

## Bismarck versus Vian

Hits	Name	Type	Speed	Armor	Size	Battery	Number
	Cossack	DD	4"	+2	1/3	4.7"M	2-4-2
	Sikh					21"T	2
	Zulu						
	Maori						
	Piorun	DD	4"	+2	1/3	4.7"M	2-3-1
						21"T	5
	Bismarck	BB	2 ½ "	-3	6/6	15"M	2-4-2
						5.9"S	0-3-0
						4.1"S	0-5-0

The German player wins by exiting the Bismarck off the north edge of the playing area, without any Allied destroyers within sighting distance at the start of Bismarck's exit move.

## Weapons Tables

Royal Navy	6"	12"	24"	36"	Power
4.7"	5	2	--	--	2
21" Torp	3	1	--	--	4
Kriegsmarine	6"	12"	24"	36"	Power
15"	3	2	2	1	6
5.9"	4	2	1	--	3
4.1"	5	1	--	--	2

Allies receives a +1 initiative modifier each turn.

Allied damage control number is 2.

Kriegsmarine damage control number is 2.

Allied M hits result in an explosion on a 1 and a fire on a 2.

Kriegsmarine M hits result in an explosion on a 1 and a fire on a 2.

It is night. Visibility limited to 12 inches. The German sighting value is 3 and the Allied sighting value is 4.

The long axis of the playing surface is north-south.

Kriegsmarine Set-up: On a course of 000 degrees (due north), 15 inches from the south edge and 24 inches from the west edge. The Bismarck is subject to independent movement every turn.

Allied Set-up: In line on a course of 120 degrees, leading ship 20 inches from the south edge and 18 inches from the west edge. Piorun is subject to independent movement every turn.