NEUSCHWABENLAND
THE NEW BERLIN
A GLOBAL WAR EXPANSION SET

HistoricalBoardGaming.com
In this expansion we explore Antarctica, the great Southern continent and its (albeit hypothetical) role in World War II. In reality the Germans did have an interest in Antarctica. In 1937 Germany sent an expedition aboard the MS Schwabenland, primarily for the purposes of establishing a whaling station. The German venture to Antarctica is fraught with myth and so for the purpose of making an interesting expansion (NEU), we are going to write a bit of alternative history:

The German exploration of 1937 was surprised to find a high volume of low-salinity water flowing from a wide opening in the glacial ice on the Prince Martha Coast. Miles of navigable passageways in the Antarctic interior lead to an enormous geothermally heated lake. The Germans quickly established a submarine base and fortress in Antarctica and mapped passages all through the south polar ice cap. Antarctica quickly became a base for submarine operations against South Africa and Australia. Later in the war the German “Base 211” served as a research laboratory for top-secret projects and a redoubt from which the last vestiges of the Nazi empire could hold out.
1.1 **Scheme:** A scheme is a set of changes to the game that a player applies to the game rules. Eight different Antarctic Schemes are available based on the game year. A player may only purchase an Antarctica scheme based on the current game year. Table NEU 1-1 summarizes these schemes below:

**Table NEU 1-1**

<table>
<thead>
<tr>
<th>Game Year Available</th>
<th>Facilities</th>
<th>Naval</th>
<th>Air</th>
<th>Land</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>1937-1939</td>
<td>Secret Base</td>
<td>MS Schwabenland</td>
<td>Do-16</td>
<td>Militia</td>
<td>4/4</td>
</tr>
<tr>
<td>1940</td>
<td>Secret Base</td>
<td>MS Schwabenland</td>
<td>Do-16</td>
<td>Militia x2</td>
<td>5/5</td>
</tr>
<tr>
<td>1941</td>
<td>Secret Base</td>
<td>MS Schwabenland</td>
<td>Do-16</td>
<td>Militia AA Gun</td>
<td>6/6</td>
</tr>
<tr>
<td>1942</td>
<td>Secret Base</td>
<td>Type XIB</td>
<td>EF-009</td>
<td>SS Inf. AA Gun</td>
<td>8/8</td>
</tr>
<tr>
<td>1943</td>
<td>Secret Base</td>
<td>Type XIB</td>
<td>EF-009</td>
<td>SS Inf AA Gun</td>
<td>8/8</td>
</tr>
<tr>
<td>1944</td>
<td>Secret Base</td>
<td>Type XIB</td>
<td>EF-009</td>
<td>SS Inf. HS-117</td>
<td>9/8</td>
</tr>
<tr>
<td>1945</td>
<td>Secret Base</td>
<td>Type XXVI</td>
<td>Haunebu II</td>
<td>SS Inf X2 HS-117</td>
<td>9/9</td>
</tr>
<tr>
<td>1946</td>
<td>Base 211</td>
<td>Type XXVI</td>
<td>Haunebu II</td>
<td>Raktenjäger HS-117</td>
<td>10/10</td>
</tr>
</tbody>
</table>

1.2 **Antarctic Rules:** Antarctica can be occupied by land units and flown over by aircraft. Germany may enter any land zone in Antarctica without a declaration of war. Land units still cannot move between land zones.

1.3 **Geothermal Tunnels:** Beginning in January 1941 the Germans (only) may non-combat move any submarine that begins its movement in SZ 115 to any sea zone adjacent to Antarctica. This uses all the allowed submarine movement for the turn.

1.4 **New Units:** All units gained from purchasing a scheme are immediately placed in German Antarctica or the adjacent sea zone (SZ115). These units require no factory or prerequisite
technology and do not count against any per-turn production limits. Some units featured here can be purchased by the German player for regular use. This information is listed under the units “Availability” section in each unit’s profile.

1.5 Adding to Schemes: Players may purchase Antarctic schemes up to three times per game. Once during the 1937-1941 years. Once more during the 1942-1945 years and once more in 1946. Players do not add additional bases but do convert the Secret Base into a Base 211 if they purchase the 1946 scheme.

Bases

2.1 Secret Base Marker: The German Secret Base Marker acts as a combined Submarine and Seaplane Base. This base cannot be strategically bombed (or otherwise targeted). It can be captured if the land zone it is in is captured. Germany may build additional secret bases for 3/3 (2 turns, 6 total IPP).

2.2 Base 211: The German Base 211 Marker is a naval base, air base and minor factory. Only one such base may exist and can only come onto the board if a player purchases the Antarctica 1946 Scheme.

Naval Units

2.3 MS Schwabenland Catapult Ship: The MS Schwabenland is a transport in all respects except as follows: It can only transport (1) Do-16 which may move to and from the ship as if the ship were a light carrier.

