

INVASION: AMERICA

Optional Rules

[16.27] Hovercraft additional capabilities (optional)

- A. A hovercraft may be moved into and along river, great river, lake, coastal, and other water hexes and hexsides, regardless of the restrictions listed in 16.22.
- B. A hovercraft may enter a coastal or lake hex from an adjacent hex at a cost of one Movement Point. This cost applies only if it moves from a coastal, all-sea or lake hex and does not cross an “all-land” hexside or water hexside, but see ‘C’ below. A hovercraft may enter an enemy-occupied hex, but only if it began the movement phase adjacent to that hex (i.e., opposing units may co-exist in the same hex). A hovercraft may exit such a mutually-controlled hex, ignoring the ZOC of the opposing co-existing unit only in the exit hex, after which 11.13 applies. Conversely, an opposing unit may enter a hex occupied by a hovercraft unit using this lake/coastal option.
- C. A hovercraft may enter and exit water hexsides. The unit must expend ½ Movement Point to enter or exit (*not cross*) a water hexside. A hovercraft may only enter/exit a water hexside from one of the two adjacent hexes (terrain and 16.22, permitting) or of the four intersecting hexsides (if all-water). Players will have to determine a method of representing a hexside location (for example., having the counter “straddle” the hexside). A hovercraft must stop upon entering a water hexside comprising part of the hex occupied by an enemy unit (i.e., adjacent). A hovercraft may exit such a ZOC as per 11.13.
- D. The ZOC of hovercraft using water options is modified as follows. If it occupies a water hexside its ZOC only extends into the two adjacent hexes (and vice-versa as in ‘C’ above), regardless of terrain; and the four intersecting hexsides, if all-water. Rule 11.13 applies and an opposing unit must cease movement if it enters, if being moved by land, one of the four intersecting hexsides. The ZOC of a hovercraft using the coastal/lake option only extends into land hexes (not hexsides) the unit could directly enter from the hex it occupies. For example, a hovercraft in hex S3739 (part of Lake Erie) has a ZOC extending into all adjacent hexes except S3838.
- E. A hovercraft using one of the two water options has a defense strength of one. Its attack strength is unaffected. However, it may only attack a unit in a hex into which it currently exerts a ZOC. A hovercraft using one of the two water options does *not* block retreats into/through an adjacent hex (i.e., only the hex/hexside it occupies). If a hovercraft using one of the two water options is forced to retreat from combat, it must perform the retreat via the option it is using (i.e., coastal/lake or water hexsides).
- F. Hovercraft ZOCs do not affect air units.

[17.4] PANAMA CANAL (optional) *from JagdPanther #15, by James Frediani, with additional clarifications added*

The Panama Canal is located at the S0346/S0347 hexside and is treated as a River hexside.

- A. The Panama Canal is initially controlled by the USA as part of the Central American Annexation. The SAU can take over control of the canal by occupying, or being the last to occupy, hexes S0346 and S0347. Once the SAU controls and is able to use the canal, SAU naval units may move from the Atlantic Ocean to the Pacific Ocean via the canal.
- B. It should be assumed that the United States would take steps to ensure that the canal is unusable by a conquering SAU. After capture by the SAU of both hexes bordering the canal, a die is rolled to determine when the canal becomes usable to the SAU.
 - a. If the canal was not defended by the USA (i.e., no combat took place to control the two hexes), then roll a die, and divide the result by two, this is the number of turns until the canal is usable by the SAU.
 - b. If the result of a combat to capture either hex of the canal is a ‘DR’ or if the hex was defended by a ‘0’ strength militia unit, then roll a die and the result is the number of turns until the canal is usable by the SAU.
 - c. If the result of a combat to control either hex of the canal is a ‘DE’, then roll a die and add 50% to the result (rounding fractions up). So, a 1=2 turns, 2=3 turns, 3=5 turns, 4=6 turns, 5=8 turns, and 6=9 turns until the canal is usable by the SAU.

