



15mm Alternate History Miniature Warfare

Project Patrons:

J. Patrick Walker

Damon "Neuroranger" Richardson

Ilias Mastrogiorgos

Sam Wong

Torolf



TULLIS 2012

FAT DRAGON GAMES



LOST REICH

Rules Design

Tom Tullis & Kevin Stephens

Story

Brendan LaSalle

Model and Graphic Design

Tom Tullis

Project Editor

Gary Wegley

Producers

Patrick "Noffham" Seymour • Andy Tepper • FOPCON • Doug Roderick • Nathan Parsons • Brian Henderson

Matt Doherty • Jason Lynn Elliott • Kieran Beecroft • J. Patrick Walker • Jean-Francois "Gen" Bouchard

Special Thanks

James Tullis • Brent DeVos • Ross Rice • Ron Purvis • Ken Goad • Melissa Goad • Kevin Ray • Carinn Seabolt • Bill Buchalter

Copyright 2012, Fat Dragon Games. All rights reserved.

LOST REICH is a trademark of Fat Dragon Games. All rights reserved.

FDG0100

Introduction



Introduction

Lost Reich is an alternate-history World War Two tabletop combat game that uses constructable 3D cardstock miniatures. Players create teams of Allied or Nazi mechs and battle to destroy their opponent's team. Since all miniatures are constructed from the models supplied with this game, players can create armies as large as they like without any further purchases; just print, build and battle!

Getting Started

Before you attempt to begin constructing your mech models, please read through the Beginner's Guide to Cardstock Modeling supplied with this game. This document will give you an excellent overview of how to construct paper models, tips and techniques for making your models look like the ones pictured in this rulebook, and all necessary

tools. Once you have read this document, read through your specific mech's instruction PDF before beginning assembly. If you have any questions after reading these documents, please visit the FDG forums at www.fatdragongames.com for further assistance.

Game Overview

Lost Reich is designed to be played on any flat surface, but a large table is best (4' x 4' or more is optimal.) You can use whatever you wish for 3D terrain, from simple green felt for the ground with objects placed under it to create hills and other elevations to more complex wargame terrain designs, or you can construct 3D elevations and use the 2D printable tiles included with this game. The more terrain features and obstacles you can use, the more exciting the game will be. Each feature will provide tactical options for the players and can make the differ-

ence between winning and losing a game. *Lost Reich* is designed to be a fast-playing wargame with most games lasting 30 minutes to 2 hours, depending on the number of mechs on each force. New mechs and expansion sets will be coming out for the game, so keep an eye on the Fat Dragon Games website for updates on our release schedule!

Table of Contents

- Section 1: History
- Section 2: Units
- Section 3: Unit Stats
- Section 4: Ranged Weapons
- Section 5: Game Turn
- Section 6: Movement
- Section 7: Combat

History

Section 1: History

In 1938, Germany's Nazi high command sent an expedition to the Antarctic on a fictitious mission to create a weather station. It was announced that the mission was a failure, but the reality was much more sinister: the 70-ton cargo ship, the MS Schwabenland, secretly dropped off a platoon of engineers led by the infamous Nazi genius known only as Der Kommissar. The real purpose of the mission was to develop an array of ultra-high-tech super weapons that Adolph Hitler planned to use in his schemes of world domination. While their early attempts failed spectacularly, the clandestine expedition did create a permanent, self-sustaining base in New Swabia that none, save the highest levels of the Third Reich command, knew existed.

In 1940, German rocket scientists Werner Von Braun and Walter Riedel developed the V-2 rocket, a ballistic missile that Hitler planned to use to threaten Belgium and the British mainland. While this rocket was in development, the two genius engineers, always mindful of the great probability of Germany's loss to the Allied Forces in WWII, created plans for a much more powerful rocket, one that would allow long-distance attacks against cities in America

and Australia. Secretly, the Nazi Research and Development specialists decided to test one of these rockets, the experimental V-11 Hervorragenderaketedederatmosphäre, and clandestinely shipped it to the secret base in New Swabia, Antarctica, for its first test. German high command considered total secrecy their highest priority in the continuing arms race against the Allied forces.

The rocket was launched at two minutes past midnight, December 18th, 1940. Its guidance system failed utterly and the prototype rocket blasted into the atmosphere and exploded, raining debris over a nineteen square mile area of Antarctica. When



the scientists sent troops to collect the detritus for study, they found the most amazing discovery in the history of mankind; an extra-terrestrial spacecraft. The experimental VII must have struck the otherworldly craft, bringing it down to earth where it crashed in the rocket's debris field. The alien occupants were only identifiable by their jellied remains. The New Swabian researchers brought the craft home and, in one evening, the entire focus of Germany's war effort changed. Hitler's new directive was to put every effort into deciphering, mastering, and duplicating the alien technology. Hitler grew more and more excited as his scientists in New Swabia discovered plasma cannons, energy shields, high tech targeting countermeasures, and most excitingly a computer guidance system that would allow the manipulation of massive machines by an operator using only brain waves! Der Führer was certain that an army enhanced with this alien tech would allow his troops to overrun the entire world and make his dream of an everlasting Third Reich come true.

