



# American Vehicles and Guns Charts

NAME and type	YEAR	SHOOTING	Shooting at vehicles
Artillery			
Mortier de 58 mm type 2	1915	2" template	1CD
Stokes mortar	1915	4" template	2CD
Newton 6-inch mortar	1917	6" template	3CD
Canon d'Infanterie de 37 modèle 1916 TRP	1916	2" template	1CD
37 mm Infantry Gun Model 1917	1917	2" template	1CD
QF 2.95-inch mountain gun	1916	4" template	2CD
3-inch M1902 field gun	1916	4" template	2CD
75 mm gun M1916	1916	4" template	2CD
4.7-inch gun M1906	1911	6" template	3CD
BL 6-inch gun Mk XIX	1916	6" template	3CD
Canon de 155mm GPF	1918	6" template	3CD
Canon de 155 C modèle 1917 Schneider	1917	6" template	3CD

Artillery was usually manned by a crew of four or five, some even less or more. A crew fights hand to hand with one dice per miniature. Morale depends on the number of miniatures as well. A crew of five will become shaken at three casualties and will break with one miniature left. They move the same as the infantry pushing it

When shooting at vehicles roll a single D6 to hit. On a roll of 4, 5, or 6 the target is hit. Now roll the BelloLudi Commander dice to see the amount of damage the vehicle has taken. With a roll of **B** being a bullseye, destroying the vehicle. A roll of 0 will do no damage and a roll of 1, 2, or 3 will give that much damage respectively.

If a gun has a rating of 2CD or 3CD, roll that many Commander Dice and add the number together. The total is the amount of damage the vehicle has taken. Should the number of damage exceed the armour number, the vehicle is deemed destroyed.



# American Vehicles and Guns Charts

NAME AND TYPE	Speed CC/ road	year	ARMAMENT	SHOOTING	Shooting at vehicles	ARMOUR	MORALE
American Vehicle and Gun Chart							
Armoured Cars, Scout Cars and APCs							
Davidson-Cadillacs Armoured Cars	8"/12"	1914	MG	3	1CD	3	2/1
Jeffrey Armoured Car No.1	8"/12"	1914	MG	3	1CD	3	2/1
White (MGs)	8"/12"	1915	VMG	3	1CD	3	2/1
White (37mm)	8"/12"	1915	cannon	2	1CD	3	2/1
Tanks							
FT-17 (VMG)	6"/9"	1917	VMG	3	1CD	4	2/1
FT-17 (37mm)	6"/9"	1917	cannon	2	1CD	4	2/1

Machinegun fire is only effective against vehicles with an armour of 4 or less, or open topped vehicles.

You can only fire one weapon from the turret. When firing the main gun, the turret mounted machine gun cannot shoot.