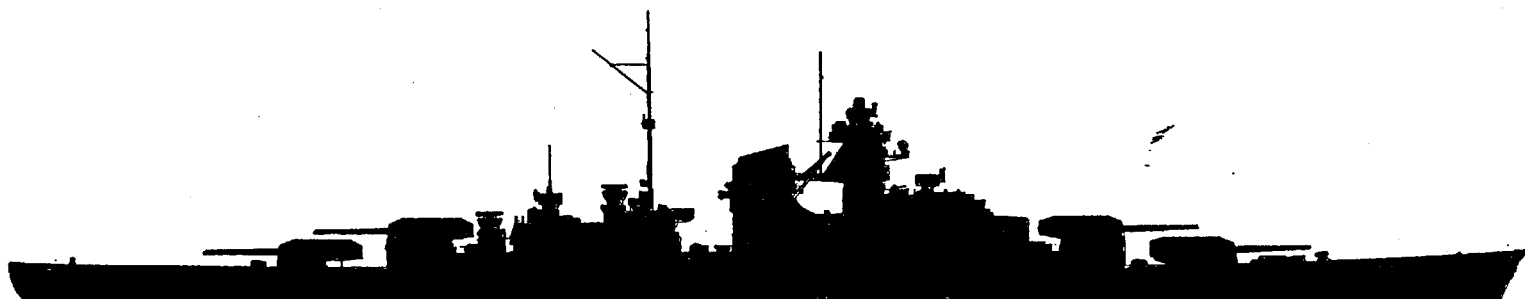


Michael Smith's
SINK THE BISMARCK!

2ND EDITION



Rules of Play

● INDICATES CHANGE OR CLARIFICATION

Table of Contents

- 1.0 Introduction
- 2.0 Components
- 3.0 Prepare for Play
- 4.0 Sequence of Play
- 5.0 Visibility
- 6.0 Task Forces
- 7.0 Task Force Movement
- 8.0 Air Unit Movement
- 9.0 Convoys
- 10.0 Detection
- 11.0 Shadowing
- 12.0 Combat
- 13.0 Damage Control
- 14.0 Time
- 15.0 Victory Conditions
- 16.0 Scenarios
- 17.0 (Optional) Fuel Consumption
- 18.0 Designer's Notes

Game Credits

Game Design: Michael S. Smith
Playtesters: Randy Heller, Robert Hunt, Dennis Boyd, Tony Hamby, Bill Longo, and Michael S. Smith
First Edition Production
Coordinator: Keith Poulter
Glitch Detector: Don Gilbertson
Counters and First Edition
Rulebook: Beth Queman
2nd Edition Rulebook: Thunder Mountain Graphics, Joyce Gusner
1st Edition Box Art:
"Kampf der Bismarck" from the painting by Claus Bergen
SPECIAL THANKS ...
To my loving wife Karen, who supported me so well during the design and playtesting of the game.

SINK THE BISMARCK!

1st Edition ©1992 Copyright 3W, Inc.
SINK THE BISMARCK! 2nd Edition
Rules ©1993 Copyright Michael S. Smith. All Rights Reserved.

1.0 Introduction

Sink the Bismarck! is an operational level simulation of the pursuit and destruction of the German battleship *Bismarck* by the Royal Navy in May 1941. All the essential elements of the campaign are represented, including evasion and detection, surface combat, air attacks, convoys, visibility, and weather. Scenarios include both historical and hypothetical encounters, exploring some of the "what ifs" of this most famous sea chase. An optional rule covers fuel consumption; this rule provides more realism, but should only be used after mastering the basic game.

2.0 Game Components

2.1 PARTS INVENTORY

The following is a list of *Sink the Bismarck!* 1st edition game components.

1. Game Box and Lid
2. One Mapsheet
3. 200 Die-Cut Counters
4. One Rule Book
5. Two Task Force Cards
6. One Ten-sided Die
7. One Card of Charts and Tables
8. One German Plotting Card

2.2 THE MAPSHEET

One mapsheet (22" x 25") of the North Atlantic is provided with the 1st Edition Game. Players maneuver their respective Task Forces and Air Units on this map in such a way as to locate, and attack opposing forces. Each map hex represents about 75 miles. Task Forces may only enter numbered hexes. Also located on the mapsheet are the Terrain Effects Chart, Game Turn Track, Visibility and Surface Combat Indicators, which are used to help facilitate play of the game.

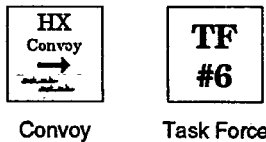
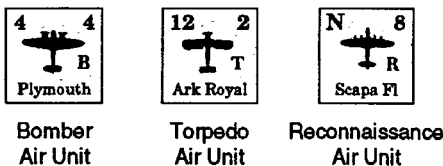
2.3 COUNTERS AND MARKERS

Included in the game is a sheet of 200 die-cut counters, which represent all the major fighting ships and air units that participated in the campaign. Included are additional ships which are used in the hypothetical scenarios. Also included are various markers and counters used to facilitate the play of the game. Scenario instructions will specify the units used to play in each particular scenario.

