

FIGHTING RAILWAYS

A GLOBAL WAR EXPANSION SET



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Overview

Historical Board Gaming is excited to present Fighting Railways (FRR) - the railroad expansion for Global War-2nd edition. In this expansion you'll find track markers to expand your existing rail lines plus armored trains and railway guns.

Set Contents

- *10 Railway Track Markers
- *6 Armored Train Markers
- *4 Railway Gun Markers



FRR 1: Railway Track Markers

1.0 Track Marker: The Track Marker can be used to expand the reach of existing railroads into new land zones. It costs 4 IPP to place the track marker on the border between two land zones. It costs 8 IPP to cross a mountain order or enter a mountain zone. Track cannot be built in areas that are impassable. Constructing a rail into a zone Possessed by another player requires their verbal permission. Both Zones spanned by a track must have been in their current player's Possession since the start of the turn. The additional track extends the existing railroad. A rail marker that is placed during the Collect Income and Place Units Phase may be used for purposes of tracing a supply path immediately.

1.2 Track Damage: The track marker can also be used to indicate damage to a railway. A

railway may be attacked by strategic bombing. A land zone can take up to its rail capacity in damage (i.e. a land zone with a rail capacity of 2 can take two damages). A player cannot trace a supply path or use strategic rail movement over a railroad that is damaged. Track has no inherent AA guns to protect it. AA guns in the land zone may defend against such an attack.

FRR 2 : Railway Guns

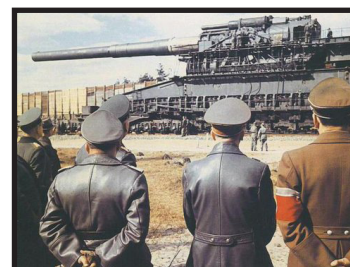


2.0 Railway Guns: A railway gun is a large artillery gun that moves along railroads. It is used primarily to besiege cities and fixed locations.

Unit	Attack	De- fense	Move	Cost
Railway Gun	5	2	3	5

Rail Movement: A railway gun may only move along railroads. It may move 3 normally or use one of the player's rail moves to access strategic rail movement.

Artillery: A railway gun gets first strike. It does not support infantry.



Siege Gun: A railway gun may make one carpet-bombing attack into an adjacent city at “5” each turn. It may inflict 1-3 strategic damages to a facility in an adjacent city.

FRR 3: Armored Trains



3.0 Overview: Armored Trains were constructed by many nations in the late 1800s and early 1900s. In World War II Armored Trains were used to bring men and equipment directly into the front lines. Anti-aircraft guns, tank turrets, artillery and machine guns were fitted on these trains. Germany, Russia, Britain and Poland operated Armored trains. Japan also used armored trains and railway support vehicles in Manchuria.

3.1 Use: An armored train can be used to combat move one land unit. The train must begin in the same land zone as the unit it transports. This movement uses up one of the nations allowable rail moves. An armored train never participates in a blitz attack and units cannot blitz or move before or after travelling via armored train. An armored train can also rail move a unit into a zone that was captured this turn. The Armored Train and its cargo can move a maximum of 8 zones.

3.2 Elimination: An Armored Train is eliminated if it is in a zone with enemy land units and no friendly land units. It has no attack or defense value and cannot be selected as a casualty. An armored train may be eliminated by a player using target selection or carpet-bombing.

Unit	Attack	Defense	Move	Cost
Armored Train	NA	NA	8	10

FRR. 4.0 Set up Changes

Nation	Set Up
Germany	1 Armored Train (Stettin) 1 Railway Gun (Berlin)
Soviet Union	1 Armored Train (Novosibirsk) 1 Armored Train (Moscow)
Great Britain	1 Armored Train (Liverpool)
Japan	1 Armored Train (Manchuria)

Appendix : Strategy Notes

One of the most important aspects of creating new railways is increasing your ability to move equipment across lend-lease supply paths. For example, a railway between Soviet Kazakhstan-Turkestan and Sinkiang could open up a lend-lease route from the USSR to a CCP controlled land zone, allowing the USSR to supply their communist brothers with aid.

