

Blitzkrieg Redux **Components**

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Counters

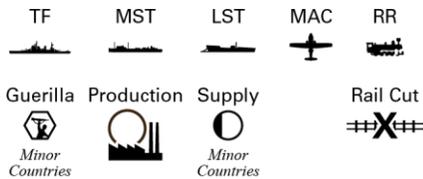
Blitzkrieg Redux features a complete replacement set of counter sheets for both the core *Blitzkrieg* game and the *Blitzkrieg Module System* (BMS), along with sheets of miscellaneous info markers and variant unit counters. Many unit symbols have been updated, and most units now have information on their back sides. Also included is a whole host of new info markers that make it easier to track various things in the game.

1. Updated Unit Symbols

The updated symbols for the core counter set are:



The updated symbols for the BMS counter set are:

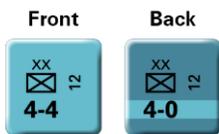


2. Changes to Combat Factor Layout (BMS)

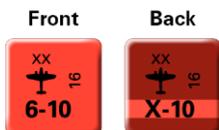


Units in the *Blitzkrieg Redux* BMS counter set which have defense factors different from their attack factors now show both factors separately on the counters just like breakthrough artillery units. The Flak attack factor is bracketed to indicate it has no ground combat capability, only anti-aircraft capability.

3. Unit Counter Back Sides

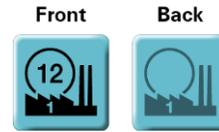


BMS: The back sides of all class 2 (rail transport), class 4 (ground), and class 5 (Flak) units indicate their **immobilized** status. When impulse movement is not being used, units that are forced to retreat more than one hex are immobilized for one turn (*Blitzkrieg Module System, Modules 1-3*). Rail transport units can be immobilized as a result of Strategic Bombing attacks. Immobilized status is indicated visually by a MF of 0, a darker field color, and a colored stripe.



2e: The back sides of aircraft units indicate **grounded** status as a result of enemy bombing missions on airbases. Grounded air

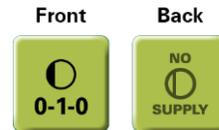
units may not make any attacks in their next combat phase, though they may change bases (*2nd edition, 1975 Tournament Game Optional Rule 33.2*). Grounded status is indicated visually by a CF of “X”, a darker field color, and a colored stripe.



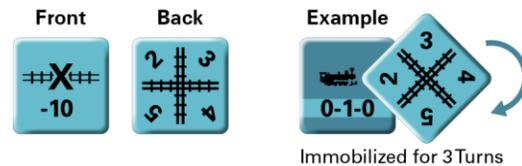
BMS: The back sides of Production units (*Blitzkrieg Module System, Module 6: Production*) indicate zero production capacity during the next production cycle due to damage from Strategic Bombing attacks.



BMS: The back sides of Airbase units (*Blitzkrieg Module System, Module 12: Air Forces*) indicate damage from Strategic Bombing attacks, prohibiting takeoffs or landings for one turn.

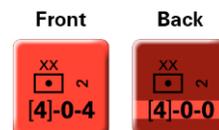


BMS: The back sides of Minor Country Supply units (*Blitzkrieg Module System, Module 10: Supply*) indicate disrupted logistics coordination due to Strategic Bombing attacks, making them unable to provide supply for one turn.



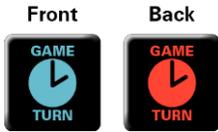
BMS: The back sides of Rail Cut markers (*Blitzkrieg Module System, Module 7: Railroads*) provide rail transport immobilization countdowns for up to five turns each. These markers sit on top of RR units in “diamond orientation” and are rotated one position clock-wise as each turn passes. An inverted rail transport unit by itself indicates one turn of immobilization.

4. BMS-Compatible Breakthrough Artillery



A complete set of duplicate breakthrough artillery units have been provided with their combat factors adjusted according to the *Blitzkrieg Module System, Module 16: Artillery* rules. The artillery factor is bracketed to indicate it can be added to the *defense* factors of friendly units within its “zone of effect” (ZOE).

5. Game Turn Marker (all)



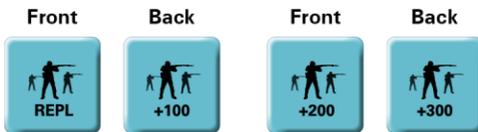
The Game Turn marker is placed on the Turn Track/ Time Record to track each player's turn as it is conducted. (See 22., 26. *Turn Tracks* and 31. *Time Record*).

6. Weather Marker (1e/2e)



The Weather marker is placed on the Weather Table (*1st edition, 1965*) or the Weather Chart (*2nd edition, 1975*) to indicate the weather for the current turn. The back side is for emphasizing Clear weather conditions. (See 23. *Weather Table* and 27. *Weather Chart*).

7. Replacement Markers (1e/2e)



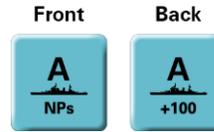
Replacement markers are used to track the number of accumulated replacement factors (*1st edition, 1965*) or accumulated replacement units (*2nd edition, 1975*) available to each side for the current game turn. The front of the first counter is used when the accumulated replacement factors/units are in the range 1-99. The +100, +200, and +300 sides add to the track number under the marker allowing the tracking of up to 399 accumulated replacement factors/units. (See 24. *Factor Track* and 28. *Replacements/Naval Points Track*).

8. Supply Markers (1e)



Supply markers are used to track the number of accumulated Supply Factors available to each side for the current game turn. The front of the first counter is used when the accumulated supply factors are in the range 1-99. The +100, +200, and +300 sides add to the track number under the marker allowing the tracking of up to 399 accumulated Supply Factors. (See 24. *Factor Track*).

9. Naval Points Markers (2e)



Naval Points (NPs) markers are used to track the number of accumulated Naval Points (*2nd edition, 1975 Tournament Option Rule 35.1*) each side has in each Sea Zone for the purposes of determining their levels of Naval Ascendancy. The front is used when accumulated naval points are in the range of 1-99. The back side adds 100 to the track number under the marker. (See 28. *Replacements/Naval Points Track*).

