



## M125 120mm Mortar

### Ratings

Front Armor: 3

Flank Armor: 2

Speed: 4

Mobility: Tracked Amphibious (TA)

L65 120mm Mortar  
.M2 .50cal Machinegun

Ammunition:

HE IS ILLUM RAP



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		
M125	SCAP*	3	6:5	5:5	4:4	2:3	1:2	—	—	—	—	—	—	—	—	—	20	—

Weapon	Value (HE)	Max ROF	ICM	Incend Smoke	Chem Smoke	Minimum Range (Hexes)	Maximum Range (Hexes)	Ammo Supply									
								HE	ICM	Incend Smoke	Chem Smoke	Illum.	CLGP	RAP	FASCAM		
120mm Mortar	M125	12	X5	—	4	—	3	33	8	—	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.

RAP-Rocket Assisted Projectile # available/Range



## BMR-PM 120 120mm Mortar

### Ratings

Front Armor: 2

Flank Armor: 1

Speed: 4

Mobility: Wheeled Amphibious (WA)

L65 120mm Mortar  
.M2 .50cal Machinegun

Ammunition:

HE IS ILLUM RAP



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		
BMR	SCAP*	3	6:5	5:5	4:4	2:3	1:2	—	—	—	—	—	—	—	—	—	20	—

Weapon	Value (HE)	Max ROF	ICM	Incend Smoke	Chem Smoke	Minimum Range (Hexes)	Maximum Range (Hexes)	Ammo Supply									
								HE	ICM	Incend Smoke	Chem Smoke	Illum.	CLGP	RAP	FASCAM		
120mm Mortar	BMR	12	X5	—	4	—	3	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.

RAP-Rocket Assisted Projectile # available/Range