This decision proved to be Hitler's downfall.

The secret alien tech plan, dubbed Project Black Tread, consumed resources, money, and manpower at an unsustainable rate. The Allies surged ahead in the conventional arms

History

race and soon the Axis forces were fighting a losing war. When Hitler committed suicide on April 30, 1945, it was with a curse on his lips for his advisers and scientists who had failed to make any progress whatsoever in the secret armored mech program.

Hittler's death, and the death or imprisonment of German High Command, meant that there were none left who knew anything but the most vague rumors of Project Black Tread or the research station in New Swabia. The aging, and according to some quite insane, head researcher known as Der Kommissar maintained absolute secrecy from their secluded base. They continued to study the alien technology in hopes of one day realizing Hitler's dream of a united Aryan Earth. By 1953, they were able to recreate many of the alien weapons and defense systems, including their unbelievably sophisticated computer-assisted driver interface.

Meanwhile, the United States had independently discovered the existence of extraterrestrials – or, more rightly put, the extraterrestrials discovered America! In June of 1947, a second alien spacecraft crashed near Roswell, New Mexico. While the ship was more or less intact, the ship's crew was once again reduced to a slimy organic resi-

due. President Truman ordered the CIA to create a campaign of misinformation, including the invention of the fictitious Project Mogul, to cover up this amazing discovery. The CIA created a massive underground research base and testing area that came to be known as Area 51, the purpose of which was to discover and apply the secrets of the amazing alien technology. During this time, the Americans made a separate breakthrough, a development that eventually led to the next great leap in armored combat vehicle designs, the mechanized walker. This new platform, developed under project leader Sam Wong, combined the armor and massive weapons with a mechanized walking chassis that could go over terrain that no conventional tank could navigate. It wasn't long before the Nazis made a similar achievement, and armored land warfare would never be the same.

For the next twenty years, the Americans and the German researchers unknowingly raced each other for a breakthrough in the alien tech. It was the Americans who took the prize in that race.

Both sides were able to reverse engineer the mechanical aspects of the ships including their high-tech weapons and defenses, and eventually duplicate them. The Americans

had 24 perfect armored mechs by 1966; the lost Nazis had nearly 100 by that time but neither side could make the alien interface systems work reliably. The alien information technology remained impenetrable, and without it these new mechs were so difficult to maneuver that they were nearly useless in battlefield tests. Dozens of test drivers attempted to control their machines with the helmet interfaces that researchers believed the humanoid aliens used to fly the ships, yet none had the level of success necessary for a battlefield machine.

In 1967 American researchers working on their army of mechanized infantry made the first real breakthrough during a visit by members of the congressional panel overseeing the secret project, code named "Torolf." The twin sons of Congressman J. Patrick Walker were employed as his aides for the trip and during the inspection one sat in the cockpit of one ship and donned the helmet interface. Almost immediately, the cockpit lit up like a Christmas tree. After their initial shock wore off, one researcher suggested the boy's twin brother try to replicate the results, and with no effort he did, followed by their father. Further testing of other family members had mixed results, but it became apparent something was unique within the family lineage. Eventually, the reason was

History

found; a unique chemical was discovered in their brain chemistry, one produced by a gene found in one branch of the Walker family. Once this was confirmed, testing of military personnel began to find suitable candidates for the alien technology program.

