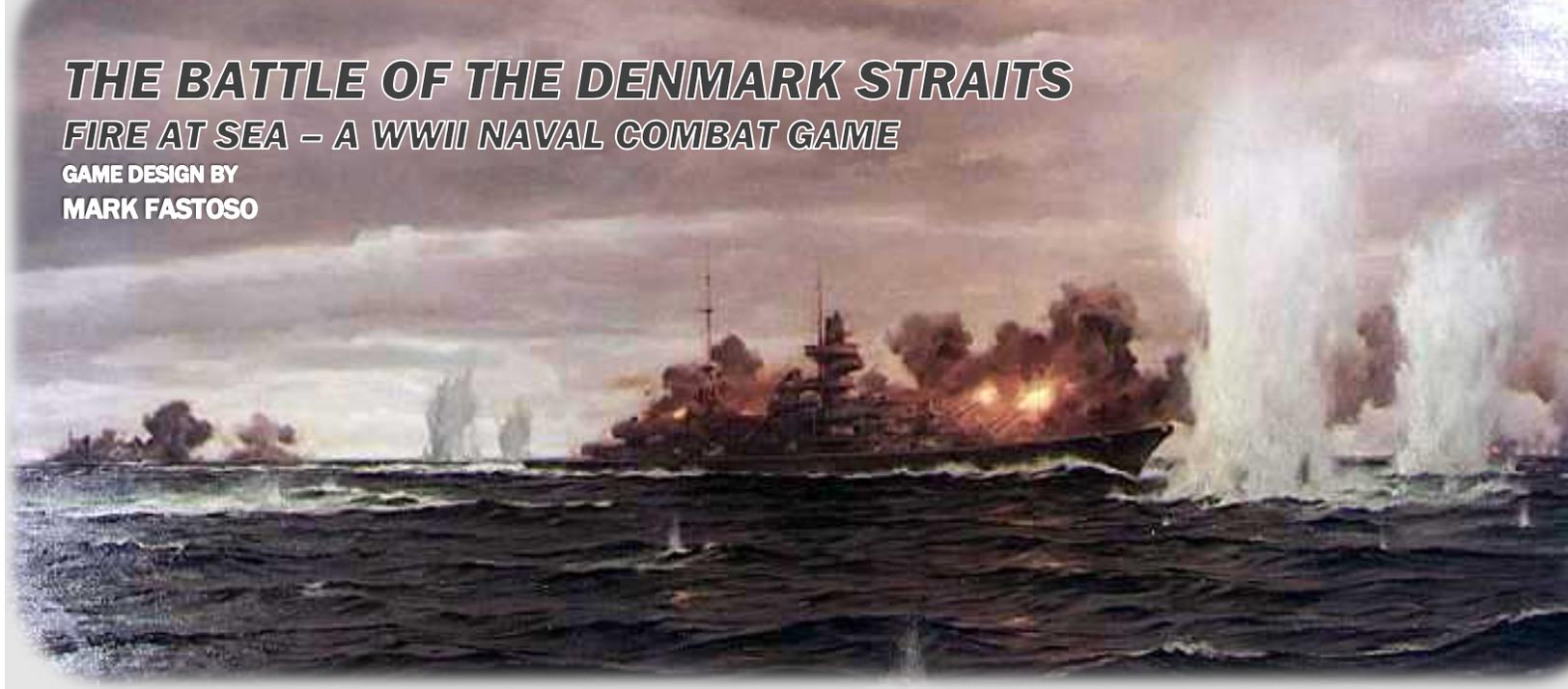


THE BATTLE OF THE DENMARK STRAITS

FIRE AT SEA – A WWII NAVAL COMBAT GAME

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INTRODUCTION

Germany stands on the brink of world domination. Only the tiny island of Great Britain remains unconquered in the west. But U-Boats are slowly strangling her as they sink precious merchant shipping at an alarming rate. It is only a matter of time until England will fall. In the spring of 1941, a new battleship of immense power sails from Germany to sweep the Royal Navy from the Atlantic and cut England's lifeline. The ship is the battleship Bismarck and she will meet the Royal Navy off of Iceland at the Battle of the Denmark Strait. You will command these giant warships in one of the Second World War's classic naval engagements.

WHAT YOU NEED

Game Map

The sea area where the battle was fought is represented by a piece of blue cloth 4'x4' marked off with a grid of 6-inch squares. You can find cloth at any fabric store and create the grid with a ruler and white marker.

Dice

You will need two standard six sided dice to resolve shooting.



Playing Cards

Two 52-card decks of playing cards with the Jokers removed are needed to resolve damage effects.

