



## Austro-Hungarian Vehicles and Guns Charts

NAME and TYPE	YEAR	SHOOTING	Shooting at vehicles
Artillery			
8 cm Luftminenwerfer M 15	1915	2" template	1CD
9 cm Minenwerfer M 14	1914	4" template	2CD
10.5 cm Luftminenwerfer M 15	1915	6" template	3CD
12 cm Luftminenwerfer M 16	1916	6" template	3CD
3.7 cm Infanteriegeschütz M.15	1915	2" template	1CD
7 cm Gebirgsgeschütz M 75	1875	2" template	1CD
Skoda 75 mm Model 15	1915	4" template	2CD
8 cm Feldkanone M. 99	1899	4" template	2CD
9 cm Feldkanone M 75/96	1875	4" template	2CD
10 cm Gebirgshaubitze M 99	1899	6" template	3CD
15 cm schwere Feldhaubitze M 94	1894	6" template	3CD
38 cm Belagerungshaubitze M 16	1916	6" template	3CD
Skoda 305 mm Model 1911	1911	6" template	3CD



# Austro-Hungarian 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. 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.

NAME AND TYPE	Speed CC/ road	year	ARMAMENT	SHOOTING	Shooting at vehicles	ARMOUR	MORALE
Armoured cars							
AustroDaimler	8"/12"	1904	MG	3	1CD	2	1/1
Junovicz P.A.1	8"/12"	1915	MG	3	1CD	3	2/1
Romfell armoured car	8"/12"	1915	MG	3	1CD	2	1/1

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.