



# German A-Series Rockets

an Amerika 3D Printed Set

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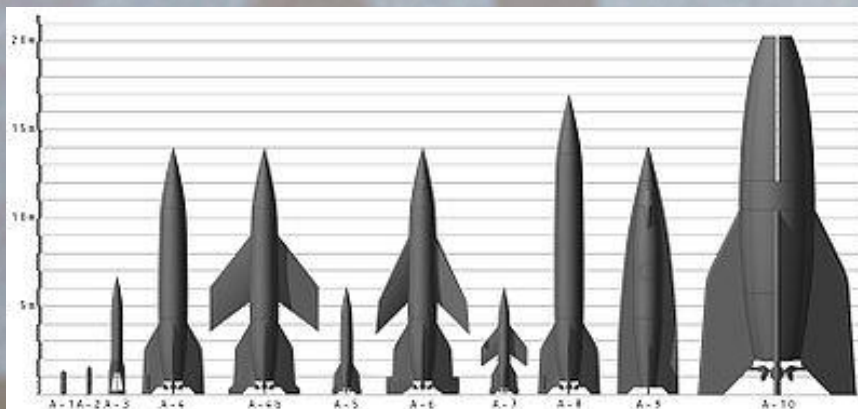


## **GERMANY'S AGGREGAT ROCKETS: THE "VENGEANCE" PROGRAM**

The following rules will help you incorporate these new units 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.

Fully funded and left to his imagination, Wernher von Braun and his team have developed a series of deadly rockets that can be progressively employed by the Euro-Axis onto the battlefields of *Amerika*.

\*The following rules were adapted from rules concepts by Burke O'Brien.



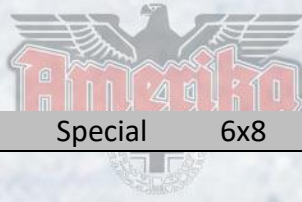


**GERMAN A-SERIES ROCKETS** were initially developed as a retaliatory weapon to cause fear and disruption deep in Allied territory. These advanced versions have been designed to turn the tide of battle for an advancing Nazi army.

A-Series Rockets are used preemptively in German attacks. They move (are fired) during movement, and the effects of these attacks are resolved before units are moved to the battle board during the combat resolution phase. To purchase and build these rockets, the German player must have built the previous iteration at least one turn prior. For example, to build the A-12, the Germans must have already built at least one A-11 on a previous turn, one A-10 before that, and so on. If using the V-1 rules, V-2s and A-4s are considered beginning technology and do not require V-1s to be built the prior turn. V-1, V-2 and A-4 are all available during the initial buy purchase and on Turn 1. Rockets are placed in the air support box during the Place Reinforcements phase and can be stockpiled and used as the player wishes.

	TYPE	ATTACK	DEFEND	MOVE	COST
<b>GERMANY</b>					
A-4(V-2)	Special	2	-	3(1)	2
A-6	Special	-	-	UL	8
A-9	Special	4	-	2 inland	2
A-10	Special	4	-	7 edge	4
A-11	Special	3x8	-	UL	12





**A-4** rockets are the official designation of the V-2. They are included in this rule set for the sake of completeness and as an alternative to the rules found in the Strategic Markers set and the Cruise Missile Attack set. Use only one set of rules per game for these units (either this set or the combination of the other two sets). Designate this unit using the V-2 markers (available [here](#)) or the 3d (A-4b available [HERE](#), A-4 available [HERE](#)).



**A-6** rockets were developed as supersonic spy planes. Skipping out of the atmosphere and gliding over enemy formations, they can provide key intel on targets and troop formations. Move this unit to any territory you are attacking this turn. All your attacking forces have their attack value raised by one in the first round of battle. A-6s cannot be attacked. The A-6 must fly back off the board and the end of the combat phase and cannot be used for one turn. The 3d unit is available [here](#).



**A-9** rockets begin the progression toward larger and larger payload delivery systems. A manned version of the V-2, it incorporated a cockpit and wings to allow maneuvering for better accuracy. Fired from offshore of the East Coast, these will help to capture coastal cities and make successful beachheads. A Luck Shot in a city will cause the city to be “cut off” for one turn. The 3d unit is available [here](#).

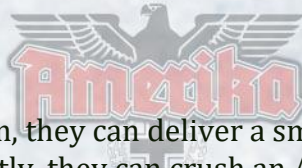


**A-10** rockets continue the progression by adding a 1<sup>st</sup> stage booster to the A-9 system. The extra fuel allows for disruption of Allied forces further inland. Fired from off-board ground sites (measured from East or South map edges), these will help continue the march across the Appalachians. A Luck Shot in a city will cause the city to be “cut off” for one turn. The 3d unit is available [here](#).



**A-11** rockets bring atomic weaponry to the Reich. Adding a 2<sup>nd</sup>





stage booster to the A-9 system, they can deliver a small nuclear payload anywhere in Allied territory. Used correctly, they can crush an Allied counter-attack. A Luck Shot allows the attacker to choose **any unit** in the zone to destroy. A city will be “cut off” for one turn. The 3d unit is available [here](#).



**A-12** rockets maximize Nazi rocket technology by delivering a significant nuclear payload. Adding a 3<sup>rd</sup> stage booster to the A-9 system, these can deliver a moderate nuclear payload anywhere in Allied territory and deal a devastating blow to any resistance. A Luck Shot allows the attacker to choose **any unit** in the zone to destroy. A city will be “cut off” for one turn. The 3d unit is available [here](#).

**THANK YOU FOR PURCHASING THIS *AMERIKA*  
EXPANSION AND ENJOY THE GAME!**



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