



M220 TOW Launcher
Ammunition: 5 TOW Missiles (2)

TOW Missile Launcher



Ratings

Armor Class: Personnel (P)
Mobility: Static Leg (S^L)

Special Abilities: Laser Ranging
OPTICS: FLIR

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		
TOW2	TOW2	1	—	8:23	8:23	8:23	8:23	8:23	8:23	8:23	8:23	8:23	—	—	—	—	2	-3

TOW missile systems are dismounted weapons



Eurospike Launcher
SPIKE MR

Eurospike SPIKE Medium Range ATGM



Ratings

Armor Class: Personnel (P)
Mobility: Leg (L)

Special Abilities: Laser Ranging
OPTICS: FLIR

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		
Spike	Spike	1	—	—	8:19	8:19	8:19	8:19	8:19	8:19	—	—	—	—	—	—	2	-2

Spike is a dismounted ATGM system