



Md. 1989 122mm SPG

Ratings

Front Armor: 4

Flank Armor: 2

Speed: 4

Mobility: Tracked Amphibious (TA)

Special Abilities: Indirect Fire

OPTICS: Infra-red (Driver Only)

2S18 122mm Howitzer

Ammunition: 40 rounds (13)

AP HE HEAT IS CS CLGP

Armor: Steel (+4/+4)



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				
M89	AP	2	8:17	9:17	8:17	6:16	4:15	3:14	2:12	1:10	—	—	—	—	—	—	2	—		
	HEAT	2	8:19	8:19	7:19	5:19	3:19	2:19	1:19	—	—	—	—	—	—	—	2	—		
	HE	2	6	10	10	10	10	10	9	8	7	6	5	4	—	—	9	—		
	IS	2	—	20	20	20	20	18	16	14	12	10	8	6	—	—	3	—		

Weapon	Value (HE)	Max ROF	ICM	Incend Smoke	Chem Smoke	Range (Hexes)	Ammo Supply							
							HE	ICM	Incend Smoke	Chem Smoke	Illum.	RAP	CLGP	Art. Mines
M89 122mm Howitzer	4	X4	—	1	1	61	9	—	3	3	—	2/88	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.



MVLM-AR 120mm Mortar

Ratings

Front Armor: 1

Flank Armor: 1

Speed: 4

Mobility: Tracked Amphibious (TA)

Special Abilities: Indirect Fire

OPTICS: Infra-red (Driver only)

M1982mm Mortar

md. 66 7.62mm Machinegun

Ammunition: HE ILLUM IS SA



Unit	Ammo	ROF	Range Effectiveness														Ammo Supply	ER Mod.
			Range in hexes															
			0	1	2	3	4	6	8	10	12	14	16	18	20	22		
MVLM-AR	Illum	6	—	—	*	*	*	*	*	*	*	*	*	*	*	—	6	—
	HE	6	—	—	8	8	8	8	8	8	8	6	6	4	4	—	8	—
	IS	6	—	—	4	4	4	4	4	4	4	4	4	4	4	4	4	—
	SA	2	3	5	5	3	1	—	—	—	—	—	—	—	—	—	8	—

Weapon	Value (HE)	Max ROF	ICM	Incend Smoke	Chem Smoke	Range (Hexes)	Ammo Supply								CLGP	RAP	FASCAM
							HE	ICM	Incend Smoke	Chem Smoke	Illum.	CLGP	RAP	FASCAM			
MVLM-AR 120mm Mortar	6	X6	—	2	—	28	8	—	4	—	6	—	—	—	—	—	—

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.