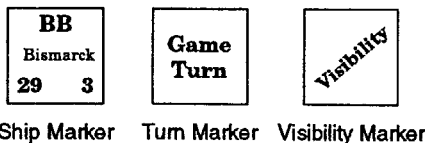
2.31 Counter Identification

German: *Gold on Black*
 British Surface Ships: *White on Red*
 British Convoys: *Black on Pink*
 British Air Units: *Red on White*

2.311 Mapsheet Counters

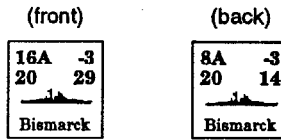


2.312 Markers

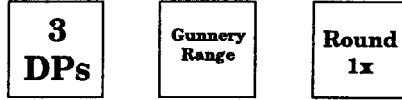


Detected Marker Shadow Marker

2.313 Surface Combat Counters and Markers



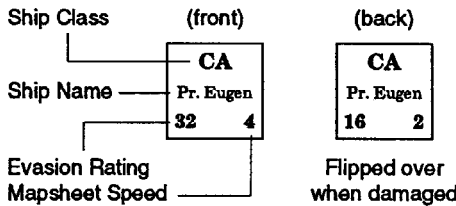
Surface Combat Ship Counter



Damage Point Marker Range Marker Combat Round Marker

2.32 Task Force Card Ship Markers

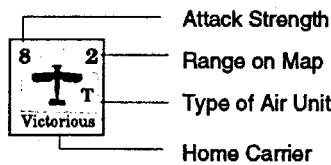
Each ship in the game is represented by a ship marker. These Markers are used only on the Task Force Cards.



Classes of Ships

BB: Battleship
 BC: Battlecruiser
 CV: Aircraft Carrier
 CA: Heavy Cruiser
 CL: Light Cruiser
 DD: Destroyer

2.33 Air Unit Counters



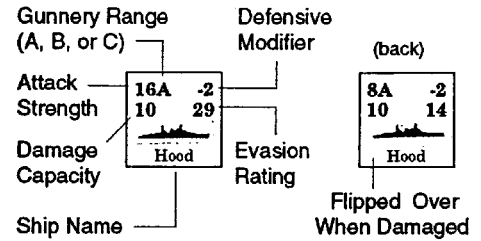
"N" = No Attack Strength

There are basically two types of air unit counters used in the game: Reconnaissance (Recon) and Attack. The Attack Air Units are further subdivided into Land-Based Bombers and Carrier-Based Torpedo Bombers. Prior to play, Recon and Land-Based Bomber air units are placed on the appropriate airbases on the mapsheet; Torpedo Bombers are placed in the home carrier's holding box on the task force card.

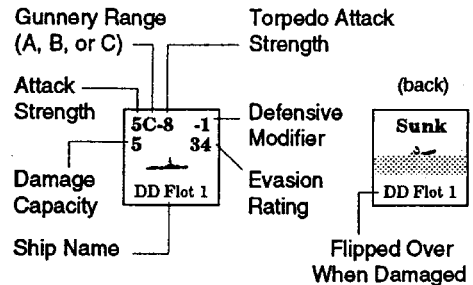
Types of Air Units

R: Reconnaissance
 B: Land-Based Bomber
 T: Torpedo Bomber

2.34 Surface Combat Ship Counters



Important: These counters are used only to resolve combat between opposing ships (see rule section 12.0). They are not used on the map or on the task force cards.



2.35 Player Aids

Included in the game are two Task Force Cards, one each for the German and British Players. Also provided is a Charts and Tables Card containing the Damage Point Table, Visibility Table, Shadow Table, and Detection Table. Another card is provided which contains the "German Plotting Sheet" which is a facsimile of the Mapsheet, this is used only by the German player to plot the movement of his units. The Movement Log (which is found on the back page of this rules booklet) is an alternative method of plotting German movement. A Fuel Consumption Checkoff Sheet is also provided in this rules booklet, but is only used when using optional rule 17.0.

2.36 The Die

A ten-sided die is used in the game, the zero (0) face is read as a ten (10) not a zero.

3.0 Prepare for Play

First, players must decide which scenario to play. The Historical scenario is recommended for beginners, because it has the fewest number of units. Each player will organize and place his markers on the mapsheet, and task force cards, in accordance with the scenario set-up instructions. Only the ships and air units listed in the scenario are used. All remaining counters and markers are set aside, including the ship counters which are used for surface combat (see 2.34). The German player may use either the Movement Log or the Plotting Sheet, to

plot the movement of his units. Two copies of the Movement Log are required if using this method; the vertical columns should be numbered 1-28, i.e., one column is used for each of the 28 game turns. If using the Plotting Sheet, only one copy is needed for play, though some players prefer more.

4.0 Sequence of Play

Sink the Bismarck! is played in turns. Each turn is divided into phases which must be strictly performed in the sequence described below:

- 1. Unit Availability Phase:** The British player places on the map any ships which enter play in the current turn (see scenario instructions). Additionally, beginning on turn two, the British player draws a convoy counter from the container, and places it on the map (see 9.7). Dummy task forces that have been previously detected and removed from play, may also be returned to the map at this time (see section 6).
- 2. Visibility Phase:** The German player determines the visibility conditions for the current turn.
- 3. Detection Phase:** Both players may attempt to detect enemy task forces located in the same hex. Shadowed task forces do not require detection.
- 4. Surface Combat Phase:** Surface combat occurs only if the detecting player desires. In order to engage in surface combat, the opposing task forces must be in the same hex as one another.
- 5. Air Attack Phase:** Land-Based Bombers and Torpedo Planes may attack enemy task forces detected or shadowed this turn, that are in range.
- 6. Shadow Phase:** The British player may select one air unit or task force for normal shadow, per hex. Task forces or air units desiring to maintain shadowing (either normal or high speed) from the previous turn(s) also attempt at this time.
- 7. German Movement Plot Phase:** The German player now plots the movement for each task force and recon aircraft he desires to move, using either the Movement Log or Plotting Sheet. Shadowed German task forces are physically moved at this time, instead of in Phase Nine.
- 8. British Movement Phase:** The British player now physically moves each task force, convoy, and recon aircraft desired.

9. German Movement Phase: The German player now physically moves each recon aircraft and each unshadowed task force, in accordance with the plotted moves recorded in Phase Seven. The British player may attempt detection and high speed shadow against each German task force moving through a British occupied hex. Conversely, the German player may attempt detection of task forces and convoys for each hex he moves through.

