



Equipment D20 / Field Mortar

Field Mortar

Model: MetaCorp APM-2a Field Mortar

Cost: 4,250 credits

Damage: see grenade type

Critical: 20

Range Increment: 90 m

Weight: 3.5 kg

Stun Fort Save: -

Type: see grenade type

Size: Medium

Group: Heavy

Ammo: 1

Model: MetaCorp HE-2a Heavy Explosive shell

Cost: 100 credits

Damage: 3d10

Critical: 20

Range Increment: 8 m

Weight: 1 kg

Stun Fort Save: -

Type: Energy

Size: Tiny

Group: Heavy

Model: MetaCorp SK-2a Smoke Shell

Cost: 50 credits

Damage: 1/2 Cover (50% Miss Chance)

Critical: 20

Range Increment: 10 m

Weight: 1.3 kg

Stun Fort Save: -

Type: Concealment

Size: Tiny

Group: Heavy

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