Splash Markers

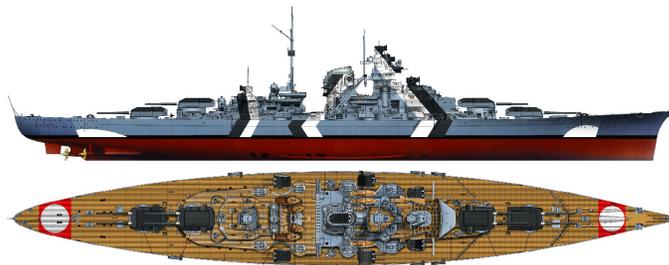
Eight Splash Markers (two per ship) are used to help ships hit their targets. Markers are provided at the end of the rules but you can also make some out of cotton balls.

Ship Models

1/2400 scale models of the Bismarck, Prinz Eugen, HMS Hood and HMS Prince of Wales can be purchased from a variety of companies. Less expensive models can be found at panzerschiffe.com while more detailed and expensive ones are sold by ghqmodels.com. 2D paper version are also provided at the end of the rules.

Captain Cards

The Captains, crews and their abilities are represented by Captain Cards. A copy of these is provided at the end of the rules.



KMS Bismarck

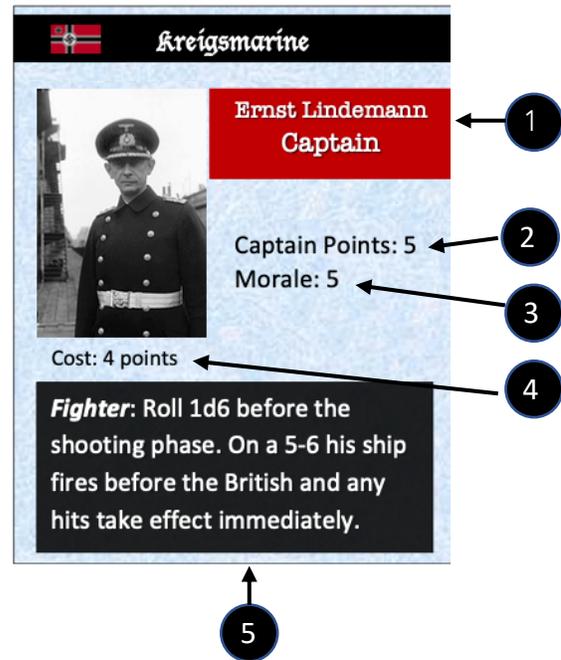
SETTING UP THE GAME

1. Prepare for Battle!

- Each player chooses a side (German or British). The German player commands the KMS Bismarck and the KMS Prinz Eugen while the British player commands the HMS Hood and HMS Prince of Wales.

2. Choose your Captain Cards

- The British must choose one Admiral (the Tovey or Holland card) and assign him to command the HMS Hood. They then choose any other captain to command the Prince of Wales.
- The Germans have Admiral Lütjens who is on the Bismarck. They then spend up to 5 points to buy captains for both the Bismarck and Prinz Eugen. Lütjens was in command of both ships as a battlegroup commander so the Bismarck also had its own captain.



Captain Cards

1 Historical name and rank.

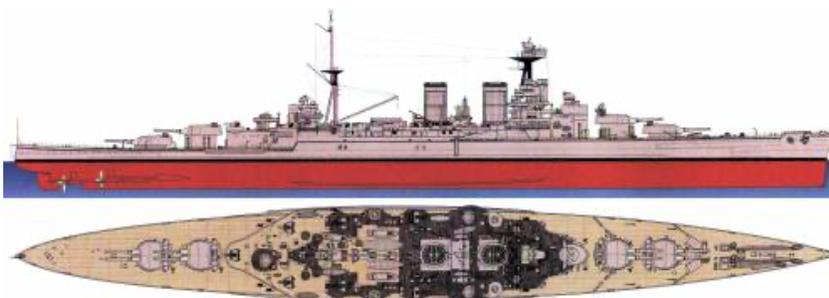
2 The amount of Captain points available each turn for a variety of functions. They are 'use or lose' each turn and may be used for: Shooting, Movement, Damage Control and Morale Checks. Expend them as you move through the turn. For example: A Captain with 4 Captain Points decides to spend 3 points on shooting. He would then have one remaining to use on a different function later that turn.

3 The number that a player must roll equal to or higher when determining if a ship has broken morale during the Damage Control/Morale Phase of a turn.

4 The point cost for the German player to use this Captain. They choose two Captains, one for each ship, with the total points adding up to five.