10. Naval Ascendancy/Naval Superiority Markers (2e/BMS)



Naval Ascendancy/Naval Superiority markers are used to indicate the level of Naval Ascendancy (*2nd edition, 1975 Tournament Option Rule Section 35*) or Naval Superiority (*Blitzkrieg Module System, Module 11: Naval Forces*) each side has achieved in each Sea Zone. The front is used when a side has attained one of the *2nd edition, 1975 Naval Ascendancy* statuses, or has achieved *Blitzkrieg Module System Naval "Superiority"* in a Sea Zone. The back is used with the *2nd edition, 1975 Naval Ascendancy "Uncontrolled"* box when both sides have zero naval points in a Sea Zone. (See 29. *Naval Ascendancy* and 33. *Naval Superiority*).

11. Critical Resource Markers (2e)



Critical Resource markers are used to track each side's operational capability levels for the three kinds of Critical Resources: PETRO-CHEMICAL, BASIC INDUSTRY, and NAVAL STORES. (See 30. *Critical Resources*).

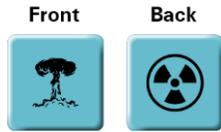
12. Additional/Strategic Bombing Mission Results Markers (2e/BMS)



These on-map damage markers are used to indicate the damage inflicted by three of the Additional Bombing Missions (*2nd edition, 1975 Tournament Game Optional Rules 33.3-33.5*): **PX** for the bombing of ports, **RCX** for the bombing of road-nets in cities, and **SRIX** for the bombing of the supply, industry, and replacement capacities of cities. PX markers are also used to indicate when a Port Facility (hex) is rendered unusable for

supply purposes for one turn as the result of Strategic Bombing in the Blitzkrieg Module System.

13. Nuclear Attack Markers (1e)



The Nuclear Attack marker is used when a player conducts a nuclear attack (*1st edition, 1965 Tournament Game Optional Rules*). The marker is placed on the target hex and then the attack is resolved. If the attack roll is a 1, then the marker is removed from the mapboard after the attack. If the attack roll is a 2-6, however, the marker remains on the mapboard and is flipped over as a reminder that no units may move through that hex for one complete turn. It is later removed from the mapboard at the end of the owning player's next movement phase.

14. Out of Supply Markers (2e/BMS)



Out of Supply markers are placed on top of units, or stacks of units, which no longer have supply and are in danger of elimination.

15. Control Markers (all)



Control markers are used to identify **non-home** cities that are friendly to one side or the other, particularly where garrison forces are not present and not required for control. In the 1st edition, 1965 version of the game, these markers are also used to indicate the status of relations with each minor country. (See 25. *Minor Country Status*).

16. Variant Units



These variant substitution units allow the bigger units in the game to take factor losses in a more granular fashion. This addresses a playability issue introduced by the 2nd edition, 1975 rules which set stacking limits based on the number of combat *units* in a hex rather than the number of combat *factors* in a hex.



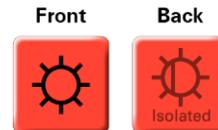
Mechanized units are simply armored units with a different symbol, and are equivalent to them in every way. They merely add flavor to the game.

Horde Infantry corps units help reduce mapboard clutter by taking the place of four factors of smaller Horde Infantry units. They can break down and reconstitute just like division-sized units. While each corps only counts as one unit for stacking purposes, no more than two may occupy the same hex.

Army HQ units are meant to be used with variant/house rules which add things to the game like command and control, hidden placement, and so on.

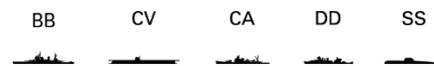


Panzer-Grenadiers and Armored Cavalry were introduced as new units in the minor country OOBs of Black and White, respectively, in *Blitzkrieg—Troops for the Minor Countries* from The General Vol.2 No.6. They are regarded as armored units in every way.



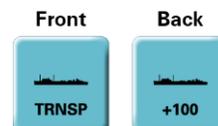
Fortresses were introduced in the letters section of The General Vol.12 No.5. They are flipped over when they become isolated, indicating that they have one full turn of internal supply. If an isolated fortress is still cut off from supply after that one turn, then an Out of Supply marker is placed on it.

17. Surface Raiders Unit Symbols



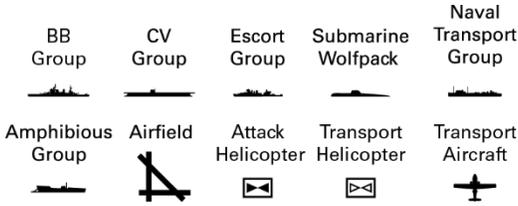
Note: *Surface Raider* capital ships (BB, CV, and CA units) are compatible with the *Blitzkrieg '85* naval system.

17.1 Naval Transport Markers



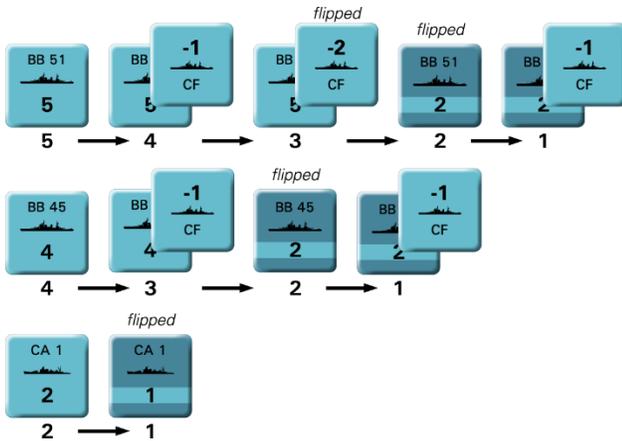
Naval Transport markers are used with the Replacements/Naval Points Track to keep track of the number of *Surface Raiders* naval transports available to each side.

