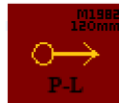




Ammunition:
HE IS ILLUM



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

M1982 120mm Mortar

Special Abilities: Mortar Fire
OPTICS: No enhanced optics

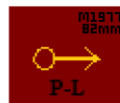
Unit	Ammo	ROF	Range Effectiveness															Ammo Supply	ERA Mod
			Range in hexes																
			0	1	2	3	4	6	8	10	12	14	16	18	20	22			
M1982 120mm	Illum	6	—	—	*	*	*	*	*	*	*	*	*	*	*	—	8	—	
	HE	6	—	—	8	8	8	8	8	8	8	6	6	4	4	—	12	—	
	IS	6	—	—	4	4	4	4	4	4	4	4	4	4	4	4	8	—	

Weapon	Value (HE)	Max ROF	ICM	Incend Smoke	Chem Smoke	Range (Hexes)	Ammo Supply							
							HE	ICM	Incend Smoke	Chem Smoke	Illum.	CLGP	RAP	FASCAM
M1982 120mm Mortar	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.



Ammunition:
HE IS ILLUM



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

M1977 82mm Mortar

Special Abilities: Mortar 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			
M1977 82mm	Illum	8	*	*	*	*	*	*	*	*	*	*	*	—	—	—	12	—	
	HE	8	4	6	6	6	6	6	4	4	2	2	—	—	—	14	—		
	IS	8	—	—	3	3	3	3	3	3	3	3	3	—	—	—	10	—	

Weapon	Value (HE)	Max ROF	ICM	Incend Smoke	Chem Smoke	Range (Hexes)	Ammo Supply							
							HE	ICM	Incend Smoke	Chem Smoke	Illum.	CLGP	RAP	FASCAM
M1977 82mm Mortar	12	X6	—	8	—	12	14	—	10	—	12	—	—	—

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.