

JUST PLAIN WARGAMES™

Space Nazis from HELL!

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- 1.0 INTRODUCTION
- 2.0 COMPONENTS
 - 2.1 Map
 - 2.2 Charts and Tables
 - 2.3 Unit Counters
 - 2.4 Space Record Sheet
 - 2.5 Scale
- 3.0 SEQUENCE OF PLAY
- 4.0 MOVEMENT
 - 4.1 Speed
 - 4.2 Turning
 - 4.3 Limitations
 - 4.4 Edge of Space
 - 4.5 Collisions
- 5.0 COMBAT
 - 5.1 Attacking
 - 5.2 Facing
 - 5.3 Damage
 - 5.4 Repair
- 6.0 ASTEROIDS
- 7.0 SPACE FORTRESS GROSSDEUTSCHLAND
 - 7.1 Fighter Launch
 - 7.2 Fighter Recovery
 - 7.3 Laser Drills
 - 7.4 Movement
 - 7.5 Destroying the Space Fortress
- 8.0 NATIONAL SOCIALIST ARDOR
- 9.0 SCENARIOS
 - 9.1 Duel
 - 9.2 Ambush
 - 9.3 Rock and Roll
 - 9.4 Space Fortress Grossdeutschland
 - 9.5 Betrayed!
 - 9.6 Milk Run
 - 9.7 Armageddon
- 10.0 DESIGNING YOUR OWN SCENARIOS
 - 10.1 Orders of Battle
 - 10.2 Starting Locations
 - 10.3 Victory
- 11.0 CREDITS
- 12.0 DESIGNER'S NOTES

Obergruppenstoßbannführer Nils Nemo eased his Me-307 space fighter in behind his target. The unsuspecting American in his Brewster P-77 Buffalo II was no match for him. Pausing only to lock the fighter into his sights, Nemo opened fire. Several bolts from the rail guns made direct hits, and the enemy fighter exploded in a ball of fire. "When will they learn that resistance is useless?" he thought, bringing his fighter around. "The Reich shall endure for a thousand years!"

1.0 INTRODUCTION

Space Nazis From Hell! is a game of space fighter combat set in an alternate universe in which Germany won the Second World War. The Third Reich developed nuclear weapons in the winter of 1942. Using them, they were able to crush Europe by the end of 1943. Russia was bombed into submission by January 1944, and China followed soon after. Unwilling to share the world with anyone, Germany then declared war on the Japanese, their erstwhile allies. The warriors of the Rising Sun fought hard, but the Empire of Japan was defeated by the middle of 1945. Hitler's sights were then set on the United States, the last major world power not under his control.

Under cover of night, a daring American suicide commando team entered the Peenemunde complex. Using the Nazis' own nuclear weapons, they succeeded in blowing the entire complex, as well as the entire scientific staff, to bits. The Nazi nuclear program was over.

Faced with this, Hitler "annexed" the United States and declared himself World Führer. As far as he was concerned, the Americans needed to wake up and smell the coffee. The war was over, and he had won! The Americans, of course, differed with this opinion.

Over the years, the Germans made attempts to attack and invade the U.S., and they were always repelled. The Germans continued to consolidate their hold on the planet, eating up the weaker countries, and isolating the U.S., Mexico, Canada, and South America from the rest of the world. Soon after the end of the war, these remaining bastions of freedom merged, forming the Greater United States of America.

After years of research and testing, the Germans thought they had made the crucial breakthrough. Their initial successes had come with the Me-163 Komet and the V-2 rocket. Based on this, they devised a fighter capable of leaving the atmosphere. When a complete squadron of these had been built and the first generation of the Führer's elite Space Nazis had completed their training, they left on a mission to destroy Washington D.C., in hopes of ending U.S. resistance. When they arrived at their target, they met a rude surprise! American space fighters and an American Moon Base! The liberation of Earth from the Space Nazis had begun!

Each section of the rules of *Space Nazis From Hell!* is numbered, and paragraphs within each section that discuss important concepts are identified by a second number, like this: 2.2. When that section contains subsections, these are identified like this: 2.24.

