



Vz.85 M-120 PRAM

Ratings

Front Armor: 4

Flank Armor: 2

Speed: 4

Mobility: Tracked Amphibious (TA)

M1982 120m Mortar
DsKHM 12.7mm Machinegun
Armor: Steel (+4/+4)

Special Abilities: Indirect Fire
Optics: Thermal Imaging



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		
PRAM-S	SCAP*	1	6:5	8:5	4:4	2:3	1:2	—	—	—	—	—	—	—	—	—	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
PRAM 120mm Mortar	8	X7	—	4	4	32	18	—	4	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.



Vz.85 ShM-120 PRAM-S

Ratings

Front Armor: 5

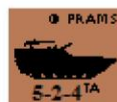
Flank Armor: 2

Speed: 4

Mobility: Tracked Amphibious (TA)

M1982 120m Mortar
DsKHM 12.7mm Machinegun
Armor: Spaced Steel (+3/+4)

Special Abilities: Indirect Fire
Optics: Thermal Imaging



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		
PRAM-S	SCAP*	1	6:5	8:5	4:4	2:3	1:2	—	—	—	—	—	—	—	—	—	8	—

PRAM-S may transport 1 step of AT-5B ATGM (Dismount)

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
PRAM 120mm Mortar	8	X7	—	4	4	32	18	—	4	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.