



Ratings

Front Armor: 4

Flank Armor: 4

Speed: 3

Mobility: Tracked (T)

M109A2 155mm Howitzer

M185 155mm Howitzer

M2 .50cal Machinegun

Ammunition: HE ICM IS ILLUM RAP FASCAM

CS CGLP

SCAP (.50cal)

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		
M109A2	SCAP *	3	6:5	5:5	4:4	2:3	1:2	—	—	—	—	—	—	—	—	20	—	

Weapon	Value (HE)	Max ROF	ICM	Incend Smoke	Chem Smoke	Range (Hexes)	Ammo Supply							
							HE	ICM	Incend Smoke	Chem Smoke	Illum.	CLGP	RAP	FASCAM
M109A2	6	X4	X4	1	1	72	20	15	3	5	4	4	2	4

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.

M109A3GEA2 is not required to deploy prior to firing any fire mission



M109A1B 155mm Howitzer

Ratings

Front Armor: 4

Flank Armor: 4

Speed: 3

Mobility: Tracked (T)

M185 155mm Howitzer

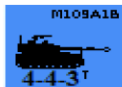
M2 .50cal Machinegun

Ammunition: HE ICM IS ILLUM RAP FASCAM

CS CGLP

SCAP (.50cal)

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		
M109A1B	SCAP *	3	6:5	5:5	4:4	2:3	1:2	—	—	—	—	—	—	—	—	20	—	

Weapon	Value (HE)	Max ROF	ICM	Incend Smoke	Chem Smoke	Range (Hexes)	Ammo Supply							
							HE	ICM	Incend Smoke	Chem Smoke	Illum.	CLGP	RAP	FASCAM
M109A1B	6	X4	X4	1	1	72	16	10	3	4	2	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.

M109A3GEA2 is not required to deploy prior to firing any fire mission