When the rules refer to another, related paragraph, they will have the number identifying that rule included parenthetically, like this: (2.2). This will help you find that rule for comparison or reference.

2.0 COMPONENTS

Space Nazis From Hell! includes a rules booklet, one 22x34-inch map, one record sheet for each player, one charts and tables card, and a set of 100 game counters. If any component is defective, please return it for prompt replacement. You will also need a ten-sided die, and a pencil for each player.

2.1 Map

The map is divided into hexagons (called hexes) which define the fighters' positions like squares on a chessboard. There are also three hexes marked with the letters "P," "A" and "L" to aid in setting up the game counters. All other symbols on the map are irrelevant and included only for their decoration value. The game map, like space itself, should be considered a void.

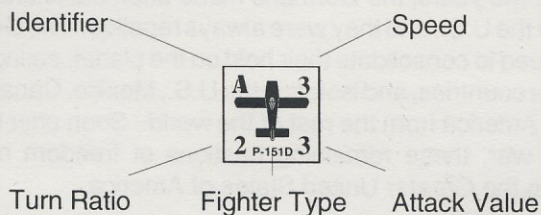
2.2 Charts and Tables

The Attack Table, used for determining the success of attacks on enemy fighters and the Damage Location Chart, used to determine where hits occur and what effect they have, are located on the back of this rules booklet.

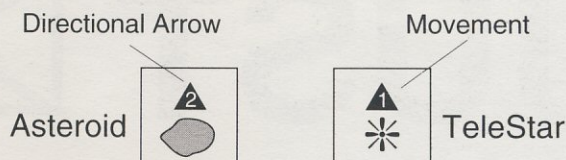
2.3 Unit Counters

The die-cut cardboard playing pieces included in the game represent various space fighters of the alternate future and are variously referred to as "ships," "space fighters" or "counters" within the rules. American fighters are blue; Space Nazi fighters are red. Space Nazi fighters of the elite 999th Squadron are red with 'SS' markings. The American player controls all American fighters and the Space Nazi player controls all Nazi fighters. There are also 20 asteroid counters.

Sample Fighter



Sample Asteroids



2.4 Space Record Sheet

A record sheet is provided on which each player records damaged suffered by his space fighters and notes their velocity (4.1). This should be photocopied for repeated use. Write the type of space fighter in use in the left-hand column, and the Identifier of each individual fighter. As the fighter suffers damage, note this in the appropriate column until the fighter is destroyed and crossed off the sheet.

2.5 Scale

Each counter represents an individual space fighter. Each hex is one heck of a long way across, if not farther.

3.0 SEQUENCE OF PLAY

Space Nazis From Hell! includes seven scenarios, each a complete game in itself. The game is played in a series of turns, each of which follows the following sequence until one side or the other has been defeated, or the conditions of a scenario have been fulfilled:

1. Initiative Phase. Each player rolls the die. The player with the highest roll is called the "Initiative player" and moves first, followed by his opponent, the "non-initiative player."

2. Asteroid Phase. If asteroids are in play, the non-initiative player moves all asteroids (6.0).

3. Action Phase. The initiative player moves and fires with all, some or none of his space fighters, or fires and then moves, whichever he chooses. The non-initiative player then does likewise. Combat results take effect immediately, with one player's actions affecting the next. If a player elects to move his ships first and then fire, he must move all ships that will move this turn before he fires. The moment he resolves an attack, his movement has ended. The same is true if he elects to attack first — in that case, all combat must be resolved before any space fighters are moved. If any fighters are moved, the combat has ended for the player that turn, and he must continue on to move his fighters.

4. Repair. Each player, in turn, attempts to repair damage (5.3).

4.0 MOVEMENT

4.1 Speed

Each space fighter has a rating for speed. This determines the forward velocity of the space fighter. Each turn, the space fighter may accelerate (increase its velocity) or decelerate (decrease its velocity) by this amount. The velocity for each space fighter is noted on the Space Record Sheet. Any change in velocity is kept secret until the space fighter is moved.

4.2 Turning

Each space fighter also has a Turn Ratio. This is important for maneuvering. The turn ratio is the number of hexes a fighter must move forward before it can change direction by one hex-side.

Space Nazis From HELL!

