



V77 DANA 152mm Howitzer

Ratings

Front Armor: 2
Flank Armor: 2
Speed: 3
Mobility: Wheeled

152mm Howitzer
DsKHM 12.7mm Machinegun
Ammunition: 60 rounds (20)
HE HEAT
Armor: Steel (+4/+4)

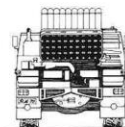
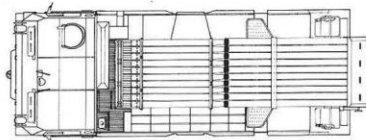
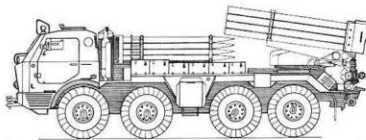


Special Abilities: Indirect Fire
OPTICS: Infra-red (Driver Only)

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			
V77 DANA	HEAT	1	8:10	9:10	8:8	7:6	6:5	4:5	3:4	2:3	1:3	—	—	—	—	—	2	—	
	HE	1	12	20	20	20	20	20	18	16	14	10	6	—	—	—	10	—	
	SCAP*	1	6:5	8:5	4:4	2:3	1:2	—	—	—	—	—	—	—	—	—	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 V-77	6	X4	—	1	1	75	10	—	2	2	—	2/80	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.



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.