

## M-113A3 M128 Minelayer

### Ratings

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

M2 .50cal Machinegun  
 Ammunition: 2000 rounds (30)  
 SCAP (.50cal)  
 Armor: Aluminium (+4/+4)

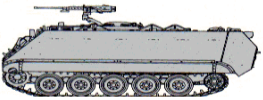
Special Abilities: Towed M128 Minelayer  
 OPTICS: Infra-red (Driver Only)



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			
M113A3	SCAP*	3	6:5	5:5	4:4	2:3	1:2	—	—	—	—	—	—	—	—	—	—	30	—

### Minelaying Table

System	Load	Fields	Type	Rate	Pre-game Minelaying
M128	10	20	MX	2	24/16



## M-113A3 M58 MICLIC

### Ratings

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

M2 .50cal Machinegun  
 Ammunition: 2000 rounds (30)  
 SCAP (.50cal) MICLIC (3)  
 Armor: Aluminium (+4/+4)

Special Abilities: Mineclearing  
 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			
M113A3	SCAP*	3	6:5	5:5	4:4	2:3	1:2	—	—	—	—	—	—	—	—	—	—	30	—