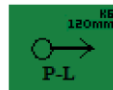




Ratings

K6 120mm Mortar (Dismounted)

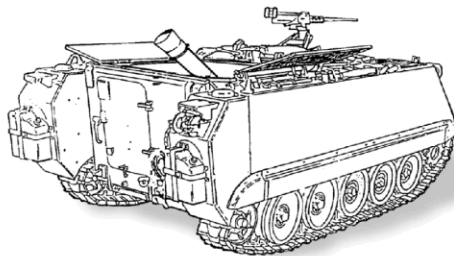
Armor Class: Weapon (W)
Mobility: Static (S)
Special Abilities: Indirect Fire
OPTICS: Starlight



K6 120mm Mortar
Ammunition: HE; Illumination; Incendiary Smoke

Weapon	Value (HE)	Max ROF	ICM	Incend Smoke	Chem Smoke	Range (Hexes)	Ammo Supply							
							HE	ICM	Incend Smoke	Chem Smoke	Illum.	CLGP	RAP	FASCAM
K6 120mm Mortar (Dismounted)	12	X6	—	4	—	26	16	—	10	—	10	—	—	—

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.



Ratings

Front Armor: 3
Flank Armor: 2
Speed: 4
Mobility: Tracked Amphibious (TA)

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



K6 120mm Mortar
MG3 7.62mm Machinegun
Ammunition: HE; Illumination; Incendiary Smoke

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		
Pzm	SA	2	2	3	3	2	1	—	—	—	—	—	—	—	—	—	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
M113 Pzm 120mm Mortar	12	X6	—	4	—	26	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.