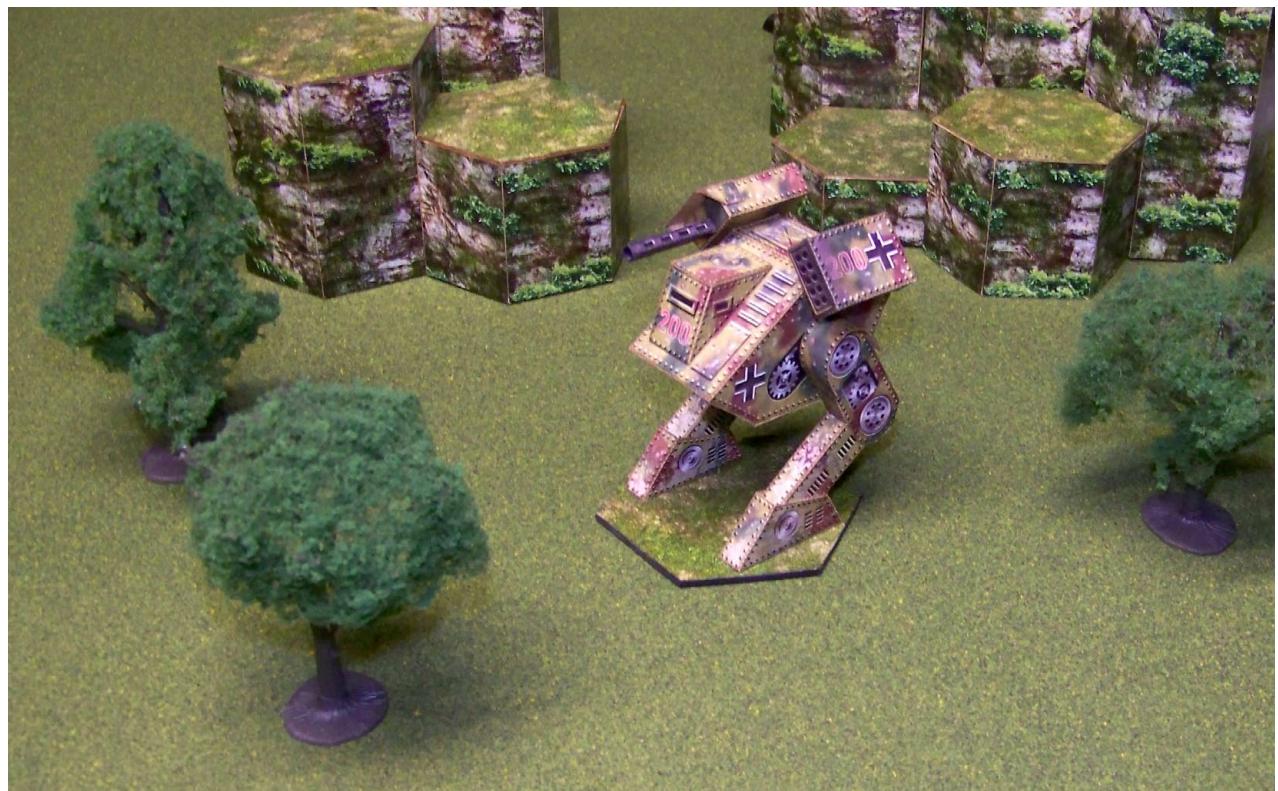
This one breakthrough changed the entire history of the world. Soon the sleeper agents the Nazis had carefully placed in the American government became aware of this new development, and the Nazis in Antarctica proceeded to identify suitable pilot candidates among their own population.

The discovery to the key of controlling the alien saucer craft had one unintended consequence: its activation created a link to the ship that crash landed in the Antarctic. Indeed, the ship that landed in Roswell had been a part of a failed alien rescue mission that hoped to retrieve the ship destroyed by the German's V-11 Rocket so many years before. The unsuccessful alien rescue force had long ago left our galaxy, but the ship, still tuned into the rescue beacon of its fallen fleet mate, picked up the distress signal. Unknown to researchers on either side, the ship's computers were now fully activated and linked. On one fateful day several months later, each ship had a team member plugged in

at the same moment, linking their minds. The young American officer, Lt. Damon Richardson, and his counterpart in Antarctica, Maj. Bärr, actually connected via the ships computers, now knew that there was a second space ship and hundreds of battle-ready mechs on Earth.

Both the Americans and the Nazis began to mass produce mechs with the enhanced

alien weapons, defenses, and guidance systems. Der Kommissar, now reduced to existence as a brain in an alien tech life-support system, continued to lead the Nazi's research efforts. The Americans put millions of dollars and their top men on the project. And so began the final arms race, the one that would ultimately become the War of the Lost Reich.



History

Over the next fifty years, the United States and the Lost Reich fought the strangest war of espionage the Earth had ever seen. The Government of the United States did their best to keep the existence of alien technology a secret from its own people and the world, all the while trying to ferret out the location of the other working flying saucer on Earth. The Nazis, using hired agents with no knowledge of the identities of their employers, worked to stymie the efforts of the Americans while searching for the other saucer themselves. Eventually, the ripples created in world espionage circles became too big a secret and the entire world became interested in the cloak and dagger games being played by the United States against opponents unknown. The highest echelons of the United Nations demanded access to this new technology to prepare for whatever conflict the Americans were preparing for. Mech war paranoia became the guiding force behind world foreign policy.

After years of this international game of cloak and dagger, a simple wrong turn brought the war to a head. Naturalist Ilias Mastrogios' Antarctic mission found itself hopelessly lost. Climbing to the top of an ice ridge in a supposedly uninhabited region they spotted the Swastika-emblazoned domes of the New Swabia ice station. Before the Nazis



could neutralize the small group of explorers Mastrogios had reported his discovery, along with photographs and geological coordinates with his satellite phone. Suddenly, the world knew that a Lost Reich had survived WWII.

The Nazis struck. On January 3rd, 2015, agents unwittingly working for the Nazis set two dozen EMP weapons off in major cities all over the world. This devastating sneak attack shut down most of the world's electrical grid. Overnight, cities went dark and the world's financial networks and civilian authority went black. Conventional weapons

were useless, but the alien technology's immunity to the electromagnetic pulse allowed mechs on both sides to operate with deadly efficiency. Lost Reich mechs mobilized against strategic targets all over the globe. Seventy-five years after his mission began, Der Kommissar was finally in town.