10. Damage Control Phase: Both players now attempt to repair damaged ships. Detection Markers are removed from all task forces; Shadow Markers are retained.

5.0 Visibility

5.1 There are three levels of visibility in the game: Good, Fair (Average), and Poor. During Phase Two of each game turn, the German player rolls a single die to determine the visibility for the current turn using the Visibility Table found on the Charts and Tables Card.

5.2 Visibility can have an effect on detection and shadowing attempts made each game turn, as explained in section 10.2, and on the Shadowing Table.

6.0 Task Forces

6.1 "REAL" TASK FORCES

6.11 There are two markers for each Task Force in the game. One Marker is used on the mapsheet, the other on the Task Force Cards. Individual ship markers or counters are never placed on the mapsheet. A Task force can consist of one or more ships. There is no limit to the number of ships which may be in a single Task force. A task force can also contain no ships; these are referred to as Dummy Task Forces, and will be explained later.

6.12 Most task forces in the game are organized as they were historically. However, during the course of play they may combine or split-up in any manner the players wish. Task forces are organized using the Task Force Cards. To designate ships operating together in a task force, place the ship markers, face-up, in any unused box on the Task Force Card. To identify this task force, a Task Force Marker is placed, face-down, directly above the box in use (players may prefer to keep the Task Force Cards hidden). Only the owning player knows the identity

and composition of each task force, unless it is detected. The British player is limited to thirteen task forces which may be in play at any one time; the German player is limited to four (these limitations may vary by scenario). The limitation on the number of task forces includes both "real" and Dummy task forces.

6.13 Task force markers are moved during the appropriate player's Movement Phase. Each task force moves on the map, at a maximum speed of the slowest ship in the task force. No more than four friendly task forces can occupy a single hex at any one time.

● 6.14 Task forces located in the same hex may combine or split only during Phase One of each turn (exception: see 11.5). Shadowed German task forces may not split-up, unless engaged in surface combat.

6.15 Task forces consisting of certain numbers of ships are awarded bonus modifiers in all detection attempts. These are explained in section 10.2, and are listed on the Detection Table.

6.2 DUMMY TASK FORCES

6.21 Dummy task forces and preplotted German movement, together, make-up the essential element of "fog of war." Dummies are basically used to confuse the enemy as to the location of the "real" task forces.

6.22 Each player may introduce a limited number of Dummies in the game. The British player may have no more than two Dummies, the German player three (these limits may vary by scenario).

6.23 There are no limitations on the movement of Dummies. However, if a Dummy moves too fast, or somehow operates differently from a real task force, the opposing player may notice the difference.

6.24 Since Dummies contain no ships they may not attempt detection or conduct combat. If a Dummy task force is detected, the owning player simply reveals it is a Dummy and removes it from play. Detected Dummy Task Forces may be reintroduced during Phase One on the following turn.

6.25 Dummies may be used to allow a player to pretend to split his force into two separate task forces, with only one, of course, being real. This ploy may be useful during the game, because the enemy player cannot know if the new task force is real, or not.

- 6.26 Dummies may be removed from play at any time and reenter the game during Phase One by placing them in any desired hex on the map. (*Exception:* The German player cannot place Dummies in the same hex as a shadowed task force.) For example, if the true location of all German ships has been revealed to the British player, it will be obvious than any remaining German task forces are Dummies. It will behoove the German player, in this situation, to remove the Dummies from the map, and replace them during Phase One. (The obvious course is to place them with existing real task forces, then split these at the first opportunity—leaving the British player wondering whether the German vessels have been reallocated to new task force markers).

6.27 Dummy task forces, as organized on the Task Force Cards, will of course contain no ships in the holding boxes.

7.0 Movement

7.1 GENERAL TASK FORCE MOVEMENT

- 7.11 A player may move all, some or none of his task forces on the map in a single turn. A player is never required to move any of his task forces.
- 7.12 A task force can move at any speed up to its maximum, or not at all. It is never required to move.
- 7.13 When moving, each hex entered must be adjacent to the hex being exited. Hexes may never be skipped during the course of movement. Task forces can never enter an unnumbered sea hex, or a full land hex. British task forces may never move off the map; German task forces, are permitted to exit the southern edge of the mapsheet, but once they do so they may never return into play.
- 7.14 Damage sustained during combat, as stated in section 12.15, also affects a ship's mapsheet speed as follows:

<i>Evasion Rating</i>	<i>Maximum Speed</i>
30-24	4
24-29	3
15-23	2
8-14	1
1-7	Moves 1 hex on even numbered turns only.

7.2 GERMAN TASK FORCE MOVEMENT

- 7.21 During Phase Seven of each turn, the German player secretly plots the movement of each task force (and Recon aircraft) he desires to move, using either the Movement Log or Plotting Sheet.
- 7.22 When plotting the movement of a task force using the Movement Log, the German player must write the hex number(s), in order, that each task force moves through each turn.
- 7.23 When using the Plotting Sheet, a line must be traced through each hex for each task force that moved during the turn. At the end of the plot line, identify the task force with a circled number corresponding to the task force number.
- 7.24 After the German player secretly plots his moves in Phase Seven, the British player physically moves all desired units in Phase Eight. In Phase Nine the German player moves all his task forces and Recon aircraft in accordance with his plot.
- 7.25 Only the German player may enter ports in Norway, German Occupied Europe, and El Ferrol, Spain. German task forces may never enter "Restricted" sea hexes (see the Terrain Effects Chart on the map).

