



M125 81mm Mortar

Ratings

Front Armor: 3

Flank Armor: 2

Speed: 4

Mobility: Tracked Amphibious (TA)

LNM86 81mm Mortar
.M2 .50cal Machinegun

Ammunition:

HE IS ILLUM



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			
M125	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 M-125	10	X7	—	4	—	2	18	9	—	8	—	4	—	—	—

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



BMR-PM-81 81mm Mortar

Ratings

Front Armor: 2

Flank Armor: 1

Speed: 4

Mobility: Wheeled Amphibious (WA)

LNM86 81mm Mortar
.M2 .50cal Machinegun

Ammunition:

HE IS ILLUM



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			
BMR	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 BMR	12	X8	—	4	—	2	24	12	—	10	—	4	—	—	—

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