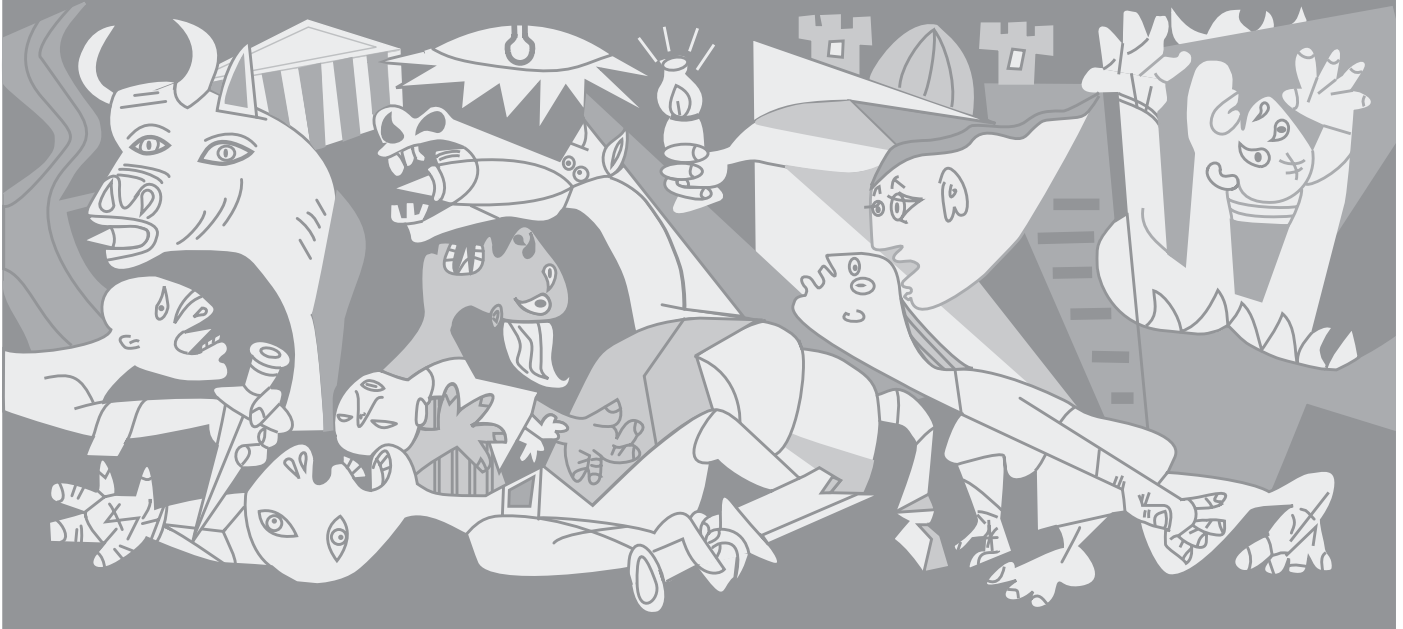


The Spanish Civil War



PLAYBOOK

(version 2.0 of Living Playbook, JUNE 2011)

This is the “Living Rules” document for the game. It includes errata and clarifications to the original rules. [To aid readability, errata and additional rules are indicated in blue text.](#)

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16.0 SPECIAL AND OPTIONAL RULES

16.1 Special Rules

16.1.1 The Alcázar

For the Campaign game (PB 17.4) or the War of the Columns scenario (PB 17.1), the “Alcázar” counter is placed on hex 2510 (Toledo) during set up. **This counter is an information counter only and is not a combat unit; hence, it does not have a ZOC effect or affect March Movement in any way.**

While the Alcázar resists, during the End of Turn Phase of every Game Turn, the Republican player always rolls 1D6 and consults the table below (**Note:** if no Republican unit is currently in Toledo, add 2 to the die roll):

Game Turn	Alcázar falls on:
1 – 3	1
4	1 – 3
5 +	1 – 5

Note: +2 drm if no Republican unit is currently in Toledo (hex 2510).

The siege of the Alcázar ends one of two ways. Either the Alcázar falls (as above), in which case increase RML by 1; or the siege is relieved by the Nationalists the first time a supplied Nationalist unit enters Toledo (hex 2510), in which case decrease RML by 1. In either case, once the siege ends remove the Alcázar counter from the map.

Historical Note: *The Alcázar was a Nationalist enclave isolated in Republican territory after the beginning of the war. The Alcázar had great symbolic and propaganda importance for both sides. It held the pre-war military academy for infantry and was defended by a few hundred cadets, paramilitary forces*

and volunteers. They resisted against all odds from July to late September 1936. The failure to take the Alcázar and its epic resistance demoralized the Republicans and gave the Nationalists a resounding propaganda triumph in Spain and abroad.

16.2 Optional Rules

16.2.1 HQ Reconnaissance

Starting on Game Turn 14 (May – Jun 1938), the Republican HQ units may perform reconnaissance of enemy stacks.

Historical Note: *This rule simulates the newly created guerrilla units that were attached to every Army HQ during the Spring of 1938.*

Procedure: the Republican player selects a Nationalist stack within two hexes of one of his HQ units, and rolls a die (1D6). On a roll of one, the reconnaissance was successful: the Nationalist player must tell the Republican player the total defensive combat factors of the Nationalist units in that hex.

The Republican Player may make one reconnaissance die roll (1D6) per HQ per Game Turn.

16.2.2 Republican Armored Train Brigade (ATB)

The Republican player receives this unit as a reinforcement on Turn 14 if using this optional rule. Treat this unit as a normal combat unit for all purposes, with the following exceptions:

- It may only move along rail lines and only during the strategic movement segment (MAP, segment IV), paying 1 MF per contiguous rail hex entered, up to its printed MFs of 12. This does not use any of the Republican player’s strategic movement capacity for the turn. It must set up in a fully supplied town or city hex that has at least one railroad in it;
- It may not Advance after Combat;
- It may not utilize Sea Movement;
- It may not be placed in Reserve.

16.2.3 Italian & German Air Units Limits

No Legion Condor or Aviazione Legionaria units can support a combat within three hexes of a French border hex during 1938-39 Turns (Turns 12+).

16.2.4 Enter the Italians

The first time that...

- Italian units attack Republican units, or
- Republican units attack Italian units;

...the Republicans receive one odds shift to their advantage (i.e., to the left if the Italians are attacking, or to the right if the Republicans attack). This odds shift is received once per game.

Historical Note: *The morale boost caused by the presence of an Italian “blackshirt” unit is not because it was hated (this happened later, after the rout of Guadalajara), but because it was a foreign, “all-Fascist” unit sent by Mussolini to impose fascism to the Spanish people. According to Gen. Rojo, the units of the Ejército Popular, on hearing the news of the presence of Italian units at the front, “disputed each other the honor of joining the line”. The Republican troops preferred to fight a foreign unit invading Spanish soil rather than other Spaniards.*

16.2.5 The Russians Are Coming

The first time in a game a Republican tank brigade or 4-Combat Factor air unit supports any combat, defensive or offensive, that combat receives an odds shift in the Republican’s favor.

16.2.6 Return of the Internationals

On Game Turn 18 (Jan – Feb 1939) the Republican player receives 1 RP if Event 19 (Foreign volunteers withdraw) has been pulled earlier in the game.

Historical Note: *In January 1939, during the final Nationalist offensive in Catalonia, several thousand Internationals that were still waiting to be repatriated volunteered for duty. Three small brigades, the 13th, 11th and the 15th, were reformed, and fought several rearguard actions near the French border.*

16.2.7 Republican Pyrenees Supply

Up to one Republican division or a stack of 2 or fewer sub-divisional units that cannot trace LOC to a Republican Ultimate Supply Source hex, is considered to be in supply if it is on a hex adjacent to the French border. The unit/stack may remain in that situation indefinitely.

Historical Note: *This rule simulates what happened to the 43rd EPR division. That unit, isolated in the Pyrenees after the Nationalist offensive in March – April 1938, received supply through France for more than two months before a Nationalist offensive forced them to cross the border.*

16.2.8 The French Border at 3615

Starting with Game Turn 2 (Aug 1936), for every Turn that Northern Republican units control the border hex with France (San Sebastián, hex 3615) roll 1D6 at the start of Segment III of the Mutual Administrative Phase (MAP). On a roll of 1 – 2, the Republican player receives one additional Northern RP.

Historical Note: *This represents the arrival of foreign volunteers and weapons through the border pass at Hendaye.*

16.2.9 Republican Rigid Planning

This optional rule replaces the rule that Republican units moving in the exploitation phase have only 1/2 of their movement factors (14.1.1). Instead, at the start of each Republican exploitation phase after releasing any reserves (12.1.4), the Republican player rolls 1D6.

