



TYPE XXI

URSEL SUBMARINE

an Amerika 3D Printed Set



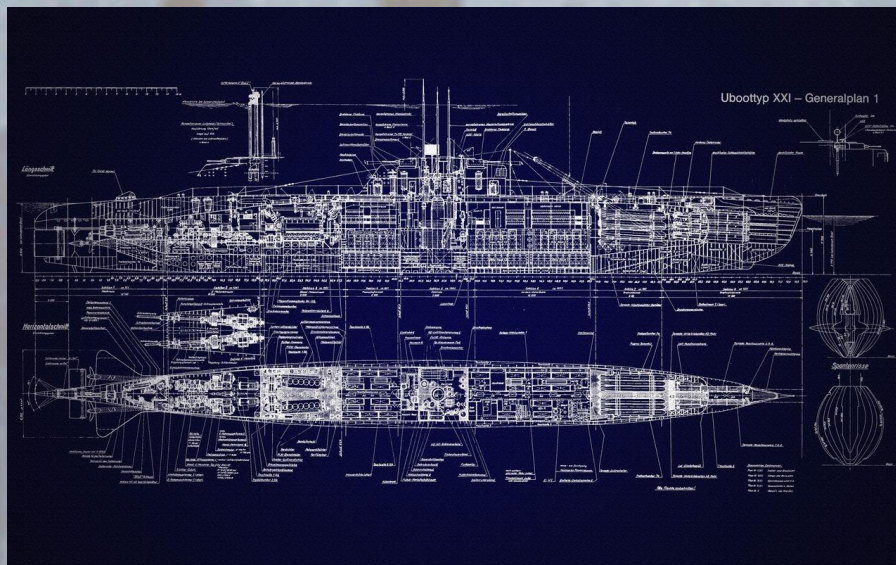
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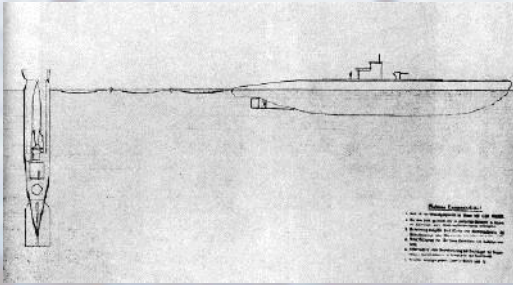


PROJEKT URSEL: MODIFIED TYPE XXI SUBMARINES

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.

A feat of German engineering, the Type XXI had improved speed and large capacity batteries, allowing it to travel farther and longer without the need to surface. These characteristics made it the perfect platform for Projekt Ursel, a plan to add rockets to the sub and included a guidance system for targeting. With tested accuracy after the Atlantic Campaign, these will terrorize the East Coast like never before in *Amerika*.





TYPE XXI URSEL are submarines with the ability to launch coastal rocket attacks against the Allied units. It can strike any coastal territory adjacent to its sea zone. The Type XXI is purchased the same way as any other special unit during the Make New Purchases Phase. It is also available as a Special Unit during the initial army build. During the Place Reinforcements phase, you may place the sub in any Euro-Axis controlled sea zone (has a flag or control marker).

Attacks are resolved during the Allied turn after the Allies have moved but before combat is resolved. Each Type XXI chooses a territory adjacent to the sea zone it occupies to launch its rockets into. Roll one die for each Type XXI attacking that territory and score a hit on a 3 or less. A Luck Shot of 1 will allow the German player to destroy a Tactical Unit or below. Ignore a roll of 12, as submarines cannot fail orders – it is simply a miss.

There is no limit to the number of Type XXI units you can have, but only 2 may be built per turn. Type XXIs cannot be attacked by any Allied units, including aircraft.

	TYPE	ATTACK	DEFEND	MOVE	COST
GERMANY					
Type XXI U-boat	Special	3	N/A	1	5



ADVANCED TYPE XXI URSEL are submarines modified to carry the dreaded V-2 rocket. Starting on **Turn 4**, the Euro-Axis player may equip **one** Type XXI with a V-2 each turn. There can ever only be **two** V-2s built this way. To do this, place a V-2 model next to a Type XXI on the board. It must move with this sub until used. The Type XXI carrying the V-2 cannot fire its regular rockets until the V-2 has been used. Once fired, remove the V-2 model from the board. The V-2 has a range of 3 and hits on a 1 or 2. It can be used after Allied movement like a guerilla attack OR during the Axis combat phase.

*Adapted from rules concepts by Burke O'Brien

Order your Type XXIs [HERE](#) and your V-2 Rockets [HERE](#)



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



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