

# Advanced Assault

## Syrian/Arab Artillery Direct Fire Data Chart 1973

Unit	Ammo	ROF	Range Effectiveness														Ammo Supply
			Range in hexes														
			0	1	2	3	4	6	8	10	12	14	16	18	20	22	
M41	Illum	6	—	*	*	*	*	*	*	*	*	*	*	—	—	—	8
	HE	6	—	—	4	4	4	4	4	4	2	—	—	—	—	12	
	IS	6	—	—	3	3	3	3	3	3	3	—	—	—	—	8	
M43	Illum	5	—	—	*	*	*	*	*	*	*	*	*	*	*	8	
	HE	5	—	—	—	6	6	6	6	6	6	6	3	3	3	12	
	IS	5	—	—	—	4	4	4	4	4	4	4	4	4	4	8	
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	
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	
D-20	HEAT	1	8:9	8:9	7:9	6:9	5:9	4:9	3:9	2:9	1:9	—	—	—	—	2	
	HE	1	12	20	20	20	20	20	18	16	14	10	6	—	—	12	
	IS	1	—	24	24	24	22	22	18	14	12	10	8	6	—	3	

## Syrian/Arab Indirect Fire Data Chart 1973

Weapon	Value (HE)	Max ROF	Incend Smoke	Chem Smoke	Min Range	Max Range	Ammo Supply			
							HE	Incend Smoke	Chem Smoke	Illum.
81mm Mortar L16A1	10	X7	—	4	2	25	12	6	—	6
81mm Mortar M-29	10	X7	4	—	2	21	16	8	—	10
82mm Mortar BM37	8	X6	8	—	2	12	8	8	—	8
82mm Mortar M41	12	X6	8	—	2	12	8	8	—	8
120mm Mortar M43	6	X5	2	—	3	23	12	8	—	8
120mm Mortar Mk F1	8	X5	4	—	3	33	10	8	—	8
240mm Mortar M-240	24	X2	—	—	6	38	12	—	—	—
122mm Gun D-74	4	X6	—	—	8	95	12	—	—	—
122mm Howitzer D-30	4	X6	1	1	6	61	12	3	3	4
T-34/D30 122mm Howitzer	4	X6	1	1	6	61	8	2	2	3
130mm Gun M-46	4	X5	1	1	10	110	16	3	3	3
180mm Gun S-23	6	—	—	—	10	122	10	—	—	—
152mm Howitzer M1943	4	X3	—	—	7	50	14	—	—	4
152mm Howitzer ML20	4	X4	1	1	7	69	16	4	4	2
152mm Howitzer D-20	5	X4	1	1	7	74	16	4	4	2
155mm Howitzer Mk F3	6	X4	1	1	9	80	10	4	—	4
155mm Howitzer M109	6	X4	1	1	9	72	20	3	5	4
203mm Howitzer M110	4	X4	—	—	10	67	14	—	—	—
122mm Rocket BM-21	15	—	—	1	14	65	8	—	2	—
240mm Rocket BM-24	18	—	—	—	11	40	6	—	—	—
160mm Mortar M-160	4	X5	—	—	4	32	9	—	—	—
130mm Rocket RM-51	12	—	—	—	14	33	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.