



AIRCRAFT CARRIERS



By Maximilian S. Bachleda
modified by Ted Mantuano

Variant for
SUPREMACY
The Game of the Superpowers

Rules of Play

Playing Equipment

Aircraft carriers are color-matched to each superpower. There are 24 miniature Aircraft carriers, three per superpower. There should be eight decals for each number one through three.

Setting Up

Give each player the aircraft carriers color-matched to his/her superpower. Each player receives three decals, one of each number, one through three. Place one decal on the forward deck of each aircraft carrier.

How to Build Aircraft carriers

Players may build aircraft carriers during Stage 6.

First and Additional Aircraft carriers

Each player may build his first aircraft carrier on the turn following the one on which he built his first nuke. The player must also have built at least one navy on a previous turn. He may build a maximum of three aircraft carriers on this or any sequent turn.

The Cost

A player builds one aircraft carrier by removing one set of resources from his supply center. He must also pay \$1.5 billion to the bank.

Where

A player must build aircraft carriers in a light blue sea next to one of his home territories with a port. He places the miniature aircraft carrier in the sea.

Restrictions

Aircraft carriers may not be built where an opponent's navy already exists or in a sea next to any territory occupied by an opponent. However, he may build in that sea if he has moved a navy there.

Name Aircraft carrier

If you wish, you can name your aircraft carrier after your hometown, mother, wife or girlfriend, etc.

Cargo ability

All large aircraft carriers have a capacity of 16, 14 of which must be used for air units or helicopters!!!. Each unit has a different amount of space that they use up. Here's a list:

<u>Unit</u>	<u>Space Used</u>
Army Unit	1
Tank	2
Helicopter	2
Air Unit	3

How to Move Aircraft carriers

It doesn't cost anything to move a aircraft carrier as they are nuclear-powered. A player does not have to delete any oil. Aircraft carriers can be moved at the beginning of the attack and/or move stages. A aircraft carrier may share the same dark blue sea with opposing navies. The maximum that a aircraft carrier can move is five seas.

How to Attack with Aircraft carriers

Using the Conventional Battle Drill

Aircraft carriers in a light blue sea can attack an opposing navy in the same or in an adjacent light blue sea. Aircraft carriers in a dark blue sea may attack navies in the same dark blue sea or in an adjacent light blue sea.

Aircraft carriers may also attack armies from an adjacent light blue sea. Armies may attack aircraft carriers in an adjacent light blue sea.

Identify Primary Target

During Step A, both players must identify which or navy unit they will attempt to destroy first.

Fire Power Rating Points (FPR)

Fire Power Rating Points indicate the power of a particular type of, navy or army. Each "Basic Navy Unit" (the oblongs which came with your game) has a Fire Power Rating of one. Each "Basic Army Unit" (the cubes) has an FPR of one. Aircraft carriers have a Fire Power Rating of six.

Military Unit	Fire Power Rating Points
Basic Army Unit (cube)	1
Basic Navy Unit (oblong)	1
Aircraft carriers (miniatures)	1
Submarine (miniatures)	6

During Step C, the player with the most armies or navies does not get an extra die. Instead, the player with the highest Fire Power Rating gets the die.

For example, let's suppose a player attacks with one aircraft carrier and two basic navy units against a defender with two basic navy units. The attacker has a Fire Power Rating of three - one for the aircraft carrier and one for the basic naval unit. The defender has an FPR of two - one point for each basic navy unit. The players always add the Fire Power Rating for each unit involved in the battle to their total. The player may if he/she so wishes to apply any air units or helicopters that the carrier is holding to The attack/defense of the ship

Fire Power Edge Points

During Step D of the conventional battle drill, the player with the highest Fire Power Rating adds one Fire Power Edge Point to his die roll for every three points that his Fire Power Rating exceeds his opponent's FPR.

For example, if the attacker has a Fire Power Rating of nine and the defender has an FPR of two, the attacker may add two Fire Power Edge Points to his die roll.

Kill Points

Kill Points indicate the number of points required to destroy a particular type of or navy ship. It takes three points to destroy the "Basic Navy Unit" (the oblong) which came with your game. **Ten points will destroy a aircraft carrier!**

During Step D, a player may destroy one of his opponent's forces if he has enough kill points to destroy the army, navy or aircraft carrier.

