BE-4 RECON FLYING BOAT

A GLOBAL WAR 3D PRINTED EXPANSION SET

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Beriev Be-4 Aircraft set

A Global War 2nd Edition 3d printed Expansion
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Overview

HBG's latest 3D printed set features the Be-4, a Soviet seaplane. 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 of our sets feature a letter designation so they can be referenced in future rules. This set is TDPS.

Set Contents

Be-4 Set
Beriev Be-4 (x1) 3d Printed in Brown
Seaplane Base (x2) Acrylic marker

TDPS 1.0 SEAPLANES

1.1: A seaplane is an aircraft for all game purposes (except for 1.2 below) and may not land on water. It is required to land in a coastal zone. Seaplanes may not land on aircraft carriers or use air bases.

1.2: A seaplane treats a naval base as if it were an air base, allowing it to scramble, and extend its range.

1.3: A seaplane may land in a zone captured this turn in naval so long as that zone contains a (recently captured) naval base or seaplane base. A seaplane that participated in naval could land in such a zone in non-naval movement. However; such a seaplane could not fly a naval mission without enough movement points to return to a friendly zone.

TDPS 2.0 SEAPLANE BASES

2.0 *Historical Overview:* Sea plane bases were important facilities throughout the 1920s and 1930s. Seaplanes were opened up new and quicker routes to areas in the Pacific and South America where there were few serviceable airfields. Seaplanes were an important part of all national arsenals in World War II to provide maritime patrol, anti-submarine duties, search and rescue, and other duties.

2.1*:* A Seaplane Base is a facility that can act as an airbase for seaplanes. Like a regular air base, it allows seaplanes that begin there to add one to their movement. A seaplane base also allows up to 3 seaplanes to "scramble" from the base and participate in a combat in an adjacent sea zone.

2.2: A seaplane base can sustain 3 damages before it is removed from the map and must be rebuilt. It can be repaired if it has one or two damages. A seaplane base costs 3 IPP. It has no inherent anti-aircraft guns. It requires one turn to build.

TDPS 3.0 Be-4 Flying Boat

The Be-4 was a Soviet reconnaissance seaplane designed to operate from Soviet warships. The Be-4 was only produced in small numbers due to the evacuation of its factory from the German advance. The aircraft had a range of 716 miles (1,150km) and carried two machine guns and 880lb (400kg) of bombs or depth charges.

Unit	Attack	Defense	Move	Cost
Be-4	3	3	4	6

Availability: January 1941
Combat Air Patrol Range: 1

TPDS 4.0 SET UP CHANGES

| Nation	Change
United Kingdom	Add a Seaplane base in the Solomon Islands
Japan	Add one seaplane base to any island of the Japanese player's choice.
USA	Add one seaplane base in Aleutian Islands (Dutch Harbor) and Midway Island.
USSR	Add a Seaplane base in N. Sakhalin Island
Netherlands	Add a Seaplane base in Java

APPENDIX A: AXIS & ALLIES 1940

Be-4

Unit	Attack	Defense	Move	Cost
Be-4	2	2	4	6

Availability: January 1941
Combat Air Patrol Range: 1

Additional like pieces in this set can be purchased at [Historical Board Gaming](#).

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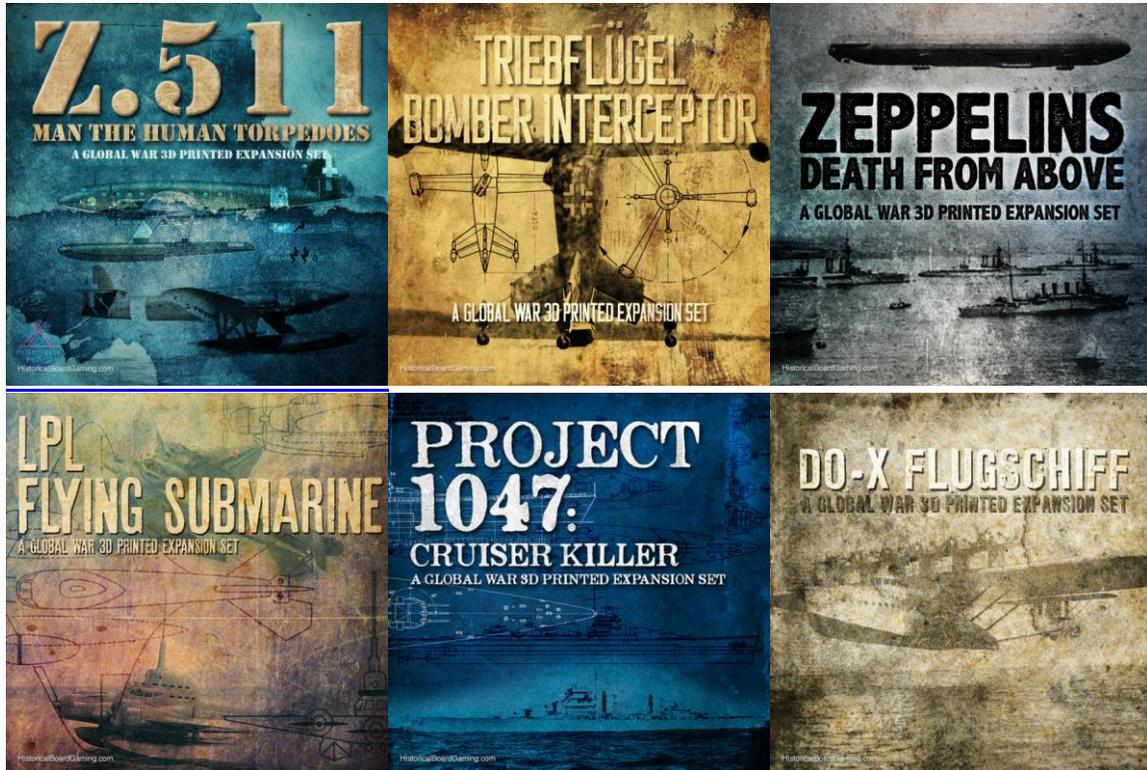
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