



ECIA L65/81 mortar

Ratings

Armor Class: Personnel (P)

Mobility: Leg (L)

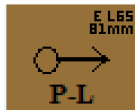
ECIA L65/81 mortar

Ammunition:

HE IS ILLUM

Special Abilities: Smoke

OPTICS: Starlight



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 L65	10	X7	—	4	—	2	24	14	—	10	—	8	—	—	—

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.

RAP-Rocket Assisted Projectile # available/Range



M121 120mm Mortar

Ratings

Armor Class: Weapon (W)

Mobility: Static (S)

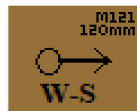
ECIA L65/120 mortar

Ammunition:

HE IS ILLUM

Special Abilities: Smoke

OPTICS: Starlight



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
120mm Mortar M121	12	X5	—	4	—	3	33	14	—	8	—	8	—	2/51	—

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.

RAP-Rocket Assisted Projectile # available/Range