

L.521 FLYING BOAT

A GLOBAL WAR 3D PRINTED EXPANSION SET

HistoricalBoardGaming.com

“Global Command Series”

Latécoère 521 Flying Boat

French AIRCRAFT Set

A Global War 2nd Edition 3d Printed Expansion
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Overview

We are excited to present the fourth 3D printed series featuring the Latecoere 521 Seaplane. The rules for the 3D printed sets are identified in Global War 2nd edition as “TDP” sets, followed by a designating letter (A,B,C) etc. for reference. This set is TDPD2 – Our original release of this set contained the Char-2C which is now sold separately.

The rules are written for Global War -2nd edition, yet they are compatible with Global War 1st edition and Axis & Allies 1940. Slight modifications for use with Axis & Allies 1940 are included in Appendix D.

Set Contents

Base Set

L.521 Seaplane (x1) 3d Printed in color Blue
Seaplane Base (x2)

TDPD 1.0 SEAPLANES

TDPD 1.1: A seaplane is an aircraft for all game purposes (except for 1.2 below) and may not land on water. A seaplane may only land in a coastal zone (i.e. a land zone that borders a sea zone). Seaplanes may not land on aircraft carriers or use air bases.

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

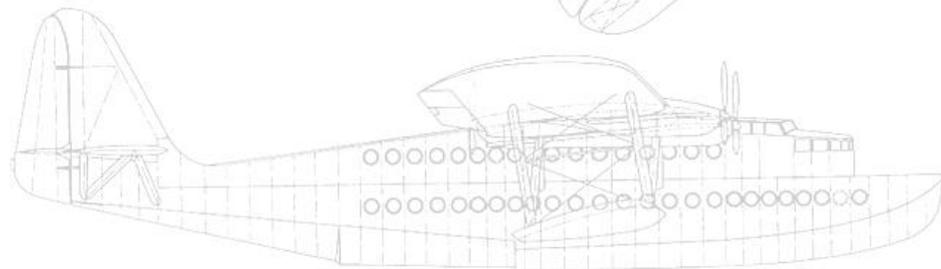
TDPD 1.3: A seaplane may land in a zone captured during this turn's combat phase so long as that zone contains a (recently captured) naval base or seaplane base. A seaplane that participated in combat could land in such a zone in non-combat movement. Such a seaplane, however, could not make a combat move without enough movement points to return to a friendly zone.

TDPD 2.0 SEAPLANE BASES

TDPD 2.0 *Historical Overview*: Seaplane bases were important facilities throughout the 1920s and 1930s. Seaplanes were opening 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 for providing maritime patrol, anti-submarine duties, search and rescue, and other tasks.

TDPD 2.1: A Seaplane Base is a facility that acts 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 three seaplanes to “scramble” from the base and participate in a naval battle in an adjacent sea zone.

TDPD 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. It has no inherent anti-aircraft guns. A seaplane base costs 3 IPP to build and requires one turn to build.



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TDPD 3.0 L.521 SEAPLANE



A single L.521 was built as a six-engine flying boat transport aircraft in 1935. The L.521 was designed for transatlantic flight and could fly non-stop from New York to Biscarrosse, on the French Atlantic Coast. This unit represents an expanded production and militarization of the L.521. Such an aircraft would have been fitted with depth charges and torpedoes for maritime duty.

| Unit | Attack | Defense | Move | Cost |
|--------------|--------|---------|------|------|
| L.521 Patrol | 3 | 3 | 6 | 7 |

Availability: Military Version Turn 1, 1936

Patrol Range: 2

Target Selection: 1-2 (Naval targets only). The L.521 chooses which target it hits on a roll of 1-2.

