



# American Vehicles, Airplanes and Guns Charts

NAME and type	YEAR	SHOOTING	Shooting at vehicles
Artillery			
60mm mortar	1940	2" template	1CD
81mm mortar	1940	4" template	1CD
4.2" mortar	1943	6" template	1CD
Bazooka anti-tank rocket launcher range 18"	1942	2	3CD
Quad 50 cal anti-aircraft	1943	16	1CD
40mm Bofors anti-aircraft	1943	2	2CD
90mm anti-aircraft	1938	6	3CD
37mm anti-tank	1940	2	2CD
57mm anti-tank	1942	2	2CD
3" anti-tank	1943	4	3CD
75mm recoilless rifle	1945	4	2CD
75mm pack howitzer	1927	4" template	2CD
105mm airborne / regimental howitzer	1943	6" template	2CD
105mm howitzer	1941	6" template	2CD
155mm howitzer	1942	6" template	2CD
4.5"	1942	6" template	2CD
155mm 'Long Tom'	1940	6" template	2CD
8" howitzer	1939	6" template	2CD
240mm howitzer	1943	6" template	3CD



# American Vehicles, Airplanes 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
American Vehicle and Gun Chart							
Tank Destroyers							
M6 ¾ ton truck (37mm)	12"/18"	1941	Cannon	2	1CD	2	1/1
M3 GMC half-track (75mm)	12"/18"	1941	Cannon	4	2CD	3	2/1
M10 Wolverine (3")	8"/12"	1942	Cannon	4	3CD	4	3/1
M18 Hellcat (76mm)	12"/18"	1943	Cannon	4	3CD	4	3/1
M36 Jackson (90mm)	8"/12"	1944	Cannon	6	3CD	4	3/1
Self-Propelled Guns							
M21 / M4 half-track (81mm mortar)	12"/18"	1940	Mortar	4" template	1CD	3	2/1
M8 HMC (75mm)	12"/18"	1942	Cannon	4" template	2CD	4	3/1
M19 HMC half-track (105mm)	12"/18"	1942	Cannon	6" template	2CD	3	2/1
M7 Priest (105mm)	8"/12"	1942	Cannon	6" template	2CD	3	2/1
M12 (155mm)	8"/12"	1942	Cannon	6" template	2CD	3	2/1



# American Vehicles, Airplanes and Guns Charts

NAME AND TYPE	Speed CC/ road	year	ARMAMENT	SHOOTING	Shooting at vehicles	ARMOUR	MORALE
Recovery / Repair / Engineering Vehicles							
M31 ARV	8"/12"	1941					
M32 ARV	8"/12"	1943	Mortar	4" template	1CD	5	3/1
M4 'Aunt Jemima' mine roller	6"/9"	1942	Cannon	4	2CD	5	3/1
Armoured Cars, Scout Cars and APCs							
Semi-armoured Jeep (MG)	12"/18"	1943	VMG	3	1CD	3	2/1
Semi-armoured Jeep (Bazooka)	12"/18"	1943	anti-tank launcher	2	3CD	3	2/1
M3 half-track (MG)	12"/18"	1941	VMG	3	1CD	3	2/1
M3 scout car (MG)	12"/18"	1939	VMG	3	1CD	3	2/1
M8 armoured car (37mm)	12"/18"	1943	Cannon	2	1CD	3	2/1
M20 utility car (HMG)	12"/18"	1943	HMG	3	1CD	3	2/1
Amtrack LVT(A) (37mm)	6"/9"	1941	Cannon	2	1CD	3	2/1
AmtrackLVT(A) (75mm)	6"/9"	1941	Cannon	4	2CD	3	2/1
Amtrack LVT 2 / 4 (MGs)	6"/9"	1942	VMG	3	1CD	3	2/1
Buffalo LVT4 (20mm)	6"/9"	1943	Autocannon	2	1CD	3	2/1
Weasel Amphibian	8"/12"	1944	VMG	3	1CD	2	1/1
Tanks							
M3A1 Stuart (37mm)	12"/18"	1941	Cannon	2	1CD	4	3/1
M3A3 Stuart (37mm)	12"/18"	1942	Cannon	2	1CD	4	3/1
M5 Stuart (37mm)	12"/18"	1942	Cannon	2	1CD	4	3/1
M24 Chaffee (75mm)	12"/18"	1944	Cannon	4	2CD	4	3/1



