



BELLOLUDI TANKS!

A teaser

ABSTRACT

As BelloLudi wants as many people enjoying the great hobby of miniature wargaming we give you BelloLudi Tanks! : A fun and fast game of tank against tank.

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BELLOLUDI TANKS!

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What do you need to play?

First of all, a table, or another suitable flat surface to play on. This game is written for 28mm miniatures moving in inches on a game area of 4x6 feet.

Should you wish to use smaller miniatures or have a smaller sized table, we suggest you use the distances mentioned but in centimetres or in half inches. Some pieces of terrain, such as trees or houses are very useful and recommended, but not necessary. A green tablecloth will suffice to turn any kitchen table into a green pasture.

Obviously a couple of tanks, some six-sided dice (D6), a couple of markers (downloadable at www.belloludi.nl/downloads) and a ruler and the BelloLudi commander dice.



The Tanks

World War Two saw a plethora of armoured fighting vehicles or AFV's. Therefore, you can mix and match these with your existing models. There were, for instance, numerous heavy guns mounted on light or medium armoured vehicles. AFV's are activated using the commander dice.

TYPE	Speed Off-road/ road	ARMAMENT	SHOOTING At Vehicles	ARMOUR	MORALE
Light Tank	12"/18" (2pts)	Light Gun (36" range)	1CD (6pts)	3 (4pts)	2/1
Medium Tank	8"/12" (1pts)	Medium Gun (48" range)	2CD (8pts)	5 (8pts)	3/1
Heavy Tank	6"/9" (0pts)	Heavy Gun (60" range)	3CD (12pts)	7 (12pts)	4/1



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So, a regular Sherman tank would cost $1(\text{speed } 8''/12'') + 8 \text{ (2CD shooting)} + 8 \text{ (5 armour)} = 17$ points, where as a Sd.Kfz. 251/22 half track would cost $2 \text{ (12''/18'' speed)} + 12 \text{ (3CD shooting)} + 4 \text{ (3 armour)} = 18$ points. More specified lists can be found on www.belloludi.nl/downloads.

If you have more than one tank, they are considered part of a group. A group has a group commander. It is his job to keep the greater picture in mind and, if need be, to help his subordinates. In this game this can be done by moving him around the battlefield and issuing extra commands. The commander can roll the commander dice once per turn. This will give him a number of orders which he can use on himself or despatch to the units within sight.

Sequence of play

Both commanders roll off to see who gets the initiative. The one who rolls the highest, decides which army will move first (re-roll ties). The side that goes first will go through all the phases with all the tanks from movement up until the shooting phase. Then, the other side does the same. Rolling for initiative precedes every turn.

Command phase

In the command phase your brilliant plans are being translated into actions by the tank commanders for their tanks.

Possible orders are:

- Move: Move the tank up to the maximum distance indicated in the stats.
- Ambush: A tank can fire when opponent's moves and claim cover. However, it cannot fire in the same turn it goes into ambush.
- Cover! Claim -1 to get hit, when being shot at.
- Smoke: The tank fires a smoke grenade. Maximum of 1 per tank per turn. When giving the order, designate the place where you want the grenade to land. Place a marker there and roll the commander dice. The dice will show you the direction the grenades scatters and the number of inches it deviates. All models within a two inch radius of the point where the grenade

Command phase

Enemy within 12'': initiative moves
Dice roll determines number of orders.

