

Bismarck

Errata per General 16.12 p. 34

1.0 INTRODUCTION

BISMARCK is a thorough update of the popular Avalon Hill release of the same name issued in the early sixties. The game now includes, however, a more historical presentation of the campaign while retaining much of its predecessor's simplicity and ease of play. **BISMARCK** is composed of three games of increasing complexity. The Basic Game pits the German battleship *Bismarck* and heavy cruiser *Prinz Eugen* against the might of the British navy and can be played in less than 2½ hours. The Intermediate Game expands upon the historical scenario by providing various alternative orders of battle which could have occurred. The Advanced Game uses a miniatures-oriented combat system similar to that employed in another Avalon Hill game, **JUTLAND**, to present the ultimate in tactical naval combat. Players should play each game in the order presented as this is the easiest method to assimilate the system of play.

1.1 Historical Background

At dusk on May 21, 1941, the German Battleship *Bismarck*, accompanied by the heavy cruiser *Prinz Eugen*, quietly slipped from her base in Bergen, Norway to begin one of the most dramatic chapters of naval history. Her orders: clear the Atlantic of Allied shipping. Success would mean the isolation and eventual defeat of Great Britain. Defeat would mean the loss of Germany's only operational battleship and an indefinite delay to the Kriegsmarine's strategic timetable.

Success in the operation hinged upon the ability of the *Bismarck* to sneak past the British air and naval search screen which extended from Britain to Greenland. Once out in the vast expanse of the Atlantic, it would be difficult for the British to maintain offensive search patrols of sufficient strength to defeat her.

Taking advantage of the bad weather in the Arctic regions, *Bismarck* and *Prinz Eugen* sailed north of Iceland and through the Denmark Straits between Iceland and Greenland. While in passage, the *Bismarck* was discovered by the British cruisers *Suffolk* and *Norfolk*, who quickly radioed the *Bismarck's* position. Early the next morning the British battleships *Hood* and *Prince of Wales*, homing in on the radio signals, intercepted them. In one of the most famous naval battles in history, the *Bismarck* blew up the *Hood* and damaged the *Prince of Wales*, which then quickly retreated out of action. Great though the victory was, the *Bismarck* was still in danger as long as the two British cruisers maintained contact with her. British capital ships were closing in from all directions and it would be but a matter of hours before they would recommence battle.

Admiral Lutjens, the German commander, decided that the operation was too risky to continue and ordered a change of course for the *Bismarck* back to the French port of Brest while the *Prinz Eugen* was to maintain the original course and mission. This move caught the British shadowing force completely off guard. The *Bismarck* was able to shake off her

pursuers and was racing undetected to France when an unfortunate radio message was issued by Lutjens to Germany, detailing the victory of the previous morning. The British were able to locate the source of the signal and the chase was on again. The jump that the *Bismarck* had gained meant that the aircraft carrier *Ark Royal* was all that stood between her and safety. Two desperate air strikes were launched from this carrier in hopes of stopping the *Bismarck*. One lucky hit damaged the *Bismarck's* rudder which forced her to reduce speed. This was exactly what the British needed. Early the next day, the battleships *King George V* and *Rodney* caught up with the *Bismarck* as her crew was vainly trying to repair the damage. At these odds, and in the condition she was in, the *Bismarck* was doomed to defeat. Firing for almost two hours, the British battleships were unable to sink her, although they knocked out all of her guns. It finally took a combination of torpedo damage and scuttling charges to send the mighty *Bismarck* to the bottom.

BISMARCK recreates this operation in detail. Each player or side controls either the British or German order-of-battle as it actually existed. The German player attempts to break the *Bismarck* and *Prinz Eugen* out into the Atlantic and gain victory points by sinking enemy ships and convoys. The British player must utilize his superior numbers to locate, corner and sink the *Bismarck*.

BASIC GAME

1.2 Brief Synopsis of Play

The Basic Game is played in turns, each representing four hours of real time. In each turn, both players secretly move any or all ships and air units under their command on the search board. Each player may then call out zones in which he has searching ships and/or air units in an attempt to locate the opponent's ships. If an air unit locates an enemy ship in its zone, it may conduct an air strike. If opposing ships are discovered in the same zone, they may proceed to combat on the Battle Board. Ships fire simultaneously and damage is recorded on the HIT RECORD PAD. Play continues until the *Bismarck* returns to port, is sunk, or time runs out. The player who has acquired the most victory points wins the game.

2.0 COMPONENTS

2.1 Parts Inventory

1. Game Box and Lid
2. Two Identical Search Boards
3. One Battle Board
4. One Sheet of Die-cut Counters
5. One Set of 6 Player-Aid Cards
6. Two Range Finders and Battle Maneuver Gauges
7. Hit Record Pad
8. Two Dice (one colored and one white)
9. Rules Manual

2.2 Search Board

There are two identical search boards (one for each player) provided in the game. Each player uses a search board to maneuver his ships and air units in an attempt to locate opposing ships and convoys. All movement and location of units on the search board must be hidden from the view of the opponent. Players can either place a box-half upright between the two boards (placing one board over the box lid to hold it in place) or place each board in a different location in order to accomplish this.

Printed on each search board is a map of the North Atlantic over which the *Bismarck* operation occurred. The map has been divided into square 'zones'. Each zone is approximately 90 statute miles in length. Ships may only enter or move through zones which contain a grid-coordinate (EXCEPTION: see *TERRAIN EFFECTS CHART*). Air units may enter any zone either with or without a grid-coordinate. No unit can enter a portion of the map which does not contain a zone. Partial zones containing a grid-coordinate (and the Bordeaux air base) along the edge of the board and along some of the land borders are considered and used as normal zones. Partial zones without a grid-coordinate other than Bordeaux cannot be entered by any unit.

Each grid-coordinate is composed of one letter and one or two digits. It is used to identify that particular zone and to establish the zones which ships can enter. All significant features of the search board map are identified on the terrain effects chart found on the cover of this manual.

2.3 Battle Board

During search procedure, whenever opposing ships are discovered to be in the same zone on the search board, play may revert to the battle board, where ship to ship combat is resolved. At the start of any battle, the

defending ships are placed in the center hexagon (hereafter referred to as hex). Any and all of the attacking ships are placed in any of the outermost hexes along any one edge randomly determined by a die roll.

2.4 Unit Counters and Markers

Included in the game is a sheet of die-cut counters which represent all of the major fighting ships and air units that participated in the campaign, plus some optional ships which could have been involved. Also included are different types of markers to be used as playing aids. Enough counters and markers have been provided to play the basic and advanced games. Several of the optional rules in the intermediate game require players to provide their own markers. Only those ship and air unit counters listed in each player's BASIC GAME ORDER OF APPEARANCE CHART and the markers described below are used in the basic game. All others should be placed aside. Their use will be explained in the appropriate game in which they are to be included.

2.41 Counter Identification

2.411 Search Board Ship and Air Counters



Ship Counter



Torpedo Bomber Air Unit



Destroyer Flotilla



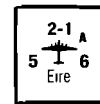
Dive Bomber Air Unit



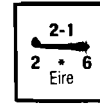
Submarine Counter



Fighter Air Unit

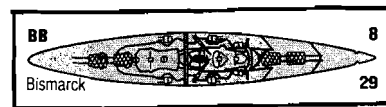


Long Range Reconnaissance (LR recon) Air Unit



Level Bomber Air Unit

2.413 Advanced Tactical Ship Counters (used in Advanced Game only)



NOTE: All counters have a white stripe on a blue background. There are no Advanced Tactical Ship counters for submarines or destroyers.

2.414 Markers



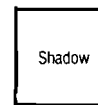
Visibility



Time



Air Unit Return to Base



Shadow



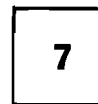
Location



Ship Unit Return to Base (also used for task forces)



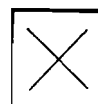
Task Force



Number

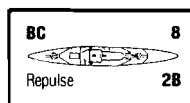


Convoy Escort



quadrant

2.412 Tactical Board Ship Counters

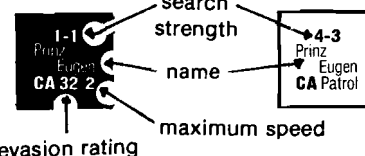


2.42 Ship Counters

Each ship has a 1/2" square counter that represents it on the search board. Printed on the counter is various information needed for play.

Front of Counter
movement mode

Back of Counter
patrol mode



NOTE: There are no Tactical Board Counters for submarines or destroyers.

