

ZSU-23

2A7 4x23mm Autocannon
 Ammunition: 2000 rounds (33)
 SCHE SCAP
 Armor: Steel (+4/+4)

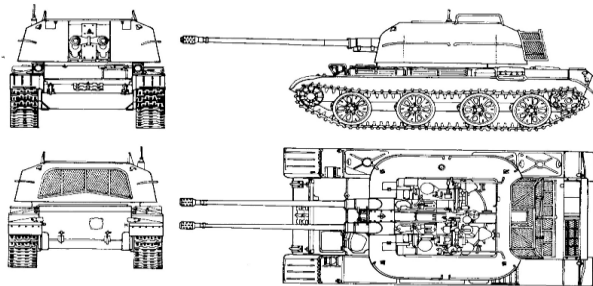


Ratings

Front Armor: 2
Flank Armor: 1
Speed: 3
Mobility: Tracked (T)

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**	5	6:7	8:6	6:6	5:5	4:5	3:4	2:3	1:2	—	—	—	—	—	33	—	
	SCHP**	5	3	5	5	5	5	4	4	3	2	1	—	—				



ZSU-57-2

S-60x2 57mm Autocannons
 Ammunition: 300 rounds (5)
 Armor: Steel (+4/+4)



Ratings

Front Armor: 2
Flank Armor: 1
Speed: 3
Mobility: Tracked (T)

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*	3	4:8	5:8	5:8	4:6	4:4	3:3	2:3	—	—	—	—	—	—	5	—	
	SCHP*	3	3	4	4	3	3	2	2	1	1	—	—	—				