



M2A1 ESV M128 Minelayer

Ratings

Front Armor: 6
Flank Armor: 3
Speed: 5
Mobility: Tracked (T)

M242 25mm Chain Gun

Special Abilities: Smoke; Stabilizer; Towed M128 Minelayer

Ammunition: 900 rounds (15) 7 Missiles (2)

OPTICS: Thermal Imaging

Scap (25mm) SCHE (25mm) TOW2

SA (7.62mm)

Armor: Spaced Laminate (+2/+2)



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		
M2A1	TOW2	1	—	8:23	8:23	8:23	8:23	8:23	8:23	8:23	8:23	8:23	—	—	—	—	2	-3
	SCAP*	6	8:13	9:13	8:12	7:12	6:11	5:10	4:9	2:8	—	—	—	—	—	5	—	
	SCHE*	6	2	3	3	3	3	3	2	2	1	1	—	—	—	10	—	
	SA	2	3	5	5	1	—	—	—	—	—	—	—	—	—	20	—	

Minelaying Table

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



M2A1 ESV M58 MICLIC

Ratings

Front Armor: 6
Flank Armor: 3
Speed: 5
Mobility: Tracked (T)



M242 25mm Chain Gun

Special Abilities: Smoke; Stabilizer; Mineclearing

Ammunition: 900 rounds (15) 7 Missiles (2)

OPTICS: Thermal Imaging

Scap (25mm) SCHE (25mm) TOW2

SA (7.62mm) MICLIC (3)

Armor: Spaced Laminate (+2/+2)



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		
M2A1	TOW2	1	—	8:23	8:23	8:23	8:23	8:23	8:23	8:23	8:23	8:23	—	—	—	—	2	-3
	SCAP*	6	8:13	9:13	8:12	7:12	6:11	5:10	4:9	2:8	—	—	—	—	—	5	—	
	SCHE*	6	2	3	3	3	3	3	2	2	1	1	—	—	—	10	—	
	SA	2	3	5	5	1	—	—	—	—	—	—	—	—	—	20	—	