

## BATTLE OFF THE RIVER PLATE

Hits	Name	Type	Speed	Armor	Size	Battery	Number
	Ajax	CL	5"	0	2/4	6"M	2-4-2
	Achilles					4"S	0-2-0
						21"T	2/2
	Exeter	CA	5"	0	2/4	8"M	2-3-1
						4"S	0-1-0
						21"T	1/1
	Graf Spee	CA	4"	-1	3/5	11"M	1-3-1
						5.9"S	0-2-0
						4.1"S	0-2-1
						21"T	2/2

The German player wins by exiting the Graf Spee off the east edge of the play area with no P hits after sinking 1 British ship. The British player wins by preventing this. Any other result is a draw.

### Set-up

Graf Spee: On course 120, 32 inches from the east edge and 20 inches from the south edge.

Ajax and Achilles: On course 030, in line with Ajax leading, 12 inches from the east edge and 4 inches from the south edge.

Exeter: Following directly after Achilles.

The German friendly edge is the east edge. The British friendly edge the south edge. The short axis of the playing surface is oriented north and south.

### Weapons Tables

Royal Navy	6"	12"	24"	36"	Power
8"	4	3	2	1	4
6"	5	3	1	--	3
4"	5	1	--	--	1
21" Torp	3	1	--	--	4
Kriegsmarine	6"	12"	24"	36"	Power
11"	3	2	2	1	5
5.9"	3	2	1	--	3
4.1"	4	1	--	--	1
21" Torp	2	1	--	--	4

Royal Navy damage control number is 2.

Kriegsmarine damage control number is 2.

Royal Navy M hits result in an explosion on a 1 and a fire on a 2; S hits result in a fire on a 1.

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

All ships have regular fire control.