Example: The Space Nazi player wishes to send a Ju-287 space fighter, heading for the right-hand side of the mapsheet, in the opposite direction toward the left-hand side. Since the Ju-287 has a turn ratio of "4," it must travel four hexes before its direction can be changed by one hex side - thus it must move 12 hexes to make the desired change of direction.

Turning does not cost any movement points, but you must move the appropriate number of spaces before doing so.

4.3 Limitations

A space fighter may have a forward velocity of 0. No space fighter may move in reverse. The maximum velocity a space fighter may attain is 15 hexes per turn.

4.4 Edge of Space

If a space fighter leaves the map, it is out of play for the rest of the scenario and considered destroyed unless the scenario instructions specify otherwise.

4.5 Collisions

Any number of space fighters may occupy the same hex, but if more than one is present a collision may occur. Roll the die. On a result of 8, 9, or 10, the ships have collided and are considered destroyed. Remove them from the board. This roll is made each time a new space fighter shares a hex with one or more other ships, at any point during the turn.

For example, if a space fighter enters a hex already containing five space fighters which have survived collision die rolls and the controlling player rolls an "8," all six fighters are destroyed in a massive explosion.

If a space fighter shares a space with an asteroid (6.0), make the collision die roll twice. If a collision occurs, remove the space fighter from play. The asteroid continues on its path.

5.0 COMBAT

Combat is performed by using the blasters, torpedoes, missiles, and rail guns of the various ships to inflict damage on your enemies.

5.1 Attacking

First, count the hexes between the attacker and the target, including the target's hex, but NOT including the attacker's hex. This yields the range. Once you have the range, roll the die. Subtract the attack range plus any other modifiers (5.22) from the die roll. Cross-reference the result with the attack value on the Attack Table. The result is the number of hits scored on the enemy space fighter.

Example: A Space Nazi Vj-666, with an attack value of 2, attacks an American P-77 at a range of three hexes. The Space Nazi is firing toward the P-77's rear facing, so there is no modifier to the die roll. The Space Nazi rolls the die, and obtains a 7. The range of 3 is subtracted, yielding a 4. He compares this result with the Attack Table, which results in two hits on the American fighter.

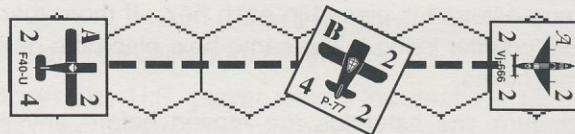


5.11 Each space fighter may only attack once per turn, but may be attacked by any number of enemies.

5.12 Attacks may pass through a hex occupied by a

third space fighter. Thus, one space fighter may not "screen" or "block" another's fire.

Example: The American F40U may fire at the Space Nazi Vj-666 in the drawing below, even though the American P-77 is between the attacking space fighter and its target.



5.13 Subtract one from the die for every five points of difference in velocity between the attacking space fighter and its target.

Example: A Space Nazi Me-307 with a velocity of 12 fires at an American P-77 with a velocity of 3. One is subtracted from the die roll, as the difference in velocity is nine.

5.2 Facing

A space fighter must always face a flat hex. Its side may attack in any direction, even to the rear. However, the direction from which an attack strikes its target affects the result of the attack.

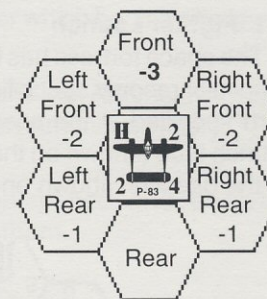
5.21 Trace the path used to determine the range, using the shortest line between the attacking space fighter and its target. The last hex through which this path passes before reaching the target is used to determine the facing from which the attack strikes the target.

5.22 The combat die roll is modified for target facing:

-3 for attacks through the target's front.

-2 for attacks through the target's right or left front.

-1 for attacks through the target's right or left rear.



There is no modifier to attacks through the target's rear facing.

All modifiers, including velocity modifiers, are cumulative.

5.3 Damage

Once an attack is successful, determine the hit location. Roll the die once for EACH hit, and compare the result to the Damage Location Chart. Note any damage inflicted on the Space Record Sheet.

