

Ratings

Front Armor: 2

Flank Armor: 1

Speed: 3

Mobility: Tracked (T)

S-60x2 57mm Autocannons

Ammunition: 300 rounds (5)

Armor: Steel (+4/+4)

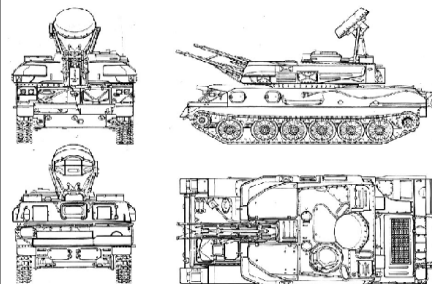
ZSU-57-2

Special Abilities: Air Defense

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		
ZSU-57	SCAP ^{AK}	3	4:8	5:8	5:8	4:6	4:4	3:3	2:3	—	—	—	—	—	—	—	5	—
	SCHE ^{AK}	3	3	4	4	3	3	2	2	1	1	—	—	—	—	—		



Ratings

Front Armor: 2

Flank Armor: 1

Speed: 3

Mobility: Tracked (T)

ZSU-23

2A7 4x23mm Autocannon

Ammunition: 2000 rounds (33)

SCHE SCAP

Armor: Steel (+4/+4)

Special Abilities: Radar

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		
ZSU-23	SCAP ^{10k}	5	6:7	8:6	6:6	5:5	4:5	3:4	2:3	1:2	—	—	—	—	—	33	—	
	SCHE ^{10k}	5	3	5	5	5	5	4	4	3	2	1	—	—	—			