

# Bismarck

## The Last Battle

### Official Clarifications 3/29/24

- Page 6 of the rulebook specifies that the side with initiative fires first. These attacks are fully resolved before the other side fires. **There is no simultaneous combat.**
- Event cards do count as an “enemy card” drawn. If only Event cards are drawn in a given Contact, no Battle occurs and you may proceed to the Repair segment.
- Bismarck and Prinz Eugen may use a card damage bonus even if their attack roll resulted in a “Miss” or inflicted only a “Fire” result. *(Remember: Only one card or medal bonus can be used per round of combat.)*
- If a Card Bonus references a specific weapon (Flak Guns, Main Guns, etc.), it can only be applied to attacks with that weapon. If the Card Bonus does not specify a weapon type, it can be used with Flak or Main Gun attacks. No DRMs may be applied to Torpedo Attacks. **Each card bonus affects a single die roll of your choice, within the abovementioned restrictions.**
- Repair Bonuses are used only in the Repair Phase.
- Regarding the special note on page 8, “If the Aircraft Draw Deck is depleted when a CV enters play, the player is considered to have eliminated the CV’s aircraft”: In this rare case, the player would receive VPs for the CV and these eliminated aircraft.
- **The player does not automatically lose if they fail to reach Brest or break out into the Atlantic.** While achieving these goals will grant the player significant VPs, it is still possible to reach the thresholds listed in the Victory Level table through other means.

- **Clarifying Torpedo Attack Procedures vs. British Targets & Bismarck/PE:**
  - **Torpedo attacks against British Targets:**
    - 1.) Roll for a miss or hit on the Torpedo Combat Result Table.
    - 2.) Roll for the amount of damage inflicted on the lower table of the Torpedo Combat Result Table.
  - **Torpedo attacks against Bismarck/Prinz Eugen:**
    - 1.) Roll for a miss or hit on the Torpedo Combat Result Table.
    - 2.) Roll on the Damage Location table to determine the damage result. Fire results are applied to the location listed, so all Torpedo Fire results are applied to the Hull.

### New Optional Rules:

**Bridge Damage Effects:** All Repair rolls receive a -1 DRM if ship’s Bridge is damaged. If the Bridge is destroyed, there is a permanent -2 DRM for all Repair rolls.

**Extreme Storms:** Players may choose to move an additional 1 hex in Storm weather, but must then roll on the Damage Location Table once for each ship to apply 1 damage point.

**Limited Torpedoes:** With this optional rule, enemy aircraft are carrying only 1 Torpedo. After firing/releasing their Torpedo, they must be removed from the map. If they are shot down, they must be removed from the game. If they are intact or damaged, they must be transferred to the next Contact deck. (if in 26<sup>th</sup>, then place on 27<sup>th</sup> cards deck and shuffle).