5 Every captain has a special ability that they may use as indicated on the card.

HMS Hood



THE SHIPS

The warships all have five characteristics which reflect their historical capabilities.

1
↓

2
↓

3
↓

4
↓

Bismarck (BB)



SPEED

5

SHOOTING

5

HULL

30

Bismarck's Armor

	SPADES	CLUBS	DIAMONDS	HEARTS
vs. Hood & PoW	All Spades cause damage.	All Clubs cause damage.	5-7 cause damage.	No Damage

↑

5

- 1

Name of the ship and its class. BB = Battleship, BC = Battlecruiser, CA = Heavy Cruiser. A ship's class is considered when determining if it causes multiple damage cards and if its armor defeats enemy hits.
- 2

Speed: The number that the 'speed roll' must equal or exceed for the ship to move on the current turn. This number may be modified by damage suffered by the ship.
- 3

Shooting: The number that a player must equal or exceed with a roll of both six-sided dice to score a hit on an enemy vessel during the shooting phase
- 4

Hull: The number of accumulated hull damage points caused by damage that a ship can take before it sinks.
- 5

Armor: A list of cards which cause damage when the ship it hit by an enemy. The armor is different depending on what class of ship caused the hit.

SETTING UP THE GAME MAP

The ships are then placed on the battle map (4'x4' map with 6-inch square spaces) as shown below. Ships may move off of the map anywhere except to the North as that area represents the Greenland Ice Shelf. During the game only one ship may occupy a space. A ship faces the side of a space -or- the corner of a space.

							 NORTH
						Prinz Eugen  	Bismarck  
			Prince of Wales  	Hood  			



KMS Bismarck firing its guns during the Battle of the Denmark Strait

TURN SEQUENCE

The Battle of the Denmark Strait is played as many turns as it takes one side to win. Each turn is divided into the following four phases:

1. Movement Phase

The British player will determine if his ships can move and then will move them. The German player will then do the same.

2. Shooting Phase

The German player shoots both of his ships and then the British player fires his ships. Although the German player must resolve his shots first the effects of all shooting are considered to be occurring simultaneously.

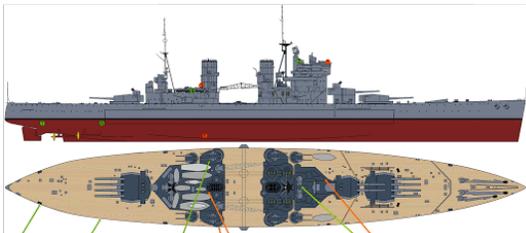
3. Damage Control Phase

Ships that have damage cards may attempt to repair them and remove the damage.

4. Morale Phase

Ships that have sustained hits on the current turn must check to see if they go to broken morale. Ships that are currently at broken morale may try to recover.

Once you have completed the Morale Phase return to the Movement Phase and begin a new turn.



HMS Prince of Wales

MOVEMENT PHASE

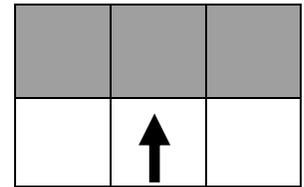
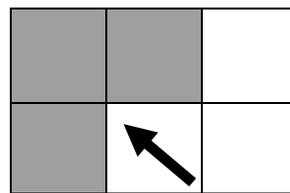
1. The British always move first. To determine if they can move, one player (hopefully the Admiral,) rolls both six-sided dice for a 'speed roll.' Both ships use this roll but apply their own individual modifiers. If the 'speed roll' die is equal to or greater than the ship's modified speed then it may move forward one space, (which may be a forward diagonally adjacent space) -OR- may change direction 45-degrees within its current space. If unsuccessful the ship may only change direction 45-degrees. Any Splash Markers in a space move with the ship.

Also - If a ship expends 3 Captain points it may turn 45-degrees AND move -or- move and turn 45-degrees.

2. The Germans then repeats this process.

Ship's speed number is modified by:

- +1 per Jack and/or Queen movement damage card on the ship
- +1 per every 7 points of Hull damage on the ship



Ships may move into the grey spaces.

SHOOTING PHASE

The German player always fires first followed by the British player. Although the German player must resolve his shots first, the effects of all shooting are not applied until after the British player fires.

Each ship may fire at one enemy ship at turn. To score a hit you must roll both six-sided dice and score a result equal to or higher than the firing ship's modified shooting number. After shooting, place one of your Splash Markers in the enemy space. Place your second Splash Marker when you fire at the ship on a subsequent turn. (All Splash Markers are removed when you shoot at a different ship.)

