

DDR Indirect Fire Data Chart

Weapon	Value (HE)	Max ROF	ICM	Incend Smoke	Chem Smoke	Min Range (Hexes)	Max Range (Hexes)	Ammo Supply							
								HE	ICM	Incend Smoke	Chem Smoke	Illum.	RAP	CLGP	Art. Mines
82mm Mortar M41	12	X6	—	8	—	2	12	8	—	8	—	8	—	—	—
82mm Mortar 2B9	12	X10	—	8	—	2	19	8	—	8	—	8	—	—	—
82mm Mortar 2B14	12	X8	—	8	—	2	20	12	—	8	—	8	—	—	—
120mm Mortar M43	6	X5	—	2	—	3	23	12	—	8	—	8	—	—	—
120mm Mortar 2B11	6	X6	—	2	—	3	28	10	—	8	—	8	—	2 ^{***}	—
122mm Howitzer D-30	4	X6	—	1	1	6	61	12	—	3	3	4	—	2	—
122mm Howitzer 2S1	4	X4	—	1	1	6	61	9	—	3	3	—	2 / 88	2	—
122mm Rocket BM-21	15	—	—	—	1	14	65	3	—	—	2	—	—	—	3
130mm Gun M-46	4	X5	—	—	1	11	110	16	—	—	3	—	3 / 160	—	—
152mm Howitzer D-20	5	X4	X2	1	1	7	74	16	3	4	4	2	3 / 96	2	—
122mm Rocket RM70	25	—	—	—	1	14	80	9	—	—	2	—	—	—	2
152mm Howitzer 2S3	5	X4	X2	1	1	7	74	12	3	3	3	2	2 / 96	2	—
122mm Howitzer M-30	4	X5	—	1	1	6	47	12	—	2	3	4	—	—	—
152mm Howitzer D-1	4	X3	—	—	—	7	50	14	—	—	—	4	—	—	—

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.

*** 120mm mortar CGLP is the GRAN round with max range is 28 hexes for all systems