Rumanian Vehicles, Airplanes and Guns Charts

NAME and TYPE	Year	SHOOTING	Shooting at vehicles
Artillery			
50/60mm mortar	1936	2" template	1CD
81mm mortar	1937	4" template	1CD
120mm Resita mortar	1938	6" template	1CD
Panzerfaust anti-tank rocket launcher range 12"	1943	4	3CD
20mm Gustloff Flak 38/Oerlikon anti-aircraft	1934	2	1CD
25mm Hotchkiss anti-aircraft	1938	2	1CD
37mm Rheinmetall Flak 39 anti-aircraft	1939	2	1CD
40mm Bofors anti-aircraft	1934	2	1CD
75mm Vickers M36/38 anti-aircraft	1936	4	2CD
88mm Flak 36/41 dual purpose	1936	6	3CD
37mm Bofors anti-tank	1934	2	1CD
45mm M32 anti-tank	1932	2	2CD
47mm Breda/Bohler/Schneider M36 anti-tank	1936	2	2CD
50mm PaK 38 anti-tank	1938	2	2CD
75mm Pak 97/38 anti-tank	1938	4	2CD
75mm Pak 40 anti-tank	1940	4	3CD
75mm DT-UDR 26 (Resita) M43 anti-tank	1943	4	3CD
76.2mm field/anti-tank	1941	4	3CD
Czech 75mm Skoda M39 mountain	1939	4" template	1CD
Czech 100mm Skoda M16 mountain	1916	6" template	2CD
75mm Schneider/Krupp/Putilov/Skoda field	1898	4" template	2CD
100mm Skoda M14/19, M30 and M34 howitzer	1934	6" template	2CD
105mm Schneider M1936 / Krupp M12/16 field	1936	6" template	2CD

Rumanian Vehicles, Airplanes and Guns Charts

NAME and TYPE	Year	SHOOTING	Shooting at vehicles
105mm FH 18/40 howitzer	1940	6" template	2CD
120mm De Bange 1878 howitzer	1878	6" template	2CD
122mm M1910/34 gun-howitzer	1934	6" template	2CD
149mm Skoda M34 howitzer	1934	6" template	2CD
155mm Schneider M1917 field	1917	6" template	2CD
152mm M1910/30 and M1937 (ML-20) howitzer	1937	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

Rumanian Vehicles, Airplanes and Guns Charts

NAME AND TYPE	Speed CC/ road	year	ARMAMENT	SHOOTING	Shooting at vehicles	ARMOUR	MORALE
FT-17 (37mm)	6"/9"	1917	Cannon	2	1CD	3	2/1
R-1 (MGs)	8"/12"	1935	2 x VMG	6	1CD	3	2/1
R-35 (37mm)	6"/9"	1935	Cannon	2	1CD	4	3/1
Vanatorul de care R-35 (45mm)	6"/9"	1935	Cannon	2	2CD	4	3/1
R-2 (37mm)	8"/12"	1935	Cannon	2	1CD	4	3/1
T-38 (Panzer 38t - 37mm)	8"/12"	1939	Cannon	2	1CD	4	3/1
T-3 (Panzer III N - short 75mm)	8"/12"	1942	Cannon	4" template	2CD	5	3/1
T-4 (Panzer IVG - long 75mm)	8"/12"	1941	Cannon	4	3CD	5	3/1
Self-Propelled Guns							
TACAM T-60A (76.2mm)	8"/12"	1944	Cannon	4	3CD	3	2/1
TACAM R-2 (76.2mm)	8"/12"	1944	Cannon	4	3CD	3	2/1
TA (StuG III - long 75mm)	8"/12"	1942	Cannon	4	3CD	5	3/1
Maresal M-05 (75mm)	8"/12"	1944	Cannon	4	3CD	5	3/1
Reconnaissance Vehicles and APC's							
AB (Sdkfz 222 armoured car - 20mm)	12"/18"	1938	Autocannon	2	1CD	3	2/1
AB (Sdkfz 223 armoured car - MG)	12"/18"	1935	VMG	3	1CD	3	2/1
Tatra vz27 (MGs)	12"/18"	1927	VMG	3	1CD	3	2/1
AB 41 (20mm)	12"/18"	1941	Autocannon	2	1CD	3	2/1
BA 10 (45mm)	12"/18"	1938	Cannon	2	2CD	3	2/1
BA 64 (MG)	12"/18"	1942	VMG	3	1CD	3	2/1
TB (Sdkfz 251/1 half-track)	12"/18"	1943	VMG	3	1CD	3	2/1

