

Global Command Series

ORDNANCE II

BRITAIN / Japan

A Global War 2nd Edition 3d Printed Expansion

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Overview

Welcome to Ordnance II (ORDB) This set features a number of new Japanese and British ordnance for use with Global War -2nd edition. Ordnance weapons are developed through technology research and expended during play to improve combat options.

Set Contents

Ordnance

GREAT BRITAIN

Grand Slam (Bomb) x2 **RED**

Fairey Stooze Anti-Kamikaze missile x2 **GREY**

Z Battery anti-aircraft rocket (UP-3) x2 **GREY**

Unrotated Projectile x2– **GREY**

RP-3 Air-Ground Rocket x2: **RED**

JAPAN

Igo 1-B x2 **BLUE**

MXV-Z Ohka Cherry Blossum x2 **BLUE**

Kaiten Human Torpedo x2 **BLUE**

A-11 ICBM x2 **WHITE**

Fu-Go Balloon Bomb x2 **WHITE**

Shinyo Suicide Boat x2 **BLUE**

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			
		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* (per ORDB 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 -2nd 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 a player's 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 Base. 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 the Attack/Defense roll of the unit using it. A unit may also be armed if it is in range of a *Munitions Storage Location* (ORDB 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 Bases 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.

Expansion Compatibility Notes: A seaplane base can act as a munitions storage location for any ordnance capable of being placed on a seaplane.

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.

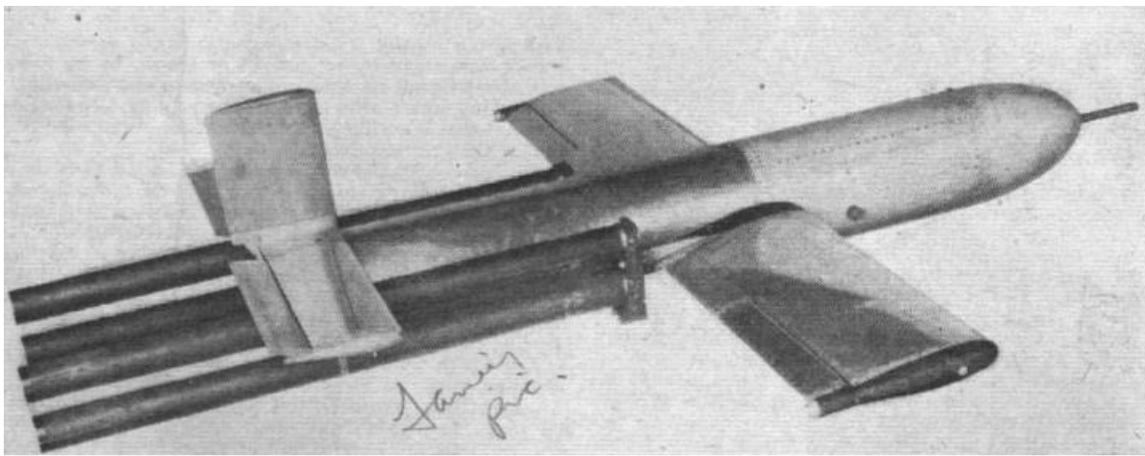
Example

Japan produces 4 I-GO anti-ship missiles in Tokyo. On its next non-combat move Japan moves these via a supply path from the Naval Base in Tokyo to the Naval Base in Formosa. Two of these then are used to arm two land-based bombers two zones away in Guangxi (as per 1.5). On its next turn Japan launches an attack against the US fleet in SZ88. On the first round these land-based bombers expend 2 I-GO. On the second round the bombers re-arm for the second round of combat (again as per 1.5).

ORD 2.0 BRITISH ORDNANCE

2.1 *Grand Slam Bomb*: The “Grand Slam” bomb was a 22,000lb ground-penetrating bomb designed for use on hard targets such as U-boat pens. The bomb was designed to penetrate into the ground before detonating, causing massive structural damage similar to an earthquake.

Unit	Prerequisite Technology	Cost per Unit	Launch Platform	Use
Grand Slam	Heavy Strategic Bomber	1	Heavy Strategic Bomber	Units expending a Grand Slam may add +2 damages to their strategic bombing roll.



2.2 *Fairey Stooage Anti-Kamikaze Missile*: The Stooage was developed by the British navy in order to counter the threat posed by Japanese Kamikaze attacks. The Stooage was launched from a rail and radio controlled towards its target. The missile had a range of approximately three miles.