2.421 Nationality:

	Front of Counter	Back of Counter
Germany	Gold lettering on black background	Black lettering on gold background
Great Britain	White lettering on red background	Red lettering on white background
France (not used in Basic Game)	White lettering on blue background	Blue lettering on white background
United States (not used in Basic Game)	White lettering on green background	Green lettering on white background

2.422 General Type of Ship

Battleship

BB—Battleship

BC—Battlecruiser

PB—Pocket Battleship (more accurately termed Armored Cruiser)

Cruiser

CA—Heavy Cruiser

CL—Light Cruiser

Aircraft Carrier

CV—Aircraft Carrier

Destroyer

DD or CT—Destroyer (CT is an abbreviation for Contre-Torpilleur—a fast French destroyer)—not used in Basic Game

Submarine

SS or UB—Submarine (UB is an abbreviation for U-Boat)—not used in Basic Game.

2.423 Movement and Patrol Mode—When the front of the counter is face-up, the ship is in *movement mode*. When the back of the counter is face-up, the ship is in *patrol mode*. A ship in movement mode can move up to its maximum speed. A ship in patrol mode cannot move but has a greater search capability. Aircraft carriers do not have a patrol mode. They cannot patrol.

2.424 Search Strengths—The left-hand number indicates the ship's search capability during daylight turns. The right-hand number indicates the ship's search capability during night turns.

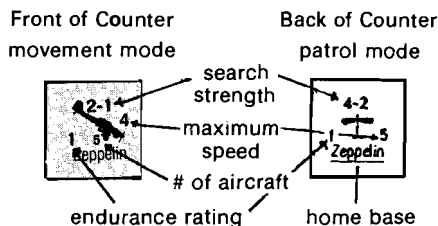
2.425 Name—The name of the ship.

2.426 Evasion Rating—The ship's maximum speed in knots. On the search board, the evasion rating is used to determine whether a ship can break away from a shadowing ship.

2.427 Maximum Speed—The greatest number of zones that a ship can move in one turn. No ship has a maximum speed greater than two.

2.43 Air Unit Counters

There are two basic types of air unit counters used in the basic game: long range reconnaissance and bomber. The bomber air units are further divided into two sub-types, level bomber and torpedo bomber. The silhouette on the front side of the counter indicates the type of air unit that it represents.



2.431 Nationality

	Front of Counter	Back of Counter
Germany	Black printing on blue-gray background	Blue-gray printing on white background
Great Britain	Black printing on brown background	Brown printing on white background

2.432 All bomber air units used in the basic game have either the torpedo bomber or the level bomber silhouette on the front of the counter and either one of the reconnaissance silhouettes or nothing on the back.

Type—

- Land-Based Reconnaissance
- Ship-Based Reconnaissance
- Torpedo Bomber
- Level Bomber
- Dive Bomber
- Fighter

2.433 All LR recon air units have the land-based reconnaissance silhouette with the word 'Patrol' on the back.

2.434 Mode—All LR recon air units have a movement and patrol mode. When the front of the counter is face-up, the LR recon air unit is in movement mode. When the back of the counter is face-up, the LR recon air unit is in patrol mode. Like ship counters, an LR recon air unit in patrol mode has a reduced maximum speed but an increased search capability.

Bomber air units have an attack and reconnaissance mode (EXCEPTION: German level bomber air units do not have a reconnaissance mode). When the front of the counter is face-up, the bomber air unit is in attack mode. It can attack any located enemy ship in the same zone it is in. When the back of the counter is face-up, the bomber air unit is in reconnaissance mode. It has a greater endurance, speed and search capability, but it cannot launch an air attack. LR recon air units can never launch an air attack.

2.435 Search Strengths—Identical in function to ship's Search Strengths

2.436 Endurance Rating—The number of turns that an air unit can remain in flight.

2.437 Maximum Speed—The maximum number of zones that an air unit can move in one turn.

2.438 Home Base—Location from which air unit operates (either aircraft carrier or land base).

2.439 # of Aircraft—This value is used only in the intermediate game and is ignored in the basic game.

2.5 Search Board Marker Information

These markers have been provided to aid in identifying location or mission of ships on the search board and are used only on the search board.

2.51 Convoy: Two British battleships are relegated to convoy escort at the start of play. A convoy marker is placed over each of the ships to identify their special assignment. The arrow indicates the direction the convoy is moving.

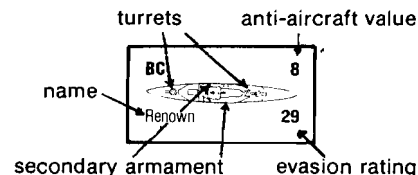
2.52 Task Force: Ships which are to move and have combat as a single force must be placed in a task force. A task force marker is used to identify the task force on the search board.

2.53 Shadow: A shadow marker is used to remind players which ships on the search board are being shadowed. One is placed in each zone that the shadowed ships occupy.

2.54 Location: These markers aid in tracking the position of enemy ships which have been located by search. The type symbol printed on the location counter indicates the type of ship located. Because of the great variety of ship types included in the game, only a limited number of location markers have been provided. If players need more location markers, they can either handmake them or commandeer other type markers used in the intermediate or advanced games. The number markers are especially suitable. Just write in the type symbol of the vessel being tracked on the marker.

2.6 Battle Board Ship Counter Information

Used only on the battle board. The counters have been designed to fit snugly into the battle board hexes.



2.61 Anti-Aircraft Value: Not used in the basic game.

2.62 Evasion Rating: Same value as on search board ship counter. On the battle board, the evasion rating determines the ability of the ship to withdraw from combat.

2.63 Name: Name of ship

2.64 Turrets and Secondary Armament: Indicates the position of these gun sections on the ship counter.

2.7 Player Aid Marker Information

Used on the player aid card to keep track of time, air and ship endurance or visibility conditions:

2.8 Player Aid Materials

2.81 Each player receives a Player Aid Card corresponding to the nationality of the side he is playing. On the card is given the Order of Battle, Time Record Track, and the Visibility Tables. He also gets the Basic Game Tables card containing the Search and Shadow Tables. Optimum placement of the card is upright against the boxtop between the search boards.

2.82 Hit Record Pad

The Hit Record Pad is used to keep track of damage and salvos available for each ship. Only one side of the hit record pad, labelled 'Bismarck Hit Record Pad', is used in the basic game.

2.83 Range Finder and Battle Maneuver Gauge

These implements are used in the advanced game only.

3.0 PREPARE FOR PLAY

Both players decide which game level to play. Players should become familiar with the basic game first before venturing into the more advanced games. Each player takes his player aid card with the 'Basic Game' side up and places it in a convenient location out of the view of his opponent. The opponent should never be permitted to look at the player aid card at any time during the game. The players also put their basic game tables card in a convenient location. Both players punch out the ship and air unit counters that they will use and place them on the search board as detailed in the order of appearance. Only those ships and air units listed in the basic game order of appearance are used in the basic game. All of the remaining counters are reserved for the more advanced versions. A battle board counter for each battleship, cruiser and aircraft carrier is also punched out and set aside with the battle board to be used in naval or air combat. Each player takes one sheet from the hit record pad. Begin play.

4.0 SEQUENCE OF PLAY

BISMARCK is played in turns. Each turn is divided into several phases which must be performed in the sequence described below.

4.1 Unit Availability Phase: The British player places on the search board any ships which enter play in the current turn. Air units available from rest and refit in the current turn can be returned to their base.

4.2 Visibility Phase: The German player determines the visibility conditions for the current turn. Ships may enter into or break from task force or convoy during this phase.

4.3 Shadow Determination Phase: Either or both players may select one air unit or ship in the same zone as a located enemy ship to shadow that ship. The ship must have the same or greater evasion rating than the ship it is attempting to shadow. All ships designated for shadow must move in this phase. The Shadow Table is then utilized to determine the success of the shadow attempt.

4.4 Air Movement Phase: Any and all air units in play may move up to their maximum speed. Air units which must return to base are removed from the search board onto the Time Record Chart to be returned after a period of rest and refit.

4.5 Ship Movement Phase: Any and all ships in play which have not moved in the Shadow Determination Phase may move up to their maximum speed.

4.6 Search Phase: Each player may search every zone in which he has sufficient search capacity as determined by the visibility level for the current turn.

4.7 Air Attack Phase: An air unit in attack mode and in the same zone as a located enemy ship may launch an air attack against that ship. Air units which flew from base this turn and with remaining movement may return to base after all combat is resolved.

4.8 Naval Combat Phase: If both players have one or more located ships in the same zone, they may conduct combat between these ships on the battle board if either player wishes.

4.9 Chance Phase: The British player rolls two dice and consults the Chance Table to determine whether the *Bismarck* and/or *Prinz Eugen* locates a convoy or are themselves

located by general search. At the conclusion of the chance phase, each player moves his time marker to the next turn on his time record track. This same sequence of phases is followed each turn.

5.0 SHIP ACTIVITIES ON THE SEARCH BOARD

5.1 Ship Movement

5.11 A player can move all, some or none of his ship counters on the search board in a turn. A player is never required to move any of his ships in a turn.