5.31 All damage effects are cumulative.

5.32 If a space fighter loses all of its speed, it continues in the same direction and at the same velocity until it leaves the board. If the Turn Ratio of a space fighter exceeds 8, it may no longer turn.

5.4 Repair

Once each turn, players have the chance to repair damage to their ships. After all movement and attacks are complete, roll the die once for each damaged space fighter. If the result is 6, 7, 8, 9, or 10, one hit has been repaired. Erase it from the Space Record Sheet. A space fighter which has been destroyed may not attempt repair.

6.0 ASTEROIDS

Some scenarios include asteroids. To set these up, place all asteroid counters in your hand. Drop them on the game map from a height of two feet. Place each counter in the hex in which it has most nearly fallen, pointing toward one of the six adjacent hexsides, as closely as possible to the direction in which it fell. Only one asteroid is placed in each hex. If more than one asteroid counter lands in the same hex, place the extras in adjacent hexes.

Each turn, the asteroids are moved before any space fighters. Following the arrows on the counters, move them the number of hexes marked in the upper right corner. There may be more than one asteroid in a hex, and they never collide with one another.

When an asteroid reaches the edge of the map, the non-initiative player rotates the asteroid up to 3 hex sides and moves it the appropriate number of spaces on the board. This simulates continuing asteroid activity.

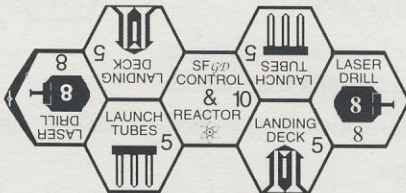
One of the asteroid counters represents TeleStar, a dead communications satellite. If a Space Fighter collides with the TeleStar, both are removed from play.

7.0 SPACE FORTRESS GROSSDEUTSCHLAND

The pride of the Space Nazis, Space Fortress Grossdeutschland, is found on the cardstock sheet containing the Attack Table and Damage Location Table. Cut this card along the dotted line, then cut out the space fortress along its outer lines.

7.1 Fighter Launch

The space fortress has hangar bays from which it can either launch or recover space fighters. Fighters are launched on the turn specified in the scenario instructions. They leave the launch tube (shown on the Space Fortress) at a velocity of 10 in the direction shown on the launch tube.



7.2 Fighter Recovery

Space Nazi fighters may land at either of the Space Fortress' landing decks. To do so, the fighter must enter the landing deck hex from the direction indicated on the Space Fortress, at a velocity of one. Once a space fighter has landed it may not take off again during the scenario. It is not counted as destroyed unless the space fortress is itself destroyed.

7.3 Laser Drills

Space Fortress Grossdeutschland is equipped with two boringly powerful laser drills mounted in armored turrets. Each has an attack value of 8 and is treated exactly like a space fighter's attack strength. Each is fired separately — thus, unlike space fighters, Space Fortress Grossdeutschland may attack twice per turn. Laser drills may fire at any target.

7.4 Movement

Space Fortress Grossdeutschland may not move. Its velocity is always zero. Only Space Nazi fighters landing in the space fortress and enemy space fighters attempting to ram (7.55) may enter a space fortress hex.

7.5 Destroying the Space Fortress

Though the Space Nazis have protected Space Fortress Grossdeutschland with face-hardened titanium, a determined attack will pierce its tough hide.

7.51 Damage. Each section (hex) of Space Fortress Grossdeutschland is marked with an armor factor. This represents the number of hits required to destroy that section. Fighters may not take off or land from destroyed launch tubes or landing decks. Destroyed laser drills may not fire.

7.52 Nuclear Explosion. If the command/reactor section is destroyed, the space fortress and ALL space fighters — American or Space Nazi — within five hexes of the reactor are immediately vaporized.

7.53 Repair. Space Fortress Grossdeutschland may not be repaired (5.4).

7.54 Asteroids. Collision with asteroids (4.5) inflicts two hits on the section of Space Fortress Grossdeutschland with which the asteroid collided. Remove the asteroid from play.

7.55 Ramming. Collision with a space fighter (4.5) inflicts three hits on the section of Space Fortress Grossdeutschland with which the fighter collided. The fighter is considered destroyed and removed from play.

