

**M108** 

## **Ratings**

Front Armor: 4 Flank Armor: 4 Speed: 3

**Mobility: Tracked (T)** 

M103 105mm Howitzer M2b .50cal Machinegun Ammunition: HE RAP ILLUM IS



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

				Range Effectiveness														
Unit	Ammo	nmo ROF		range in nexes												Ammo	LICA	
			0	1	2	3	4	6	8	. 10	12	14	16	18	20	22	Supply	Moa.
M108	SCAP*	3	6:5	5:5	4:4	2:3	1:2	_	_	_		_	_	_	_	_	20	

	Value	Max		Incend	Chem	Minimum Range (Hexes)	Maximum Range (Hexes)	Ammo Supply							
Weapon	(HE)	ROF			Smoke			HE	ICM	Incend Smoke		Illum.	CLGP	RAP	FASCAM
105mm Howitzer M108	3	X5	_	1	_	.5	46	12	_	6		8	_	$\frac{2}{60}$	_

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. RAP-Rocket Assisted Projectile # available/Range

## **Teruel Multiple Rocket Launcher**



140mm MRL MG3S Ammunition: HE



Ratings

**Armor Class: Vehicle (V)** 

Speed: 2

Mobility: Wheeled (W)

Special Abilities: Indirect Fire OPTICS: Starlight

	Range Effectiveness																	
Unit	Ammo	no ROF		Range in hexes											Ammo	DICI.		
			0	1	2	3	4	6	8	. 10	12	14	16	18	20	22	Supply	Moa.
Teruel	SA	2	2	3	2	2	1	_	_	_	_	_	_	_	_	_	5	

147	Value	Max	ICM	Incend	Chem	Range	Maximum Range (Hexes)	Ammo Supply								
Weapon	(HE)	ROF		Smoke	Smake			HE	ICM	Incend Smoke	Chem Smoke	Illum.	CLGP	RAP	FASCAM	
140mm Teruel MRL	30	_	X2	—	_	14	100	4	_	_	_	_	_	_	_	

Values are per strength point.

 $Ammo\ supply\ is\ the\ number\ of\ turns\ of\ fire\ except\ for\ smoke, which\ is\ the\ total\ number\ of\ smoke\ screens\ allowed.$   $RAP-Rocket\ Assisted\ Projectile\ \#\ available/Range$