

# D-20 152mm Gun-Howitzer

## Ratings

Armor Class: Weapon (W)  
Mobility: Static (S)

52-P-546 152mm Gun-Howitzer  
Ammunition:  
(IDF) HE ICM IS CS ILLUM CLGP  
(DF) AP HEAT HE IS

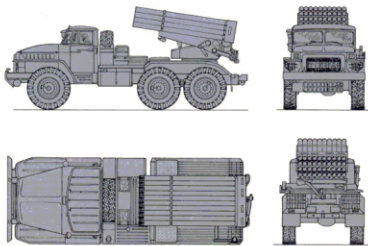


Special Abilities: Indirect Fire  
OPTICS: No enhanced optics

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		
D-20	HEAT	1	8:9	8:9	7:9	6:9	5:9	4:9	3:9	2:9	1:9	—	—	—	—	—	2	—
	HE	1	12	20	20	20	20	20	18	16	14	10	6	—	—	12	—	
	IS	1	—	24	24	24	22	22	18	14	12	10	8	6	—	3	—	

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 D-20	5	X4	X2	1	1	74	16	3	4	4	2	3/96	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 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 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.