8.0 NATIONAL SOCIALIST ARDOR

Due to their high level of training, dedication and sheer stupidity, Space Nazi fighters flown by SS pilots, add one to the die roll when firing at enemy fighters.

9.0 SCENARIOS

The scenarios are presented in order of complexity. It is recommended that they be played in this order. Note that most scenarios have no time limit - play continues until one side or the other is destroyed or has otherwise fulfilled its victory conditions.

9.1 Duel

An inexperienced Space Nazi patrol with something to prove has chosen to go after the first U.S. pilot they could find.

U.S. Space Force units:

1 x F40U Corsair II

Set up first anywhere along the top edge of the map with a velocity of 4.

Space Nazi units:

2 x Me-225

Set up in adjacent hexes anywhere along the bottom edge of the map with a velocity of 6.

Victory: The Space Nazi player wins if the U.S. space fighter is destroyed, or moves off the map. The U.S. player wins if both Space Nazis are destroyed, or move off the map.

9.2 Ambush

A U.S. patrol is caught unawares by a Space Nazi ambush.

U.S. Space Force units:

5 x P-151D

Set up first play in any hexes within three hexes of hex "A" with a velocity of 6 or less.

Space Nazi units:

5 x Vj-666

Set up in adjacent hexes anywhere along the top edge of the map with a velocity of 4 or less.

5 x Vj-666

Set up in adjacent hexes anywhere along the bottom edge of the map with a velocity of 4 or less.

Victory: The Space Nazi player wins if the USSF fighters are destroyed AND he hasn't lost more than half of his fighters. The USSF player wins if all Space Nazis are destroyed. Any other result is a draw.

9.3 Rock and Roll

A flight of Space Nazi Me-307 fighters are checking out the Asteroid belt when they are jumped by a force of U.S. fighters.

U.S. Space Force units:

10 x P-77 Buffalo II

2 x P-83 Lightning II

Set up anywhere along the edge of the map, at any velocity up to 3.

Space Nazi units:

5 x Me-307

Set up first in any hexes within two hexes of hex A.

Special Rules: Set up all asteroids.

Victory: The U.S. player wins if all Space Nazis are destroyed. The Space Nazi player wins if more than half of the U.S. ships are destroyed or withdraw.

9.4 Space Fortress Grossdeutschland

The Space Nazi stronghold at the L-5 site must be destroyed, or the future of America is in danger! A daring raid, led by crack American aces, is the only hope, but the feared 999th Squadron stands in their way.

U.S. Space Force units:

5 x P-83 Lightning II

10 x P-151D Mustang II

Set up first anywhere along the edge of the map, at any velocity up to 3.

Space Nazi units:

Space Fortress "Grossdeutschland"

Set up with command/reactor section in hex "A." Place the space fortress so that its sections correspond with the map's hex grid.

10 x Me-225

2 x Fw-290

Set up in any hexes within three hexes of the Space Fortress, at a velocity of 3.

Special Rules: Set up all asteroids.

Space Nazis From HELL!

During the course of the scenario, the Space Nazi player receives reinforcements as follows:

Turn	Forces
1	2 Me-225
2	3 Me-225
3	3 Me-225
6	2 Me-225, 2 Fw-290

These are launched from either tube.

Victory: The U.S. player wins if he destroys the space fortress. The Space Nazi player wins if all U.S. forces are destroyed.

9.5 Betrayed!

The Americans have been sold out by a nest of Nazi sympathizers within the Command! This is the chance the Space Nazis have waited for, to put those cocky Americans in their place. Flight plans for a crack squadron of Corsairs have been secured, and the Space Nazis want the squadron destroyed.

U.S. Space Force units:

5 x F40U Corsair II

Set up in adjacent hexes anywhere along the left edge of the map with a velocity of 4.

Space Nazi units:

5 x Me-307

Set up anywhere along the right edge of the map with a velocity of 6.

10 x Me-225

Enter on turn 5 or any turn thereafter which begins with fewer than 4 Me-307 still on the board.

Victory: The Space Nazi player wins if all American fighters are destroyed. Any other result is an American victory.

