

2S4 SM240 240mm Mortar

Ratings

Front Armor: 2
Flank Armor: 1
Speed: 3
Mobility: Tracked

M240 240mm Mortar
Dshk 12.7mm Machinegun
Ammunition: Ammunition: 43 rounds (14)
HE CLGP
SCAP(12.7mm)
Armor: Steel (+4/+4)

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

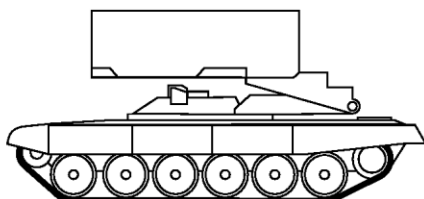


Unit	Ammo	ROF	Range Effectiveness														Ammo Supply	ERA Mod.
			Range in hexes															
			0	1	2	3	4	6	8	10	12	14	16	18	20	22		
SM-240	SCAP*	2	6:5	8:5	4:4	2:3	1:2	—	—	—	—	—	—	—	—	—	5	—

Weapon	Value (HE)	Max ROF	ICM	Incend Smoke	Chem Smoke	Range (Hexes)	Ammo Supply								CLGP	Art. Mines
							HE	ICM	Incend Smoke	Chem Smoke	Illum.	RAP	CLGP	Art. Mines		
240mm Mortar SM-240	24	X2	—	—	—	38	12	—	—	—	—	3 80	2	—	—	—

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.



TOS-1 Multiple Launch Rocket System

Ratings

Front Armor: 13
Flank Armor: 7
Speed: 4
Mobility: Tracked

TOS-1 220mm MLRS
Ammunition: 24 rockets (8)
HE
Armor: Composite Steel (0/0)

Special Abilities: Rocket Launcher; Laser Ranging
Optics: Thermal Imaging



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		
TOS-1	HE	2	—	—	—	40	40	40	40	40	40	40	40	—	—	—	8	—