

## Jugoslav Indirect Fire Data Chart

Weapon	Value (HE)	Max ROF	ICM	Incend Smoke	Chem Smoke	Range (Hexes)	Ammo Supply					
							HE	ICM	Incend Smoke	Chem Smoke	CLGP	FASCAM
<b>M-69 82mm Mortar</b>	12	X7	–	2	–	20	18	–	8	–	–	–
<b>M-60PB 82mmMortar</b>	12	X7	–	2	–	20	12	–	6	–	–	–
<b>M-74 120mm Mortar</b>	6	X6	–	2	–	27	16	–	8	–	–	–
<b>M-75 120mm Mortar</b>	6	X7	–	2	–	36	16	–	8	–	–	–
<b>M-43 120mm Mortar</b>	6	X6	–	2	–	25	18	–	8	–	–	–
<b>M-52 120mm Mortar</b>	6	X6	–	2	–	28	16	–	8	–	–	–
<b>M60PB 120mm Mortar</b>	6	X7	–	2	–	28	9	–	6	–	–	–
<b>2S1 122mm Howitzer</b>	4	X4	–	1	1	61	9	–	3	3	–	–
<b>BM-21 122mm Rocket</b>	15	–	–	–	1	65	3	–	–	–	–	–
<b>D-30 M-30 122mm Howitzer</b>	4	X4	–	1	–	47	16	–	6	–	–	–
<b>M-101 105mm Howitzer</b>	4	X5	–	2	–	40	10	–	6	–	–	–
<b>M-63 128mm Rocket</b>	18	–	–	–	–	34	3	–	–	–	–	–
<b>M-94 128mm Rocket</b>	18	–	–	–	–	51	3	–	–	–	–	–
<b>D-20 152mm Howitzer</b>	5	X4	–	1	1	69	12	–	3	3	–	–
<b>M-46 130mm Gun</b>	4	X4	–	–	–	110	16	–	–	–	–	–
<b>M-48 76mm Gun</b>	3	X3	–	–	3	31	14	–	6	–	–	–

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.