

## M106

### Ratings

Front Armor: 3

Flank Armor: 2

Speed: 4

Mobility: Tracked Amphibious (TA)

M30 107mm Mortar  
 M2 .50cal Machinegun  
 Ammunition: 1000 rounds .50cal (15)  
 SCAP (.50cal)  
 Armor: Aluminium (+4/+4)

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

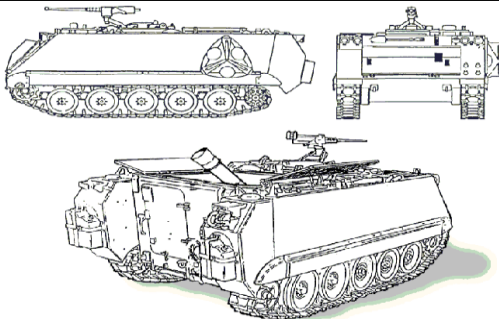


| Unit | Ammo  | ROF | Range Effectiveness |     |     |     |     |   |   |    |    |    |    |    |    |    | Ammo Supply | ERA Mod. |
|------|-------|-----|---------------------|-----|-----|-----|-----|---|---|----|----|----|----|----|----|----|-------------|----------|
|      |       |     | Range in hexes      |     |     |     |     |   |   |    |    |    |    |    |    |    |             |          |
|      |       |     | 0                   | 1   | 2   | 3   | 4   | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 22 |             |          |
| M106 | SCAP* | 3   | 6:5                 | 5:5 | 4:4 | 2:3 | 1:2 | — | — | —  | —  | —  | —  | —  | —  | —  | 15          | —        |

| Weapon             | Value (HE) | Max ROF | ICM | Incend Smoke | Chem Smoke | Range (Hexes) | Ammo Supply |     |              |            |        |      |     |        |
|--------------------|------------|---------|-----|--------------|------------|---------------|-------------|-----|--------------|------------|--------|------|-----|--------|
|                    |            |         |     |              |            |               | HE          | ICM | Incend Smoke | Chem Smoke | Illum. | CLGP | RAP | FASCAM |
| 107mm Mortar M-106 | 12         | X6      | —   | 3            | —          | 22            | 10          | —   | 14           | —          | 6      | —    | —   | —      |

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.



## M1064

### Ratings

Front Armor: 3

Flank Armor: 3

Speed: 4

Mobility: Tracked Amphibious (TA)

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

M121 120mm Mortar  
 M2 .50cal Machinegun  
 Ammunition: 1000 rounds .50cal (15)  
 SCAP (.50cal)  
 Armor: Improved Aluminium (+4/+4)



| 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 |             |          |
| M1064 | SCAP* | 3   | 6:5                 | 5:5 | 4:4 | 2:3 | 1:2 | — | — | —  | —  | —  | —  | —  | —  | —  | 15          | —        |

| 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 M1064 | 13         | X6      | —   | 4            | —          | 28            | 8           | —   | 6            | —          | 6      | —    | —   | —      |

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.