

# BV P-170 FAST BOMBER

A GLOBAL WAR 3D PRINTED EXPANSION SET



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## “Global Command Series”

# BV P.170 TACTICAL Bomber v1.1

A Global War 2<sup>nd</sup> Edition 3d Printed Expansion

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### Overview

This set features the Blohm & Voss P.170 concept aircraft – A unique German fast bomber ready for action on the battle board.

These rules are written Global War - 2<sup>nd</sup> edition, however at the end of this document are a few changes necessary to play these with Global War 1<sup>st</sup> edition or Axis and Allies 1940. All of our sets have a letter designation code for reference in future rule sets. This set is TDPR



(c) Kevin R. Wafer 98-00

Artwork by: Kevin Wafer ([Luft46.com](http://Luft46.com))

## Set Contents

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### Contents

BV P.170 (x1) 3d Printed in Black or Grey

### Blohm & Voss P.170 Fast Bomber

The Blohm & Voss P.170 was a “fast bomber” designed – but never built by the German Luftwaffe. The three-engine bomber travelled at speeds up to 510mph (820km) and was built to outrun opposing fighters. The P.170 carried a payload of 1,000kg with a combat range of 1553 miles (2500km).

#### *BV P.170*

Unit	Attack	Defense	Move	Cost
BV P.170	7	5 (0)	4	11

*Availability:* July 1942

*Strategic Damage:* The P.170 can inflict 1-3 strategic damages to facilities.

*Target Selection:* The P.170 can select which ground target it hits on a 1

*Fast Bomber:* When a fast bomber is the only viable target of propeller driven (non-jet) fighters, those fighters Attack, Defense and interception value is reduced by 1.

*No Defensive Armament:* The P.170 cannot cause casualties to aircraft. (i.e. the defender cannot choose an aircraft as a casualty from the P.170. If there are only aircraft to choose, no casualty occurs).

### Axis & allies 1940

#### *BV P.170*

Unit	Attack	Defense	Move	Cost
BV P.170	4	3(0)	4	12

*Availability:* July 1942

*Fast Bomber:* During strategic bombing the P.170 makes an opposed (D6) roll against the enemy player. If he wins (not just ties) the fast bomber cannot be attacked that round by enemy fighters (unless they are jet fighters).

*Target Selection:* The P.170 can select which ground target it hits on a 1

*No Defensive Armament:* The P.170 cannot cause casualties to aircraft.

### Design notes

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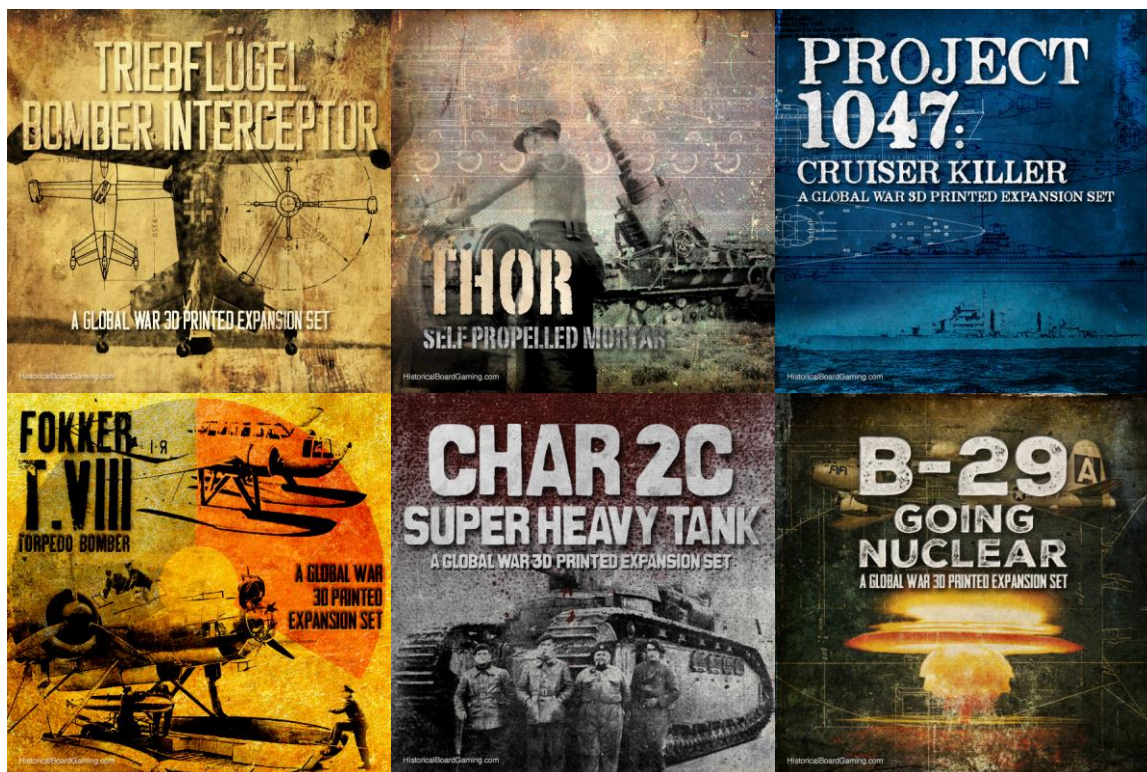
The P.170 is a little bit of everything, making it a versatile instrument of war for the German player. It provides punch like a tactical bomber, a bit of bombing damage, a bit of target selection and a bit of evasive power against propeller driven planes. The thing that makes the P.170 a good buy is its ability to cut the interception of opposing fighters by a third (from 3 to 2). Unfortunately the P.170's low bomb load makes it a little less effective as a bomber.

Additional information on this subject [HERE](#)

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

If you have and corrections to this document or ideas to make it a better set please email us at [info@historicalboardgaming.com](mailto:info@historicalboardgaming.com)



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