- On a 1 – 2, no Republican units may move or attack in the exploitation phase
- On a 3 – 4, all Republican units move as per 14.1.1 (i.e., 1/2 movement)
- On a 5 – 6, all Republican units may move with full movement factors.

If the die roll is a 3 or 4, Republican units using march movement (13.11) may only use their printed movement factors during the exploitation movement segment, not double factors. If the die roll is a 5 or 6, regular march movement rules apply. No march movement is allowed on a die roll of 1 or 2.

Design Note: *If desired, instead of rolling once at the start of the Exploitation phase, it may be agreed to roll once for each unit attempting to move during the Exploitation phase. This will make it harder for the Republican player to plan using his reserves, but will also slow down game play slightly due to the added dice rolls.*

16.2.10 Infiltration Movement

This optional rule adds a fourth bullet to rule 10.5.

- Units may move directly from one EZOC to another EZOC if otherwise permitted by terrain and if a friendly unit occupies the hex from which the unit is moving from, but must stop immediately in the first hex entered.

Design Note: *This will make the game harder for both players, since they will be forced to defend every hex to avoid having their lines infiltrated.*

16.2.11 Optional Republican Sudden-Death Victory

At the start of any scenario or the campaign game, both players “bid” to play the Republican side. Each player bids a number of the “sudden death victory cities” (PB 17.4.2.2) that he is willing to play the Republican side with, alternating until one person is not willing to bid higher.

Example: *Mark starts the bidding off with 2 cities, hoping to steal the Republicans from Sally. However, Sally isn’t going to let him have it for such a low number and bids 3. Not wanting to give Sally the Republicans needing only 3 victory cities to get an auto victory, Mark bids 4. Sally debates, but decides that she’s a strong enough player to still win at 5, so she bids 5. Mark is not willing to go to 6, so Sally gets the Republican side with an auto-victory requirement of 5 Provincial Capitals.*

Scenario Setup Codes

Unit Types: Units are listed in each scenario's "Unit Set Up" section grouped by unit size (e.g., Column, Brigade, etc.) .

Setup Hex: If a unit must set up in a *specific hex* in that scenario, that unit's historical ID is followed by that (*italicized*) hex number; e.g., "OG (3608)". Such restriction applies only to the *directly-preceding* listed unit.

Letter Code: As an aid in locating units, the historical ID of some units is followed by an *italicized* letter, indicating that unit's nationality-type, as listed below.

Type	Letter	Type	Letter
Anarchist	(a)	Colonial	(c)
Int'l Brigade	(ib)	Italian	(i)
Legion Condor	(lc)	Nationalist/Italian	(n/i)

17.0 SCENARIOS

17.1 The War of the Columns (1936 Scenario)

17.1.1 Game Length

Seven Turns (from Turn 1, Jul 1936 to Turn 7, Mar – Apr 1937).

Scenario begins with the Nationalist Operational Movement Segment.

17.1.2 Victory Determination

The scenario is won by the Nationalist player if, at the end of Game Turn 7, one or more of the following three conditions are met:

- RML is reduced to 60 or less;
- Madrid is under Nationalist control; or
- Madrid is isolated (i.e., unable to trace a path of any length; 9.4) from all Republican USS's.

Otherwise, the Republican player wins.

Republican Sudden Death Victory rules (PB 17.4.2.2) are in effect this scenario.

17.1.3 Starting RML

The RML starts at 72.

17.1.4 Unit Set Up

Set up as per the campaign scenario (PB 17.4.4).

Starting Replacement Points

Nationalists: 0
 Italians: 0
 Republicans: 0
 N. Republicans: 0

17.1.5 Scenario Special Rules

17.1.5.1 The Alcázar

The Alcázar (PB 16.1.1) rule is used in this scenario.

17.1.5.2 General Mobilization

General Mobilization (7.10) may not be used in this scenario.

17.1.5.3 March Movement

March Movement (13.11) may not be used on Game Turn 1 of this scenario.

17.2 The Northern Campaign (1937 Scenario)

17.2.1 Game Length

Four Turns (from Turn 7, Mar – Apr 1937 to Turn 10, Sep – Oct 1937)

Scenario begins with the Nationalist Operational Movement Segment.

17.2.2 Victory Determination

The Nationalist player wins if at the end of Turn 10 (Sep – Oct 1937) there are no Republican units in the Republican North Zone.

Republican Sudden Death Victory rules (PB 17.4.2.2) are in effect this scenario.

17.2.3 Starting RML

RML is not tracked in this scenario.

17.2.4 Unit Set Up

Republicans set up first, Nationalists second. Refer to the 1937 Northern Campaign map on the back of the Player Aid Card for set up areas for each group of units. All units set up on their full strength side. Only the units listed below or those that enter as reinforcements from Turn 8, May – Jun 1937 to Turn 10, Sep – Oct 1937, are used in the scenario.

Front Line

The front line border is the thick line dividing the Nationalist and Republican set-up areas on the Player Aid Card's map. Units must generally deploy within two hexes of this front line, as indicated by their deployment areas on the Player Aid Card map.

Example: *The Army of the Center Republican units front sector is the area indicated by the number "5" on the Player Aid Card map. Army of the Center units therefore must deploy on front line hexes or in any Republican-controlled hex within two hexes of the assigned front sector; i.e., within the shaded area encompassing the number "5".*

After all units have been set up, up to 3 HQs per side and any units stacked with them may be designated as being in reserve mode. The Republican player designates first, then the Nationalist.

Starting Replacement Points

Nationalists: 4
 Italians: 1
 Republicans: 2
 N. Republicans: 1

Play Note: *The Nationalist player should first remove from the game any column units that have a withdrawal turn of turn 7 or earlier; these units are not used in this scenario. The Republican player should separate all his columns that have a conversion/withdraw turn of Turn 7 or earlier. He should flip all these units over, removing from play any unit(s) that do not have a back EPR side; these units have withdrawn and are not used in this scenario. The units that have an EPR side will be set up on their EPR side and should be left that way when referencing the following set-up rules.*

REPUBLICANS**Asturias**

Within Area 1 on Player Aid Card map:

Asturias brigades: 17A, 19A

Asturias divisions: 1A, 2A, 3A, 4A, 5A, 6A

Santander

Within Area 2 on Player Aid Card map:

Santander brigades: 1SE, 2SE, CH, DC, P

Santander divisions: 1S, 2S, 3S

HQ: N

Euzko Gudarostea (Army of Euzkadi)

Within Area 3 on Player Aid Card map:

Asturias brigades: 1AE, 2AE, 3AE, 4AE

Basque brigades: 3BA, 4BA, 9BA

Basque divisions: 1BA, 2BA, 3BA, 4BA

Eastern Sector

Within Area 4 on Player Aid Card map:

Column: TYL (*a*)

Brigades: 14MS, 116, 127, 130

Divisions: 25, 26, 27, 28, 29, 30, 39, 40, 41, 42

Army of the Center

Within Area 5 on Player Aid Card map:

Brigades: 11TH, 12GL, 15LW, 5, 37, 39, 41, 43, 44, 45, 46, 47, 62, 63

Armored brigade: 1BT

Generic brigades: 5 x 1-2-4; 1 x 2-3-4

Divisions: 1, 2, 3, 4, 5, 6, 7, 8, 10, 11, 12, 14, 15

HQ: CEN (hex 2712)

Southern Sector

Within Area 6 on Player Aid Card map:

Brigades: 13DB, 55, 56

Divisions: 19, 20, 21, 22, 23

Note: Use the 19th Division that converted from the CM Column for set-up. The 19th Division that enters as reinforcement on turn 8 should not be used in any scenario.

Republican Chits

Place the following Event chits in the Republican cup:

1 x No Event, #10 (Sta. María de la Cab. falls), #14 (Political unrest), #15 (Rep. attacks on German ships), #16 (Rep. +1 RP), and #17 (Sending aircraft to the N. zone)

All Turn 1 and 6 Event chits not listed above are out of play in this scenario.

Republican Support Units

All air units dated on or before Turn 7 are available (Exception: The two +1 air units have been withdrawn).

The Republican Naval Support unit is available

Republican Eliminated Units

Place the following brigades into the Eliminated Units box on the map: 51, 52, 53, 54, 81, and 84.

