





## **Ratings**

Front Armor: 8 Flank Armor: 5 Speed: 4

Mobility: Tracked (T)

Special Abilities: Indirect Fire **OPTICS:** Infra-red (Driver Only)

## Panzerhaubitze 2000 PzH 2000 155mm Howitzer

Rh 155mm L52 Howitzer MG3 7.62mm Machinegun

Ammunition: HE; Illumination; Incendiary Smoke

Chemical Smoke; ICM; CLGP; RAP; FASCAM

Armor: Welded Steel (+4)

ERA (+3)

Unit	Ammo	mmo ROF	Range Effectiveness															
				range in nexes												Ammo	LICI	
			0	1	2	3	4	6	8	. 10	12	14	16	18	20	22	Supply	Moa.
PzH2000	SA	2	2	3	3	2	1	_	_	_	_	_	_	_	_	_	:8	_

	Value	Max ROF		Incend Smoke		Range (Hexes)	Ammo Supply								
Weapon	(HE)						HE	ICM	Incend Smoke		Illum.	CLGP	RAP	FASCAM	
PzH2000 155mm Howitzer	6	X6	X5	1	1	120	25	15	4	5	4	4	2 240	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. PzH2000 is not required to deploy prior to firing any fire mission



## M-270**Multiple Launch Rocket System**

**Ratings** 

Front Armor: 3 Flank Armor: 3

Speed: 5

Mobility: Tracked (T)

Special Abilities: Indirect Fire **OPTICS: Passive Driver Only** 

M269 Rocket Launcher M26A1 Rocket Armor: Spaced Laminate (+2/+2)



	Value	Max ROF		Incend Smoke		Range	Ammo Supply									
Weapon	(HE)					(Hexes)	HE		Incend Smoke		Illum.	CLGP	RAP	FASCAM		
MLRS Rocket M270	50	_	X2	_	_	180	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.