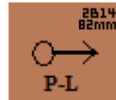




2B14 82mm Mortar
Ammunition: HE; Incendiary Smoke;
Illumination



Ratings
Armor Class: Personnel (P)
Mobility: Leg (L)

Special Abilities: Indirect Fire
OPTICS: Starlight

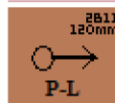
Unit	Ammo	ROF	Range Effectiveness														Ammo Supply	ER Mod	
			Range in hexes																
			0	1	2	3	4	6	8	10	12	14	16	18	20	22			
2B14	Illum	8	*	*	*	*	*	*	*	*	*	*	*	*	—	—	—	8	—
	HE	8	4	6	6	6	6	6	6	4	4	2	2	—	—	—	12	—	
	IS	8	—	—	3	3	3	3	3	3	3	3	3	—	—	—	8	—	

Weapon	Value (HE)	Max ROF	ICM	Incend Smoke	Chem Smoke	Range (Hexes)	Ammo Supply							
							HE	ICM	Incend Smoke	Chem Smoke	Illum.	RAP	CLGP	Art. Mines
82mm Mortar 2B14	12	X8	—	8	—	20	12	—	8	—	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.



2B11 120mm Mortar
Ammunition: HE; Incendiary Smoke;
Illumination



Ratings
Armor Class: Personnel (P)
Mobility: Leg (L)

Special Abilities: Indirect Fire
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		
2B11	Illum	6	—	—	*	*	*	*	*	*	*	*	*	*	*	—	8	—
	HE	6	—	—	8	8	8	8	8	8	8	6	6	4	4	—	12	—
	IS	6	—	—	4	4	4	4	4	4	4	4	4	4	4	4	8	—

Weapon	Value (HE)	Max ROF	ICM	Incend Smoke	Chem Smoke	Range (Hexes)	Ammo Supply							
							HE	ICM	Incend Smoke	Chem Smoke	Illum.	RAP	CLGP	Art. Mines
120mm Mortar 2B11	6	X6	—	2	—	28	12	—	8	—	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.