

LPL FLYING SUBMARINE

A GLOBAL WAR 3D PRINTED EXPANSION SET

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“Global Command Series”

LPL Flying Submarine AIRCRAFT SET

A Global War 2nd Edition Expansion
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Overview

The Ushuakov LPL was a never-realized seaplane-submarine hybrid aircraft in development by the Soviet Union during World War II. Now you can put this amazing development on the board to impress your allies and thwart your foes.

Historical Board Gaming’s line of 3D printed sets are designated in rules as “TPD” followed by a letter (TPDA, TPDB etc...) so you rules can be referenced in future expansions. This set is TPDL

Rules for Global War-1st edition and Axis & Allies 1940 are provided in the appendix

Set Contents

LPL Flying Submarine Set

LPL Flying Submarine (x1) 3d Printed in Brown
Seaplane Base marker (x1)
Rule Set (x1)

TDPL 1.0 SEAPLANES

TDPJ 1.1: A seaplane is an aircraft for all game purposes (except for 1.2 below) and may not land on water. It is required to land in a coastal zone. Seaplanes may not land on aircraft carriers or use air bases.

TDPJ 1.2: A seaplane treats a naval base as if it were an air base, allowing it to scramble, extend its range and reinforce a territory from a base captured this turn.

TDPJ 1.3: A seaplane may land in a zone captured this turn in combat so long as that zone contains a (recently captured) naval base or seaplane base. A seaplane that participated in combat could land in such a zone in non-combat movement. However; such a seaplane could not fly a combat mission without enough movement points to return to a friendly zone. (Note: The Do-X included in this set is not a combat seaplane.)

TDPL 2.0 SEAPLANE BASES

TDPJ 2.0 *Seaplane Bases*: Sea plane bases were important facilities throughout the 1920s and 1930s. Seaplanes were opened up new and quicker routes to areas in the Pacific and South America where there were no serviceable airfields. Seaplanes were an important part of all national arsenals in World War II to provide maritime patrol, anti-submarine duties, search and rescue, and other duties.

TPDJ 2.1: 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 naval battle in an adjacent sea zone.

TDPJ 2.2 A seaplane base can sustain 3 damages 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. It has no inherent anti-aircraft guns. It requires one turn to build.

TDPL 3.0 LPL Flying Submarine

The Ushakov LPL was a concept aircraft developed by the Soviet Union. The LPL was a three-engine propeller driven seaplane that could land on water and submerge. Armed with a two 457mm torpedoes, the LPL was intended to fly in over enemy ASW defenses and provide reconnaissance and attack high value targets in harbors.

Unit	Attack	Defense	Move	Cost
UPL	3	1	4	7

Availability: By Technology Development

Aircraft Use: The LPL uses aircraft movement to fly in both combat and non-combat movement. It is considered a seaplane per TPKD 1.0 and is subject to all rules thereof except as follows:

Submarine: When the LPL is the attacker it becomes a submarine, and can therefore granted “first strike” and “target selection 1-2”. While a submarine it is never subject to air superiority combat or AA fire. The LPL can withdraw from combat like a submarine but withdraws using its remaining aircraft movement to return to a landing spot.

Convoy Raiding: The LPL may engage in convoy raiding as if it were a submarine but does not receive the +2 for being a submarine (due to its limited ordinance load, long dive times and slow submerged speed).

TDPL 4.0 LPL Flying Submarine Development

4.0 Development: The LPL can be developed by the Soviet player. It requires a two-stage rather than the normal 4-stage development process in Global War-2nd edition.

4.1 Process: Each development roll requires an 8+ and costs 2 IPP. After two successful rolls the LPL is available for building.

Appendix a: Global war 1st edition changes

Development: The LPL Flying Submarine requires a development total of 25 points.

Convoy Raiding: The LPL does 1-3 damages when convoy raiding.

Appendix B: AXIS & ALLIES 1940 changes

LPL Flying Submarine

Unit	Attack	Defense	Move	Cost
UPL	2	1	4	7

Availability: By Technology Development (see below)

Aircraft Use: The LPL uses aircraft movement to fly in combat movement and non-combat movement. It is considered a seaplane per TPDJ 1.0 and is subject to all rules thereof except as follows:

Submarine: When the LPL is the attacker it becomes a submarine, and can therefore granted “first strike” and “target selection “1”.

When it is a submarine It is never subject to AA fire. The LPL can withdraw from combat (i.e.”submerge”) like a submarine but withdraws using its remaining aircraft movement

Convoy Raiding: The LPL causes 1-3 damages when convoy raiding.

Development: The Soviet player may select the LPL in place of another successful development roll.

Appendix C: Strategy Notes

The LPL is in your hands – now what? The real question for the Soviet Union is why in the world would you want an LPL submarine for 8 IPPs (that’s the Global war-2nd edition term for IPC) when you could buy land units to fend off the Germans. Here are some reasons:

First, you will notice that the LPL has some pretty decent target selection capacity – making it a useful weapon to reach out and strike anything German – but also Japanese. An LPL flying out of Vladivostok could be mighty pestering to the Japanese given that they would have to have something up there to protect their

transports from the menace. It could also finish off a battleship that had some up to the Japanese mainland for repair. An LPL might make Japan think twice about bothering Russia.

Second, the LPL has some convoy raiding ability. While not as effective as a submarine it can reach out into the Baltic and strike German iron ore convoys, or traffic along the Japanese coast.

Additional information on this subject [HERE](#)

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



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