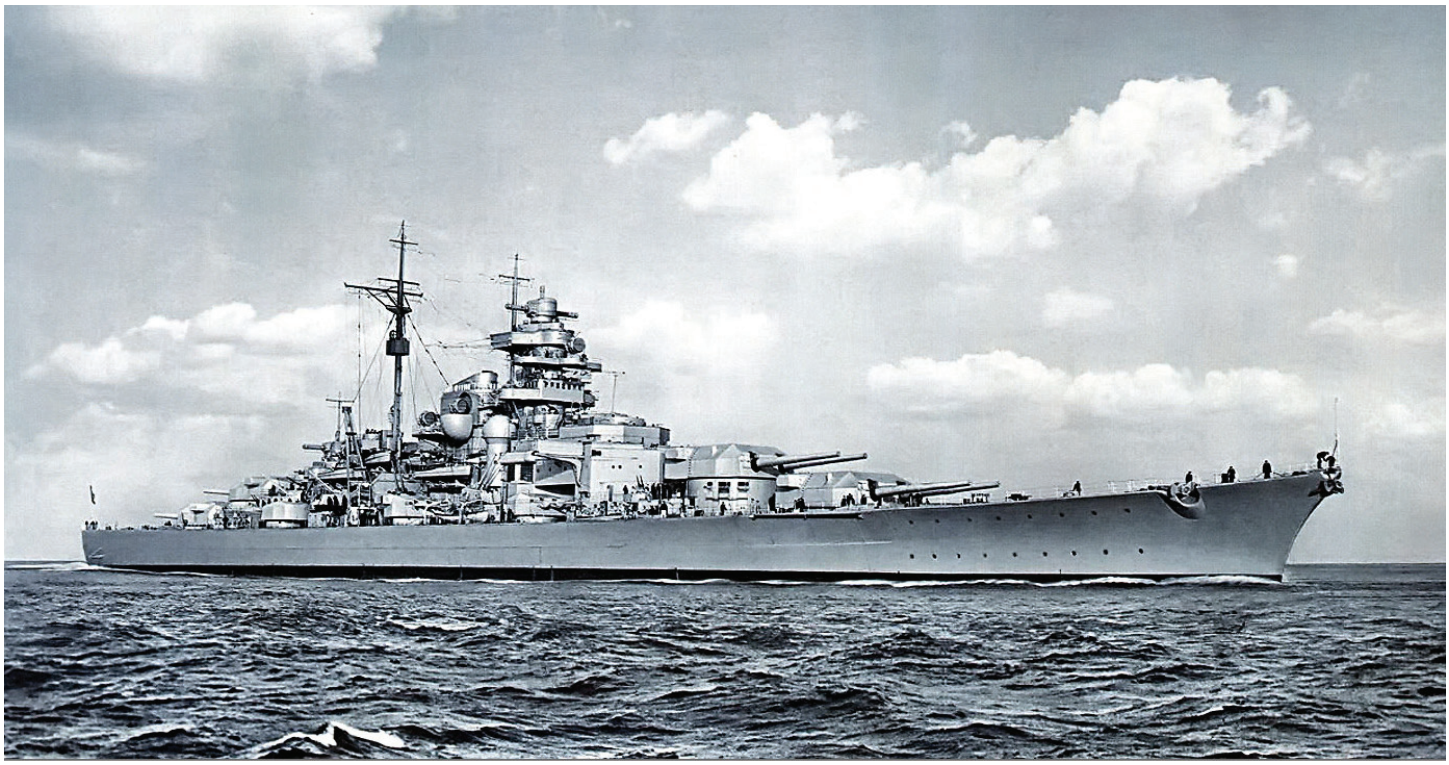
Bismarck

The Last Battle

Rule Book

Compass Games

New Directions in Gaming



HISTORY

Bismarck was the first of two battleships of her class to be built for the German Kriegsmarine. Named after Chancellor Otto von Bismarck, the ship was laid down at the Blohm & Voss shipyard in Hamburg in July 1936 and launched in February 1939. Work was completed in August 1940, when she was commissioned into the German fleet. Bismarck and her sister ship Tirpitz were the largest battleships ever built by Germany, and two of the largest built by any European power.

Bismarck displaced 41,700 tons as built and 50,300 tons fully loaded, with an overall length of 251 m, a beam of 36 m, and a maximum draft of 9.9 m. Three Blohm & Voss geared steam turbines and twelve oil-fired Wagner superheated boilers, with a total of 148,116 hp, gave the ship a maximum speed of 30 knots and a cruising range of 8,870 nautical miles at 19 knots. The ship's main belt armor was 320mm (12.6 in) thick and was covered by a pair of upper and main armored decks that were 50mm (2.0 in) and 100 to 120mm (3.9 to 4.7 in) thick, respectively.

Bismarck was armed with eight 38cm SK C/34 guns arranged in four twin gun turrets. "Anton" and "Bruno" forward, and "Caesar" and "Dora" aft. Secondary armament consisted of twelve 15cm (5.9 in) L/55 guns, sixteen 10.5cm (4.1 in) L/65 guns, sixteen 3.7cm (1.5 in) L/83 guns, and twelve 2cm (0.79 in) anti-aircraft guns. Bismarck carried four Arado Ar 196 reconnaissance floatplanes and was equipped with three FuMO 23 search radar sets, mounted on the forward and stern range finders and foretop.

