

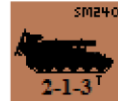
2S4 SM240 240mm Mortar

Ratings

Front Armor: 2
Flank Armor: 1
Speed: 3
Mobility: Tracked

M240 240mm Mortar
Dshk 12.7mm Machinegun
Ammunition: 43 rounds (14)
HE CLGP
SCAP(12.7mm)
Armor: Steel (+4/+4)

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



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		
SM-240	SCAP*	2	6:5	8:5	4:4	2:3	1:2	—	—	—	—	—	—	—	—	5	—	

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
240mm Mortar SM-240	24	X2	—	—	—	38	12	—	—	—	—	3 80	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.