7.3 BRITISH TASK FORCE MOVEMENT

- 7.31 During Phase Eight of each turn, the British player physically moves each task force (and Recon Aircraft) desired. The British player is also responsible for the movement of all convoys during this Phase.
- 7.32 The British player may also move during Phase Nine, if successful at Detection, and High Speed Shadowing, but only if the Shadowing ship has sufficient movement points remaining in the current turn.
- 7.33 Only the British player may enter ports in Great Britain, Iceland, Gibraltar, St. Johns, and Londonderry.

8.0 Air Unit Movement

8.1 TYPES OF AIR UNITS

- 8.11 There are two types of air units in the game, Reconnaissance (Recon) and Attack. Recon aircraft are used only for the detection of enemy task forces, never to attack. Conversely, Attack aircraft can only be used to attack enemy

task forces, never to detect. Recon aircraft move in the same phase as task forces. Attack aircraft move only during the Air Attack Phase (they can attack only detected or shadowed enemy task forces within range, and must return to base at the end of the Phase).

8.2 AIR UNIT MOVEMENT

- 8.21 A player can move all, some or none of his air units in a turn. A player is never required to move, or to attack with, any of his air units.
- 8.22 On each aircraft counter is printed the maximum number of hexes, or radius, that it can fly from its homebase.
- 8.23 No German air unit may move through any land hex of Great Britain, though German Land-Based Bombers may attack British task forces in the port of Plymouth. There are no restrictions on British air movement. Any number of air units may enter or pass through the same hex. The movement of air units has no effect on ship movement, nor vice versa. Air units cannot move off the map. Attack Air units must be returned to their homebase or aircraft carrier after conducting any attacks. If an aircraft carrier is sunk, its air complement is also considered destroyed.
- 8.24 Air units may fly each and every turn if the owning player so desires.
- 8.25 During Phase Seven of each turn, the German Player secretly plots the movement of each recon aircraft he desires to move. If using the Movement Log, only the last hex need be noted. German recon aircraft are physically moved during Phase Nine.
- 8.26 The British player moves his recon aircraft during Phase Eight, along with his task forces.
- 8.27 Attack aircraft can attack any detected enemy task force within range, during the Air Attack Phase of each turn. Each attack aircraft counter can attack only once per turn.
- 8.28 Recon aircraft counters remain permanently on the map, within flying distance (radius) of their homebase (they represent each base's ability to fly sorties, rather than individual aircraft).

9.0 Convoys

- 9.1 Convoys are individually represented by pink colored convoy counters. Convoys are moved by the British Player. All convoys move at a speed of one hex per turn on the mapsheet.

9.2 Convoys begin the game on the map-sheet, or are introduced during the course of play. Scenario instructions specify the exact location of all convoys at the start of play. Each convoy counter has a designator (e.g., HX), which identifies the general course of movement and destination. Place the convoy counters for each designator in discrete piles face up (i.e., with their values hidden). The convoys placed on the map prior to play, are drawn randomly from each designator group (see scenario instructions).

9.3 On the reverse side of each convoy counter is printed the number of victory points awarded to the German player if the Convoy is destroyed. These values are kept secret by the British player, until destroyed (during play of the game be careful not to turn the convoy counters over). Also, note that some convoys are dummies, and of course have no value. The British player receives no victory points for dummies which survive the game.

9.4 After the initial placement of convoy counters on the mapsheet, all remaining convoys are placed in an opaque container. Starting on the second turn of play, during Phase One, a convoy counter is drawn from the container and placed on the mapsheet according to section 9.7.

● 9.5 There may never be more than 12 convoy counters (real and dummy) on the map at any one time. No more than 4 convoy counters can be stacked in the same hex, after movement in Phase Eight.

9.6 Located on the mapsheet are two convoy tracks labeled ATLANTIC and AFRICAN. Each track also specifies the convoys that travel on each track. Convoys must be moved or may stray no further than four hexes from each assigned track.

9.7 HX, SC, ON, and ONS convoys travel on the Atlantic Convoy track. HX and SC convoys enter play in hex 1319 (St. Johns). ON and ONS convoys enter play in hex 3716 (The Clyde). SL, WS, and OG convoys use the African convoy track; only WS and OG convoys are permitted to exit the map using this track. OG convoys also enter play in hex 3716 (The Clyde); SL convoys in 2838. Convoys exiting the map on the African convoy track may do so no more than four hexes from the track. Convoys must always move

at their one hex speed until they reach their destination.

● 9.8 Convoys move during Phase Eight, along with British task forces and Recon aircraft. Convoys must always move in such a way that they never move further from their destination. However, Convoys may move to maintain the same distance from their destination port.

● 9.9 Convoys and their escorts are automatically detected by German task forces located in the same hex, if the German player so desires (exception: German dummies cannot detect anything). Convoys cannot detect German task forces, unless the latter attacks the convoy. This applies even to convoys being escorted. This gives German ships the ability to run or fight based on the convoy's escort. Recon aircraft can detect convoys (see section 10). Dummy convoys, once detected, are removed permanently from the game. If a real convoy is detected, only the fact that it is real is revealed, not its victory point value.

● 9.10 If the German player elects to, he may attack and attempt to destroy any convoy he detects with his task forces. Destruction of unescorted convoys is automatic. Convoys escorted by British task forces may not be destroyed unless all escorting task forces have been sunk. Escorting British task force counters are placed underneath convoy counters; non-escorting task forces which are located in the same hex as a convoy are placed on top of convoy counters. The escorting or non-escort status of a task force located in the same hex as a convoy, is accomplished only during Phase Eight. Escorting task forces may not disengage from surface combat. Convoy destruction of unescorted convoys takes place during Phase Nine; escorted convoys during Phase Four. German Land-Based Bombers may not destroy convoys.

● 9.11 German task forces electing to destroy convoys are automatically detected. When making an attack the German player must tell the British player the number, and types of ships completing the destruction.