Change of formation: 1 order

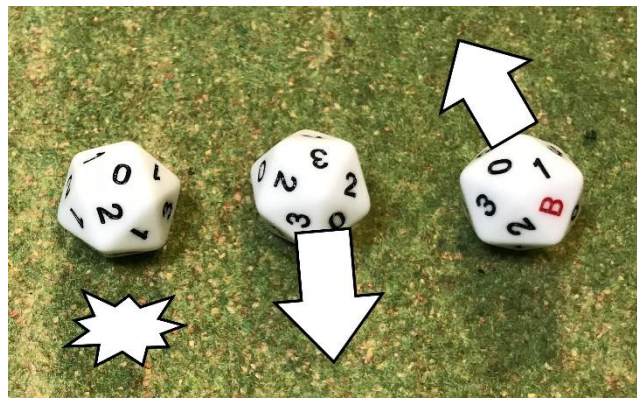
0 = No order can be given

1 = 1 order

2 = 2 orders

3 = 3 orders

B = BLUNDER

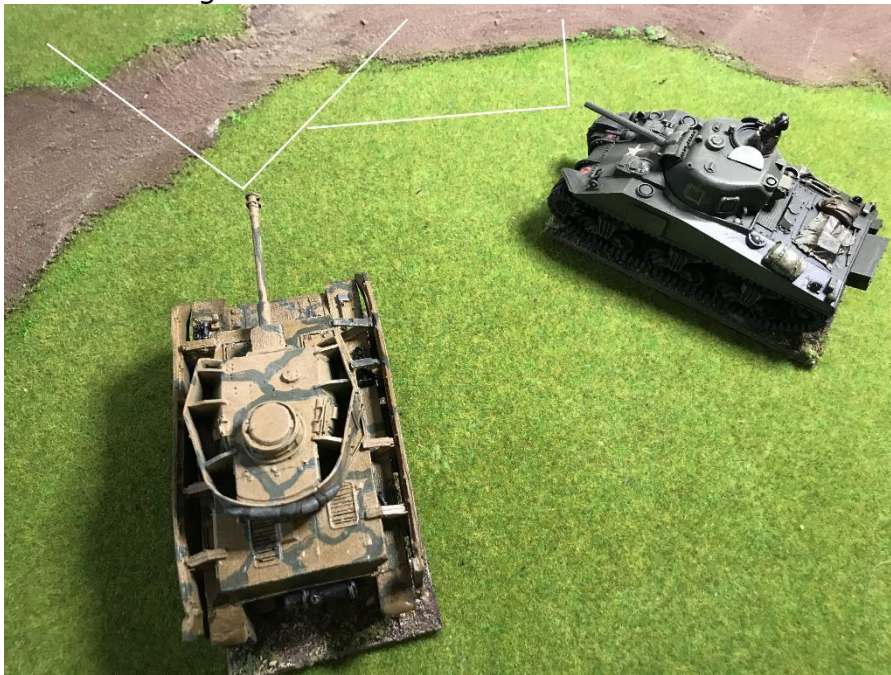




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explodes will be hit on a D6 roll of 3 or higher. If a 0 comes up, the grenade is spot on! When a **B** comes up, something has gone wrong and the smoke is not launched. In case of smoke, a 4" patch of smoke is placed on the table. Units cannot shoot through smoke, as they cannot see their target. Smoke disappears at the end of your next turn.

- Rally! Rallying is the act of the officer or NCO, giving motivation or threats to soldiers that are out of action. He can use one of his orders to rally and bring back a tank into the fight. Remove one chip, maximum 1 per tank per turn.
- Aim: When the target is outside a 45 degree angle of the gun, it will have to aim. This goes for the turrets of tanks as well.



Both tanks have a target outside their angle of fire. They will have to roll the commander dice and aim before they can open fire



BelloLudi Commander Dice

In this game, every tank is led by a tank commander. They are calling the shots. At the start of the turn, the commander rolls the commander dice to see how many orders he can give. This represents the friction that is present in all plans. After all, troops might misinterpret the orders or have ideas for themselves.



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The result can be a **B**, 0, 1, 2 or a 3. If a 0 comes up, the tank will remain stationary this turn. It can shoot however. If a 1, 2 or 3 comes up on the order dice, the tank can be given that many orders in random order. If a **B** comes up, the tank has blundered. Roll a D6 and consult the blunder table.

If you do not have the BelloLudi Commander Dice, you can utilise a normal 20-sided dice. 0 represents **B**, 1-4 represent 0, 5-9 represent 1, 10-14 represent 2 and 15-19 represent 3.

Blunders

1. Back men!: two moves to the rear
2. Regroup!: 1 move to the rear
3. To the left!: 1 move to the left
4. To the right!: 1 move to the right
5. Forwards!: 1 move forward
6. Charge!: Roll a D6:
1-2: 1 move
3-4: 2 moves
5-6: 3 moves

Once per turn, it is always possible to fire. Please note: firing is only allowed once per turn and is essentially a free order.

The possibilities are:

Result on command dice	meaning	consequence
B	Blunder, all orders are lost	The commander can't give any orders this turn. And, you'll have to roll a D6 on the blunder table to see what happens to the tank you tried to order around.
0	Order is not received	Tank does not respond.
1	Order is successful	One order can be given.
2	Order is successful	Two orders can be given.
3	Order is successful	Three orders can be given

For example: The commander dice comes up on a 3, so three orders can be given to the tank. First, the tank is given the order to move forward. Then, the commander decides to rally and remove one damage chip. The last order he gives is the aim order, enabling the tank to fire.



