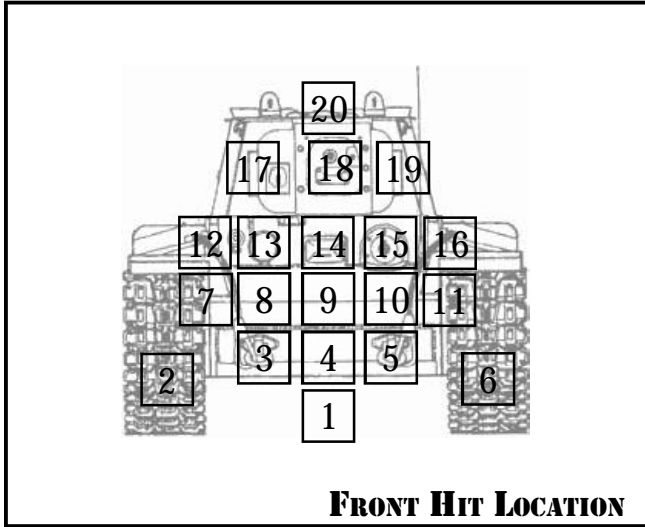


KV-8 & KV-8S



FRONT

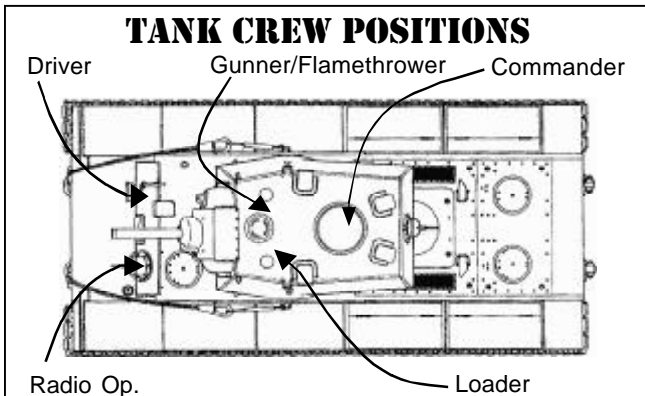
<p>No Penetration</p> <ol style="list-style-type: none"> 1. Automatic Penetration 2. Immobilized / MC 3. No Effect 4. No Effect 5. No Effect 6. Immobilized / MC 7. No Effect 8. No Effect 9. No Effect 10. No Effect 11. No Effect 12. No Effect 13. No Effect 14. Driver -1 Action 15. Radio Operator -1 Action 16. No Effect 17. Gunner -1 Action + Flamethrower Destroyed 18. Main Gun destroyed / MC 19. Loader -1 Action 20. Commander -1 Action 	<p>Penetration</p> <ol style="list-style-type: none"> 1. Normal Damage 2. Immobilized / MC 3. Immobilized / MC 4. Immobilized / MC 5. Immobilized / MC 6. Immobilized / MC 7. Normal Damage 8. Normal Damage 9. Normal Damage 10. Normal Damage 11. Normal Damage 12. Normal Damage 13. Normal Damage 14. Driver KIA / MC 15. Radio Operator KIA / MC 16. Normal Damage 17. Gunner KIA / MC + Flamethrower Destroyed 18. Main Gun destroyed / MC 19. Loader KIA / MC 20. Commander KIA / MC
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FRONT HIT LOCATION

SPECIFICATIONS

The KV-8 and KV-8S heavy flamethrower tanks were worthy successors to the OT-26, OT-130 and OT-133 (variants of the T-26). They were used to assault heavy entrenchments. The ATO-41 flamethrower replaced the co-axial MG, and had a very long range. Because of room issues, the 76mm gun has to be replaced by a 45mm model 1942.

