



Polish Vehicles, Airplanes and Guns Charts

NAME and TYPE	Year	SHOOTING	Shooting at vehicles
Arillery			
46mm mortar	1936	2" template	1CD
81mm mortar	1935	4" template	1CD
40mm wz.36 (Bofors) anti-aircraft gun	1934	2	2CD
75mm wz.36 anti-aircraft gun	1937	4	2CD
37mm wz.36 (Bofors) anti-tank gun	1935	2	1CD
65mm wz.06 mountain gun	1906	4" template	1CD
75mm wz.02/26 fortress gun	1926	4" template	2CD
75mm wz.26 field gun	1925	4" template	2CD
75mm wz.97 field gun	1898	4" template	2CD
100mm wz.14/18 howitzer	1918	6" template	2CD
105mm wz.29 gun	1929	6" template	2CD
120mm wz.09/31 gun	1931	6" template	2CD
155mm wz.17 howitzer	1917	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 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"	1936	Cannon	2	1CD	4	3/1
Vickers Mk VI E Mk A (VMG)	8"/12"	1936	2 x VMG	6	1CD	3	2/1
Vickers Mk VI E Mk B (47mm)	8"/12"	1936	Cannon	2	2CD	3	2/1
7TPdw (MGs)	8"/12"	1935	2 x VMG	6	1CD	3	2/1
7TPjw (37mm)	8"/12"	1935	Cannon	2	1CD	3	2/1
Self-Propelled Guns							
75mm wz.14 SP anti-aircraft gun	8"/12"	1938	Cannon	4	2CD	2	1/1



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Armoured Reconnaissance Vehicles							
TK/TKS	8"/12"	1931	VMG	3	1CD	3	2/1
TK/TKS (20mm)	8"/12"	1931	Autocannon	2	1CD	3	2/1
wz.29 Urus (37mm)	8"/12"	1929	Cannon	2	1CD	3	2/1
wz.34 (MG)	8"/12"	1934	VMG	3	1CD	3	2/1
wz.34 (37mm)	8"/12"	1934	Cannon	2	1CD	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)
Polish Aircraft					
PZL P.7 Fighter	1933	2 x MMG	4	1CD	
PZL P.11 c Fighter	1934	2 x MMG	4	1CD	
		2 x light bomb		1CD	2x2"



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PZL P.23b Karas Light Bomber	1936	3 x MMG,	6	1CD	
		4 light bomb		1CD	4x2"
PZL P.37B Los Medium Bomber	1938	3 x MMG	6	1CD	
		6 x medium bomb		2CD	6x4"
RWD – 14 Czapla Scout Recce	1936	2 x MMG	4	1CD	

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.