



Japanese Vehicles, Airplanes and Guns Charts

NAME and TYPE	YEAR	SHOOTING	Shooting at vehicles
Artillery			
Type 87 81mm mortar	1937	4" template	
Type 93 150 mm infantry mortar	1933	6" template	
20mm Type 98 anti-aircraft/anti-tank	1938	2	1CD
25mm Type 96 anti-aircraft	1936	2	1CD
25mm Type 96 twin anti-aircraft	1936	4	1CD
37mm Type 94 infantry/anti-tank	1936	2	1CD
37mm Type 97 anti-tank	1936	2	1CD
40mm Type 91 anti-aircraft	1925	2	1CD
47mm Type 1 anti-tank	1942	2	2CD
70mm Type 90 infantry	1930	4" template	1CD
75mm Type 41 infantry	1908	4" template	1CD
75mm Type 94 mountain	1934	4" template	1CD
75mm Type 38 field	1905	4" template	2CD
75mm Type 41 cavalry	1908	4" template	1CD
75mm Type 90 field	1930	4" template	2CD
75mm Type 88 anti-aircraft	1928	4	3CD
88mm Type 99 anti-aircraft	1939	6	2CD
105mm howitzer Type 91	1931	6" template	2CD
105mm Type 92 field	1932	6" template	2CD
120mm type 38 howitzer	1905	6" template	2CD
120mm Type 10 anti-aircraft	1927	6	2CD
150mm Type 89	1929	6" template	2CD
150mm Type 41	1931	6" template	2CD



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320mm spigot mortar	1939	6" template	3CD
70mm Type 4 Rocket Launcher range 18"	1944	2	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							
Type 92 light	8"/12"	1932	VMG	3	1CD	3	2/1
Type 94 TK tankette (MG)	8"/12"	1935	VMG	3	1CD	3	2/1
Type 97 Te-Ke (MG or 37mm)	8"/12"	1938	Cannon	2	1CD	3	2/1
Type 98A Ke-Ni (37mm)	8"/12"	1942	Cannon	2	1CD	3	2/1
Type 95 Ha-Go (37mm)	8"/12"	1936	Cannon	2	1CD	3	2/1
Type 89 Chi-Ro (57mm)	6"/9"	1932	Cannon	2	2CD	3	2/1
Type 97 Chi-Ha (57mm)	8"/12"	1938	Cannon	2	2CD	4	3/1



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Type 97kai Shinhoto Chi-Ha (47mm)	8"/12"	1942	Cannon	2	2CD	4	3/1
Type 2 Ho-I (infantry support) (75mm)	8"/12"	1942	Cannon	4" template	2CD	4	3/1
Type 2 Ka-Mi amphibian (37mm)	8"/12"	1942	Cannon	2	1CD	3	2/1
Self-Propelled Guns							
Type 2 Ho-Ni I/III (75mm)	8"/12"	1942	Cannon	4	2CD	3	2/1
Type 3 Ho-Ni III(105mm)	8"/12"	1944	Cannon	6" template	2CD	3	2/1
TA (StuG III - long 75mm)	8"/12"	1942	Cannon	4	3CD	3	2/1
Reconnaissance Vehicles and Armoured Personnel Carriers							
Type 87 (twin MG)	8"/12"	1925	2xVMG	6	1CD	3	2/1
Type 92 Naval (5 x MG)	8"/12"	1932	VMG	3	1CD	3	2/1
Sumida Type 2593/Type 93 (road or rail)	8"/12"	1933	VMG	3	1CD	3	2/1
Type 1 Ho-Ha APC (half-track)	8"/12"	1944	VMG	3	1CD	3	2/1
Type 1 Ho-Ki APC (tracked)	8"/12"	1942				3	2/1
Command, OP, Engineer and Recovery Vehicles							
Shi-Ki Command	8"/12"	1938	Cannon	2	1CD	4	3/1
Type 1 (97) Artillery observation vehicle	8"/12"	1938				3	2/1
Sōkō Sagyō Ki (bridge layer) Flamethrower (or VMG)	6"/9"	1935	Flamethrower	6	2CD	3	2/1
Se-Ri Recovery	8"/12"	1938	VMG	3	1CD	4	3/1



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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)
Japanese Aircraft (Imperial Army)					
Kawasaki Ki-10 'Perry' Fighter 18	1935	2 x MMG	4	1CD	
Nakajima Ki-27 'Nate' Fighter 18	1937	2 x MMG	4	1CD	
Nakajima Ki-43 Hayabusa 'Oscar' fighter bomber	1941	2 x HMG	6	1CD	
		2 x medium bomb (or 1 x heavy bomb)		2CD/3CD	2x4"/1x6"
Mitsubishi Ki-15 'Babs' Light bomber 12	1937	2 x light bomb (or 1 x medium bomb)		1CD/2CD	2x2"/1x4"
Mitsubishi Ki-30 'Ann' 14 Light bomber	1938	2 x medium bomb (or 1 x heavy bomb)		2CD/3CD	2x4"/1x6"
Mitsubishi Ki-51 'Sonia' Light bomber	1939	2 x MMG	4	1CD	
		2 x light bomb (or 1 x medium bomb)		1CD/2CD	2x2"/1x4"
Kawasaki Ki-48 'Lily' Medium bomber	1940	2 x MMG	4	1CD	
		4 x medium bomb (or 2 x heavy bomb)		2CD/3CD	4x4"/2x6"
Mitsubishi Ki-21 'Sally' Medium bomber	1938	3 x MMG	6	1CD	
		4 x medium bomb (or 2 x heavy bomb)		2CD/3CD	4x4"/2x6"



