

## Bulgarian Indirect Fire Data Chart

Weapon	Value (HE)	Max ROF	ICM	Incend Smoke	Chem Smoke	Range (Hexes) Min	Range (Hexes) Max	Ammo Supply							
								HE	ICM	Incend Smoke	Chem Smoke	Illum.	RAP	CLGP	Art. Mines
82mm Mortar M82	12	X6	—	8	—	2	12	8	—	8	—	8	—	—	—
82mm Mortar TMX	12	X6	—	8	—	2	12	8	—	6	—	4	—	—	—
120mm Mortar 2S12	6	X6	—	2	—	3	28	12	—	8	—	8	—	—	—
120mm Mortar Tun-Sani	6	X6	—	2	—	3	28	6	—	4	—	4	—	—	—
100mm Gun BS-3	3	X2	—	1	1	6	82	12	—	2	3	4	—	—	—
100mm Gun 2A19	3	X2	—	1	1	4	33	12	—	2	3	4	—	—	—
M-30 122mm Howitzer	4	X5	—	1	1	6	47	12	—	2	3	4	—	—	—
122mm Howitzer 2S1	4	X4	—	1	1	6	61	9	—	3	3	—	2 / 88	2	—
122mm Rocket BM-21	15	—	—	—	1	14	65	8	—	—	2	—	—	—	3
130mm Rocket RM-51	12	—	—	—	—	10	33	4	—	—	—	—	—	—	—
152mm Howitzer 2S3	5	X4	X2	1	1	7	74	12	3	3	3	2	2 / 96	2	—
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 Howitzer M-10	4	X3	—	—	—	7	50	14	—	—	—	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.