Shooting Number Modifiers:

- 1 per 2 Captain Points committed to shooting this turn.
- 1 for each Splash Marker from your ship in the enemy space.
- +1 per space to target (Counting diagonally)
- +1 per King gunnery damage card on firing ship
- +2 per Ace gunnery damage card on firing ship
- +1 if the ship has 'failed morale.'
- +2 if firing at a target not in your broadside. (see diagram)

Example: The Bismarck fires at the Hood which is four spaces away. The Bismarck has been firing on the Hood for several turn so has two splash markers. The Hood's modified shooting number is 7. (5 +4 spaces, -2 splashes = 7). The German players rolls a 7 and scores a hit!

Damage Cards:

If the target ship is hit you always draw one damage card from the damage deck of that side. (German ships draw from the German damage deck and British from their deck.)

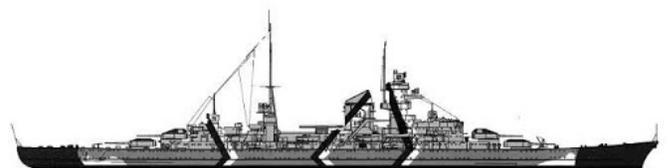
Then check the Gun Damage chart to see if you pull more than one damage card. Cross index the firing ship with the target ship to see at what range in spaces or less you draw multiple cards.

Gun Damage Chart

		Target Ship			
		BB/BC	CA	CL	DD
Firing Ship	BB/BC	3	4	4	4
	CA	1	3	3	4
	CL	1	2	3	4
	DD	-	-	1	2

If you are in the range listed then draw a second card and if the value is higher than the previous card it is also a hit. Continue drawing damage cards until you draw a card that is of equal or lower value than the card drawn immediately before it.

Example: The Bismarck has scored a hit on the Hood which is three spaces away. The German player draws one card from his damage deck. It is the 5 of Hearts. Checking the Gun Damage Chart he sees that at a range of three or less he continues to draw cards. The next card is the 8 of Diamonds which higher than the 5 of Hearts so he draws a third card which is the 4 of spades. Since the 4 is lower than the 8 the 4 is not used and no other damage cards are drawn.



