

## Bismarck at Bay

A naval combat simulation by Warren L. Greene

### Historical background:

On the evening of May 26, 1941, Swordfish torpedo bombers from the aircraft carrier Ark Royal attacked the German battleship Bismarck as she attempted to escape the pursuing British fleet. Against all odds, they achieved a hit in the one place where their small aerial torpedoes could be effective. A torpedo struck the ship's stern, flooding the steering compartments and jamming the rudders 12 degrees to port. Heavy seas prevented the crew from repairing the damage and forced the ship to turn into the wind, which was from the northwest. While running the propellers at different speeds could change the course temporarily, wind, sea and rudders would always bring it back to the northwest - towards the British.

As night fell, the British Admiral Tovey decided to delay the battle between his battleships (King George V and Rodney) and the Bismarck. The 4th destroyer flotilla, commanded by Captain Philip Vian and consisting of Tribal class destroyers Cossack, Maori, Sikh and Zulu, was ordered to make a night torpedo attack on the Bismarck. They were to maintain contact with her through the night so that the battleships could engage her in the morning.

Accounts of the destroyer engagement are not consistent, which is understandable since it was fought in gale-force winds and heavy rain, and with waves up to 50 feet high. Three torpedo hits were claimed, but recently published sources do not indicate that any were actually made. Certainly the Bismarck suffered no further obvious damage. On the British side, Captain Vian's destroyers escaped with only a few wounded men and little damage, while achieving their goal of remaining in contact with the Bismarck.

On the morning of May 27 the British battleships pounded the Bismarck into a pile of scrap, and she was scuttled by her crew. There were 119 survivors out of about 2200 men.

### Instructions:

Load and run the program as a standard Basic file. No memory reserve is required. Sound is available via the cassette port.

When the title and theme music appear, press any key to continue. The tactical display represents a radar screen as it would appear aboard your flagship, HMS Cossack. On the left side, from top to bottom, data on each of your ships is displayed (Cossack, Maori, Sikh, Zulu). RANGE is the distance in yards from each ship to the Bismarck. COURSE is the direction of motion of each ship, using standard naval coordinates (0-360 degrees, 0 is north). SPEED is the current speed of the ship in knots. TORPEDOES is the number of torpedoes remaining on the ship. RUN is the number of torpedoes running in the water toward the Bismarck. GUNNERY is the current mode of the ship's 4.7 inch guns (0 = not firing, 1 = firing).

On the right side at the top, data on the Bismarck is displayed. COURSE is the direction of motion of the Bismarck. SPEED is her current speed in knots. TRG 15 is the ship, if any, at which her 15 inch guns are firing (C=Cossack etc.). '5.9' is the ship at which her 5.9 inch guns are firing.

On the bottom right, time is in hours/min GMT.

In the center of the radar screen a 'C' indicates the position of the Cossack. All motion is relative to this point since the radar is located on the Cossack. The first letter of each of the other ships gives it's position relative to the Cossack.

Several INKEY\$ commands are available:

Pressing 'C' will allow you to change the course of any one of your ships. Read the command prompts carefully since some keys are used for different purposes at different times.

Press 'S' to change the ordered speed of a ship. The actual speed will change gradually until equal to the ordered speed or the maximum speed, whichever is less.

Press 'G' to order a ship to open fire on Bismarck with it's 4.7 inch guns.

Press 'T' to order a ship to launch its torpedoes at the Bismarck.

Press 'D' to examine data on a ship.

Press 'R' to change the range scale of the radar display. The current scale is displayed below the left side of the screen (1=5000 yards, 4=20000 yards from center to edge of screen).