Already a legend, long before putting to sea, Bismarck and heavy cruiser Prinz Eugen were to break out into the Atlantic Ocean and attack Allied shipping. In early May 1941, the two ships were detected several times in Norwegian waters and again on 23 May in the Denmark Strait. British naval units were already at sea, intent on sinking the Bismarck.

Note the information in the rulebook and on the player aids take precedence over the summarized information on the map.

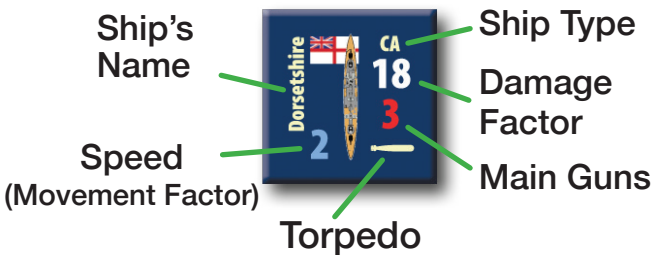
INTRODUCTION

Bismarck The Last Battle is a solitaire game, pitting the German Battleship Bismarck and cruiser Prinz Eugen against the might of the Royal Navy. Victory points are gained by sinking British ships, and at the end of the game, by safely reaching the German controlled port of Brest or breaking out into the Atlantic.

COMPONENTS

- 1 Rules Booklet
- 1 Map 17.5" x 17.75"
- 1 Sheet of 9/16" Counters (130)
- 1 Strip of Large Ship Counters (17)
  (Contains larger versions of the ships counters found on the main sheet, either size may be used)
- 15 Enemy Ship Cards
- 12 Enemy Aircraft Cards
- 4 Event Cards
- 1 Bismarck & Prinz Eugen Ship Display 8.5" x 11"
- 1 Player Aid Card 8.5" x 11"
- 12 D6 Dice
  (4 Red, 4 Yellow, 2 Blue, 1 Black, and 1 White)

Ship Counter

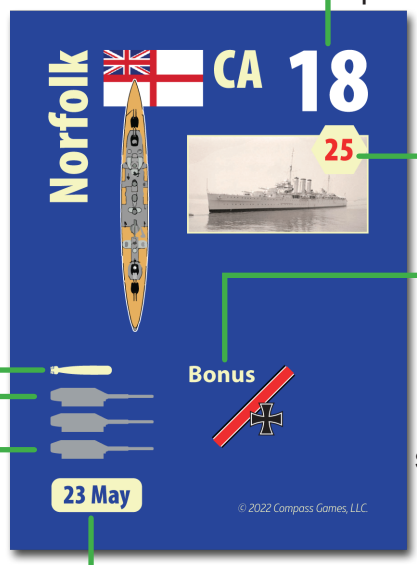


Ship Types:

BB Battleship
BC Battlecruiser
CA Heavy Cruiser
DD Destroyer
CV Aircraft Carrier

SHIP CARD

Damage points equal to this Damage Factor causes the ship to sink. When Damage Points equal half the Damage Factor, attack dice are halved and Ship Speed is reduced to 1.



Victory Points

Bonus
May include bonuses for combat and/or repair. If a medal symbol is present, randomly select one medal.

Add card to Contact deck on this date

Main Guns*

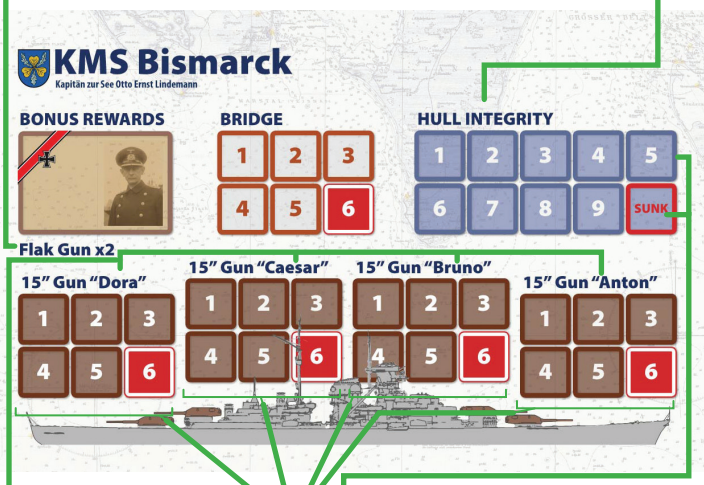
Torpedo*

**indicates number of dice to roll (3 main and 1 torpedo)*

SHIP DISPLAY CARD

FLAK GUN

Bismarck Hull box can take 10 Damage points before ship sinks. Prinz Eugen Hull box can take 8 Damage points before ship sinks.



Each Turret is identified by the first letter of its name ("Anton" = Turret A, etc.)

Each collection of boxes is a "Compartment"

Each box holds 1 Damage Point or fire marker. Once the Damage Points equal the number of damage boxes, the compartment is destroyed.

Weather markers

Weather markers are used to show Calm, Rough or Storm weather.

