

LEGIONNAIRE MORTAR TEAM

- EXPERIMENTAL RULES 1.0



The Colonial Legionnaire Corps commonly makes use of infantry-portable support weapon teams alongside deployments of regular troops. Every Legionnaire is trained to use these weapons, and many secretly hope for a rotation to support duty where they can rain down destruction far from the wet-work of CQB. The firepower gained is far in excess of what their assault rifles can do, and despite losing their most effective tool in CQB engagements most troopers willingly make the exchange.

The UM-103 Standard Infantry Mortar is a versatile weapon, most dangerous when used in groups where they can rain down an unstoppable barrage of munitions from on high. It requires a crew of 2 to operate and can fire explosive cluster rounds or concussion rounds.

LEGIONNAIRE MORTAR TEAM	A	MV	CM	DP	PTS	TYPE	CATEGORY	CQB	F	S+C	SPECIAL
	2	2"	N/A	6	36	INFANTRY	TROOPS	0.5	S+	2 B2B	N/A

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
HI-EX MORTAR ROUND*	6	1	3+	N/A	N/A	0	F/S/R	SC, ALT-1, BARRAGE-3, ***
CONCUSSION ROUND**	N/A	1	3+	48	18	0	F/S/R	IF, ALT-1, ***

Transport: 1x bear APC (2 units only). In addition, may share 1x condor medium dropship with another squad of either: Heavy Hazard Suit Team, Colonial Legionnaire Squad, Praetorian Squad, Mortar Team or Anti-Aircraft Team, providing that they are also mounted in Bear APCs

***Special Rule - Weapons Team (Loader):** This weapon reduces its Barrage value by 1 for every 2 damage points sustained.

****Special Rule - Concussive Barrage:** Infantry at the walls of a building are pushed back inside, and no infantry may go to the walls of the building for the remainder of the turn.

*****Special Rule - Mortar:** This weapon counts as Arc - Front when firing from the windows of a building.