NATIONALISTS**Oviedo**

Within area A on Player Aid Card map:

Column: OG (*3608*)

Northern Front

Within Area B on Player Aid Card map:

Columns (anywhere in Asturias/León hexes): CN, LPT, OL, GI, FA

AA battalion: J88 (*lc*)

Armored battalion: LC (*lc*)

Brigades: 1C, 2C, 1N, 2N, 3N, 4N, 5N, 6N, FN (*i*)

Aragón

Within Area C on Player Aid Card map:

Column: ART, GAL (*c*)

Brigades: 1/52, 2/52, 1/51, 2/51, HSC (Mtn)

Central Sector

Within Area D on Player Aid Card map:

Column: MNT, 2/L (*c*), 3/L (*c*)

Armored regiment: RC (*i*)

Brigades: 1/71, 2/71, 1/72, 2/72, VNG (*2612*)

Divisions: 11, 12, 13, 14, 73, FIN (*i*), PN (*i*), DLV (*i*), LT (*i*)

HQ: CTV (*i*)

Southern Sector

Within Area E on Player Aid Card map:

Columns (place any *ten* of the following, as chosen by Nationalist player): MG (*c*), BZ, FG, RMT, RDN, GCB, ERC, MNZ, CRB, VRN, BTN, CR (*c*), BRB

Division: 19

Nationalist Chits

Place the following Event chits in the Nationalist cup:

1 x No Event, #4 (Nationalist +1 RP), #9 (Basque surrender), #11 (Gernika), #12 (Goicoechea), and #13 (Italian submarine campaign)

All Turn 1 and 6 Event chits not listed above are out of play in this scenario.

Nationalist Support Units

All air units dated on or before Turn 7 are available.

The Nationalist Naval Support unit is available.

Nationalist Eliminated Units

None

17.2.5 Scenario Special Rules**17.2.5.1 The Alcázar**

The siege of Alcázar has already ended prior to the start of this scenario, so special rule PB 16.1.1 is not in use.

17.2.5.2 General Mobilization

General Mobilization (7.10) may not be used in this scenario.

17.3 To Resist Is To Win: The Battle of the Ebro (1938 Scenario)

17.3.1 Game Length

Five Turns (from Turn 15, Jul–Aug 1938 to Turn 19, Mar–Apr 1939).

Scenario begins with the *Republican* Operational Movement Segment of Turn 15, Jul – Aug 1938.

17.3.2 Victory Determination

Same as in the campaign scenario (but see the scenario special rules; PB 17.3.5).

17.3.3 Starting RML

The RML starts at 42.

17.3.4 Unit Set Up

Nationalists set up first, Republicans second. Refer to the 1938 To Resist is to Win map on the back of the Player Aid Card for set up areas for each group of units. All units set up on their full strength side. Only the units listed below or those that enter as reinforcements from Turn 16, Sep – Oct 1938 to Turn 19, Mar – Apr 1939 are used in the scenario. Note that the Northern Republican units are out of the game, having been eliminated prior to Jul – Aug 1938).

After all units have been set up, up to 3 HQs per side and any units stacked with them may be designated as being in reserve mode. The Nationalists must make their decisions first, then the Republicans.

Front Line

The front line border is the thick line dividing the Nationalist and Republican set-up areas on the Player Aid Card's map. Units must generally deploy within two hexes of this front line, as indicated by their deployment areas on the Player Aid Card map.

Starting Replacement Points

Nationalists*: 4
Italians: 1
Republicans: 2

* **Note:** Remember to add new Northern Republican RPs from the RP Schedule to the Nationalist total each turn!

Play Note: *The Nationalist player should first remove from the game all the units listed on his Withdrawal chart (see PAC), except the Italian 23M Division scheduled to withdraw on turn 17; none of these units are used in this scenario. The Republican player should flip all of his column units to their back side; those that have no EPR side are withdrawn and not used in this scenario; those that have an EPR side are set up on their EPR side and should be left that way when referencing the following set-up rules.*

NATIONALISTS

Segre front – Army of the North

Within Area A on Player Aid Card map:

Brigades: 1/51, 2/51, 1/62, 2/62, HSC (Mtn)
Divisions: 3N, 40, 53, 54, 61, 63, 150, 152

Ebro front – Army of the North

Within Area B on Player Aid Card map:

Divisions: 50, 105
HQ: MRC

Maestrazgo-Valencia front

Within Area C on Player Aid Card map:

AA battalion: J88 (lc)
Armored battalion: LC (lc)

Armored regiment: RC (i)

Brigades: FN (n/i), FA (n/i), 3/52, 4/52, 1/81, 2/81, 1/82, 2/82

Cavalry division: 1

Divisions: LT, IN, 4N, 5N, 12, 13, 15, 23M (i), 83, 84, 85, 108

HQ: GLC, C, N, CTV (i)

Madrid Sector – Army of the Center (1 Corps)

Within Area D on Player Aid Card map:

Brigades: VNG, 1/72, 2/72, 1/71, 2/71, 1/52, 2/52

Divisions: 14, 73, 75, 107

Cavalry division: 2

Historical Note: *The following groups were formed for the pincer operation against the La Serena bulge in Extremadura, in July 1938.*

Army of the Center – Northern Group (7 Corps)

Within Area E on Player Aid Card map:

Divisions: 11, 19, 20, 74

Army of the Center – Southern Group (2 Corps)

Within Area F on Player Aid Card map:

Divisions: 24, 60, 102, 112, 122

Army of the South (3 Corps)

Within Area G on Player Aid Card map:

Brigades: 1/21, 2/21, 1/22, 2/22, 1/31, 2/31, 1/32, 2/32

Divisions: 23, 33

REPUBLICANS

Eastern Region Army Group (GERO)

Army of the East

Within Area 1 on Player Aid Card map:

Armored regiment: RCP

Brigades: 56 (56), 62 (31), 153 (30)

Divisions: 24, 26, 27, 30, 31, 32, 34, 55, 62, 72

HQ: EST

Historical Note: *The parenthesized number following a brigade designation is the division that the brigade was historically attached to in July 1938 (i.e., would start stacked with/near; historically).*

Army of the Ebro

Within Area 2 on Player Aid Card map:

Brigades: 11TH, 12GI, 13DB, 14MS, 15LW, 37, 84 (60), 130 (Mtn)

Cavalry brigade: 2

AA brigades: 1, 3

Armored brigades: 1/2, 2/2, 3/2

Generic brigades: 1 x 1-2-4; 1 x 2-3-4

Divisions: 3, 11, 16, 42, 43, 44, 46, 56, 60

HQ: EBR

Central Region Army Group (GERC)

Army of the Levant

Within Area 3 on Player Aid Card map:

Brigades: 39 (14), 52, 116, 127, 52,

Cavalry Brigade: 4

Generic brigades: 3 x 1-2-4

Divisions: 6, 10, 14, 15, 19, 25, 28, 39, 40, 47, 48, 49, 50, 52, 53, 54, 64, 66, 67, 68, 70

HQ: LEV

Note: Use the 19th Division that converted from the CM Column for set-up. The 19th Division that enters as reinforcement on turn 8 should not be used in any scenario.

Army of the Center

Within Area 4 on Player Aid Card map:

Brigades: 5, 41, 43, 44, 45, 53 (7)

Cavalry brigade: 1

Generic brigade: 1 x 1-2-4

Infantry divisions: 1, 2, 4, 5, 7, 8, 12, 13, 17, 18, 22, 33, 36, 65, 69

HQ: CEN

Army of Extremadura

Within Area 5 on Player Aid Card map:

Brigades: 46, 47, 63, 81

Divisions: 29, 37, 38, 41, 51, 61, 63

HQ: EXT

Note: Use the 29th Division that arrived as a turn 10 reinforcement for set-up. The other 29th Division is removed from the game.

Army of Andalusía

Within Area 6 on Player Aid Card map:

Brigades: 51 (22), 54, 55

Cavalry brigade: 3

Divisions: 20, 21, 23, 71

HQ: AND

High Command Reserves

Within Areas 3 – 6 on the Player Aid Card map:

Armored brigades: 1BT, 2

AA brigades: 2, 4

HQ: MNV

Republican Chits

Place the following chit in the Republican player hand (i.e., held from a previous turn): 1x #24 (Republican tactical surprise).

Note: This chit is available to be played immediately.

Place the following chits in the Republican cup:

1 x No Event, #16 (Republican +1 RP), and #22 (New model Soviet planes)

All Turn 11 or earlier Event chits not listed above are out of play in this scenario.

Republican Support Units

All Republican air units are available at start except the “N” (north) air unit and the two +1 air units (previously withdrawn).

The Republican Naval Support unit is available

Republican Eliminated Units

None

Nationalist Chits

Place the following chits in the Nationalist cup:

1 x No Event, #4 (Nationalist +1 RP), and #19 (Foreign troops withdraw)

All Turn 11 or earlier Event chits not listed above are out of play in this scenario.

Nationalist Support Units

All Nationalist air units are available at start except the lone +1 air unit (previously withdrawn).

The Nationalist Naval Support Unit is available.

Nationalist Eliminated Units

None

17.3.5 Scenario Special Rules

17.3.5.1 The Alcázar

The Alcázar (PB 16.1.1) rule is not used in this scenario.

17.3.5.2 General Mobilization & Feeding Bottle Levy

Republican General Mobilization (7.10) and “Feeding Bottle” Levy (7.11) can not be declared by the Republican player.