Damage markers

Front ***Back***

Game Turn

Ship Speed marker

Placed on a ship when the speed has been reduced to "1".

Fire marker

Not damage themselves, fire results in additional damage until put out.

Medals

One Medal counter (combat DRM) is selected randomly each time a designated ship is sunk and each time Bismarck moves into a hex on the map that contains a Medal symbol. All Medal counters are DRM, not Damage Points.

GETTING STARTED

You take command of the Bismarck and Prinz Eugen, with orders to breakout into the Atlantic Ocean and destroy enemy shipping.

To win the game, Bismarck must survive combat and breakout into the Atlantic Ocean by exiting the map from hex G11 or by reaching the safety of Brest in G21. The game begins on 23 May 1941 and ends 5 days later, after 27 May. Each Game Turn represents one full day. To get started, lay out the map and position the Bismarck and Prinz Eugen display card next to it.

Collect the ship counters for Bismarck and Prinz Eugen and place them on the map in hex A13 (Port of Bergen). Collect all ship cards, excluding Destroyers (DD), and separate them into decks by date.

Shuffle all aircraft cards and randomly add 2 to the decks for 23 May, 24 May, and 25 May. The rest of the aircraft cards become their own Aircraft Draw Deck and are put face down next to the board. Shuffle all Destroyer cards and randomly set aside 2 as a Destroyer Draw Deck. The rest are added to the deck for 26 May. Add the 4 event cards to their corresponding decks (2x 25 May, 2x 26 May). Event cards must be played immediately if drawn.

Shuffle the 23 May deck and place it face down next to the map. This deck is referred to as the Contact Deck. The other decks are added to the Contact Deck as the game progresses. At the end of each turn, all non-revealed cards from that turn's Contact Deck are added to the 27 May deck and reshuffled.

Place the Turn marker (on the A.M. side) in the 23 May box in the Turn Track on the map. Place the British ship counters and the other game markers near the map so they can be used during the game.

CONTACT & AIRCRAFT DECKS

23 May: Norfolk, Suffolk, 2 Aircraft cards

24 May: Hood, Prince of Wales, 2 Aircraft cards

25 May: Victorious, Sheffield, 2 Aircraft cards, 2 Event Cards

26 May: Ark Royal, Dorsetshire, remaining 3 DD's, 2 Event Cards

27 May: King George V, Rodney

Aircraft Draw Deck: Remaining 6 Aircraft cards

After every turn, all non-revealed cards from each Contact deck must return to the **27 May** deck and be reshuffled.

Eliminated enemy ships and aircraft are kept in the player's hand for the rest of the game. After combat, if an enemy ship's movement factor is less than that of the Bismarck, it is removed from play and not added to the player's hand.

Otherwise, the ship's corresponding counter is placed on the map in the hex where the combat took place, along with any damage counters it incurred. The ship card is returned to the Contact Deck, which is then reshuffled, and remains there until eliminated or removed from play. Damaged aircraft have all damage removed at the end of the battle and are added/returned to the Aircraft Draw Deck.

Destroyers and Aircraft Carriers may have instructions to draw additional cards. These instructions are ignored if the corresponding Draw Deck is already depleted. If the additional drawn cards also have instructions, these must also be followed if possible.

The bonuses on enemy cards may be used by the player as soon as the enemy is eliminated. If the card offers a medal draw, this is a one-time effect and cannot be repeated. One combat bonus may be used per round of combat (either medal or card). Any number of repair bonuses may be used in a given Repair segment or round of combat.

Event cards are added to the Contact deck on 25 and 26 May and must be played immediately if drawn. If not revealed, event cards are also added to the 27 May deck.

PLAYING THE GAME

The rules for the game are presented in the same order as the Sequence of Play. The Sequence is printed on the map in abbreviated form for easy reference as you play the game.

PATROL PHASE

The engine of the game is the Patrol Phase, with different segments: Weather, Movement, Repair, and Progress. In the Weather segment, a die is rolled to determine the current Weather condition as Calm, Rough Sea, or Storm. After determining the weather, another die is rolled to see if Bismarck may move ahead or must stop and resolve battle with enemy ships and/or aircraft.

When contact is made, play proceeds to the Detection DR, and then the Patrol Phase is interrupted with the Battle Phase for one or more rounds of combat. When no contact occurs, repeat movement DR until contact is made or until Bismarck has moved 4 hexes. Then, the Patrol Phase continues normally with the Repair segment.

Finally, the progress of Bismarck and Prinz Eugen is noted by flipping the Turn marker to the P.M. side or advancing the Turn marker to the next Game Turn.

A) WEATHER

Roll one die to determine the Weather. Listed DRMs are applied during combat this turn.

DR		
1-2	Calm	+1 DRM
3-4	Rough	-1 DRM
5-6	Storm	Skip DR and move 1 hex

B) MOVEMENT

Roll one die to check for Movement or Contact.

DR	
1-2	Movement (up to 2 hexes*)
3	Movement 1 hex
4	Contact! draw one enemy card
5	Contact! draw two enemy cards
6	Contact! draw three enemy cards

*Based on the current lowest Movement factor between the Bismarck and Prinz Eugen.
MF=1, move 1 hex. MF=2, move 2 hexes.
In Storm weather, skip the DR and move 1 hex.

