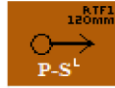




## RTF1 120mm Mortar



### Ratings

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

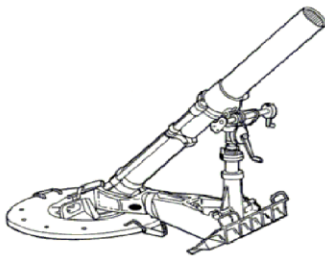
#### RTF1 120mm Mortar

**Ammunition: HE; Illumination; Incendiary Smoke ; RAP**

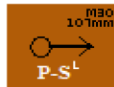
Weapon	Value (HE)	Max ROF	ICM	Incend Smoke	Chem Smoke	Range (Hexes)	Ammo Supply								
							HE	ICM	Incend Smoke	Chem Smoke	Illum.	CLGP	RAP	FASCAM	
RTF1 120mm Mortar	12	X5	—	4	—	33	10	—	8	—	8	—	2	51	—

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.



## M30 107mm Mortar



### Ratings

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

#### M30 107mm 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
107mm Mortar M-30	12	X6	—	3	—	27	14	—	16	—	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.