



Russian Vehicles and Guns Charts

NAME and type	YEAR	SHOOTING	Shooting at vehicles
Artillery			
9 cm Mortar Type GR/ Aasen mortar	1915	4" template	1CD
8-inch mortar M1877	1877	6" template	3CD
37 mm trench gun M1915	1915	2" template	1CD
76 mm air-defense gun M1914/15	1914	4	2CD
76 mm gun M1900	1900	4" template	2CD
76 mm mountain gun M1909	1909	4" template	2CD
76.2mm Putilov field gun	1900	4" template	2CD
87 mm light field gun M1877	1877	4" template	2CD
42-line field gun M1877	1877	6" template	3CD
107 mm gun M1910	1910	6" template	3CD
152 mm howitzer M1909	1909	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.



Russian Vehicles and Guns Charts

NAME AND TYPE	Speed CC/ road	year	ARMAMENT	SHOOTING	Shooting at vehicles	ARMOUR	MORALE
<i>Self-Propelled Guns and Tank Destroyers</i>							
76 mm air-defense gun M1914/15	8"/12"	1914	Cannon	4	2CD	2	1/1
Armoured Cars							
Austin-Kegresse Halftrack	6"/9"	1916	VMGs	3	1CD	3	2/1
Austin-Putilov	8"/12"	1917	VMGs	3	1CD	3	2/1
Izorski-Fiat Armoured Car	8"/12"	1916	VMGs	3	1CD	3	2/1
Putilov-Garford Heavy Armoured Car (76.2mm)	8"/12"	1916	Cannon	4	2CD	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.