

The following article appeared in Volume 12, number 2 of Avalon Hill's GENERAL magazine.

The ship counters in the article have been reproduced in the ADC2 set. Figures in the article used parentheses around the number to indicate ships, such as DD's, where the number represented the actual number of vessels rather than the combat factor. On the ship counters provided as an insert, a box surrounded the number. In the ADC2 set, just to complete the confusion, these ships are shown with a circle around the number. The names given to the ships were of my own origin and include wargame friends, associates, and idols. I understand that a following GENERAL article also ascribes names for the ships, but I elected to continue to use my own names. The titles for the ships originate with SPI's Blitzkrieg Module System. SPI identified the Great Blue as "Azurnerreich" (The Blue Empire). I simply added the term "Marine" to create "AM" for Blue. Big Red was "Krasnynorad" (The Red State). I added the term "Flot" to create "KF" for Red.

The card decks referenced in the article are not included in the ADC2 set, but I have added a set of chits that can be drawn and used as cards.

To prevent confusion with the sea zone letters on the map, I've labeled the "areas or layers" within a sea zone as 1, 2, 3, or 4 rather than A, B, C, and D as stated in the article. A separate Task Force area is provided on the map where the stacks can be initially placed. These are placed at opposite ends of the map for Red and Blue. Ship stacks can initially be placed here and covered with Task Force markers with the Sea Zone Letter and Area Number until the stacks are simultaneously revealed.

Counters and markers for Surface Raiders are contained in the Force Pools labeled "Surface Raiders." CGM

SURFACE RAIDERS BLITZKRIEG NAVAL POWER

A long dormant interest in Blitzkrieg was reawakened in our editor during his recent playtest efforts of the new Blitzkrieg rules just released. Although those rules include a very playable set of "Naval Ascendancy" rules to improve the naval role in the game, they, of necessity, lack the nitty-gritty complexity brought in by actual ship

counters, etc. This then, is the goal of this article -- to provide an official variant for actual naval conflict to coincide with the new Blitzkrieg rules.

INTRODUCTION

Few games have the scope and versatility that the new Blitzkrieg enjoys with the revised rules. In an effort to complete that overall picture we are offering this naval variant complete with accompanying naval counters on the RR page to provide *Blitzkrieg* aficionados with the final word on their updated game. Many of the factors built into this variant will seem more logical in retrospect when you've gotten your copy of the new rules as only a few of the existing changes will be mentioned herein.

As Blitzkrieg is based on a loose model of the Second World War in Europe we will similarly base our variant on the respective forces of Germany and Britain-France both for historical flavoring and to avoid the blasé feel of identical forces.

PORT CAPACITY

All ports will have a physical capacity of 4 naval counters per city hex with water frontage. This is in addition to normal ground and air stacking limits. Stacking at sea is unlimited. In addition, both countries have major naval bases with an unlimited naval stacking limit and repair capabilities. Only major naval bases can undertake repairs of damaged vessels. Blue's bases are I33, L19, and D7. The lone Red naval base is RRR54. In addition, the new *Blitzkrieg* rules call for the inclusion of inland ports. These have been designated as JJJ56, VV25, D31 and L19. Enemy vessels may not navigate rivers. Ports and bases which have been strategically bombed via the new BBT Tables cannot attempt repairs nor may ships therein leave port during the turn of the bombing's effects.

MOVEMENT

Movement is conducted in the same manner as Naval Transport with each vessel able to move one sea zone per turn in either direction. Vessels which leave port must stay in the same sea zone as the port is located in during their turn of exit. Ships may stay at sea indefinitely as at-sea refueling and provisions stops are assumed to take place during the time span of the turn. No ship

may remain in a sea zone which does not include a friendly port longer than 2 turns in succession. Ships at sea are simply placed in any ocean hex of the sea zone in question with care taken not to place them adjacent to a coastal hex lest they be confused with a short bombardment or invasion mission. Care should also be taken in the stacking of units. All units stacked together in a hex are considered a single fleet and separate stacks, even though they may be adjacent on the board, are attacked separately should battle result. Thus, if Blue has 3 stacks at sea in Zone C, each must be separately located before it can be attacked by the enemy.

Naval movement also involves separate area differentiation within the Sea Zones. Each Sea Zone is subdivided into 4 different areas or layers identified by their distance from shore. For practicality we'll call them zones A, B, C and D. A being the closest and consisting of the immediate water hexes surrounding the land mass, and D being the largest and representing the outer limits of the ocean expanse. Each fleet is secretly placed on a blank counter or card representing area A, B, C, or D. This area indicator can be changed every turn to any of the 4 areas regardless of changes made in Sea Zones. A good system of area differentiation is to use a standard deck of cards. Remove all face cards and use these 12 cards as your area indicators, utilizing a second deck if necessary. All Clubs would be Area A, Diamonds Area B, Hearts Area C, and Spades Area D. This system is especially convenient if you have a deck of miniature novelty cards 1" in length, selling in most novelty shops for approximately 25 cents. The remainder of the deck will serve as your Base 10 random number indicator.

