



U.S. & GERMAN



ORDNANCE

GLOBAL WAR-3rd EDITION
HISTORICAL BOARD GAMING
Designer: Will Henson

OVERVIEW

This set features new ordnance for use with Global War -3rd edition. This set introduces a new concept to Global War – the idea that players can spend IPPs for advanced ordnance they expend to improve their outcomes. Ordnance can improve combat values, grant the ability to select targets and in some cases give units abilities they don't have, like being able to hunt IPPs on convoy lines.

All of our sets are labeled with a set designator for reference in other rule sets. This set is (ORDA) and features U.S. and German Ordnance.

SET CONTENTS

US-GERMAN ORDNANCE

GERMAN ORDNANCE


















































Fritz X Anti-Ship Missile (x2)
HS-293 Anti-Ship Missile (x2)
A10 German Intercontinental Rocket (x2)
HS-117 Surface-Air Missile (x2)
X-4 Air-Air Missile (x2)

U.S ORDNANCE

T-12 Cloud Maker (Bomb) (x2)
LBD-1 Gargoyle Anti-Ship Missile (x2)
N-2 BAT Anti-Ship Missile / Precision Guided Bomb (x2)
Interstate TDR Drone (x2)
JB-2 Loon Ground Launched Cruise Missile (x2)

ORDA 1.0 ORDNANCE

1.1 Prerequisite Technology: All ordnance has certain prerequisites players must meet in order to purchase them. Most require a certain stage of development in technologies such as strategic rockets, advanced artillery (which represents tactical rockets), and radar. In many cases prerequisite technology need not be fully developed but a certain stage attained on the Global War technology chart (below).

| TECHNOLOGY CHART | | | STAGE 1 | STAGE 2 | STAGE 3 | COMPLETE |
|------------------|----|---------------------|--|--|--|--|
| | 1 | Advanced Artillery | 7+ | 7+ | 7+ | 7+ |
| | 2 | Advanced Mechanized |  7+ |  7+ |  7+ |  7+ |
| | 3 | Heavy Armor |   8+ |  8+ |  8+ |  8+ |
| | 4 | Jet Aircraft |  8+ |  8+ |  8+ |  8+ |
| | 5 | Heavy Bombers |  9+ |  9+ |  9+ |  8+ |
| | 6 | Long Range Aircraft |  7+ |  7+ |  7+ |  7+ |
| | 7 | Advanced Submarines |  8+ |  8+ |  8+ |  8+ |
| | 8 | Advanced ASW |  7+ |  7+ |  7+ |  7+ |
| | 9 | Strategic Rockets |  9+ |  9+ |  9+ |  9+ |
| | 10 | Radar |  7+ |  7+ |  7+ |  7+ |
| | 11 | Wartime Economy |  7+ |  7+ |  7+ |  7+ |
| | 12 | Improved Factories |  7+ |  7+ |  7+ |  7+ |
| | 13 | Improved Shipyards |  7+ |  7+ |  7+ |  7+ |

Directions: Pay two IPPs and roll one D12. If you get the number listed or higher, you have a technological breakthrough. Place your roundel on that stage.

1.2 Production: Ordnance is produced at a factory location in the players Home Country. Ordnance does not count against a factory's per turn production limit. You may not lend-lease ordnance.

1.3 Movement: Ordnance moves from the factory where it is produced to friendly zones via a *supply path* during non-combat movement. No transport is required. A unit that is *Armed* (ORDA 1.4) transports ordnance with it as it moves. Ordnance does not count against a country's per-turn strategic rail limits.

Supply Path – Global War -3rd Edition Rule [Adapted for this Expansion]

Supply Path: A supply path is a path across the map that runs to or from a Major Factory in its Home Country. The Path may travel over land and or sea any distance.

By Land: When a supply path travels over of land zones, it must travel along an undamaged railroad. Other players may give you permission to move through zones they Possess using their railroads.

By Sea: You may trace a supply path across any number of sea zones. The path must enter and leave land zones where there is a Naval Facility. A supply path cannot go through straits/canals that are closed to you.