17.3.5.3 Hex 2919

- The Republicans gain one MP for every Turn that EPR units occupy hex 2919.
- Republican units defending hex 2919 have a favorable 3L odds shift (this area had wonderful defensive terrain, with commanding heights that had to be taken one by one). This is not cumulative with the normal –1 drm for defending on rough terrain.
- During the first scenario Turn, Nationalists units do not benefit from river hexside modifier if attacked across hex sides 3020 – 2919, 2920 – 2919, 3020 – 3019.

Historical Note: This simulates a) the very severe drought of the summer of 1938 (The Army of the Ebro actually crossed on foot at several places) and b) the massive engineer and bridging equipment accumulated by the Republicans for that offensive.

17.3.5.4 The Bridges of the Ebro

Once per game, if there are Republican units south of the Ebro, the Nationalist player may open the flood gates of the Segre river reservoirs. The Nationalist player declares at the beginning of the Turn that he is going to open the flood gates of the Segre reservoirs. Effects: that Turn any Republican units in Aragón in a hex directly South of the Ebro river (i.e., adjacent the river) *each* have their combat factors reduced by 2 combat factors, but only on the attack. They defend normally.

Historical Note: When the Republicans crossed the Ebro, Franco ordered the opening of the flood gates of the reservoirs in the Balaguer, Tremp and Camarasa bridgeheads, on the Segre river. The Ebro overflowed and destroyed most of the Republican bridges, depriving the EPR units of their armor and artillery support during the battle for the key road junction of Gandesa. The failure to take Gandesa paralyzed the offensive and gave time to Franco to bring up reinforcements from other fronts.

17.3.5.5 Armored Train Brigade

If the Republican Armored Train Brigade (PB 16.2.2) rule is being used, it may set-up with the High Command Reserves (i.e., anywhere in areas 3 – 6 on the Player Aid Card map).

17.4 The Spanish Civil War: 1936 – 1939

Campaign Game

17.4.1 Game Length

Nineteen Game Turns (Jul 1936 to Mar – Apr 1939).

The Campaign Game begins with the Nationalist Operational Movement Segment ([the Game Turn 1 Admin phase is skipped by both players](#)).

17.4.2 Victory Determination

During any Victory Check Segment (D.I), prior to and including Game Turn 19 (Mar – Apr 1939), if the RML is ever 30 or lower, the Nationalist player wins. If the RML is 31 or higher at the end of Game Turn 19, the Republican player wins.

17.4.2.1 Nationalist Sudden Death Victory

The Nationalist player wins a sudden death victory, and play stops immediately, at the moment any supplied Nationalist unit enters Madrid (hex 2712), but only between Game Turn 1 (Jul 1936) and Game Turn 6 (Jan – Feb 1937) inclusive. If the Nationalist player takes Madrid during Game Turn 7 (Mar – Apr 1937) or later, the RML is decreased by 7 points, but the game continues.

17.4.2.2 Republican Sudden Death Victory

The Republican player wins a sudden death victory, and play stops immediately, at the moment any four of the Republican MP Provincial Capitals (PB 19.0) controlled by the Nationalist side at the beginning of the game (i.e., **bold text** cities and towns marked with a positive green MP factor) are under Republican control, [provided these four Provincial Capitals have been held continuously by the Republican side for at least one full game turn](#).

Example: The Republicans take the fourth MP Provincial Capital during the Operational Combat phase of Game Turn 5. If the Nationalists are unable to retake one of these four MP Provincial Capitals during their portion of Game Turn 6, the Republicans will win a sudden death victory.

By this rule, the Republican player wins regardless of the current RML. See PB 19.0 for a list of Provincial Capitals.

17.4.3 Starting RML

The RML starts at 72.

17.4.4 Unit Set Up

All at-start units have four-digit hex ID numbers in their upper-left corners; this is the hex where that unit starts the game (**Exception:** Republican units in Extremadura and Andalucía; PB 17.4.4.1).

Place the “Alcázar” counter in hex 2510.

Front Line

The front line border and hex control for each side is the thick line dividing the Nationalist and Republican set-up areas on page 24 of the Rulebook.

Starting Replacement Points

Nationalists: 0

Italians: 0

Republicans: 0

N. Republicans: 0

CAMPAIGN GAME - Units Available for Setup			
Republican			
Hist. ID	Unit	Set up hex	Notes
AM	Asturias Militia	3506	
AM	Asturias Militia	3507	Anarchist
AM	Asturias Militia	3606	
AM	Asturias Militia	3705	
AM	Asturias Militia	3707	
SM	Santander Militia	3509	
SM	Santander Militia	3510	
SM	Santander Militia	3511	
BM	Basque Militia	3512	Basque Nationalist
BM	Basque Militia	3513	
BM	Basque Militia	3514	Basque Nationalist
BM	Basque Militia	3615	
BM	Basque Militia	3615	
ALM	Almería Militia	(1613)	Free set up*
BDJ	Badajoz	(2305)	Free set up*
CM	Córdoba militia	(2009)	Free set up*
EXT	Extremadura militia	(2105)	Free set up*
EXT	Extremadura militia	(2006)	Free set up* Anarchist
GRA	Granada militia	(1711)	Free set up*
HAR	Haro	(1605)	Free set up*
JM	Jaen Militia	(1910)	Free set up*
MLG	Málaga militia	(1410)	Free set up*
MLG	Málaga militia	(1512)	Free set up* Anarchist
AC	Agrupación Cuenca	2515	
ALP	Alpino	3319	
ASC	Ascaso	3220	Anarchist
BUR	Burillo	2912	
CRT	Carot	3119	Anarchist
DRT	Durruti Column	2918	Anarchist
FB	Fernández Bujanda	2517	
GDJ	Guadalajara	2713	Anarchist
GRE	Gredos	2710	
GRM	Guadarrama	2711	
HIE	Hierro	2417	Anarchist
HZ	Hilario-Zamora	3119	Anarchist
JUB	Jubert	2919	Communist
LEN	Lenin	3221	POUM
MNG	Mangada	2610	
MRX	Marx	3020	Communist
ORT	Ortiz	2918	Anarchist
PER	Perea	2712	
PLV	Peñalver	2818	
PRA	Prada	2712	
RIQ	Riquelme	2509	
SAB	Sabio	2712	
SMR	Somosierra	2812	
TB	Torres-Benedito	2416	
VLB	Villalba	3220	

* as per 17.4.4.1

CAMPAIGN GAME - Units Available for Setup*Nationalist*

Hist. ID	Unit	Set up hex	Notes
ART	Arteaga	3408	
AV	Alonso Vega	3413	
AVL	Ávila	2709	
BLG	Beorlegui	3515	Carlist
CAS	Caso	3318	
CAY	Cayuela	3515	Carlist
CCR	Cáceres	2406	
CEB	Cebollino	3013	
CN	Ceano	3704	
CRB	Córdoba garrison	1810	
CRZ	Carranza	1607	
CST	Castejón	1607	Colonial
FA	Faorie	3410	
FG	Figueroa	1307	
GEC	García Escámez	3012	
GI	García Iglesias	3605	
GIS	Gistau	2811	
LA	Los Arcos	3704	
LPT	López Pita	3704	
LTR	Latorre	3515	Carlist
MAR	Mariñas	3016	
MC	Muñoz Castellanos	2617	
MNT	Monasterio	2707	Cavalry column
MNZ	Muñoz	1612	
MOL	Moliner	3312	
NVC	Navacerrada	2911	
OG	Oviedo Garrison	3608	
OL	Ollo	3504	
PLS	Plasencia	2506	
RAD	Rada	2811	
SER	Serrador	2708	
SG	Sagardía	3412	
SLN	Solans	3118	
SUR	Sueiro	2917	
URT	Urrutia	3018	
VRN	Vierna	1607	

Historical Note: *The Carlists were ultra Roman Catholic, conservative militia that were so called because during the civil wars of the XIX century they defended the rights to the Spanish throne of Carlos, from the Habsburg dynasty. A Carlist militia man was called a Requeté, their militia corps were known as El Requeté, and their basic units (large battallion in size) were called Tercios.*

17.4.4.1 Republican Southern Forces

The following Republican columns (ALM, BDJ, CM, EXTx2, GRA, HAR, JM, and MLGx2) may freely set up in, or within one hex of, any Republican controlled town or city in Extremadura and/or Andalucía (Exception: Huelva (hex 1605) and/or Malagá (hex 1410) may only contain a maximum of 2 units each). These units have their historical set-up hexes in parentheses “(xxxx)”.

Chits

All chits labelled “Turn 1” are added to the appropriate pool/cup (6.1).

Support Units

The Nationalists start with one +1 Air unit and their Naval Support unit.

The Republicans start with two +1 Air units. Their Naval Support unit becomes available on Turn 3 (12.2.6).

Eliminated Units

None for either side.

