

Cape Palos

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
	Cervera	CL	5 ½"	+1	2/4	6"M 4"S 21"T	2-4-2 1/1 3/3
	Huesca Teruel	DD	4 ½"	+3	1/2	4"M 17.7"T	1-2-1 2
	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
	Lazanga Gravina Antequera Lepanto Barcaiztegui	DD	6"	+2	1/3	4.7"M 21"T	1-2-1 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 2 victory points for ever cruiser and 1 victory point for every destroyer exited from the north edge of the playing area.

Weapons Tables

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

Nationalist damage control number is 1.  
Republican damage control number is 1.

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.

It is night. Visibility limited to 12 inches. The Nationalist and Republican sighting and firing values are both 2.  
The long axis of the playing surface is north-south.

Nationalist Set-up: On a course of 180 degrees (due south), 15 inches from the north edge and 24 inches from the west edge.

Republican Set-up: In line on a course of 000 degrees (due north), leading ship 20 inches from the south edge and 18 inches from the west edge.

Special rule: The Canarias has an early fire control system.