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Nakajima Ki-49 Donryu 'Helen' Medium bomber	1941	3 x MMG	6	1CD	
		4 x medium bomb (or 2 x heavy bomb)		2CD/3CD	4x4"/2x6"
Kawasaki Ki-45A1b Toryu 'Nick' Ground attack	1941	Single 20mm autocannon and single 37mm autocannon		2CD	
Nakajima Ki-44 Shoki 'Tojo' fighter	1942	4 x HMG	12	1CD	
Kawasaki Ki-61 Hien 'Tony' fighter	1942	2 x HMG and multiple 20mm autocannon	6/4	2CD	
Nakajima Ki-84 Hayate 'Frank' fighter bomber	1944	2 x HMG and multiple 20mm autocannon	6/4	2CD	
		2 x medium bomb (or 1 x heavy bomb)		2CD/3CD	2x4"/1x6"
Kawasaki Ki-61 Hien 'Tony' fighter bomber	1942	2 x HMG and multiple 20mm autocannon	6/4	2CD	
		2 x medium bomb (or 1 x heavy bomb)		2CD/3CD	2x4"/1x6"
Kawasaki Ki-102 'Randy' light bomber	1944	Multiple 20mm autocannon and single 57mm autocannon	4/2	2CD	
		2 x medium bomb (or 1 x heavy bomb)		2CD/3CD	2x4"/1x6"
Japanese Aircraft (Imperial Navy)					
Mitsubishi A5M 'Claude' Carrier fighter	1936	2 x MMG	4	1CD	
Mitsubishi A6M Zero-Sen 'Zeke'	1940	2 x MMG and multiple 20mm autocannon	4/4	1CD	
Mitsubishi F1M 'Pete' fighter bomber	1936	2 x MMG	4	1CD	
		2 x light bomb		1CD	2x2"
Mitsubishi A6M2-N 'Rufe' fighter bomber	1941	2 x MMG and multiple 20mm autocannon	4/4	1CD	



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		2 x light bomb		1CD	2x2"
Aichi D3A 'Val' Dive bomber	1940	2 x light and 1 x medium bomb		1CD/2CD	
Nakajima B5N 'Kate' Light bomber	1937	4 x medium bomb (or 2 x heavy bomb		2CD/3CD	4x4"/2x6"
Mitsubishi G3M 'Nell' Medium bomber	1935	2 x MMG,	4	1CD	
		4 x medium bomb (or 2 x heavy bomb		2CD/3CD	4x4"/2x6"
Mitsubishi G4M 'Betty' Medium bomber	1941	2 x MMG,	4	1CD	
		4 x medium bomb (or 2 x heavy bomb)		2CD/3CD	4x4"/2x6"
Kawanishi H6K 'Mavis' Medium bomber	1938	4 x MMG,	8	1CD	
		4 medium bomb (or 2 x heavy bomb)		2CD/3CD	4x4"/2x6"
Kawanishi H8K 'Emily' Medium bomber	1942	Multiple 20mm autocannon	4	2CD	
		6 medium bomb (or 3 x heavy bomb)		2CD/3CD	6x4"/3x6"
Nakajima B6N Tenzan 'Jill' Light bomber	1943	4 medium bomb (or 2 x heavy bomb)		2CD/3CD	4x4"/2x6"
Mitsubishi J2M Raiden 'Jack' fighter	1942	Multiple 20mm autocannon,	4	2CD	
		2 x light bomb (or 1 x medium bomb)		1CD/2CD	2x2"/1x4"
Kawanishi N1k1-J Shiden 'George' fighter bomber	1942	2 x MMG and multiple 20mm autocannon	4/4	2CD	
		2 x medium bomb (1 x heavy bomb)		2CD/3CD	2x4"/1x6"
Yokosuka D4Y Suisei 'Judy' Dive bomber	1942	2 x MMG	4	1CD	
		2 x lt and 1 x med bomb (or 1 hy bomb)		1CD/2CD/3CD	2x2"/1x4"/1x6"



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Aichi B7A Ryusei 'Grace' Light bomber	1942	Multiple 20mm autocannon	4	2CD	
		4 x medium bomb (or 2 x heavy bomb)		2CD/3CD	4x4"/2x6"
Yokosuka P1Y1 Ginga 'Frances' Medium bomber	1944	6 x medium bomb (or 3 x heavy bomb)		2CD/3CD	6x4"/3x6"
Yokoshuka MXY-7 Ohka 'Baka'		Piloted missile	As barrage	3CD	

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.