4 hexes without contact ends turn after the repair phase.

Bismarck & Prinz Eugen always move together.

On a Contact! result, draw one Card from the Contact Deck for each Contact and proceed directly to the Detection Phase. (Event cards count as a Contact! draw. Play the Event card immediately and proceed to Repair phase if no other enemy cards are drawn. Events are played prior to battle).

C) DETECTION DR

1-4 Detected
5-6 Not Detected **(Player gains initiative)**

Enemy rolls once to detect both Bismarck and Prinz Eugen. If detected, player must roll higher than the enemy's detection roll to gain attack initiative. Ties or lower enemy gets initiative. Proceed to Battle Phase.

D) REPAIR

Make 2 die rolls to repair damage on Bismarck, and 1 die roll to repair damage on Prinz Eugen. After applying the results, any Fire marker remaining adds 1 Damage Point and remains in compartment.

DR	
1-2	no repair
3-4	remove 2 Damage Points from any compartment.
5-6	remove all Damage from all compartments on the ship.

- **Repairs are not allowed in the first turn**
- Any number of cards may be used to repair damage on Bismarck and Prinz Eugen.
- Each Fire marker counts as 1 Damage Point to remove. Fire must be removed before any Damage Points in the same compartment may be repaired. If not removed during this phase, each fire **adds** 1 damage point.
- Destroyed compartments cannot be repaired. A compartment is destroyed if the number of Damage Points fills the available boxes of that compartment (not counting Fire markers).

E) PROGRESS

Flip the Turn marker to the P.M. side and return to step **B) Movement**.

If the Turn marker is already on the P.M. side, conduct the following steps:

1. Flip the Turn marker to the A.M. side.
2. Advance the Turn marker to the next Date.
3. Add non-revealed cards from the Contact Deck to the 27 May Deck and shuffle.
4. Add Ship Cards corresponding to on-map counters to the next date's deck. Shuffle together to create the next Contact Deck and place beside the map.
5. Continue to repeat the Patrol Phase steps starting with A) Weather.

• The game ends after the 27 May Turn.

BATTLE PHASE

When enemy contact occurs, (Ship or Aircraft card is drawn), Battle must be resolved between opposing units. Battles are resolved by conducting one or more rounds of combat.

Initiative lasts for the entirety of a given battle. In each round, if the player has initiative, they fire first. Ships fire Main Guns and Torpedoes at enemy ships and Flak at enemy aircraft. Aircraft fire on ships with Torpedoes.

After each round of combat (when both sides have shot once), Bismarck and Prinz Eugen must attempt to Escape the battle. In each round of combat, one combat bonus may be used (card or medal) to affect the result of a combat die roll from either side and any number of repair bonuses may be used.

•If an aircraft carrier is drawn, draw the indicated number of Aircraft cards from the Aircraft Draw Deck. The carrier may not attack or be attacked. At the end of combat, if the ship's drawn aircraft have been destroyed, the CV is eliminated and Victory Points are awarded. If 1 or more of the ship's aircraft are not destroyed, the CV is removed from the game and no VPs are awarded.

•Aircraft cards may be drawn as contacts, only during Patrol phase, from the specific date deck. Otherwise, if a ship card clearly indicates to draw an aircraft card, then it must be drawn strictly from the Aircraft deck.

COMBAT SUMMARY

A) Aircraft Attack

The first aircraft must attack the Bismarck. If more than 1 aircraft is present, additional attacks may be made on either ship of the player's choice. Bismarck and Prinz Eugen each roll 2 dice to fire Flak at each attacking aircraft.

B) Main Gun Attack

Bismarck and Prinz Eugen may attack ANY non-CV enemy ships, splitting their Main Gun Attack Dice between targets as desired. British cruisers (CA) must fire on Prinz Eugen if she is present, otherwise they fire on the Bismarck. All other British ships fire on Bismarck.

C) Torpedo Attack

Each Ship with torpedoes may attack one enemy ship. Prinz Eugen may attack ANY enemy ship. British ships always attack Bismarck. Torpedoes are not effected by DRM's.

D) Escape

Escape is successful on a die roll of 4, 5, or 6. When successful, follow the steps in the Escape Procedure. Otherwise, conduct another round of combat as described in steps A through D. If the speed factor of Bismarck or Prinz Eugen is lower than the highest enemy speed factor, Escape is only successful on a roll of 6. If roll is successful, Escape is mandatory.

• Escape is automatic if no enemy ships remain or the only remaining ships are aircraft carriers.

All enemy ships remain in play for each round of combat unless sunk or until Escape ends combat.

COMBAT PROCEDURE

• Refer to the Combat Results Table and Damage Location Table on the player aid. British ships within the 4 outlined hexes of Bergen and Brest (*Air Zone*) add a +3 DRM on Main Gun attacks in favor of Bismarck & Prinz Eugen.

Attack Dice

Each card shows the number of dice to roll for each type of attack. Bismarck and Prinz Eugen roll one die for each Turret when making a Main Gun attack and two dice for each Flak attack on enemy aircraft. Prinz Eugen also rolls one die to make a Torpedo attack. On Torpedo hits, a second die is rolled to determine the damage.

