



# Italian Vehicles, Airplanes and Guns Charts

NAME and type	YEAR	SHOOTING	Shooting at vehicles
Artillery			
45mm mortar	1935	2" template	1CD
81mm mortar	1935	4" template	1CD
20mm Breda anti-aircraft Autocannon	1935	2	2CD
75mm anti-aircraft	1934	4	2CD
90mm 90/53 anti-aircraft	1939	6	3CD
20mm Solothurn AT rifle	1938	1	1CD
47mm 47/32 anti-tank	1932	2	2CD
65mm infantry gun	1913	4" template	1CD
75mm 75/27 field gun	1906	4" template	2CD
75mm 75/18 field gun	1918	4" template	2CD
75mm 75/13 mountain gun	1913	4" template	2CD
88mm Flak 36/41 dual purpose	1941	6	3CD
100mm 100/17 howitzer	1917	6" template	2CD
105mm 105/28 field gun	1928	6" template	2CD
105mm 105/32 field gun	1932	6" template	2CD
149mm 149/19 howitzer	1919	6" template	2CD



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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 off-road/ road	YEAR	ARMAMENT	SHOOTING	Shooting at vehicles	ARMOUR	MORALE
Tanks							
L3/33 tankette (twin MG)	8"/12"	1935	twin MG	6	1CD	2	1/1
L3/35 tankette (flamethrower)	8"/12"	1936	flamethrower	6	2CD	2	1/1
L6/40 (20mm)	8"/12"	1939	Autocannon	2	1CD	2	1/1
M11/39 (37mm)	8"/12"	1939	Cannon	2	1CD	2	1/1
M13/40 or 14/41 (47mm)	8"/12"	1940	Cannon	2	2CD	4	3/1
M15/42 (47mm)	8"/12"	1943	Cannon	2	2CD	4	3/1
P40 (75mm)	8"/12"	1943	Cannon	4	2CD	4	3/1
R-35 (37mm)	8"/12"	1935	Cannon	2	1CD	4	3/1
Somua S-35 (47mm)	8"/12"	1935	Cannon	2	2CD	4	3/1



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Self-Propelled Guns							
Semovente 47/32 (47mm)	8"/12"	1942	Cannon	2	2CD	2	1/1
Semovente 75/18 (75mm)	8"/12"	1942	Cannon	4	2CD	4	
Semovente 90/53 (90mm)	8"/12"	1942	Cannon	6	3CD	2	1/1
Semovente 105/25 (105mm)	8"/12"	1943	Cannon	6	2CD	4	3/1
SPA 43 'Sahariano' Camionetta (20mm)	12"/18"	1942	Autocannon	2	1CD	2	1/1
SPA 43 'Sahariano' Camionetta (47mm)	12"/18"	1942	Cannon	2	2CD	2	1/1
SPA 42 (47mm on AB 41 armoured car)	12"/18"	1942	Cannon	2	2CD	2	1/1
SP 65mm 65/17	8"/12"	1940	Cannon	2" template	1CD	2	1/1
SP 75mm 75/27	8"/12"	1940	Cannon	4" template	2CD	2	1/1
SP 90mm	8"/12"	1940	Cannon	6" template	3CD	2	1/1
SP 100mm 100/17	8"/12"	1940	Cannon	6" template	2CD	2	1/1
Command Vehicle							
M41 Carro Commando	8"/12"	1941	VMG	3	1CD	4	3/1
Reconnaissance Vehicles and Armoured Personnel Carriers							
Bianchi AB 31 armoured car	8"/12"	1940	VMG	3	1CD	2	1/1
Fiat 611A armoured car	8"/12"	1933	2 x VMG	6	1CD	2	1/1
Fiat 611B armoured car (47mm)	8"/12"	1933	Cannon	2	1CD	2	1/1
Lancia IZM armoured car	8"/12"	1942	2 x VMG	6	1CD	2	1/1
AB 40 armoured car	12"/18"	1940	2 x VMG	6	1CD	2	1/1
AB 41 armoured car (20mm)	12"/18"	1941	Autocannon	2	1CD	2	1/1



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AB 43 armoured car (47mm)	12"/18"	1942	Cannon	2	1CD	2	1/1
Lince scout car	12"/18"	1942	VMG	3	1CD	2	1/1
Carro Protetto AS 37 APC	12"/18"	1942	VMG	3	1CD	2	1/1
Anti-Aircraft Vehicles							
SP 90mm 90/53	12"/18"	1940	Cannon	6	3CD	2	1/1
SP Breda 20mm on truck	8"/12"	1940	Autocannon	2	1CD	2	1/1

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)
Italian Aircraft					
Fiat CR.32 Fighter	1934	2 x MMG	4	1CD	
Fiat CR.42 Fighter bomber	1938	2 x HMG	6	1CD	
		2 x light bomb		1CD	2x2"
Fiat G.50 Fighter bomber	1938	2 x HMG	6	1CD	
		2 x light bomb		1CD	2x2"
Macchi MC.200 'Saetta' Fighter bomber	1939	2 x MMG and 2 x HMG	4/6	1CD	



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		2 x light bomb		1CD	2x2"
Meridionali Ro.43 float plane Fighter	1935	2 x MMG	4	1CD	
CRDA Cant Z.501 'Gabbiano' Light Bomber	1934	2 x MMG	4	1CD	
		2 x light bomb		1CD	2x2"
Breda Ba.65 Light Bomber	1935	2 x MG and 2 x HMG	4/6	1CD	
		2 x light bomb		1CD	2x2"
Caproni Ca 133 Light bomber	1935	4 x MMG	8	1CD	
		4 x light bomb (or 2 x medium bomb)		1CD/2CD	4x2"/2x4"
Caproni Ca 309 'Ghibli' Light bomber	1937	3 x MMG	6	1CD	
		3 x light bomb		1CD	3x2"
Caproni Ca 314 Light bomber	1938	4 x HMG	12	1CD	
		2 x medium bomb		2CD	2x4"
CRDA Cant Z.506 float plane Medium bomber	1936	2 x MMG	4	1CD	
		2 x light bomb		1CD	2x2"
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"
Fiat BR.20 'Cicogna' Medium bomber	1936	2 x MMG	4	1CD	
		6 x medium bomb (or 3 x heavy bomb)		2CD/3CD	6x4"/3x6"
Savoia-Marchetti S.M.81 'Pipistrello' Medium bomber	1935	3 x MMG	6	1CD	
		4 x medium bomb (or 2 x heavy bomb)		2CD/3CD	4x4"/2x6"



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Savoia-Marchetti S.M.79 'Sparviero' Medium bomber	1936	1 x MMG and 2 x HMG	2/6	1CD	
		4 x medium bomb (or 2 x heavy bomb)		2CD/3CD	4x4"/2x6"
CRDA Cant Z.1007 Medium bomber	1939	2 x MMG and 1 x HMG	4/3	1CD	
		4 x medium bomb (or 2 x heavy bomb)		2CD/3CD	4x4"/2x6"
Macchi MC.202 'Folgore' fighter	1941	2 x MMG and 2 x HMG	4/6	1CD	
Reggiane Re 2001 'Falco II' Fighter bomber	1942	2 x HMG and multiple 20mm autocannon,	6/4	1CD/2CD	
		1x heavy bomb		3CD	1x6"
Fiat G.55 'Centauro' Fighter bomber	1943	2 x HMG and multiple 20mm autocannon,	6/4	1CD/2CD	
		2 x light bomb		1CD	2x2"
Macchi MC.205V 'Veltro' fighter 24	1943	2 x HMG and multiple 20mm autocannon	6/4	1CD/2CD	

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.