

## *Advanced Assault*

### **Egyptian Indirect Fire Data Chart (1973)**

<i>Weapon</i>	<i>Value (HE)</i>	<i>Max ROF</i>	<i>Incend Smoke</i>	<i>Chem Smoke</i>	<i>Min Range</i>	<i>Max Range</i>	<i>Ammo Supply</i>			
							<i>HE</i>	<i>Incend Smoke</i>	<i>Chem Smoke</i>	<i>Illum.</i>
<b>82mm Mortar M41</b>	<b>12</b>	<b>X6</b>	<b>8</b>	<b>—</b>	<b>2</b>	<b>12</b>	<b>8</b>	<b>8</b>	<b>—</b>	<b>8</b>
<b>120mm Mortar M43</b>	<b>6</b>	<b>X5</b>	<b>2</b>	<b>—</b>	<b>3</b>	<b>23</b>	<b>12</b>	<b>8</b>	<b>—</b>	<b>8</b>
<b>120mm Mortar Mk F1</b>	<b>8</b>	<b>X5</b>	<b>4</b>	<b>—</b>	<b>3</b>	<b>33</b>	<b>10</b>	<b>8</b>	<b>—</b>	<b>8</b>
<b>122mm Howitzer D-30</b>	<b>4</b>	<b>X6</b>	<b>1</b>	<b>1</b>	<b>6</b>	<b>61</b>	<b>12</b>	<b>3</b>	<b>3</b>	<b>4</b>
<b>130mm Gun M-46</b>	<b>4</b>	<b>X5</b>	<b>1</b>	<b>1</b>	<b>10</b>	<b>110</b>	<b>16</b>	<b>3</b>	<b>3</b>	<b>3</b>
<b>152mm Howitzer D-20</b>	<b>5</b>	<b>X4</b>	<b>1</b>	<b>1</b>	<b>7</b>	<b>74</b>	<b>16</b>	<b>4</b>	<b>4</b>	<b>2</b>
<b>122mm Rocket BM-21</b>	<b>15</b>	<b>—</b>	<b>—</b>	<b>1</b>	<b>14</b>	<b>65</b>	<b>8</b>	<b>—</b>	<b>2</b>	<b>—</b>
<b>160mm Mortar M-160</b>	<b>4</b>	<b>X5</b>	<b>—</b>	<b>—</b>	<b>4</b>	<b>32</b>	<b>9</b>	<b>—</b>	<b>—</b>	<b>—</b>
<b>130mm Rocket RM-51</b>	<b>12</b>	<b>—</b>	<b>—</b>	<b>—</b>	<b>14</b>	<b>33</b>	<b>4</b>	<b>—</b>	<b>—</b>	<b>—</b>

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.