The L.521 may also be built as a military air transport. When built in this configuration it has the following statistics. Refer to the appendix for rules on air transports.

| Unit | Attack | Defense | Move | Cost |
|-----------------|--------|---------|------|------|
| L.521 Transport | NA | NA | 6 | 9 |

Availability: Transport Version: Turn 1, 1936

Capacity: 1 Infantry class unit

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TDPD 5.0 SET UP CHANGES

| Nation | Change |
|----------------|---|
| France | Add one seaplane base in Bordeaux |
| 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. |
| United Kingdom | Place a Seaplane base in the Solomon Islands |

APPENDIX A: COMBAT AIR PATROL

Combat Air Patrol is a part of the upcoming Global War-2nd Edition rules.

Combat Air Patrol: Combat Air Patrol is a form of combat movement for aircraft. Aircraft using combat air patrol move from land into a sea zone. All aircraft going on combat air patrol have a move of 1 unless otherwise specified. Patrolling aircraft may attack units that are in the zone they enter. They may opt *not* to return to a land zone at during non-combat movement and remain “on patrol” in the sea zone until their next turn. During this time they may initiate combat with any eligible unit that moves through that zone as if they were a naval vessel occupying the sea zone. A patrolling aircraft may decline combat with surface ships/submarines. A patrolling aircraft is eliminated if ever more than it's patrol range away from an available, friendly landing spot (as would be the case if such a spot were captured by another player). Patrolling aircraft may return from patrol on any future non-combat move or may choose to remain on patrol in the same zone. Thus they could potentially return from a combat air patrol mission the same turn or several turns later. A carrier-based aircraft may not go on patrol in a zone separate from its carrier, *however*, it is always considered to be on patrol in the zone it is in.

APPENDIX B AIR TRANSPORTS

Air transports are part of the upcoming Global War -2nd edition rules.

Air Transport: An air transport can carry 1 infantry-class unit in non-combat movement only. An air transport can move and pick up passengers but must land when it delivers its cargo. An air transport is always chosen last in combat. An air transport may not land on an aircraft carrier. Some air transports may be used to deliver paratroopers in combat movement. Such delivery is subject to anti-aircraft fire and air superiority combat per Global War 2nd edition rules

APPENDIX c: AXIS & ALLIES 1940 CHANGES

The following are A&A 1940 statics for the units in this set;

| Unit | Attack | Defense | Move | Cost |
|--------------|--------|---------|------|------|
| L.521 Patrol | 2 | 2 | 6 | 7 |

Availability: Military Version Turn 1, 1936

Patrol Range: 2

Target Selection: 1 (naval targets only). The L.521 chooses which naval unit it hits on a roll of "1"

The L.521 may also be built as a military air transport. When built in this configuration it has the following statistics. Refer to the appendix for rules on air transports.

| Unit | Attack | Defense | Move | Cost |
|-----------------|--------|---------|------|------|
| L.521 Transport | NA | NA | 6 | 9 |

Availability: Transport Version: Turn 1, 1936

Patrol Range: NA (Air transports may not be used for naval air patrol)

Capacity: 1 infantry class unit.

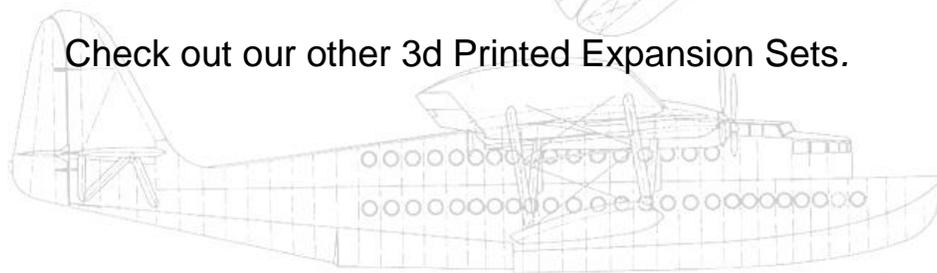
Further information on the L.521 [HERE](#)

Additional like pieces in this set can be purchased at [Historical Board Gaming](http://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



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