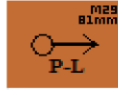


## M29 81mm Mortar



### Ratings

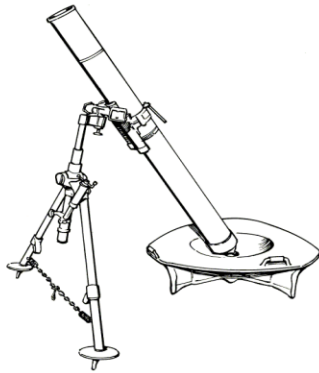
**Armor Class: Personnel (P)**  
**Mobility: Leg (L)**  
**Special Abilities: Indirect Fire**  
**OPTICS: Starlight**

**M29 81mm Mortar**  
**Ammunition: HE; Illumination; Incendiary Smoke**

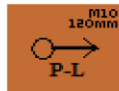
Weapon	Value (HE)	Max ROF	ICM	Incend Smoke	Chem Smoke	Range (Hexes)	Ammo Supply							
							HE	ICM	Incend Smoke	Chem Smoke	Illum.	CLGP	RAP	FASCAM
81mm Mortar M-29	10	X8	—	4	—	18	12	—	4	—	4	—	—	—

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.



## M10 120mm Mortar



### Ratings

**Armor Class: Weapon (W)**  
**Mobility: Static (S)**  
**Special Abilities: Indirect Fire**  
**OPTICS: Starlight**

**M120 120mm 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
120mm Mortar M-120	13	X6	—	4	—	28	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.