The Nazis built a fleet of weapons the like of which had never before been seen . . . at least not on Planet Earth. Their knowledge of the alien tech grows so great that they improve on the deadly designs of their extra-terrestrial benefactors, creating the Panzermech and other deadly designs.

And of course, the Americans built their own fleet, using WWII-era manufacturing processes that could still be accomplished after the EMP. They created the mighty Patton, the fast-striking Shermans and other models to meet the needs of the mechanized warriors of the secret army of freedom.

Both sides joined the battle in earnest, fighting for strategic territory, supplies and resources, and to protect their cities and population. They also fought to control sites where additional alien craft were suspected to have landed in a bid to increase their technological power. World War III had begun.

Section 2: Units

Section 2: Units

Mechs are referred to as 'Units' in this game. Each has a unique stat card (see section 2b below) and have specific facing.

2a: Status Cube

A Status Cube is assigned to each unit to keep track of numerical adjustments to ATK, MOV, and DEF values (see section 5a) as well as to mark the effects of heat damage (see section 5c).

STATUS CUBES



EQUIPMENT CARD



POINT COST

DESCRIPTION

2b: Unit & Equipment Cards

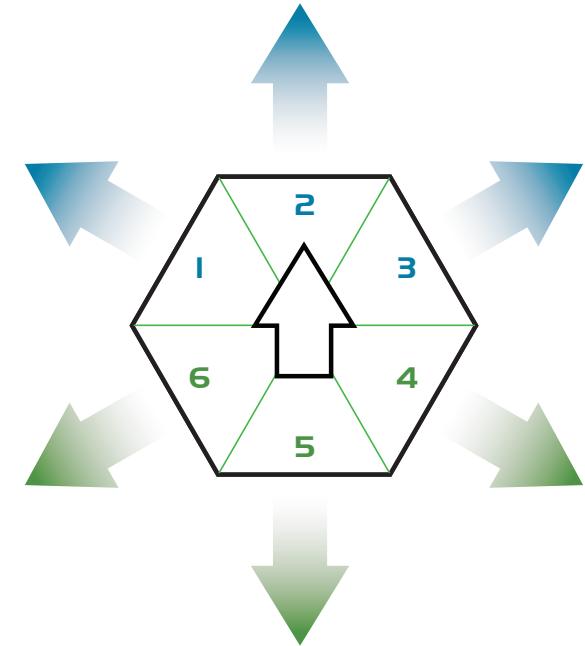
A unit card lists the point value of the unit, all four statistics (Power, Attack, Move & Defense), special equipment and ranged weapons. Equipment cards can be added to individual units to customize them, and their point cost counts as part of your total army point value.

2c: Unit Base

The unit's hexagonal base is split into a forward and rear hemisphere as depicted below. Each direction (or edge) of the hexagon base has a number assigned to it. Ranged attacks are drawn through the #2 edge unless the weapon description allows additional options. Melee attacks can be made through any face.

UNIT BASE/FACING

FRONT HEMISPHERE



REAR HEMISPHERE

Section 3: Unit Stats

Section 3: Unit Stats

3a: Power

The Power number decreases as the Mech takes damage. When this number is reduced to 0 from damage the unit is destroyed.

3b: Attack (Close/Melee)

This is the number of dice the unit rolls when attacking an adjacent unit and represents a physical/kinetic blow to the target (i.e. not a ranged weapon but rather a slamming or ramming attack). Each point of damage rolled is canceled by each point of Defense rolled by the opposing unit, thus the attacker must score at least one point of damage more than total Defense points rolled to inflict damage. See attack chart (section 7g) for calculating damage points. When a bonus or negative is applied to this stat, it represents dice, so by adding 1 to your ATK (or DEF) is actually adding 1d6.

3c: Movement

This value represents the number of inches the unit can move in a single turn.