Ships at sea may change stacks, zones and areas every turn they are at sea. Unlike land movement, naval moves are simultaneous and are resolved before any land or air moves take place.

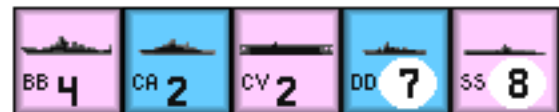
ENCOUNTER

Naval battles may occur only if vessels of opposing sides occupy the same area of the same zone and a check of the Encounter Chart reveals a "contact" has been made. Either side may call out the areas in which it has vessels immediately after movement in hopes of being able to check the Encounter Chart. Neither side is required to do so. Should players find they do have forces in the

same area -- either or both may attempt to force a contact on the Encounter Chart. The Encounter Chart is resolved by a drawing of 1 of the 40 remaining cards from our deck. If the card drawn lies within the range found on the Encounter Chart players proceed to Battle Procedure.

The percentage of a chance engagement increases the closer one gets to shore due to the increased activities of land-based observation craft, shore watchers, and the lessened chances for evasive maneuvers plus the sheer expanse of the outer regions.

THE SHIPS



Due to the scale of the game it is prudent to continue to represent individual ships abstractly -- even in a variant such as this. However, each class of vessel will have very real differences in either search or combat abilities. Capital ships will be individually represented on counters. The numbers which appear on their counters serve as their combat factor for both offense and defense. Carriers have no intrinsic offensive capabilities other than the aircraft they carry. Aircraft can only be based at sea on carriers -- not arbitrarily assigned to any sea zone. Carrier-based aircraft are limited to Fighter and Tactical types with a maximum complement of 4 factors per carrier. Sides with more than 1 carrier can have as large a sea based air force as their carrier strength can support. Aircraft for carriers must come from the regular air force allotments of the belligerents.

Destroyers and submarines are represented by designation only. The actual number of such vessels in that fleet and losses are taken in a "change" manner. Should a DD6 counter lose 3 factors it would be replaced with a DD3 counter.

Transports have no ship counters; the unit being transported represents the transport vessel. Each land unit at sea has a basic defense strength of 1. If lost at sea, that country's naval transport capacity is reduced by 1 unit until replaced.

BATTLE PROCEDURE

Once battle is joined, players merely exchange fire on the Basic Game Attrition Table. Only Battleships and Cruisers may fire although Carriers, Destroyers, and Transports are susceptible to loss also. All "Back 2" and "A Elim" results are treated as No Effect. "Exchange" equals damage of 1 factor to the target vessel. Such ships fire in subsequent rounds at a strength 1 factor lower than previously. Once a ship has been damaged to the point that its combat factor is 0 it sinks. A "D Elim" result always sinks the target vessel. Battle continues until one side either withdraws or is eliminated.

WITHDRAWAL TABLES

Should either player desire to break contact and end the battle they may use either of the following tables.

The Smoke Table may only be used every 3rd round of battle and if successful ends the battle immediately. Cards are drawn from the random number deck.

The Cover and Turn Away Table is more complicated. It may be exercised on any turn providing the force in question includes either CA's and or DD's. The player attempting to withdraw designates a portion of his force to make a torpedo run to cover the withdrawal of the remainder of the fleet. No fire is exchanged. The defender may make one double strength salvo at any or all of the attacking torpedo forces. Surviving torpedo ships may draw 1 card (cruisers: 2) from the Random Card Deck and get a damage result for every ace drawn. If the turn-away draw does not succeed battle continues as normal with all vessels considered in range. Otherwise, the battle ends immediately.

Example: Assume a Red fleet of 1 Battleship (5) and two cruisers (2) attacks a Blue force of 3 cruisers (2), a carrier, and 4 destroyers. Blue immediately elects to turn away with his carrier and make a torpedo cover run with his destroyers and a cruiser to safeguard the Aircraft carrier.

This amounts to 6 torpedo factors and a 5 is drawn from the random number card deck so the cover attempt is a success and the carrier and 2 remaining cruisers escape the battle. The forces making the torpedo run must undergo the dou-

bled fire of the 3 Red vessels. Red concentrates his fire on the cruiser and 1 destroyer for an 18-3 or 6-1 attack. Both vessels are sunk. The remaining 3 Blue DD's draw 3 cards for their torpedo run but fail to draw in ace. The battle ends.

