

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)



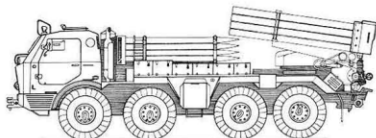
Special Abilities: Indirect Fire
OPTICS: Infra-red (Driver Only)

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.

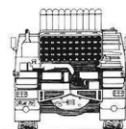
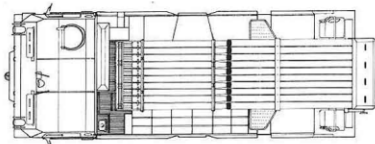
Ammo supply is the number of turns of fire except for smoke, which is the total number of smoke screens allowed.



RM 70 122mm MRL

Ratings

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



9M22/28 Rockets
PKT 7.62mm Machinegun
Armor: Aluminium (+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		
RM70	SA	2	3	5	5	3	1	—	—	—	—	—	—	—	—	10	—	

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 Rocket RM70	25	—	X3	—	1	80	9	2	—	2	—	—	—	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.