

M125

Ratings

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

M29 81mm Mortar
MG3 7.62mm Machinegun
Ammunition:

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

Armor: Aluminium (+4/+4)

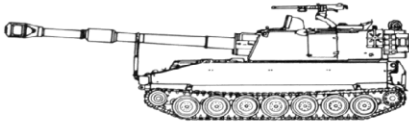


Unit	Ammo	ROF	Range Effectiveness													Ammo Supply	ERA Mod.	
			Range in hexes															
			0	1	2	3	4	6	8	10	12	14	16	18	20			22
M-125	SA	2	2	3	3	2	1	—	—	—	—	—	—	—	—	—	16	—

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.



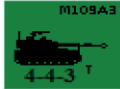
M109A3G

Ratings

Front Armor: 4
Flank Armor: 4
Speed: 3
Mobility: Tracked (T)

M185 155mm Howitzer
M2 .50cal Machinegun
Ammunition: 500 rounds .50 cal (8)
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
M109A3G	SCAP*	3	6:5	5:5	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.	CLGP	RAP	FASCAM	
M109A3G	6	X4	X4	1	1	58	20	15	3	5	4	4	2	120	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.