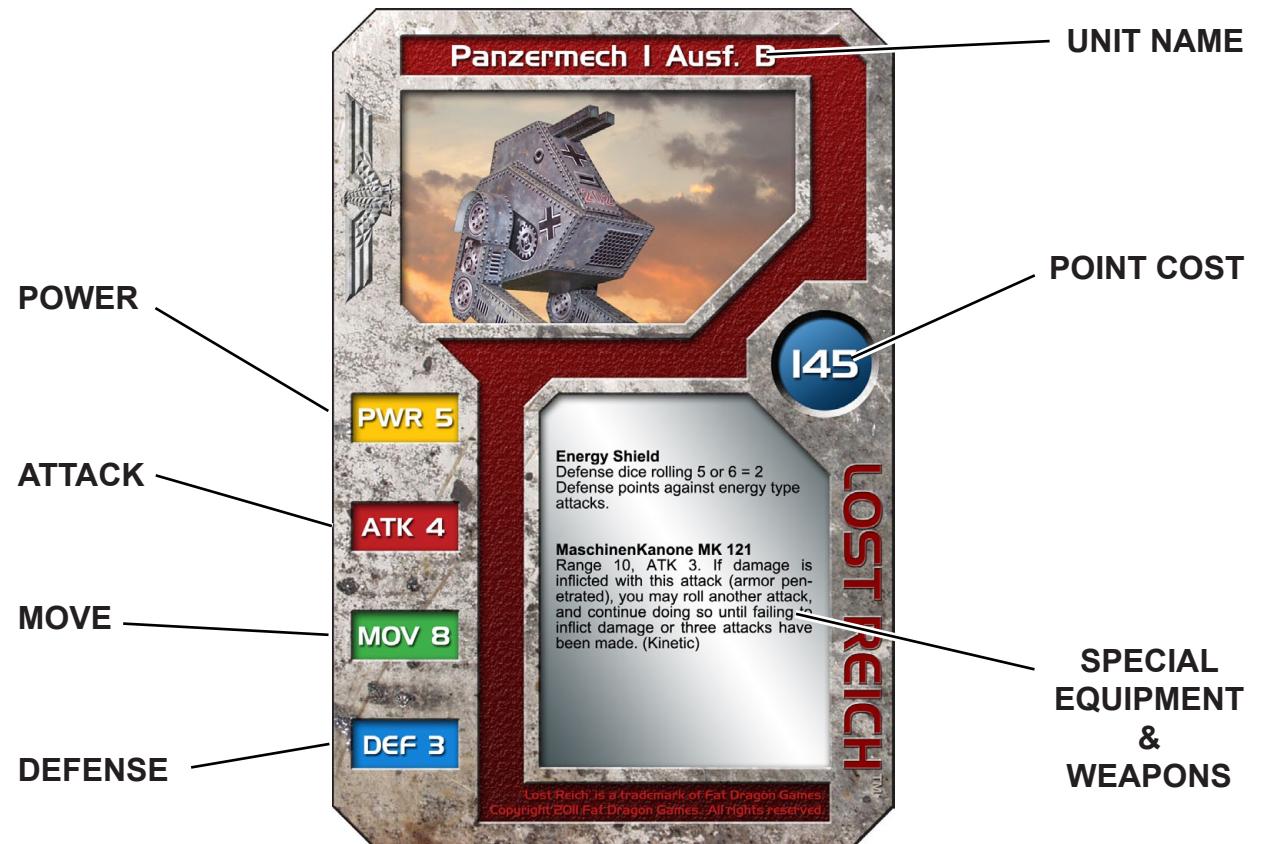
3d: Defense

This is the number of dice the unit rolls when defending against another unit's attack roll. Each point of 'Defense' rolled cancels one point of damage from the opposing unit's 'Attack' roll. See attack chart (section 7g) for calculating defense points.

3e: Figure Point Value

This is the total cost of the unit, used for calculating army strength. You will rarely have opposing forces that are of identical point values, but rather fall under a maximum point cap (i.e. 400 pt. maximum per team).

