

M-46 130mm Field Gun

Ratings

Armor Class: Weapon (W)

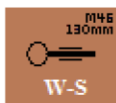
Mobility: Static (S)

52-P-547 130mm Field Gun

Ammunition:

(IDF) HE IS CS ILLUM

(DF) AP HEAT HE IS



Special Abilities: Indirect Fire

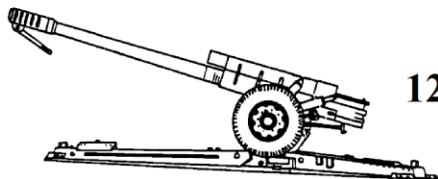
OPTICS: No enhanced optics

Unit	Ammo	ROF	Range Effectiveness															Ammo Supply	ERA Mod.
			Range in hexes																
			0	1	2	3	4	6	8	10	12	14	16	18	20	22			
M-46	HEAT	2	8:8	8:8	7:8	6:8	5:8	4:8	—	—	—	—	—	—	—	—	3	—	
	HE	2	8	14	14	12	12	10	10	8	8	6	4	—	—	—	12	—	
	IS	2	—	24	24	24	22	22	18	14	12	10	8	6	—	—	3	—	

Weapon	Value (HE)	Max ROF	ICM	Incend Smoke	Chem Smoke	Range (Hexes)	Ammo Supply							
							HE	ICM	Incend Smoke	Chem Smoke	Illum.	RAP	CLGP	Art. Mines
130mm Gun M-46	4	X5	—	1	1	110	16	—	3	3	3	3 152	—	—

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.



D-30 122mm Howitzer

Ratings

Armor Class: Weapon (W)

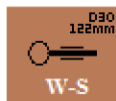
Mobility: Static (S)

2A18 122mm Howitzer

Ammunition:

(IDF) HE IS CS Illum CLGP

(DF) HEAT HE IS



Special Abilities: Indirect Fire

OPTICS: No enhanced optics

Unit	Ammo	ROF	Range Effectiveness															Ammo Supply	ER Mod.
			Range in hexes																
			0	1	2	3	4	6	8	10	12	14	16	18	20	22			
D-30	HEAT	2	6:19	8:19	7:19	5:19	3:19	2:19	1:19	—	—	—	—	—	—	—	3	—	
	HE	2	4	10	10	10	10	9	8	7	6	5	4	—	—	—	12	—	
	IS	2	—	20	20	20	20	18	16	14	12	10	8	6	—	—	3	—	

Weapon	Value (HE)	Max ROF	ICM	Incend Smoke	Chem Smoke	Range (Hexes)	Ammo Supply							
							HE	ICM	Incend Smoke	Chem Smoke	Illum.	RAP	CLGP	Art. Mines
122mm Howitzer D-30	4	X6	—	1	1	61	12	—	3	3	4	—	2	—

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.