KMS Prinz Eugen

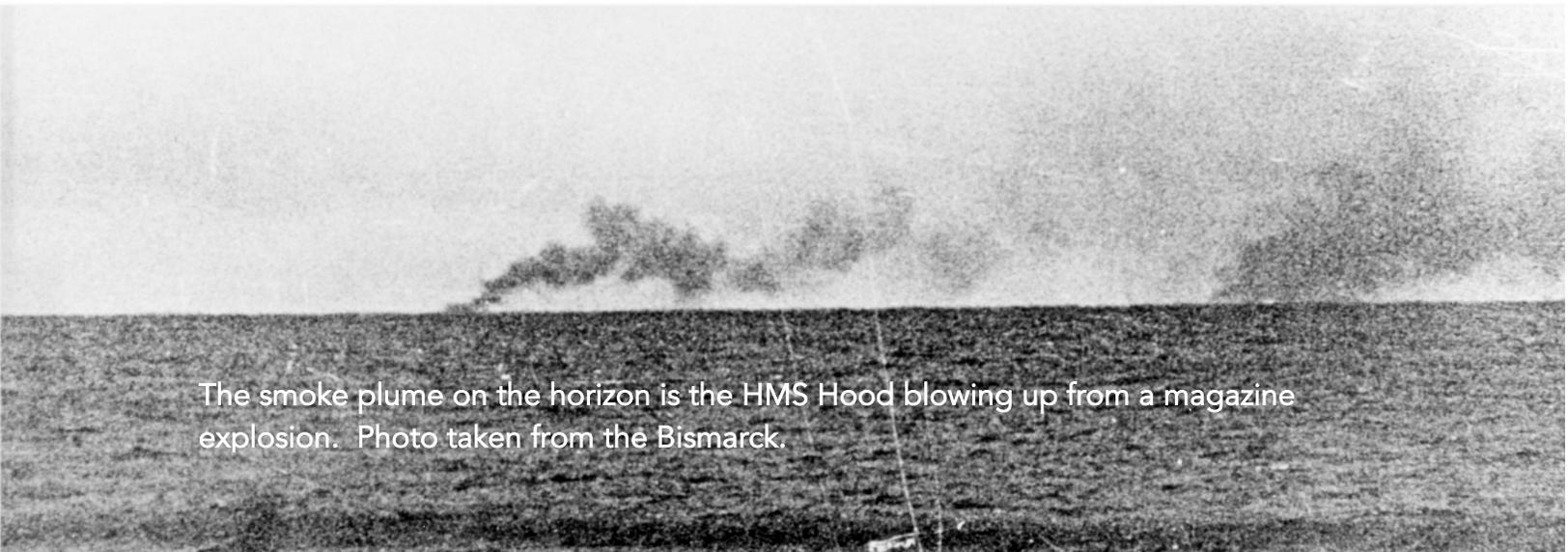
DAMAGE EFFECTS CHART

Card	Damage Effect
ACE	<i>Gunnery Radar hit!</i> +2 to ship's shooting number.
KING	<i>Gunnery hit!</i> +1 to ship's shooting number.
QUEEN	<i>Speed hit!</i> +1 to ship's speed number.
JACK	<i>Speed hit!</i> +1 to ship's speed number.
4-10	<i>Hull Damage!</i> Ship suffers hull damage equal to the card's value.
3	<i>Bridge Hit!</i> Ship permanently loses one Captain Point.
2	<i>Magazine Hit!</i> Roll both six-sided dice. On 10+ the ship is sunk. If not sunk then +1 to ship's shooting number.

DAMAGE EFFECTS

Once you have drawn all of the damage cards inflicted by a successful shot you compare the card to the armor of the target ship. If it is listed on the target ship's armor then it causes damage. Check the Damage Affects Chart and apply the results after all ships have finished shooting for the current turn.

Example: The Bismarck has hit the Hood at a range of four spaces and drawn the 5 of Hearts and 8 of Diamonds for damage. Checking the armor on the Hood against the Bismarck we see that the 5 of Hearts causes no damage but the 8 of Diamonds does. The 5 is discarded but the 8 of Diamonds causes 8 points of hull damage at the end of the shooting phase. Place an 8 HULL damage marker on the Hood.



The smoke plume on the horizon is the HMS Hood blowing up from a magazine explosion. Photo taken from the Bismarck.

DAMAGE CONTROL PHASE

Captains attempt to have their crews repair damage and stay in the fight. Each ship can pick one Gunnery, Gunnery Radar, Magazine or Speed damage card that they would like to remove. (*Hull Damage and Bridge Hits cannot be fixed.*)

Roll both six-sided dice + any amount of Captain's points that you want to use from that Captain. If the result is equal to or greater than 10 then the damage is discarded. If less than 10 the damage remains in effect. *Also -If the unmodified roll was an odd number, the damage is permanent; if the roll was even then you may try to discard the damage on a subsequent turn.*

MORALE PHASE

Finally, a ship must check morale if:

- It suffered a hit in the subsequent shooting phase.
- It is currently marked with Failed Morale.

To check morale roll both six-sided dice. If the result is equal to or greater than the modified Captain's morale then the ship carries on. If not, the ship is marked with a Failed Morale Marker.

As ship that is currently marked with a Failed Morale Marker removes the marker if the morale check is successful.

Modifiers to a Captain's morale:

- -1 per Captain point used.
- +1 per Damage Card on the ship.
- +2 if the ship currently has 'failed morale.'

Effects of Failed Morale

- +1 to ship's shooting number.
- The ship must move to increase the range to the enemy if possible.

CHECK FOR VICTORY

After completing the Morale Phase, the turn is finished. Check to see if either player has won.

- The German player wins if both British ships are sunk and/or currently have failed morale -OR- there are at least 6 zones (counting diagonally) between the German and British ships.
- The British player wins if both German ships are sunk and/or currently have failed morale.

If victory has not been achieved return to the Movement Phase and complete another turn.



German prisoners from the Bismarck rescued after she was sunk three days after the Battle of the Denmark Strait.

4 HULL	4 HULL	5 HULL	5 HULL	6 HULL	6 HULL
6 HULL	6 HULL	7 HULL	7 HULL	7 HULL	7 HULL
8 HULL	8 HULL	8 HULL	8 HULL	9 HULL	9 HULL
9 HULL	9 HULL	10 HULL	10 HULL	10 HULL	10 HULL
+1 SPEED	+1 SPEED	+1 SPEED	+1 SPEED	+1 SPEED	+1 SPEED
+1 SPEED	+1 SPEED	+1 SHOOTING	+1 SHOOTING	+1 SHOOTING	+1 SHOOTING
+1 SHOOTING	+1 SHOOTING	+1 SHOOTING	+1 SHOOTING	+2 SHOOTING	+2 SHOOTING
+2 SHOOTING	+2 SHOOTING	-1 CAPTAIN POINT	-1 CAPTAIN POINT	-1 CAPTAIN POINT	-1 CAPTAIN POINT
-1 CAPTAIN POINT	-1 CAPTAIN POINT	-1 CAPTAIN POINT	-1 CAPTAIN POINT	MAGAZINE	MAGAZINE