UNIT CARD



Section 4: Ranged Weapons

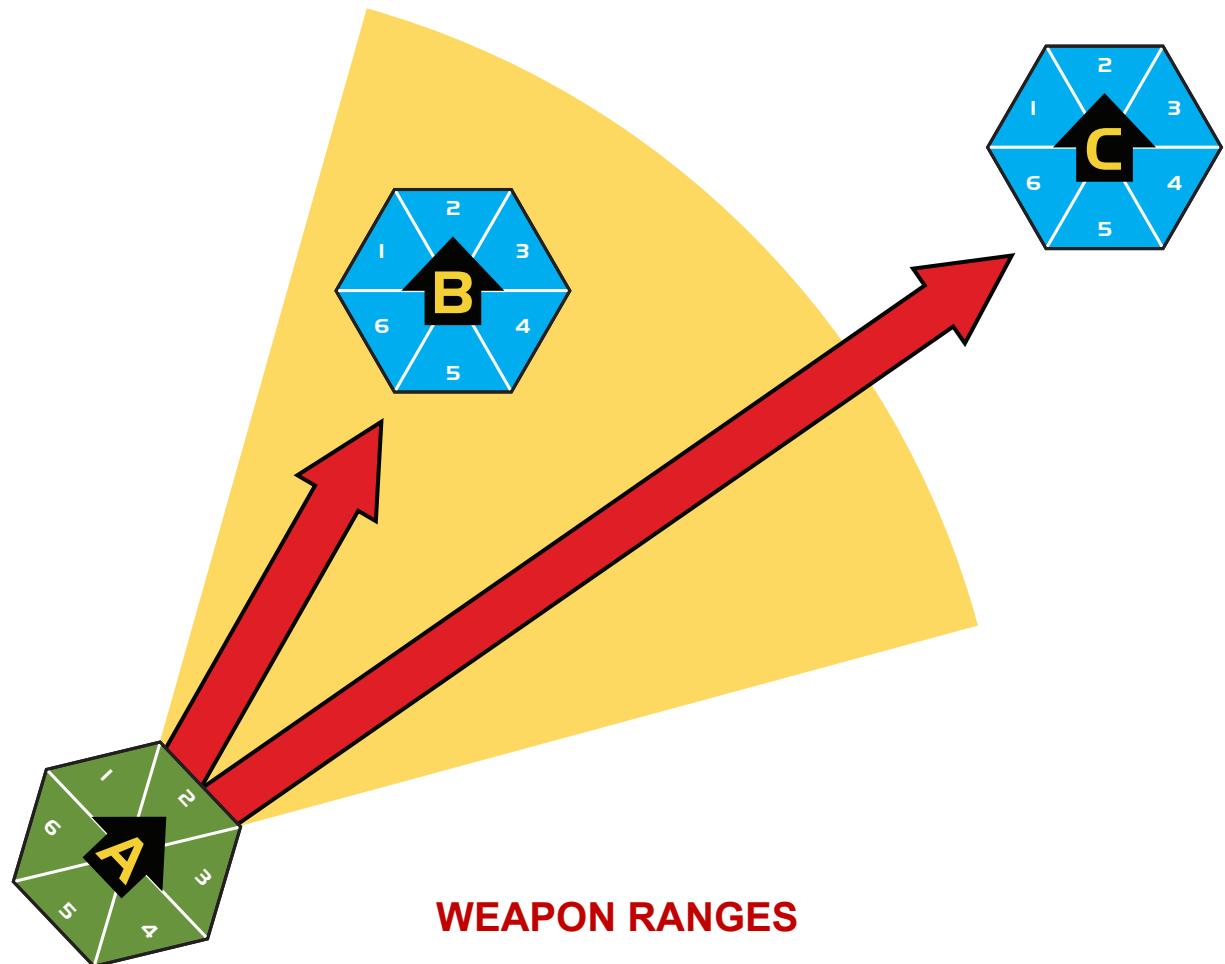
Section 4: Ranged Weapons

4a: Weapon Range

This is the minimum and maximum distance in inches you can hit a target with this weapon. Ranged weapons can never be used against adjacent targets (i.e. touching bases) even if no minimum range is listed. The effective range of a weapon can be doubled, but at the cost of halving the damage. Attack dice are rolled as normal, but the result is halved (rounding down).

4b: Weapon Damage

This is the number of dice the unit rolls when attacking a target with this weapon. Each point of damage rolled is canceled by each point of Defense rolled by the opposing unit, thus the attacker must score at least one point of damage more than total Defense points rolled to inflict damage. See attack chart (section 7g) for calculating damage points.



4c: Attack Type

Weapons are categorized as 'Energy' or 'Kinetic.' Usually, this will not make a difference during gameplay unless a certain defense is more effective against one type or the other.

Mech 'A' can attack either Mech 'B' or Mech 'C' as both are in its forward arc for drawing lines of fire. Mech 'B' is within Mech 'A's firing range (shown in yellow), but Mech 'C' is just beyond the maximum range. Mech 'A' can attack Mech 'B' for full damage, or Mech 'C' for half damage. Distances are measured base edge to base edge (not the base centers).

Section 5: Game Turn

Section 5: Game Play

At the beginning of each turn, players allocate Reserve Power points for each unit. Each player then rolls 2d6 for initiative, with the high roll deciding to go first or last. On their turn, players can activate their allotted number of units (see section 5b.) Play then proceeds to the next player who also activates their units, proceeding until all players have had their turn.



5a: Reserve Power

At the beginning of the turn, for each unit on your force, you may assign your Reserve Power to either your ATK, MOV, or DEF using a Reserve Power Cube placed on each unit's card. This cannot be changed until the end of the turn, and if you do not assign the Reserve Power points at this time you must wait until the beginning of the next turn to do so.

5b: Turn Order

Step 1- Allocate Reserve Power points.

Step 2- Roll for initiative.

Step 3- The first player activates one Unit per 150 army build points, so in a game using an army build of 500 points, each player can activate up to 3 units per turn. Units can move and attack, attack and move, move only, attack only, or push (see Pushing section 5c).

Step 4- Play continues to the next player and so on until all players have activated their allotted number of units.

Step 5- Damage is allocated simultaneously at the end of the turn. PWR tokens are provided to more easily track damage on each unit's card.

5c: Pushing & Heat Damage

Mechs can choose to 'push' during their turn and perform two move actions instead of attacking. By doing this, they risk possible damage from the resulting heat and must roll on the Critical Damage table (section 7h). Mechs that end their turn standing in water terrain avoid rolling for heat damage.

Section 6: Movement

Section 6: Movement

The movement rate is the number of inches a Mech can move in one turn.

6a: Facing

Mechs can change their facing for free while engaging in a move action.