5.12 A cruiser may move up to two zones each turn.

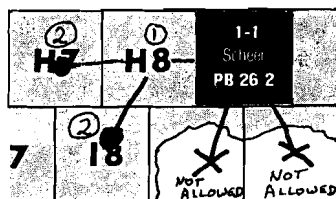
5.13 A battleship or aircraft carrier with a maximum speed of '2' may move two zones in non-consecutive turns. It must alternate each turn that it moves two zones with at least one turn in which it moves less than two zones.

5.14 A battleship with a maximum speed of '1' (either *Rodney*, *Ramillies* or *Revenge*) may move up to one zone each turn.

5.15 All movement made by battleships or aircraft carriers is subject to fuel limitations (see section 5.2). The maximum speed of any ship can be reduced due to battle damage.

5.16 A ship can move less than its maximum speed or not at all. It is never required to move.

5.17 When moving, each zone entered must be adjacent to the zone being exited. A ship counter cannot enter a zone which does not contain a grid-coordinate. There are several exceptions and they are enumerated in the Terrain Effects Key.



5.18 There are entry and exit restrictions at certain ports that prevent a ship from moving to certain adjacent zones. These restrictions are detailed in the Terrain Effects Key. German ships cannot enter a zone in the Irish Sea (these zones have black instead of white grid-coordinates), nor can German ships enter a zone containing a port in Great Britain. Otherwise, a ship can enter any zone with a grid-coordinate which is adjacent to the zone it occupies.

5.19 Any number of ships may enter and/or occupy the same zone without penalty. A ship cannot move off the search mapboard.

5.2 Battleship and Aircraft Carrier Fuel Allotment

5.21 In the basic game, cruisers are exempted from any fuel expenditure. They can move up to two zones each turn without penalty. A battleship or aircraft carrier with a maximum speed of '2' must expend one fuel factor of its fuel allotment each turn that it moves two zones.

5.22 As long as a battleship or aircraft carrier with a maximum speed of '2' has at least one unexpended fuel factor, it can move one zone each turn without any fuel expenditure.

5.23 When a battleship or aircraft carrier expends all of the fuel factors available to it, it can no longer move normally and must henceforth utilize emergency movement.

5.24 Ships in emergency movement can move up to one zone every second turn. These alternate turns are labelled 'C' on the time record track. Ships in emergency movement cannot move in a turn which is not labelled 'C'.

5.25 A battleship with a maximum speed of '1' expends one fuel factor only if it moves one zone in a non-'C' turn. Once it expends all of its fuel factors, it can only move by emergency movement.

5.26 Each player records fuel expenditure by checking off one fuel box in the fuel section on the hit record sheet by the ship's name for each fuel factor expended. In order to insure that fast battleships and carriers do not expend fuel moving two zones in consecutive turns, it is suggested that players mark the turn number in the expended fuel box. Under no circumstance may a battleship or aircraft carrier move two zones in consecutive turns.

5.27 A ship whose speed is reduced due to battle damage still retains its original maximum speed when determining fuel expenditure. **EXAMPLE:** As a result of battle damage, the *Bismarck's* speed has been reduced to a maximum move of just one zone per turn. It does not have to expend a fuel factor every time it moves a zone in a non-'C' turn, as would the *Rodney*. For purposes of fuel expenditure, it is still considered to have a speed of '2', even though it can no longer move two zones in a turn.

5.28 German Breakout Bonus: In the first turn of play, each German ship may move three zones without expending any fuel or each German ship may move four zones at a cost of one fuel factor, or each ship may move five zones at a cost of two fuel factors. Each turn thereafter they must move normally.

5.29 Aircraft carriers cannot move 2 zones in a turn that they launch air units.

5.3 Ship Patrol

5.31 All ships except aircraft carriers have the capability to patrol. Patrolling allows ships to use a higher search strength when searching for enemy ships. Patrolling also improves the chances that the *Bismarck* or *Prinz Eugen* will locate a convoy.

5.32 A ship may change to or from patrol mode each turn. Any change to or from patrol mode must be made before the ship moves (**EXCEPTION: 8.24**).

5.33 A ship cannot move at all while in patrol mode. It may only move when it is in movement mode.

5.34 A ship is in patrol mode only when the patrol mode side of its counter is face up.

5.4 Task Force

5.41 Either player can combine any two or more of his ships, if they occupy the same zone, into a task force in the visibility phase. There is no limit as to the number of ships which may be in the same task force.

5.42 Ships in a task force have an advantage in that they all can commence combat against enemy ships as a single group. If several ships are in the same zone with enemy ships, but are not in a task force, only one ship can initiate combat. The other ships in the zone may or may not join combat at a later time.

5.43 All ship counters that will operate in a task force are removed from the search board and replaced by a numbered task force counter. The ship counters are placed in the Task Force box on the appropriate player aid card corresponding to the number on the task force marker. There is no limit to the number of task forces the British player can organize. If he runs out of counters, he may use the ship RTB markers.

5.44 The task force marker is moved during the ship movement phase. The task force marker uses the maximum speed of the slowest ship in the task force. The task force marker's move constitutes the move for all ships in the task force. Fuel expenditure in a

task force is determined independently for each ship. Ships may break from task force only during the visibility phase, before any ships begin their moves. A player has total liberty as to how he combines ships into task forces as long as they are in the same zone.

5.45 A task force can patrol at the search capability of any one ship in the task force. Flip the task force counter over to the blank side to indicate that it is on patrol.

6.0 AIR UNIT ACTIVITIES ON THE SEARCH BOARD

6.1 Air Unit Movement

6.11 Each player can move all, some or none of his air unit counters. An air unit can enter or pass through any zone on the map (*EXCEPTION: 6.12*).

6.12 No German air unit may move through two consecutive zones containing a part of Great Britain. German air units may fly over Eire.

6.13 In a turn, an air unit can move any number of consecutive zones in any direction or combination of directions up to the maximum speed printed on the side of the counter that is face up. The maximum speed of an air unit can change depending on the mode it is in.

6.14 Any number of air units may enter or pass through the same zone. The movement of air units has no effect on ship movement and vice versa. Air units cannot move off the search mapboard.

6.2 Air Endurance

6.21 Each air unit has an endurance rating which states the maximum number of turns that it may be airborne. An air unit may remain airborne for fewer turns than allowed by its endurance rating, but it may never remain airborne for more turns than allowed by its endurance rating. If an air unit cannot return to its home base by the conclusion of the last turn of its endurance, it is eliminated from play and the opponent is awarded two victory points for its loss. A player cannot elect to fly any air unit past its endurance even if he accepts the loss of victory points.

6.22 For endurance purposes, count the turn that an air unit leaves base and the turn that it returns to base as airborne turns. For example, an air unit with a maximum speed of '6' and an endurance of '2' may fly any number of zones up to six from its base in one turn but must return to that base in the next turn. Unused movement cannot be saved from one turn to the next.

6.23 Some air units have an endurance of one turn. These air units must take off and land in the same turn. Such an air unit must take off from its base in the air movement phase and return to base at the end of the air attack phase of the same turn. Its total movement in both phases cannot exceed its maximum speed. For example, a torpedo bomber air unit with a maximum speed of '5' and an endurance of '1', flies two zones from the *Ark Royal* during the air movement phase, launches a torpedo attack during the air attack phase and returns three zones to the *Ark Royal*, which has moved one zone away in its move, at conclusion of the air attack phase. Players also have the option to fly air units with an endurance greater than 1 for just one turn.

6.24 Air Unit Endurance markers have been included as an aid in tracking the number of turns that LR recon air units (these have great endurance) can remain airborne. When an LR recon air unit flies from its base, the corresponding 'Return to Base' marker is placed on the time record track on the turn that the unit must return to base.

6.3 Reconnaissance and Patrol

6.31 British Bomber air units have both an attack and reconnaissance mode. Each time that a British bomber air unit takes off from its base, the British player must decide in which mode it will operate for its entire mission in the air. Once aloft, the mode of a British bomber unit cannot be changed. The mode in operation is indicated by putting that side of the counter face up. Only bomber air units in attack mode can launch an air attack. British bomber air units, in reconnaissance mode, have an improved search and speed capability but cannot launch an air attack.

6.32 LR recon air units can never launch an air attack. Instead of an attack mode, they have a patrol mode. Like ship patrol, an LR recon air unit can switch to or from patrol mode any or every turn it is in the air by placing the proper side of the counter face up. Any change to or from patrol mode must be made before the unit moves during that turn.

6.33 NOTE: While in patrol mode, the maximum speed of the LR recon air unit is reduced to '2', but its search capacity is increased.

6.4 Air Unit Rest and Refit

6.41 Every air unit which returns to base after completing its air mission must undergo a period of rest and refit before it can return to action.

