



Weapons D6 / Field Mortar

Field Mortar

Model: MetaCorp APM-2a Field Mortar

Type: Mortar

Scale: Character

Skill: Firearms Artillery

Cost: 4,250 credits

Availability: 3, R

Fire Control: 2D

Range: 10-50/300/900m

Model: MetaCorp HE-2a Heavy Explosive shell

Type: Mortar shell

Scale: Character

Cost: 100 credits

Availability: 2, R

Blast Radius: 0-2/4/8

Damage: 5D/4D/3D

Model: MetaCorp SK-2a Smoke Shell

Type: Mortar shell

Scale: Character

Cost: 50 credits

Availability: 2, R

Smoke Radius: 0-3/6/10

Smoke: Thick/Medium/Thin

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All text and stats by Brian Gavel ,Set Anu-bith, HTML and logos done by FreddyB

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