

# FORTIFICATIONS

A 3D PRINTED EXPANSION SET

HistoricalBoardGaming.com

# “Global Command Series”

## Fortifications v1.0

A Global War 2<sup>nd</sup> Edition 3d Printed Expansion

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### Overview

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This set features rules for many different types of fortifications, sold separately in 3D printed sets. These rules are written Global War - 2<sup>nd</sup> edition, however at the end of this document are a few changes necessary to play these with Global War 1<sup>st</sup> edition or Axis and Allies 1940.

### Set Contents

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Name
Rules
<b>Sold Separately</b>
Atlantic Wall (German)
Battery Fjell (German)
Flak Tower-Small (German)
Flak Tower-Large (German)
Panther Turret (German)
Maginot Line Turret (French)
Maginot Line Gun (French)
Anti-Tank Casemate (Generic)
Machine Gun Pillbox (Generic)

### Fortifications

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#### General Rules

1. You may never have more than one of the same type of fortification in the same land zone.
2. Fortifications are removed from play if the land zone they are in is captured.

## 1.0 Battery Fjell – Unique coastal gun

1.0 *Overview:* Battery Fjell was a World War II Coastal Artillery battery installed by the Germans in occupied Norway. The 283mm (11") guns for the battery came from the damaged battleship *Gneisenau*. The guns were then installed in the mountains above the island of Sotra to protect the entrance to Bergen. These modern and accurate guns had a range of



24 miles and were protected by several anti-aircraft batteries supported by air search radar. Extensive ground fortifications protected the battery as well. The battery had a crew of 250 men. The Battery Fjell unit featured in this set represents the battery itself but also a number of other defensive fortifications, garrison units and light weapons. Other weapons from the damaged *Gneisenau* were mounted on the Atlantic Wall.

1.1 *Coastal Artillery:* Coastal artillery represents gun emplacements along a land/sea zone border to defend against amphibious assault. Coastal Artillery gets one shot per attacking transport and/or shore bombarding ship up to a maximum of three shots. The amphibiously assaulting player still chooses casualties as normal. A coastal artillery is removed if the zone is conquered, they cannot be strategically bombed.

1.2 *Battery Fjell:* This battery is a unique coastal artillery piece. The German player may, after rolling for the cost of a battleship repair, choose instead to put that cost towards installing coastal artillery at a location of his choosing so long as that location is in a supply path. The damaged battleship must be placed back on the production chart at Position 3. The player may also purchase the Battery for the cost listed (two turns to produce at 5 IPP per turn).

1.3 *Operation*: The Battery is an improved coastal artillery battery, gaining 3 shots at “4 or less”.

### *Battery Fjell*

Unit	Attack	Defense	Move	Cost
<b>Battery Fjell</b>	N/A	3 shots at 4	0	5/5

1.4 *General Use* - [Optional Rule]: Any player may, after rolling for the repair cost of a Battleship at a Shipyard decide instead to scrap that battleship and place a “Battery Fjell” unit in the Place Units Box of the Production Chart (We recommend the gray unit for general use). The unit may be placed during the Place Units & Collect Income Phase anywhere that is in a supply path of the Shipyard where the Battleship was being repaired.

1.5 *Capture*: Coastal artillery may be captured and restored to use by the player conquering the land zone the artillery is in.

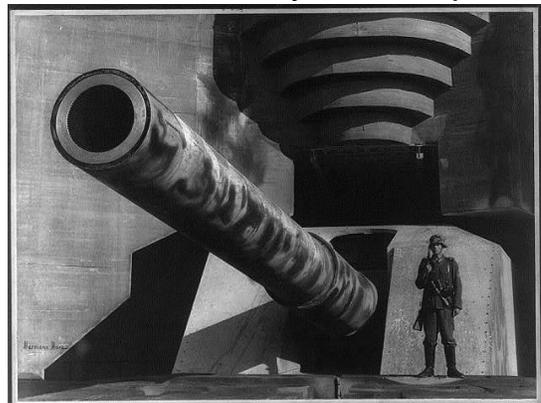
## 2.0 ATLANTIC WALL

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2.0 *Overview*: The Atlantic Wall is a unique fortification built by Germany to defend against Allied invasion by sea. Construction of the wall began in 1942. Almost a million French civilians were drafted to work on it. The wall comprised many different types of defensive works including coastal guns, artillery, barbed wire, land and sea mines and heavily fortified ports.

