



## NM204 81mm Mortar

### Ratings

Front Armor: 3

Flank Armor: 2

Speed: 4

Mobility: Tracked Amphibious (TA)

L16A1 81mm Mortar  
M2 .50cal Machinegun  
Ammunition:

HE IS ILLUM



Special Abilities: Indirect Fire  
OPTICS: Infrared (Driver)

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		
NM204	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
81mm Mortar NM204	10	X7	—	4	—	1	25	10	—	12	—	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.

Minimum ranges are for Indirect Fire only.

RAP-Rocket Assisted Projectile # available/Range



## M106 107mm Mortar

### Ratings

Front Armor: 3

Flank Armor: 2

Speed: 4

Mobility: Tracked Amphibious (TA)

M30 107mm Morter  
M2 .50cal Machinegun  
Ammunition:

HE IS ILLUM



Special Abilities: Smoke  
OPTICS: Starlight

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	—	—	—	—	—	—	—	—	—	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
107mm Mortar M-106	12	X6	—	3	—	3	22	8	—	8	—	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.

Minimum ranges are for Indirect Fire only.

RAP-Rocket Assisted Projectile # available/Range