18. *Blitzkrieg '85* Unit Symbols



Note: *Blitzkrieg '85* BB group, CV group, and Escort group units are compatible with the *Surface Raiders* variant.

19. *Surface Raiders* Naval Damage



Damage to naval units in *Surface Raiders* is applied in the form of factor losses. The back sides of *Surface Raiders* capital ship units (BB, CV, and CA) are half CF strength (rounded down). In order to track damage to these units in small increments, CF loss markers are used.

In the first example above, BB 51 has a base CF of 5 and is shown in each of its reduced forms. When it loses one factor, a **-1 CF** loss marker is placed on it. When it loses a second factor, the loss marker is flipped over to its **-2 CF** side. Upon losing a third factor, the CF loss marker is removed and the BB unit itself is flipped over to its half-strength (2 CF) side. When it loses a fourth factor, it remains flipped over and a **-1 CF** loss marker is placed on it. When it loses its fifth and final factor the unit is destroyed and removed from the mapboard.

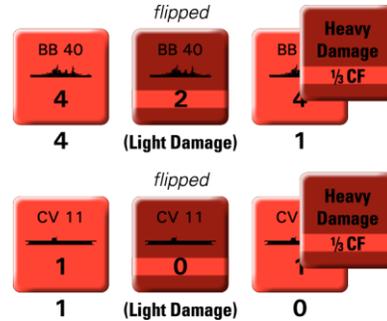
In the second example, BB 45 has a base CF of 4. Damage is marked like it was with BB 51 except that after the loss of two factors it is flipped over rather than covered with a **-2 CF** loss marker.

In the third example, CV 11 has a base CF of 2. It is flipped over after losing one factor, and destroyed after losing a second factor.

There is no need to use CF loss markers with units that have base CFs of 2 or less, which effectively means that CF loss markers are only used with BB units.

DD and SS units are completely generic. They have different CF values on their back sides to assist in “making change”.

20. *Blitzkrieg '85* Naval Damage



Damage to naval units in *Blitzkrieg '85* is applied in the form of two distinct levels of damage: “light damage” and “heavy damage”. The *Blitzkrieg '85* rules prescribe the use of Light Damage markers for when units suffer light damage, but such markers are unnecessary with the *Blitzkrieg Redux* counter set.

As shown in the examples above, the back sides of these units are at half CF strength (rounded down), which corresponds to light damage. Thus a unit which suffers light damage is flipped over instead of having a Light Damage marker placed on it. A unit which suffers heavy damage, on the other hand, has a Heavy Damage marker placed on it. A unit which suffers either kind of damage while already damaged is destroyed and removed from play, and as such there will never be a situation in which a naval unit is inverted and has a Heavy Damage marker on it at the same time.

21. Tracking Facility Damage in *Blitzkrieg '85*

Bomb/bombardment damage to fixed facilities in *Blitzkrieg '85* is similar to naval damage in that it is also described in terms of “light damage” and “heavy damage”. However, no damage markers are provided for this due to the rather elaborate bookkeeping required to properly track this (cumulative) damage. Instead, it is recommended that the Additional/Strategic Bombing Mission Results markers (see 12. above) be used to mark facilities on the mapboard which have taken damage, and a sheet of paper be used to track the number of “damage levels” (i.e., turns of incapacitation) each damaged *facility capacity* has accumulated.

Tracks, Tables, and Displays for Blitzkrieg 1st edition, 1965

22. Turn Track

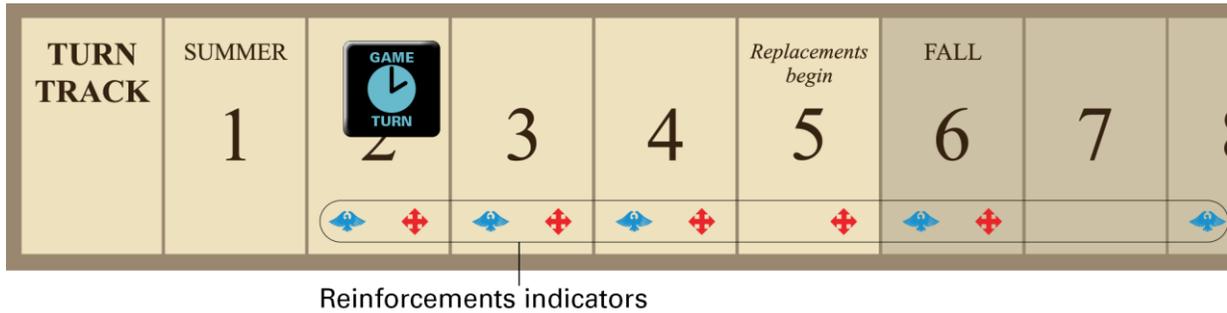


Figure 22. 1st edition, 1965 Turn Track

The 1st edition, 1965 version of the Turn Track consists of twenty game turns, broken up into four seasons of five turns each. Turn 15 is the last turn played in the Basic Game, but there is no limit to the number of turns that can be played in the Tournament Game. If play goes past turn 20, the Game Turn marker is returned to the turn 1 space to begin another year of play; this continues for as long as players wish. Note that reinforcements only appear on turns 2-8 of the first year of play, in accordance with the standard reinforcement schedule.

23. Weather Table

3	CLEAR	All units at sea must land. No units may go to sea.	CLEAR	No invasions allowed.	3
4	WEATHER	All ground units -1 MF. Air units unaffected.	All rivers frozen and do not double units defending behind them.	No airborne drops allowed.	4

Figure 23.1. Weather Table (non-CLEAR weather example)

The Weather marker is placed **directly on** the Weather Table entry that was rolled to indicate the weather for the ensuing game turn. In the above example (Figure 23.1), a “4” was rolled for the weather of turn 3.

Game Turns / SEASON					
DIE	1-5 / SUMMER	6-10 / FALL	11-15 / WINTER	16-20 / SPRING	DIE
1	CLEAR	CLEAR	CLEAR	CLEAR	1
2	CLEAR	CLEAR	CLEAR	Only units on roads may move, and they may not move off roads.	2

Figure 23.2. Weather Table (CLEAR weather example)

When the weather is CLEAR, it is recommended that the back side of the Weather marker be used to emphasize this fact. In the above example (Figure 23.2), a “2” was rolled for the weather on turn twelve, indicating CLEAR weather.