- Introduced: 1942 (very rare) Crew: 5**
- Retired: May 1945**
- Weight: 47 US tons**
- Length: 22' 7" (6.75 m)**
- Width: 10' 8" (3.27 m)**
- Height: 8' 9" (2.85 m)**
- Ground Clearance: 1' 6" (450 mm)**
- Track Width: 2' 4"**
- Main Gun: 45mm model 1942**
- Max Elevation: 25°**
- Ammunition: 45mm 92 rounds, 7.62 mm 2,400 rounds, ATO-41: 107 shots (600 liters)**
- Road Speed: 21.7 mph (35 Km/h)**
- Range: 99.4 mi. (160 Km)**
- Trench Crossing: 8' 10" (2.69 m)**
- Fording Depth: 4' 9" (1.45 m)**



SPECIAL RULES

Turret layout: The KV-8 had a poorly designed turret layout and lacked a proper cupola for the commander. As a result, the commander had to pass ammunition to the loader and could not easily operate from an exposed position. Therefore, the KV-8 always has the No Commander and Buttoned Up penalties when firing its 45mm gun and flamethrower.

Rear MG: The KV-8 had a LMG mounted in the turret's rear. The rear LMG follows all rules and arcs of fire of a Co-axial MG, and is operated by the commander. In addition, the rear LMG may be used to strafe any figure in base contact with the tank, unless the figure is prone.

Turret overhang: The KV-8's turret had a dramatic rear overhang. Enemy infantry could take advantage of this, and place a nice mine or demo charge under it, to send the turret flying in the explosion. Whenever a figure in a close assault successfully places a mine or demo charge in top location 8 or 13, the Penetration Effect will always be a 1 Catastrophic.

HE Frag: The Soviets made an HE fragmentation round that delivered better anti-infantry effects. An HE Frag round will impact the area like a 60mm round, but use a Large HE effects template.

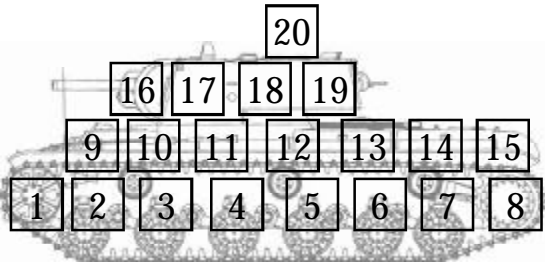
The FLAMETHROWER: Instead of a CMG, the KV-8 had an ATO-41 (or 42) vehicle flamethrower. It was fired by the gunner, and had plenty of fuel. The flamethrower takes 1 action to fire, and must be activated like normal. It shoots burning fuel straight forward from the turret (no arc of fire), though it can be elevated or depressed. See extra "Flamethrower Rules" for range and to hit.

KV-8S: This was the flamethrower equivalent of the KV-1S: a little faster and with thinner armor. With a fully redesigned turret, the commander was free to command and direct fire, without the KV-8's penalties. Other than this, it follows the same rules and hit locations as the KV-8.

	VEHICLE STATISTICS		HF	TF	HS/R	TS/R	HT	TT	Speed 15 / 20	Load	TR	Type	Smoke	LMG	CMG	AAMG	Main Gun	Penetration				HE Size
	Weight	Size																AP	APCR	HEAT	HE	
KV-8	45	L	20	20	14/14	14/14	7	7	3.5 / 5	1	S*	T	—	LMG	Flame	LMG-R	45L	18	23	—	9	Sm.
KV-8S	43	L	14	14	11/11	13/13	7	7	4.5 / 6	1	S*	T	—	LMG	Flame	LMG-R	45L	18	23	—	9	Sm.



KV-8 & KV-8S



SIDE HIT LOCATION

SIDE

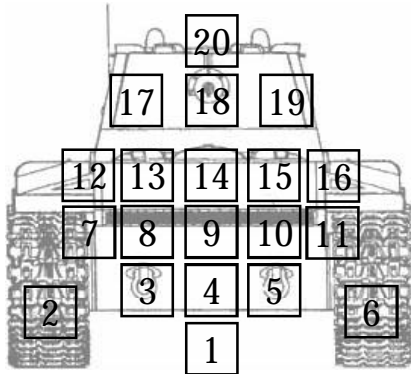
No Penetration

1. Immobilized / MC
2. No Effect
3. No Effect
4. No Effect
5. No Effect
6. No Effect
7. No Effect
8. Immobilized / MC
- 9L. Hull MG Knocked Out
- 9R. Driver -1 Action
10. No Effect
11. No Effect
12. No Effect
13. No Effect
14. No Effect
15. Engine Hit: ½ Speed / Smoke
16. Main Gun destroyed / MC
- 17L. Loader -1 Action
- 17R. No Effect
- 18L. No Effect
- 18R. Gunner -1 Action
19. No Effect
20. Commander -1 Action

