

Confusion is caused by the use of "area" and "zone." In Surface Raiders, the "Sea Zones" (as identified on the Blitzkrieg board) are subdivided into "areas or layers." These "areas or layers" become "Zones" on the encounter chart but revert to the term "Area" on the Master Area Chart. To be consistent, I have used the term "Area" on the Encounter Chart in place of "Zone." On the ADC2 map and in the charts, I used numbers for areas rather than letters to avoid confusion between Sea Zones and Surface Raider "Areas."

In this article, the "Sea Zones" became "Areas" and the "Areas" became "Zones." I have reversed the terms in this article to preserve the structure established in Surface Raiders.

### **SURFACE RAIDERS REVISITED**

The Blitzkrieg naval variant "Surface Raiders" (Vol. 12, No. 2) appealed to me in concept, but the methods described to implement it seemed more like a separate game than just a part of the theatre of combat. Decks of cards and reams of notepaper notwithstanding, a commander-in-chief may have some other considerations than shuffling cards or papers.

Therefore, I have modified the "Surface Raiders" variant into a more streamlined model. Referring to the original article, I offer the following changes:

**PORT CAPACITY:** No change, except marking in some way the inland ports and naval bases on the board (outlines or colors).

**MOVEMENT:** Movement rules remain the same. Instead of cards, ships are assigned task force numbers. (Use numbered counters or pieces of paper). Task force numbers are kept on top of each stack (fleet) of ships. Players write down which Zone, Area, and Sector each fleet is in. Zones are the five marked on the board (A, B, C, D, and E). Areas are the four mentioned in the article (A, B, C, D), and Sectors run from 1 to 10. EXAMPLE: 15: A-C-5 means task force 15 is in Zone A, Area C, Sector 5.

**ENCOUNTER:** Encounter rules still apply for combat. However, when opposing forces are

in the same area and zone, the searching player calls out as many *sectors* as allowed by the Encounter Chart and modified by the Encounter Chart Influences -- merely add the number indicated on the Encounter Chart Influences. He *must* call out his own sector with the others he searches. If the opposing forces are in any of the sectors searched, players proceed to battle. EXAMPLE: Blue player has carrier force searching Zone B for submarines during rainy conditions. He then can search only 3 sectors ( $5+2-3-1=3$ ).

**SHIPS:** Ship rules remain the same. A Hit Record Sheet simplifies the bookkeeping of hits, sinkings, and construction. Since a maximum of 10 capital ships can be built by both sides, then new numbers are provided (Since the ships are only possibilities, they are numbers, not names). If ships are constructed, the players fill in the type and number in the spaces provided. Blue WPS (War Production Series) are variable; if more CV's or CA's are needed, cross off the extra BB hit boxes. Red K (Kriegschiff) only need to be classed and numbered. Use a pencil to record hits.

**BATTLE PROCEDURE:** No change

**WITHDRAWAL TABLES:** Two die are used for the Smoke or Evasive Maneuver Table and for the Cover and Turn Away table. Surviving torpedo ships roll the dice instead of drawing cards. A roll of 2 or 12 gets a damage result on the enemy ships.

**AIR ATTACKS:** No change

**SHORE BOMBARDMENT:** No change

**U-BOATS/ASW:** No change.

**SITUATION:** Replacements, repairs and construction remain the same. For convoy interception, roll the dice and use the Convoy Interception Table.

Hopefully, these simplifications will induce more people to include "Surface Raiders" in their *BLITZKRIEG* strategy.

Alan Skinner  
Cicero, ILL

ENCOUNTER CHART		
Area	ADC2 Area	Number of Sectors Searched
♣ A	1	1-7
♦ B	2	1-5
♥ C	3	1-3
♠ D	4	1

ENCOUNTER CHART INFLUENCES ADD TO CARD DRAWN IF:	
+2	Search force includes a carrier
+1	Search force includes a cruiser*
+1	Search force is land-based a/s
-1	Search force is comprised of submarines
-3	Target force is composed of submarines
+1	Target force is composed of transport
-1	Weather is rain, ice, snow
-2	Weather is fog
* Not cumulative – i.e., a force with both a cruiser and carrier do not get +3	

SMOKE OR EVASIVE MANEUVER TABLE	
Die Roll 2D6	Make Smoke
2-4, 6	Successful - Action broken
5, 7-12	Unsuccessful - Battle continues