2.1 *Scheme*: A Scheme is a set of changes to the rules that a player puts in place by paying a fixed amount of money.

2.2 *Atlantic Wall Scheme*: The Atlantic Wall Scheme requires a 30 IPP investment by Germany and takes 5 turns to complete. When completed the Atlantic Wall comprises a fortification in every land-sea border from Denmark to France.



Unit	Attack	Defense	Move	Cost
Atlantic Wall	N/A		0	6/6/6/6/6

2.1 *Fortification*: The Atlantic Wall is a fortification. All defending land units receive +2 on the first round of combat when defending against amphibious invasion.

2.2 *Coastal Artillery*: The Atlantic Wall has coastal artillery built into it. The coastal artillery makes 3 attacks at 3.

2.3 *Anti-Paratrooper Defense*: Any airborne or glider unit attacking the zone with an Atlantic Wall is destroyed immediately if its first attack roll is an 11 or 12.

### 3.0 MAGINOT LINE & MAGINOT TURRET

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3.0 *Overview*: The Maginot Line was an extensive line of French fortifications on the French-German border. The line was built during the 1930s and was heavily influenced by the static defensive tactics that were the hallmark of World War I. The line had a series of concrete bunkers that provided interlocking fields of fire. Artillery was supplemented by wire, mines, machine guns, and anti-tank obstacles. The complexes supported hospitals, underground railroads, barracks, hangers and other modern facilities.

3.1 *Maginot Line Fortification*: The Maginot Line bunker is a fortification that gives defending infantry a +3 on the first round of combat.

3.2 *Maginot Line Turret*: The Maginot Line artillery provides two attacks at 5 against attacking land units on the first round of combat.

### 4.0 FLAK TOWER

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Flak towers: (German: *Flaktürme*) were 8 complexes of large, above-ground, anti-



aircraft gun blockhouse towers constructed in the cities of Berlin (3), Hamburg (2), and Vienna (3) from 1940 onwards. Other cities that used flak towers included Stuttgart and Frankfurt. Smaller single-purpose flak towers were built at key outlying German strongpoints, such as at Angers, France and Helgoland, Germany.

They were used by the Luftwaffe to defend against Allied air raids on these cities during World War II. They also served as air-raid shelters for tens of thousands of people and to coordinate air defense.

### 2.1 AA Flak Tower:

2.11 The Flak Tower: During World War II the Germans created several large anti-aircraft towers. These towers served to protect important cities. The towers were constructed of thick concrete and immune to most conventional weapons. These towers had radar and multiple flak guns capable of firing up to 8,000 rounds per minute.

2.12 Cost: A Flak Tower Costs 6 IPP.

2.13 Effect; A Flak Tower is can be placed beside facilities as a facility AA gun or in a special fortification area to protect all units there its inherent AA to 3 shots at "4".

## 5.0 ANTI-TANK CASEMATE

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5.0 *Overview:* The Anti-Tank Casemate represents a defensive line comprised of anti-tank defenses including anti-tank gun casemates, obstacles and minefields.

5.1 *Abilities:* The Anti-Tank Gun Casemate is placed on the border between two land zones. It prevents units from blitzing into the zone. On the first round of combat the unit gets two shots at 5 with target selection 1-2 against enemy armor-class units.



Unit	Attack	Defense	Move	Cost
Anti-Tank Gun Casemate	N/A	2 shots @ 5	0	4/4

## 7.0 PANTHER TURRET

7.0 *Panther Turret*: German defenses sometimes included tank turrets set into the ground to cover strategically important routes of attack.

7.1 *Panther Turret Rules*: Germany may eliminate 1 armor unit to place one Panther Turret in a zone. The eliminated armor turns into a Panther Turret.



Unit	Attack	Defense	Move	Cost
Panther Turret	N/A	2 Shots @ 5	0	0 IPP

## 8.0 Machine Gun Pill Box

8.0 *Machine Gun Pill Box*: The Machine gun pill box represents a line of anti-infantry defenses placed along strategically important attack routes.