24. Factor Track



Figure 24. Factor Track

The Factor Track is used to track accumulated replacement and supply factors. When the number of factors being tracked exceeds 99, the replacement markers and supply markers can be flipped over to add 100 (as well as +200/+300 in the case of the supply markers) to the track numbers underneath them.

In the above example (Figure 24), Great Blue has accumulated 109 replacement factors and Big Red has accumulated 77 replacement factors, while both sides have accumulated 252 supply factors.

25. Minor Country Status

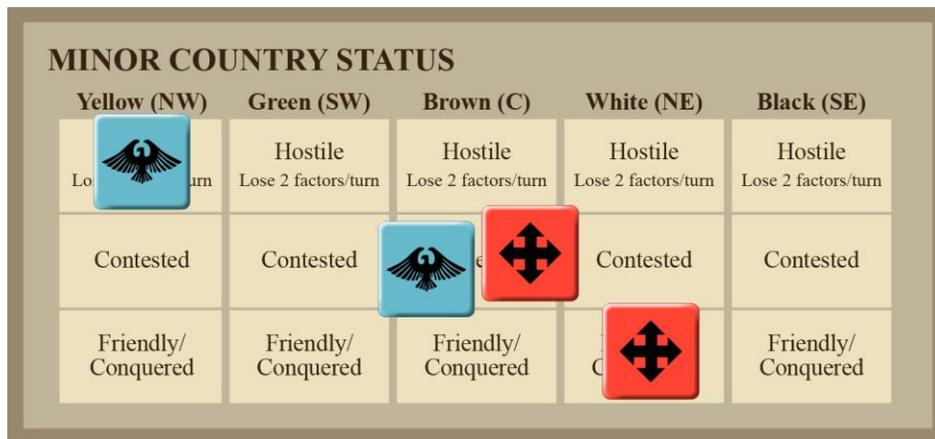


Figure 25. Minor Country Status display

The Minor Country Status display is used to track the level of relations that exist between the two major nations and each of the five minor countries. When one side violates the borders of a minor country, becoming the “aggressor nation”, that minor country becomes hostile to that side and a control marker of the aggressor’s color is placed on the “Hostile” box. If the aggressor captures all of a minor country’s cities, thus conquering it, the marker is moved to the “Friendly/Conquered” box. If the other side moves forces into a minor country while it is still hostile, then that side puts a control marker of its color on the “Contested” box and the aggressor’s control marker is moved to the “Contested” box with it. Should the aggressor completely evacuate (or be ejected from) the minor country, then the other side puts a control marker of its color onto the “Friendly” box to indicate that the minor country is friendly to it.

In the above example (Figure 25), Great Blue crossed Yellow’s border making Yellow hostile to them. Big Red successfully conquered White and now all of its cities are treated as friendly to Big Red. Red continued marching forward, sending forces across Brown’s border, initially making Brown hostile to Red. Blue subsequently moved “liberation” forces into Brown, and now Brown is contested between Blue and Red.

Tracks, Charts, and Displays for Blitzkrieg 2nd edition, 1975

26. Turn Track

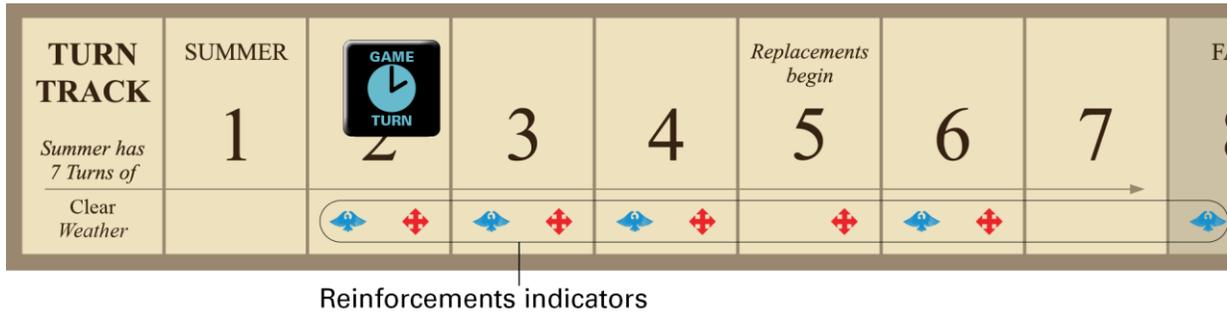


Figure 26. 2nd edition, 1975 Turn Track

The 2nd edition, 1975 version of the Turn Track consists of twenty-six game turns divided into a seven-turn Summer season, a six-turn Fall season, a seven-turn Winter season, and a six-turn Spring season. In this edition of the game the first seven turns of any Summer season automatically have Clear weather, and this is shown on the track. As with the 1st edition, 1965 game, turn 15 is the last turn played in the Basic Game, but there is no limit to the number of turns that can be played in the Tournament Game. If play goes past turn 26, the Game Turn maker is returned to the turn 1 space to begin another year of play; this continues for as long as players wish. Note that, again, reinforcements only appear on turns 2-8 of the first year of play, in accordance with the standard reinforcement schedule.

27. Weather Chart

DIE	8 26	9 25	10 24	11 23	12 22	13 21	14 20	15 19	16-18	DIE
1	Clear	1								
2	Clear	Snow	2							
3	Clear	Clear	Fog	Fog	Fog	Fog	Rain	Rain	Snow	3
4	Clear	Rain	Rain	Fog	Fog	Rain	Ice	Snow	Snow	4
5	Rain	Clear	Rain	Rain	Rain	Ice	Snow	Snow	Snow	5

Figure 27.1. Weather Chart (non-Clear weather example)

The Weather marker is placed **just above** the Weather Chart entry that was rolled to indicate the weather for the ensuing game turn. Note that there are no columns for turns 1-7 because the first seven turns of every game year (i.e., the entire Summer season) always consist of Clear weather. In the above example (Figure 27.1), a “4” was rolled for the weather on turn fifteen, indicating Snow.

