



# SILVERBIRD

GERMANY'S SPACE PLANE

an Amerika 3D Printed Set



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## **SILVERBIRD: GERMANY'S SPACE PLANE FOR AMERIKA**

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.

The [Sänger Silbervogel “Silverbird”](#) bomber developed from the idea of an intercontinental bomber that would glide around the world on the fringes of space and the Earth’s atmosphere. Launched from a base in Nazi Occupied Europe, it would travel down an approximately three-mile long monorail track, launched initially by V-2 rocket engines into space at a speed so fast, it would circle the earth in only a few hours. Its payload was to be a single composite bomb containing nuclear particles in a fashion similar to “chaff”, with an initial detonation in the higher atmosphere above a city to ensure complete coverage of the nuclear material.

The bomb itself was a 5,000-pound high explosive warhead wrapped in special insulated blankets of radioactive silicone, detonating at about 2,000-3,000 feet above the target city. The end result would be radioactive sickness and death for those on the receiving end.

After mission completion, the bomber would glide back to Germany reentering the atmosphere gradually and landing at a specially designated airfield. The cost of producing the bomb and the bomber itself though would render this weapon as a relatively expensive endeavor suited mostly for preemptive strikes against heavily fortified cities with the aim to wipe them out quickly.



Artwork by:

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## **Silverbird-Atomic Bomb**

These rules were written by and adapted from original concepts by Dakota Carvara.

### **SUGGESTED USAGE NO. 1:**

**Cost: 20                      Atk: 6                      Def: N/A                      Movement: Unlimited**

The Sanger Bomber may be purchased during the Axis Purchase Units Phase and brought onto the map from a European base, delivering its payload in a single roll during the Axis Combat Phase. On a roll of 6 or less, the bomb will have successfully been dropped and detonated at the right atmospheric level over the city. Eliminate all units immediately from the city and place a radiation marker on the city that may be removed at the beginning of the next Axis turn for invasion. Allied units may not reinforce this city for one turn due to residual radiation.

Due to its extreme speed and altitude the Sanger Bomber cannot be shot down. However, due to its high cost and single payload, with no reroll if the first is a miss, it is not recommendable to invest in too many Sangers. Also, for economic reasons, only one Silverbird may be purchased every other turn.

### **SUGGESTED USAGE NO. 2:**

**Cost: 16                      Atk: 6                      Def: 1                      Movement: Unlimited**

The Sanger Bomber may be purchased as an alternative to a normal heavy bomber and can conduct a preemptive strike against cities, which on a roll of six or less, roll one D6 and remove that many units from the city as shown on the die after it is rolled.

The Sanger may only strike against cities, but may strike two cities per turn before returning to base.

The Sanger Bomber, in this variant may be shot down ONLY by jet fighters on a roll of 2 or less by the fighter. Fighters receive a *First Strike* roll against the Sanger. Air combat lasts for only one round due to the Sanger's immense speed. There is no skipped turn penalty between purchases of the Silverbird in this scenario, however only up to three Silverbirds may be purchased and used at a time.



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



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