

BISMARCK

NOTES AND HOUSE RULES v. 3

Equipment Checklist

- 1) Dice
- 2) Pens
- 3) Screen between players
- 4) Lamp, extension cord, side table
- 5) Clipboard(s) for hit record pad(s)
- 6) Bismarck™ boxed game with counters

House Rules

3.0 Prepare for Play: First-time players should be given the German side, with just the Bismarck and the Prinz Eugen. Air units are ignored for this player. Highlight the two ships on the player's hit record pad. Note that general search in the Chance Phase only works west of a white dot (e.g., not in row D or above).

5.0 Ship Activities: Any ship with a speed of "2" (properly 1½) can move 2 spaces in a "C" turn only, and must expend a fuel point to do so. As usual, convoys move on "C" turns, and slow battleships (speed "1") expend a fuel point moving on non-"C" turns.

Intermediate Options in Use

16.0 Fuel Expenditure: All ships use 1 fuel point when they move 2 spaces (including cruisers). Ships out of fuel move on "C" turns only, and must return to base (RTB). In bad weather, cruisers (level 7+) and battleships (8+) that move expend +1 fuel.

18.0 Starting Locations in Naval Combat: In low visibility, ships have reduced starting, gunnery, and withdrawal range. See table in the book.

19.0 Torpedoes in Naval Combat: Ship torpedoes may be used at a range of 1 or 2 hexes. Note that this is unlikely to hit unless the target ship has been slowed due to prior damage (i.e., use as a *coup de grace*). See the simplified hit tables below.

Clarifications

Card Placement: Consider tacking the Basic Game Tables Card to the wall. The Searchboard, Basic Player Aid Card, and Hit Record should be flat on the table.

Task Force Move: Task forces move as per the slowest ship (i.e., 2 for Germans).

Air Unit Endurance: Place the air RTB markers by counting ahead the given number of turns. If the time track reaches the RTB marker, then the air unit crashes.

Search vs. Germans: While Germans must announce ships passing through searched spaces, this does not include the starting space of the move.

Shadowing in Fog: Ships are unaffected. Air units are affected by search incapacity in first space with fog.

Naval Combat Setup: Start the attacker on the near edge of the board (looking at their combat tables). The defender's ships face a corner determined by one die roll.

Intermediate Rules: Previously we used rules 17.0 (Refueling) and 40.0 (Repairs at Sea), but these required using a pencil which is hard to use & see in our gaming area.

Torpedo Tables

SIMPLIFIED SHIP COMBAT TORPEDO TABLE

Die	# of torpedoes								Target Evasion Rating	Die Modifier
	One Hex Away				Two Hexes Away					
	2	3	4	6	2	3	4	6		
1-4	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	0-3	+5
5	Miss	Miss	Hit	Hit	Miss	Miss	Miss	Miss	4-9	+4
6	Hit	Hit	Hit	2 Hits	Miss	Hit	Hit	Hit	10-15	+3
									16-21	+2
									22-27	+1
									28+	+0

Avoid Attack -1 to die roll.

TORPEDO DAMAGE TABLE

Die Roll	Target Type		
	Cruiser	Battleship	Aircraft
1	1 Midships, reduce ev. rtg. by 5	1 Midships	1 Midships
2	1 Midships, reduce ev. rtg. by 10	1 Midships, reduce ev. rtg. by 4	1 Midships, reduce ev. rtg. by 4
3	2 Midships, reduce ev. rtg. by 15	1*Midships, reduce ev. rtg. by 6	1 Midships, reduce ev. rtg. by 8
4	2 Midships, reduce ev. rtg. by 20	1 Midships, reduce ev. rtg. by 20	2 Midships, reduce ev. rtg. by 12
5	Sunk	2*Midships, reduce ev. rtg. by 8	2 Midships, reduce ev. rtg. by 16
6	Sunk	2*Midships, reduce ev. rtg. by 10	Sunk

*If target is Prince of Wales, King George V or North Carolina reduce midships damage to 1 and reduce evasion rating by half of figure printed in table. If target is Bismarck or Tirpitz treat result as a miss.