



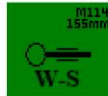
## M114/39 155mm Howitzer

### Ratings

**Armor Class: Weapon (W)**  
**Mobility: Static (S)**

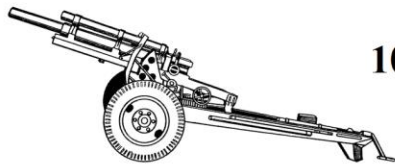
**M114 155mm Howitzer**  
**Ammunition: HE; Illumination; Incendiary Smoke**  
**Chemical Smoke**

**Special Abilities: Indirect Fire**  
**OPTICS: Starlight**



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
M114 155mm Howitzer	5	X4	—	—	1	6	96	15	—	4	—	3	—	—	—

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.  
Minimum ranges are for Indirect Fire only.  
RAP-Rocket Assisted Projectile # available/Range



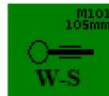
## M101 105mm Howitzer

### Ratings

**Armor Class: Weapon (W)**  
**Mobility: Static (S)**

**M101 105mm Howitzer**  
**Ammunition: HE; Illumination; Incendiary Smoke**  
**Chemical Smoke**

**Special Abilities: Indirect Fire**  
**OPTICS: Starlight**



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
M101 105mm Howitzer	4	X6	—	1	1	7	67	16	—	6	6	8	—	—	—

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.  
Minimum ranges are for Indirect Fire only.  
RAP-Rocket Assisted Projectile # available/Range