Penetration

1. Immobilized / MC
2. Immobilized / MC
3. Immobilized / MC
4. Immobilized / MC
5. Immobilized / MC
6. Immobilized / MC
7. Immobilized / MC
8. Immobilized / MC
- 9L. Radio Operator KIA / MC
- 9R. Driver KIA / MC
10. Normal Damage
11. Normal Damage
12. Normal Damage
13. Normal Damage
14. Immobilized / MC / Smoke
15. Immobilized / MC / Smoke
16. Main Gun destroyed / MC
- 17L. Loader KIA / MC
- 17R. Normal Damage
- 18L. Normal Damage
- 18R. Gunner KIA / MC
19. Normal Damage
20. Commander KIA / MC

SIDE HIT LOCATION



REAR HIT LOCATION

REAR

No Penetration

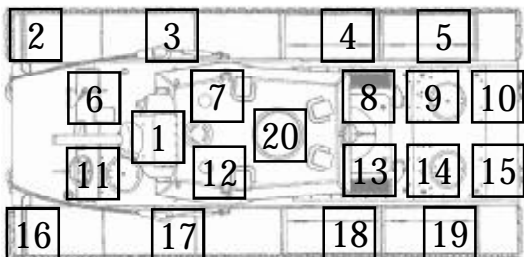
1. Automatic Penetration
2. Immobilized / MC
3. No Effect
4. No Effect
5. No Effect
6. Immobilized / MC
7. No Effect
8. No Effect
9. Exhaust Hit / Smoke
10. No Effect
11. No Effect
12. No Effect
13. No Effect
14. No Effect
15. No Effect
16. No Effect
17. Loader -1 Action
18. Rear MG Destroyed
19. Gunner -1 Action
20. Commander -1 Action

Penetration

1. Normal Damage
2. Immobilized / MC
3. Immobilized / MC / Smoke
4. Immobilized / MC / Smoke
5. Immobilized / MC / Smoke
6. Immobilized / MC
7. Normal Damage
8. Immobilized / MC / Smoke
9. Immobilized / MC / Smoke
10. Immobilized / MC / Smoke
11. Normal Damage
12. Normal Damage
13. Immobilized / MC / Smoke
14. Immobilized / MC / Smoke
15. Immobilized / MC / Smoke
16. Normal Damage
17. Loader KIA / MC
18. Normal Damage
19. Gunner KIA / MC
20. Commander KIA / MC

REAR HIT LOCATION

R



L

TOP HIT LOCATION

TOP

No Penetration

1. Main Gun Destroyed / MC
2. Immobilized / MC
3. No Effect
4. No Effect
5. No Effect
6. Driver -1 Action
7. Gunner -1 Action
8. No Effect
9. Engine Hit: ½ Speed / Smoke
10. Engine Hit: ½ Speed / Smoke
11. Radio Operator -1 Action
12. Loader -1 Action
13. No Effect
14. Engine Hit: ½ Speed / Smoke
15. Engine Hit: ½ Speed / Smoke
16. Immobilized / MC
17. No Effect
18. No Effect
19. No Effect
20. Commander -1 Action

Penetration

1. Main Gun Destroyed / MC
2. Immobilized / MC
3. Immobilized / MC
4. Immobilized / MC
5. Immobilized / MC
6. Driver KIA / MC
7. Gunner KIA / MC
8. Turret Overhang—see special rule
9. Immobilized / MC / Smoke
10. Immobilized / MC / Smoke
11. Radio Operator KIA / MC
12. Loader KIA / MC
13. Turret Overhang—see special rule
14. Immobilized / MC / Smoke
15. Immobilized / MC / Smoke
16. Immobilized / MC
17. Immobilized / MC
18. Immobilized / MC
19. Immobilized / MC
20. Commander KIA / MC

TOP HIT LOCATION