



“Global Command Series”

A-150 Super Yamato

A Global War 2nd Edition 3d printed Expansion
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Overview

HBG is excited to present the A-150 “Super Yamato” – a giant Japanese battleship sure to strike fear into the hearts of your opponents.

These rules are written Global War - 2nd edition, however at the end of this document are a few changes necessary to play these with Global War 1st edition or Axis and Allies 1940. All our 3D printed rule sets are given a letter designator for reference in future rule sets. This set is TDPT.

Set Contents

Contents

A-150 Super Yamato (x1) 3d printed in white or painted orange

TDPQ 1.0 A-150 Super Yamato

The A-150, also known as the “Super Yamato” was a planned battleship of the Japanese navy. The A-150 would have displaced 90,000 tons and carried eight 20 inch (510mm) main batteries. The 863 ft. vessel would have numerous secondary armaments and up to 460mm in armor. The 20 inch guns would fire armor piercing and high explosive shells with a weight of 4,096lb (1,858kg) each.

A-150 Super Yamato

Unit	Attack	Defense	Move	Cost
A-150	10	10	3	5/5/5/5/5/5

Availability: July 1941

Shore Bombardment: 6

Hits: The A-150 takes 3 hits to sink. Each hit reduces the A-150 by -2 attack and defense.

Building: The A-150 must be constructed at a shipyard and takes 6 turns to complete.

Appendix A: Axis & Allies 1940

A-150 Super Yamato

Unit	Attack	Defense	Move	Cost
A-150	5	5	2	30

Availability: July 1941

Shore Bombardment: 5

Hits: The A-150 takes 3 hits to sink. Each hit reduces the H-44 by -1 attack and defense.

Additional like pieces in this set can be purchased at [Historical Board Gaming](https://www.historicalboardgaming.com).

If you have any corrections to this document or ideas to make it a better set please email us at info@historicalboardgaming.com



Check out our other 3d Printed Expansion Sets.