17.4.5 Scenario Special Rules**17.4.5.1 The Alcázar**

The Alcázar (PB 16.1.1) rule is used in this scenario.

17.4.5.2 March Movement

March Movement (13.11) may not be used on Game Turn 1 of this scenario.

Note: Use the 19th Division that converts from the CM Column on turn 7. The 19th Division that enters as reinforcement on turn 8 should not be used in any scenario.

**17.5 1941: Unternehmen Felix (what-if scenario)****17.5.1 Game Length**

Six bi-monthly Game Turns (from Mar–Apr to Nov–Dec 1941).

(Alternative) Historical Introduction

On 22 October 1940, Hitler met Franco at Hendaya, on the French-Spanish border. The *Führer* failed to convince the *Caudillo* to enter the war. Nevertheless, in October 1940 the decision to invade Russia had been taken, so the Mediterranean was regarded by the Nazi despot as a secondary theater. In this

scenario we assume that Hitler decided to secure his southern (Mediterranean) flank in 1941 before settling things with the Soviets in the spring of 1942. Thus, while most of the *Luftwaffe* and the *Kriegsmarine* would keep the pressure on Britain, and the Italians in Libya would be reinforced by panzers in order to reach the Suez Canal, the German *Wehrmacht* would enter the Iberian peninsula.

The 39. *Panzer Korps* was to invade Portugal, a traditional English ally. Also, the 49. *Gebirgsjäger Korps* and the *Gross Deutschland Regiment*, reinforced by *Brandenburg* commandos, would take Gibraltar. Once “the rock” was secured, two divisions, one panzer and one motorized, would garrison the Spanish Moroccan Protectorate, and heavy coastal artillery would be deployed on both sides of the straits.

In this scenario the *Caudillo* proved as stubborn as was historically, so Hitler decided to overrun the peninsula in another lightning campaign as soon as the Pyrenees passes were clear of snow. The plan, codenamed Felix, was to be put into effect in April 1941.

WW2 Scenario Unit Designations

AXIS (Wehrmacht & SS):

TOT: Totenkopf SS
 GD: Gross Deutschland
 LW: Luftwaffe (German Air Force)
 FJ: Fallschirmjäger (parachute infantry)
 FK: Flieger Korps
 Geb: Gebirgsjäger (mountain troops)
 LL: Luftlande (air landing troops)
 Pz: Panzer
 A: Armee (army)

ALLIED

Portuguese

GNR: Guardia Nacional Republicana (Republican National Guard)
 L: Lisboa (Lisbon)
 AP: Aeronautica Portuguesa (Portuguese Air Force)

British & Other

G: Guards
 C: Canadian
 W: Wessex
 FF: Free French
 P: Polish
 RAF: Royal Air Force

17.5.2 Victory Determination

17.5.2.1 Victory Cities

There are 10 Victory cities: Madrid (2712), Barcelona (3023), Valencia (2318), Bilbao (3613), El Ferrol (3802), Corunna (3701), Lisbon (2200), Porto (2901), Seville (1607) and Gibraltar (1208). To win, the Axis player must take a certain number of cities within

the shortest possible time (see Victory Table below). Each city is with 1 Victory Point (VP), except Madrid — which is worth 2 VPs. Each turn in the Victory Table lists two numbers. The lower of the two numbers is the *minimum* number of victory points the German player must have to avoid an Allied auto-victory. The higher of the two is the number of victory points the German must obtain to obtain a German auto-victory for that turn.

Example: *It is Game Turn 4 of the scenario. If the Germans have only 1 or 2 VPs, the game ends with an Allied auto-victory (as the Germans do not have the 3+ listed in the table for Turn 4). If the Germans have 3 or 4 VPs, the game continues to the next turn. If the Germans have 5+ VPs, then the game ends in a German auto-victory (as the Germans have the 5+ listed in the table for Turn 4).*

In addition, the Allied player can win by inflicting a certain number of step losses on the Axis player (17.5.2.2).

Game Turn	Minimum VPs to Avoid Allied Victory	Minimum VPs for German Victory
3	2	4
4	3	5
5	3	6
6	6	6*

* Axis win at the end of turn 6 if they have 6 or more VPs, otherwise Allied player wins

17.5.2.2 German Step Losses Limit

The German player must keep track of the total number of step losses of any type suffered by his units during the scenario. If at any moment the total number reaches 16 or more, play stops and the Allied player is declared the winner.

17.5.3 Starting RML

RML is not used in this scenario (4.2).

17.5.4 Set Up

Place the Game Turn marker in the Turn 7, Mar – Apr 1937 (1941) box of the Game Turn Track.

17.5.4.1 Allied Initial Units & Set Up

The Allied player has available at start the following units (all “Spanish” units are selected from TSCW Nationalist Spanish forces):

Spanish infantry divisions: Any 10 with attack factors of 6, 7 or 8; and any 8 with factors of 5-8-4, 5-8-5 or 5-9-5 (as noted above, use Nationalist units from the Spanish Civil War scenario)

Spanish Armored regiment: AGCS

Spanish Cavalry division: 1

Two Spanish +5 factor air units

Spanish HQ: N, C, GLC, MRC

Fortification markers (PB 17.5.5.7): x 7

Eight Spanish infantry divisions must set up within one hex of the Spanish-French border, such that all hexes on the Spanish side of the border are either occupied by Spanish forces or covered by a Spanish ZOC.

Place two Spanish infantry divisions in or adjacent to Madrid (2712).

Place one Spanish infantry division in or adjacent to each of the following cities: Barcelona (3023), Seville (1607), Zaragoza (3017), Corunna (3701), Valencia (2318), Gijón (3707), Málaga (1410), and Bilbao (3613).

All other units (AGCS armored regiment, 1 cavalry division, and the HQ units) set up anywhere in Spain.

17.5.4.2 Portuguese Set Up

Place all Portuguese units anywhere in Portugal.

17.5.4.3 Axis Set Up

Place all at-start Axis units in France within three hexes of the Spanish border. All German *Wehrmacht* and *Waffen-SS* WW2 scenario units in the countermix are initially available for set up to the Axis player (HQ x 4, armored divisions x 11, motorized divisions x 4, cavalry division x 1, infantry divisions x 13, mountain divisions x 1, parachute division x 1, airlanding division x 1, infantry regiment x 1).

After all units have been set up, up to 3 HQs *per side* and any units stacked with them may be designated as being in reserve mode. The Allied player must make this decision first, then the Axis player.

17.5.5 Scenario Special Rules

17.5.5.1 Game Sequence

The Sequence of Play is the same as in the other scenarios of *TSCW*, with the following exceptions.

- There is no chit play;
- Madrid only generates a –1 L column shift for the defenders, regardless of the defenders' nationality;
- Substitute "Axis" for "Nationalist" in the Sequence of Play;
- Substitute "Allied" for "Republican" in the Sequence of Play; and
- The German player may freely enter Andorra (hex 3422). Allied units may only enter the Andorra hex after a German unit has first entered it.

Game Turn 1 begins with a special Admin phase A.IV.a, allowing the Axis player to paratroop one or both of their paratroop capable units, provided they were set up in a fully supplied secondary supply source (PB 17.4.20). Immediately following the paratroops (if any), play begins at the Axis/"Nationalists" Operational Movement Phase. Play continues normally from this point, with the Allied/"Republicans" taking their movement and combat phases after the Axis.

17.5.5.2 Aircraft

German Aircraft

German aircraft function as described in the main rules (12.2), adding +10 combat factors to any attack or defense that they support. However, they do not give a column shift.

In addition, German aircraft may utilize interdiction to slow the arrival of Allied reinforcements to the front lines. Any hex within 10 hexes of a proper Axis Airbase (12.2.2) can be interdicted.

The effects are:

- No Allied units may utilize strategic rail road movement across the hex;
- No Allied units may use march movement (13.11) across the hex; and
- All Allied movement (including Front Breakthrough) through the hex costs +1 MF.

Allied Aircraft

Allied aircraft function as described in the main rules with the following exceptions:

- No Allied Aircraft may be flown during Turn 1 of the scenario (in attack or defense);
- After each use of a Spanish or Portuguese air unit, a 1D6 must be rolled for each unit. On a 1 – 3, the unit is eliminated (destroyed in the air, on the ground by the Luftwaffe, poor maintenance, lack of spare parts since most of the aircraft were of German and Italian origin, etc). The RAF is not subject to this rule.

17.5.5.3 Overruns

During the operational movement and exploitation movement segments, any armored unit or stack of such units may attack "on the march" against enemy units. A motorized unit may assist in an overrun, provided it begins the movement segment stacked with at least one armored unit.

Overruns are not possible against units in city, fortification (PB 17.5.5.7), mountain or marsh hexes.

