

Bismarck Solitaire

setup

B,P: Row A, Columns 5-8
U-boat: Columns 1-4

one turn

1. two dice --> event chart --> event

2. Air attack
one per turn
1-3 hit choose which ONE boat in the GRID gets the hit

3. U-boat attacks
not affect by air-attack or ship combat
if in zone with British ships --> or
always evade (automatically)
attack target 1 ship or convoy
1-3 hit
4-6 U-Boat is hit

4. ship combat
(has a number of Rounds)

a. KM player may attempt to escape, but NOT on round 1
If B and P in different location, a die roll for each ship that wants to evade
If B and P in same location, only 1 die roll
1-2 B and P evade
3-4 B and P evade but take 1 hit on EACH ship
5-6 B and P don't escape and receive 1 hit on ONE ship and remain in ship battle for the next round

b. RN attempts to escape (if strength less than or equal to KM strength) but not on round 1
ships group total current strength > German ship group all British ships stay
<= All British ships try to evade from Round 2 1-3 all evade (even convoys)
4-6 all stay for another round if the German player stayed or failed an evade attempt
British ship or ships in a zone where you have split the B and P into different grids but still in the same zone as the British --> the British ships fight only the B but P is ignored.

c. KM player assign Battle Tactics to each ship, if desired at the start of any round of combat!

d. Battle Tactics rolls are made and adjudicated

e. Each ship is assigned a target; can be the same target
use all firepower dice against 1 ship
1-3: hit for each die
when B and P together, they COULD target and fire at the same one ship However IF you want to fire at two different, you can

f. KM roll attack dice and score hits
sunk ships are ignored the rest of the game
mark the VP (circle)
5 convoys in each game convoy sunk --> mark a box in the convoy row
= 1VP

g. Surviving RN ships roll attack dice and score hits
The strongest RN ship targets and fires at B. Then the next strongest fires at P. Then any other remaining ships all target B
strongest = # unchecked boxes on the hit track

h. Go to step (a.) for next Round

tactics
B and P can each attempt a tactic at the START of any round of Battle for EACH ship (not U-boats)
roll 1 die BEFORE the round of battle and look at the charts
CLOSE found to the right of the search board
STAY THE COURSE
LONG RANGE found to the right of the search board

5. Move your ships
events can affect movement
B2, P3, U1
once per turn, from square to square
not diagonally
extra ship movement for German ships extra fuel barrels for German ships an U-boats
1 extra movement per barrel (max 1 per turn)

6. mark end of turn

remarks

grid = 4 movement squares
KM=Kriegsmarine and RN=Royal Navy
zones = group of grids with same color

possibilities of B and P
same zone (=same color) or same grid (even when in different move spaces) Both B and P fire each
or different grid ("separated") Only B fires
Different zones both B and P fire if there is an enemy in their own zone

when B and P are separated (=different grids in the same zone color) and both are in the same zone with the British home fleet, then only B will engage in ship combat with all the British ships
Events that refer to effects on ships apply only to B and P (not to your U-boat)
per combat round you can choose to combat the convoy or the Repulse, but the Repulse will fight back in any case.

event Convoy Hunt
If they are engaging different ships (due to being in different zones) then you'll have two fights, but if they are in different grids of the same zone then only the Bismarck will fight.