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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