9.12 If a German task force, during the course of a pre-plotted move, passes through a hex containing a convoy, the German task force may stop, detect, and destroy it if he desires. If the German task force chooses to destroy

the convoy, movement for the turn ends in that hex (despite the plot).

10.0 Detection

10.1 A task force must be detected before it can be attacked by ships or aircraft. Each real task force and recon aircraft may attempt detection each game turn. Detection attempts can be made during Phase Three against enemy task forces located in the same hex as a friendly task force and/or recon aircraft. Additionally, detection can be attempted during Phase Nine as German task forces move through hexes occupied by British units. Air units cannot be detected.

10.2 The Detection Table, located on the Charts and Tables Card, is used to resolve all attempts at Detection. All detection die rolls are made secretly by the player attempting to Detect.

Modifiers for Detection attempts are as follows:

Visibility for the turn is:	
• Good	+1
• Poor and/or Night	-2
Recon aircraft attempting detection during the Day	+3
The task force attempting detection contains:	
• 3 or 4 ships	+1
• 5 or 6 ships	+2
• 7 or more ships	+3
• aircraft carrier	+2

Note: DD Flotillas for the purposes of this rule count as one ship.

10.3 Detection may not be attempted in hexes containing fog. Shadowing may not be conducted in fog hexes unless the shadowing ship(s) are equipped with effective search radars. These ships are identified on the Shadowing Table, on the Charts and Tables Card.

10.4 Once a task force is detected, a Detection Marker is placed directly on it, and the owning player must reveal the numbers and general types (battleship, carrier, cruiser, or destroyers) of ships that make up the task force. For example, the owning player might say "One battleship, one cruiser, and one DD flotilla present," it is not necessary to name the ships.

● 10.5 If more than one enemy task force is located in the same hex, friendly detection attempts must be made separately for each enemy task force. Consequently, it is possible to have both

detected and undetected enemy task forces in the same hex. Similarly, if more than one friendly task force is in the same hex, each friendly task force may attempt detection individually (they may not combine for one favorable roll on the Detection Table).

- 10.6 Once a task force is detected, it may be attacked during the current turn by any or all opposing task forces located in the same hex. Additionally, air attacks may be made against a detected or shadowed task force if it is within range, during the Air Attack Phase of the turn. A task force must have a Detection or Shadowed Marker on it before it may be attacked. Detection Markers are removed from all task forces during Phase Ten.
- 10.7 Task forces moving into a coastal hex are automatically detected if the coastline is enemy occupied territory. German task forces are detected if located in a coastal hex of Great Britain, Ireland, Iceland, Newfoundland, and Gibraltar. British task forces are detected if located in a coastal hex of Norway or German Occupied Europe.
- 10.8 A recon air unit may attempt detection only in the hex it occupies at the start of Phase Three: it cannot search any of the hexes through which it moves during Phase Eight (British) or Nine (German).
- 10.9 Ships in port cannot be detected by task forces, only by air units.
- 10.10 Dummy task forces cannot attempt detection. The German player may therefore decide on occasion not to attempt detection with one of his real task forces, in order not to betray its "real" nature to the enemy.

11.0 Shadowing

- 11.1 Shadowing is naval tactic that allows friendly units to maintain contact with the enemy by following them, thus allowing numerous, heavier units (hopefully!) to bear. Only the British player may Shadow. He may shadow opposing task forces (never air units) detected in the current turn, or those that were shadowed on the previous turn. Both task forces and recon aircraft can Shadow. There are two types of Shadowing in the game: Normal and High Speed. Normal Shadowing is attempted only against German task forces located in the same hex during Phase Six. High Speed Shadowing is performed when a German task force

moves through a hex occupied by a British unit during Phase Nine, and was successfully detected by the British. The British player can select only one task force or recon air unit, per hex, to shadow during Phases Six and Nine.

- 11.2 Shadowed German task forces do not have their move secretly plotted, but are instead physically moved across the map during Phase Seven (this allows the shadowing British task force to be moved into the same hex as the shadowed German task force).
- 11.3 The Shadowing Table is used to determine the success or failure of all Shadow attempts. The Shadow attempt die roll may be modified by visibility, type of unit, or whether the ship(s) are equipped with effective search radars. Shadowed Markers are provided to identify Shadowed German task forces.
- 11.4 Once a German task force is Shadowed (either Normal or High Speed), the Shadowing British task force is moved in the same hex as the shadowed German task force. The shadowing British task force is no longer required to redetect, only maintain Shadowing during Phase Six (roll a die, and consult the Shadowing Table).
- 11.5 A British player detecting a German task force, may split up the detecting task force into two or more forces, using only some of his ships for the purpose of shadowing (whether normal or high speed).
- 11.6 If a task force desires to shadow an enemy, the slowest ship in the shadowing force must have a current Evasion Rating equal to or greater than the current Evasion Rating of the slowest ship in the shadowed German task force. Air units do not check Evasion Ratings. British Air units may not shadow if the German task force is located more than four hexes from the air unit's homebase.
- 11.7 The British player must reaffirm all Shadow contacts each turn. If the effort to maintain Shadowing fails, then the Shadowing Marker is removed from the German task force.
- 11.8 Shadowed German task forces may neither detect nor destroy convoys.
- 11.9 Once a German task force is successfully Shadowed, the British player must tell the German player the number and types of ships in the task force

performing the shadowing. Combat may take place between shadowing and shadowed task forces, but only if the British player elects. If the Shadowing British task force is sunk, the German task force is no longer considered Shadowed and the marker is removed. Shadowing British task forces are considered detected, and should have a detection marker placed on them.

