

21. Self-propelled Artillery:



One of the most flexible weapon systems in both defense and attack during World War II, was the artillery.

As the War progressed, self-propelled artillery units became more frequent.

Attack: 2

Defense: 2

Move: 2

Cost: 4

Maximum on game board: see below

Enter game from: *Early 1942* (round 5)

The *Self-propelled Artillery (SPA)* unit operates under Artillery rules with the few exceptions mentioned below.

SPA can be produced at any Industrial Complex that the owner controls from the start of that turn.

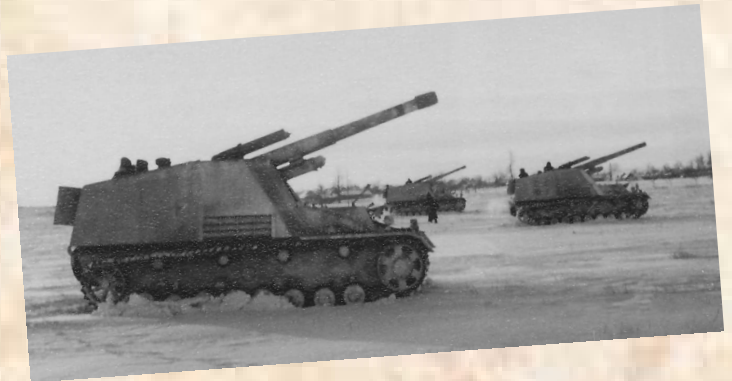


The production of SPA is limited to these Nations and numbers:

- **Germany: 6**
- **Soviet Union: 9**
- **United States: 12**

Note 1:

SPA units are not eligible for *Total War* production.



Note 2:

SPA cannot make a Blitz move – not even when it moves together with a *Tank* unit.

Note 3:

SPA counts as a *Tank* unit when transported.

SPA can support the same units as regular *Artillery*.

SPA lost in combat can be reproduced.