6b: Difficult & Hindering Terrain

Difficult terrain such as water, rubble, small trees, craters, and rocky ground doubles movement cost. A mech can go up sloped terrain, without penalty, and can move up vertical elevations that are no more than 1" tall at double movement cost.

6c: Elevated Terrain & Jump Jets

Units can only move on top of or over elevated terrain (vertical elevations that are 2" or taller) if they have jump jets listed in the special equipment section. Each fuel point allows one inch of upward and forward movement for the unit; thus, expending 6 fuel points would allow the unit to move across any terrain 6 inches in height and end its movement up to 6 inches in any direction from where it started. Once all fuel

points are expended the mech can no longer utilize its jump jets for movement. The amount of fuel expended in a single jump is up to the player, so a mech with a MOV 10 and 15 fuel points could expend all 15 and travel 15" in any direction in a single move, disregarding the standard walking movement limit of 10".

The mech shown below intends to use jump jets to clear the 4" tall elevation in front of it. The terrain is 4" tall, but the mech needs to move 7" forward, so the greater of the two numbers is used to calculate the amount of fuel to expend on the jump.



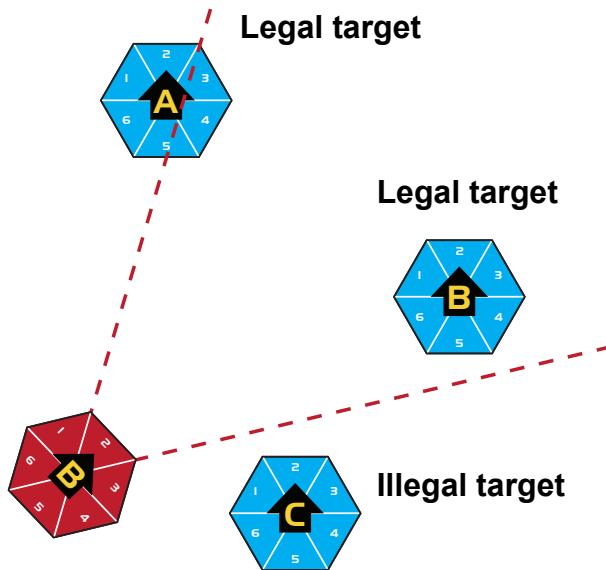
6e: Charging

Mechs that have moved at least 5" when moving to be adjacent to an opponent to make a close/melee attack (section 3b) gain an extra 1d6 for the first melee attack they make against that opponent.

Section 7: Combat

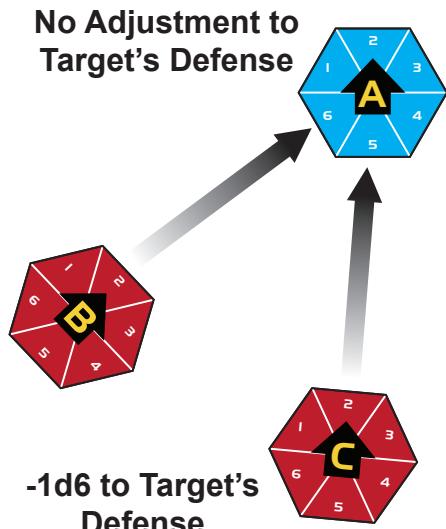
7a: Line of Sight

A Mech is considered to have a clear line of sight to its target if any part of the target Mech's body is visible when 'sighting' from the attacking Mech's main body. Unless otherwise specified under the weapon, lines of sight are only drawn through the front (#2) edge of the unit's base (see below).



7b: Flanking (attacking from the rear)

A mech targeted from the #5 arc lowers its Defense by 1 die.



Partial Cover
(+1d6 DEF)



7c: Cover

A unit is considered to have full or partial cover if it is partially obstructed on the line of fire. The unit must be within 3" of the obstruction to gain an advantage from cover. Cover that is half the height of the unit or less (considered partial cover) adds 1 die to the unit's Defense value, while cover that is over half of the unit's total height (considered full cover) adds 2 dice to the unit's Defense value.

Full Cover
(+2d6 DEF)



Section 7: Combat

7d: Elevation

If a unit is on a higher elevation than the unit it is attacking, it gains 1d6 for any attacks made on the lower unit. Units that are on higher elevations than the unit attacking them have their defense reduced by 1d6.

7e: Range

If a weapon is capable of a ranged attack, the effective range can be doubled, but at the cost of halving the damage. Attack dice are rolled as normal, but the result is halved (rounding down).

7f: Attacks of Opportunity

When two enemy units are in base-to-base contact (i.e. adjacent) and one moves away from the other, the stationary unit is allowed to make a free close (melee) attack. The defender rolls Defense dice as normal versus this attack. The only exception to this is if the mech leaving the engagement uses jump jets to do so. No attack of opportunity is allowed against an opponent who expends jump jet fuel points to do so.

