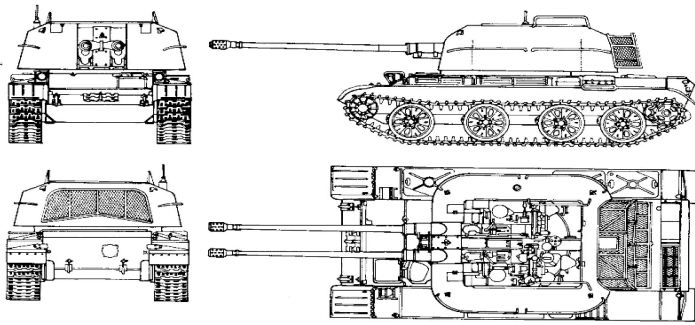




Ratings

Front Armor: 2

Flank Armor: 1

Speed: 3

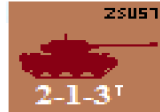
Mobility: Tracked (T)

S-60x2 57mm Autocannons
Ammunition: 300 rounds (5)

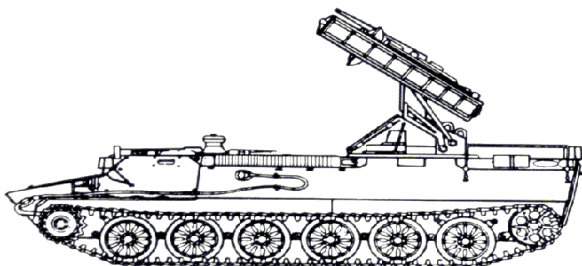
ZSU-57-2

Special Abilities: Air Defense
OPTICS: Infra-red (Driver Only)

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			
ZSU-57	SCAP*	3	4:8	5:8	5:8	4:6	4:4	3:3	2:3	—	—	—	—	—	—	—	5	—	
	SCHE*	3	3	4	4	3	3	2	2	1	1	—	—	—	—	—			



SA-13

Ratings

Front Armor: 3

Flank Armor: 1

Speed: 3

Mobility: Tracked Amphibious (TA)

Special Abilities: Amphibious; Radar; Infra-red Homing Missile
OPTICS: Infra-red (Driver Only)

9K35M Surface to Air Missile System
9M333 Surface to Air Missiles
Ammunition: 8 Missiles (3)
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			
SA-13	SA13 †	2	—	—	5:9	5:9	5:9	5:9	4:9	4:9	4:9	4:9	3:9	3:9	3:9	—	3	—	

SA-13 utilizes Radar or Infra-red to detect
SA-13 Strela 10 Missile is Infra-red Homing SAM