



Ratings

Armor Class: Weapon (W)

Mobility: Static (S)

M-30 122mm Howitzer

M1938 122mm Howitzer

Ammunition:

(IDF) HE IS CS Illum

(DF) 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-30	HEAT	2	4:7	6:7	5:7	4:7	3:7	2:7	1:7	—	—	—	—	—	—	—	3	—	
	HE	2	3	10	10	10	10	8	7	6	4	—	—	—	—	—	12	—	
	IS	2	—	16	16	16	16	12	12	8	6	—	—	—	—	—	2	—	

Weapon	Value (HE)	Max ROF	ICM	Incend Smoke	Chem Smoke	Range (Hexes)	Ammo Supply								CLGP	Art. Mines
							HE	ICM	Incend Smoke	Chem Smoke	Illum.	RAP	CLGP	Art. Mines		
M-30 122mm Howitzer	4	X5	—	1	1	47	12	—	2	3	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.



Ratings

Armor Class: Weapon (W)

Mobility: Static (S)

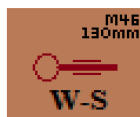
M-46 130mm Field Gun

52-P-547 130mm Field Gun

Ammunition:

(IDF) HE IS

(DF) 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								CLGP	Art. Mines
							HE	ICM	Incend Smoke	Chem Smoke	Illum.	RAP	CLGP	Art. Mines		
130mm Gun M-46	4	X5	—	—	1	110	16	—	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.