

Global Command Series

THE UNITED STATES AT WAR

A Global War Expansion v1.0

Overview

In this expansion you get everything you need to play the *UNITED STATES* in all its glory. This set is designated as “[US3](#)” so it can be referenced in future expansions. The rules are presented in Global War -2nd edition format. A separate document is available from HBG with Axis & Allies compatible statistics.

Set Contents

U.S. at War Base Set

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Rules

USW 1.0 USING YOUR NEW UNITS

USW 1.1 This expansion contains many different types of units. There are three ways in which these units might come into play.

USW 1.11 : **As Regular Units:** Some units are different sculpts of the same units listed in the standard game while some (i.e. armored cars, light cruisers) are new unit types.. Statistics are provided only for new units.

US3 1.12 **By Availability Date:** Some units are available on certain turns to the US player. These are listed by which of the two turns that compose a game year the unit is available (e.g. January 1940, July 1944)

US3 1.12 **By Technological Development:** Some units can only be acquired through the process of technological development.

Regular Units	Units Available by Availability Date
<p><i>New Unit Types</i></p> <ol style="list-style-type: none"> 1. M8 Greyhound (Armored Car) 2. Omaha Class (Light cruiser) 	<ol style="list-style-type: none"> 1. Late War Infantry 2. P-47 Thunderbolt (Fighter-Bomber)
<p><i>Existing Unit Types</i></p> <ol style="list-style-type: none"> 3. M3A2 Half Track (Mechanized Infantry) 4. SB2C Helldiver (Tactical Bomber) 5. B-24 Liberator (Strategic Bomber) 6. Baltimore Class (Cruiser) 7. Essex Class (Aircraft Carrier) 8. South Dakota (Battleship). 	<p>Units Available by Technological Development</p> <ol style="list-style-type: none"> 1. 155mm M1A1 (Advanced Artillery) 2. Pershing Heavy Tank (Heavy Tank) 3. P-80 Shooting Star (Jet Fighter)

REGULAR UNITS

US3 2.0 ARMORED CARS

US 2.1 *Armored Cars*: An armored car represents a smaller, more mobile armored unit equipped with light vehicles. Its higher attack value represents its mobility in combat however its low defensive value represents the small size of this unit compared with a regular infantry corps and its lack of heavy weapons and artillery support.

M-8 Greyhound Armored Car

Unit	Attack	Defense	Move	Cost
Greyhound	3	2	2	3

Availability: Armored cars are available to the United States beginning July 1917

US3 4.0 LIGHT CRUISERS

US 4.1 *Light Cruisers*: A light cruiser, as defined in the London Naval Treaty of 1930 had a gun caliber not to exceed 6.1 inches (155mm) and less than 10,000 tons. Since treaty signatories, like the United States, Britain and Japan had already constructed their quota of heavier ships; many ramped up production of light cruisers in the 1930s.

Light Cruiser

Unit	Attack	Defense	Move	Cost
Light Cruiser	5	5	3	10

Availability: July 1923

Shore Bombardment: 1.

Time to Build: 2 Turns.

UNITS AVAILABLE BY DATES

SF 5.0 HEAVY INFANTRY

5.1 *Heavy Infantry*: Heavy infantry represent infantry units equipped with heavy weapons and advanced equipment including shape-charged anti-tank weapons such as the bazooka. They are available to the United States starting on July 1943.

Heavy Infantry

Unit	Attack	Defense	Move	Cost
Heavy Infantry	3	5	1	4

Availability: Turn 2, 1943

Target Selection: 1 (armor-class units)

SF 3 0 Republic P47 Thunderbolt

The P-47 Thunderbolt was a heavy piston engine fighter-bomber. The P-47 could carry 2,500lbs of bombs and rockets.

Unit	Attack	Defense	Move	Cost
P-47 FTR	6	6	4	12
P-47 TAC	7	4	4	

Availability: January 1941

Fighter-Bomber: The P-47 may fly as a tactical bomber or a fighter. The player must announce his intention at the start of combat movement (if attacking) or combat (if defending).

UNITS AVAILABLE BY TECHNOLOGICAL DEVELOPMENT

US3 2.0 155MM A1 ADVANCED ARTILLERY

Availability: The 155mm A1 can be used to represent Advanced Artillery when the US player develops it.

US3 2.0 PERSHING [HEAVY TANK]

Availability: The Pershing can be used to represent Heavy Armor when the US player develops it.

US3 2.0 P-80 Shooting STAR [JET FIGHTER]

Availability: The P-80 Shooting Star can be used to represent Jet Fighters when the US player develops them.

SF 5.0 SET UP CHANGES

Nation	Change
Washington DC	Add 1 Armored Car.
Anywhere	Replace any one US Cruiser with a Light Cruiser

US SET 3 SUMMARY TABLE

Unit	Attack	Defense	Move	Cost	Notes	Buy Units
M8 Armored Car	3	2	2	3	New Unit – See Rules	Buy
Omaha Class Light Cruiser	5	5	3	5/5	New Unit – See Rules	Buy
M3A2 Mech. Inf	3	4	2	4	Use as Mechanized Infantry	Buy
SB2C Helldiver Tac. Bomber	7	5	4	11	Use as Tactical Bomber	Buy
B-24 Liberator	See Rules	1 (1)	6	12	Use as Medium Bomber	Buy
Baltimore Class Cruiser	6	6	3	12	Use as Cruiser	Buy
Essex Class Aircraft Carrier					Use as Aircraft Carrier	Buy
South Dakota Battleship	8	8	3	20		Buy
Late War Infantry	3	5	1		New Unit – See Rules	Buy
P-47 Thunderbolt	6	6	4	12	Can fly as a tactical bomber or a fighter	Buy
Fighter-Bomber	7	4	4			
155mm M1A1 Adv. Artillery	4	4	1	4	Advanced Artillery	Buy
Pershing Adv. Armor	8	7	2	8	Heavy Armor	Buy
P-80 Jet Fighter	8	8	4	12		Buy

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Buy a Set of Units in Dark Green [HERE](#)