

2S1 122mm Howitzer

Ratings

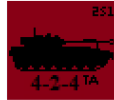
Front Armor: 4

Flank Armor: 2

Speed: 4

Mobility: Tracked Amphibious (TA)

2A18 122mm Howitzer
Ammunition: 40 rounds (13)
AP HE HEAT IS CS CLGP
Armor: Steel (+4/+4)



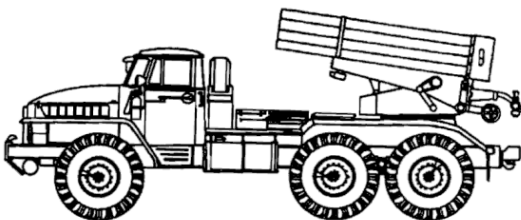
Special Abilities: Amphibious; Indirect Fire
OPTICS: Infra-red Spotlight

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			
2S1	AP	2	8:17	9:17	8:17	6:16	4:15	3:14	2:12	1:10	—	—	—	—	—	—	1	—	
	HEAT	2	8:19	8:19	7:19	5:19	3:19	2:19	1:19	—	—	—	—	—	—	—	2	—	
	HE	2	6	10	10	10	10	10	9	8	7	6	5	4	—	—	8	—	
	IS	2	—	20	20	20	20	18	16	14	12	10	8	6	—	—	2	—	

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 Howitzer 2S1	4	X4	—	1	1	61	8	—	2	1	—	2/88	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.



BM-21 GRAD-1 122mm Multiple Launch Rocket System

Ratings

Armor Class: Vehicle (V)

Speed: 2

Mobility: Road (R)

M21 Field Rocket System
Ammunition: 40 rockets (13)
HE FASCAM(AT) CS
Armor: Unarmored



Special Abilities: Multiple Rocket Launcher
OPTICS: Whitelight

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 GRAD1	15	—	—	—	1	65	8	—	—	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.