WEATHER CHART										
Summer season consists of 7 turns of Clear weather.										
DIE	8 26	9 25	10 24	12 22	13 21	14 20	15 19	16-18	DIE	
1	Clear	1								
2	Clear	Rain	Snow	2						
3	Clear	Clear	Fog	Fog	Fog	Fog	Rain	Ice	Snow	3

Figure 27.2. Weather Chart (Clear weather example)

When the weather is Clear, it is recommended that the back side of the Weather marker be used to emphasize this fact. During Summer when there are seven straight turns of Clear weather, the Weather marker can be placed anywhere on the Weather Chart, or even on the current space of the Turn Track. In the above example (Figure 27.2), a “2” was rolled for the weather on turn eleven, indicating Clear weather.

28. Replacements/Naval Points Track



Figure 28. Replacements/Naval Points Track

The Replacements/Naval Points Track is used to track accumulated replacement units and accumulated naval points. When the number of units/points being tracked exceeds 99, the replacement markers and naval points markers can be flipped over to add 100 to the track numbers underneath them.

In the above example (Figure 28), Great Blue has accumulated 4 replacement units and Big Red has accumulated 6 replacement units. Blue has 1 naval point, 6 naval points, and 11 naval points in Sea Zones A, B, and C respectively (with zero naval points in Sea Zones D and E). Red has 1 naval point, 2 naval points, and 12 naval points in Sea Zones A, E, and D respectively (with zero naval points in Sea Zones B and C).

29. Naval Ascendancy

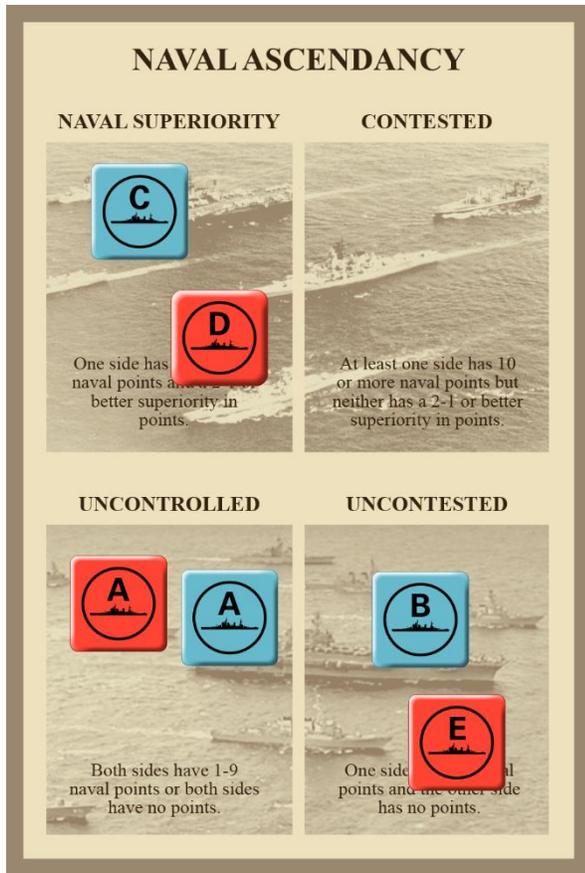


Figure 29. Naval Ascendancy display

The Naval Ascendancy display is used to keep track of the level of naval dominance each side has in each Sea Zone. A Naval Ascendancy marker in a box indicates which side has that level of dominance in the Sea Zone denoted on the marker. Only one side at a time can have a particular dominance level in a Sea Zone (*Exception: UNCONTROLLED*), and every Sea Zone will be represented somewhere on this display with a marker from one side or the other (but not both). The UNCONTROLLED box is different in that it will always have both Blue and Red markers for a given Sea Zone in the box at the same time.

In this example (Figure 29), based on the Replacements/Naval Points Track shown in Figure 23, Great Blue enjoys Naval Superiority in Sea Zone C while Big Red enjoys Naval Superiority in Sea Zone D; Blue has Uncontested control of Sea Zone B while Red has Uncontested control of Sea Zone E; and Sea Zone A is Uncontrolled by either side since they both have only 1 naval point present there. If Blue and Red were to both somehow lose their 1 naval point in Sea Zone A, then both of their markers would be flipped over.

30. Critical Resources

There are thirty critical resource-producing city hexes spread across the mapboard. Small resource icons appear next to these cities' labels to help identify them during play. A set of matching critical resource markers is provided to each side. An explanation of how to use these critical resources markers with the Critical Resources display is provided on the display itself. Here is an example of them in use.

