

Denmark Strait

May 24 1941

Setup.

A large table is needed for this approximately 4 x 3 meters. A smaller game area could be used if all distance were temporarily compressed to half and speeds halved until the ships were close enough to each other to fit in the area at normal scale.

British Forces

Hood

Type 284 gunnery radar

Prince of Wales

Type 284 gunnery radar

Turn 1 0535

British forces enter on east edge of table 260 from north edge.

Line ahead formation heading WNW. Speed 21.

Before starting roll to determine if radars are functioning. (Up%)

Norfolk

Type 286P Radar - As Type 284 but for surface detection only. Not useful for gunnery.

Roll to determine if radar is functioning. (Up%)

When Bismarck is no longer within 200 of north edge of map Norfolk may enter NE corner of game area.

Goals:

Intercept and destroy German forces. Sink the Bismarck.

Points:

Sink the Bismarck 9 pts.

Sink the Prinz Eugen 2 pts.

Special Situations.

Visibility clear to the center of the table.

To the west is the Greenland ice pack edge about 400 off west of table. Some fog banks there.

German Forces

Bismarck

FuMo23 radar gunnery/surface radar detectors

Prinz Eugen

FuMo23 radar gunnery/surface

GHG hydrophones

Turn 1 0535

German forces enter on table north edge of table line ahead formation heading southwest. Speed 21.

260 from east edge.

Before starting roll to determine if radars are functioning. (Up%)

Goals:

Disengage to the south west from any British battleships. If not possible then damage or destroy them so that they cannot follow.

Points:

Sink the Hood 5 pts.

Sink the Prince of Wales 5 pts.

Sink the Norfolk 1 pts.

Winner.

Side with the highest points.