- 11.10 High Speed Shadowing is initiated during the physical movement of German task forces during Phase Nine. It is initiated against a German task force moving through a British occupied hex, if the German task force is detected when doing so. To perform High Speed Shadowing, the British unit selected must meet the criteria of 11.6, and have movement points remaining in the current turn to allow it to follow the German task force to the completion of its plotted move. (In playtesting, players have been able to keep track of the number of movement points remaining to each task force, without difficulty. You can always keep track on a piece of paper, but this should not in practice prove necessary).
- 11.11 Shadowing is not permitted in fog hexes, unless the task force has at least one ship equipped with effective search radar. A listing of these ships can be found on the Shadowing Table.

12.0 Combat

12.1 SURFACE COMBAT

- 12.11 Surface Combat can occur only after an enemy task force is detected, and only between units located in the same hex as one another. The detecting player has the choice whether to engage in combat. If both players detect, then combat takes place if either of the players so desires. If combat does take place, all task forces located in the same hex (exception: see 11.9), both enemy and friendly participate (including any previously undetected forces). At least one round of combat must take place before a player can attempt to disengage. Ships in port may not participate in surface combat.
- 12.12 Surface combat is conducted on any clear, flat surface. Select, from the pile of surface combat ship counters, all vessels which are to be involved in the combat (i.e., all ships

in all of the task forces in the hex in question). Place the German ships in a line, facing a line of British ships. The German player fires first in each round, followed by the British player. However, combat is considered simultaneous, and both players apply damage at the end of each round. (Thus a British ship might be sunk by German fire, but could still return fire in the same round, just as if the damage had not been inflicted; both the sinking and any results of the British fire would be applied at the end of the round). Immediately before a player fires, the firing player must announce which ships are firing at which targets, and with what weapons (main and secondary batteries and torpedoes). Once targets have been announced, it is not possible to switch fire to another target during the upcoming round of combat. Combat is resolved by rounds. During the first, second, and third rounds, only ships with a Gun Range of "A" may fire. In the fourth, fifth, and sixth rounds, only ships with a Range of "A" or "B" may fire. In the seventh and subsequent rounds, ships with a Range of "A," "B," or "C" may fire. Combat continues at "C" range, until all ships on one side are sunk or have disengaged. Keep track of gun range, and combat rounds by using the Surface Combat Indicators found on the mapsheet.

- 12.13 Ships may only fire once per round, and may only fire at one ship (the combat strength cannot be split). Combat is simultaneous and damage is assessed at the end of each round. Combat is resolved by using the Damage Point Table on the Charts and Tables Card. Each attack is accomplished as follows: refer to the attack strength of the firing ship. Roll one ten sided die, cross reference the result with the attack strength. This will yield either no result (-), a specified number of damage points, or a "5X" result. A "5X" result indicates that five damage points are inflicted on the targeted ship, additionally, if the target is any ship other than a battleship (BB), roll the die again - on a roll of 9 or 10 the ship explodes, and is considered sunk. Modified die rolls greater than ten (10) are treated as a ten; modified rolls less than one (1) are treated as a no result.

The die roll for each attack may be modified as follows:

Two or more ships are firing at the same ship:	-1
The firing ship is the <i>Prince of Wales</i> :	-1
The firing ships are German <i>Note: This modifier is awarded only to German ships that have not been "flipped over" due to damage.</i>	+1
Combat is at Night:	-1
BB/BC firing at a target at "C" range:	+1
The target ship's defensive modifier	varies
The target ships Evasion Rating is 10 or less:	+1

12.14 Damage is recorded by placing the appropriate damage point counter under the ships that sustained the damage. Once damage equals its damage capacity, the ship counter is flipped over. Counters flipped over revealing the word "sunk" are removed from play at the end of the round. Flipped over counters revealing new, reduced values remain in play, but fight at a reduced capability. Ships flipped over are considered sunk when the number of damage points equals or exceeds the damage capacity of the ship on the flipped over side. Damage points inflicted beyond the damage capacity of ships still showing the front side are superfluous, and are ignored, during a round.

- 12.15 For BB/BCs, the Evasion Rating is reduced by one for every two damage points inflicted. For all other ships classes, the Evasion Rating is reduced by two for each damage point inflicted. For purposes of this rule, treat the *Scheer* as a CA.
- 12.16 Surviving Destroyer Flotillas may conduct one torpedo attack once the battle reaches "C" range. Each flotilla may conduct only one torpedo attack per battle. The only modifiers used in Torpedo combat are the target ship's defensive modifier and the evasion rating modifier.
- 12.17 Each BB/BC is also armed with secondary batteries which may attack one CA, CL, CV, or DD Flotilla, at "C" range, per round. However, once a BB/BC is "flipped over" due to damage, it may no longer use secondary batteries. The secondary battery attack value is "5."
- 12.18 Aircraft Carriers may not be fired upon in surface combat until all

friendly ships have been sunk or have at least 1 Damage Point inflicted on them. During day turns, aircraft Carriers caught in surface combat may use their aircraft to attack German ships once during a battle (even if they are not actually being fired at). Aircraft can attack only ships not being fired at with guns in the current round of surface combat. Carrier aircraft that attack during the Surface Combat Phase may not conduct any air attack during Phase Five.

- 12.19 After all combat is concluded, damage markers and the present damage status of ships are transferred from the Surface Combat Ship Counters to the Ship Markers found on the Task Force Cards.

12.2 DISENGAGING

12.21 A player may attempt to disengage only after at least one round of combat has been fought. Attempts to disengage are made at the end of each round of combat. A player desiring to disengage must attempt to do so with his entire force, or not at all. The disengaging player may split his force into any number of disengaging groups (they do not have to coincide with the task forces they were grouped with before combat). Each group disengages at the maximum Evasion Rating of the slowest ship in the group.

