



# Finnish Vehicles, Airplanes and Guns Charts

NAME AND TYPE	Year	SHOOTING	Shooting at vehicles
Artillery			
50mm mortar	1936	2" template	1CD
81mm mortar	1937	4" template	1CD
120mm mortar	1942	6" template	1CD
Panzerfaust anti-tank rocket launcher range 12"	1943	4	3CD
Panzerschreck anti-tank rocket launcher range 18"	1944	4	3CD
20mm ItK/38K (Flak 38) anti-aircraft Autocannon	1938	2	1CD
20mm ItK/35 (Breda) anti-aircraft Autocannon	1935	2	1CD
20mm ItK/40 anti-aircraft Multiple autocannon	1940	4	2CD
40mm ItK/38 (Bofors) anti-aircraft autocannon	1938	2	2CD
88mm ItK/39 ss (Mod 39) anti-aircraft	1939	6	3CD
88mm ItK/37 anti-aircraft	1937	6	3CD
37mm k/36 (Bofors) anti-tank	1936	2	1CD
37mm m/36 anti-tank	1936	2	1CD
45mm M32 anti-tank AT	1932	2	2CD
75mm PaK 97/38 anti-tank	1897	4	2CD
50mm PaK 38 anti-tank	1938	2	2CD
75mm PaK 40 anti-tank	1940	4	3CD
75mm 84 K/18 (M1917)	1917	4" template	2CD
76.2mm K/02 (Putilov)	1902	4" template	2CD
76.2mm K/36 (M 1936)	1936	4" template	3CD
105mm H/37 howitzer	1937	6" template	2CD
105mm H/33 (FH 18) howitzer	1933	6" template	2CD
105mm H/37 (Bofors) howitzer	1937	6" template	2CD
122mm H/10-30 and H/38 (M 1938) howitzer	1938	6" template	2CD



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150mm H/15 (Skoda) Howitzer	1918	6" template	2CD
150mm H/40 (sFH 18) howitzer	1934	6" template	2CD
152mm H/37 (ML 20) howitzer	1937	6" template	2CD
155mm H/15 (Scheider M 1917) howitzer	1917	6" template	2CD
203mm and 210mm H/17	1931	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.

NAME AND TYPE	Speed CC/ road	year	ARMAMENT	SHOOTING	Shooting at vehicles	ARMOUR	MORALE
Tanks							
T 37 and 38 amphibious tank (MG)	8"/12"	1933	VMG	3	1CD	3	2/1
T 26 A (MGs)	8"/12"	1940	2 x VMG	6	1CD	3	2/1
T 26E (45mm)	8"/12"	1940	Cannon	2	2CD	3	2/1
T 26 (45mm)	8"/12"	1940	Cannon	2	2CD	3	2/1
BT 5 (45mm)	12"/18"	1932	Cannon	2	2CD	3	2/1
BT 7 (45mm)	12"/18"	1935	Cannon	2	2CD	3	2/1
T 28 (76.2mm)	8"/12"	1933	Cannon	4	2CD	3	2/1



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T 34 (76.2mm)	12"/18"	1940	Cannon	4	2CD	5	3/1
KV 1 (76.2mm)	8"/12"	1939	Cannon	4	2CD	6	4/1
T 34/85 (85mm)	12"/18"	1944	Cannon	4	2CD	5	3/1
Panzer IV (long 75mm)	8"/12"	1942	Cannon	4	3CD	5	3/1
Self-Propelled Guns and Tank Destroyers							
BT 42 (114mm howitzer)	8"/12"	1943	Cannon	6" template	2CD	3	2/1
StuG III (long 75mm) VMG	8"/12"	1942	Cannon	4	3CD	5	3/1
Command, OP and Recovery Vehicles							
Panzer I command VMG	8"/12"	1934	VMG	3	1CD	3	2/1
Reconnaissance Vehicles							
Landsverk 182 (HMG)	12"/18"	1933	VMG	6	1CD	3	2/1
BA 20 (MG)	8"/12"	1936	VMG	3	1CD	3	2/1
BA 3/6/10 (45mm)	12"/18"	1938	Cannon	2	2CD	3	2/1
Anti-Aircraft Vehicles							
Landsverk II AA tank autocannon	8"/12"	1942	Autocannon	4	2CD	3	2/1



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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)
Finnish Aircraft					
Bristol Bulldog Fighter	1929	2 x MMG	4	1CD	
Fokker DXXI Fighter	1936	2 x MMG	4	1CD	
Gloster Gladiator Fighter	1937	4 x MMG	8	1CD	
Fiat G-50* Fighter bomber	1938	2 x HMG,	6	1CD	
		2 x light bomb		1CD	2x2"
Polikarpov I-153 Fighter	1937	4 x MMG	8	1CD	
Brewster B-239 'Buffalo' fighter	1938	MMG 3 x HMG	2/9	1CD	
Morane-Saulnier M.S. 406 Fighter	1938	2 x MMG and single 20 mm autocannon	4/2	2CD	
Curtis Hawk 75A Fighter	1938	4 x MMG	8	1CD	
Hawker Hurricane Fighter	1937	8 x MMG	16	1CD	
Lavochin LaGG-3 Fighter	1941	2 x HMG and single 20mm autocannon	6/2	2CD	
Bristol Blenheim Light bomber	1937	2 x MMG	4	1CD	
		4 x light bomb (or 2 x medium bomb)		1CD/2CD	4x2"/2x4"
Tupolev SB 2 Light Bomber	1936	2 x MMG	4	1CD	
		6 small bomb (or 3 x medium bomb)		1CD/2CD	6x2"/3x4"
Dornier Do 17Z Medium Bomber	1937	2 x MMG	4	1CD	
		4 x medium bomb (or 2 x heavy bomb)		2CD/3CD	4x4"/2x6"
Curtis Hawk 75A Fighter	1941	2 x HMG 2 x MMG	6/4	1CD	



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Messerschmitt Bf 109G-2 fighter	1941	2 x HMG and single 20mm autocannon	6/2	2CD	
JU 88 Medium Bomber	1941	2 x MMG	4	1CD	
		6 x medium bomb (or 3 x heavy bomb)		2CD/3CD	6x4"/3x6"
Myrsky II Fighter	1943	4 x MMG 2 x HMG	8/6	1CD	
Messerschmitt Bf 109G-6 fighter	1944	2 x HMG and single 30mm autocannon	6/2	2CD	
		1 x medium bomb		2CD	1x4"

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.