2.4 Type XIB Cruiser-Submarine: The Type XI was a hybrid cruiser-submarine. Had this submarine been built it would have mounted four 127mm guns and carried an Ar-231 floatplane. Four were laid down but none were completed. It was thought some may have been completed and sailed in secret and there are reports today that one lies sunken off Cape Cod, MA.
**Raid Bonus:** The Type XIB has a +3 convoy-raiding bonus.

### 2.5 Type XXVI Submarine: The

The Type XXVI Submarine was a highly advanced late-war German submarine. These submarines were — unlike other U-boats - capable of operating submerged for much of their time at sea.

### Availability:

After Germany has constructed at least 3 Advanced Submarines. One is placed when purchasing the Antarctic Scheme.

**Stealthy:** The XXVI has a +4 convoy-raiding modifier. It can only be chosen as a casualty by an Attack or Defense roll of “1-2”.

### Air Units

#### 2.6 Do-16 Wale: The Do-16 Wale is a Seaplane.

Rules for seaplanes and seaplane bases are provided in Appendix B of this rule set. The Do-16 has no Attack or Defense Value and must be chosen last in combat. It can pair 1:1 with a German submarine to give that submarine an additional +1 to its regular convoy-raiding modifier.
2.7 EF-009 Jet Fighter: The EF-009 is a vertical take-off interceptor. Lacking runways in Antarctica, the EF-009s launch from vertical silos in the Antarctic mountains and land on skids on the ice where they are recovered. The EF-009 is a jet fighter for game purposes.

<table>
<thead>
<tr>
<th>Unit</th>
<th>Attack</th>
<th>Defense</th>
<th>Move</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>EF-009</td>
<td>8 (5)*</td>
<td>8 (5)*</td>
<td>2</td>
<td>8</td>
</tr>
</tbody>
</table>

* Interception value.

Availability: When Germany has Jet Aircraft technology.

2.8 Haunebu II: The Haunebu II is a vertical take-off and landing (VTOL) saucer-shaped tactical bomber.

<table>
<thead>
<tr>
<th>Unit</th>
<th>Attack</th>
<th>Defense</th>
<th>Move</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>HII Saucer</td>
<td>8</td>
<td>8</td>
<td>3</td>
<td>14</td>
</tr>
</tbody>
</table>

Availability: After Germany develops Jet Aircraft and it is January 1946 or later.

Target Selection: 1-2 (Land & Naval Units).

VTOL: The Hannebu II can land in zones captured this turn.
Land Units

2.9 SS Infantry: The Germans maintain a continent of Elite SS infantry to guard their Antarctic base.

<table>
<thead>
<tr>
<th>Unit</th>
<th>Attack</th>
<th>Defense</th>
<th>Move</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>SS Infantry</td>
<td>3</td>
<td>5</td>
<td>1</td>
<td>4</td>
</tr>
</tbody>
</table>

2.10 SS Raktenjäger: The Raktenjäger are special SS forces equipped with rocket packs. The Raktenjäger use these packs to navigate difficult terrain and set up fire positions, infiltrate enemy lines and undertake reconnaissance missions.

<table>
<thead>
<tr>
<th>Unit</th>
<th>Attack</th>
<th>Defense</th>
<th>Move</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Raktenjäger</td>
<td>4</td>
<td>4</td>
<td>1</td>
<td>4</td>
</tr>
</tbody>
</table>

Availability: Once Germany has Advanced Artillery Technology Germany may build (1) Raktenjäger per turn.

First Strike: Raktenjäger have first strike (casualties they cause are removed first).
2.11 HS-117 Anti-Aircraft Battery: 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 HS-117 is an anti-aircraft gun that rolls 3 shots at “5” at attacking aircraft. If it rolls a “12” it is out of ammunition and is eliminated from play.

<table>
<thead>
<tr>
<th>Unit</th>
<th>Attack</th>
<th>Defense</th>
<th>Move</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>HS-117</td>
<td>NA</td>
<td>3@5</td>
<td>1</td>
<td>7</td>
</tr>
</tbody>
</table>

Availability: When Germany has stage 3 strategic rockets.

Ordnance I: The Hannebu II can use arm German air-launched ordnance; X-4, Hs-294, Fritz-X. Replace the HS-117 rules listed under 2.11 with Ordinance I rules and give the Germans 1 AA gun with 4 HS-117 missiles to expend in place of the HS-117 in this set.

Fighting Railways: No railroads can be built in Antarctica.

Secret Submarine Bases: The randomly generated German submarine base in Antarctica may exist alongside the Antarctic Scheme.

Going Nuclear: A nuclear bomb can destroy an Antarctic base. The Germans can use Base 211 as if it had nuclear reactor and research marker as an inherent part of the base.
Seaplanes

- A seaplane is an aircraft for all game purposes (except for 2.2 below); It is required to land in a coastal land zone. Seaplanes may not land on aircraft carriers or use air bases.
- A seaplane treats a naval base as if it were an air base, allowing it to scramble, and extend its range.
- 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.
- Long Range Aircraft technology increases the patrol range of seaplanes by 1.

Seaplane Bases

- 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.

- A seaplane base can sustain 3 damage points 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 and has no inherent anti-aircraft guns. It requires one turn to build.
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