- 12.22 The opposing player has the option to pursue, or to allow a ship(s) to disengage. To pursue a disengaging group, the pursuing ship(s) must have an Evasion Rating equal to, or greater than the disengaging group. Disengaging ships or groups automatically disengage if they are not pursued. Pursuing and disengaging ships continue rounds of combat at the last range of regular combat. Disengagement is successful for each pursued group if a die roll of 9 or 10 is achieved at the end of a round (the die is rolled separately for each disengaging group), or if the pursuing ships break off the chase either willingly or due to damage (see 12.15). Disengaging ships or groups remain in the same task force and hex that combat was conducted in. Task forces escorting convoys may neither disengage from combat, nor pursue disengaging ships.
- 12.23 Cruisers and destroyers in surface combat must still go through "A" ranges, if a player wants to disengage. "A" ranges may be skipped if both players want to engage in surface combat.

12.3 AIR COMBAT

12.31 Attack aircraft conduct combat (a maximum of one attack per air unit, per turn), during Phase Five of the Turn (exception: see 12.18). Attack aircraft come in two types: Torpedo Planes, which are found only on aircraft carriers; and Bombers, which are Land-Based.

- 12.32 Attacks may only be made on opposing task forces, never on opposing air units or convoys. Attacks can only be made against detected or shadowed task forces. Attacks can only be launched against enemy task forces within the aircraft's flying range (radius). Enemy task forces can be attacked in port, but must be detected before doing so.
- 12.33 Air combat is conducted using the Damage Point Table, with damage assessed immediately upon the conclusion of combat. The Attack Strength of an air unit may be split in any manner the player wishes. However, a ship can only be attacked once by a single aircraft counter, repeated attacks from the same counter is not permitted. The Attacking player simply designates the ship(s) he desires to attack. The only modifiers used in air combat are the ship's defensive modifier and the evasion rating modifier (+1 if evasion rating is 10 or less). Air Attacks cannot be repulsed. Aircraft carriers with two or more Damage Points may not launch air attacks.
- 12.34 Air attacks from different bases may not combine their attack strengths for one large attack, but must instead be rolled for separately.

13.0 Damage Control

13.1 Ships may attempt to repair damage during the Tenth Phase of the Turn. One die is rolled for each damaged ship. On a roll of 7-9, one Damage Point is removed from the ship; on a roll of 10, two Damage Points are removed. On a roll of 1-6 there is no change in the Damage Points of the ships. All German ships receive a (+1) modifier for each repair attempt. Every damaged ship can attempt repair each and every turn.

13.2 Ships may attempt to repair damage regardless of their condition. However, once a ship counter is flipped over, it may never be returned to its original "face up" condition: it remains flipped. Remember, aircraft carriers

with two Damage Points cannot launch air attacks.

14.0 Time

14.1 NIGHT

14.11 Ships involved in surface combat during a night turn, initiate combat at "B" range. A (-1) modifier is imposed on all ships participating in surface combat during night turns. Air attacks cannot be conducted at night. However, recon aircraft may attempt to detect during night turns.

14.2 TIME RECORD

14.21 Each turn in the game represents eight hours of real time. After all phases of a turn have been completed, the turn is over and the turn marker is moved one box along the Turn Record Track on the mapsheet, to record the completion of a game-turn.

15.0 Victory Conditions

15.1 The game ends when one of the following situations occur:

- 1) All game-turns have been completed;
- 2) The German player has amassed more points than it is possible for the British player to achieve;
- 3) The *Bismarck* is sunk;
- 4) The *Bismarck* enters one of the following ports: Bergen, Brest, St. Nazaire, El Ferrol, and Trondheim;
- 5) The *Bismarck* exits the southern map edge.

Note: Scenario instructions may specify additional situations when the game may end.

15.2 At the end of play, both players total up the number of Victory Points they have achieved, as listed on the Victory Point Schedule below. The player with the higher total is the winner. In the unlikely event that both players have the same number of Victory Points, the German player wins if he destroyed at least one Convoy; the British player wins if no convoys were destroyed.

15.3 BRITISH VP SCHEDULE

	VPs
Sinking the <i>Bismarck</i>	40
Sinking the <i>Scharnhorst</i> , <i>Gneisenau</i> (each)	25
Sinking the <i>Scheer</i>	15
Sinking the <i>Prinz Eugen</i>	10
Each convoy that reaches the <i>Clyde</i> , <i>St. Johns</i> , or exits the southern map edge, or is still at sea when the game ends	3

Note: Points are not awarded for Dummy Convoy Counters.

15.4 GERMAN VP SCHEDULE

	VPs
Sinking an Aircraft Carrier (CV), (each):	20
Sinking the <i>King George V</i> , <i>Prince of Wales</i> , <i>Hood</i> , <i>Rodney</i> , or <i>Nelson</i> (each):	15
Sinking the <i>Repulse</i> , <i>Renown</i> , <i>Revenge</i> , or <i>Ramillies</i> (each):	12
Sinking a (CA)	6
Sinking a (CL)	4
Sinking a DD Flotilla	8
Destroying a convoy: (varies by convoy, see reverse side of convoy counters)	—
Exiting a ship with an Evasion Rating of at least 21 off the southern map edge	5

16.0 The Scenarios

● Each Scenario is a game in itself. The Historical Scenario (16.1) order of battle and set-up instructions are used in all scenarios, unless specified otherwise. Set-up instructions for the Historical Scenario list the ships contained in a particular task force, with the hex location on the map in parentheses. To speed set-up of the game, national symbols are printed on the map where task forces are located at the start of play. Convoy locations are also printed on the map with the designators listed in parentheses. The German player sets up his forces, and organizes his task forces first before any British forces are deployed on the map. Players are reminded that only task force markers are placed on the map, not the ship counters.

