MONSTER OF THE REICH

an Amerika 3D Printed Set
LANDKREUZER: THE P.1500 MONSTER

The following rules will help you incorporate this new unit into your AMERIKA game. Feel free to pick and choose which ones to use so long as all players agree. These can help balance the game when players of differing skill levels play against each other, or add new dimensions and strategy for advanced players.

Another of the mega-sized wonder weapons from the mind of Adolf Hitler, the P.1500 takes the idea of the P.1000 a step further. Replacing the naval artillery from the P.1000 with the 800mm Gustav artillery gun, this unit is more like a jumbo version of the Karl Morser, able to strike targets 20+ miles away – well outside enemy engagement range.

Weighing in at 1,500 tons, this giant was developed to give new life and mobility to an otherwise restricted railway gun. Using 4 submarine engines to position itself, it also housed 2 howitzers for fire support and a host of 15mm autocannons for defense.
**P.1500 MONSTER** allows the Gustav gun to be transported beyond rail lines and into more useful strategic positions. Firing a barrage of 7-tonne projectiles into enemy fortifications, cities, and defensive emplacements, the Monster can help soften enemy targets and send them running with fear.

<table>
<thead>
<tr>
<th>TYPE</th>
<th>ATTACK</th>
<th>DEFEND</th>
<th>MOVE</th>
<th>COST</th>
</tr>
</thead>
<tbody>
<tr>
<td>GERMANY</td>
<td>P.1500 Monster</td>
<td>Ultra-Special</td>
<td>3x5</td>
<td>2x3</td>
</tr>
</tbody>
</table>

**BUILDING THE P.1500**

Built well behind the front line, this huge unit is assembled from components flown in by cargo planes. This also means that Build Points can be allocated to its construction over several turns. Simply place the model in the Unit Build Box on the German card with a number of chips under it to indicate current allocated funds. When the German player has allocated 14 Build Points remove the chips, indicating it is ready for placement on the next Place Units Phase. When built, it must be placed in a territory that is completely surrounded by friendly controlled territories. Only 1 may be built in the entire game. Once destroyed, it cannot be replaced. All other standard purchase and placement rules apply.
MOVEMENT AND DAMAGE TO THE P.1500

The P.1500 Monster is so massive, it is impossible for it to traverse mountain territories. It takes 2 hits to destroy in battle. After the first hit, turn it on its side. If it survives the battle, it is repaired for free when the units are returned to the map from the Battle Board. It may only be selected as a “Luck Shot” casualty by Special or Ultra-Special units. It may never be the target of Allied Guerilla attacks.

**Massive:** Takes two hits to destroy. Repaired for free if it survives the battle.

**Extra Thick Armor:** May only be selected as a luck shot by Special or better units.

**Heavily Guarded:** This unit can never be targeted by Allied Guerilla attacks.

COMBAT USING THE P.1500

To use the P.1500 Monster in battle, the Axis player may attack an enemy territory as normal, or an adjacent territory in support of an attack (therefore not subject to defensive fire), or as an attack all its own (shelling a target at long range). The P.1500 rolls 3D12 for each attack and has a Luck Shot of “1” for any ground unit. When defending, it may only defend the territory it is in however.

**Long-Range City Bombard:** Fire first in City attacks. Casualties inflicted are removed immediately before returning fire. A Luck Shot from one of these not only allows target selection, but also renders a City Zone “cut-off” for the next Allied Place Reinforcements phase.

**Main Gun Bombardment Fire:** The P.1500 fires first in Phase III even when defending. Enemy casualties are immediately removed even if they haven’t fired yet. Luck Shot on a “1” against any enemy ground targets. A roll of “12” does not cause a retreat. Instead it causes friendly fire! The Monster’s owner must immediately remove one friendly unit in battle from the target territory.

**Terrorize:** Anytime this unit is present in an attack, all defending forces are subject to the “Retreat!” rule. If a defending unit rolls a “12” in combat, it must immediately retreat to an adjacent friendly territory. If no friendly territories are available, the unit is destroyed.

**Seige:** In open terrain (territories other than cities) when combat continues into a second round, all enemy defenders suffer a -1 penalty to hit due to sustained shelling from the P.1500 unit.

**Rocket Shells:** As another option when firing, the P.1500 can lob rocket propelled shells 2 spaces away at enemy units with 3D12, but with no Luck Shot hits.
THANK YOU FOR PURCHASING THIS AMERIKA EXPANSION AND ENJOY THE GAME!

These rules have been adapted from original concepts by Burke O’Brien.

PLEASE VISIT OUR WEBSITE AT:

HistoricalBoardGaming.com