



## M109A2

### Ratings

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

**M185 155mm Howitzer**  
**M2b .50cal Machinegun**  
**Ammunition:**  
**HE; ICM; IS; CS; Illum; RAP**  
**FASCAM; CLGP**



**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			
M109A2	SCAP*	3	6:5	5:5	4:4	2:3	1:2	—	—	—	—	—	—	—	—	—	—	20	—

Weapon	Value (HE)	Max ROF	ICM	Incend Smoke	Chem Smoke	Minimum Range (Hexes)	Maximum Range (Hexes)	Ammo Supply								
								HE	ICM	Incend Smoke	Chem Smoke	Illum.	CLGP	RAP	FASCAM	
155mm Howitzer M109A2	6	X4	X4	1	1	9	72	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

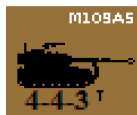
## M109A5

### Ratings

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



**M285 155mm Howitzer**  
**M2b .50cal Machinegun**  
**Ammunition:**  
**HE; ICM; IS; CS; Illum; RAP**  
**FASCAM; CLGP**



**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			
M109A5	SCAP*	3	6:5	5:5	4:4	2:3	1:2	—	—	—	—	—	—	—	—	—	—	20	—

Weapon	Value (HE)	Max ROF	ICM	Incend Smoke	Chem Smoke	Minimum Range (Hexes)	Maximum Range (Hexes)	Ammo Supply								
								HE	ICM	Incend Smoke	Chem Smoke	Illum.	CLGP	RAP	FASCAM	
155mm Howitzer M109A5	6	X4	X4	1	1	9	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