

Zeppelin usage in The Guns of August board game:

The Zeppelin aspect of WWI has been largely ignored in most WWI board games due to the very low actual losses that they inflicted - but a great deal of effort was taken to construct, use, detect, and destroy them - indicating that they were a real threat, perhaps the first terror weapon. The German Zeppelin war effort was a constant assembly line of bigger and better Zeppelins throughout the entire war. In fact, the Zeppelin production line culminated with the Hindenburg in the 1930's.

I've added them into this game as an optional variant. They shouldn't be too much of a distraction because, there aren't that many of them, they aren't that effective, and they get destroyed easily.

Air defenses got better and better over the course of the war too. Initially nothing could take down a Zeppelin, and they could travel 85 miles an hour flying above ground fire and the reach of existing aircraft.

They were most effective in reconnaissance, and used by the German Navy for mine location and removal when working in tandem with mine sweepers.

The Germans used Zeppelins for Reconnaissance, Ground Support, and Strategic Bombing - later perfected in WWII. Reconnaissance was their easiest mission, ground support was the most dangerous - they had to fly much lower to provide battlefield observations, and targeted bombing attacks.

Zeppelins actually have an infinite range on this game map for a month-long turn. There were actual plans to attack the British in Egypt from bases in Austria-Hungary.

I have given them a 12 range to reflect a single night raid. Zeppelins start and end the turn in a hanger. Hangers can be built for one Artillery Replacement point in any friendly hex.

To conduct city attacks, Zeppelins must use their 12 movement to reach the target from their base.

For city attacks a Zeppelin can only affect Supply and Personnel (replacements). This is not from actual damage done, but accounts for military personnel not available for the front because they have been assigned to home defense anti-aircraft duties. Supply losses are due to loss of civilian morale, and general panic making the factories less productive.

Zeppelin Counters (1 counter = 5 Zeppelins)

2 - At Start with 4 bases

1 - on the following dates:

11/1914,

1/1915, 5/1915, 7/1915, 9/1915, 11/1915,

1/1916, 4/1916, 6/1916, 9/1916, 11/1916,

1/1917, 4/1917, 6/1917, 9/1917, 12/1917,

7/1918

Zeppelin City Attack Table: (air defenses & aircraft fire first)

Roll 2d6 add them together:

- 2 - Accidentally Destroyed by Fire
- 3 - Accidentally Destroyed by Fire
- 4 - Crashed, unrecoverable
- 5 - Destroyed by Storm
- 6 - Aborted: Return to Base
- 7 - Aborted: Return to Base
- 8 - No Effect
- 9 - No Effect
- 10 - 1 Personnel, 2 Supply lost
- 11 - 2 Personnel, 4 Supply lost
- 12 - 3 Personnel, 6 Supply lost
- 13 - 4 Personnel, 8 Supply lost
- 14 - 5 Personnel, 10 Supply lost
- 15 - 6 Personnel, 12 Supply lost
- 16 - 7 Personnel, 14 Supply lost

Die roll Modifications by date range:

- A - Aug 1914 - Jan 1915 +0 on roll
- B - Feb 1915 - Jan 1916 +1 on roll
- C - Feb 1916 - Jan 1917 +2 on roll
- D - Feb 1917 - Jun 1917 +3 on roll
- E - Jul 1917 - End of War +4 on roll

Anti-Aircraft Defense chart

Roll 2d6 add them together:

Odds/damage based on Zeppelin Mission:

Recon (each ground unit the Zeppelin flies over gets to roll) 1 Zeppelin counter destroyed on a 12 or more

Ground Support (each ground unit in the hex gets to roll) 1 Zeppelin counter destroyed on a 10 or more

City Attack (The City plus each ground unit in the hex gets to roll) 1 Zeppelin counter destroyed on a 11 or more

Die roll Modifications by date range for Anti-Aircraft:

- Aug 1914 - Aug 1916 +0 on roll
- Sep 1916 - Jun 1917 +2 on roll
- Jul 1917 - End of War +4 on roll

Allied Aircraft may attack Zeppelin hangers using the City attack chart with their die roll modifier. Any Personnel loss indicated is a destroyed hanger and all Zeppelins in it are lost. No adverse effects to the attacking Aircraft.

Reconnaissance - Zeppelins can see all units in the hex that are not entrenched, and one counter that is entrenched (chosen by the Allied player) Once a hex has been recon'd it can't be recon'd again until the next turn.

Ground Support - German player rolls on the City Attack Table after ground forces roll anti-aircraft attacks from the hex. Any Personnel loss indicated counts as a +1 (max) to a ground attack die roll. Adverse effects to the Zeppelin on the chart also apply.