



JU-288

SHIP KILLER

A 3D PRINTED EXPANSION SET

“Global Command Series”

Junkers Ju-288G

“Ship Killer”

A Global War 2nd Edition 3d Printed Expansion

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Overview

This set features the Ju-288G ; an anti-ship version of the Ju-288 slinging a 355mm (14”) recoilless cannon!

These rules are written Global War - 2nd edition, however at the end of this document are a few changes necessary to play these with Axis and Allies 1940. All our rule sets are given a designator for reference in future rules. This set is TPDT.

Set Contents

Name
Ju-288G (x1) 3D Printed in Black or Grey plastic

TPDT 1.0 Ju-288G anti-shipping aircraft

The Ju-288G was a planned anti-shipping version of the Ju-288 bomber. Instead of a conventional bomb load the aircraft carried a 355mm (14in) recoilless cannon. A recoilless cannon, true to its name, would reduce the recoil of the cannon by venting some gases out the rear of the cannon. While less accurate and lacking the muzzle velocity of ship-based gun, the Ju-288Gs armament would have been very effective against unarmored targets like transports and convoys.

Unit	Attack	Defense	Move	Cost
Ju-288G	5	5	5	12

Availability: January 1942

Anti-Shipping Aircraft: The Ju-288G is a specialized type of aircraft. It does not have any of the abilities of a bomber (strategic bombing, carpet bombing etc...). The Ju-88G only causes casualties to naval units and never to aircraft or land units. Thus the opposing player must select a naval unit as a casualty if possible.

Combat Air Patrol Range: 1

Convoy Hunting: The Ju-288 may engage in convoy raiding with a +3 bonus. A Convoy-Raiding aircraft must be on Combat Air Patrol in order to raid.

APPENDIX A: COMBAT AIR PATROL

Combat Air Patrol is a Global War-2nd Edition Rule

Global War Combat Air Patrol Rule:

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. In order to be eligible to use Combat Air Patrol an aircraft must have an Attack value.

Starting a Patrol: All aircraft have a Combat Air Patrol range of 1 unless otherwise specified. Move the patrolling aircraft one space to place it on patrol. The aircraft may immediately attack any unit it is allowed to attack in that zone.

On Patrol: An aircraft on Combat Air Patrol may opt to return to base using its patrol range (usually 1) during non-combat movement *or* remain in the sea zone. An aircraft that remains on patrol can defend against units entering the sea zone. They may only defend against naval units. They may decline to engage in combat with surface ships at their option.

Elimination: An aircraft on Combat Air Patrol is automatically eliminated if it is ever more than it's patrol range away from an available, Friendly landing spot (as would be

the case if all such zones were captured)

Carrier Aircraft: Carrier aircraft must return to their carrier in the non-combat movement phase of each turn. They may not remain on patrol.

APPENDIX B: AXIS & ALLIES 1940

Ju-288G

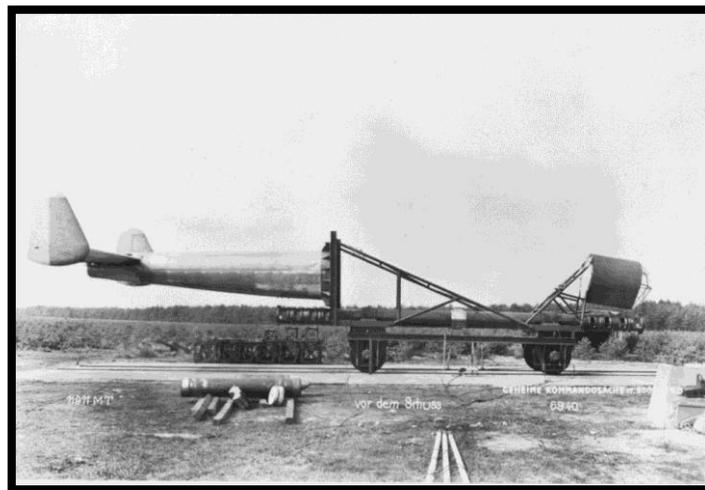
Unit	Attack	Defense	Move	Cost
Ju-288G	3	3	5	12

Availability: July 1941

Anti-Shipping Aircraft: The Ju-288G is a specialized type of aircraft. It does not have any of the abilities of a strategic or tactical bomber. The Ju-88G only causes casualties to naval units and never to aircraft or land units. Thus the opposing player must select a naval unit as a casualty if possible.

Combat Air Patrol Range: 1

Convoy Hunting: The Ju-288 may engage in raiding enemy IPCs as if it were a submarine so long as it is on Combat Air Patrol.



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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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