Rumanian Vehicles, Airplanes and Guns Charts

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)
Romanian Aircraft					
Heinkel He 112B Fighter	1935	2 x MMG and multiple 20mm autocannon	4/2	1CD	
PZL 11F Fighter	1935	4 x MMG	8	1CD	
		4 x small bomb		1CD	4 x 2"
PZL 24 Fighter	1936	4 x MMG	8	1CD	
		4 x small bomb		1CD	4 x 2"
Hawker Hurricane Fighter	1937	8 x MMG	16	1CD	
IAR 80A fighter	1941	6 x MMG	12	1CD	
Messerschmitt Bf 109E fighter	1935	2 x HMG and single 20mm autocannon	6/2	1CD	
IAR-37 / 38 / 39* AOP / light bomber	1938	2 x MMG	4	1CD	
		4 small bomb		1CD	4 x 2"
CRDA Cant Z.501 'Gabbiano' Light bomber	1934	2 x MMG	4	1CD	
		2 x light bomb		1CD	2 x 2"
PZL 23 Karas Light bomber	1936	2 x MMG and 2 x HMG	4/6	1CD	
		4 x light bomb (2 x medium bomb)		1CD/2CD	4x2"/2x4"
Potez 63B Light bomber	1938	2 x MMG	4	1CD	
		4 x light bomb (2 x medium bomb)		1CD/2CD	4x2"/2x4"

Rumanian Vehicles, Airplanes and Guns Charts

NAME AND TYPE	year	ARMAMENT	SHOOTING	Shooting at vehicles	Bombing (template)
Bristol Blenheim Light bomber	1937	2 x MMG	4	1CD	
		4 x light bomb (2 x medium bomb)		1CD/2CD	4x2"/2x4"
Savoia-Marchetti S.M.79 (JRS79B) Medium bomber	1936	1 x MG and 2 x HMG	2/6	1CD	
		4 x medium bomb (or 2 x heavy bomb)		2CD/3CD	4x2"/2x6"
Heinkel He 111 Medium bomber	1935	3 x MMG and single 20mm autocannon	6/2	1CD	
		4 x medium bomb (or 2 x heavy bomb)		2CD/3CD	4x2"/2x6"
IAR 81 fighter bomber	1942	4 x MMG and 2 x HMG	8/6	1CD	
		1 x medium bomb		2CD	1x4"
IAR 80B fighter	1941	4 x MMG and 2 x HMG	8/6	1CD	
IAR 80C fighter	1942	4 x MMG and multiple 20mm autocannon	8/4	2CD	
Messerschmitt Bf 109G Superior fighter bomber	1942	2 x HMG and single 30mm autocannon	6/2	2CD	
		1 x medium bomb		2CD	1x4"
Junkers Ju 87 Stuka Dive bomber (light bomber)	1936	2 x MMG	4	1CD	
		2 x light bomb and 1 x medium bomb (or 1 x heavy bomb)		1CD/2CD/3CD	2x2"/1x4"/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	4x2"/2x6"
Henschel Hs 129B Ground Attack	1942	2 x MMG, multiple 20mm and single 37mm autocannon	4/4/2	2CD	
		2 x light bomb		1CD	2x2"

Rumanian Vehicles, Airplanes and Guns Charts

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.