





THE VICTORY BOMBER AND ITS EARTHQUAKE BOMB

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.

Envisioned by the Brit, Barnes Wallis, and made a reality by Vickers, the “Victory” bomber was designed and engineered for one purpose: deliver the bridge-busting, sub-pen sinking 10-ton “Grand Slam” earthquake bomb. Now the Allies can bring that terror to the battlefield in *Amerika*.





VICKERS VICTORY are Super-Heavy Bombers with the ability to deliver the Grand Slam earthquake bomb. It has **Heavy Payload** during Carpet Bombing missions so gets to reroll misses like other Heavy Bombers. They will **never fail orders (die roll of 12) during ground attack, but can during air-to-air combat.**

Mission 1: Carpet Bombing – When the carpet bombing role is chosen, roll 3D12 in ground combat hitting on a 5 or less with rerolls for **Heavy Payload**. With a Luck Shot of “1”, the Victory will destroy a target that is a Special or under.

Mission 2: Earthquake Bombing – When this role is chosen, place a Grand Slam marker under the Victory before moving to the target territory. Reduce dice to 1D12 in ground combat, hitting on an 8 or less. NO REROLLS for **Heavy Payload** during this mission. However, a **Luck Shot of 1 or 2** will destroy any unit of the enemy’s, Special or under, and cause all enemy units in the territory to be routed at the end of this round of combat. After all Allied shots have been resolved, and defending Axis units have returned fire, the Axis player must immediately retreat all units from this territory into adjacent territories. If any units cannot retreat (out of space or no friendly territories adjacent), they are immediately destroyed. Allied forces remaining in the territory take control as though they destroyed all enemy units there.

Mission 3: Bunker Busting – The Grand Slam can also destroy any enemy base or installation in a target territory. Instead of rolling the normal ground attacks, roll 2D12 (no rerolls) against an enemy base or installation after air combat is resolved.



On a 4 or less, the installation is immediately destroyed!

ALLIES	TYPE	ATTACK	DEFEND	MOVE	COST
Victory Super- Heavy Bomber	Ultra-Special: w/ Grand	3x5(2)	3x5(2)	UL	14
	Slam Bomb:	1x8(2)	--		

Starting on **Turn 4**, the Allies may build Victory Bombers. There is no maximum limit they can build, but only one may be built per turn as this is not a primary production unit.

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Victory Bomber (3d printed) on Shapeways [HERE](#)

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



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