Railway Artillery: Railway artillery is a nice weapon to have. It’s attack value of “5” is better than just about any land unit prior to the advent of medium armor. While not great on defense, its real beauty is being able to attack and adjacent land zone. Thus, even if you were not ready to attack a city you could still pound it every turn and keep things from building up.

Armored Train: An armored train can bring a unit into combat from as far as eight zones away. This could be pretty important for Germany or the USSR who tend to operate units a long way from their factories.

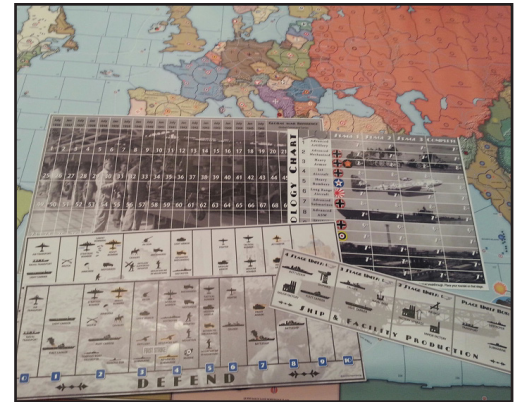


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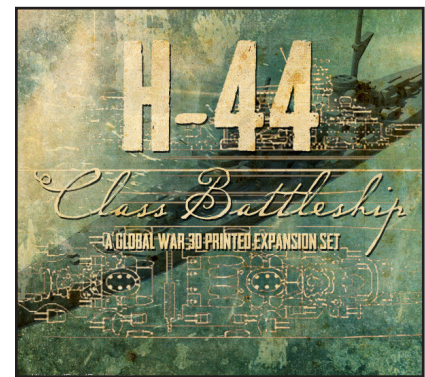
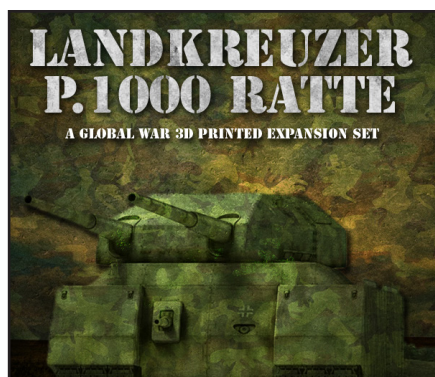
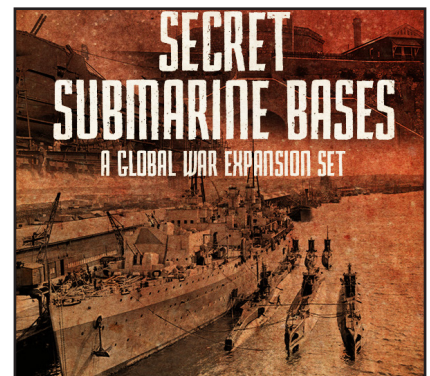
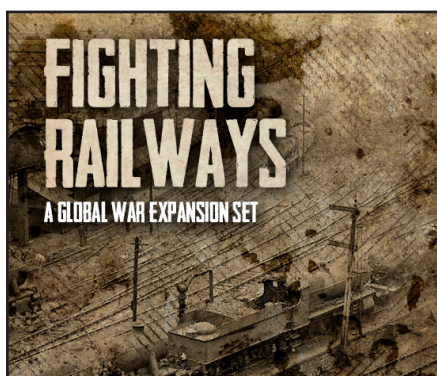
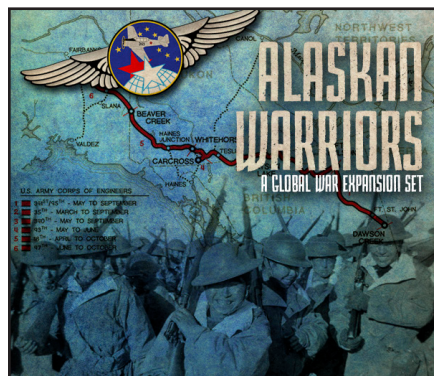
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