Unit	Prerequisites	Cost per Unit	Launch Platform	Use
Fairey Stooage Ant-Kamikaze Missile	Advanced Artillery, Radar	1	Any Surface Warship	See below

Use: The Japanese player announces a regular Kamikaze attack vs. a sea zone (which uses up one of his attacks). If *any* ship in that sea zone is armed with a Fairey Stooage that unit can expend the missile. One Kamikaze attack is immediately reduced by 3 (i.e from 7 to 4). Target Selection is not affected. The Stooage can be used against any airborne Kamikaze attack (such as the MXY-7 Cherry Blossom included in this set) but not against seaborne Kamikaze units.



2.3 Z-Battery Anti-Aircraft Rockets: The Z-battery anti-aircraft rockets were deployed as early as 1941 to defend against German air attacks. The launcher fired 128 anti-aircraft rockets; The relatively simple to use system was used by British home guard troops. Launchers were also sent to North Africa where rocket launchers were mounted on towable trailers.

Unit	Prerequisites	Cost per Unit	Launch Platform	Use
Z-Battery Anti-Aircraft Rockets	Advanced Artillery Stage 2	1	(Land) Anti-Aircraft gun	An anti-aircraft gun may expend one Z rocket per combat to give it one additional shot at "4".

2,4 *7in Unrotated Projectile*: The British Navy developed its own version of the Z Battery for shipboard use. The weapon featured 20 smooth-bore tubes and was effective only to about 300 meters (1,000 feet). Upon detonation it released an 8.4 oz mine on a parachute intended to collide with the aircraft.

Unit	Prerequisites	Cost per Unit	Launch Platform	Use
7in Unrotated Projectile	Advanced Artillery Stage 2	1	Any Ship	A ship may expend a 7in Unrotated projectile to make a single anti-aircraft Attack/Defense roll at "4" in addition to its defense roll.



2.5 *RP-3 Rocket*: The RP-3 was an air-launched rocket. It was produced in 60lb high explosive and 25lb armor piercing variants. A 60lb SAP (semi-armor piercing) was introduced later in the war. RP-3 rockets were used effectively against submarines

Unit	Prerequisites	Cost per Unit	Launch Platform	Use
RP-3 Air-launched rocket	Advanced Artillery	1	(Air) Fighter or Tactical Bomber	A unit expending an RP-3 gains target selection 1-2 (armor-class unit, or submarine) or adds 1 to its target selection range.

3.0 Japanese ordnance

3.1 *I-GO*: The I-GO was a radio-controlled bomb developed by the Japanese during World War II. The I-GO was built in configurations from 300kg to 1400kg.

Unit	Prerequisites	Cost per Unit	Launch Platform	Use
I-GO	Strategic Rockets (stage 2), Radar	2	(Air) Medium Bomber or Seaplane	<p>Aircraft expending the I-GO gain target selection 1-4 (naval targets).</p> <p>Aircraft expending the I-GO may engage in convoy raiding with a +1 bonus</p> <p>Aircraft expending the I-GO have first strike if opponent has no fighters</p>

3.2 *MX-7 Ohka Cherry Blossom*: The Ohka Cherry Blossom was rocket-powered suicide weapon intended to destroy enemy ships in a kamikaze-style attack. The MX-7 was launched from a “Betty” medium bomber and sped towards its target under its own power, reaching a 620mph (1,000km) dive speed. About 852 of these weapons were built by the Japanese. The weapon had a range of about 23 miles and had a 2,646lb (1200kg) warhead. The Japanese developed later versions of these weapons with longer ranges and small warheads. A version with folding wings was planned for submarine launch but never realized.

Unit	Prerequisites	Cost per Unit	Launch Platform	Use
MXY-7-Ohka	Jet fighter	4	Medium Bomber, Land, Submarine	The MXYZ-Ohka allows the Japanese player to make a single Kamikaze attack at 7 with target selection 1-5.

Availability: When Japan has developed jet fighter technology and Japan has made at least one kamikaze attack. The MXY-7 can only be used in a location eligible for a kamikaze attack..

Use: Use of the MXY-7 does not count against Japan's per game Kamikaze limits.

Land Launch: The MXY-7 can be armed to and launched / scrambled from an air base.

Model 43A: The Model 43A can be built after 3 MXY-7s have been placed on the board. The Model 43A can armed to and expended by a submarine.



3.3 Kaiten Human Torpedo: The Kaiten was a manned torpedo. Multiple variants were developed, all of which were effectively suicide weapons. A Kaiten could be launched from a submarine or ship where the pilot would steer the weapon to its target. The longest-range weapons could run for 83km.

Unit	Prerequisites	Cost per Unit	Launch Platform	Use
<i>Kaiten</i>	See below	2	(Ship/Sub) Submarine, Destroyer or Land(see below)	The Kaiten provides a +1 attack bonus for the unit expending it and target selection 1-3 (ships only)

Development: Japan can produce the Kaiten after is has made its first kamikaze attack.

Use: Use of the Kaiten does not count against Japan's per game Kamikaze limits.

