



## Ratings

**Armor Class: Vehicle (V)**

**Speed: 2**

**Mobility: Road (R)**

**BM-21**

## 122mm Multiple Launch Rocket System

**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 BM-21	15	—	—	—	1	65	8	—	—	2	—	—	—	3

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.



## Ratings

**Armor Class: Vehicle (V)**

**Speed: 2**

**Mobility: Road (R)**

**RM-51**

## 130mm Multiple Launch Rocket System

**Ammunition: HE**

**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
130mm Rocket RM-51	12	—	—	—	—	33	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.