



# **ZEPPELINS DEATH FROM ABOVE**

**A GLOBAL WAR 3D PRINTED EXPANSION SET**

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# Zeppelin

## “The German Airship”

For use in Axis & Allies 1914 Board Game  
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### Overview

The German airships were operated by the Army and Navy as two entirely separate organizations. When World War I broke out, the Army took over the three remaining DELAG ships. By this time, it had already decommissioned three older Zeppelins, including Z I. During the war the Navy Zeppelins were mainly used in reconnaissance missions. Bombing missions, especially those targeting London, captured the German public's imagination, but had little significant material success, although the Zeppelin raids, together with the later bombing raids carried out by aero-planes caused the diversion of men and equipment from the Western Front and fear of the raids had some effect on industrial production.

### Set Contents

#### **Zeppelin**

Zeppelin (x1) (3D Printed in White or painted Grey)  
Airship Base (x2) (Acrylic Marker)  
Rule Set (x1)

### 1.0: Transport Capability

- 1.1 *Air Transport:* As an air transport the Zeppelin may carry any one infantry-class unit in non-combat movement only. It may move to, and pick up passengers but must land when it delivers its cargo. The Zeppelin in this role may be taken as a combat casualty but only if it is the last unit remaining. The delivery of reinforcements is subject to air superiority combat per Axis and Allies 1914 rules

## 2.0: Zeppelin Airship

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*The standard Zeppelin was a rigid airframe dirigible propelled by four to six small exterior propulsion nacelles driven by a twin screwed propeller on each nacelle. Initially the Zeppelins were intended to support naval operations or artillery support on land by serving as a spotter, or reconnaissance unit. Later models were converted to carry small payloads of bombs to drop on either enemy battle lines, strategically important fortifications, such as ports and airfields, or even on cities themselves.*

Unit	Attack	Defense	Move	Cost
Zeppelin	2	1	6	16

*The Zeppelins may participate in ground combat as an attacking unit and may be taken as a casualty only if the enemy has fighters in the area to contest the airship.*

*Zeppelins may alternatively strategically bomb key facilities and cities, successfully hitting on a 2 or less. If successful, roll one D6 and the result is the amount of damage the Zeppelin has dealt to the target.*

Spotter: The Zeppelins may also serve in ground and naval engagements as a “spotter” rather than as a combatant. For a Zeppelin to serve as a Spotter, it must be declared as such prior to combat engagement. In this role, the Zeppelin gives a +1 to artillery strikes on land, so long as the player in control of the airship maintains air superiority, and to Battleships and Cruisers at sea on a 2:1 unit ratio.

### 3.0: Super Zeppelins

*Later in the war, it was drawn up by members of the Imperial German command to build a form of “Super Zeppelins” which could not only serve the role of a normal Zeppelin but also, to address their vulnerability to aircraft, they would be equipped to carry up to three specially designed fighter escort units to be deployed from an internal launching system with the possibility to be recovered through a skyhook system or, land at an allied airfield.*

Unit	Attack	Defense	Move	Cost
Super Zeppelin	3	2	6	20

3.1 Armor Protection: In recognition of the Zeppelin’s vulnerability to damage to their engines and vital areas, thin amounts of reinforced steel plates were added to give an added sense of protection to the crews. This along with the innovation of a flame retardant lacquer applied to the outer skin of the Zeppelin to diminish the effect of incendiary rounds that fighters often carried. With these protective additives, a Super Zeppelin may take two hits before being destroyed.

3.2 Increased Carrying Capacity: An unexpected positive that came out of both enlarging and armor plating sections of the Zeppelin were that the reinforced frame of the airship allowed for a greater capacity to carry either bombs, or to serve as an aerial transport capable of artillery transport.

- If deployed as a transport unit, the Super Zeppelin may take up to, either two infantry units, or, a single Artillery unit. These combat units may only moved during non-combat and the ship must land in the territory it plans to deploy to deploy the reinforcements to; as with normal, air superiority does apply in accordance with the official rule set.
- If used to support ground combat, it has the attack and defensive stats as listed above, however, if used as a tactical bomber it will roll on D6, being successful on a roll of 3 or less. If successful, the damage taken to the facility or city is 1 D6+2.