COVER AND TURN AWAY	
TORPEDO FACTORS MAKING RUN	REMAINDER OF FORCE BREAKS OFF SUCCESSFULLY ON DIE ROLL OF:
1	2-3
2	2-4
3	2-5
4	3-6
5	4-7
6	4-8
7	4-9
8	4-10
9+	4-12

CONVOY INTERCEPTION TABLE		
Area	ADC2 Area	Dice Roll 2D6
A	1	2-3, 10-12
B	2	4, 7
C	3	5, 6
D	4	8, 9
Convoy intercepted when enemy ships in die roll area		

SHIPBUILDING TABLE		
	Cost To Build	Time To Build (Turns)
BB	10	8
CV	8	7
CA	5	6
DD	3	4
U-Boat	2	4
Transport	1	3

STARTING FORCES		
	Red	Blue
BB	4	8
CV	1	3
CA	5	10
DD	5	41
U-Boat	25	4
Transport	40	50
Both players may start with their forces at sea or in ports of their choosing.		

MASTER AREA CHART					
Area	ADC2 Area	Special Effects	Land Based Area Radius	Basic Encounter %	
♣ A	1	Shore bombardment, Invasion, Sea-to-land strikes	All	70%	
♦ B	2	Sea-to-land strikes	No TAC	50%	
♥ C	3		No TAC or FTR	30%	
♠ D	4		No TAC, FTR, or MDM	10%	

Great Blue Navy			
<b>FORCES AT START</b>			
BB Alberta <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> BB Avenger <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> BB Defender <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> BB Leopard <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> CV Aerie <input type="text"/> <input type="text"/> CV Zephyr <input type="text"/> <input type="text"/> CA Courageous <input type="text"/> <input type="text"/> CA Peerless <input type="text"/> <input type="text"/> CA Resolute <input type="text"/> <input type="text"/> CA Tenacious <input type="text"/> <input type="text"/>	BB Incomparable <input type="text"/> <input type="text"/> <input type="text"/> BB Prince Regal <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> BB Thanatus <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> BB Victory <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> CV Eastwind <input type="text"/> <input type="text"/> CA Confident <input type="text"/> <input type="text"/> CA Defiant <input type="text"/> <input type="text"/> CA Relentless <input type="text"/> <input type="text"/> CA Righteous <input type="text"/> <input type="text"/> CA Valiant <input type="text"/> <input type="text"/>		
DD 41 Factors			
UB 4 Factors			
TX 50 Factors			
<b>ADDITIONAL FORCES</b>			
<input type="text"/> WPS-01 <input type="text"/> <input type="text"/> <input type="text"/> WPS-03 <input type="text"/> <input type="text"/> <input type="text"/> WPS-05 <input type="text"/> <input type="text"/> <input type="text"/> WPS-07 <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> WPS-09 <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	<input type="text"/> WPS-02 <input type="text"/> <input type="text"/> <input type="text"/> WPS-04 <input type="text"/> <input type="text"/> <input type="text"/> WPS-06 <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> WPS-08 <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> WPS-10 <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>		

Imperial Red Navy			
<b>FORCES AT START</b>			
BB	Eisenkamper	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	
BB	Geisselaufsee	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	
BB	Riesig	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	BB Scalchtschiff <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
CA	Heldengedicht	<input type="text"/> <input type="text"/>	CA Nordland <input type="text"/> <input type="text"/>
CA	Rotstadt	<input type="text"/> <input type="text"/>	CA Vaterland <input type="text"/> <input type="text"/>
CA	Wachter	<input type="text"/> <input type="text"/>	CV Valkyrie <input type="text"/> <input type="text"/>
DD	5 Factors		
UB	25 Factors		
TX	40 Factors		
<b>ADDITIONAL FORCES</b>			
<input type="text"/>	K-75	<input type="text"/> <input type="text"/>	<input type="text"/> K-76 <input type="text"/> <input type="text"/>
<input type="text"/>	K-81	<input type="text"/> <input type="text"/>	<input type="text"/> K-88 <input type="text"/> <input type="text"/>
<input type="text"/>	K-93	<input type="text"/> <input type="text"/>	<input type="text"/> K-98 <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
<input type="text"/>	K-101	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	<input type="text"/> K-105 <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
<input type="text"/>	K-108	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	<input type="text"/> K-114 <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>