

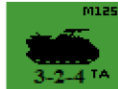
M125

Ratings

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

M29 81mm Mortar
M2 .50cal Machinegun
Ammunition: 1000 rounds .50cal (15)
SCAP (.50cal)
Armor: Aluminium (+4/+4)

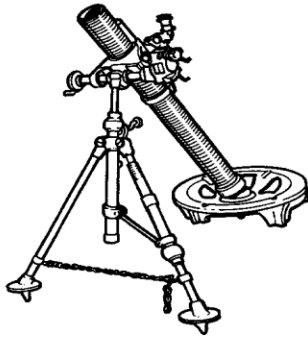
Special Abilities: Indirect Fire
OPTICS: Infra-red (Driver Only)



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			
M-125	SCAP*	3	6:5	5:5	4:4	2:3	1:2	—	—	—	—	—	—	—	—	—	—	15	—

Weapon	Value (HE)	Max ROF	ICM	Incend Smoke	Chem Smoke	Range (Hexes)	Ammo Supply							
							HE	ICM	Incend Smoke	Chem Smoke	Illum.	CLGP	RAP	FASCAM
81mm Mortar M-125	10	X8	—	4	—	18	9	—	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.

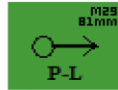


M29 81mm Mortar

Ratings

Armor Class: Personnel (P)
Mobility: Leg (L)
Special Abilities: Indirect Fire
OPTICS: Starlight

M29 81mm 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
81mm Mortar M-29	10	X8	—	4	—	18	12	—	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.