

## 17. Heavy Aircraft Carrier:



As part of the development of the Imperial Japanese Navy and the US Navy, both Nations – Japan and USA – designed Aircraft Carriers that could carry more airplanes than the regular Aircraft Carriers. The largest of these Aircraft Carriers were the Japanese Shinano and the USS Saratoga.

**Attack: 0**

**Defense: 2 (2 dice)**

**Move: 2**

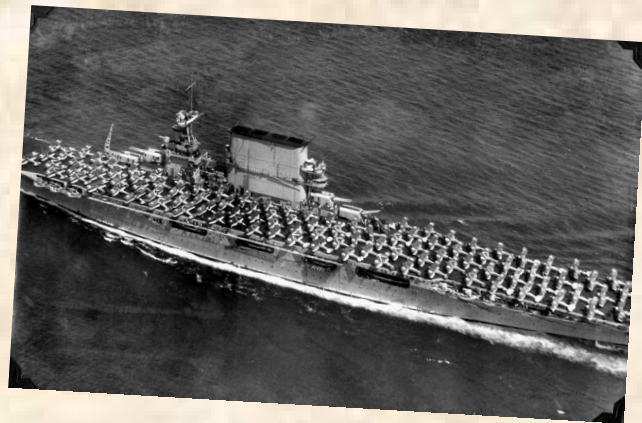
**Cost: 16**

**Maximum on game board: see below**

**Enter game from: Early 1943 (round 7)**

The Heavy Aircraft Carrier unit is a specialized Aircraft Carrier unit.

It operates under rules for Aircraft Carriers with a few exceptions:



The maximum number and combination of air units are:

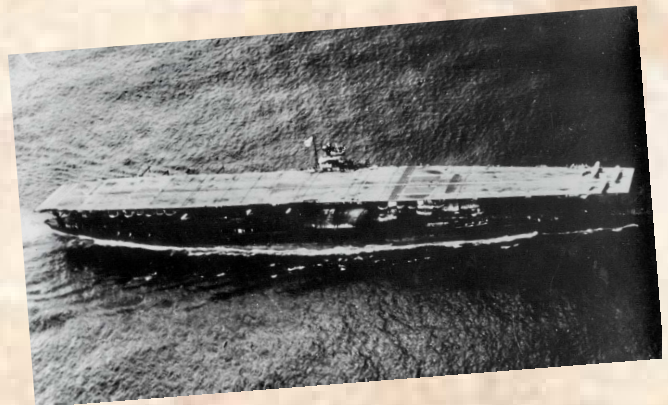
- **4 units** in any combination:
  - *Fighter*
  - *Carrier Based Fighter*
  - *Fighter Ace*
  - *Tactical Bomber*

or:

- **3 units:**
  - 2 *Fighter* units, *Carrier Based Fighter* units, *Fighter Ace* units or *Tactical Bomber* units in any combination
  - Plus 1 *Strategic Bomber* unit.

or:

- **2 units:**
  - *Strategic Bomber* units



A Heavy Aircraft Carrier unit cannot carry the following air units:

- *Air Transport* unit
- *Me 262 Jetfighter* unit
- *Tank Buster & Ground Attack* unit
- *Heavy Bomber* unit

### Exception 2:

A Heavy Aircraft Carrier unit takes 3 hits to sink.

### Exception 1:

A Heavy Aircraft Carrier unit can carry *Fighter* units (see below), *Tactical Bomber* units and *Strategic Bomber* units.

### Note 1:

Both Japan and the United States can each build 2 Heavy Aircraft Carrier units at any *Industrial Complex* that they control from the start of their turn during the game.

**Note 2:**

A maximum of 1 *Heavy Aircraft Carrier* unit can be build from *Early 1943* by each Nation in each round.

**Important:**

When a *Heavy Aircraft Carrier* unit is together with other *Aircraft Carrier* units and/or *Battleship* units, the *Heavy Aircraft Carrier* unit must follow the same rules as *Aircraft Carrier* units concerning taking *Damage Hits*.

**Example:**

A *Heavy Aircraft Carrier* unit is defending together with 1 *Battleship* unit.

The attacker scores 3 hits.

The defender takes 1 *Damage Hit* on the *Heavy Aircraft Carrier* unit.

The defender also takes 1 *Damage Hit* on the *Battleship* unit.

The defender then takes a second *Damage Hit* on the *Heavy Aircraft Carrier* unit

