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GREAT PHOENIX OF THE OCEAN: THE “AMERIKA” EXPANSION SET

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.

Very few aircraft carrier designs in Imperial Japan or The Third Reich had the capability to launch and recover jet powered aircraft. Any carriers that were unable to do so were relegated to defending the fleets of the Axis navies late in the war. The Japanese had their immense Taiho Kai class carriers, and the Germans developed a fleet of their technologically advanced Grossflugzeugkreuzers. Both nations had their vessels ready for action prior to the imminent invasion of *Amerika*.





TAIHO KAI Aircraft carriers serve as a landing platform for Japanese fighter jets. By maneuvering these enormous ships into strategic positions along the coastline, Japan can make deep attacks into Allied territory when landing zones are scarce. A player may land up to two fighters on each carrier they possess. Due to the formidable defensive forces guarding the carriers, the Allies determined that they would be better off waiting for the

fighters to leave the carriers before engaging them; carriers are invulnerable to attack. A fighter may use up its movement points to land on the carrier instead of moving off-map to the air support box, or landing in a vulnerable land territory.



Since the carriers were built earlier in the war, there is no need to purchase the carrier itself, so it is free. However, the inherent costs to operating a large surface fleet consume a lot of resources. A large amount of material must be set aside for their needs. This gives each carrier a cost of 2 Build Points per turn to operate it and its fleet. To add a carrier to the board, add the model in (for free) with the rest of your purchases during the New Purchases

Phase, indicating it is to be placed during the next Place Reinforcements Phase. Up to 2 carriers per faction can be in operation on any given turn. Fighter Jets produced in the same turn as the carrier may start on the carrier instead of the air support box, including the first turn of the game. Carriers may be placed in any sea zone open to or controlled by the player. Each carrier on the board must have supplies before the Move Units Phase to operate. To keep it in operation you must pay 2 BPs during the New Purchases Phase prior to moving to acquire a supply token. Immediately place the token next to the carrier showing it can operate this turn. During the Move Units Phase, Aircraft can then be launched from, or landed on the carrier (up to 2 each). To use the carrier again on the following turn, 2 BPs must again be spent, per carrier, to maintain use of it during that turn's Move Units Phase. If a carrier is not supplied during a New Purchases Phase, it is removed from the board at the start of the Move Units Phase. Any aircraft aboard may sortie as normal from that sea zone, but must choose a new valid landing zone at the turn.

Because these carriers are already part of the landing fleet, if they are built during the initial build phase they do not need to follow the build rules. Their activation is separate and is not affected by, and does affect the purchase of, other units (they do not follow the 1:2 ratio that tactical or special units must).

*Adapted from rules concepts by Burke O'Brien



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



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