16.1 SCENARIO 1

The Historical Scenario

I. BRITISH DEPLOYMENT

Task Forces:

1. *Hood*, *Prince of Wales*, and One DD Flotilla (3010).
2. *Victorious*, *Repulse*, *King George V*, *Galatea*, *Kenya*, *Hermione*, *Aurora*, and one DD Flotilla (3613).
3. *Ark Royal*, *Renown*, *Sheffield*, and one DD Flotilla (3728).*
4. *Ramillies* (1718).

5. *Dorsetshire* (2530).
6. *Rodney, Exeter*, one DD Flotilla (3515).
7. *Edinburgh* (2925).
Task Forces, either real or dummy, must be placed in the following hexes: 2905, 3308, 3309, and 3410, using the following:
 - Two Dummy task forces;
 - *Norfolk, Suffolk, Arethusa, Manchester*, and *Birmingham*.

Excess task forces (real or dummy) may be placed anywhere, except directly adjacent to a German task force. Maximum total of British task forces: 13.

- *Note:* Task force denoted with an "*" cannot move until *Bismarck* is detected. In scenarios 2, 3 and 5 the German player must tell the British player when the *Bismarck* is detected.

Air Units:

1. At Hvalfiord: 1 Recon
2. At St. Johns: 1 Recon
3. At Scapa Flow: 1 Recon, 1 Bomber
4. At Gibraltar: 1 Recon
5. At Plymouth: 1 Recon, 1 Bomber
6. In Ireland: 1 Recon, 1 Bomber
7. On *Ark Royal*: 1 Torpedo Bomber
8. On *Victorious*: 1 Torpedo Bomber

II. GERMAN DEPLOYMENT

Task Forces:

1. *Bismarck* and *Prinz Eugen* in one of the following hexes: 3204, 3508, 3810, and 3912.
2. Three dummy task forces in the remaining vacant hexes not used by *Bismarck* and *Prinz Eugen*. Maximum total of German task forces: 4.

Air Units:

1. At Trondheim: 1 Recon
2. At Bergen: 1 Bomber
3. At Brest: 1 Bomber
4. At Bordeaux: 1 Recon

III. CONVOY DEPLOYMENT

A total of Eight Convoys are placed on the map prior to play. Convoy locations are as follows:

1. HX Convoy (1718)
 2. SC Convoy (2511)
 3. ONS Convoy (2912)
 4. WS8B Convoy (3515)
 5. HX Convoy (2811)
 6. ON Convoy (3314)
 7. OG Convoy (3615)
 8. SL Convoy (2530)
- *Note:* Convoy set-up is explained further in section 9.0.

● IV. REINFORCEMENTS

British:

1. *Revenge*, Turn 7 in hex (1319);
2. *London*, escorting first SL Convoy entering play after turn 1.

16.2 SCENARIO 2

Planned Rheinubung

Same as Scenario 16.1 plus the following additional units and conditions:

BRITISH PLAYER

- *Nelson*, escorting any convoy on the map, the British player desires.

GERMAN PLAYER

Scharnhorst and *Gneisenau* start in Brest (3721) on turn 1.

British task force restrictions are the same as scenario 16.1. Germans may have a maximum of Eight Task Forces, which includes no more than Five Dummies. Three Dummies must start as outlined in 16.1; the remaining two start in Brest. Scenario terminates as stated in 15.1; additionally, scenario ends if both *Scharnhorst* and *Gneisenau* are sunk.

16.3 SCENARIO 3

The GNEISENAU

Same as Scenario 16.2, except that the additional task forces the German player gets consist only of *Gneisenau* and Four Dummies. Scenario ends as stated in 15.1.

16.4 SCENARIO 4

Convoy Escort

Same as Scenario 16.1; additionally, the British player receives the *Nelson* and *London* which may be placed together or separately with any convoy located on the map.

16.5 SCENARIO 5

The Breakout

Same as Scenario 16.1; additionally, the German player receives the *Scheer*, which may be placed with the *Bismarck* task force or in one of the three remaining deployment hexes. If the *Scheer* deploys in another hex, the third dummy task force is not used on turn one, but may be used on subsequent turns.

17.0 Fuel Expenditure (Optional)

17.1 This rule adds a crucial element that heavily influenced events during the actual campaign. It should only be used after mastering the basic game. Each ship in the game is assigned a certain number of fuel factors. One fuel factor is expended each time a ship moves at its maximum speed on the mapsheet. Fuel expenditure is recorded individually for each ship in the game by using the Fuel Expenditure Record Sheet which can be found in the back of this rules booklet.

17.11 Once a ship uses up all of its fuel factors, the ship is restricted to the movement of one hex per turn.

17.12 Ships may replenish fuel during the game. British ships may refuel from any friendly port (only). German ships may refuel in any friendly port, or from tankers out at sea. Prior to play, the German player secretly identifies any three hexes on the map where tankers are located, and makes a written note of them on the Fuel Expenditure Record Sheet. For purposes of the same, tankers may not move, nor be detected or sunk. Two complete turns are required to replenish a ship's fuel factors completely. During these two turns the task force must remain stationary in a hex containing a tanker. For example, suppose a German task force moved into a tanker occupied hex on turn 12. To completely refuel, the German task force must remain stationary, in that hex, on turns 13 and 14. On turn 15 the task force may move as normal. If the task force engages in combat of any kind during a refueling turn, the refueling for that turn is cancelled. The two turns spent refueling need not be consecutive, nor need the two turns be spent in the same tanker-occupied hex. Note that refueling for a single turn confers no immediate benefit.

17.14 If using this rule, the German ships will have expended fuel factors, depending on their location, prior to play. If German ships start in hex 3204, four Fuel Factors will have been used by each ship; in hex 3508 two Fuel Factors; in hex 3810 one Fuel Factor, and in hex 3912 no Fuel Factors will have been expended. *Scharnhorst* and *Gneisenau* (if present) have expended no Fuel Factors prior to play.