Attack Procedure

The order of attack type and which enemies are attacked first is up to the player. Roll the dice for each type of attack and determine the result on the Combat Table for Main Guns, Flak, or Torpedo. For each result, record the number of Damage points by placing markers on the Ship or Aircraft card. For Bismarck and Prinz Eugen, roll another die for each Damage or Fire result and refer to the Damage Location Table to determine a specific location (compartment) for the Damage. Place markers in the specific compartment box on the Display Card.

Damage Effects

On British ships and aircraft, when the number of damage points equals or exceeds half the Damage Factor, the number of attack dice is reduced by half (round down, player's choice of which weapons are affected) and ship speed is reduced to one. All ship counters are flipped when they reach half damage. When the total number of damage points equals or exceeds the Damage Factor of a ship or aircraft the unit is eliminated. Excess damage points can not be transferred to other ships.

When enemy units are eliminated, keep the card in your hand to use for combat, repairs and totaling Victory Points at the end of the game.

On Bismarck and Prinz Eugen, damage and fire applies to specific compartments, represented on the Display card for each ship. Both ships have compartment boxes for each Gun Turret, for the Bridge, and for Hull damage. When the number of damage points for a Turret reaches the maximum number printed in the box, the Turret is destroyed and the number of dice rolled for a Main Gun Attack is reduced by one.

Damage results on a destroyed compartment must be applied to another compartment that is still functional (player may choose the compartment).

Hull & Flooding Damage
On the Damage Location Tables, any combat result for "Hull" indicates that the damage is applied to the Hull of the ship. In this case, add the Damage Points to the Hull box on the Display Card. When the Hull box is destroyed, the ship sinks.

Fire
When a Fire occurs in any Turret compartment, it is prevented from firing and player must roll 1 less die when attacking.As long as the Fire is still active in this specific compartment, the 1 less die function is a necessity to increase the challenge of combat. If Fire is not repaired in the following Repair segment, it automatically adds 1 Damage point to the compartment it is in.

Fire markers carry over turns and add damage after each repair phase until repaired.
Fire results on British ships add 1 Damage Point per battle round when Bismarck and Prinz Eugen make their attacks. Fire is removed from British ships at the end of the battle.

ESCAPE PROCEDURE

Bismarck moves 1 hex after a successful Escape and Prinz Eugen always stays with Bismarck.

Aircraft cards are returned to the Aircraft Deck and the cards are shuffled.

Damage markers on British ship cards must be transferred to the corresponding ship counter and placed on the map. Enemy ships whose current Movement Factor is equal to or greater than the current Movement Factor of Bismarck are returned to the Contact Deck. All other enemy ship cards in the current combat are removed from play. Ship counters remain in the hex where battle occurred, as it's the last known position, until drawn as a Contact again.

Continue on to the Repair segment (if not playing the first turn) and then to the Progress segment.

Flip the turn marker and return to the Patrol Phase or advance marker to next Game Turn.

When the 27 May Turn has been completed the game ends and the Victory Level is determined.

VICTORY

Victory Points (VP)

Prinz Eugen sunk	-25
Bismarck sunk	-100
Bismarck at Brest*	+100
Bismarck in Atlantic*	+100
Prinz Eugen in Atlantic	+100 (if not damaged)
BC Hood sunk	+100
BB sunk	+50
CA sunk	+25
DD sunk	+10
Aircraft/CV destroyed	+10

*Bismarck must start any turn in hex G11 or G21. If G11, Bismarck must also move out of the hex by normal Movement or by Escape from combat to enter Atlantic. **Deduct 30 VP** for each Gun Turret destroyed and **75 VP** if Bismarck speed has been reduced to one.

VICTORY LEVEL

To determine the level of victory, total the Victory Points accumulated during the game and compare the final total to the chart below.

Victory Points	Level
300 or more	Germany Rules the Waves!
200 to 299	Major German Victory
100 to 199	Minor German Victory
-25 to 99	Draw
-26 to -99	British Victory
-100 or more	Britannia Rules the Waves!

OPTIONAL RULES

1. Once per turn, after making contact, the player may make one additional roll on the movement table at a -2 DRM.
2. Players may choose to continue into additional days to reach their target victory hex, but receive a -50 VP modifier for each day played after 27 May.
3. If the first Movement die roll for a given AM/PM phase is Contact!, the player may move 2 hexes in the Escape Procedure. If the only Contact for the phase was an Event Card, the player may move 1 hex before proceeding to the Repair Phase.

EXAMPLE OF PLAY

May 23, 1941

Orders came straight from Kriegsmarine High Command, for both Bismarck & Prinz Eugen, to depart from Bergen, Norway, and head to the Atlantic, to intercept enemy supply vessels...

Game 1.