Overrun Procedure

The overrunning unit enters the defending unit's hex, paying the normal terrain costs plus 2 movement points and ignoring any EZOCs that would normally prohibit them from entering the target hex. Resolve combat normally, with a 2L leftward odds shift favoring the defender. Supply is checked immediately upon entering the defenders' hex and the overrunning units must be in full supply at this point to conduct the overrun (if they are not, return them to the hex from which they entered the defender's hex and they cannot move any further this segment).

- If all defenders are eliminated, the overrunning unit(s) may continue its movement as long as it has enough movement points, ignoring any EZOC exerted into the defenders' hex.
- If there are surviving defenders, the overrunning unit(s) must return to the hex from which it entered the defenders' hex and can move no further.

To overrun, all overrunning must begin their movement phase stacked together.

Overruns can be performed during both the Operational movement and the Exploitation movement segments, but not during a Front breakthrough.

Overrun Support

Only Axis air units may support overrun attacks. Allied air units may not.

Headquarter artillery support cannot be used during overruns for either side, including artillery support for a headquarters located in the defender's hex (though the HQ would contribute its ground support factors as normal).

17.5.5.4 Strategic/Rail Movement

Spain (even today) has the same railway gauge as Russia, that is, much wider than the standard European gauge. Consequently, an invader would have the same problems with railways that the Germans faced in Russia.

- To reflect this, the Axis may not use strategic movement south of the Pyrenees until Turn 3 of the scenario (Jul – Aug 1941), and they may never use strategic movement south of the Ebro river and/or west of Santander (hex 3710).
- Axis units may use strategic movement in France. Up to four units may move during the strategic movement phase from any French city or town to another. These units must begin that Turn in a city or town.
- Axis rail road (RR) capacity: four per Turn (north of the Ebro only), plus four through France (only).
- Allied RR capacity: eight per Turn (of these, no more than two divisions or equivalents may move into, out of, or through Portuguese hexes).

17.5.5.5 Reinforcements & Replacements

Axis Reinforcements

All Axis reinforcements (i.e., any rebuilt units) enter play at Toulouse (hex 3720).

Axis Resource Points

Axis units may be rebuilt or replace lost steps by using RPs. The Axis player starts the scenario with 30 RP and gets no additional RPs. Axis units destroyed and rebuilt enter as reinforcements in Toulouse (hex 3720).

Allied Reinforcements

British reinforcements may enter play through any of the following ports: Corunna (hex 3701), Gijón (hex 3707), Porto (hex 2901), Lisbon (2200), or Cádiz (hex 1305). All British units except the 43 Division enter as reinforcements on Turn 2 of the scenario (May – Jun 1941). The 43 Division and the Free French/Free Polish units enter as reinforcements on Turn 3 of the scenario (Jul – Aug 1941).

Spanish reinforcement must enter play through designated cities (see below). Rebuilt units may enter play through any Allied controlled city in Spain that can trace a line free of Axis units to Lisbon, Corunna or Cádiz.

If the city or town designated to receive reinforcements is under enemy control the reinforcement unit is permanently lost to the Allied player. The Allied player designates which unit is not received. If the designated city is out of supply the unit is still deployed as long as it does not violates stacking limits (it would begin out-of-supply).

Portuguese reinforcement and rebuilt units may enter play through any Allied controlled city in Portugal that can trace a

line free of Axis units to Lisbon.

Spain receives the following reinforcements:

Turn 2 of the scenario:

Any five 5-8-5, 5-9-5 or 5-8-4 Spanish infantry divisions. Place one each in or adjacent to Barcelona (hex 3023), Madrid (hex 2712), Zaragoza (hex 3017), Sevilla (hex 1607) and Bilbao (hex 3613).

Turn 3 of the scenario:

Any four 5-8-5, 5-9-5 or 5-8-4 Spanish infantry divisions plus the Spanish 2 Cavalry division. Place at least one each in or adjacent to Madrid, Corunna (hex 3701), Granada (hex 1612), Valencia (hex 2318) and Gijón (hex 3707).

Turn 4 of the scenario:

Any three 5-8-5, 5-9-5 or 5-8-4 Spanish infantry divisions. Place one each in or adjacent to Seville, Madrid, and Malaga (hex 1410).

Allied Resource Points

The Allied Player receives the following RPs per Game Turn (starting with Turn 2 of the scenario):

- 1 Portuguese; and
- 5 Spanish

Spanish RPs received are reduced by 1 for each of the following cities that are German controlled during the Resource Point and Reinforcement Segment (Segment III-a) of a Game Turn: Barcelona (hex 3023), Madrid (hex 2712), Gijon (hex 3707) and Corunna (hex 3701).

The British Expeditionary Force (BEF) receives 2 RP every other Game Turn, starting with Turn 2.

Every Allied nationality may only spend RPs from their own country (i.e., Spanish units may only use Spanish RPs, and so forth).



17.5.5.6 Guerrillas

Any attack into Spain would quickly come up against local guerrilla forces resisting the invaders. To simulate this, the German player rolls a 1D6 during the Resource Point and Reinforcement Segment of each Turn and consult the Guerrilla Table.

Guerrilla Table

Die Roll	Result
1	—
2	—
3	10
4	10
5	20
6	30
7+	50

Modifiers:

–1 drm on Game Turn 2

+1 drm if five or more Spanish divisions were eliminated the previous Turn.

+1 drm on scenario Turns 4 and 5.

The number indicated is the number of combat factors (CFs) of German units that are “tied up” suppressing the guerrilla activity. The German player may select any unit(s) for this activity, provided the total CFs of the selected units is at least equal to the required CFs. These units are removed from the map and placed in a “Counter Guerrilla” (CG) holding area (use any area off the map).

If the die roll requires fewer CFs worth of units than currently in the CG holding area, the German player may reduce down to the new required CF level by taking one or more units from the CG holding area and placing them in Toulouse (hex 3720) or any German-controlled city (not town) in Spain that is not adjacent to an Allied unit, at no cost in Strategic Movement capabilities. The unit(s) remaining in the CG holding area must meet the new CF requirements or no unit(s) can be removed. If the die roll requires more CFs worth of units, the German player must take a number of CFs from the map and place them in the CG holding area (again, with no cost in Strategic Movement capabilities for that Game Turn), such that the new CF requirement is now met.

17.5.5.7 The Pyrenees Line

During the Second World War, Franco ordered the building of a fortified line on the French frontier in order to preserve Spanish neutrality. This line included more than 3000 bunkers, pillboxes, artillery posts, observation posts, etc., and stretched from the Mediterranean to the Atlantic. In 1941 the line was far from being complete, but in some areas it was nearly finished. These areas are represented by fortification markers and these markers must be placed in Spanish controlled hexes within two hexes of the Spanish-French border.

Effects of Fortifications:

- Any unit stacked with a fortification marker is treated as being in an intact fortification (15.15). Namely, they defend with a –1 drm, Axis supply LOC may not be traced through them, even if alone in a hex, and units in their hex may not be overrun (17.5.5.3).

- If a fortification is alone in a hex, Axis units can move across them paying one extra movement point (no combat is necessary). A fortification marker is permanently removed once its hex is entered by an Axis unit.

17.5.5.8 Royal Navy Support

Allied units attacking or defending out of Atlantic or Cantabrian Sea coastal hexes can receive artillery support from the Royal Navy.

The Royal Navy Gun support functions in a similar manner to regular naval support (12.3), but generates a favorable odds shift for the Allied forces, instead of a drm (1R on the attack, 1L on defense). This can be used on any one offensive or defensive combat per Game Turn.

17.5.5.9 Portuguese Expeditionary Corps

No more than one HQ, three divisions and three *non-division* (i.e., regiments, brigades, battalions) of Portuguese units may be outside Portugal at any given moment.

Portuguese land units may not move or attack on Turn 1. The Allied player may not use the Portuguese air for any purpose on Turn 1.

17.5.5.10 Gibraltar

Axis units attacking hex 1611 (Gibraltar) suffer a –3L odds shift.

17.5.5.11 Supply

Ultimate Supply Hexes for Axis units are hexes 3821, 3825 and 3725 in France.

Ultimate Supply Hexes for all Allied units (Spanish, Portuguese, British, other) are Corunna (hex 3701), Cádiz (hex 1305), Porto (hex 2901) and Lisbon (hex 2220).

17.5.5.12 Paradrops

The two Axis paratroop capable units (the 7 Parachute and 22 Airlanding divisions) are capable of executing paradrops during the Strategic movement segment. Paradrops are conducted exactly as Landings (11.8), except for the following changes:

- The paratrooping unit(s) must begin fully supplied and in the same hex as a fully supplied secondary supply source (town, city or HQ);
- The target hex must be within 10 hexes of the paratrooping unit; and
- The target hex can be any unoccupied hex that is not a town, city, mountain or marsh hex.

