



## Kriegsmarine



Günther Lütjens  
Admiral

Captain Points: -  
Morale: -

Admiral Lütjens is always on the Bismarck.

***In Harm's Way:*** Whenever the Bismarck suffers a Bridge damage card roll 2d6. On 9+ Lütjens is killed.

***For the Fatherland:*** +1 to any one die roll this turn for either German ship.



## Royal Navy



John 'Jack' Tovey  
Admiral

Captain Points: 4  
Morale: 5

***Sea Dog:*** Reroll a speed roll anytime you roll a 2-3. (You must take the second roll.)



## Royal Navy



Frederick Dalrympe-Hamilton  
Captain

Captain Points: 4  
Morale: 5

***Miracle Worker:*** Reroll failed Damage Control rolls to remove movement damage cards. (You must take the second roll.)



## Royal Navy



William Tennant  
Captain

Captain Points: 3  
Morale: 6

***Tough:*** Ignore the first Bridge Hit on his ship.



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Erich Bey  
Captain

Captain Points: 4  
Morale: 5

Cost: 2 points

**Argumentative:** If the Germans fail their Speed Roll they will shoot first during the Shooting Phase.



## Royal Navy



Irvine Glennie  
Captain

Captain Points: 4  
Morale: 6

**Stiff Upper Lip:** Ignore first failed morale check.



## Royal Navy



Lancelot Holland  
Admiral

Captain Points: 3  
Morale: 5

*L.E. Holland, CB*

**Expert Gunnery:** Reroll any doubles that miss.



## Royal Navy



John Leach  
Captain

Captain Points: 4  
Morale: 6

**Damage Control:** May automatically discard any one damage card at any time once during the game.



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Ernst Lindemann  
Captain

Captain Points: 4  
Morale: 5

Cost: 4 points

**Fighter:** Roll 2d6 before the shooting phase. On a 9+ his ship fires before the British and any hits take effect immediately.



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Helmuth Brinkmann  
Captain

Captain Points: 3  
Morale: 6

Cost: 1 point

**Stalwart:** May reroll a morale check if you roll doubles.



## Kriegsmarine



Fritz Hinte  
Captain

Captain Points: 5  
Morale: 7 (8)

Cost: 1 point

**Defeatist:** Once he fails a morale check is morale changes from 7 to 8 for the remainder of the battle.



## Kriegsmarine



Oscar Kummetz  
Captain

Captain Points: 3  
Morale: 7

Cost: 1 point

**Survivor:** Ignore first Bridge Hit on his ship.

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**Otto Ciliax**  
Captain

Captain Points: 4  
Morale: 6

Cost: 3 points

**Seamanship!**: Once per scenario he may +2 to any speed roll for his ship.

 **Kriegsmarine**





**Theodor Kranke**  
Captain

Captain Points: 4  
Morale: 6

Cost: 3 points

**Tactician**: His ship receives a additional +2 speed roll modifier once in the game.

 **Kriegsmarine**





**Wilhelm Meisel**  
Captain

Captain Points: 3  
Morale: 6

Cost: 2 points

**Steady**: Reroll his first failed morale check.

 **Kriegsmarine**



**Hubert Schmundt**  
Captain

Captain Points: 4  
Morale: ?

Cost: 2 points

**Mercurial**: Before each Damage Control/Morale phase roll 2d6. The result is Captain Schmundt's morale for that phase.