



Slovakian Vehicles, Airplanes and Guns Charts

NAME and TYPE	Year	SHOOTING	Shooting at vehicles
Arillery			
81mm mortar	1937	4" template	1CD
20mm Flak 36 anti-aircraft	1936	2	1CD
37mm vz37 anti-tank	1935	2	1CD
75mm Skoda mountain	1915	4" template	1CD
100mm vz30 howitzer	1930	6" template	2CD
10.5 cm hruby kanon vz. 35	1935	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							



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LT vz 40 (37mm)	8"/12"	1940	Cannon	2	1CD	4	3/1
LT vz 35 (37mm)	8"/12"	1935	Cannon	2	1CD	4	3/1
LT vz 38 / Panzer 38t (37mm)	8"/12"	1938	Cannon	2	1CD	4	3/1
Panzer II (20mm)	8"/12"	1936	Autocannon	2	1CD	3	2/1
Panzer III N (short 75mm)	8"/12"	1939	Cannon	4" template	2CD	5	3/1
Reconnaissance Vehicles							
OA vz 30 (MG)	12"/18"	1933	VMG	3	1CD	3	2/1
Self-Propelled Guns and Tank Destroyers							
Marder III (75mm)	8"/12"	1942	Cannon	4	3CD	3	2/1
Command, OP and Recovery Vehicles							
LT vz 40 command	8"/12"	1940	VMG	3	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.



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NAME AND TYPE	year	ARMAMENT	SHOOTING	Shooting at vehicles	Bombing (template)
Slovakian Aircraft					
Avia B-554 Fighter	1935	4 x MMG	8	1CD	
		2 x small bomb		1CD	2x2"
Letov S-328 observation	1934	None			
Letov S-328 Light bomber	1934	4 x MMG	8	1CD	
		2 x light bomb		1CD	2x2"
Messerschmitt Bf 109E-F fighter bomber	1940	2 x HMG and single 20mm autocannon	6/2	1CD	
		2 x small bomb		1CD	2x2"
Messerschmitt Bf 109G fighter bomber	1942	2 x HMG and single 30mm autocannon	6/2	2CD	
		1 x medium bomb		2CD	1x4"

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.