Once landed, the units are considered fully supplied until the start of their next movement phase, but may not move or attack during the rest of the current Turn. Furthermore, they exert no EZOC and defend with halved combat factors if attacked until their next movement phase.



18.0 Detailed Event Summary

NOTE: Events with underlined titles below must be played when drawn. (A:B) indicates the side (A) and turn (B) the chit is first added to the chit pool.

Event 1: Balearic Landings (R:1)

This chit must be played when drawn. Treat it as “No Event” if pulled on Turn 7 (Mar – Apr 1937) or later. Effects: The Republican player must remove from the map any three columns deployed in Aragón or Catalunya, and any one column deployed at Valencia. The Republican Player may use reinforcements scheduled to arrive that turn in either of those provinces; or, if there are not enough columns in those provinces to satisfy the requirements of this Event, the Republican player may substitute any on-map column(s) to replace the unavailable column(s). The units removed return to play as reinforcements two Game Turns later through the coastal cities of Barcelona (hex 3023) and Valencia.

Event 2: Durruti Dies (R:1)

This chit must be played when drawn. The famous anarchist leader Buenaventura Durruti, commander of the column of the same name, dies in combat while trying to rally his men. Decrease RML by one point.

Event 3: Massive Desertion (N:1)

This chit simulates what happened to several Republican columns at the beginning of the war. Those columns lost an important part of their manpower or were even disbanded due to the massive desertion of pro-Nationalist elements that had joined those columns with the idea of fleeing to the Nationalist zone when the opportunity arose.

The Nationalist player may use this chit at any point during the Republican Movement Phase of Game Turns 1 (Jul 1936) – 5 (Nov-Dec 1936) against any one Republican column with attack and defense factors no greater than 1 (each, not in total) that starts or ends its move adjacent to a Nationalist unit. Immediately remove the Republican unit from the map and put it in the dead pile. Treat it as “no effect” if pulled on Turn 6 (Jan-Feb 1937) or later.

Event 4: Nationalist RPs (N:1, 6, 11, 16)

This chit must be played when drawn. Add the number on the chit to the current Nationalist RP total. These bonus RPs may be used in the MAP of the current Game Turn.

Event 5: Oviedo Offensive (R:1)

This chit must be played when drawn and is revealed at the start of the Republican operational movement segment. At the end of the Republican operational movement segment at least three columns and/or divisions must be adjacent to Oviedo (hex 3608) or to a Nationalist unit adjacent to Oviedo. These units must use march movement if necessary, and must attack at least one hex containing Nationalist unit(s) in or adjacent to Oviedo. If the attack is cancelled due to rule 15.25, the conditions of the Event are still considered met. These units may (but are not required to) move out of supply, but may not attack any Nationalist units not in or adjacent to Oviedo. If the Republican player is incapable of moving sufficient units to meet the above requirements, treat this chit as No Event. Treat this chit as “No Event” if Oviedo is not currently in Nationalist hands, or if there are no Republican units adjacent to Oviedo. The Republican player may choose to ignore this Event by paying a cost of two Republican MP.

Event 6: On to the Alcázar! (N:1)

This chit must be played when drawn and is revealed at the start of the Nationalist operational movement segment. Treat as “No Event” if pulled during Game Turns 1 or 2.

If Toledo (hex 2510) is in Republican hands, and the Alcázar of Toledo still resists (PB 16.1.1), the Nationalist player must move at least six steps worth of units currently located greater than two hexes from Toledo, directly towards Toledo during the Nationalist Operational movement segment. These units must use march movement if possible, and must attack any Republican unit in, or adjacent to, Toledo. These units may (but are not required to) move out of supply, or attack other Republican units not in or adjacent to Toledo. If given a choice in movement, they must move in a manner to end as close to Toledo as possible without being out of supply. Of those steps, three or more must be Colonial if possible (if no such columns are available, the Nationalist player may use non-Colonial columns).

The Nationalist player must repeat this action every subsequent Game Turn until a) he takes Toledo or b) the Alcázar falls. *Alternatively, the Nationalist player may ignore this event by increasing RML by 3.*

Event 7: Town Defense (R:1)

This chit may be used by any Republican column(s) defending a town hex (not city) attacked by Nationalist units. Treat it as “No Event” if drawn on turn 6 (Jan – Feb 1937) or later, though may be played on turn 6 or later if previously drawn and held. *Reveal after losses are taken from the combat to cause any one Nationalist attacking column (Nationalist Player’s choice, but see below) to suffer an additional step loss.* If there are one or more Colonial columns among the attackers, one of the Colonial units must take the additional step loss. Remove this chit after use.

Event 8: “Victory” Convoy (N:1)

This chit must be played when drawn. If pulled during Game Turns 1 (Jul 1936) - 3 (Sep 1936), the Nationalist player may select one of the Colonial Army columns scheduled for entry during a later turn and immediately place it on the map as a reinforcement. Treat it as “No Event” if drawn after Game Turn 3.

Historical Note: *On August 1936, a Nationalist convoy called “Victory Convoy” managed to break the Republican blockade of the strait of Gibraltar.*

Event 9: Basque Surrender (N:6)

This chit must be played when drawn. If Bilbao (hex 3613) is Republican controlled, treat it as “No Event”. If Bilbao is under Nationalist control, it has the following effects:

- Immediately remove all Basque units (however, see below) from the game. Those units may not return to play in any way;
- For every four Basque units removed, place one of the Basque units marked A or B on the map one of the hexes occupied by the just withdrawn Basque units;
- Basque units may receive no more replacements for the remainder of the game;
- These units are freed from all movement restrictions affecting other Basque Republican units (these counters represent the Basque Anarchist, Socialist and other non-Basque nationalist outfits that refused to surrender);
- Decrease RML by 1.

Historical Note: *After the fall of Euzkadi, the Basque Nationalist agreed to a separate surrender of the remnants of the Basque units with the CTV commander. The surrender agreement was made effective on 25 August 1937.*

Event 10: Fall of Santa María de la Cabeza (R:6)

This chit must be played when drawn. The Nationalist enclave in the Republican territory of Santa María de la Cabeza (under siege since July 1936) is finally taken by the Republicans. Treat this chit as “No Event” if hex 1911 is currently in Nationalist hands, or had previously been taken and lost by the Nationalist since the beginning of the game.

Effects: Add one to the current Republican Morale.

Event 11: Gernika (N:6)

This chit must be played when drawn. Legion Condor planes destroy the little town of Gernika, in Euskadi, of great symbolic value for the Basque Nationalists. Treat this chit as “No Event” if hex 3614 is currently in Nationalist hands.

Effects: Roll 1D6. On a die roll of 4 – 6, add one to Republican Morale: international reaction against that atrocity increases support for the Spanish Republic, and stiffens the Republicans’ will to fight.

Event 12: Goicoechea (N:6)

This chit cancels the intrinsic combat factor of the Bilbao Iron Belt Line (hex 3613).

Historical Note: *Capt. Goicoechea, engineer of the Basque Corps, was the designer of the fortified system around Bilbao known as the “Iron Belt”. Shortly before the start of the Nationalist offensive against Euzkadi, Goicoechea managed to flee to the Nationalist zone, taking with him the fortification plans.*

Event 13: Italian Submarine Campaign (N:6, 11)

This chit must be played when drawn. Effects: the Republican player loses one RP. If the current Republican RP total is “0”, place this chit on the Republican RP marker and the first new Republican RP received (not Northern RP) is lost instead.

Event 14: Political Unrest (Barcelona Revolt) (R:6)

This chit must be played when drawn. Treat it as “No Event” if played during 1938 – 1939 (Game 12+).

Effects:

- Withdraw from play the LEN/29 Div. counter, either from the map or from the dead pile. It can not return to play in any manner.
- At least one division or three EPR brigades *must* move to Barcelona *if not already there*, either by **direct reinforcement placement, or by** regular, march or strategic movement, and **end** the Game Turn there. **If unable to meet this requirement, the effects of bullets 2, 3 and 4 are repeated in subsequent Game Turns until the unrest is quelled by movement of the division or brigades to Barcelona.** Also, one aircraft unit must be placed on Barcelona, and may not be used in any way to support combats during that Turn (**even a combat against Barcelona, itself**).
- Republican units within six hexes of Barcelona (hex 3023) may not attack at all during that turn (they defend normally).
- Decrease RML by 2.

Event 15: Republican Attacks on German Ships (R:6)

This chit must be played when drawn. If Event 11 (“Gernika”) has not yet been played, treat this chit as “No Event”. Otherwise, the Republican player rolls one die and consults the table below.

Effects: roll 1D6

- On a roll of 1 – 2, add one to the RML — a German battleship had been hit;
- On a die roll of 3 – 4, no effect;
- On a die roll of 5 – 6, the subsequent German reaction decreases RML by one.