Example: A Red BB (5) and cruiser (2) attack 3 blue cruisers (2). Both red vessels mass their fire on 1 cruiser for a 3-1 attack, roll a 2, and damage 1 cruiser. The Blue cruisers direct their fire on the Red cruiser, sinking it in a 3-1 attack with a die roll of 1. *Round 2:* the Red BB selects another Blue Cruiser and attacks at 2-1 (5-2), rolls a 5, and damages another cruiser. The cruisers return fire at 1-1 (5-5) and miss. *Round 3:* Red again concentrates fire on the last undamaged cruiser at 2-1 (5-2) and sinks it with a die roll of 1. Blue returns fire at 1-2 (4-5), rolls a 2, and damages the BB. Blue, now reduced to two factors (2 damaged cruisers), attempts escape by making smoke and leaves the battle after drawing a deuce on the Smoke Table. Had the battle continued the Red battleship could have concentrated fire on either Blue cruiser at 4-1, or attacked them both at 2-1.

AIR ATTACKS

Carrier-based planes can attack or perform fighter missions in any area of the zone in which they're stationed providing their target has been spotted first by a friendly force. Carrier planes cannot perform land assignments unless stationed in areas A or B.

Land-based aircraft may attack forces at sea only if the a/c are based in a port of the sea zone in question. Such a/c do not have to count hexes to the target. They can attack any vessels in their sea zone which is in their area radius. See the Master Area Chart.

Aircraft attack with 1 strength point per combat factor regardless of the type (exception: fighters) in the same manner as normal ship-to-ship action except that there are no subsequent rounds of battles. Surviving air factors return to base. The planes must undergo AA fire equal to 1/2 of the total fleet strength on the *Tournament Game Attrition Table* with only the defender's losses being assessed.

Example: 12 MDM bombers attack a fleet of 3 cruisers (2), 6 destroyers (1), and 4 transports

(0). The bombers attack all 4 transports at 12-4 (3-1) and roll a 5, thus destroying one. The fleet returns fire at 6-12 (1-2), rolls a 1, and shoots down one enemy air factor.

SHORE BOMBARDMENT

Naval gunfire support and invasions can only be attempted from Area A. All Capital ships located on coastal hexes can add 1/2 their offensive factors to any ground attacks being made against units on coastal hexes. Such forces are subject to return fire by the opponent's artillery in his following turn.

Example: 2 Red BB's (5) and 5 cruisers (2) add ten attack factors to an attack. Blue moves in 3 full strength Breakthrough artillery pieces in their turn and returns fire against one BB at 24-5 (4-1) on the Basic Game Attrition Table and sinks it.

U-BOATS AND ASW

Whenever U-boats have established contact with an enemy force they may attack once on the BGAT. All surviving DD factors may return their fire. The action is then broken off.

Example: 6 U-boat factors attack a convoy of 3 transports, a carrier and 9 DD's. The U-boats take two 1-1 attacks against 2 of the transports, missing both and a 2-1 on the carrier (4-2), rolling a "2" and damaging it. The 9 DD's then attack 3 of the U-boats at 3-1, roll a "6", and sink all 3.

Remember: While an "exchange" only equals damage of 1 point against a capital ship; U-boats, DD's, and transports only have 1 strength factor and thus are eliminated when damaged.

THE SITUATION

Blue, obviously the greater maritime power, has much the stronger fleet, as would be expected of a nation bordered on 3 sides by water. However, this works to both her advantage and disadvantage. Due to the high manpower needs of her navy, Blue's army has been reduced by the elimination of her Tenth Army Corps. She is also dependent on overseas suppliers for much of her war material. Therefore all 10 of the per turn Blue replacement factors are susceptible to loss.

Blue must bring in its 10 replacement factors every turn from off the board. She does this simply by declaring 1 of 3 Sea Zones (A, B or C) on her border. She must still hold a port in that Sea Zone which is not isolated from the other centers of production. If enemy forces exist in that Sea Zone a card is drawn from the set of 12 face cards not used in the Random Card Draw. If the area drawn is the same as that occupied by enemy forces a battle ensues. Thus it is always wise for a sufficient escort to be allotted to the convoy each turn to ensure, if not safe passage, at least a costly victory for the Red forces. Each replacement factor is transported by 1 transport factor.

Replacements: Both Red and Blue have 50 Shipbuilding factors which they must spend during the first 5 turns. No additional construction is allowed after the 5th turn. Construction of 10 factors per turn is authorized and must be secretly recorded after each turn so that players will know when new forces become available.

It takes 1 full turn in a major naval base to repair damage of 1 point to any ship.

THE FORCES

Both players may start with their forces at sea or in ports of their choosing. ●

ENCOUNTER CHART		
Area	ADC2 Area	Card Drawn
♣ 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	
	Make Smoke
1-3	Successful - Action broken
4-0	Unsuccessful - Battle continues

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

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%	