

Cape Cherchell

Hits	Name	Type	Speed	Armor	Size	Battery	Number
	Canarias	CA	5 ½"	0	3/5	8"M 4.7"S	2-4-2 2/2
	Balerias	CA	5 ½"	0	3/5	8"M 4.7"S 3.9"S	2-4-2 1/1 1/1
	Libertad	CL	5 ½"	+1	2/4	6"M 4"S 21"T	2-4-2 1/1 3/3
	Mendez Nunez	CL	4 ½"	+1	2/4	6"M 21"T	1-3-1 3/3
	Juan Gravina Antequera Lepanto Escano Valdes Miranda	DD	6"	+2	1/3	4.7"M 21"T	1-2-1 3
	Merchant 1 Merchant 2 Merchant 3 Merchant 4	MM	2"	+3	2/3		

Victory conditions: Score victory points as follows.

	CA	CL	DD	MM
Sunk	12	6	3	9
2 Permanent P Hits	8	4	2	6
1 Permanent P Hit	4	2	1	3

In addition, the Republican player receives 9 victory points for ever merchantman exited from the west edge and 3 victory points for every merchantman exited from the south edge.

Weapons Tables

Nationalist	6"	12"	24"	36"	Power
8"	4	3	2	1	4
4.7"	5	2			2
3.9"	4	1			1
Republican	6"	12"	24"	36"	Power
6"	5	3	1		3
4.7"	5	2			2
4"	4	1			1
21"Torped	2	1			4

Nationalist damage control number is 1.

Republican damage control number is 1. Any hit on a merchant ship sinks it.

Nationalist M hits result in an explosion on a 1 and a fire on a 2.

Republican M hits result in an explosion on a 1 and a fire on a 2.

This is a daylight action. The long axis of the playing surface is east-west.

Nationalist Set-up: Balerias begins on a course of 90 degrees (due east), 18 inches from the north edge and 24 inches from the west edge.

Republican Set-up: Within 6 inches of a designated central ship on a course of 270 degrees (due west), leading ship 30 inches from the south edge and 48 inches from the west edge.

Special rules:

- On a 1D6 roll of 1, the Canarias appears anywhere the Nationalist player desires on the west edge.
- The Canarias has an early fire control system.