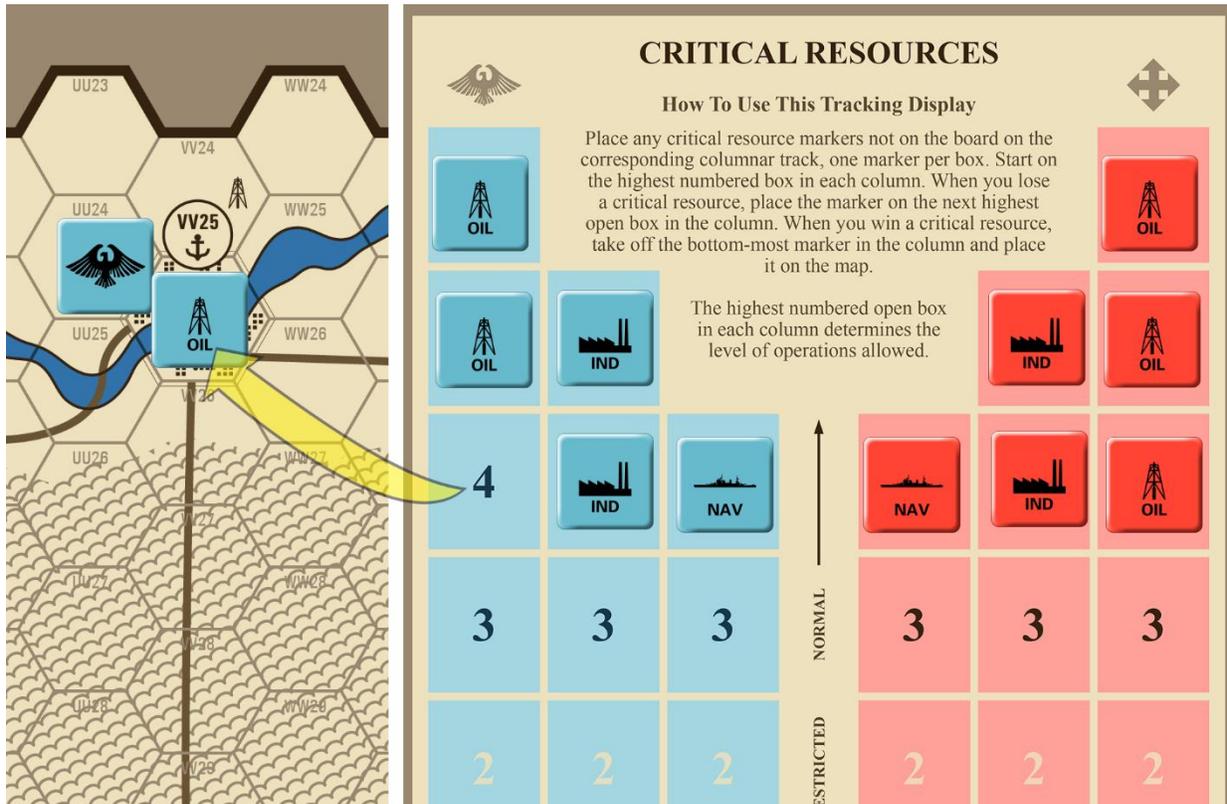


Figure 30.1. Great Blue captures city VV25 and acquires a PETRO-CHEMICAL source

In the above example (Figure 30.1), Great Blue has captured White's city VV25, thereby obtaining a new PETRO-CHEMICAL source (Blue's garrison unit is not shown). Blue takes their bottom-most OIL marker from the Critical Resources display and places it on city hex VV25. (Note: placing a blue control marker there, as shown, is purely optional since the OIL marker effectively serves the same purpose). Blue's PETRO-CHEMICAL operations level rises to 4, and while this does not expand Blue's operational capabilities in any way, it does provide a buffer against losing a PETRO-CHEMICAL source elsewhere on the mapboard.

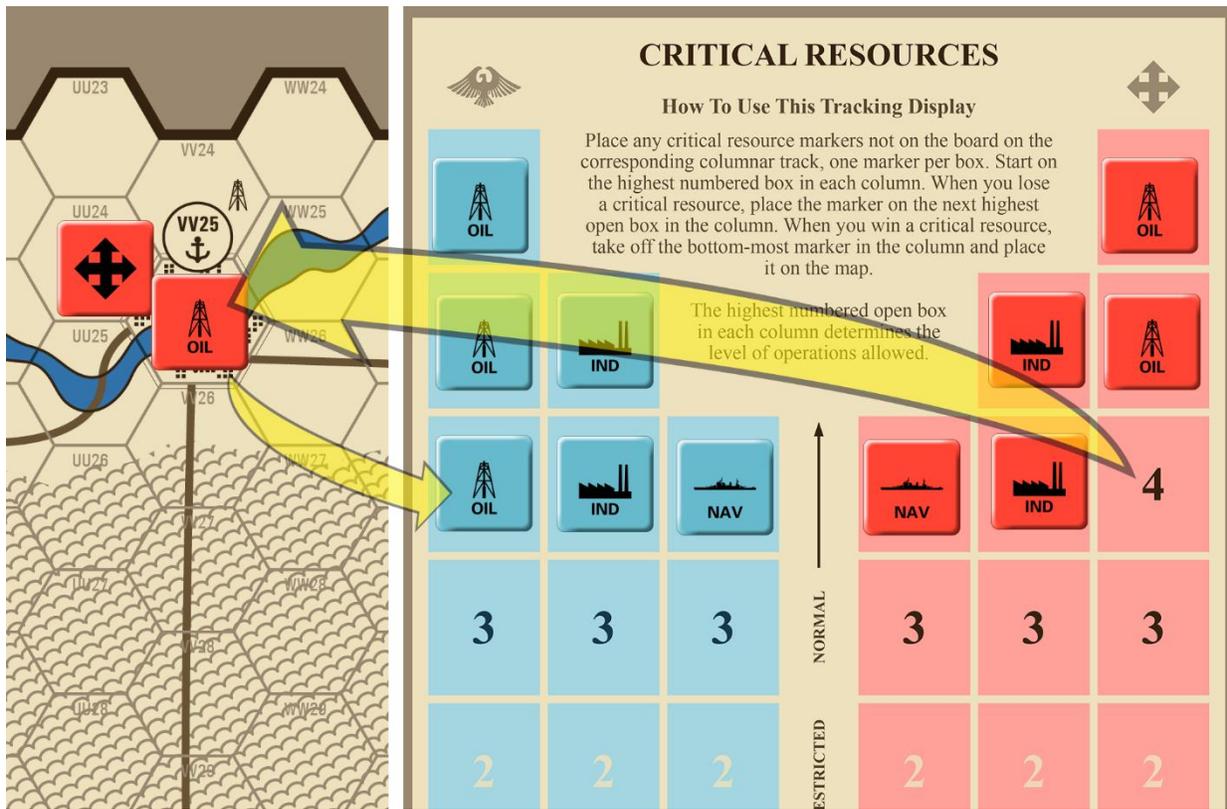


Figure 30.2. Big Red pushes Great Blue out of city VV25 and takes control of its oil production

Carrying the previous example further, Figure 30.2 shows Big Red having ejected Great Blue’s forces from city VV25 and thus taking control of it themselves (as before, Red’s garrison unit is not shown). Blue’s OIL marker is returned to the highest-numbered open space on the Critical Resources display and Blue’s PETRO-CHEMICAL operations level drops back to 3. Red takes their own bottom-most OIL marker from the display and puts it on city hex VV25 in place of Blue’s, increasing Red’s PETRO-CHEMICAL operations level to 4.