1.4 Arming: Once ordnance occupies the same zone as a unit capable of using it that unit may be “armed” (the marker is put beneath the unit and stays there until used.) A unit may be armed at any time, even during another player’s turn but must be armed prior to rolling any combat dice. A unit may also be armed if it is in range of a *Munitions Storage Location* (ORDA 1.5). A unit may have only one ordnance marker beneath it at any time. A unit may voluntarily disarm itself by returning the ordnance to a Munitions Storage Location within 2 zones during non-combat movement at the end of the player’s turn.

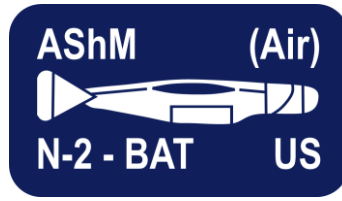
1.5 Munitions Storage: Undamaged Naval Facilities and Air Bases can act as Munitions Storage Locations for ordnance. They can arm any eligible unit within 2 zones from their stores at any time. If the zone where munitions are stored is captured those munitions are removed from the board. A submarine base can act as a munitions storage location for ordnance that can be launched from a submarine.

1.6 Expenditure: Once ordnance is used in combat it is “expended” and removed from the board. An armed unit does not have to expend ordnance if it does not want to but does not receive any benefit from the ordnance.

Example

The U.S.A. produces 4 LBD-1 Gargoyle anti-ship missiles in San Francisco. On its next non-combat move the U.S. moves these via a supply path from the Naval Facility in San Francisco to the Naval Base in the Philippines. Two of these then are used to arm 2 carrier-based fighters two zones away (as per 1.5). On the next turn the Japanese fleet attacks the carrier. The U.S. expends two LBD-1s in the first round of combat. Because a unit can be armed at any time, it re-arms those units for the second round of combat (again as per 1.5)

1.7 Ordnance Characteristics:



Name: The name of the unit appears in the lower left corner

Nationality: The nation that can develop and use the weapon is listed in the lower right corner

- US : United States
- UK: All United Kingdom forces
- F: France
- IT: Italy
- JA: Japan
- R: Soviet Union
- G: Germany

Color: All ordnance is color-coded for ease of use.

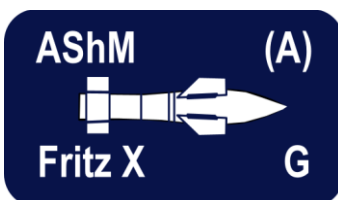
- Red: All bombs, air-ground ordnance, and artillery,
- Blue: Anti-ship weapons.
- Green: Air-air weapons
- Grey: Surface-air weapons
- White: Strategic weapons with a range >0.
- Yellow: Anti-submarine weapons
- Orange: Drones and remotely piloted aircraft.

Type: All ordnance has the type of weapon printed on top left of the unit.
The units in this set have the following designations

- AAM : Air-Air Missiles
- SAM: Surface-Air Missiles
- AShM : Anti-Ship Missiles
- GP: General Purpose Bombs
- PGM: Precision Guided Munitions
- UCAV: Unmanned Aerial Combat Vehicles
- ICBM: Intercontinental Ballistic Missiles
- GLCM: Ground-Launched Cruise Missile

ORDA 2.0 GERMAN ORDNANCE

Anti-Ship Missiles



2.1 Fritz-X Anti-Ship Missile: The Fritz-X (also known as the Ruhrstahl SD 1400X) was an air-launched, radio-guided anti-ship missile intended for use against capital ships and heavy cruisers. The weapon had a range of about 3.1 miles.

