



2S3 152mm Howitzer

Ratings

Front Armor: 4
Flank Armor: 2
Speed: 4
Mobility: Tracked

D22 152mm Howitzer
PKT 7.62mm Machine Gun
Ammunition: 46 rounds (15)
HE HEAT AP CLGP IS CS
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					
2S3	AP	1	8:10	9:10	8:8	6:6	4:4	3:4	2:4	1:3	—	—	—	—	—	—	1	—			
	HEAT	1	8:9	8:9	7:9	6:9	5:9	4:9	3:9	2:9	1:9	—	—	—	—	—	1	—			
	HE	1	12	20	20	20	20	20	18	16	14	10	6	—	—	—	10	—			
	IS	1	—	24	24	24	22	22	18	14	12	10	8	6	—	—	1	—			
	SA	2	3	5	5	3	1	—	—	—	—	—	—	—	—	—	8	—			

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
152mm Howitzer 2S3	5	X4	X2	1	1	74	10	1	1	1	1	2/96	1	—

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.



Ratings

Front Armor: 4
Flank Armor: 2
Speed: 4
Mobility: Tracked Amphibious (TA)

2S18 122mm Howitzer
Ammunition: 40 rounds (13)
AP HE HEAT IS CS CLGP
Armor: Steel (+4/+4)



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

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			
2S1	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
122mm Howitzer 2S1	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.