Russian Vehicles, Airplanes and Guns Charts

NAME and type	YEAR	SHOOTING	Shooting at vehicles
Artillery			
50mm mortar	1935	2" template	1CD
82mm mortar	1937	4" template	1CD
120mm mortar	1938	6" template	2CD
37mm Mod 31 anti-aircraft	1931	2	2CD
76.2mm Mod 31 anti-aircraft	1931	4	2CD
85mm Mod 39 anti-aircraft	1939	6	3CD
PTRD / PTRS AT rifle	1941	1	1CD
76.2mm M1927 infantry gun	1927	4" template	1CD
45mm M37 anti-tank	1937	2	2CD
45mm M42 (long-barrelled) anti-tank	1942	2	2CD
57mm Zis-2 anti-tank	1941	2	2CD
76.2mm field / anti-tank	1941	4	3CD
100mm anti-tank	1944	6	3CD
76.2mm Putilov field gun	1900	4" template	2CD
122mm M1938 howitzer	1938	6" template	2CD
122mm M1931 / 37 cannon	1931	6" template	2CD
152mm ML 20 howitzer	1937	6" template	2CD
203mm M1931 howitzer	1931	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
Self-Propelled Guns and Tank Destroyers							
Konsomlets Zis 30 (57mm)	8"/12"	1941	Cannon	2	1CD	3	2/1
ZSU 37 (37mm AA)	8"/12"	1945	autocannon	2	2CD	3	2/1
SU 76M (76.2mm)	8"/12"	1942	Cannon	4	3CD	3	2/1
SU 76i (76.2mm)	8"/12"	1942	Cannon	4	2CD	5	3/1
SU 85 (85mm)	12"/18"	1943	Cannon	6	3CD	5	3/1
SU 100 (100mm)	12"/18"	1943	Cannon	6	3CD	5	3/1
SU 122 (122mm howitzer)	8"/12"	1942	Cannon	6" template	2CD	5	3/1
SU 152 (152mm)	8"/12"	1943	Cannon	6	3CD	5	3/1
ISU 122 (122mm)	8"/12"	1943	Cannon	6" template	3CD	6	4/1
ISU 152 (152mm)	8"/12"	1943	Cannon	6" template	3CD	6	4/1

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SU 57 (US 57mm on M3 half-track)	12"/18"	1942	Cannon	2	2CD	3	2/1
M17 (AA HMGs on M3 half-track)	12"/18"	1943	4xHMG	24	1CD	3	2/1
BM 13 'Katyusha' multiple rocket launcher	8"/12"	1939	Rockets	As Barrage	1CD	2	1/1
Armoured Cars, Scout Cars and APCs							
BA 20 (MG)	12"/18"	1936	VMG	3	1CD	3	2/1
BA 64 (MG)	12"/18"	1942	VMG	3	1CD	3	2/1
BA 6 (45mm)	12"/18"	1936	Cannon	2	2CD	3	2/1
BA 10 (45mm)	12"/18"	1938	Cannon	2	2CD	3	2/1
M3 half-track (MG)	12"/18"	1941	VMG	3	1CD	3	2/1
M3A1 scout car (MG)	12"/18"	1939	VMG	3	1CD	3	2/1
Universal Carrier	12"/18"	1940	VMG	3	1CD	3	2/1
Lend Lease Tanks							
Matilda II (2 pdr)	6"/9"	1937	Cannon	2	1CD	6	4/1
Valentine I - III (2 pdr)	8"/12"	1940	Cannon	2	1CD	5	3/1
Valentine IV (6 pdr)	8"/12"	1941	Cannon	2	2CD	5	3/1
M3A1 Stuart (37mm)	12"/18"	1941	Cannon	2	1CD	4	3/1
M3 Lee (75mm / 37mm)	8"/12"	1941	Cannon	4/2	2CD/1CD	5	3/1
Churchill III (6 pdr)	6"/9"	1941	Cannon	2	2CD	6	4/1
M4 Sherman (75mm)	8"/12"	1942	Cannon	4	2CD	5	3/1
M4 Sherman (76mm)	8"/12"	1944	Cannon	4	3CD	5	3/1
Light and Medium Tanks							

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'Odessa' tank (MG)	6"/9"	1941	VMG	3	1CD	3	2/1
'Odessa' tank (45mm)	6"/9"	1941	Cannon	2	2CD	3	2/1
T 26A (MGs)	8"/12"	1931	VMG	6	1CD	3	2/1
T 26B/S (45mm)	8"/12"	1933	Cannon	2	2CD	3	2/1
OT 130 (T26 flamethrower)	8"/12"	1933	Flamethrower	6	2CD	3	2/1
BT 5 (45mm)	12"/18"	1932	Cannon	2	2CD	3	2/1
BT 7 (45mm)	12"/18"	1935	Cannon	2	2CD	3	2/1
BT 7A (76.2mm howitzer)	12"/18"	1935	Cannon	4" template	1CD	3	2/1
BT 8 (45mm)	12"/18"	1935	Cannon	2	2CD	3	2/1
T 37 amphibious tank (MG)	8"/12"	1933	VMG	3	1CD	3	2/1
T 38 amphibious tank (MG)	8"/12"	1937	VMG	3	1CD	3	2/1
T 40 amphibious tank (MGs)	8"/12"	1940	2xVMG	6	1CD	3	2/1
T 50 (45mm)	8"/12"	1941	Cannon	2	2CD	3	2/1
T60 (20mm)	8"/12"	1941	Autocannon	2	1CD	3	2/1
T 70 (45mm)	8"/12"	1942	Cannon	2	2CD	4	3/1
T 80 (45mm)	8"/12"	1942	Cannon	2	2CD	4	3/1
T 28 (76.2mm howitzer)	6"/9"	1932	Cannon	4" template	2CD	3	2/1
T 34 76 (76.2mm)	12"/18"	1940	Cannon	4	2CD	5	3/1
OT 34 (76.2mm / flamethrower)	12"/18"	1940	Flamethrower	4/6	2CD	5	3/1
PT 34 (76.2mm / mine roller)	12"/18"	1941	Cannon	4	2CD	5	3/1
T 34 85 (85mm)	12"/18"	1942	Cannon	4	3CD	5	3/1
Heavy Tanks							
T 35 (76.2mm howitzer + 2 x 37mm)	6"/9"	1935	cannon	4" template/4	2CD	3	2/1

