



KV-6
LAND BATTLESHIP
A 3D PRINTED EXPANSION SET

HistoricalBoardGaming.com

“Global Command Series”

KV-VI Behemoth

A Global War 2nd Edition 3d Printed Expansion

Version 1.0 Jan 2016

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Overview

This set features the KV-VI Behemoth – a massive “land battleship” conceived by the mind of Joseph Stalin in the dark days of World War II

These rules are written Global War - 2nd edition, however at the end of this document are a few changes necessary to play this unit with Axis and Allies 1940.

All of our 3D printed sets are designated with a letter designator for reference in future rule sets. This set is TDPAA – our 27th 3D printed set.

Set Contents

Name
(1) KV-VI Behemoth (3d Printed in Brown)

TDPAA KV-IV Behemoth

The KV-VI Behemoth was a concept tank and as such history is not quite sure of the practicality of this unit, or what the final configuration of this tank might have been. In this version of the tank, the main turret carries twin 156mm naval guns with a secondary turret housing a s These are supplemented by several 76.2mm and 44mm copulas mounted on top of the main guns. These are supplemented with multiple 12mm machine guns for infantry defense. Finally, the KV-VI has an external 82mm rocket

The tank was large and unwieldy, capable of only 13 miles per hour. The tank would have been too heavy to traverse most bridges and too long to turn on most roads. It would likely be fitted with a snorkel for fording rivers.

KV-VI

Unit	Attack	Defense	Move	Cost
<i>KV-VI Behemoth</i>	10	5	1	13

Availability: After the USSR develops heavy armor

First Strike: The KV-VI has first strike on the first round of combat.

Target Selection: 1-2 (armor)

Two Hits: The KV-VI requires two hits to kill. The first hit reduces the attack and defense value of the tank by 3. Tanks can be repaired if they are in a supply path for D6 IPP.

Supply Path – From the upcoming Global War-2nd Edition [Modified for this document]

Supply Path: A supply path is a path across the map that runs to or from a Major Factory in the nations home country (not colonies or captured territories). The Path may travel over land and or sea any distance.

By Land: When a supply path travels over of land zones a player count enter with a land unit, either because they belong to the player or an ally.

By Sea: You may trace a supply path across any number of sea zones regardless of whether or not there are enemy units there. The path must enter and leave land zones where there is a Naval Base. A supply path cannot go through straights/canals that are closed to you.

Transport: The KV-VI cannot be placed on a naval transport, air transport or move by strategic rail movement. It cannot be transported along a supply path for lend-lease purposes (and thus cannot be lend-leased).

APPENDIX A: AXIS & ALLIES 1940 RULES

KV-VI Behemoth

Unit	Attack	Defense	Move	Cost
<i>KV-VI Behemoth</i>	5	2	1	13

Availability: January 1944

First Strike: The KV-VI has first strike on the first round combat.

Two Hits: The KV-VI requires two hits to kill. The first hit reduces the attack value of the KV-VI to 3. Tanks can be repaired if they are in a supply path for D6 IPP.

Transport: The KV-VI cannot be placed on a naval transport.



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