9.6 Milk Run

A Space Nazi bomb run has been spotted, and American forces have been sent up intercept them.

U.S. Space Force units:

10 x P-151D Mustang II

Set up anywhere along the left edge of the map with a velocity of 4.

Space Nazi units:

5 x Ju-287

20 x Me-225

Set up first anywhere within three hexes of hex "L" with a velocity of 3.

Special Rules: After 10 turns, the Ju-287s may leave the map, and are not considered destroyed.

Victory: The U.S. player wins if all Ju-287s are destroyed. The Space Nazi player wins if any of the Ju-287s leave the map after the 10 turns, or if all U.S. space fighters are destroyed.

9.7 Armageddon

The Space Nazis have mounted a major offensive against an American asteroid base. This is their finest hour.

U.S. Space Force units: All American space fighters are available. Any 20 start the game set up first along the left

edge of the map. The remainder enter on the left edge of the map on turn 3. All begin play with a velocity of 4.

Space Nazi units: All Space Nazi fighters are available. Any ten start the game along the right edge of the map. Each turn, another 10 fighters enter the game along the right edge of the map until all Space Nazi units have entered play. All begin play with a velocity of 4.

Special Rules: Set up all asteroids.

After turn 10, U.S. space fighters leave the map and are not considered destroyed, since the asteroid base has been evacuated.

Victory: The U.S. player wins if he has 15 counters remaining (counting those which have voluntarily left the map) at the end of turn 15, or if all Space Nazis have been destroyed. The Space Nazi player wins if he destroys all American space fighters.

10.0 DESIGNING YOUR OWN SCENARIOS

Players can easily generate their own scenarios, using the system below.

10.1 Orders of Battle

Each fighter type has its own point value, as listed below:

USSF:

- P-77: 2
- P-151D: 7
- P-83: 6
- F40U: 8

SPACE NAZIS:

- Vj-666: 4
- Me-307: 7
- Fw-290: 6
- Me-225: 2
- Ju-287: 1

Players should agree on a number of points, usually somewhere from 20 to 30. Each player may then choose space fighters whose total point value does not exceed the agreed point total.

10.2 Starting Locations

Next, players must determine where their forces begin play, by rolling one die, checking the table below and applying the result:

- 1: Within two hexes of right-hand side.
- 2: Within two hexes of left-hand side.
- 3: Within two hexes of top.
- 4: Within two hexes of bottom.
- 5: Within two hexes of hex "P."
- 6: Within two hexes of hex "L."

If both players roll the same number, both roll over. Roll the die one more time; the result is the velocity at which all space fighters begin play.

10.3 Victory

Before beginning play, each player chooses one of the victory conditions listed below and notes this secretly on his Space Record Sheet.

- A: Destroy half of enemy space fighters.
- B: Exit all own space fighters from opposite side of mapsheet.

The player wins who achieves his own victory condition and prevents his opponent from achieving his. Any other result is a draw.

ALL THE WORLDS' FIGHTING SHIPS - 1997

...During the 1970s & 80s, both sides decided to build space-borne fighters. Using scientific theory created by Albert Einstein and others, a rocket propulsion system was developed in the States under the utmost secrecy. The work showed promise, but was still in the developmental stage when Nazi spies stole copies of the research reports. Once they had this material, a crash program began in Berlin. The Nazis reproduced the results of the research, but did not fully understand it. Believing that the information represented the end of a research program, they implemented the raw data as they saw it. The result was ships that were not as advanced as the later American space fighters, and therefore not quite as good.

The basic theory behind the drive involves an energy field surrounding the craft and nullifying gravity. Then, a chemical engine allows forward propulsion. This also allows ships to be built without excessive heat shielding (as was once thought necessary), as the field dissipates heat quite effectively.

United States Space Force.

Developed in secret during the aftermath of World War II, the U.S. Space Force fighters are quite impressive in ability and form, but unfortunately have not been produced in great enough numbers to beat back the forces of the Reich. Luckily, the skill of the pilots and the quality of the ships have kept the Space Nazis at bay.

