French Vehicles, Airplanes and Guns Charts

NAME and TYPE	Year	SHOOTING	Shooting at vehicles
Artillery			
60mm mortar	1935	2" template	1CD
81mm mortar	1927	4" template	1CD
20mm M1939 anti-aircraft gun	1939	2	1CD
25mm M1938 anti-aircraft gun	1938	2	1CD
25mm M1940 anti-aircraft gun	1940	2	1CD
37mm M1930 anti-aircraft gun	1930	2	2CD
40mm (Bofors) anti-aircraft	1934	2	2CD
37mm M1930 anti-aircraft gun	1930	2	1CD
25mm SA35 / SA37 anti-tank gun	1935	2	1CD
37mm SA18 infantry gun	1918	2	1CD
47mm SA37 anti-tank gun	1937	2	2CD
65mm M1903 mountain gun	1903	4" template	1CD
75mm M1928 mountain gun	1928	4" template	2CD
105mm M1928 mountain howitzer	1928	6" template	2CD
75mm M1897 field gun	1897	4" template	2CD
75mm M97/33 field/anti-tank gun	1897	4" template	2CD
105mm M1913 field gun	1913	6" template	2CD
105mm M1934 S howitzer	1934	6" template	2CD
105mm M1935 B howitzer	1935	6" template	2CD
105mm M1936 howitzer	1936	6" template	2CD
155mm M1917 howitzer	1917	6" template	2CD
155mm M1915 howitzer	1915	6" template	2CD
155mm GPFT howitzer	1917	6" template	2CD

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220mm M1916 howitzer	1916	6" 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
Tanks							
FT-17 (VMG)	6"/9"	1917	VMG	3	1CD	3	2/1
FT-17 (37mm)	6"/9"	1917	cannon	2	1CD	3	2/1
R-35 (37mm)	6"/9"	1935	cannon	2	1CD	4	3/1
R-40 (37mm)	6"/9"	1940	cannon	2	1CD	4	3/1
FCM -36 (37mm)	6"/9"	1938	cannon	2	1CD	4	3/1
H-35 (37mm)	8"/12"	1936	cannon	2	1CD	4	3/1
H-39 (37mm)	8"/12"	1939	cannon	2	1CD	4	3/1

French Vehicles, Airplanes and Guns Charts

NAME AND TYPE	Speed CC/ road	YEAR	ARMAMENT	SHOOTING	Shooting at vehicles	ARMOUR	MORALE
Somua S-35 (47mm)	8"/12"	1935	cannon	2	2CD	4	3/1
D1 (47mm)	6"/9"	1932	cannon	2	2CD	4	3/1
D2 (47mm)	6"/9"	1936	cannon	2	1CD	4	3/1
Char B1 bis (47 / 75mm)	6"/9"	1936	cannon	2/4	2CD	6	4/1
FCM 2C (75mm)	6"/9"	1921	cannon	4	2CD	5	3/1
Armoured Personnel Carriers/Tractors							
Renault UE	6"/9"	1932				3	2/1
Lorraine 38L APC	8"/12"	1938				3	2/1
Berliet VUDB (6 men) with firing ports. N Africa only	8"/12"	1930				3	2/1
Armoured Command and Supply							
Lorraine 37L	8"/12"	1937				3	2/1
Lorraine 38L PC	8"/12"	1938				3	2/1
Dodge 'Tanake' (37mm)	12"/18"	1940	cannon	2	1CD	3	2/1
Dodge 'Tanake' (25mm)	12"/18"	1940	cannon	2	1CD	3	2/1
Bren Carrier (25mm)	8"/12"	1940	cannon	2	1CD	3	2/1
Chevrolet 'Conus' (75mm)	8"/12"	1940	cannon	4	2CD	3	2/1
Armoured Reconnaissance Vehicles							
AMC 35 (47mm)	8"/12"	1935	cannon	2	1CD	3	2/1
AMC 35 (25mm)	8"/12"	1935	cannon	2	1CD	3	2/1
AMC P-16 (37mm / VMG)	8"/12"	1928	cannon	2	1CD	3	2/1
AMR 33 (MG)	12"/18"	1933	VMG	3	1CD	3	2/1

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NAME AND TYPE	Speed CC/ road	YEAR	ARMAMENT	SHOOTING	Shooting at vehicles	ARMOUR	MORALE
AMR 35 ZT1 (MG)	12"/18"	1935	VMG	3	1CD	3	2/1
AMR 35 ZT2 (25mm)	12"/18"	1935	cannon	2	1CD	3	2/1
AMR 35 ZT3 (25mm)	12"/18"	1935	cannon	2	1CD	3	2/1
AMD Panhard 178 (25mm)	12"/18"	1937	cannon	2	1CD	3	2/1
AMD Panhard 165/175 (37mm)	12"/18"	1935	cannon	2	1CD	3	2/1
AMD Laffly 50AM (37mm)	12"/18"	1931	cannon	2	1CD	3	2/1
AMD Laffly 80AM (MG)	12"/18"	1933	VMG	3	1CD	3	2/1
AMD ST15 (MG)	12"/18"	1915	VMG	3	1CD	3	2/1
Self-Propelled Guns and Tank Destroyers							
75mm M1913/34 self-propelled AA gun	8"/12"	1913	Cannon	4	2CD	2	1/1
194mm self-propelled howitzer	8"/12"	1925	Cannon	6" template	1CD	2	1/1
Laffly W15 TCC (47mm)	8"/12"	1940	Cannon	2	2CD	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)
French Aircraft					
Caudron 714 Fighter	1936	4 x MMG	8	1CD	

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NAME AND TYPE	year	ARMAMENT	SHOOTING	Shooting at vehicles	Bombing (template)
Dewoitine 510 Fighter 22	1935	2 x MMG and 20mm autocannon	4/2	2CD	
Morane Saulnier M.S.406 Fighter	1938	2 x MMG and 20mm autocannon	4/2	2CD	
Bréguet 693	1939	2 x MMG and 20mm autocannon	4/2	2CD	
		4 light bomb		1CD	4x2"
Loire-Nieuport 411 Dive bomber	1939	2 x MMG and 20mm autocannon	4/2	2CD	
		2 light or 1 x medium bomb		1CD/2CD	2x2" or 1x4"
Potez 633/633/63-11 Fighter	1938	2 x 20mm autocannon	4	2CD	
Potez 633/633/63-11 Light bomber	1938	1 x MMG	2	1CD	
		4 light (or 2 x medium) bomb		1CD/2CD	4x2" or 2x4"
Potez 633/633/63-11 Fighter bomber	1938	2 x MMG	4	1CD	
		2 light bomb		1CD	4x2"
Lioré et Olivier LeO 45 Medium Bomber	1938	2 x MMG and 20mm autocannon	4	2CD	
		6 x medium bomb		2CD	6x4"
Amiot 143 Medium Bomber	1935	3 x MMG	6	2CD	
		4 x medium bomb		2CD	4x4"
Bloch MB.131 Medium Bomber	1938	3 x MMG	6	2CD	
		3 x medium bomb		2CD	3x4"
Dewoitine 520 fighter	1940	4 x MMG and 20mm autocannon	8/2	3CD	
Bloch 151 Fighter	1939	2 x MMG and multiple 20mm autocannon	4/2	2CD	
Hawk 75 (US) Fighter	1938	6 x MMG	12	2CD	
Bloch 174 Light Bomber	1940	4 x MMG, 4 x light bomb	8	2CD	
		4 x light bomb		1CD	4x2"
Martin Maryland (US) Medium Bomber	1940	4 x MMG,	8	2CD	
		4 x medium bomb		2CD	4x4"

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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.