6.42 An air unit that has been airborne and returns to its home base must remain out of play for the next turn for rest and refit. For example, an air unit returns to its home base during the '0800, May 23' turn. It must spend the '1200, May 23' turn in rest and refit. It can return to action on the '1600, May 23' turn. The controlling player removes the air unit from the search board and places it on the '1600, May 23' slot on his Time Record Track. During the Unit Availability Phase of the '1600, May 23' turn, the air unit is returned to its home base and can be flown that same turn.

6.43 An air unit may not take off or land at any other base other than its home base.

6.44 After rest and refit, an air unit must be returned to its home base.

6.45 Rather than keeping carrier-based air units physically with their home carrier, they are better placed in Spain or Greenland to reduce counter congestion. Just remember that their true location is with their home carrier.

7.0 SEARCH

7.1 Visibility

7.11 Each turn during the visibility phase, the German player determines, by dice roll, the visibility level for that turn. This visibility level determines which zones can be searched for enemy ships.

7.12 On both player aid cards is printed a visibility track comprising nine levels of visibility. Each level is displayed as a square. The number in each square represents the minimum search strength able to search a zone at that visibility level. For example, during the visibility phase, the German player determines that the visibility level for that turn is '5'. Both players can search only those zones in which they have ships and/or air units whose total combined search strength is '5' or higher.

7.13 At the start of the game, both players place a visibility marker on level '4' on their visibility track. The British player will have to use the blank marker. Hereafter, any change in weather is based upon the current position of the marker on the track.

7.14 During the visibility phase of each turn, excluding the first turn of the game, the German player rolls two dice, cross-indexing

their sum on the Visibility Change Table and moves the visibility marker forward or back along the visibility track the number of boxes equal to and in the direction indicated by the result. The result is the visibility level for the turn in progress. On the first turn of play the visibility level is automatically level '4'.

7.15 If the visibility change would force the visibility marker off the end of the visibility track, the visibility marker remains at the end box of the track and the excess is ignored.

7.16 Underneath several of the extreme visibility boxes are modifiers to the visibility change dice roll. If a visibility marker is in one of these boxes at the start of the visibility phase, the dice roll for visibility change for that turn is altered by that modification. For example, if the visibility marker is at level '7' at the start of the visibility phase and the German player rolls a '7' for his visibility change dice roll, the dice result is changed by +1 from '7' to ~~8~~ 6.

7.17 Visibility level 'x' means that no search can be made in the turn.

7.2 Search Procedure

7.21 During the search phase, the British player may call out any and all zone grid-coordinates in which he has ships, air units and/or coastal search capability whose total combined search strength equals or exceeds the visibility level.

7.22 After the British player has completed his search, the German player may call out any and all zones by grid-coordinate in which he has ships, air units and/or coastal search whose total combined search strength equals or exceeds the visibility level.

7.23 As each zone is called, the opposing player must state whether or not any ships (never air units) are in the zone in that turn. After the first turn, the German player only must also state whether any of his ships have passed through the zone in that turn. If ship(s) are located, the opponent must state the number and general type (either battleship, aircraft carrier or cruiser) of all ships in the zone. He must also reveal which types are in the same task force. For example, the German player searches a zone which contains the *Hood* and the *Prince of Wales* in task force and the *Suffolk* and *Kenya* on patrol. The British player states that there are two battleships in a task force and two cruisers in the zone.

7.24 If a search is successful, the searching player does not have to state the type of searching force which located it. He reveals nothing.

7.25 Search is voluntary. A player can waive any and all of his eligible searches.

7.26 When totalling search strength in a zone, the searching player must check whether the current turn is day or night. The left-hand search strength on the counter is used only in the day turns. The right hand strength on the counter is used only in the night turns. Never count the search strengths of ships in a task force. Use only the search strength on the task force counter. If the task force is on patrol use only the patrol search strength of one ship in the task force. The search strengths of all other ships in the task force must be ignored.

7.27 The British player has an inherent search strength of '4' search points in each of the zones occupied by the Faeroe Islands, Shetland Islands, the coast of Ireland, the coast of Great Britain and Hvalfjord. The German player has an inherent search strength of '4' search points in each of the

zones occupied by the coast of Norway and France. All coastal search strengths are reduced to '3' at night.

7.28 An air unit can only search the zone that it occupies. It cannot search any of the zones through which it moves.

7.29 Ships in port cannot be located by sea search nor by a combination of air and sea search. They can be located by air search only.

7.3 Fog

7.31 When determining the visibility level each turn, both players check whether the visibility change dice roll, including any modification, will also result in fog. If there is fog, the visibility marker is adjusted normally, but neither player can conduct a search in any fog zone that turn. Search can be conducted normally in any and all non-fog zones.

7.32 Fog occurs automatically in the first turn of the game. Bergen, therefore, cannot be searched in the first turn.

7.33 No type of combat (naval or air) can occur in a zone in fog.

8.0 SHADOWING

8.1 Shadow Determination

8.11 Only the British player has the ability to shadow opposing ships or task forces (never air units) located by search or shadow in the previous turn. A ship or task force that is selected for shadow must make its move (if any) before the shadow attempt is resolved and then reveal its new position if the shadow is successful. The opponent can then react to the shadowed ship's move with his air and ship movement.

8.12 To determine whether a ship can be shadowed each turn, a player must perform the following steps in the shadow determination phase:

- Determine shadow assignment
- Determine evasion capability
- Determine contact maintenance

8.13 For each opposing ship or task force to be shadowed, the British player may assign one ship (excluding aircraft carriers), task force or air unit in the same zone as a shadow unit. There can never be more than one unit shadowing a single ship or task force. A shadowing unit cannot search in the same turn.

8.14 If the shadowing unit is a ship, its current evasion rating must be equal to or greater than the current evasion rating of the ship or the slowest ship in a task force to be shadowed. If it is not equal to or greater than the shadowed ship's evasion rating, the ship cannot shadow. If the shadowing ship is in a task force, all ships in the task force must be faster than the shadowed ship or task force. If it is not equal or greater than the shadowed ship or task force evasion rating, the ship or task force cannot shadow. The British player may then select another ship or task force in the same zone to shadow. Air units do not have to check evasion rating. The two conditions required to assign an air unit as a shadow is that it must be able to remain in the air during that turn and that it, alone, must be capable of conducting a search in the turn it is shadowing. For example, an LR recon air unit in patrol can only shadow in day turns when the visibility level is '6' or less, or night turns when the visibility is '3' or less.

8.15 Once the shadowing unit or task force has been selected, the ship to be shadowed makes its move for the turn, then either player rolls one die and cross-indexes the result with the shadowing unit's name on the shadow table. If the result is 'Lost Contact' the shadow does not succeed. If the result is 'Hold Contact', the unit is successfully being shadowed, and its new location must be revealed. The shadowing player does not have to reveal the names or types of ships conducting the shadow.

8.16 A player must reaffirm all shadow contacts each turn. Even if an opposing ship was successfully shadowed in a previous turn, the shadow table must still be consulted in the current turn to determine whether contact has been maintained. If a player requests to shadow a task force which has broken up in the visibility phase, the opponent must reveal which ships (by general type) have left the task force.

8.17 The current visibility can affect the Shadow Table die roll as explained in the Shadow Table.

8.18 If the controlling player has moved the ship or the task force being targeted for shadow through two zones, he must announce it before the Shadow Table is consulted. The Shadow Table die roll must then be ~~reduced by~~ ^{increased by} '1' for that ship or task force.

8.19 A ship or air unit is not required to follow the ship it is shadowing in its movement phase.

8.2 High Speed Shadow

8.21 High speed shadow can occur only if a successful search is conducted by the British player in the first of two zones entered by an opposing ship or task force in its move. If, during the Search phase, the British player locates a ship which has passed through the zone he is searching, he may immediately attempt to shadow the ship or task force with one of the ships task forces or air units that can qualify for shadow in the zone. The shadow can be attempted even if the ship or task force has been located in the other zone of its move.

8.22 The shadowing player uses the same procedure described in 8.15 to determine the success of the shadow. The ship to be shadowed still gains a '1' for the two zone move on the Shadow Table die roll.

8.23 If the shadow is successful, the shadowed ship or task force must reveal its final location, if not already known, and any and all British ships and air units in the search zone which have not utilized their maximum movement and which are not in emergency movement may move the one zone into the shadowed ship's zone. Fast battleships and aircraft carriers must be able to expend one fuel factor to enter the zone if this would be the second zone of their move.

8.24 A ship on patrol may immediately change to movement mode in order to follow the shadowed ship. If it is a battleship or aircraft carrier on patrol, then it must be able to expend one fuel factor to move.

9.0 COMBAT

9.1 Air Combat

9.11 Every bomber air unit has the ability to attack any of the ships located by search in the zone that it occupies. LR recon air units cannot perform air attacks.

9.12 Air units cannot attack enemy air units.

Air units cannot be eliminated in combat. Air units are eliminated only if they are unable to return to base.