Critical Resources Initial Setup (Home Cities)

Great Blue and Big Red each have three OIL, three IND, and three NAV markers that begin the game on the mapboard, placed on the home city hexes assigned to them by rules sections 36.2, 36.3, and 36.4 respectively. The remaining markers are set up on the Critical Resource display as shown in the figures above. Whenever a friendly resource-producing home city hex is captured by enemy forces, the critical resource marker residing there is removed from the mapboard and placed on the highest-numbered open space of its corresponding track on the display. Should that home city hex be re-taken, the bottom-most marker for that city’s resource type is taken off of the display and placed back onto the city hex.

Note that the benefits of capturing an opposing side’s home city hex does *not* include acquiring its critical resources. As such, critical resource markers are never transferred from the display onto the opposing side’s home city hexes like they are when capturing minor country city hexes.

Tracks, Displays, and Cards for the Blitzkrieg Module System

31. Time Record

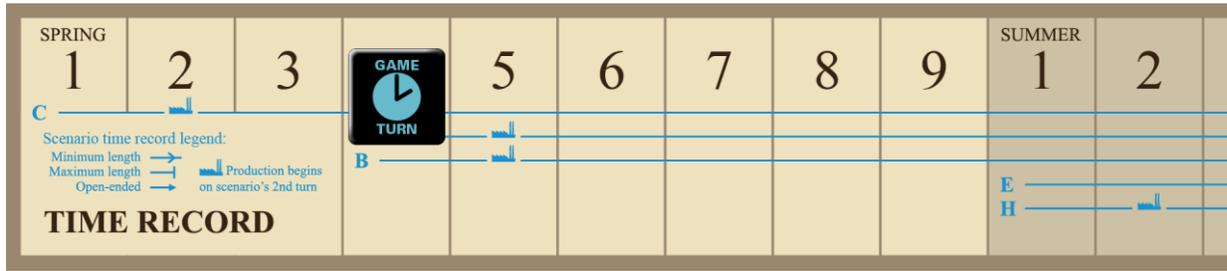


Figure 31. Time Record track

The Blitzkrieg Module System version of the Turn Track, called the Time Record, consists of thirty-six game turns broken up into four seasons of nine turns each. The Blitzkrieg Module System is scenario-based, and turn-tracking line-guides for its eight scenarios are printed in blue, indicating the starting and ending turns of each scenario, along with a small factory icon reminding players that production doesn't begin until the second turn of each scenario. The Game Turn marker is placed just above, and then moved along, the line-guide of the scenario being played. Some scenarios have a minimum length, and the earliest turns in which those scenarios may end are indicated on their line-guides. Some scenarios have a fixed length, and their line-guides terminate on their final turn spaces. Some scenarios are open-ended with no fixed end turn. For those open-ended scenarios, when play goes past the last Winter turn, the Game Turn marker is moved to the Spring 1 space and play continues. Scenario G is unique in that play may extend past the last Winter turn space, but only for a maximum total of thirty-six turns. Scenario G must end, no matter what, on the last Summer turn of the following year.

In the above example (Figure 31), play is about to begin with the first turn of scenario B, "National Expansion" (*Module 17: Variable War Scenarios & Victory Conditions*).

32. Weather Cards

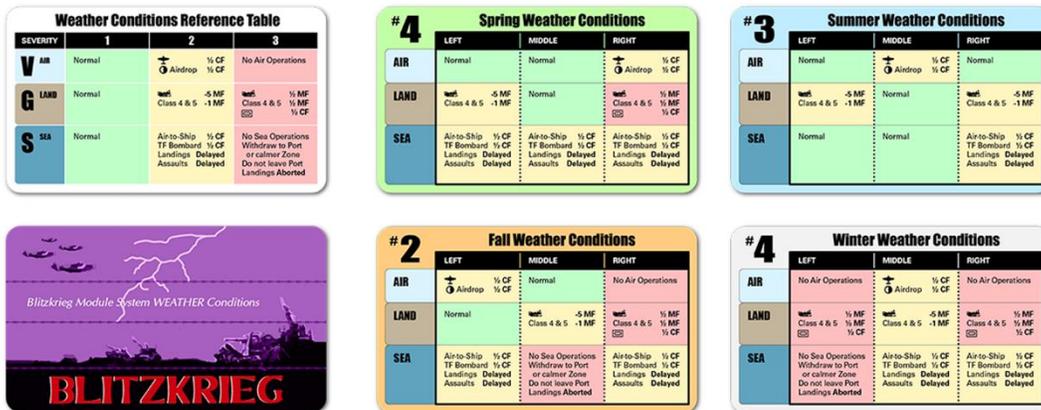


Figure 32. Sample Weather Cards

The original Weather module components provided by the Blitzkrieg Module System are replaced by the *Blitzkrieg Redux* Weather Card deck. There are six cards for each season, and you can either draw one at random at the beginning of each turn or roll a die and use the card with the matching number. The weather conditions for each of the weather zones (i.e., the three mapboard sections: left, middle, right) are printed on the card.

33. Naval Superiority



Figure 33.1. TFs in Sea Zone C



Figure 33.2. TFs in Sea Zone D

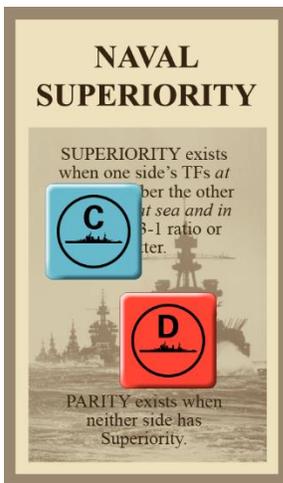


Figure 33.3. Naval Superiority display

The Naval Superiority display (Figure 33.3) is used to keep track of which side, if any, enjoys “Naval Superiority” in any of the five Sea Zones. When a side achieves Superiority in a particular Sea Zone, they place their corresponding marker on the display. Parity is assumed for all Sea Zones not represented by markers on the display.