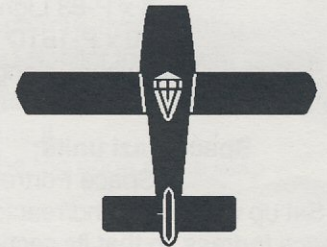
Early on, the decision was made to start the space fighter program with the same airframes used in the early part of the war. It was believed that the frames were sturdy, and cost and development time could be cut.

Brewster P-77 Buffalo II

Built by the Brewster Aeronautical Corporation, this was a logical extension of their original WWII fighter. Chosen due to its sturdy frame (not its service record), this sped up the design process of the first space fighter. Powered by a Hughes Mk. 7 SpaceJet engine, the Buffalo is a sturdy, adequate fighter, quite capable of a good point defense. Initially seeing action against the Vj-666, it was quite successful. Unfortunately, when the Me-307 came on the scene the Buffalo was quickly outmatched.



P-77



P-151D

North American P-151D Mustang II

Built early in the conflict, this fighter was intended to be used

Space Nazis From HELL!

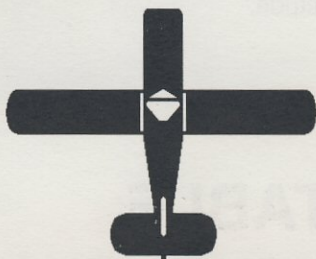
in an assault on the Nazi space station, Space Fortress *Grossdeutschland*. The need for a fast, nimble, lightly-armored fighter was great, and the Mustang II filled the bill.

Lockheed P-83 Lightning III

A quick fighter, it carries on the legacy of the original P-38 with pride. The twin boom configuration gives the fighter excellent maneuverability and allows placement of enough weapons for superior firepower. Built by the Lockheed Corporation, this was the second space fighter to go on line with the American forces. Initially seeing action against the Me-307, it has met with great success. The fighter is expected to see service throughout the conflict.



P-83



F40-U

Vought F40U Corsair II

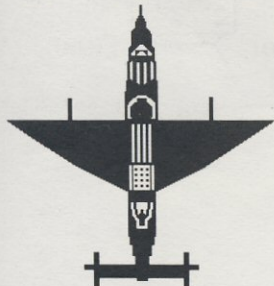
This fighter was developed for use in the defense of the moon colony, Kennedy Base. Especially popular among American aces, this design has been called the best all-around fighter of the conflict.

Space Nazis: The Forces of the Third Reich

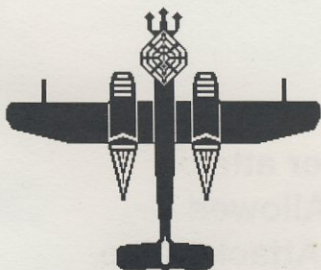
Beginning with the V-2 and Me-262 programs, the German space fighter program has been quite successful in producing adequate forces to keep the Americans on their toes. With the Reich's greater industrial base, the Space Nazis have a numerical advantage over the squadrons of the USSF. This, however, has not proven the deciding factor in the war.

Volksraketenraumsturmjager Vj-666

Already in place as a major automobile producer, this craft's manufacturer jumped in and produced the first German space fighter. Based on the research "acquired" from the Americans, the Vj-666 was an adequate low-cost fighter, produced by the hundreds. Few examples have been sighted recently and most have probably been destroyed.



Vj-666



Me-307

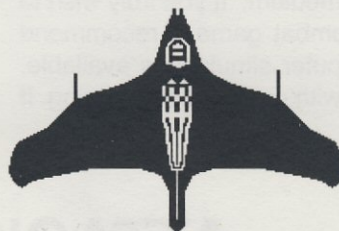
Messerschmidt Me-307

Reminiscent of the Me-109 (upon which it was based), this fighter proved popular among the aces of the Reich. Its

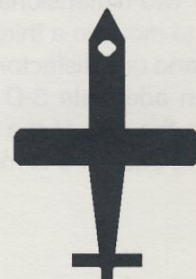
high maneuverability made it an effective aggressor, as well as an elusive defender. This fighter figured prominently in the assault on Space Fortress *Grossdeutschland*.