Amphibious Landing Defense: The Kaiten can be armed to a fortification, coastal artillery, naval base, shipyard or submarine base. One Kaiten per turn can be expended by this unit/facility per turn as part of the Shore Bombardment/Coastal Artillery phase of an amphibious attack. This expenditure is *in addition* to any other actions the unit/facility undertakes (scramble, artillery shots etc...). The Kaiten attacks Attacking transports and Shore Bombarding ships with an attack of 4 and target selection 1-3. The Kaiten is destroyed if the unit/facility is destroyed or takes the maximum allowable damage.

3.4 A-11 ICBM: The A-11 was a German strategic rocket designed for export to the Japan for use against the United States. The *Japan Rakete* was a modified A10, 2-stage weapon low orbit weapon. Its design could only carry a 300kg payload.

Unit	Prerequisites	Cost per Unit	Launch Platform	Use
A-11	Germany must have	3	Land	The A10 functions exactly like a strategic rocket with a range

	developed the A10 (and see below)			of 6. The A10 can fire if it is in a supply path. It is expended like ordnance and does D6 strategic damage.
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Development: In order to build an A-11, Germany must have developed the A10 Rocket (see ORDA). Germany must then make a lend-lease attempt to Japan of one A10 (an exception to ORDB 1.2). Once a successful lend-lease attempt has been made, Japan can only purchase one rocket per turn for the rest of the game.

3.5 Fu-Go Balloon Bomb: The Fu-Go consisted of incendiary bombs attached to hot air balloons. These weapons took advantage of air currents to cross the Pacific Ocean and, in theory, drop their loads on the United States where they would start forest fires, and otherwise terrorize civilians. The bombs were not effective; most of them were lost or landed in remote areas.

Unit	Prerequisites	Cost per Unit	Launch Platform	Use
Fu-Go Balloon Bomb	None	1	Land	The Fu-Go makes a single strategic attack. It must be launched from Japan at the USA. (see below)

Availability: January 1944

Use: The Japanese player may expend as many Fu-Go balloon bombs as he wishes per turn. For each bomb, US and Japanese players make opposed D6 rolls. If the Japanese player's roll is higher, the US player must pay the difference.

3.6 Shinyo Suicide Boat: As the invasion of Japan came closer to reality, Japanese high command packed thousands of motorboats with explosives.

Unit	Prerequisites	Cost per Unit	Launch Platform	Use
Shinyo Suicide Boat.	See below	1	See below	See below.

Availability: After Japan has made its first Kamikaze attack.

Amphibious Landing Defense: Any number of Shinyo Suicide boats can be Armed to and expended by coastal land zone in Japanese Home Country. These units attack in the Shore Bombardment and Coastal Artillery phase of an amphibious attack. The Shinyo attacks at "2" with Target Selection 1 (Shore bombarding ships and attacking transports).

SUMMARY TABLE

BRITISH

Unit	Prerequisites	Cost per Unit	Launch Platform	Use
Grand Slam	Heavy Strategic Bomber	1	Heavy Strategic Bomber	+2 damages to strategic bombing roll.
Fairey Stooze Anti-Kamikaze Missile	Advanced Artillery, Radar	1	Any Surface Warship	Reduces Kamikaze attack by 4.
Z-Battery Anti-Aircraft Rockets	Advanced Artillery Stage 2	1	Land – Anti-Aircraft gun	Additional anti-aircraft shot at “4”.
7in Unrotated Projectile	Advanced Artillery Stage 2	1	Any Ship	Additional Anti-aircraft Attack/Defense roll at “4”
RP-3 Air-launched rocket	Advanced Artillery	1	Fighter or Tactical Bomber	Target selection 1-2 (armor-class unit, or submarine) or adds 1 to its target selection range.

JAPANESE

Unit	Prerequisites	Cost per Unit	Launch Platform	Use
I-GO	Strategic Rockets (stage 2), Radar	2	Medium Bomber or Seaplane	Target selection 1-4 (naval targets). +1 Convoy Raiding Unopposed aircraft have first strike.
MXV-7-Ohka	Jet fighter	4	Medium Bomber, Land, Submarine	Kamikaze attack at 7 with target selection 1-5.
<i>Kaiten</i>	Previous kamikaze attack.	2	(Ship/Sub) Submarine Destroyer	The Kaiten provides a +1 attack bonus for the unit expending it and target selection 1-3. Amphibious defense ability
A-11	Germany lend leases A10	3	Land	Range 6 D6 strategic damage.
Fu-Go Balloon Bomb	January 1944	1	Land	US and Japanese player roll dice, US takes the resulting damage if higher.
Shinyo Suicide Boat.	Previous Kamikaze attack	1	Coastal Zone	Defends during Coastal Artillery phase at 2 with Target Selection 1.

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