

# GERMAN & AXIS MINORS SET#1

## INTRODUCTION

Welcome to HBG's [AXIS MINORS UNIT SET 1](#), featuring rules for many new and exciting units for use in Global War-2nd Edition: the ultimate war game! This set features many new units, some of them give simply give you a unit already in Global War : For example, the Panzer III is a medium armor and needs no further statistics.. Units that represent new types of units are given a detailed writeup whereas units already in Global War are not so extensively covered. You can find the set and many like it at Historical Board Gaming's [website](#).

## SET CONTENTS

- 4 Infantry, Light (Regular Infantry)
- 2 Infantry, Heavy (New Unit! Late War Infantry)
- 2 38t Light Tanks (Light Armor)
- 4 105mm Artillery (Artillery)
- 2 Hummel Self-Propelled Artillery (New Unit! SP Artillery)
- 4 Panzer III Medium Tanks (Medium Armor)
- 2 Stug IIIG Tank Destroyers (New Unit! Tank Destroyer)
- 2 232 Armored Cars (New Unit! Armored Car)
- 4 Opel Maultier Trucks (Motorized Infantry)
- 2 Fw-190 Fighters (Fighter)



## SET UP CHANGES AT START

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

| Location | Set up Changes                     |
|----------|------------------------------------|
| Berlin   | 1936 & 1939: Add 1 232 Armored Car |



# LATE-WAR INFANTRY

| UNIT              | ATTACK | DEFENSE | MOVE | COST |
|-------------------|--------|---------|------|------|
| Late-War Infantry | 3      | 5       | 1    | 4    |

Availability: July 1943

Target Selection: 1 (Armor-Class Units)



# HUMMEL SELF-PROPELLED ARTILLERY

| UNIT                     | ATTACK | DEFENSE | MOVE | COST |
|--------------------------|--------|---------|------|------|
| Self-Propelled Artillery | 3      | 3       | 2    | 5    |

Availability: July 1941

First Strike: Artillery has 1st Strike.

Pairing: Artillery may pair with infantry on a 1:1 basis to give that infantry a +1 Attack.



# STUG III TANK DESTROYER

| UNIT     | ATTACK | DEFENSE | MOVE | COST |
|----------|--------|---------|------|------|
| Stug III | 5      | 5       | 2    | 5    |

Availability: January 1942

Target Selection: 1-2 (Armor-Class Units)



# 232 ARMORED CAR

| UNIT            | ATTACK | DEFENSE | MOVE | COST |
|-----------------|--------|---------|------|------|
| 232 Armored Car | 3      | 2       | 2    | 3    |

Availability: July 1917



## GLOBAL WAR DISCUSSION / STRATEGY

The Late-War infantry provides a powerful weapon not available to every nation. The U.S. and Germany are the only nations that (to the date) have these units available in an expansion set. Their target selection capability represents their employment of shape-charged anti-tank weapons such as the US bazooka and German panzerfaust. These units will provide a powerful defense or offense late in the game.

Self-propelled artillery acts like regular artillery with a move of 2. This unit may not seem as powerful for the cost until you consider it has first strike and upgrades one of your attacking infantry by +1 (even a late-war infantry).

The Stug III may lack the attack and blitz ability of a medium armor at the same price-point however its target selection makes it a good buy against armor. A few Stug IIIs in the German line up will help thin enemy armor.

Finally, the 232 Armored Car is an inexpensive and fast moving unit that can keep up with your mobile forces or take territory that is spread out. Armored cars are good for penetrating through Africa, for example. Armored cars low defense value is in part defined by this unit being a smaller scale of unit than a regular armored corps.