First Turn

Turn marker into (AM) side & place it on 23rd May box (map)

Patrol Phase

Roll 1d6 to determine the weather.

a) Weather

Dice	Roll	Result
1	2	Calm Sea

Roll 1d6 to move both warships.

a) Movement

Dice	Roll	Result
1	2	Move 2 hexes

Move 2 hexes forward both warship markers into hex A11, but still no Contacts! Proceed into another movement roll.

b) Movement

Dice	Roll	Result
1	4	1 Contact

A single Contact occurs.
We draw 1 enemy card from Contact deck date 23rd May.
Norfolk heavy cruiser revealed.
Proceed directly to **Battle Phase**

Battle Phase

Roll 1d6 to define detection of our ships by the enemy

a) Detection

Dice	Roll	Result
1	4	Detected

The roll result reveals our position to the enemy.
We roll again to define the initiative to attack.
Roll 1d6 to gain initiative.

b) Initiative

Dice	Roll	Result
1	4	Initiative Lost

Enemy attacks first against Prince Eugen heavy cruiser.

Enemy Attack

The enemy may roll 3d6 (red) & 1d6 (yellow).

a) Main Guns (Red dice)

Dice	Roll	Result
1st	1	Miss
2nd	4	1 Damage
3rd	1	Miss

b) Torpedoes (Yellow dice)

Dice	Roll	Result
1	2	Miss

Add +1 DRM (Calm Weather)
New results are as follows:

b) Main Guns (Red dice)

Dice	Roll	Result
1	2	Miss
2	5	2 Damage
3	2	Miss

c) Torpedoes (Yellow dice)

Dice	Roll	Result
1	2	Miss (No DRM)

Roll 1d6 to apply damage **(incoming hits)** in **Prince Eugen** heavy cruiser.

d) Incoming Damage (hits)

Roll	Compartment
6	Hull

Apply **2 Damage Point markers** on **Hull**.
Time to return back fire to the enemy.

Player Attack (Prinz Eugen)

a) Main Guns (Red dice)

Dice	Roll	Result
1	4	1 Damage
2	6	3 Damage
3	2	Miss
4	3	Fire

Add +1 DRM (Calm Weather)
New results are as follows:

b) Main Guns (Red dice)

Dice	Roll	Result
1	5	2 Damage
2	6	3 Damage
3	3	Fire
4	4	1 Damage

c) Torpedoes (Yellow dice)

Dice	Roll	Result
1	6	Hit! Roll for damage (No DRM)

Dice	Roll	Result
1	6	4 Damage (No DRM)

Apply damage to Norfolk heavy cruiser. Flip Norfolk marker on the map (opposite side with 8 damage points left. Speed reduced to 1). Fire in the enemy ship add 1 Damage point per battle round.

Player Attack (Bismarck)

a) Main Guns (Red dice)

1	6	3 Damage
2	3	Fire
3	4	1 Damage
4	4	1 Damage

Add +1 DRM (Calm Weather)
New results are as follows:

b) Main Guns (Red dice)

Dice	Roll	Result
1	6	3 Damage
2	4	1 Damage
3	5	2 Damage
4	5	2 Damage

We sunk the enemy cruiser.

The Battle is over.

No repairs are allowed in the First turn.
Flip Turn Marker to PM and continue to Movement DR.

Game Turn completed

Flip **Turn marker** into **AM** and advance to **24 May box** (map).
Now the next **Contact deck is 24th May**.

Add all unrevealed enemy cards, both **SHIPS** and **AIRCRAFTS** from previous deck into the last **27th May Contact deck**.

Shuffle all the cards.

Repeat this step each time a Game Turn is over.

TIMELINE

21 May
Bismarck and Prinz Eugen at Bergen, Norway.

22 May
"Battle Crusier Force" departs Scapa Flow heading toward Iceland-Faeroes Gap (Hood, Prince of Wales, and six destroyers).

23 May
1922
Bismarck enters Denmark Strait, sighted by British CA.

24 May
0600
Hood sunk.

0615
Prince of Wales breaks off.

1830
Prinz Eugen slips away.

2210
Victorious launches 9 Swordfish.

25 May
0600
contact with Bismarck lost.

1045
KG5, Prince of Wales, Victorious, turn NE. Norfolk, Edinburgh, Rodney are stationed to the south.

1800
Bismarck and KG5 steaming SW; Rodney converging, steering NE. Pr Wales and Suffolk head back to base; Victorious breaks off due to low fuel. Five DD led by Capt Vian sent to join KG5. Force H approaching from the south (Ark Royal, BB Renown, CA Sheffield).

26 May
1030
Bismarck sighted by Catalina. KG5 and Rodney are very low on fuel; cannot overtake Bismarck.

1100 only Ark Royal and Vian's 5 destroyers are within striking distance.

1315
Sheffield detached to make contact with Bismarck.

1450
first strike launched from Ark Royal accidentally attacks Sheffield.

2000
Swordfish from Ark Royal attack and damage Bismarck.

2136
report from Sheffield has Bismarck heading north; initally not believed by Admiral Tovey.

27 May
0100
Destroyers take turns making torpedo attacks.

0630
last DD torpedo attack; Piorun ordered to Plymouth to refuel. Most likely NO hits by torpedoes.

0753
Norfolk sights Bismarck and turns away to avoid fire.

0805
Norfolk sights KG5; KG5 ad Rodney steaming in line ahead.

0843
KG5 sights Bismarck; Rodney opens fire first.

0904
Dorsetshire opens fire

0910
Norfolk fires torpedoes

1015
British battleships break off action; Dorseshire ordered to finish off Bismarck with torpedoes.

1040
Bismarck sinks.

28 May
0925
DD Mashona and Tartar, lagging behind main fleet due to low fuel, are attacked by German bombers. Mashona is sunk.