9.13 A bomber air unit can launch an air attack only if it has started its mission in the attack mode. If the bomber air unit has flown from base in reconnaissance mode, it cannot change to attack mode and cannot launch an air attack. Bomber air units cannot attack ships in enemy ports.

9.14 All air attacks are conducted during the air attack phase after all search has been completed, but before any naval combat is begun.

9.15 The British player conducts any and all air attacks that he wishes to make first. Then the German player does the same.

9.16 Each British bomber air unit is allowed to make two strikes each day turn. Each German bomber air unit is allowed to make one strike in a day turn. Air units are not allowed to make an air attack at night. A British bomber air unit can assign its two strikes to one ship or assign one strike each to two different ships of his choice.

9.17 To resolve air combat, the defending player places the battle counter of each of his ships in the zone under attack face down on the battle board. The attacking player assigns the strikes he has available in that zone in any manner he wishes. For each strike, he rolls two dice and consults the proper Bomber Table on the battle board for the result.

9.18 Any damage inflicted takes effect immediately and is recorded for that ship on the hit record sheet. If damage is inflicted, the name of the ship must be revealed to the attacking player so that he can maintain a record of damage on his hit record sheet. If no damage is inflicted, the name of the ship does not have to be revealed.

9.2 Naval Combat Determination and Set-Up

9.21 When opposing ships have been located in the same zone, naval combat may occur at the option of one or both of the players. More than one naval action can occur in the same zone in the same turn. Naval combat is voluntary. A ship or task force can only attack enemy ships in the same zone.

9.22 A player cannot initiate combat against an enemy ship or task force if his ships in the zone are not permitted to attack it.

9.221 Aircraft carriers may never attack enemy ships.

9.222 A ship or task force may not attack an enemy ship or task force if its current evasion level is less than that of the enemy unless the opponent accepts the combat. When a task force is attacking, its current evasion level is that of the fastest ship. The evasion level of a defending task force is that of the slowest ship contained. *(excluding aircraft carriers)*

9.223 A ship or task force cannot attack an enemy ship or task force if it has already been committed to another combat action.

9.224 A shadowing ship or task force may only attack the ship or task force it is shadowing.

9.23 A player may announce attacks against only those ships and task forces that he located that turn by search or shadow. The British player always announces his attacks first.

9.24 When announcing his intention to initiate naval combat, a player must attack each single opposing ship (i.e. not in task force)

or task force separately. A single ship or task force cannot be involved in more than one naval combat in the same turn. Both players must also announce the current evasion levels involved. The names of the ships do not have to be revealed.

9.241 When a player has a choice of more than one enemy single ship, or task force to attack, he announces the general type of ship that he wishes to attack. Task forces are identified by the most powerful ship contained in the following order: battleship, cruiser and, lastly, aircraft carrier. If a check of evasion levels still permits a choice of target of the named type, the ship or task force to be attacked must be determined randomly (just pull the search counter out of a cup).

9.242 When a player has a choice of more than one single ship or task force with which to attack, he must state the type he wishes to use. If there is still more than one ship or task force of that type, he must select one randomly.

9.25 All other ships not involved in combat can enter combat at a later time as a reinforcement.

9.26 In the rare occasions where both the *Bismarck* and the *Prinz Eugen* are in the same zone but not in task force, there is a possibility that both can be involved in separate combat actions. If this occurs, assume that the separate actions are occurring simultaneously even though they are to be resolved sequentially. The ship or task force selected for one action cannot participate in the other. The first action selected must be the first action fought. The second combat action cannot be started until the first combat action is completed.

9.27 Ships cannot break from task force in the naval combat phase. When determining combat, task forces must be treated in single units. Once a task force has been committed to naval combat though, not all of the ships contained have to participate as explained below.

9.271 If a task force contains an aircraft carrier, the carrier does not have to participate in combat as long as at least one other ship in the task force does join in combat. The only way to guarantee attacking an aircraft carrier is to catch it alone.

9.272 If a task force contains one or more ships whose evasion levels are higher than those of all opposing ships, then any or all of those ships may avoid combat providing at least one ship whose evasion level is the same or higher than the fastest opposing ship remains to fight. The escaping ships may enter combat in a subsequent round at the controlling player's option. They must enter the battle board from the side opposite that entered by the enemy or (if part of the attacking force) along the side selected at the start of combat.

EXAMPLE: Combat Determination:

The British player has successfully shadowed the *Bismarck* with the heavy cruiser *Suffolk*. He moves the *Suffolk* into the *Bismarck*'s new location along with a task force containing the battleships *Hood* and *Repulse*, the cruisers *Norfolk* and *Kenya*, the aircraft carrier *Victorious* and a lone battleship *King George V*. The German player moves the *Prinz Eugen* and a couple of air units into the same zone. The visibility level is '6', so only the German player has sufficient strength to search. He calls out the zone and the British player announces that he has in that zone two battleships, two cruisers and an aircraft carrier in task force and a cruiser and battleship not in task force.

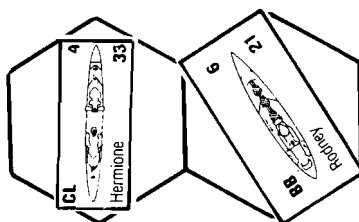
The British player chooses to attack the *Bismarck*, which he has successfully shadowed, with his battleships. (He is not allowed to attack the *Bismarck* with his aircraft carrier). Since he has some battleships in task force and another battleship by itself, he must select randomly the ship or task force that will initiate combat against the *Bismarck*. Both may initiate combat since their evasion levels are identical to the *Bismarck*'s. The British player blindly selects the *King George V* to initiate combat. Only that ship can start combat against the *Bismarck*. The *Hood*, *Repulse*, and cruisers can enter combat at a later time as a reinforcement if not attacked by the *Prinz Eugen*. Note that if the task force had been picked, both the *Hood*, the *Repulse* and any or all of the cruisers could have attacked the *Bismarck*.

The German player decides to attack with the *Prinz Eugen*. He can attack the remaining battleship (remember the task force is identified as 'battleship' since that is the strongest type of ship it contained), or the cruiser. He chooses to attack the cruiser. As the British player has only one cruiser type available (the *Suffolk*) this ship must defend against the *Prinz Eugen*. Since the ships were selected for the *Bismarck* combat action before the *Prinz Eugen* combat action, the *Bismarck* battle must be conducted first.

9.28 Naval combat is conducted in the naval combat phase on the battle board. The defending player always places his ships first in the center hex of the battle board. The attacking player then places his ships in any of the hexes of his choice along one edge of the battle board. The attacking player rolls one die to determine which edge of hexes he must use to set up.

9.281 No more than two friendly ships may be placed in one hex. If the defending player has more ships than can be placed in his starting hex, the additional ships may be placed in any hexes adjacent to his starting hex.

9.282 A ship must always be positioned throughout combat so that its bow points toward one of the six hex sides forming the hex it occupies. A ship may never point its bow toward a corner of the hex. If placed improperly, the opponent realigns the bow to point toward one of the two adjacent hexsides. All ships on the same side must point in the same direction at the start of combat.



Illegal

Legal

9.3 Naval Combat Procedure

9.31 Naval Combat is conducted in rounds. In each round, any and all ships may move one or two hexes. Each ship moves within a specific sequence, starting with the ship with the lowest evasion rating and finishing with the ship with the highest evasion rating. If two or

more ships have the same evasion rating, the attacking ships move first before the defending ships. After all movement has been completed, enemy ships may fire at one another. Upon completion of all fire, one or both sides may attempt or agree to disengage, after which withdrawing ships make a bonus withdrawal move. This completes one round.

9.32 Within one naval combat phase, players may fight any number of rounds. The naval combat phase is over only when all of one player's ships involved in naval combat have been sunk or have been successfully disengaged.

9.33 None of the survivors of a naval combat action can participate in any other action in the same turn. They must wait until the next turn to recommence combat.

9.4 Reinforcements

9.41 At the conclusion of the third round of battle, and every round thereafter, either or both players, if they have qualified ships in the zone available to enter combat, may roll for reinforcement. For each individual ship or task force to enter, the controlling player rolls one die. A result of '1' permits it to enter combat in the next round. For each subsequent attempt for that particular ship or task force an additional '1' can be subtracted from the die roll.

9.42 When reinforcements enter, the controlling player must roll a die to determine along which edge of hexes he may place the reinforcing ship or ships. All reinforcing ships from the same task force must point in the same direction. The reinforcing ships must be at least six hexes away from all enemy ships.

9.43 Only those ships that can attack at least one enemy ship in the naval action may enter as reinforcements.

9.44 A ship or task force which is able to enter as a reinforcement may delay its entry. It can enter in any subsequent combat round at the controlling player's option. A player is never required to bring reinforcing ships into battle.

9.45 If there are two separate naval actions occurring in the same zone, a player must record on paper each potential reinforcing ship and task force to either of the naval actions before any combat begins. A ship or task force which is committed to reinforce one naval action cannot reinforce the other naval action.

