

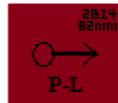


2B14 82mm Mortar

Ratings

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

2B14 82mm Mortar
Ammunition: HE; Incendiary Smoke;
Illumination



Special Abilities: Indirect Fire
OPTICS: Starlight

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			
2B14	Illum	8	*	*	*	*	*	*	*	*	*	*	*	*	—	—	—	8	—
	HE	8	4	6	6	6	6	6	4	4	2	2	—	—	—	—	12	—	
	IS	8	—	—	3	3	3	3	3	3	3	3	3	—	—	—	8	—	

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
82mm Mortar 2B14	12	X8	—	8	—	20	12	—	8	—	8	—	—	—

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.

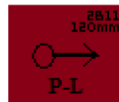


2B11 120mm Mortar

Ratings

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

2B11 120mm Mortar
Ammunition: HE; Incendiary Smoke;
Illumination



Special Abilities: Indirect Fire
OPTICS: Starlight

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			
2B11	Illum	6	—	—	*	*	*	*	*	*	*	*	*	*	*	—	8	—	
	HE	6	—	—	8	8	8	8	8	8	8	6	6	4	4	—	12	—	
	IS	6	—	—	4	4	4	4	4	4	4	4	4	4	4	4	8	—	

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
120mm Mortar 2B11	6	X6	—	2	—	28	12	—	8	—	8	—	—	—

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.