7g: Mech Combat Table						
Die roll	1	2	3	4	5	6
ATK points	0	1	1	1	1	2
DEF points	0	0	1	1	1	2



7h: Critical Damage Table (2d6)

Roll	Effect
10-12	No effect
8-9	1 damage
6-7	2 damage
5	Unit cannot move for 1d6-2 rounds (minimum 1 round)
4	Weapons are temporarily disabled for 1d6-2 rounds (minimum 1 round)
3	Movement rate reduced to half for remainder of game
2	Unit is completely disabled for 1d6-2 rounds (minimum 1 round)

SUPPORTERS

William Herron
Steve Lortz
Randall Porter
Andy Tepper
Ron Purvis
Henry Stern
Doug Roderick
Aaron Lewicki
Ken Goad
Melissa Goad
J. Patrick Walker
Damon "Neuroranger"
Richardson
Ilias Mastrogjorgos
Sam Wong
Torolf
Patrick "Noffham" Seymour
Brian Henderson
Matt Doherty
Jason Lynn Elliott
FOPCON
Kieran Beecroft
Brett Rabatin
Brad Gust
Roberto "Gattolardo" Zaghis
Michael Grose
Alan Winterrowd
Artemis Knight
Macaloni
Jean-Francois "Gen" Bouchard
Alex Hunter
Paul Urfi
Vortex Games LLC

Alexander Gord
Kristoff Bergenholm
David "Handlebar" Kingsley
Cameron Lewicki
Jason Lewicki
Paul Miller
Brian "Arkayanon" Holder
Steven Sullivan
Warren Sistrom
Randy Mosiondz
Mark Munro
Randall Porter
Tim and Bridget Quinn
Ross Rice
Lawrence E. Wimsatt Jr.
Ray Spitz
Michael F. Zabkar
Brian VanLoo
Kyle Bentley
Jeremy Bernhardt
Glen Allison
Mark Cole
Bob Runnicles
Daniel Lee Kirk II
S. Paul Motsuk
Paul Morin
Mathieu Kahr
Bill Ruhsam
Mike Budd
Carlos Manuel C. Sandico IV
Damon Eric English
Jordan Johnston
Aaron Hoop

Mike Edmonds
Grankvist
Jenevieve DeFer
Ted Edwin Martin
Jonathan "Cato" Dibblee
Evan Mandel
Jonathan Duke
Christopher Baldi
The Impey family
Michael "Mammut" Sauer
Chris Thompson
Aquaman
Robby Hayes
Mun Liong
Morgan Baikie
Gary Lau
William Smith
Jason Nell
David Tyberg
Tyson of the Northwest
Jason Mosack
Franklin M Heubner III
Mark Hanson
LovesickRobot.org
ASR High Commander Joshua
Hartman
Michael Bonastia
Johan Andersson
Daniel Genovese
Wyatt Cox
Joshua Beale
Paul D Harruff
Craig Lallak

Jay V. Schindler
Dan Garcia
Justin Lance
Rael
Michael Remenak
Matt Fullenwider
Patrick F.
Jared R Delo
Bobby Walker
Wayne Thag13 Walls
Steve Lortz
Christopher Lewis
Geoff Mochau
Imban
Christopher Jones
Peter Engebos
Gerrit "Gerg" Geens
Witt Sullivan
Randall Bohn
Eric (Squirmydad) Brown
Jeff Gupton- Blackbyrne Publishing
Rodrigo García Carmona
Brian C. Heckathorn
Henry Stern
Robin Philip Armstrong
Von Strubel
Darren Omoth
Micazeve
Chris Manning
Marcus Polk
Anson Long Clapper
Hugh Reynolds
Captain Sai Davis

Jon Sharp
Charles Tippett
Kevin Bell
Paul Agapow
Jasper D. Noojin
The Existential Cowboy
Ross Morris
B C Doull
CT Lee
Richard Morton
Sean Smith
VikingGeek
Anthony Roberson
João Limpo
Dan Giralte aka LordLobo
Brian S. Roe
Cabo
Scott Henshaw
Ric Walters
Nancy Hutchins
Matthew Couch
David Murray
Otto Stolzenberger
Andrew Moore
Michael Brandl
The Sawyer Family
Ernie Barrett
Bryan Brown
Martin Nelmes
A-Bomb & G-Girl
Kevin Breen
Scott Safford
Simon "Sirre" Olofsson

Peter Loop
Chris Fee
Rocky Clapp II
Owen K.C. Stephens
Patric Pütz
Daryle Janisch
Jeff Glover-Drolet
Bryan Wiley
Antony Alexander
Nobiloo
Joe Watkins
Reverance Pavane
Graeme Scholtz
Philip Stein
Nathan Weisling
Paige McClellan
Josh Kolacskey
Steve Henry
Chris Campos
Gwen [ID Studio Fr.]
Aaron Ried
Jittle
Eugene Brah
William Frewin
James Tullis