- d. If the result of a combat to control either hex of the canal is an 'EX', then roll a die and double the result, this is the number of turns until the canal is usable by the SAU.
- e. If combat occurs for control of both hexes bordering the canal, use the most restrictive result in determining when the canal is usable by the SAU. For example, if the SAU controls hex S0347 with a 'DR' result and controls hex S0346 with an 'EX' result, then use double the die roll as in 'D.' above.
- C. If the Panama Canal is re-captured by the USA, then the SAU may only use the canal to transfer from the Atlantic to the Pacific once they take over control of the canal again. However, once controlled again by the SAU, then the canal is immediately usable in the next turn.
- D. The Panama Canal may not be utilized by forces other than the SAU, unless otherwise specified in scenario-specific rules.

[17.5] ESC AIRBORNE UNITS (optional) *from JagdPanther #13, by Stephen V. Cole and Allen O. Eldridge*

The ESC has three airborne units (rated 5-2) to utilize. These units have fixed values and do not have an untried side. One airborne unit may make an airborne assault each game turn. In order to make an airborne assault, the ESC player must have Air Superiority, see 14.5, over the hex of the assault. The hex may be in an enemy ZOC, but may not be occupied by an enemy unit.

[17.6] USA AIRMOBILE UNITS (optional) *from JagdPanther #13, by Stephen V. Cole and Allen O. Eldridge, with additional clarifications added*

The USA has two elite airmobile units (rated 2 [range] - 8 [combat strength] - 24 [movement allowance]) to utilize. These units have fixed values and do not have an untried side. They may attack similarly to air units (see rules 14.1, 14.2, 14.3, and 14.4), but air superiority (rule 14.5) is not required.

[17.7] MOUNTAIN UNITS (optional) *from JagdPanther #13, by Stephen V. Cole and Allen O. Eldridge*

Each side has optional mountain units that may take the place of regular infantry units. The mountain units have fixed values and do not have an untried side. The USA has four mountain units, while each of the other sides has two units. Prior to set up, randomly remove a corresponding number of infantry units from the infantry unit pool and add the mountain units to the pool. When selecting units for set up, randomly draw from the infantry unit pool, which now contains a number of mountain units.

- A. Mountain units have modified movement costs for some terrain.
 - a. Wilderness and Broken terrain hexes cost 1 MP to enter (regularly 2 MP).
 - b. Rough and Tundra terrain hexes cost 2 MPs to enter (regularly 3 MP).
- B. Defending enemy units in Broken and Rough terrain hexes have the terrain effects on their Combat Strength modified when attacked solely by mountain units. Units in those hexes have their Combat Strength in defense doubled, instead of tripled as usual.

[17.8] USA SUBMARINES (optional) *from JagdPanther #13, by Stephen V. Cole and Allen O. Eldridge*

The USA developed hydrogen peroxide-powered submarines with technology acquired (stolen) from the British. These submarines can be used to attack aggressor naval fleets.

- A. The USA player is given two submarine units for the Pacific Ocean and four units for the Atlantic Ocean.
- B. During the Combat Phase of the US player turn, the submarines can attack aggressor naval units.
- C. If the attack is successful the aggressor naval unit is lost for two turns. Place the destroyed unit on the game turn track in the game turn in which it reappears. For example, if the aggressor naval unit is destroyed in Turn 1, place it in the Turn 4 box of the turn record track (missing Turns 2 & 3). The unit reappears at the beginning of the Naval Movement Phase of Turn 4.
 - a. When attacking Transport and Amphibious naval units, the attack succeeds on a die roll of 5 or 6.
 - b. When attacking Aircraft Carrier naval units, the attack succeeds on a die roll of 6.
- D. Each attack by a submarine comes at a cost, however. After each attack, whether successful or not, roll one die. On a roll of 1 to 4, the submarine unit is permanently destroyed and removed from the game.

OPTIONAL COUNTER IMAGES

FRONT

PAL  5-6	PAL  5-6	SAU  2-10	SAU  2-10	CAN  3-8	CAN  3-8
USA  3-8	USA  3-8	USA  3-8	USA  3-8	USA AMOB 2 8 24	USA AMOB 2 8 24
USA  *	USA  *	USA  *	USA  *	USA  *	USA  *
ESC  4-8	ESC  4-8	ESC  5-2	ESC  5-2	ESC  5-2	

BACK

CAN  3 ? 8	CAN  3 ? 8	SAU  2 ? 10	SAU  2 ? 10	PAL  5 ? 6	PAL  5 ? 6
		USA  3 ? 8	USA  3 ? 8	USA  3 ? 8	USA  3 ? 8
				ESC  4 ? 8	ESC  4 ? 8