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NAME AND TYPE	Speed CC/ road	year	ARMAMENT	SHOOTING	Shooting at vehicles	ARMOUR	MORALE
T 35 2 x VMG		1935	2 x VMG	6	1CD	3	2/1
KV 1 41/42 (76.2mm)	8"/12"	1939	Cannon	4	2CD	6	4/1
KV 2 (152mm howitzer)	6"/9"	1939	Cannon	6" template	2CD	6	4/1
KV 85 (85mm)	8"/12"	1943	Cannon	4	3CD	6	4/1
KV 8S (45mm)	8"/12"	1943	Cannon	2	2CD	6	4/1
KV 8S (flamethrower)	8"/12"	1943	Flamethrower	6	2CD	6	4/1
IS 1 (85mm)	8"/12"	1943	Cannon	4	3CD	7	4/1
IS 2 (122mm)	8"/12"	1944	Cannon	6	3CD	7	4/1
IS 3 (122mm)	8"/12"	1945	Cannon	6	3CD	7	4/1

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)
Russian Aircraft					
Polikarpov I-153 Fighter bomber	1937	Multiple 20mm autocannon	4	2CD	
		2 x small bomb		2CD	2x2"
Polikarpov I-16 Fighter	1935	2 x MMG and multiple 20mm autocannon	4/4	2CD	
		2 x small bomb		2CD	2x2"

Russian Vehicles, Airplanes and Guns Charts

NAME AND TYPE	year	ARMAMENT	SHOOTING	Shooting at vehicles	Bombing (template)
Ilyushin IL-2 Shturmovik light bomber	1941	2 x MMG and multiple 20mm autocannon	4/4	2CD	
		4 x rocket (or 2 x light bomb)		2CD	4x4"/2x2"
Sukhoi SU-2 Light bomber	1939	4 x MMG	8	1CD	
		2 x light bomb		2CD	2x2"
Tupolev SB 2 Light bomber	1936	2 x MMG,	4	1CD	
		6 x small bomb (or 3 x medium bomb)		1CD/2CD	6x2"/3x4"
PO-2 AOP	1929	None			
Mig-3 fighter	1941	2 x MMG and 2 x HMG	4/6	1CD	
Yak-1 fighter	1940	2 x MMG and single 20mm autocannon	4/2	1CD	
LaGG-3 fighter	1941	2 x HMG and single 20mm autocannon	6/2	1CD	
Petlyakov Pe-2 Light bomber	1941	2 x medium bombs (or 4 x light bomb)		2CD/1CD	2x4"/4x2"
Hawker Hurricane (UK) fighter	1937	8 x MMG	16	1CD	
Curtiss P-40 Warhawk (US) fighter	1938	4 x MMG	8	1CD	
Yak-9 fighter	1942	2 x MMG and single 20mm autocannon	4/2	1CD	
Yak-3 fighter	1944	2 x HMG and single 20mm autocannon	6/2	1CD	
Yak-9T fighter	1943	2 x HMG and single 37mm autocannon	6/2	2CD	
La-5 FN fighter bomber	1942	Multiple 20mm autocannon	4	2CD	
		4 x rocket (or 2 x medium bomb or 2 x PTAB anti-tank bomb)		1CD/2CD/3CD	4x4"/2x4"/2x4"
Ilyushin IL-2 M3 Shturmovik Ground attack	1943	Multiple 37mm autocannon	4	2CD	
		4 x rocket (or 2 x medium bomb or 2 x PTAB anti-tank bomb)		1CD/2CD/3CD	4x4"/2x4"/2x4"
Petlyakov Pe-2 Dive bomber	1943	2 x medium bomb and 1 x heavy bomb		2CD/3CD	2x4"/1x6"

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NAME AND TYPE	year	ARMAMENT	SHOOTING	Shooting at vehicles	Bombing (template)
P-39 Aircobra (US) fighter	1941	4 x MMG and 2 x HMG and single 37mm autocannon	8/6/2	2CD	
Supermarine Spitfire (UK) fighter	1938	4 x MMG and single 20mm autocannon	8/2	1CD	
P-47 Thunderbolt (US) fighter bomber	1942	8 x HMG	24	1CD	
		2 x medium bomb (or 1 x heavy bomb)		2CD/3CD	2x4"/1x6"
Douglas A-20 Havoc (US) Medium bomber	1941	6 x HMG	18	1CD	
		4 x medium bomb (or 2 x heavy bomb)		2CD/3CD	4x4"/2x6"
Tupolev Tu-2 Medium bomber	1942	Multiple 20mm autocannon	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.