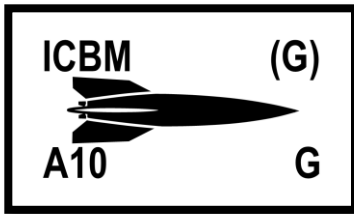
| Unit | Development | Cost per Unit | Launch Platform | Use |
|---------------------------|--|---------------|-------------------------------------|---|
| Fritz X Anti-Ship Missile | Strategic Rockets (Stage 3) Radar (Stage 3) | 2 | (Air) Medium or Strategic Bomber | Aircraft expending the Fritz-X gain make a single attack at "8" against naval targets only. Aircraft expending the Fritz-X gain target selection 1-4 (naval targets). Aircraft expending the Fritz-X in combat have first strike if no enemy fighters are present |



2.2 HS-293 Anti-Ship Missile: The HS-293 was an air-launched radio-controlled glide bomb in service with the German Air force 1943-1944. The HS-293 had a 650lb warhead that could be fired from 2.2-8.5km depending on the height of the launching aircraft. While the Fritz-X was designed for armored targets, the HS-293 was intended more to strike unarmored targets like convoys.

| Unit | Development | Cost per Unit | Launch Platform | Use |
|--------------------------|--|---------------|-------------------------------------|--|
| HS-293 Anti-Ship Missile | Strategic Rockets (Stage 3) Radar (Stage 3) | 1 | (Air) Medium or Strategic bomber | Aircraft expending with the HS-293 while on Combat Air Patrol may engage in convoy raiding with a +2 bonus as per ORDA 4.0 |

Surface-Surface Ordnance



2.3 A10: The A10 was a long-range rocket designed to strike the United States from Europe. The Aggregate “A” series rocket family included numerous designs. It had a range of 5000km and could be terminally guided to its final target by U-boats in the Atlantic. The A10 behaves exactly like

a strategic rocket and is fired from a rocket launching facility (per Global War rules), which expends the weapon instead of making its normal attack.

| Unit | Develop ment | Cost per Unit | Launch Platfor m | Use |
|------|--------------------------------|---------------------|------------------------------|---|
| A10 | Strategic Rockets, Radar | 3 | Rocket Launch Facility | The A10 functions exactly like a strategic rocket with a range of 8. The A10 can fire if it is in a supply path. It is expended like ordnance and does D6 strategic damage. |

Surface-Air Ordnance



2.4 Henschel HS-117 “Schmetterling” Surface-Air Missile: The HS-117 was a German ground-launched anti-aircraft missile. The weapon was guided to its target by a radio control. Missiles could be fitted on a mobile gun chassis. The weapon had a 20-mile (32km)

range and could reach targets as high as 30,000ft (9,000m). The project \ was slated to produce 3,000 missiles per month when it was canceled in January 1945.

| Unit | Develop ment | Cost per Unit | Launch Platfor m | Use |
|--------|---------------------------------|---------------------|---|---|
| HS-117 | Advanced Artillery, Radar | 2 | (Ground) Anti- Aircraft Gun or Facility | An anti-aircraft gun expending an HS-117 fires 3 shots at “5” against attacking aircraft. The HS-117 may be placed beneath a facility to be used by the facility’s inherent AA gun. |

Air-Air Missiles

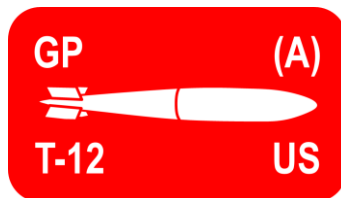


2.5 Ruhrstahl X-4 Air-Air Missile: The X-4 was a wire-guided air-air missile. The X-4 held a 20kg warhead that had a 7.6-meter blast range. The missile had an effective range of .93-2.2 miles (1.5-3.5km). The missile travelled at a remarkable 716mph.

| Unit | Development | Cost per Unit | Launch Platform | Use |
|---------------|--------------------|---------------|-----------------|--|
| Ruhrstahl X-4 | Advanced Artillery | 2 | (Air) Fighter | Units expending the X-4 gain +2 Attack/Defense if using Air superiority (i.e. there are opposing Aircraft). Fighters gain +1 interception value. |