EXAMPLE: From the previous example, the British task force containing the battleships *Hood* and *Repulse*, the cruisers *Kenya* and *Norfolk* and the aircraft carrier *Victorious* can legally enter as a reinforcement into either the naval action against the *Bismarck* or the naval action against the *Prinz Eugen*. Before any combat begins, the British player must record which naval action the task force is to reinforce.

9.5 Naval Combat Movement

9.51 In each combat round, a ship may move two hexes, one hex or not at all depending upon its current evasion level.

9.52 Ships are also allowed to change the direction in which they are moving depending upon their current evasion level. A change of direction is defined as changing the direction of a ship's bow to point toward either one of the two hex sides adjacent to the one its bow is currently pointing

MOVEMENT ON BATTLE BOARD

Current Evasion Rating

	0	1-3	4-10	11-17	18-24	25-29	30+
Maximum Movement (in hexes)	0	0	1 or or	0 1 or or	0 1 2 or or or	0 1 2 or or or	1 2 3 or or
Maximum # of Direction Changes Per Round	0	1	1	2 1	2 1 0	3 2 1	3 2 0

9.53 The movement and turning capability of ships on the battle board are displayed in the Combat Movement Chart shown above. Note that at certain evasion levels, a ship has a choice of moves and turns that it can make. For example, a ship with an evasion level of 28 can move ahead two hexes and make up to one change of direction; or it can move just one hex and make up to two direction changes; or it can not move at all and make up to three direction changes.

9.54 A ship is never required to move or make any directional change. It may complete none or part of its move without penalty.

9.55 A ship may never move into a hex occupied by an enemy ship.

9.56 A player may physically move a ship counter off of the battle board or start reinforcing ships off the battle board. In this situation, all ships in play must be shifted the same number of hexes in the same direction to return the ship to the battle board. In those rare cases where it is impossible to fit all ships on

the battle board, extend an imaginary field of hexes outward around the board. Position and move the ships in these imaginary hexes.

9.57 On the battle board, a ship can move only into the hex that its bow points.

9.6 Naval Fire Designation and Resolution

9.61 In each round, after any and all movement, a ship may fire at any enemy ship within 'A' or 'B' range. A ship that is one, two or three hexes from a firing ship is in its 'A' range. A ship that is four, five or six hexes from a firing ship is in its 'B' range. A ship which is seven or more hexes from a firing ship is beyond its firing range and cannot be attacked by the ship.

9.62 Fire for each ship is resolved individually. A ship may fire at more than one enemy ship. A player must designate the number of salvos each of his ships intends to fire at enemy ships before resolving any fire. The firing procedure for one ship must be completed before the designation and resolution of fire for another ship is begun. If a ship is sunk before all fire directed at it has been resolved, the remaining salvos designated against it are lost. The defending ship(s) always fire after all attacking ships have completed their fire.

9.63 Every ship has four gun sections, each of which has a certain sector of hexes into which it can fire. The Sector Diagram illustrates each gun section and the hex sector into which it can fire. A gun section cannot fire any of its salvos at a target that is not in its sector. The two secondary armament gun sections are further limited in that each section may only fire at a target in its sector in 'A' range. It cannot fire at a target in 'B' range. Only bow and stern turret gun sections can fire at targets within sector in 'A' and 'B' ranges.

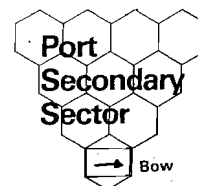
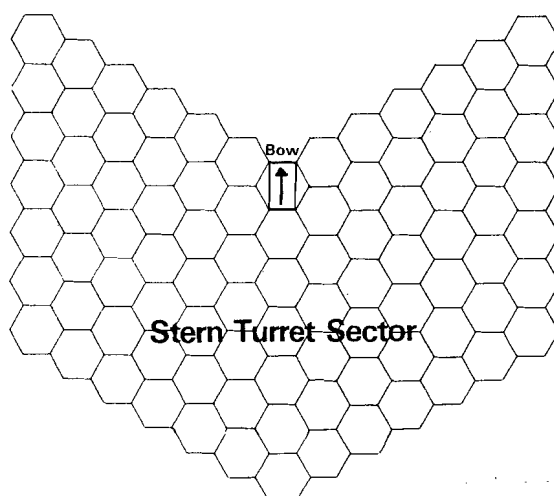
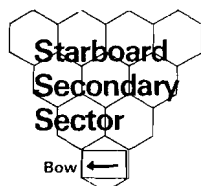
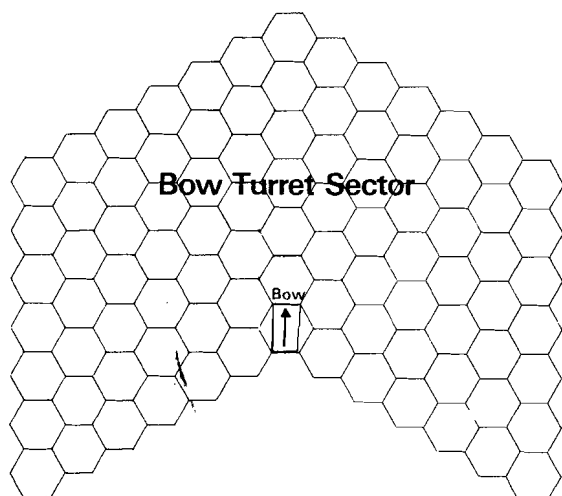
9.64 To determine the total number of shots that a ship can fire at a specific target ship, a player first has to total the salvos for each gun section that can fire at the target. In the log pad, four groups of gun boxes are printed beside each ship's name which correspond to, and are labelled by, gun section. In each box is a salvo number indicating the maximum number of salvos that that gun section can fire. If there is a zero in a gun section box, that gun section has no fire power.

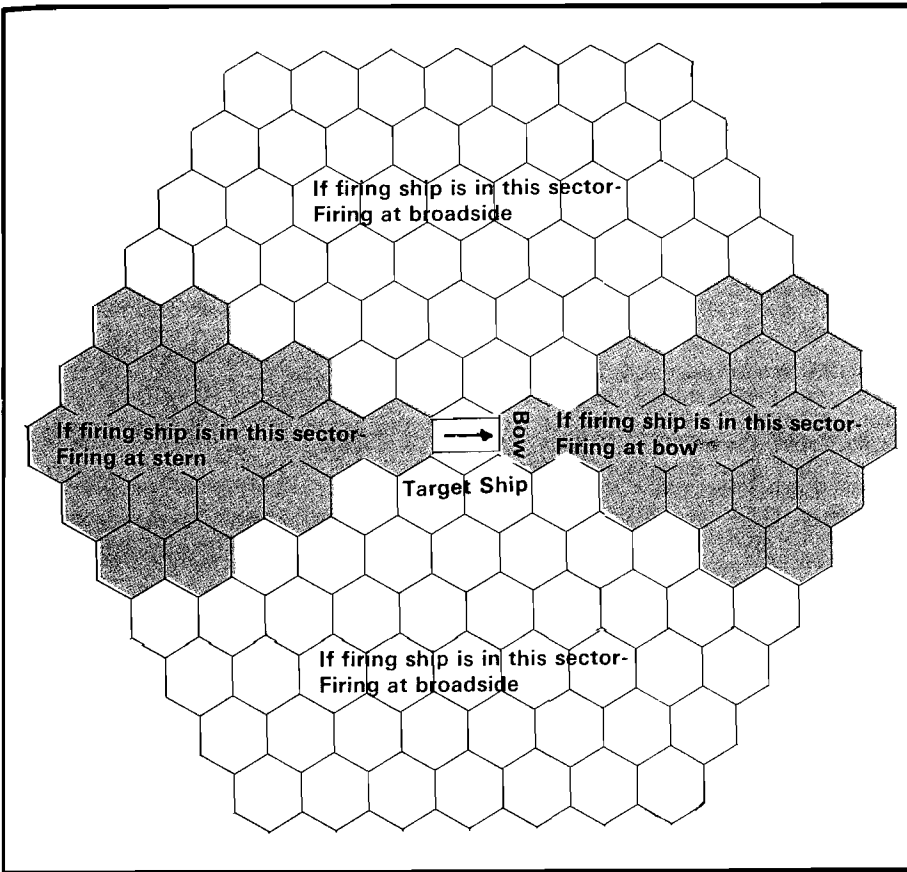
9.651 When a ship fires at an enemy ship more than one hex away, its total salvo count targeted for that ship must be halved (rounded DOWN). This is the number of shots that the ship can fire. For example, the *Bismarck* is firing all of its guns at a ship two hexes away. The number of shots the *Bismarck* can fire is eight (half its total salvo count of 17).

9.652 A ship does not halve its salvo count if firing at a target ship occupying the adjacent hex. In this case, the number of shots it can fire is equal to its salvo count.

