Hungarian 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
20mm 33M (Madsen) anti-aircraft	1930	2	1CD
40mm 36M (Bofors) anti-aircraft	1934	2	2CD
80mm 29M/38M Bofors/Krupp anti-aircraft	1930	4	2CD
37mm 36M (PaK 36) anti-tank	1936	2	1CD
40mm 40M anti-tank	1934	2	2CD
50mm 38M (PaK 38) anti-tank	1938	2	2CD
75mm 40M (PaK 40) anti-tank	1940	4	3CD
47mm 36M	1931	2	2CD
75mm 15M (Skoda) mountain	1915	4" template	1CD
75mm 15/35M (Skoda) mountain	1915	4" template	1CD
80mm 5M/8M field	1930	4" template	1CD
100mm 14aM (Skoda) howitzer	1914	6" template	2CD
105mm 37M (FH 18) howitzer	1935	6" template	2CD
105mm MAVAG 40M howitzer	1940	6" template	2CD
105mm Bofors 31M field	1940	6" template	2CD
150mm Bofors 31M howitzer	1940	6" template	1CD
150mm 14/39M (Skoda) howitzer	1914	6" template	1CD
210mm 40M/40aM howitzer	1939	6" template	1CD
305mm 16M (Skoda) howitzer	1939	6" template	1CD

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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							
L3/35 tankette (MGs)	8"/12"	1935	2 x VMG	6	1CD	3	2/1
Panzer I (MGs)	8"/12"	1934	2 x VMG	6	1CD	3	2/1
38M Toldi 1/II (20mm)	8"/12"	1939	Autocannon	2	1CD	3	2/1
38M Toldi 1/II (20mm)	8"/12"	1942	2 x VMG	6	1CD	3	2/1
38M Toldi III (40mm)	8"/12"	1942	Cannon	2	2CD	3	2/1
T -38 (Pz 38t - 37mm)	8"/12"	1938	Cannon	2	2CD	4	3/1
M3 Stuart (37mm)	8"/12"	1941	Cannon	2	2CD	4	3/1
40M Turan 1 (40mm)	8"/12"	1940	Cannon	2	2CD	5	3/1
41M Turan II (75mm)	8"/12"	1941	Cannon	4	2CD	5	3/1
Panzer IV (short 75mm)	8"/12"	1936	Cannon	4	2CD	5	3/1
Panzer III (long 50mm)	8"/12"	1941	Cannon	2	2CD	5	3/1
Panzer III N (short 75mm)	8"/12"	1942	Cannon	4	2CD	5	3/1

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Panzer IV (long 75mm)	8"/12"	1941	Cannon	4	3CD	5	3/1
Panzer V Panther (75mm)	12"/18"	1943	Cannon	4	3CD	6	4/1
Panzer VI Tiger I (88mm)	6"/9"	1942	Cannon	6	3CD	6	4/1
Self-Propelled Guns and Tank Destroyers							
Marder II (75mm)	8"/12"	1942	Cannon	4	3CD	3	2/1
Marder III (75mm)	8"/12"	1942	Cannon	4	3CD	3	2/1
StuG III (long 75mm)	8"/12"	1942	Cannon	4	3CD	5	3/1
Hetzer (75mm)	8"/12"	1944	Cannon	4	3CD	5	3/1
40M/43M Zrinyi II (105mm)	8"/12"	1943	Cannon	6	2CD	5	3/1
Reconnaissance Vehicles							
Csaba (20mm)	12"/18"	1939	Autocannon	2	1CD	3	2/1
Anti-Aircraft Vehicles							
40M Nimrod (40mm)	8"/12"	1940	Autocannon	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.

Hungarian Vehicles, Airplanes and Guns Charts

NAME AND TYPE	year	ARMAMENT	SHOOTING	Shooting at vehicles	Bombing Template)
Hungarian Aircraft					
Fiat CR.32 Fighter	1933	2 x MMG	4	1CD	
Fiat CR.42 Fighter bomber	1939	2 x HMG	6	1CD	
		2 x light bomb		1CD	2x2"
Messerschmitt Bf 109E-F fighter bomber	1937	2 x HMG and single 20mm autocannon	6/2	1CD	
		2 x small bomb		1CD	2x2"
Reggiane Re. 2000 Fighter bomber	1939	2 x HMG	6	1CD	
		1 x medium bomb		2CD	1x4"
Weiss WM-21 Sólyom light bomber	1939	2 x MMG	4	1CD	
		2 x small bomb		1CD	2x2"
Focke Wulf Fw-58 AOP	1937	None			
Heinkel He-46E2 light bomber	1936	2 x small bomb		1CD	2x2"
Fieseler Fi 156 Storch	1937	None			
Junkers JU 86 Medium bomber	1936	2 x MMG	4	1CD	
		4 x medium bomb (or 3 heavy bomb)		2CD	4x4"/3x6"
Caproni Bergamaschi Ca 135 Medium bomber	1937	3 x HMG	9	1CD	
		6 x medium bomb (or 3 x heavy bomb)		2CD/3CD	6x4"/3x6"
Junkers Ju 87 Stuka A-B light bomber	1936	2 x MMG	4	1CD	
		2 x light bomb and 1 x medium bomb		1CD/2CD	2x2"/1x4"
		(or 1 x heavy bomb)		3CD	1x6"
Junkers Ju 88 A-4 Bomber	1939	3 x MMG and 1 x HMG	6/3	1CD	
		4 x medium bomb (2 x heavy bomb)		2CD/3CD	4x4"/2x6"
Messerschmitt Bf 109G fighter bomber	1942	2 x HMG and single 30mm autocannon	6/2	1CD	
		1 x medium bomb		2CD	1x4

Hungarian Vehicles, Airplanes and Guns Charts

NAME AND TYPE	year	ARMAMENT	SHOOTING	Shooting at vehicles	Bombing Template)
Focke Wulf FW 190 fighter bomber	1942	2 x MMG and multiple 20mm autocannon	4/2	2CD	
		2 x medium bomb (or 1 x heavy bomb)		2CD	2x4"/1x6"
Focke Wulf FW 189 Uhu AOP	1942	None			
Focke Wulf FW 189 Uhu Light bomber	1942	3 x MMG	6	1CD	
		2 x light bomb		1CD	2x2"
Messerschmitt Me 210c Ground attack	1943	2 x MMG and multiple 20mm autocannon	4/4	2CD	
		6 x medium bomb (or 3 x heavy bomb)		2CD/3CD	6x4"/3x6"

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.