ORDA 3.0 U.S. ORDNANCE

General Purpose Bombs



3.1 T-12 Cloud Maker Bomb: The T-12 Cloud Maker was a 43,000lb demolition bomb designed to attack hardened targets such as bunkers or submarine pens. It could also take out difficult targets such as dams and bridges. The bomb's design allowed it to penetrate deep

into the ground before exploding; This caused enormous damage and radiated shock waves similar to an earthquake.

| Unit | Development | Cost per Unit | Launch Platform | Use |
|------------------|------------------------|---------------|------------------------------|--|
| T-12 Cloud Maker | Heavy Strategic Bomber | 2 | (Air) Heavy Strategic Bomber | Units expending a T-12 Cloud Maker may add +4 damages to their strategic bombing roll. |

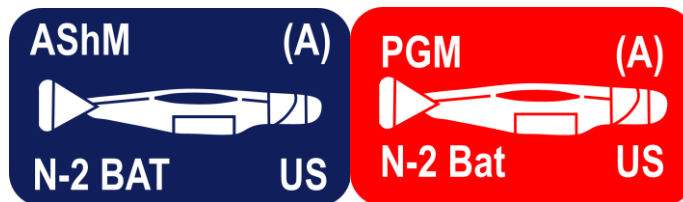
Anti-Ship Ordnance

3.2 *LBD-1 Gargoyle*: The LBD-1 Gargoyle was a US anti-ship missile developed during World War II. It carries a 1000lb warhead with ranges between 9 and 13km. The LBD-1 could be launched from carrier-based aircraft.



| Unit | Develop ment | Cost per Unit | Launch Platform | Use |
|-------------------|---|---------------------|---|---|
| LBD-1 Gargoyle | Radar, Strategic Rockets (stage 3) | 2 | (Air) Fighter, tactical bomber, medium bomber, strategic bomber or seaplane | Aircraft expending the LBD gain target selection 1-4 (naval targets) and First Strike. Aircraft expending the LBD-1 may engage in convoy raiding with a +2 bonus as per ORDA 4.0 |

- A player may also launch an LBD-1 Gargoyle from a combat-capable seaplane such as a PB4Y Catalina, PBM Mariner or PB4Y-2B Privateer.



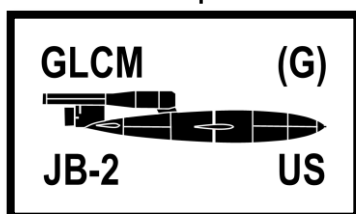
3.3 *ASM-N-2 (SWOD Mk9) BAT Glide Bomb*: The BAT was a radar guided weapon used to attack enemy ships.. The BAT carried a 1,000lb warhead. 2,580 were built during the war. A later version, the ASM-N-2 was also developed for use against facilities. Both are provided in this set.

| Unit | Develop ment | Cost per Unit | Launch Platform | Use |
|---|---|---------------------|--|---|
| SWOD Mk9 Anti Ship Missile “Bat” | Radar, Strategic Rockets (Stage 3) | 2 | (Air) Fighter, Tactical Bomber, Medium Bomber | <p>Aircraft expending the BAT make a single attack at “8” against naval targets only.</p> <p>Aircraft expending the BAT gain target selection 1-4 (naval targets).</p> <p>Aircraft expending the BAT may engage in convoy raiding with a +2 bonus as per ORDA 4.0</p> <p>Aircraft expending the BAT in combat have first strike if opponent has no opposing fighter aircraft are present.</p> |
| ASM-N-2 Ground Attack “Bat” | Radar, Strategic Rockets (Stage 3) | 1 | Medium Bomber | Aircraft expending the BAT are not subject to anti-aircraft fire while strategic bombing. |

* A player may also launch a BAT from a combat-capable seaplane such as a PB4Y Catalina, PBM Mariner or PB4Y-2B Privateer.