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Shooting

When shooting you are allowed 1D6. You will hit on a score of 4, 5 and 6. When you have hit the target, roll the number of commander dice that is in the stat. Add the numbers together and that is the number of damage you have dealt to the vehicle. The number of commander dice represents the calibre, or damage the gun firing can inflict. If a **B** comes up, Bullseye! The vehicle is destroyed. Specified gun lists can be found on www.belloludi.nl/downloads.

Shooting (adjustment to dice roll when:)

4, 5, 6 is hit! All dice hit: target in disorder

+1 dose range (8")

-1 shooters disordered or shaken

-1 target not dear/cover

-1 target is in open order

Disorder and shaken tanks

Tanks that receive hits lose stamina, indicated by chips. The number of chips is an indication on how effective that tank is at the moment. Each time the tank gets hit, it affects morale. As a rule of thumb, when a tank drops below half its original armour points, the tank becomes shaken. It breaks when the number of miniatures reach 25% of the original armour points.

When a medium tank, originally with an armour of 5, has received 3 hits, it becomes shaken. This indicates that the tank is not as effective as before. It has difficulty delivering a shot. Therefore the tank has a penalty of -1 on the dice rolls for shooting. That means that in order to reach a score of four, you are going to have to roll a five. When the same tank receives four hits, and has one armour left, it is deemed broken and will retreat with one move away from the enemy, towards the nearest table edge.

Tanks running into other tanks

It may happen that tanks crash into other tanks. In that case both roll a Commander dice. The number that comes up is the number of hits the other side receives. On a roll of 0 or **B**, nothing happens and the tanks are moved one inch away from each other.

Detailed lists of guns, vehicles and aircraft are available at www.belloludi.nl/downloads.

Broken Tanks

You will see that your tanks become less effective during the game. If more than half of the tanks in the group have been shaken, broken or removed from the table than your group is broken. The only order that can then be given is the so-called rally order, where the group commanders try to rally the tanks by recovering chips and thereby recovering the tanks from the shaken status. The turn looks a little bit different then.



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First, the entire group will make a full move to the rear and after that, if the tanks are still on the table, the commander may attempt a rally order. The tank commander then will state that he wants to rally the tank and then rolls the commander dice. On a result of 1, 2 or 3, the tank will remove one chip. If unsuccessful, the tank's morale is unchanged, the group is still broken and has to perform the same sequence in the next turns until the group has left the table or has recovered, albeit probably not fully.

The tank commander can rally only one chip, regardless of the number of orders he rolls. Should the tank be rallied with the first order, the tank can then be given another order, if still available.

When more than half of your groups are broken, the army is broken. This, in the end, is what decides victory or defeat.

Victory

In order to determine the winner, points will be awarded for the number of tanks that have disappeared of the table and tanks that have been shaken.

1 point for each shaken tank.

1 point for every tank that has been removed from play.

1 point for every destroyed tank

2 points for every broken group.

Should this result in a draw, you can always claim the moral victory and let your historians do the work for you.



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The BelloLudi card decks

BelloLudi has created two sets of cards to use with your chosen set of rules. One for the Ancient and Medieval period and one for the period of 1700 to 1900. A skirmish version of the cards is on the way and due to be published in February 2021. These cards have been developed in order to create more interaction in the game. Originally for multiplayer game, but we found them just as useful in a two-player game or even solo and even for other games as well. There are 21 positive cards, 21 negative and 12 commandant cards that can negate the positive as well as the negative. The positive cards are a boost to your own troops and the negative cards effect your opponent's troops in a negative way.

In a multiplayer game, we give one card to each of the commanders. As commanders control a brigade or group of tanks the added value for multiplayer games is obvious. Do I keep my card or help my ally? It is also possible to give the overall commander all the cards, so he/she can help his/her subordinates to achieve their goals. In large games we advise to limit the number of cards per side to six, but then again, it is up to you.

Cards can be played at any moment in the game, either in your own turn, or in your opponents turn as an interrupt. At the end of your turn, you can replenish your cards to the number you started with. So, if you played three out of the six cards, you can collect new cards up to the number you started with. Also, you may swap any card from your hand for another. This might be helpful as some cards will not have any effect because of the way the game is unfolding. Just put the cards you wish to swap onto the discard pile and collect the same number of new cards.

An alternative way, which works well for solo games is to draw a card at the start of each turn. This could also be done at the end of your turn, depending on your preferences. You can then decide to hold the card for future use, play it, or discard it.

These cards are rules independent, so, if you want to put some more interaction in your games, why not use the BelloLudi card deck?

Your battles will never be the same.

www.belloludi.nl/winkel.