

DREADNOUGHTS & BATTLEWAGONS FOLIO GAME EXCLUSIVE RULES

RIVER PLATE & DENMARK STRAIT

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10.0 INTRODUCTION

These Exclusive Rules simulate the Battle of the River Plate that drove the wayward German ship *Graf Spee* into Montevideo harbor, ultimately resulting in the ship's scuttling. The Battle of the Denmark Strait that resulted in the British battlecruiser *Hood* being sunk with nearly all hands by the German battleship *Bismarck*.

11.0 BATTLE OF THE RIVER PLATE

Compass: Place the compass marker in hex 0118 pointed at the "1" hexside position (indicating North).

Game Length (13 December 1939): The British player is the first player. The game lasts ten turns.

Set Up

Germany

Graf Spee: Starts in hex 0320, heading southeast. The ship is at standard speed and not conducting evasive action.

Britain

Exeter, *Ajax* and *Achilles* enter turn one, on the south side of the map east of hex row 13xx. They are at standard speed and not conducting evasive action.

Special Rules: None.

Reinforcements: None.

Exiting the Map: Ships may not exit the map in this scenario. If the *Graf Spee* reaches any map edge, shift all counters so that play can continue. Play continues to game turn 10, unless one of the below conditions exist.

Victory Conditions: The British win the game if at any time during the game the *Graf Spee* is DIW, a hulk, or sunk. The German wins the game if at any time all three British ship's maximum speeds are less than the current maximum speed of the *Graf Spee*. If at the end of game turn 10, neither of the above conditions exist, the game is a draw.

Optional Rules: If both sides agree, the German player may include the German ship *Deutschland*. The *Deutschland* must be set up within two hexes of the *Graf Spee*. Historically, *Deutschland* was in the Atlantic prior to the outbreak of the war, but did not join up with the *Graf Spee*. This optional rule changes the victory conditions such that the Germans win only if all three British ships are DIW, hulks, and/or sunk, and if neither German ship is DIW, a hulk, or sunk (but regardless of other German casualties).

12.0 BATTLE OF THE DENMARK STRAIT

Compass: Place the compass marker in hex 0118 pointed at the "1" hexside position.

Game Length (24 May 1941): The British player is the first player. The game lasts ten turns.

Set Up

Britain

Hood and Prince of Wales: Start in hex 2235, heading northwest at standard speed and not conducting evasive action.

Germany

Bismarck and Prinz Eugen: Start in hex 1824 heading southwest at standard speed and not conducting evasive action.

Special Rules:

a) Both players place a ship unknown marker on each of his starting ships. The players then stack both their ships with the top ship in the stack being the lead ship in column. Players cannot examine opposing stacks until all fire has been declared. Once all ships have declared their fire all ship unknown markers are removed.

b) The *Prince of Wales* left port with workers still working on the gun turrets. Each time the *Prince of Wales* fires, roll 1d6, if the result is an even number, use the *Prince of Wales* normal gun rating. If the result is odd, the *Prince of Wales* has a gun rating of one for that fire.

Reinforcements:

Norfolk and Suffolk: Turn 3. Enter on the north side of the map between 2720 and 2723.

Exiting the Map: Ships may not exit the map in this scenario. If the *Bismarck* reaches any map edge except the north edge, shift all counters so that play can continue. The Arctic ice pack is off the north side of the map, thus no ship may exit the north side of the map (you cannot shift the map north). Play continues to game turn 10, unless one of the below conditions exist.

Victory Conditions: The British player wins if at any time in the game the *Bismarck* is DIW, hulk, and/or sunk. The German wins if at any time all British ships have their maximum speed reduced to less than the current maximum speed of the *Bismarck*. If at the end of game turn 10, neither of the above conditions exist the game is a draw.

Optional Rules: The *Prince of Wales* sailed without a full shakedown cruise and was experiencing numerous mechanical issues. If both sides agree, the *Prince of Wales* was forced to return to port and did not participate in the battle. Delete the *Prince of Wales* from the scenario. If this optional rule is in play, the German victory conditions are fulfilled if either German ship exits the south side of the map without being slowed.

Game Turn Record Track

1	2	3	4	5	6	7	8	9	10
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