Surface-Surface Missiles

3.4 *JB-2 Loon*: The JB-2 Loon was an American copy of the V-1 flying bomb. The Loon was planned for use in the invasion of Japan. About 1,400 of these

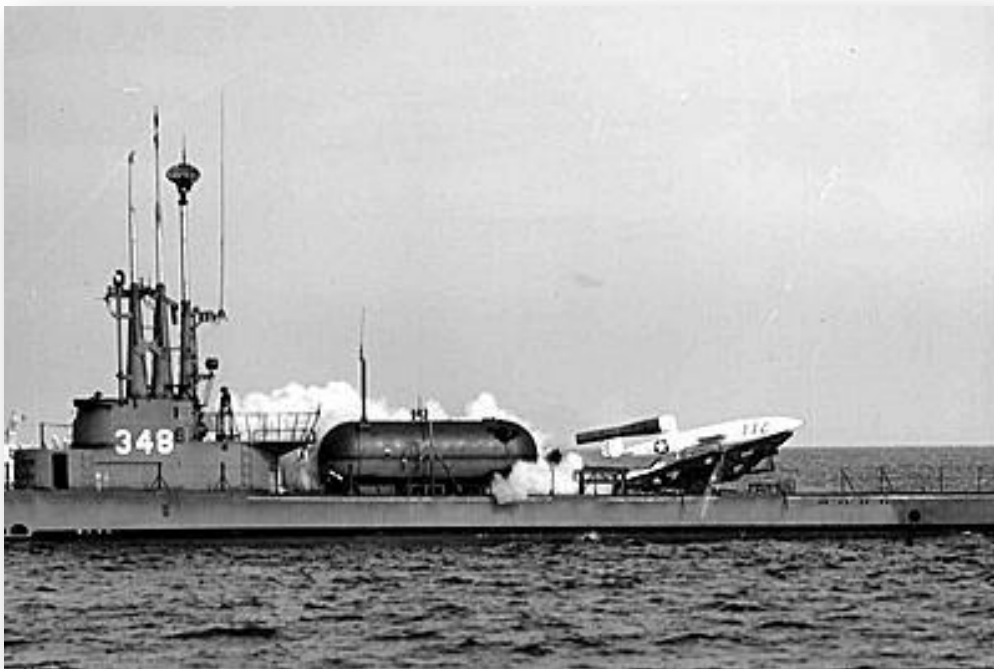


weapons were built. They had a range of 150 miles and carried a 2,000lb warhead. A naval launched version of the JB-2 was also developed.

| Unit | Development | Cost per Unit | Launch Platform | Use |
|-----------------------------|-----------------------------|---------------|-----------------------------------|--|
| JB-2 | Strategic Rockets (Stage 2) | 2 | Land | The JB-2 may be expended to make a single strategic bombing attack for D6 damages or a single carpet bombing attack at "2" with a range of 1 |
| JB-2 Naval Launched Version | Strategic rockets (Stage 3) | 2 | Aircraft Carrier or Light Carrier | The JB-2 may be expended to make a single strategic bombing attack for D6 damages or a single carpet bombing attack at "2" or an additional shore bombardment attack at "4" with a range of 1. |

Development: Germany must have developed Strategic Rockets and the US must have Stage 2 rocket technology (Stage 3 for naval version)

Use: No more than one JB-2 Loon can be fired from the same land or sea zone at the same facility.



Drones

3.5 *Interstate TDR*: The Interstate TDR was an unmanned aerial combat vehicle that first entered service in 1944. About 200 TDR-1s were built during the war. The Drones were controlled by a TBF Avenger. The TDR had a range of about 145 miles and could carry 2,000lb of bombs or a single torpedo.



| Unit | Develop ment | Cost per Unit | Launch Platform | Use |
|-------|-----------------|---------------------|---|---|
| TDR-1 | Radar | 3 | (Air) Fighter or Tactical Bomber | <p>Aircraft expending the TDR-1 have target selection 1-5 (naval) and a +3 attack bonus</p> <p>Aircraft expending the TDR gain first strike.</p> <p>Aircraft armed with the TDR-1 have a maximum move of "2" and no patrol range.</p> |

ORDA 4.0 CONVOY RAIDING BY AIRCRAFT

4.0 Overview: Some aircraft from Global War expansions may engage in Convoy Raiding. The procedure is similar to a submarine raiding except as follows:

4.1 *Combat Air Patrol*: A raiding aircraft must be on combat air patrol and capable of raiding.

