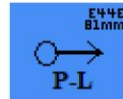




E44E 81mm Mortar

Armor Class: Personnel (P)
Mobility: Leg (L)



E44E 81mm Mortar
Ammunition: HE; Illumination; Incendiary Smoke

Special Abilities: Indirect Fire
OPTICS: Starlight

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 E44E	12	X8	—	4	—	24	12	—	4	—	4	—	—	—

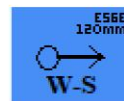
Values are per strength point.

Ammo supply is the number of turns of fire except for smoke, which is the total number of smoke screens allowed.



E56E 120mm Mortar

Armor Class: Weapon (W)
Mobility: Static (S)



E56E 120mm Mortar
Ammunition: HE; Illumination; Incendiary Smoke

Special Abilities: Indirect Fire
OPTICS: Starlight

Weapon	Value (HE)	Max ROF	ICM	Incend Smoke	Chem Smoke	Range (Hexes)	Ammo Supply							
							HE	ICM	Incend Smoke	Chem Smoke	Illum.	CLGP	RAP	FASCAM
120mm Mortar E56E	13	X6	—	4	—	36	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.