Belgian Vehicles, Airplanes and Guns Charts

NAME and type	YEAR	SHOOTING	Shooting at vehicles
Artillery			
D.B.T. Launcher 2	1934	2" template	1CD
V-B rifle Grenade	1916	2" template	1CD
FRC 76mm mortar	1931	4" template	1CD
47mm FRC M1931 anti tank	1931	2	2CD
75mm M1897 field gun	1897	4" template	2CD
75mm M97/33 field/anti-tank gun	1897	4" template	2CD
10 cm K 17 field gun	1917	6" template	2CD
60mm FRC forteresse L/50 7 5 Static	1931	2" 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.

NAME AND TYPE	Speed CC/ road	year	ARMAMENT	SHOOTING	Shooting at vehicles	ARMOUR	MORALE
AFV's							
Carden Loyd MK VI with FRC 47mm	8"/12"	1934	Cannon	2	2CD	3	2/1

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T-13 B1/B2 47 mm	8"/12"	1934	Cannon	2	2CD	3	2/1
T-13 B3 47 mm	8"/12"	1938	Cannon	2	2CD	3	2/1
T-15 2 1 HMG	8"/12"	1936	HMG	6	1CD	3	2/1
AGC-1 47mm	6"/9"	1936	Cannon	2	2CD	4	3/1

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 (templates)
Belgian aircraft					
Fairey Firefly II Fighter	1931	MMG	2	1CD	
Hawker Hurricane fighter	1938	4 x MMG	8	1CD	
Fairey Fox light bomber	1925	MMG	2	1CD	
		1 x light bomb		1CD	1x2"
Fiat CR.42 Fighter bomber	1938	MMG	2	1CD	
		1 x light bomb		1CD	1x2"
Fairey Battle Light bomber	1936	MMG	2	1CD	
		4 x light bombs		2CD	4x2"

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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.