

BRITISH UNIT SET 1

INTRODUCTION

Welcome to HBG's THE BRITISH UNIT SET 1, featuring rules for many new and exciting British 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 25LB artillery is plainly a British artillery piece. Units that represent new types of units are given a detailed writeup whereas units already in Global War are not so extensively covered. These are also available in both ANZAC (gray) and FEC (blonde) as well as the British tan. If you are using this expansion the units can be added to what is available for purchase for all three nations.

SET CONTENTS

- (2) Commando Infantry (New Unit! - Commando)
- (2) Humber MkII Scout Cars (New Unit! - Armored Car)
- (4) 25 Pdr. Artillery (Artillery)
- (2) Sexton SP Artillery (New Unit! - Self Propelled Artillery)
- (2) Kangaroo (Mechanized Infantry)
- (4) Valentine MkV (Medium Armor)
- (2) Churchill (Heavy Armor)
- (2) Hawker Hurricane (Fighter)
- (2) Fairey Swordfish Naval Fighters (New Unit!- Swordfish)
- (2) Fairey Barracuda Naval (Tactical Bomber)
- (2) Short Stirling Heavy Bombers (Heavy Strategic Bomber)
- (2) King George V (New Unit! Battleship)
- (2) Ark Royal (Aircraft Carrier)



SET UP CHANGES AT START

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

Location	Set up Changes
Great Britain/FEC	Replace all carrier-based tactical bombers with Fairey Swordfish Torpedo bombers in 1936.
Great Britain Naval Builds	1939: Replace the Battleship in Position 4 with a King George V-class battleship and move it to position 3 with 10 IPP owed for completion.
Calcutta (FEC)	Add 1 Armored Car in New Dehli

COMMANDO

UNIT	ATTACK	DEFENSE	MOVE	COST
Commando	2	1	1	3

Availability: When the British Commonwealth is at war.
Only 1 Commando may be purchased per turn.
Use: British Commandos are considered both Marine and Airborne Infantry.



ARMORED CAR (HUMBER MK II)

UNIT	ATTACK	DEFENSE	MOVE	COST
Armored Car	3	2	2	3

Availability: July 1917



KING GEORGE V-CLASS BATTLESHIP

UNIT	ATTACK	DEFENSE	MOVE	COST
King George V-Class	8	8	3	21

Availability: January 1937
Capital Ship: The King George V-class is a capital ship.
Shore Bombardment: 4



FAIREY SWORDFISH BIPLANE TORPEDO BOMBER

UNIT	ATTACK	DEFENSE	MOVE	COST
Fairey Swordfish	4	4	4	7

Availability: July 1936
Target Selection: 1-2 (Naval)



GLOBAL WAR DISCUSSION / STRATEGY

The Commando may not seem like much until you realize that this unit can operate as a Marine and an Airborne. While Commandos are elite - their reduced defense value represents their smaller size in comparison to a division and corps. Commandos are an excellent way to penetrate North Africa, the NEI or other places where territory is spread out.

The Armored Car, like the Commando is a smaller unit for its size. Its mobility makes it a good choice for North Africa where your forces might move longer distances without an engagement. It can also keep up with armor and mechanized, making it a good choice to take a casualty instead of a more expensive unit.

The King George-V class Battleship is a fast battleship, represented by its move of 3. The King George's 28 knot speed allows it to keep up with the fleet which can be useful if your fleet needs to steam any distance to a naval battle.

Finally there is the Swordfish. It might be a little disappointing to discover that you are replacing some good 7/5 TAC bombers at the start of the game with a few Swordfish! But don't despair. The Swordfish is available for purchase, making it a cheap aircraft for you to use as a coastal defense aircraft (for CAP against submarines) or protection of the home country. The loss of your initial bombers will be replaced by joy at being able to grab a number of these torpedo bombers. We've also moved the King George V-class up which gives you a better unit one turn earlier than before.