Focke Wolf Fw-290

Relatively early in the conflict, the SS commissioned a fighter especially for their pilots. Based on the Fw-190 airframe, this fighter proved its worth against the best the Americans had to offer. Initially seeing action during the L-5 campaign, this fighter proved itself against the P-83 Lightning II. Especially effective against bigger ships, this space fighter is likely to see action throughout the conflict.



FW-290



Me-225

Messerschmidt Me-225

Seeing the need early on for an extremely cheap and simple fighter, the Reich commissioned the production of this fighter. Based on the "flying bomb" concept, this space fighter was little more than an engine with a seat and guns strapped to it. Due to the simplicity in design, this space fighter was produced by the thousands. This was fortunate, as they seemed to be lost by the thousands in combat.



Ju-487

Sturzraketenkampfraumzeug Ju-287

As Space Nazi forces continued to battle the USSF, the need for a tactical bomber based on space fighter principles rapidly became apparent. Turning to a famous manufacturer of such craft for earlier generations of Nazi pilots, the Reich soon put the Ju-287 into service. Using the rugged Ju-87 airframe, the Ju-287, affectionately known as the "Sturaka," has been well received. Extremely effective against Earthbound targets, this bomber was also used during the assault on the American Moonbase.

11.0 CREDITS

Paul Arden Lidberg designed this game. These rules were edited by Robert C. Tibbetts. Playtesters included Bill Kominers, Abbott Kominers, Bryan Bennighof, Carole Stallworth and a number of others who wished to remain anonymous. Jeffrey Tibbetts prepared the map and designed the counters.

12.0 DESIGNER'S NOTES

Greetings, and congratulations on your purchase of this game! With this design, I have intended to produce a fun and simple two-dimensional space fighter combat game. The ability to move in a third dimension was deemed too complicated and unsatisfactory for this medium. If you truly wish to play an adequate 3-D space combat game, I recommend playing the any of the fine computer simulations available. Keeping track of 3-D movement with counters is annoying. If

you are determined to play this game in 3-D, here are a couple of suggestions. First, you will need to keep track of altitude. The table is altitude 0, and it is impossible to go to a negative altitude. Note this on the Space Record Sheet.

To make up for the increased dimension, multiply all speeds and maximum speeds by 1.5. To determine range, count the hexes from the attacker to the defender, not including the attacker's hex but including the defender's hex, and add 1 for each level of altitude difference.

As in the regular game, moving off the board will eliminate the fighter from the game. In the 3-D version, this includes any time a space fighter moves below 0 Altitude, or over 10 Altitude.

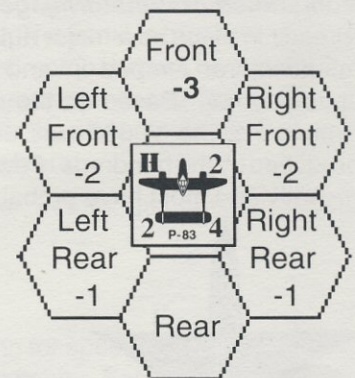
—Paul Arden Lidberg

ATTACK TABLE

Attack Value	Modified Die Roll									
	1	2	3	4	5	6	7	8	9	10
1	—	—	1	1	2	2	3	3	3	4
2	—	1	1	2	2	3	3	3	4	4
3	1	1	2	2	3	3	3	4	4	5
4	1	2	2	3	3	3	4	4	5	5
5	2	2	3	3	3	4	4	5	5	6
6	2	3	3	3	4	4	5	5	6	6
7	3	3	3	4	4	5	5	6	6	7
8	3	3	4	4	5	5	6	6	7	7

Attack Modifiers

- 3 firing at a ship's front facing
- 2 firing at a ship's right or left front facing
- 1 firing at a ship's right or left rear facing
- 1 for every 5 points of velocity difference
- 1 for each hex of range



Damage Location Chart

Die Roll	Hit Location	Effect
1-2	Armor Hit	Add 1 hit per attack
3	Repair Hit	No Repair Allowed
4	Weapon Hit	Minus 1 to Attack Value
5	Evasive Maneuver	No Effect
6	Maneuver Hit	Add 1 to Turn Ratio
7	Engine Hit	Minus 1 to Speed
8-10	Critical Hit!	Ship Explodes!

Space Nazis From HELL!