SPECIAL NOTES

All cards for destroyed ships & aircraft are placed in the player's hand for the remainder of the game to provide bonuses and for easier VP scoring.

Aircraft Carriers (CVs) are not enemy targets. When drawn, the player must follow the on-card instructions. CVs are always removed from the game after the battle in which they are drawn, but VPs are only earned if their corresponding on-map aircraft are destroyed. Note: If the Aircraft Draw Deck is depleted when a CV enters play, the player is considered to have eliminated the CV's aircraft.

Bismarck is classified as a BB (battleship) and Prinz Eugen as a CA (heavy cruiser).

The information in the rulebook and on the player aids take precedence over the summarized information on the map.

CREDITS

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Thanks to:
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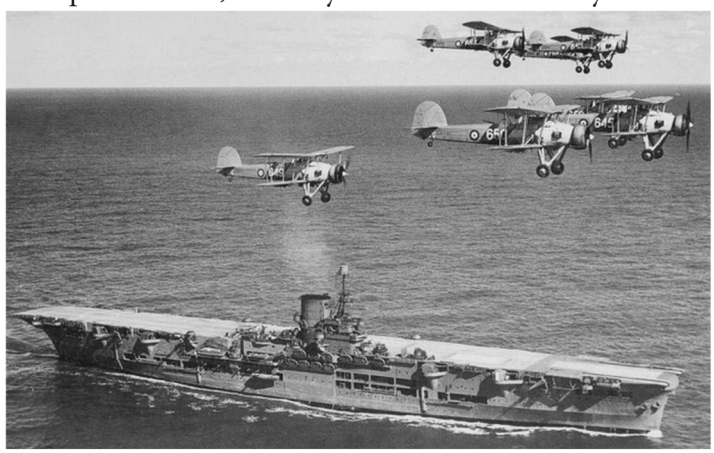


DESIGNER NOTES

Bismarck : The Last Battle is a solitaire low complexity tactical game placing you in command of the famous Bismarck, the fearless German battleship during WWII.

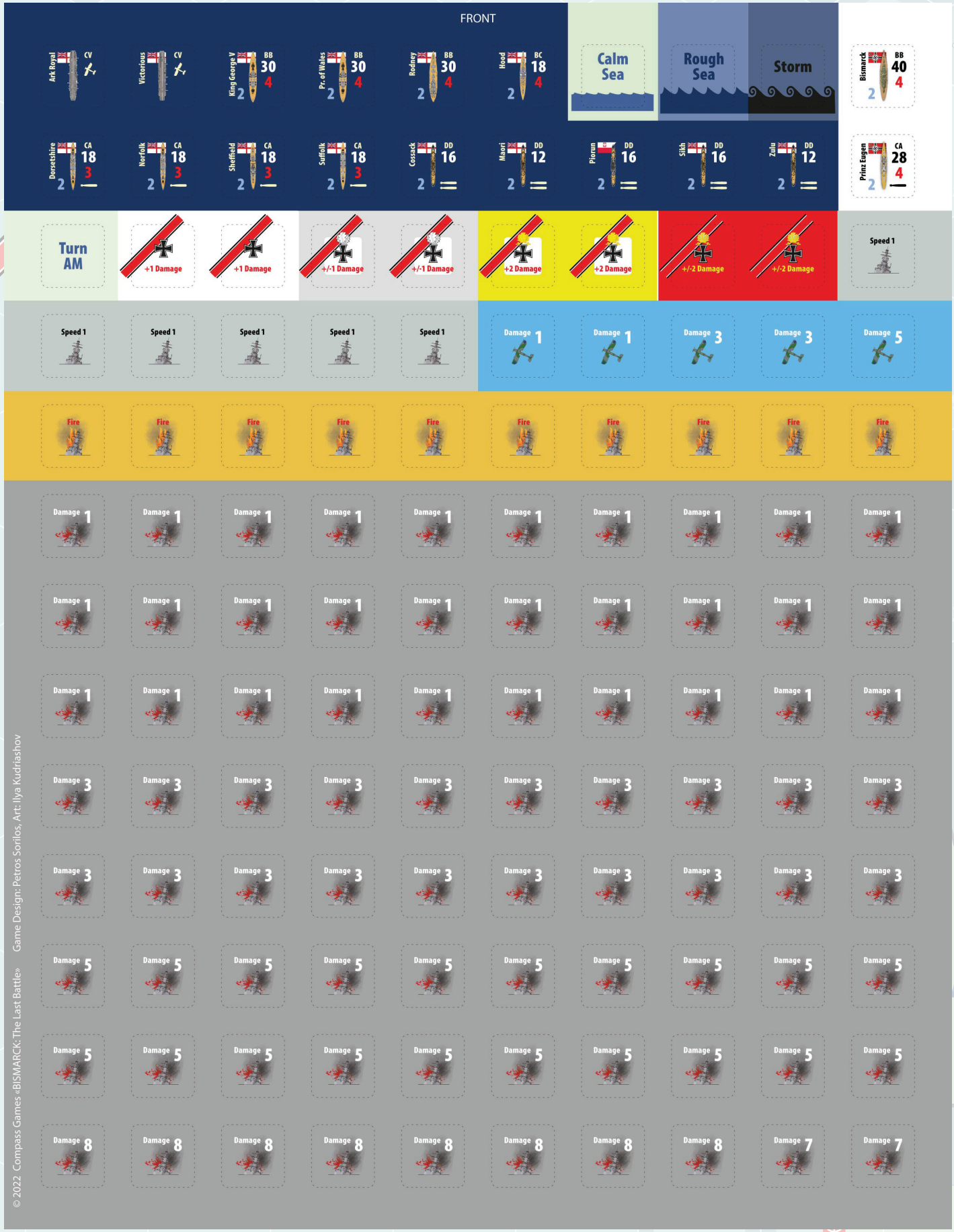
The game simulates the last five days of the ship conducting numerous patrols from 23rd to 27th May 1941, in the Atlantic ocean.

