

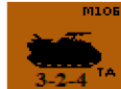
M106

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	—	—	—

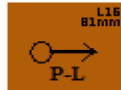
Values are per strength point.
 Ammo supply is the number of turns of fire except for smoke, which is the total number of smoke screens allowed.



L16A1 81mm Mortar

Ratings

Armor Class: Personnel (P)
Mobility: Leg (L)
Special Abilities: Indirect Fire
OPTICS: Starlight



L16A1 81mm Mortar
Ammunition: HE; Illumination; Incendiary Smoke

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 L16A1	10	X7	—	4	—	25	10	—	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.