Let's suppose in the above example that the defender rolled a seven and the attacker rolled a five. The attacker destroys one basic navy unit. If the defender had chosen the aircraft carrier as his primary target at Step A then he would not destroy it, or anything else. However if he had chosen the basic navy unit, then it would have been destroyed. The surplus points are not enough to destroy another target.

Blockade

A aircraft carrier may be used to blockade a port.

Siege

A aircraft carrier may be used to put an opponent under siege.

Defensive

Coastal Battle Support

A player whose navies and/or aircraft carriers are being attacked by an enemy aircraft carrier may get support from some or all of his armies which are in territories adjacent to the sea where the battle is taking place.

Let's suppose that the defender has two basic navies in the Cape of Good Hope, four armies in South Africa and three in Zaire. If his navies are conventionally attacked by a aircraft carrier, he may get coastal battle support from his armies in South Africa and/or Zaire.

The defender must delete a set of supplies for each territory offering support in the battle. If only South Africa gives support, neither player will have a superior Fire Power Rating. If both territories offer support, the defender will have a superior FPR.

The attacker can remove losses from the navies and/or from any armies offering coastal battle support.

Note: This tactic can also be used when attacking.

Surrender

When a player surrenders a aircraft carrier that has been attacked, he must roll a die to see whether or not the captain scuttles the ship. A one, two or three means the is scuttled and sinks. A four, five or six means it is captured by the attacker.

Other Rules of Play

Spoils of War

When a player loses his last home territory, his aircraft carriers remain in play and under his command for one more turn.

Scuttled or Captured

On the turn following his last turn, the player places his aircraft carriers on the game board in their last recorded position. The aircraft carriers are assumed to be defenseless. They remain there until another player moves a navy into the sea and captures it. When a player attempts to capture the aircraft carrier; the defender rolls one die once. A one, two or three means the ship is scuttled and sinks. A four; five or six means it is captured and may be used by that player

Aircraft carrier Ports

The player may use the ports of the superpower he captured to build more aircraft carriers.

Buying and Selling Weapons

Players may sell aircraft carriers to the other players for whatever terms agreed to, during Stage 6. The seller must immediately move the aircraft carrier to a light blue sea next to one of the buyer's home territories, which has a port.

The buyer exchanges the aircraft carrier for one in his own color and returns the seller's aircraft carrier, which is now out of play.

Winning the Game

If the game ends in Détente, then aircraft carriers are valued at 1500 million each.

Rules Relating to Other Expansion Sets

Deck Two

Squatters' Rights

When a player occupies a light blue sea with an aircraft carrier he may take any resource cards which other players have located there. However, he must disclose the location of his aircraft carrier and place it in the sea.

Warlords and Pirates

Coastal Battle Support

When a pirate is attacked by a aircraft carrier, he always gets coastal battle support from his Warlord allies.

Weapon Price List

Only pirates can buy aircraft carriers. They will pay \$3 billion for each one they are offered. Pirates will sell aircraft carriers to the players. The price they charge is \$6 billion.

The maximum number of aircraft carriers a pirate can own is three. Pirates cannot move their aircraft carriers to another sea.

Conventional Attack

Pirates get an extra die if they have the most fire power points.

Neutron Bombs and Killer Satellites

Aircraft carriers cannot be neutron-bombed.

Technology Transfer to Industry (TTI)

When a player transfers naval high technology to industry, the cost to build and refit aircraft carriers declines according to the schedule below.

Tech Level	Cost (millions)
Transferred	To Build 1 Aircraft carrier
Tech Level 1	1350
Tech Level 2	1200
Tech Level 3	1050
Tech Level 4	900
Tech Level 5	750

Unconventional Forces

Officers may be based on a aircraft carrier. Only admirals have any command effect. However, admirals based on a aircraft carrier have no effect during an amphibious assault.

Assassins may assassinate officers who are based on a aircraft carrier.

Saboteurs can destroy a aircraft carrier. Aircraft carriers are not affected by Biowar, Chemwar but are affected Enviro-war.

Fortuna

Aircraft carriers are effected typhoons or hurricanes on a 6. Pirates can sink aircraft carriers on a 6.