While the game does not affect the course of the war, it does have great historical accuracy.

The sinking of Hood is a shocking reality. British Royal Navy is on edge. Bismarck must be sunk at all cost! As the tide turns in favor of the British, tough decisions and evasive tactics will become absolutely necessary to prevail.

Bismarck becomes the hunted!

Bismarck, The Last Battle — Counter Manifest



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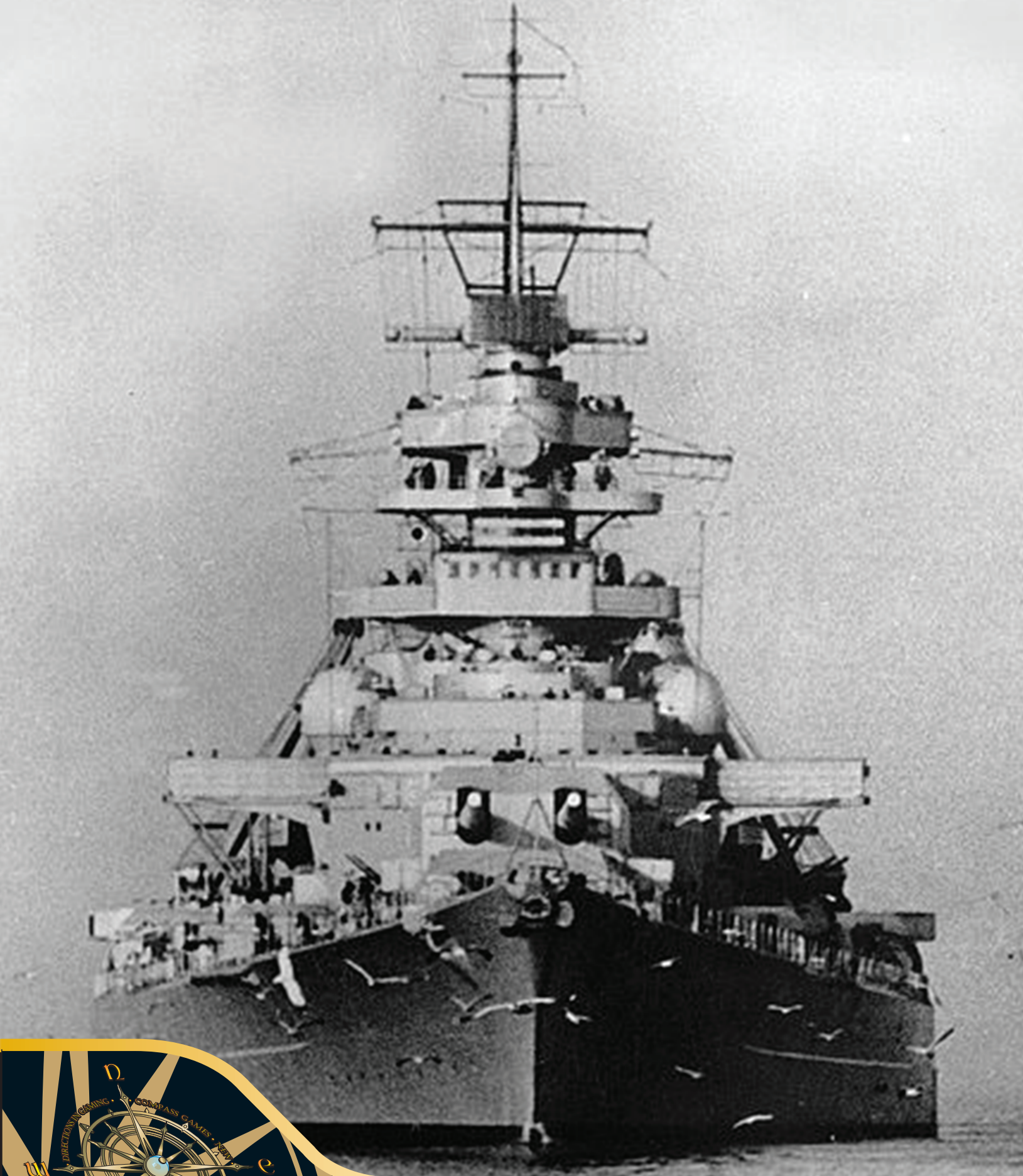

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