



# Italian 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
65mm infantry gun	1913	4" template	1CD
75mm 75/27 field gun	1906	4" template	2CD
75mm 75/18 field gun	1918	4" template	2CD
75mm 75/13 mountain gun	1913	4" template	2CD
100mm 100/17 howitzer	1917	6" template	2CD

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.



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NAME AND TYPE	Speed off-road/ road	YEAR	ARMAMENT	SHOOTING	Shooting at vehicles	ARMOUR	MORALE
Self-Propelled Guns							
Lancia 1Z 75-27	8"/12"	1915	cannon	4	2CD	3	2/1
102/35 su SPA 9000	8"/12"	1915	cannon	4	2CD	2	1/1
Armoured cars							
Fiat-Terni Armoured Car	8"/12"	1918	HMG	6	1CD	3	2/1
Lancia 1Z Armoured Car	8"/12"	1912	HMG	6	1CD	3	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.