



# German Vehicles and Guns Charts

NAME	Year	SHOOTING	Shooting at vehicles
Artillery			
50mm mortar	1936	2" template	1CD
7.58 cm Minenwerfer	1909	2" template	1CD
9.15 cm leichtes Minenwerfer System Lanz	1914	4" template	1CD
17 cm mittlerer Minenwerfer	1913	6" template	3CD
25 cm schwerer Minenwerfer	1907	6" template	3CD
3.7 cm TAK 1918	1918	2" template	1CD
5.7 cm Maxim-Nordenfellt	1887	2" template	1CD
77mm M1896	1896	4" template	2CD
75mm Anti Aircraft Gun	1915	4	2CD
75mm FK 16 field gun	1916	4" template	2CD
75mm Geb I5 and 36 mountain	1915	4" template	2CD
10.5 cm leFH 16	1916	6" template	3CD
15 cm Kanone 16	1917	6" template	3CD
15 cm sFH 13	1913	6" template	3CD
Paris Gun	1918	6" template	3CD
21 cm Mörser 16	1916	6" template	3CD
Big Bertha (howitzer)	1914	6" template	3CD
42 cm Gamma howitzer	1909	6" template	3CD



# German Vehicles and Guns Charts

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.

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.

NAME AND TYPE	Speed CC/ road	year	ARMAMENT	SHOOTING	Shooting at vehicles	ARMOUR	MORALE
Self-Propelled Guns and Tank Destroyers							
7.7 cm Leichte Kraftwagengeschütze M1914	8"/12"	1914	cannon	4	2CD	2	1/1
Armoured cars							
Ehrhardt	8"/12"	1915	HMG	6	1CD	3	2/1
Büssig A5P Armoured Car	8"/12"	1914	vMG	3	1CD	2	1/1
Tanks							
A7V Sturmpanzerwagen	6"/9"	1918	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.