9.66 For each shot fired, the attacking player rolls two dice and cross-indexes the result with the proper range and field of fire column on the battle board. The result is either a miss which causes no damage, or a hit which is directed at a specific gun section or at the ship's midships.

SECTOR DIAGRAM





9.67 The correct field of fire column to be used is determined by selecting one of the diagrams that corresponds to the attitude of the firing ship to the target ship.

9.68 Naval Combat fire is never blocked by other ships. A ship can always fire at an enemy ship within range.

9.7 Damage

9.71 Record of Damage

9.711 All hits received are recorded on the Hit Record sheet in the proper section indicated in the damage results. Hits are always marked off from left to right so that the gun boxes with the highest salvo count are marked out first. Note that as gun hits are acquired, a ship's salvo count is reduced. As an example, the *Bismarck* has received two port secondary hits, two bow turret hits, and three midships hits after one round of combat. Damage is marked out as illustrated below.

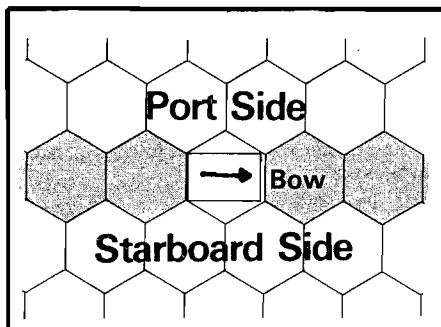
9.712 When a hit result states either 'Consult Special Damage A' or 'Consult Special Damage B' the attacking player rolls again for that shot on the appropriate Special Damage Table.

9.713 All Naval Combat fire is considered simultaneous. Damage does not take effect until all combat fire for the round has been resolved. For example, the *Bismarck* starts out with a bow turret salvo count of seven. If two bow turret hits are acquired in the first round, the *Bismarck* still may count seven salvos for the bow turret in the first round; however, in the second round, the *Bismarck* would get only five salvos for the bow turret.

9.714 A ship is not sunk until every midships box has been marked out. For example, it takes ten midships hits to sink the *Bismarck*, six midships hits to sink the *Rodney*, etc. If a ship is sunk before the combat round is over, it still rolls its full number of shots for that round. When a ship other than the *Bismarck* is sunk, it is removed from the game. When the *Bismarck* is sunk, the game is over.

9.715 To record damage without losing count of the available salvos for the current round, the following system should be used. For damage received in the current round, mark a slash (/) in the appropriate gun section boxes. After all fire has been completed for the round, change each slash to an 'X'.

9.716 A port secondary box can only be hit by a ship firing on the target ship's port side. A starboard secondary box can only be hit by a ship firing on the target ship's starboard side. If a ship is firing directly into a target ship's bow or stern, both the port and starboard secondary box can be hit.



BB AND BC

BISMARCK

BOW TURRETS						
XX	5	4	3	2	1	
EVASION RATING: 29						

SECONDARY ARMAMENT				
PORT	STARBOARD			
XX	1	3	2	1

STERN TURRETS						
7	6	5	4	3	2	1

MIDSHIPS				
XX	XX	XX	XX	XX
AMMUNITION: 14				

9.717 A hit scored on a gun section that has been completely knocked out is treated as a midships hit, instead. For example, the *Hood* has already received one hit to its port secondary box. The *Bismarck*, firing from the *Hood*'s port side, gets another secondary hit. Since the hit cannot be recorded on the starboard secondary box and there are no unmarked boxes remaining for the port secondary gun section, the secondary hit must be recorded as a midships hit.

9.72 Damage to Evasion Rating

9.721 As a ship receives damage there is a possibility that it will also incur a reduction in its evasion rating. The reduction can be either temporary or permanent.

9.722 Anytime a ship receives a hit result either by air or naval combat which states "REDUCE EVASION LEVEL BY X AMOUNT", it must reduce its current evasion by the amount specified. This reduction is permanent and cannot be repaired.

9.723 For each midships hit that a ship receives, even if it also receives permanent evasion damage in the same result, the current evasion rating is reduced, depending upon type. This reduction is temporary and can be repaired.

9.724 The *Bismarck* reduces its evasion level by '1' for every midships hit received. All other battleships and aircraft carriers reduce their evasion level by '2' for every midships hit received.

9.725 The *Prinz Eugen* reduces its evasion level by '3' for every midships hit received.

9.726 All cruisers reduce their evasion level by '5' for every midships hit received.

9.727 There is space to keep a record of the current evasion level for each ship on the Hit Record sheet.

9.728 In any turn in which a ship moves either one zone or not at all on the search board, it may attempt to repair lost evasion rating factors by rolling one die on the EVASION RATING REPAIR TABLE. Repair can only be done immediately upon completion of all movement in the ship movement phase. Midship boxes are NEVER repaired.

EVASION RATING REPAIR TABLE

Die Roll	Number of Evasion Rating Factors Regained
1	0
2	0
3	2
4	4
5	6
6	8

9.729 A ship whose current evasion level is between '16' and '24' inclusive, must utilize a maximum speed of '1' on the Search Board. A ship whose current evasion level is between '7' and '15' inclusive must move by emergency speed. A ship whose current evasion level is '6' or less cannot be moved. It may be towed by a battleship, by a ship of the same type, or any two ships. All ships involved in the tow must be placed in task force and must move at emergency speed.

9.8 Special Combat Fire Restrictions

9.81 The *Rodney* has no stern turrets. It does have a third bow turret, but it is positioned so that it can fire only into the port and starboard secondary armament sectors out to 'B' range. On the Hit Record Pad, the third bow turret is located with the stern turrets. It is treated as a bow turret when taking damage. For each stern turret hit from broadside the *Rodney* receives, the British player rolls one die. A result of '1' or '2' converts the hit to a bow turret hit to either bow gun section. A result of '3', '4', '5' or '6' converts the hit to a bow hit that must be taken by the third turret. When firing at the *Rodney's* stern, all stern hits are treated as a secondary hit.

9.82 The *Rodney* must fire its stern turret at half strength (rounded down) if it also fires its main bow turret at a target in A range. The stern turret can always fire at least one shot.

9.83 In each round that the *Prince of Wales* or *King George V* fire their guns, there is a chance that one of the gun sections will be unable to fire. A die roll of '1', '2' or '3' results in no penalty to fire. A die roll of '4', '5' or '6' forces either the bow or stern turret gun section to reduce its salvo count to half strength (rounded down). If there is a strength reduction, second die roll of '1', '2' or '3' forces the bow turret to reduce its salvo count and a '4', '5' or '6' result forces the stern turret to reduce its salvo count.

9.84 Cruisers must always use Special Damage Table A when receiving special damage, regardless of the range. If the result is Special Damage B, use Table A in the same manner as *Hood*, *Repulse* and *Renown*.

9.9 Withdrawal

9.91 Attempts to disengage and withdraw ships from combat can occur only at the end of a naval combat round after all combat fire for that round has been resolved.

9.92 If both players agree to withdraw all of the ships involved in combat, the naval combat phase is immediately over and the players proceed to the next phase.

9.93 If only one player wishes to withdraw, or if both wish to withdraw some of their ships, each may do so with any ship whose evasion level is higher than every opposing ship of the same or larger general type within six hexes of it, i.e., a cruiser cannot prevent a battleship within six hexes of it from withdrawing.

9.94 At the beginning of each round, including the first round, players state which of their ships intend to withdraw. Blank counters are placed on top of withdrawing ships. Those ships whose evasion levels are reduced below that of opposing ships within six hexes cease to be in withdrawal status and lose their blank counters.

9.95 At the end of each round, all ship counters with blank counters, **MUST** move one additional hex after the conclusion of all combat. The bonus move is the same as a normal combat move except that the withdrawing ship cannot change its direction in the hex it exits. It may change its direction one hex side in the hex that it enters.

9.96 Both the normal combat move and the bonus move of a withdrawing ship must be made so that the ship never moves closer to an enemy ship than it presently is, unless it is impossible to do otherwise.

9.97 If, at the end of any bonus move, a withdrawing ship no longer has any enemy ship within six hexes of it, then it has

successfully withdrawn from combat. Its counter is removed from the battle board and it cannot be involved in any other naval combat for the remainder of the turn.

9.98 While withdrawing, a ship has all of its shots for each gun section halved (rounded up). If a gun section has already been halved, halve (rounding up) whatever remains.

9.99 A ship may voluntarily withdraw but once in the process of withdrawal, a ship may **NOT** voluntarily disengage from the withdrawal effort.

10.0 CHANCE PHASE

10.1 At the end of each turn, the British player must roll two dice for each German ship and consult the CHANCE TABLE. The first dice roll always applies to the *Bismarck* or to both German ships, if in task force. The second dice roll always applies to the *Prinz Eugen* when not in task force. Many times when the *Prinz Eugen* is in task force with the *Bismarck*, there may seem to be no need for the British player to make a second dice roll. It should be made anyway, so as not to reveal the *Prinz Eugen's* position in relation to the *Bismarck*.

