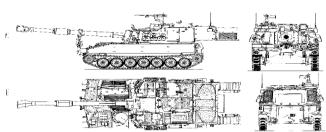
Special Abilities: Indirect Fire OPTICS: Passive Driver Only

Unit	Ammo	Range Effectiveness																
		ROF		Range in hexes														ERA Mod.
			0	1	2	3	4	6	8	. 10	12	14	16	18	20	22	Supply	Moa.
M109A5	SCAP*	3	6:5	5:5	4:4	2:3	1:2	_	_								15	

144	Value	Max		Incend Smoke	Chem	Range											
Weapon	(HE)	ROF						ICM	Incend Smoke		Illum.	CLGP	RAP	FASCAM			
155mm Howitzer M109A5	6	X4	X4	1	1	88	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. RAP-Rocket Assisted Projectile # available/Range



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**Family of Scatterable Mines** 

**Cannon Launched Guided Projectiles** 

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Flank Armor: 4

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Special Abilities: Indirect Fire OPTICS: Passive Driver Only

		mmo ROF		Range Effectiveness														
Unit	Ammo			range in nexes													Ammo	222
			0	1	2	3	4	6	8	10	12	14	16	18	20	22	Supply	Moa.
M109A6	SCAP*	3	6:5	5:5	4:4	2:3	1:2	_		_	_	_	_	_	_	_	15	_

	Value	Max		Incend Smoke	Chem	Range											
Weapon	(HE)	ROF				(Hexes)		ICM	Incend Smoke		Illum.	CLGP	RAP	FASCAM			
155mm Howitzer M109A6	6	X4	X4	2	2	88	22	16	3	5	4	4	$\frac{2}{120}$	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. M109A6 does not have to deploy prior to conducting any fire mission

RAP-Rocket Assisted Projectile # available/Range