

Helikopteronic Flyers and Giant Aircraft for Wessex Games' AERONEF

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Helikopteronic Flyers – 1889 - present

Using helical airscrews for lift, these machines are much less robust than Aeronefs or 'Digs and are generally experimental craft used by mad scientists, anarchists, and Russians. They have a few advantages in maneuverability compared to other aerial craft, but are overshadowed by their more common brethren.



Stefan, Freiherr Von Oberast's "Hubschrauberfestung" Paris Exposition, 1889

Helikopteronic Flyers	Hull (1CP)	Guns (2 CP)	Bombs (1 CP)	Speed (2 CP)	Turn (5 CP)	CP Total
(HF) Class 3	9	4	1	8	3	49
(HF) Class 4	6	2	0	12	4	54
(HF) Class 5	3	1	0	16	5	62

Special Rules for Helikopteronic Flyers

All round fire:

Do not halve gun HF gun dice in any arc.

Vulnerable to helical rotary wing damage:

Roll class or higher each turn the Helikopteronic Flyer is damaged. E.g. a class 3 HF is hit it must save at a roll of 3,4, or 5 or crash-land immediately. Only one roll is necessary regardless of the number of hits taken. All other damage is handled as per the normal Aeronef rules.

Light as a feather:

Helikopteronic Flyers may take off in a single turn (as if they were a class 5 Aeronef) regardless of hull size. They may accelerate upon takeoff and may land at any speed. HF's may fire during landing or takeoff.

Giant Aerodynes 1888 - present

Germany with few colonial holdings bearing R-Matter convertible resources, led the way in developing alternatives to conventional Negative Gravity Screw and R-Matter Aeronef. While German Zeppelins are the pinnacle of Lighter Than Air design engineering and technology, less known are the Reisenflugzeug and Unglaublichgroßesflugzeug aerodynes. Like their smaller siblings, aerodyne fighters and bombers, they are of shorter range than conventional 'Nefs or 'Digs but their advanced technology makes them better tactical bombers. Even though the Giant Aerodyne platform cannot mount as many large naval guns as a 'Nef or 'Dig they bristle with smaller machine guns and are superb anti-aerodyne platforms.



Red and Blue Unglaublichgroßesflugzeug Squadrons 1899, near Heligoland.

Giant Aerodynes	Hull (1CP)	Guns (2 CP)	Bombs (1 CP)	Speed (2 CP)	Turn (5 CP)	CP Total
(GA) Class 4	12	6	6	12	3	69
(GA) Class 5	6	3	3	15	4	65

Special Rules for Giant Aerodynes

Lighter Ordinance

Outside 6"/15cm gun dice used against 'Nefs and 'Digs are halved in all arcs except for directly forward. Below 6"/15cm rules are normal. Within 6"/15cm Gun dice are DOUBLED versus conventional Aerodyne fighters or bombers.

Low Level Bombing

Giant Aerodynes combine the stability of a 'Nef or 'Dig and the speed and precision of an Aerodyne. All bombs dropped hit on a roll of 5 or 6.

Stalling/Fragile Airframe

Whenever a Giant Aerodyne loses a movement point(s) from damage the vessel will crash on a roll of 5 or 6. If multiple movement thresholds are passed in a single turn of damage add +1 to the die roll for each one.