10.2 There are three types of results that appear on the Chance Table: GENERAL SEARCH; HUFF-DUFF; or CONVOY LOCATION.

10.21 If the result is a set of three numbers, the German ship must reveal its current position to General Search if the three conditions enumerated below are fulfilled:

10.211 The ship is in a zone in or east of the line of zones identified by a white circle and in, or south of, zone row E. This area is defined as the British patrol line.

10.212 The current visibility level is equal or less than the number to be applied.

10.213 The ship is not currently in a fog zone in a turn in which fog occurred.

10.214 Which of the three numbers applies depends upon the ship's location. If the ship is in or within two zones east of a white circle zone, the left-most number in column 'A' is used. If the ship is within two zones of the coast of Great Britain, Eire, or the Shetland Islands, the right most number in Column 'C' is used. If neither of these two cases apply, the center number in column 'B' is used.

10.22 If the result is HUFF-DUFF, it is assumed that the ship in question has issued a radio message which the British have traced back to its source through its HUFF-DUFF radio tracking equipment. The German player must announce one zone grid-coordinate. This grid-coordinate must either be in the zone that the ship currently occupies or in one of the six zones adjacent to it.

10.23 When the result is a possible located convoy, the German player gets victory points for destroying the convoy if the ship or task force in question meets the following two requirements:

10.231 The ship or task force has been neither successfully shadowed nor located by search in the current turn.

10.232 The ship or task force is at the location and mode required to locate the convoy.

10.24 There are two lines emanating from Great Britain and labelled either ATLANTIC or AFRICA CONVOY. If a ship is to be on route to locate a convoy, it must be in a zone containing one of these lines. If a ship is to be one zone

from route to locate a convoy, it must be in a zone adjacent to one containing a convoy line. It cannot be on the route. If a ship is to be within two zones of a convoy route, it can be either on route, one zone from route or two zones from route.

10.25 If a German ship qualifies in locating a convoy, and the German player wishes to receive victory points for destroying it, he states the name of the ship or ships involved and their current location. The ship or ships cannot move on the search board in the next turn. If the German player does not wish to attack the convoy, he says nothing and play proceeds to the next turn.

10.26 Only one convoy can be destroyed each day.

11.0 TIME

11.1 Night

11.11 Across the search board runs the 55° line. The '2000' turn in any zone south of the 55° line is a night turn. The '2000' turn in any zone north of the 55° line is a day turn. The '2400' turn is always a night turn.

11.12 Ships involved in naval combat during a night turn can only fire at opposing ships in their 'A' range. They must use the 'B' range combat tables for all combat fire during night turns. Air units cannot launch an attack at night.

11.13 When consulting the Chance Table for a ship in a night zone, only the HUFF-DUFF result is recognized. There can be no general search or convoy attacks in a night turn.

1.2 Time Record

11.21 Each player records the passage of each turn by moving his time marker to the next turn.

11.22 After all phases of a turn have been completed, the turn is over and the time marker is moved to the next turn.

11.23 In the Basic Game, time starts at the '1200 May 22' turn and must end upon the conclusion of the '1200 May 27' turn.

12.0 Victory Conditions

12.1 The Basic Game ends when one of the following five situations occur.

12.11 The *Bismarck* is sunk.

12.12 The *Bismarck* enters any one of the ports of Trondheim, Bergen, Brest or St. Nazaire.

12.13 The German player has accumulated more points than it is possible for the British player to score.

12.14 Play has reached the time limit.

12.2 At the end of play, both players total up the number of victory points gained as listed on the Victory Point Schedule. The player with the highest total is declared the winner. In the event that both players have the same amount of victory points, the game is a draw.

12.3 British Victory Point Schedule: The British player accumulates victory points for the following events as they occur.

12.31 Sinking the *Bismarck*—30 points
Sinking the *Prinz Eugen*—10 points

12.32 *Bismarck* enters a friendly port with at least one midships hit—6 points.

Prinz Eugen enters a friendly port with at least one midships hit—2 points.

12.33 *Bismarck* enters any friendly port on a May 22 turn, or has not left Bergen by the end of the 2000 May 22 turn—14 points

Bismarck enters any friendly port on a May 23 turn—12 points

Bismarck enters any friendly port on a May 24 turn—10 points

Bismarck enters any friendly port on a May 25 turn—8 points

Bismarck enters any friendly port on a May 26 turn—6 points

Bismarck enters any friendly port on a May 27 turn—4 points

12.34 *Bismarck* is at sea at the end of the game with an evasion level of 21 or less—6 points

Prinz Eugen is at sea at the end of the game with an evasion level of 21 or less—2 points

12.35 Each German air unit which is unable to return to base—2 points

12.36 No convoy has been sunk—4 points

12.4 German Victory Point Schedule: The German player accumulates victory points for the following events as they occur.

12.41 Sinking the *Victorious*—24 points
Sinking the *Ark Royal*—20 points

Sinking the *King George V*, *Prince of Wales* (each)—16 points

Sinking the *Hood*—14 points

Sinking the *Rodney*—12 points

Sinking the *Repulse*, *Renown* (each)—10 points

Sinking the *Revenge*, *Ramillies* (each)—8 points

Each heavy cruiser sunk—6 points

Each light cruiser sunk—4 points

12.42 British player mobilizes a ship on escort duty (see British order of appearance)—1 point.

12.43 Each British air unit which is unable to return to base—2 points

12.44 German ship destroys first convoy—6 points

German ship destroys second convoy—6 points

German ship destroys third convoy—8 points

German ship destroys fourth convoy—10 points

German ship destroys fifth convoy—12 points

12.45 *Bismarck* is at sea with damage but with an evasion level of 22 or greater at the end of the game—2 points

12.46 *Bismarck* is at sea with no midships damage at the end of the game—4 points

Prinz Eugen is at sea with no midships damage at the end of the game—2 points

12.5 Each player receives victory points for causing damage to enemy ships still afloat at the end of play.

Each midships hit to battleships or aircraft carriers—2 points

Each midships hit to cruisers—1 point

12.6 A German ship can never enter a non-friendly or neutral port.

12.7 If a German ship enters a friendly port, the game is not over until any and all combat is concluded. The *Bismarck* and/or *Prinz Eugen* can be attacked by ship and/or air in a port zone the turn either or both enter the port. Once the *Prinz Eugen* has spent a turn in port, it cannot be attacked by ship. It can be attacked once by air. If it leaves port and returns back to port, it can be air attacked again.



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Both Nathan Okun and Andrew Smith made tremendous scholarly contributions. Nathan's help was mainly in ordnance and armor penetration. The Advanced game charts are his brainchild. Much of his research was original and was carried out at various archives in the Washington, D.C. area. Andrew Smith fielded all the tough questions that I could not handle. Much of his effort took him through his rather large private library as well as the English Public Record Office.

DESIGN CREDITS

'Bismarck is dedicated to my Father and Mother'

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





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TERRAIN EFFECTS CHART

Type	Description	Notes
1. Sea Zone		Sea zones contain a number. Any unit may enter a sea zone.
2. Land Zone		Land zones do not contain a number. Only air units may enter a land zone.
3. Coast Zone		May or may not contain a number. If it does, it is a sea zone. If it does not, it is a land zone. German ships cannot enter a Great Britain or Eire coast zone.
4. Port Zone		Ships and certain air units may enter and base in a friendly port.
5. Air Base		Certain air units may land and take off from a friendly air base. Ships cannot use it as a port.
6. Island Zone		Generally decorative; British player has an inherent search strength of 4 in the Faroe and Shetland Island zones.
7. Fog Zone		Special weather conditions can occur in these zones.
8. Irish Sea Zone		German ships cannot enter Irish Sea zone.
9. British Patrol Line		These zones mark the western limit for British General Air Search (see Chance Table) and Off-Board Convoy, 24.15
10. Convoy Route		Certain British ships on convoy escort must follow convoy routes. German ships in or close to a convoy zone have the opportunity to locate a convoy.

The following zones should have a grid-coordinate and are considered sea zones. F15, E19, D8, G18, L24, J18.

If an arrow is present, a ship may enter or exit the port from the zone to which the arrow is pointing.

British/Allied Countries & Islands

1. Great Britain
2. Eire
3. Iceland
4. Faroe Islands
5. Shetland Islands

Ports

1. Scapa Flow
2. Clyde
3. Hvalfiord
4. Plymouth
5. Gibraltar

Air Base

1. Eire

German Countries

1. France
2. Norway

Ports

1. Trondheim
2. Bergen
3. Brest
4. St. Nazaire

Air Base

1. Bordeaux

Neutral Countries and Islands

1. Spain
2. Greenland
3. Azores

Ports

1. Ferrol