# American Vehicles, Airplanes and Guns Charts

NAME AND TYPE	Speed CC/ road	year	ARMAMENT	SHOOTING	Shooting at vehicles	ARMOUR	MORALE
M3 Lee (37mm / 75mm)	8"/12"	1941	Cannon	2/4	1CD/2CD	5	3/1
M4 Sherman (75mm)	8"/12"	1942	Cannon	4	2CD	5	3/1
M4 Sherman (105mm)	8"/12"	1944	Cannon	6	2CD	5	3/1
M4 Sherman (76mm)	8"/12"	1944	Cannon	4	3CD	5	3/1
M4 Sherman 'Jumbo' (75mm)	8"/12"	1944	Cannon	4	2CD	6	4/1
M4 Sherman 'Jumbo' (76mm)	8"/12"	1944	Cannon	4	3CD	6	4/1
M4A3E8 Sherman (76mm)	8"/12"	1944	Cannon	4	3CD	5	3/1
T34 Sherman 'Calliope' (MRL)	8"/12"	1944	Rocket launcher	As barrage	1CD	5	3/1
M26 Pershing (90mm)	8"/12"	1944	Cannon	6	3CD	6	4/1
M4 Sherman (command)	8"/12"	1942	Cannon	4	2CD	4	3/1
M4 Sherman (OP)	8"/12"	1942	Cannon	4	2CD	4	3/1
Anti-Aircraft Vehicles							
M15 half-track (37mm / 2 x HMG)	12"/18"	1942	Multiple autocannon	2/6	1CD	3	2/1
M16 half-track (4 x HMG)	12"/18"	1942	4 x HMG	16	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.

NAME AND TYPE	YEAR	ARMAMENT	SHOOTING	Shooting at vehicles	BOMBING (template)
American Aircraft					



# American Vehicles, Airplanes and Guns Charts

NAME AND TYPE	YEAR	ARMAMENT	SHOOTING	Shooting at vehicles	BOMBING (template)
Curtiss P-40 Warhawk fighter bomber	1939	6 x HMG	18	1CD	
		2 x medium bomb (or 1 x heavy bomb)		1CD/3CD	2x4"/1x6"
P-39 Aircobra fighter bomber	1941	4 x MMG, 2 x HMG and 37mm autocannon	8/6/2	2CD	
		1 x medium bomb		1CD	1x4"
P-38 Lightning fighter bomber	1941	4 x HMG and single 20mm autocannon,	12/2	1CD	
		2 x medium bomb (or 1 x heavy bomb)		2CD/3CD	2x4"/1x6"
B-25 Mitchell Medium bomber	1941	2 x HMG	6	1CD	
		6 x medium bomb (or 3 x heavy bomb)		2CD/3CD	6x4"/3x6"
P-51 Mustang fighter bomber	1942	6 x HMG	18	1CD	
		2 x medium bomb (or 1 x heavy bomb)		1CD/3CD	2x4"/1x6"
P-51B Mustang fighter bomber	1943	6 x HMG / 6 x rockets	18/6x4	1CD/2CD	
P-47 Thunderbolt fighter bomber	1942	8 x HMG	24	1CD	
		2 x medium bomb (or 1 x heavy bomb or 8 x rockets)		1CD/3CD/2CD	2x4"/1x6"/8x4"
Douglas A20 Havoc Medium bomber,	1941	6 x HMG	18	1CD	
		4 x medium bomb (or 2 x heavy bomb)		2CD/3CD	4x4"/2x6"
Martin Marauder Medium bomber	1941	4 x HMG	12	1CD	
		4 x medium bomb (or 2 x heavy bomb)		2CD/3CD	4x4"/2x6"
P-38L Lightning Fighter Bomber	1944	4 x HMG and single 20mm autocannon	12/2	1CD	
		10 x rockets	4	2CD	10x4"
B-25H Mitchell Medium bomber	1944	6 x HMG and 75mm gun	18/4	1CD/2CD	
American Carrier Aircraft					
Grumman Wildcat fighter	1940	6 x HMG	18	1CD	



# American Vehicles, Airplanes and Guns Charts

NAME AND TYPE	YEAR	ARMAMENT	SHOOTING	Shooting at vehicles	BOMBING (template)
Douglas Dauntless SBD Dive bomber	1940	2 x HMG,	6	1CD	
		2 x light bomb and 1 x medium bomb		1CD/2CD	2x2"/1x4"
Vought Kingfisher Float Plane Light bomber	1938	2 x MMG,	4	1CD	
		2 x light bomb		1CD	2x2"
Vought Corsair fighter bomber	1942	6 x HMG	18	1CD	
		2 x medium bomb (or 1 x heavy bomb)		2CD/3CD	2x4"/1x6"
Grumman Avenger Light bomber	1942	2 x HMG	6	1CD	
		4 x medium bomb (or 2 x heavy bomb)		2CD/3CD	4x4"/2x6"
Grumman Hellcat fighter bomber	1943	6 x HMG	18	1CD	
		2 x medium bomb (or 1 x heavy bomb)		2CD/3CD	2x4"/1x6"
Curtiss Helldiver Dive bomber	1942	Multiple 20mm autocannon,	4	2CD	
		3 x medium bomb		2CD	3x4"

An aircraft can either strafe a target with its machine guns or make a bombing run. A bombing run you can make once per game, dropping all available bombs. All aircraft have a 48" movement rate and an armour of 5. Aircraft are driven off when they are shaken.