4.2 *Escorts*: Escorting surface warships get a single attack against the aircraft *unless* those aircraft have first strike.

4.3 *Advanced ASW*: Players who have developed Advanced ASW automatically get a single attack at "2" against each enemy raiding aircraft raiding the convoy line where they have IPP to lose.

APPENDIX A: EXPANSION COMPATIBILITY

Seaplane Base: A Seaplane Base as per TDPB 2.0 (and other releases) may act as a Munitions Storage Location for ordnance that can be placed on a seaplane. Any ordnance at a Seaplane Base may *only* be placed on a seaplane.



TDR Interstate Drone with torpedo

GLOBAL WAR-3rd EDITION

Global War-3rd Edition is a strategic war game produced by *Historical Board Gaming* (www.historicalboardgaming.com). We encourage you to visit us on Facebook, and at the game's website www.globalwargame.com for additional rules, strategy tips, and to view our range Global War expansions, 3D printed units, and more!

German Ordnance Summary

| Unit | Develop ment | Cost per Unit | Launch Platform | Use |
|-------------------------------------|---|---------------------|---|--|
| Fritz X Anti-Ship Missile | Strategic Rockets (Stage 3) Radar (Stage 3) | 2 | (Air) Medium or Strategic Bomber | Attack naval targets at 8 with target selection 1-4. First strike if no opposing fighters. |
| HS-293 Anti-Ship Missile | Strategic Rockets (Stage 3) Radar (Stage 3) | 1 | (Air) Medium or Strategic bomber | Allows aircraft on Combat Air Patrol to raid convoys with a +2 modifier. |
| A10 ICBM | Strategic Rockets, Radar | 3 | Rocket Launch Facility | Strategic Rocket with range of 8. |
| HS-117 Surface- Air Missile | Advanced Artillery, Radar | 2 | Anti-Aircraft Gun or Facility | Improves AA gun to 3 shots at "5" vs. aircraft |
| Ruhrstahl X-4 Air-Air Missile | Advanced Artillery | 2 | (Air) Fighter | +2 Attack/Defense in Air Superiority or +1 interception value. |



United States Ordnance Summary

| Unit | Develop ment | Cost per Unit | Launch Platform | Use |
|---|---|---------------------|--|---|
| T-12 Cloud Maker | Heavy Strategic Bomber | 2 | Heavy Strategic Bomber | +4 damages to their strategic bombing roll. |
| LBD-1 Gargoyle Anti-Ship Missile | Radar, Strategic Rockets | 2 | Any fighter, tactical bomber, medium bomber, strategic bomber or seaplane | Aircraft expending the LBD gain target selection 1-4 (naval targets) and First Strike. +2 Convoy Raiding Bonus |
| SWOD Mk9 Anti Ship Missile "Bat" | Radar, Strategic Rockets (Stage 3) | 2 | Fighter, Tactical Bomber, Medium Bomber | Attack naval targets at 8 with target selection 1-4. First strike if no opposing fighters. +2 Convoy Raiding Bonus |
| ASM-N-2 Ground Attack "Bat " | Radar, Strategic Rockets (Stage 3) | 2 | Medium Bomber | Aircraft expending the BAT are not subject to anti-aircraft fire while strategic bombing |
| JB-2 GLCM | Strategic Rockets (Stage 2) | 2 | Land | D6 Strategic Attack Carpet Bombing at "1" |
| JB-2 Naval Launched Version SLCM | Strategic rockets (Stage 3) | 2 | Aircraft Carrier or Light Carrier | D6 Strategic Attack Carpet Bombing at "1" Shore bombardment "4" |
| TDR-1 Drone | Radar | 3 | (Air) Fighter or Tactical Bomber | +3 Attack Bonus with Target Selection 1-5. First Strike. Reduces range of armed Aircraft. |



LBD-1 Gargoyle