8.1 *Machine Gun Pill Box Rules*: The MG Pill Box defends with 2 shots at "5" against Attacking infantry-class units only.

Unit	Attack	Defense	Move	Cost
MG Pill Box	N/A	2 Shots @ 5	0	3 IPP

## APPENDIX A: AXIS & ALLIES

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*Battery Fjell*: This battery is a unique coastal artillery piece. The German player may, after rolling for the cost of a battleship repair at a factory, choose instead to place a Coastal Artillery unit in a zone of his choosing. The battleship is removed from the game. The gun is placed on the land-sea border and gets up to 3 shots at amphibiously invading transports and shore bombarding ships. The Attacker chooses the casualties but if he selects a transport the transport as well as the units it was carrying must be taken as casualties. A player may also purchase the battery for the cost listed.

1.3 *Operation*: The Battery is an improved coastal artillery battery, gaining 3 shots at “2 or less”.

### *Battery Fjell*

Unit	Attack	Defense	Move	Cost
<b>Battery Fjell</b>	N/A	3 shots at 2	0	10

*General Use* - [Optional Rule]: Any player may, after rolling for the repair cost of a Battleship at a factory decide instead to scrap that battleship and place a “Battery Fjell” unit in the Place Units Box of the Production Chart (We recommend the gray unit for general use). The unit may be placed during the Place Units & Collect Income Phase.

## ATLANTIC WALL

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*Scheme*: A Scheme is a set of changes to the rules that a player puts in place by paying a fixed amount of money.

*Atlantic Wall Scheme*: The Atlantic Wall Scheme requires a 30 IPP investment by Germany and takes 5 turns to complete. When completed the Atlantic Wall comprises a fortification in every land-sea border from Denmark to France.

Unit	Attack	Defense	Move	Cost
Atlantic Wall	N/A		0	6/6/6/6/6

2.1 *Fortification*: The Atlantic Wall is a fortification. All defending land units receive +2 on the first round of combat when defending against amphibious invasion.

2.2 *Coastal Artillery*: The Atlantic Wall has coastal artillery built into it. The coastal artillery makes 3 attacks at 1 against shore bombarding ships and amphibiously invading transports.

2.3 *Anti-Paratrooper Defense*: Any airborne or glider unit attacking the zone with an Atlantic Wall is destroyed immediately if its first attack roll is a 6

## MAGINOT LINE & MAGINOT TURRET

3.1 *Maginot Line Fortification*: The Maginot Line bunker is a fortification that gives defending infantry a +3 on the first round of combat. It is placed on the French-German border prior to the start of the game.

3.2 *Maginot Line Turret*: The Maginot Line artillery provides two attacks at 2 against attacking land units on the first round of combat. It is placed on the French-German border prior to the start of the game.

## FLAK TOWER

A Flak Tower is can be placed beside facilities as a facility AA gun or in a special fortification area to protect all units there its inherent AA to 3 shots at "2". The Flak Tower costs 6 IPC.

## ANTI-TANK CASEMATE

The Anti-Tank Gun Casemate is placed on the border between two land zones. It prevents units from blitzing into the zone. On the first round of

combat the unit gets two shots at 2 with target selection “1” against enemy armor or mechanized infantry

Unit	Attack	Defense	Move	Cost
<b>Anti-Tank Gun Casemate</b>	N/A	2 shots @ 2	0	5

### PANTHER TURRET

*Panther Turret Rules:* Germany may eliminate 1 armor unit to place one Panther Turret in a zone. The eliminated armor turns into a Panther Turret. The Panther Turret gets two shots at “2” with target selection “1” against enemy armor or mechanized infantry

Unit	Attack	Defense	Move	Cost
<b>Panther Turret</b>	N/A	2 Shots @ 2	0	0 IPC

### Machine Gun Pill Box

*Machine Gun Pill Box:* The MG Pill Box defends with 2 shots at “5” against attacking infantry-class units only.

Unit	Attack	Defense	Move	Cost
<b>MG Pill Box</b>	N/A	2 Shots @ 5	0	3 IPP

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](mailto:info@historicalboardgaming.com)



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