

# GERMAN SET 3

## INTRODUCTION

Welcome to HBG's GERMAN SET 3 1 featuring rules for many new and exciting units for use in Global War. In this set you'll find some new German specific sculpts for common units (like the 1936A destroyer), some units that fill the roles of new units introduced in Global War 1936-1945 (e.g. the coastal submarine and medium bomber) as well as five brand new units: The He-51, Ju-87G tank killer, Pocket Battleship, the Light Cruiser and KT-1 merchant-raider. Check out all our unit sets at Historical Board Gaming's [website](#). These units are available in like sets of five.

## SET CONTENTS

### Existing Unit Types

Great Coat soldier (Infantry)  
He-111 (Medium Bomber)  
Bf-109 (Fighter)  
PzIV G (Medium Armor)  
250/1 Half Track (Mechanized Infantry)  
PzVG Panther (Advanced Armor)  
1936A Destroyer (Destroyer)  
Bismarck Class Battleship (Battleship)  
Graf Zeppelin (Fleet Carrier)  
Type II Coastal Submarine

### New Unit Types (Described Below)

He-51 Biplane Fighter  
Ju-87G Tactical Bomber  
Leipzig Class Light Cruiser  
KT-1 Merchant Raider



## SET UP CHANGES AT START

If you are playing with this expansion make the following changes:

Location	Set up Changes
Anywhere in Germany (1936 Set up only)	Replace (1) German Fighter with (1) He-51
Sea Zones 15 and 104 (1939 Only)	Add (1) KT-1 Merchant Raider in each Sea Zone
Sea Zone 15 (1936 & 1939)	Replace (1) destroyer with the Leipzig Light Cruiser
Sea Zone 15 (1936)	Replace German Cruiser with Graff Spee

# HE-51 BIPLANE FIGHTER

UNIT	ATTACK	DEFENSE	MOVE	COST
He-51	3 (1)*	3 (1)*	2	NA

\* Interception

The Heinkel He-51 represents early-war single-seat biplane fighters still in German arsenals in 1936. The Germans built fighter, ground attack, and seaplane versions of the He-51 were built between 1933 and 1935. The aircraft fought in the Spanish Civil War and was in frontline service until 1938. It carried two machine-guns and 60kg of bombs.



Availability: July 1933 - The He-51 may not be built in game scenarios starting after 1935.

# JU-87G TACTICAL BOMBER

UNIT	ATTACK	DEFENSE	MOVE	COST
JU-87G	7	5	4	13

The Ju-87G was a designated anti-tank aircraft. It carried two 37mm guns capable of penetrating the vulnerable top armor of Soviet tanks. It was highly successful on the Eastern Front as represented by its high target selection value.



Availability: January 1943

Target Selection: 1-5 (Armor-Class Units): On a roll of 1-5 they select an armor-class unit as a casualty.

Designated Role: The Ju-87 may not cause casualties to naval units, engage in strategic bombing, or carry Ordnance (per ordnance expansion rules)

# GRAFF SPEE POCKET BATTLESHIP

UNIT	ATTACK	DEFENSE	MOVE	COST
Graff Spee	7	7	3	5/5/4

The so called "pocket battleship" was one of three Deutschland-class heavy cruisers built between 1929 and 1934. These ships carried six 280mm main guns, eight 150mm secondaries as well as torpedo tubes anti-aircraft guns and two float planes. Although the Germans claimed their displacement at 10,000 tons they were significantly heavier and in violation of the treaty of Versailles.



Availability: July 1929

# LEIPZIG-CLASS LIGHT CRUISER

UNIT	ATTACK	DEFENSE	MOVE	COST
Leipzig Class Light Cruiser	5	5	3	5/5

Availability: January 1922

The Leipzig-Class was a light cruiser - only two examples of which were built between 1928 and 1934. The Leipzig was an 8,100 ton vessel whose main armament was nine 150mm guns. It also carried torpedoes and mines as well as two floatplanes.



# KT-1 MERCHANT RAIDER

UNIT	ATTACK	DEFENSE	MOVE	COST
KT-1	NA	NA	2	4

Germany converted a number of merchant ships to commerce raiders at the start of the war. These ships disguised themselves as neutral vessels and preyed upon lone ships.

Availability: January 1914

Convoy Raiding: The KT-1 has a +1 convoy raiding modifier.

It may not raid along any convoy line that has any Enemy escorts on it.

Escape: The KT-1 can only be attacked for one round per turn

by one unit per turn, after which it is moved to an adjacent sea zone of the German player's choice.

Disguised: The KT-1 may use neutral nation's naval bases as if they were Friendly (for movement only).

Chosen Last: The KT-1 is chosen last in combat as if it were a transport.

