

# Luftschiff Summary

## Zeppelin Movement

- Wind Cards in Play (don't affect Air Speed counter, only final movement)
- Air Speed (Based on Horsepower in available Engines)
  - Running Silent = Horsepower 0

## Zeppelin Lift

- Elevator position (when airspeed  $\geq 2$ )
- Static Lift (affected by:)
  - Ballast Coin
  - Petrol Coin
  - Equipment weight:
    - Every token removed = 1 static lift
      - Crew, equipment, petrol, spares may only be dropped from first time Zeppelin is damaged
    - Breeches (can be dropped ANY time without crew action)
    - Position of Crew (moving between sections changes lift)
  - Pressure Changes over altitude
    - Crossing valve barriers reduce lift in sections permanently
- Actual Lift:
  - Inertia marker moves 2 spaces towards total Lift
  - Zeppelin moves up/down based on inertia marker position

## Zeppelin Weapons

- No ATA or ATG within clouds/fog (unless air car used)
- Machine Guns within Arc
  - Range + d6 based on back of book  $\leq 12$
- Bombs
  - Drop when bomb bay section is directly over static target
    - Only when inertia between -150 and 150
    - Not while moving backwards
    - Not at blacked-out target at night without Flare
  - Up to 3 in one action
  - Roll d6 per bomb, hit on:
    - LA: 1,2
    - HA: 1
  - Naval targets: Roll on K5 (back of rules) for damage
- Flares
  - Searchlight crews disrupted
  - Illuminates blacked-out targets
  - Over Hostile? - New Situation card next turn

## Situation Cards

- 10 Maritime (Day), then shuffle all cards & 10 Hostile (Night) and then 10 Maritime (Day) according to scenario
- Draw 1 OR on d6
  - Maritime: 1
  - Hostile Night: 1,2
    - Running Silent: 1
  - Hostile Day (or searchlight always): 1,2,3,4
    - In/above clouds, Running Silent: 1

## Crew Actions

- Movement: To adjacent section along arrows
  - Note: Changes static lift 1 step when moving between sections
  - May drag 1 counter or ballast coin with them
- Control Car (& Emergency Control):
  - Move Elevator: CC, P
  - Switch off/on Engine: CC, P, M (also from engine location)
  - Reverse Thrust: CC, P, M (only engines in section C)
  - Drop Ballast: CC, P
  - Pump Petrol Coin to adjacent tank: CC
  - Open Valve to let out gas from cell: CC, P, S (also may be done from cell directly)
  - Drop Flare: CC
- Repair Gas Cells: CC, P, S
  - Only if spares token on board
  - Repair rolled during damage effect
- Repair Engine: CC, M
- Unjam in Keel or Stabiliser/shovel 1 step snow: CC, M
  - actions on stabiliser only at airspeed  $\leq 2$
- Jettison Equipment + Engines (once Zeppelin is damaged): Any crew
  - Each token = 500kg/1 Step Lift
  - Jettison Corpse: P only
- Report Enemy Positions: Free action
  - Only if Dynamo/Wireless counter on board
- Fire Machinegun: Any
- Release Aircraft: Any (see E21)
- Heal Thyself if disrupted: 1/6
- Bail Out: See E28/E29

## Calculate Damage

- See back page for damage dice details for weapons
- Roll dice based on weapon + range on nearest section to determine which cells damaged
  - $< =$  next cell,  $<< =$  next 2 cells also damaged
  - c: critical IF weapon is critical (not Flechette, Dart, Rocket or Grenade)
  - $\therefore$  explosion if cell has 1 coin in it and not empty (oxygen contamination)
    - only if Dart, Bomb, Rocket. (Also Machineguns, Cannons, Light Flak or AA from 1916)

## Damage Effects

- Front Engine: Powers Dynamo
- Dynamo not working/present:
  - at HA or VHA 1/6 chance each turn of each crew being disrupted due to heating failure
- Crew Injury disrupts
  - Second disruption kills crew
- Cell Leakage 1d6:
  - 1: Repaired if crew in cell & spares available. (&2 if crew experienced)
  - 6: 1 coin leaks (reduce lift 1 step)
- Jammed Controls: 1/6 to repair
- Jammed Engine/Gun/Equipment: 1d6
  - 1: Repaired
  - 6: Permanently Broken

## Enemy Aircraft

- Low fuel (1 Coin): Return to base
  - Out of fuel: glide: see H7
- No ATA in clouds/fog
- Never reduce speed below stall speed
- Climb: Reduce speed per climb
- Dive: Increase speed per dive
- Plummet: Double airspeed
- Immelman: Climb 2 steps & U-turn (decrease airspeed 3)
- U-turn: reverse direction -1 airspeed
- Wingover: drop 2 steps & U-turn (no change in airspeed (H6))
- Hammerhead: Climb steps so airspeed 1 below stall speed, end turn facing upwards.
- Stall: Must plummet, random left/right turn after plummet
- Takeoff/Landing: See H13,H14
- Reload: d6: 1 for P, 1,2,3 for Observer
- Light Flak: <1600m, d6:
  - Night, hit on 1
  - Day/searchlight: 1,2,3
- Heavy Flak: >1500m
  - Day/searchlight: 1/d6
  - Night: 2/2d6

## Weather

- Clouds/fog prevent ATA/ATG
- Rain, Hail & Snow, Gusts, St Elmos Fire: No effect unless a cloud card is also in play
  - Rain: static lift in all sections reduced 2 steps
  - Hail: Flechettes dropped at range 2 in all sections!
  - Snow: 8 Steps of load on section D
  - Gusts: LA only: Zeppelin destroyed if airspeed > maneouvering speed