

Airships at War, New 3rd Edition



Manufacturer: Sierra Madre Games
Cost: \$24.95
Number of Players: 1 or 2
Complexity: Moderate
Estimated Game Time: unknown
Rule Book: 20 pages
Supplements: see below
Board Size: 16" x 11" unmounted map sheet
Number Counters: unknown

Description

For a brief but terrifying period of time, airships were the kings of the skies. Silent, outside the range of most weapon systems and well armed, they were greatly feared at the dawn of aviation.

This solitaire game allows you to command one of these great ships, with scenarios covering World War I and a hypothetical 1930s conflict between the US and Japan. Fly missions over London, the North Sea, the Eastern Front, Italy, Africa and the Pacific Ocean.

Originally published as Luftshiff (World War I) and ZRCV (US Pacific) by Sierra Madre Games, Airships at War brings both games together for a unique and entertaining wargame. The new 3rd Edition is made by Sonic Quill Publications under license and introduces a major reorganization of the rules to be more play friendly, plus SQP is offering spare parts to replace lost or worn out pieces.

3rd Edition rules are fully compatible with the previous (12th Anniversary) game pieces, so players can elect to purchase the rule book only rather than purchase the whole new game.

Two expansion sets, Riesenflugzeugabteilungen and The Battle of the Bismarck Sea, are sold separately.