As the above example mapboard images show (Figures 33.1 and 33.2), Great Blue has four TFs at sea in Sea Zone C while Big Red has only one TF there. Conversely, Red has seven TFs at sea in Sea Zone D while Blue has only two TFs there (one in port and one at sea). This means Blue enjoys a 4-to-1 Superiority in Sea Zone C while Red enjoys a 7-to-2 Superiority in Sea Zone D. Parity exists in the other three Sea Zones (A, B, and E).

Notes

Surface Raiders Naval Combat Table

The *Surface Raiders Naval Combat Table* (back cover) is an adaptation of the Basic Game Attrition Table designed to make determining naval damage more straightforward. The various BGAT combat results are converted into the naval damage results described here:

Explanation of Table Results

A “-” result indicates no damage was done to the target vessel. A “1” result indicates that the target vessel must lose one factor. A “Sunk” result indicates that the target vessel is destroyed. (See 19. *Surface Raiders Naval Damage* above for how to use CF loss markers to track factor losses.)

Blitzkrieg '85 Naval Combat Table

The *Blitzkrieg '85 Naval Combat Table* (back cover) is an adaptation of the Barrage and Bombing Table designed to make determining naval damage more straightforward. BBT factor losses are converted into the naval damage results described here:

Explanation of Table Results

A “-” result indicates no damage was done to the defending units. An “L” result indicates light damage was done to the defending units, which are flipped over to their half-CF sides. An “H” result indicates heavy damage was done to the defending units, and “Heavy Damage” markers are placed on them. A “Sunk” result indicates that the defending units are destroyed. (See 20. *Blitzkrieg '85 Naval Damage* above for more information.)

Blitzkrieg '85 Facility Bombardment Table

The *Blitzkrieg '85 Facility Bombardment Table* (back cover) is an adaptation of the Barrage and Bombing Table designed to make determining bomb/bombardment damage to fixed facilities (i.e., ports, cities, etc.) more straightforward. BBT factor losses are converted into the “levels of damage” (i.e., turns of incapacitation) results described here:

Explanation of Table Results

The result of an attack on this table is either “-” (no effect), or the number of turns of additional incapacitation the target facility capacity must suffer. (See 21. *Tracking Facility Damage in Blitzkrieg '85* above for more information.)

SURFACE RAIDERS TABLES

ENCOUNTER CHART

ZONE	CARD DRAWN	MODIFIERS TO CARD DRAW RANGE
A	1-7	+2 Search force includes a carrier (CV) +1 Search force includes a cruiser (CA)* +1 Search force is land-based aircraft -1 Search force is composed of submarines -3 Target force is composed of submarines
B	1-5	+1 Target force is composed of transports -1 Weather is rain, ice, or snow -2 Weather is fog
C	1-3	
D	1	

* Not cumulative—i.e., a search force with both a cruiser and a carrier does not get +3.

Encounters cannot occur if the card draw range drops below 1 due to modifiers.

SMOKE/EVASIVE MANEUVER TABLE

CARD DRAWN	MAKE SMOKE
1-3	Successful – Action broken
4-10	Unsuccessful – Battle continues

COVER AND TURN AWAY TABLE

TORPEDO FACTORS MAKING RUN	REMAINDER OF FORCE BREAKS OFF SUCCESSFULLY ON CARD 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

NAVAL COMBAT TABLE

Odds worse than 1-2 are not allowed.
Odds greater than 6-1 are Sunk.

DIE	1-2	1-1	2-1	3-1	4-1	5-1	6-1	DIE
1	-	-	Sunk	Sunk	Sunk	Sunk	Sunk	1
2	1	1	1	1	1	-	-	2
3	-	-	-	-	-	Sunk	Sunk	3
4	-	-	-	-	-	-	Sunk	4
5	-	-	1	1	Sunk	Sunk	Sunk	5
6	-	-	-	Sunk	Sunk	Sunk	Sunk	6

A ten-sided polyhedral die (d10) can be used instead of drawing cards.

BLITZKRIEG '85 TABLES

NAVAL COMBAT TABLE

DIE	1	2-3	4-7	8-11	12-15	16-21	22-27	28+	DIE
1	L	H	Sunk	Sunk	Sunk	Sunk	Sunk	Sunk	1
2	-	L	H	Sunk	Sunk	Sunk	Sunk	Sunk	2
3	-	-	L	H	Sunk	Sunk	Sunk	Sunk	3
4	-	-	-	L	H	Sunk	Sunk	Sunk	4
5	-	-	-	-	L	H	Sunk	Sunk	5
6	-	-	-	-	-	L	H	Sunk	6

FACILITY BOMBARDMENT TABLE

= turns of incapacitation

DIE	1	2-3	4-7	8-11	12-15	16-21	22-27	28+	DIE
1	1	1	2	2	2	2	2	2	1
2	-	1	1	2	2	2	2	2	2
3	-	-	1	1	2	2	2	2	3
4	-	-	-	1	1	2	2	2	4
5	-	-	-	-	1	1	2	2	5
6	-	-	-	-	-	1	1	2	6

SHIP BUILDING TABLE

	Cost To Build	Time To Build
BB	10	8 Turns
CV	8	7
CA	5	6
DD	3	4
SS	2	4
TRNSP	1	3

MASTER AREA CHART

ZONE	SPECIAL EFFECTS	LAND BASED AREA RADIUS
A	Shore bombardment, Invasion, Sea-to-land air strikes	ALL
B	Sea-to-land air strikes	NO TAC
C		NO TAC / FTR
D		SAC ONLY



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Blitzkrieg '85
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