

Advanced Assault: 21st Century

Belarus 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 2B14	12	X8	—	8	—	2	20	12	—	8	—	8	—	—	—
120mm Mortar 2B12	6	X6	—	2	—	3	28	12	—	8	—	8	—	—	—
152mm Gun 2A36	5	X4	X4	1	1	7	105	12	3	3	3	2	2/144	2	—
152mm Gun 2S5	5	X4	X4	1	1	7	105	10	2	2	2	2	2/144	2	—
152mm Howitzer 2A65	5	X5	X4	1	1	7	116	16	3	3	3	2	2/96	2	—
122mm Howitzer 2S1	4	X4	—	1	1	6	61	9	—	3	3	—	2/88	2	—
152mm Howitzer 2S3	5	X4	X2	1	1	8	74	10	1	1	1	1	2/96	1	—
152mm Howitzer 2S19	6	X5	X4	2	2	12	110	10	2	1	—	1	2/144	2	—
122mm Rocket BM-21	15	—	—	—	1	14	65	8	—	—	2	—	—	—	3
220mm Rocket BM-27	25	—	X2	—	—	21	140	2	2	—	—	—	—	—	2
300mm Rocket BM-30	45	—	X2	—	1	28	360	8	2	—	—	—	—	—	2 AT

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.