

2S7 203mm Gun

Ratings

Front Armor: 1
Flank Armor: 1
Speed: 3
Mobility: Tracked

2A44 203mm Gun
PKT 7.62mm Machinegun
Ammunition: 16 rounds (5)
HE
Armor: Steel (+4/+4)

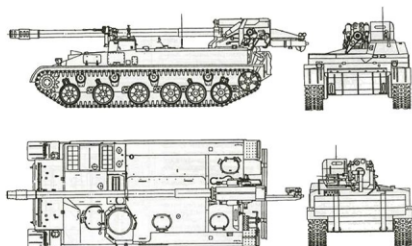
Special Abilities: Indirect Fire
OPTICS: Infra-red (Driver Only)



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		
2S7	SA	2	3	5	5	3	1	—	—	—	—	—	—	—	—	10	—	

Weapon	Value (HE)	Max ROF	ICM	Incend Smoke	Chem Smoke	Range (Hexes)	Ammo Supply									CLGP	Art. Mines
							HE	ICM	Incend Smoke	Chem Smoke	Illum.	RAP					
203mm Howitzer 2S7	5	X4	—	—	—	150	5	—	—	—	—	2	222	—	—	—	—

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.



2S5 152mm Gun

Ratings

Front Armor: 1
Flank Armor: 1
Speed: 3
Mobility: Tracked

2A36 152mm Gun
Ammunition: 60 rounds (20)
HE IS CS HEAT 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		
2S5	HEAT	1	8:9	8:9	7:9	6:9	5:9	4:9	3:9	2:9	1:9	—	—	—	—	—	2	—

Weapon	Value (HE)	Max ROF	ICM	Incend Smoke	Chem Smoke	Range (Hexes)	Ammo Supply									CLGP	Art. Mines
							HE	ICM	Incend Smoke	Chem Smoke	Illum.	RAP					
152mm Gun 2S5	5	X4	X4	1	1	105	10	2	2	1	2	2	144	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.