3.3 Defensive Fighter Deployment: The biggest feature about these “Super Zeppelins” that made them appealing to the Imperial Command was the ability for the Zeppelin to deploy up to three fighter units from internal hanger bays to act as a defensive screen for the Zeppelin to counter enemy fighters sent to destroy the Zeppelin; even better was the ability for the units to be recovered through a revolutionary “Sky-Hook” system.

- In the event the Zeppelin enters a combat zone containing enemy fighter units, the Zeppelin may deploy one fighter unit of its own as a free “scramble” action. This may also be done when attacked by scrambled enemy fighters from an enemy territory.
- So long as the Zeppelin maintains undamaged it may retrieve its fighter unit at the end of combat, during non combat. If the fighter is destroyed, it can be replaced for *half* the cost of a normal fighter, but can only be done at an *Airship Base*.
- If the Super Zeppelin is damaged, it cannot land freely and must return to an *Airship Base* for repairs. The Cost for repairs is 1 D6.

3.4 “Spotter” Ability: The Super Zeppelin maintains the ability of being a “Spotter” following the same rules as with a normal Zeppelin but with one exception; this ability can only be used so long as the super Zeppelin remains undamaged.

## 4.0: General Rules

*This section covers what are considered “General Rules” that may not be necessarily be covered by the standard rule book for Axis and Allies: 1914 or for the added purpose of integration of this specific unit and scenario.*

4.1 Scrambling Fighters: With this game addition comes an added ability to all fighters of all nations. Fighters may now scramble immediately in the case of a Zeppelin attack to destroy the Zeppelin. Scrambled fighters hit on a roll of 1. In the case of the Super Zeppelin, the fighter of the super Zeppelin rolls against each fighter

unit engaging the Zeppelin, hitting successfully on a 2 or less. For each fighter the escorting Zeppelin fighter hits on, is immediately removed from combat without getting to roll against the Zeppelin or the fighter. This Scramble combat is resolved in a single round of rolling, regardless of whether there are no casualties or enemy aircraft remaining.

*Example: A super Zeppelin attacks London for a strategic bombing and London scrambles three fighters. The German Player scrambles his fighter unit in response and rolls one die per enemy fighter. He rolls a 1, 3, and 5. The 1 is a hit, resulting in the immediate removal of one British Fighter, leaving two fighters to roll against the Zeppelin and opposing fighter.*

**4.2 Neutrality Movement:** The Zeppelins may move through neutral territories as if it were a friendly territory, but it may not under any circumstance attack the territory, land troops in or land itself in the territory so long as it remains neutral.

**4.3 Zeppelin Movements:** Zeppelins may, as previously mentioned in the case of being a transport, land in any friendly or contested territory so long as there is one friendly infantry in that territory and, in the case of the Super Zeppelin, the airship is undamaged. The Zeppelin may only do this once per flight and after this is done, must return to an *Airship Base* to resupply, refuel and repair.

**4.4 Building the Zeppelin:** The standard Zeppelin is built in a two stage process, whilst the Super Zeppelin takes three stages, each stage taking a turn to complete from the Air Base it is purchased and deployed from. Due to this, the Zeppelin is available at the start of the game but the Super Zeppelin will not be available until the fourth round of play.

**4.5 Airship Bases:** The *Airship Base* marker is the representation of specially designed sheds, facilities and barracks that made up the operational headquarters for the operation of a Zeppelin. This functions much like any other facility and has the following statistics:

Facility	Attack	Defense	Move	Cost
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Airship Base	0	1	N/A	12
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- The *Airship Base* takes one turn to build and may be constructed as a free standing structure in any territory that belonged to Imperial Germany from Game's start or its minor allies.
- The Airship base may take up to its IPC value of damage before being destroyed, but is rendered inoperable once it has taken four or more damage. It costs 1 IPC to repair one point of damage.



Further information on the Zeppelin [HERE](#)

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