

Soviet 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 ^{***}	—
120mm Mortar 2B16	6	X5	—	4	4	3	24	6	—	4	4	—	—	2 ^{***}	—
120mm Mortar 2S9	6	X5	—	4	4	3	24	6	—	4	4	—	—	2 ^{***}	—
120mm Mortar 2S23	6	X5	—	4	4	3	24	6	—	4	4	—	—	2 ^{***}	—
120mm Mortar 2S31	6	X5	—	4	4	3	72	8	—	4	4	—	—	—	—
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
122mm Rocket GRAD1	8	—	—	—	1	14	65	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	—
152mm Gun 2A36	5	X4	X4	1	1	8	105	10	2	2	2	2	2 ¹⁴⁴	2	—
152mm Howitzer 2A65	5	X5	X4	1	1	12	116	16	3	3	3	2	2 ¹⁴⁴	2	—
152mm Howitzer 2S3	5	X4	X2	1	1	7	74	12	3	3	3	2	2 ⁹⁶	2	—
152mm Howitzer 2S19	6	X5	X4	2	2	12	110	16	3	3	3	2	2 ¹⁴⁴	2	—
152mm Howitzer V-77	6	X4	—	1	1	8	75	10	—	2	2	—	2 ⁸⁰	2	—
152mm Gun 2S5	5	X4	X4	1	1	8	105	10	2	2	2	2	2 ¹⁴⁴	2	—
203mm Howitzer 2S7	5	X4	—	—	—	15	150	6	—	—	—	—	2 ²²²	—	—
220mm Rocket BM-27	25	—	X2	—	—	21	140	2	2	—	—	—	—	—	2
300mm Rocket BM-30	45	—	X2	—	1	28	360	8	2	—	—	—	—	—	2 AT
240mm Mortar SM-240	24	X2	—	—	—	3	38	12	—	—	—	—	3 ⁸⁰	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.

**The 2S19 is not required to deploy before firing indirect fire.

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