Historical Note: *After the destruction of Gernika by the Legion Condor, several German ships patrolling the Spanish coast were attacked by Republican planes and submarines, damaging the pocket battleship Deutschland. As a reprisal, Hitler ordered the city of Almería bombed. On 31 May 1937, German ships shelled that city, killing 16 civilians.*

Event 16: Republican RPs (R:6, 6, 11, 16)

This chit must be played when drawn. Add the number on the chit to the current Republican RP total. These bonus RPs may be used in the MAP of the current Game Turn.

Event 17: Sending Aircraft to the North Zone (R:6)

The Republicans manage to send some reinforcement squadrons to the North zone. This chit provides +1/-1 drm to any one ground combat, either on defense or attack, but only supporting Northern Republican units. Remove it after use. Once the three capitals of the North area — Gijón (hex 3707), Santander (hex 3710) and Bilbao (hex 3613) — have been taken by the Nationalist, any unused Northern aircraft chit is forfeit.

Event 18: Anschluss (R:11)

March 1938, Nazi Germany annexes Austria. This chit must be played when drawn. Treat it as “No Event” if the chit “First Czech Crisis” (Event 26) is in effect.

Effects: Withdraw one Legion Condor air unit. That unit returns to play as reinforcement one Game Turn later.

Event 19: Foreign Volunteers Withdraw (N:11)

This chit must be played when drawn. Once it is in play, put it on the Turn Record Track as a reminder.

Effects:

- Withdraw all International Brigades from play and put them in the dead pile (International Brigades are noted by a red three-pointed star in their upper right corner);
- The Nationalist player receives no more Italian RPs for the rest of the game; i.e., all remaining Italian RPs listed on the RP Schedule are lost. Any accumulated Italian RPs, though, may be used;
- Any Italian HQ in reserve, including any units stacked therewith, must immediately exit reserve mode (and hence, losing the ability to be released in the Exploitation Movement Segment), unless there is currently one or more accumulated Italian RPs;
- Withdraw from play any one Italian Division (historically, it was the XXIII Marzo Division); and
- Decrease RML by one.

Event 20: Franco Declares Neutrality (N:11)

This chit must be played when drawn. Gen. Franco announces that Nationalist Spain would remain neutral in the case of a general European conflict. Of course, that announcement annoys Berlin greatly.

Effects: Decrease Nationalist RPs by one. If the current Nationalist RP total is “0”, place this chit on the Nationalist RP marker and the first new Nationalist RP received (not Italian RP) is lost, instead

Event 21: New German Aircraft (N:11)

The German Legion Condor receives the latest-model German aircraft in order to fight on better terms the more modern Soviet planes.

Effects: This chit may be used on any Nationalist combat supported by one or more Legion Condor units. This chit provides a +1 drm to Nationalist attacking units, and -1 drm to defending units. Remove it from the game after use.

Event 22: New Soviet Aircraft (R:11)

The Republican air force deploys an improved version of the Polikarpov I-16 fighter.

Effect: This chit provides +1 drm to aircraft-supported Republican (not Northern Republican) attacking units in combat, or a -1 drm to aircraft-supported defending units. Remove it from the game after use.

Event 23: President Negrín (R:11)

This chit must be played when drawn. Dr. Juan Negrín, from the Socialist Party, becomes prime minister of the Spanish Republic. His “13 points” declaration and morale-building measures boost Republican Morale. Increase RML by one.

Event 24: Republican Tactical Surprise (R:11, 16)

The Republican player may play this chit against any defending Nationalist unit or stack. The Republican attack will receive a +2 drm. Remove it after use.

Historical Note: This rule simulates the tactical surprise achieved by the Republicans at the beginning of battles such as the Ebro or Teruel, by using infiltration tactics.

Event 25: Casado’s Coup (R:16)

This chit must be played when drawn. If the current RML is at 36 or above, treat it as “No Event.”

Effects:

- Withdraw from play the Republican naval gunfire support counter (historically, the Republican fleet interned itself in Bizerte, French North Africa, on 6 March 1939);
- If Madrid is Republican controlled and there are at least three Republican units in or within two hexes of Madrid, the following occurs. At the start of the Republican operational movement segment, the *Nationalist* player may move up to two Republican units (of any size) and attack with it other Republican unit(s) within two hexes of Madrid. These units must be selected from units capable of reaching Madrid with normal (not march) movement, and may not move further from Madrid. They may be selected from units in Madrid. Any combat(s) are resolved immediately (i.e., do not wait for the operational combat segment) and no supporting combat factors (HQ, air or naval) may be added to either side.
- EPR units may not attack Nationalist units during that Game Turn. They defend normally.

Historical Note: On 5 March 1939, Anarchists and other non-communist outfits of the EPR launched a coup d’etat led by the Army of the Center commander, Casado. After a short and bitter fight between Republican units, the rebels gained control of the situation. Then Casado tried to settle an honorable peace with the Nationalist. But Franco rejected any negotiations, and only accepted unconditional surrender.

Event 26: First Czech Crisis (N:16)

This chit must be played when drawn.

Effects:

- The Nationalist player immediately withdraws from play one Legion Condor (LC) air unit and places it on the turn Record Track two Game Turns later. The following Game Turn, a second LC air unit is withdrawn and placed on top of the first withdrawn LC air unit, such that they both return to play on the same Game Turn. The LC air units can reenter play as reinforcements during that Game Turn. For instance, if the Czech Crisis chit is played on Game Turn 14, both Legion Condor air units will return to play as reinforcements at the start of Game Turn 16.
- The Nationalist player must remove from the map six steps worth of his units. These units cannot be units that are scheduled for withdraw in this, or the following Game Turn. Those units can reenter play, as if they were reinforcements, two Game Turns later (i.e., at the same time as the LC air units); and
- Any Italian CTV or German LC ground unit not currently within six hexes of the French border must be picked up and placed in any Nationalist controlled town/city hex within six hexes of the French border, Nationalist player's choice. These units are not "withdrawn" units within the context of rule 7.8.

Historical Note: *During the Sudetenland crisis, tension between Nationalist Spain and France forced Franco to withdraw some 50 battalions from the main fronts to deploy them in the Pyrenean and Moroccan Protectorate borders.*

Event 27: Massive Purchase of Soviet Weapons (R:16)

This chit must be played when drawn. Treat this chit as "No Event" if hex 3324 (La Jonquera pass, at the French-Spanish border) is under Nationalist control. Once played, place the chit on the 3 box of the General Data Track. This is the number of bonus RPs that the Republican Player receives, but these bonus RPs may not be used until the MAP of the next Game Turn. The Republican player may only place units rebuilt with these RPs in hexes that can trace LOC to hex 3324.

Event 28: Guerrilla Activity (N:16)

This chit must be played when drawn. The Nationalist must remove two steps worth of infantry units from the map. Those steps will reenter play the next Game Turn, as if they were reinforcements.

Historical Note: *The growing activity of the Republican Guerrillas forced the Nationalist high command to assign the 112 Division to counter-guerrilla duties in December 1938.*

Event 29: Recognition of Franco's Regime (N:16)

After the fall of Barcelona, France and Great Britain recognized diplomatically Nationalist Spain in February 1939.

Effect: If any of Barcelona (hex 3023), Valencia (hex 2318), or Madrid (hex 2712) are currently controlled by the Nationalist, decrease RML by two. If not, treat this chit as "No Event".



19.0 LIST OF PROVINCIAL CAPITALS

Note: Provincial capitals are printed on the map in **bold text**, but have also been provided here for your convenience (including the hex number for easy reference).

Andalucía

Seville (1607)
 Cadiz (1305)
 Huelva (1605)
 Granada (1612)
 Cordoba (1810)
 Almería (1414)
 Jaén (1711)
 Málaga (1410)

Aragón

Zaragoza (3017)
 Teruel (2617)
 Huesca (3218)

Asturias

Oviedo (3608)

Castilla la Nueva

Madrid (2712)
 Toledo (2510)
 Guadalajara (2713)
 Cuenca (2515)
 Ciudad Real (2211)

Castilla la Vieja

Segovia (2811)
 Avila (2709)
 Salamanca (2707)
 Zamora (3008)
 Palencia (3209)
 Logroño (3313)
 Soria (3114)
 León (3408)
 Burgos (3311)
 Valladolid (3010)

Catalunya/Cataluña

Barcelona (3023)
 Gerona (3224)
 Lérida (3119)
 Tarragona (2921)

Euzkadi/Vascongadas

San Sebastián (3615)
 Bilbao (3613)
 Vitoria (3413)v

Extremadura

Cáceres (2406)
 Badajoz (2104)

Galicia

Corunna (3701)
 Lugo (3503)
 Orense (3303)
 Pontevedra (3302)

Murcia

Murcia (1916)
 Albacete (2115)

Navarra

Pamplona (3515)

Santander

Santander (3710)

Valencia

Castellón (2518)
 Valencia (2318)
 Alicante (1918)

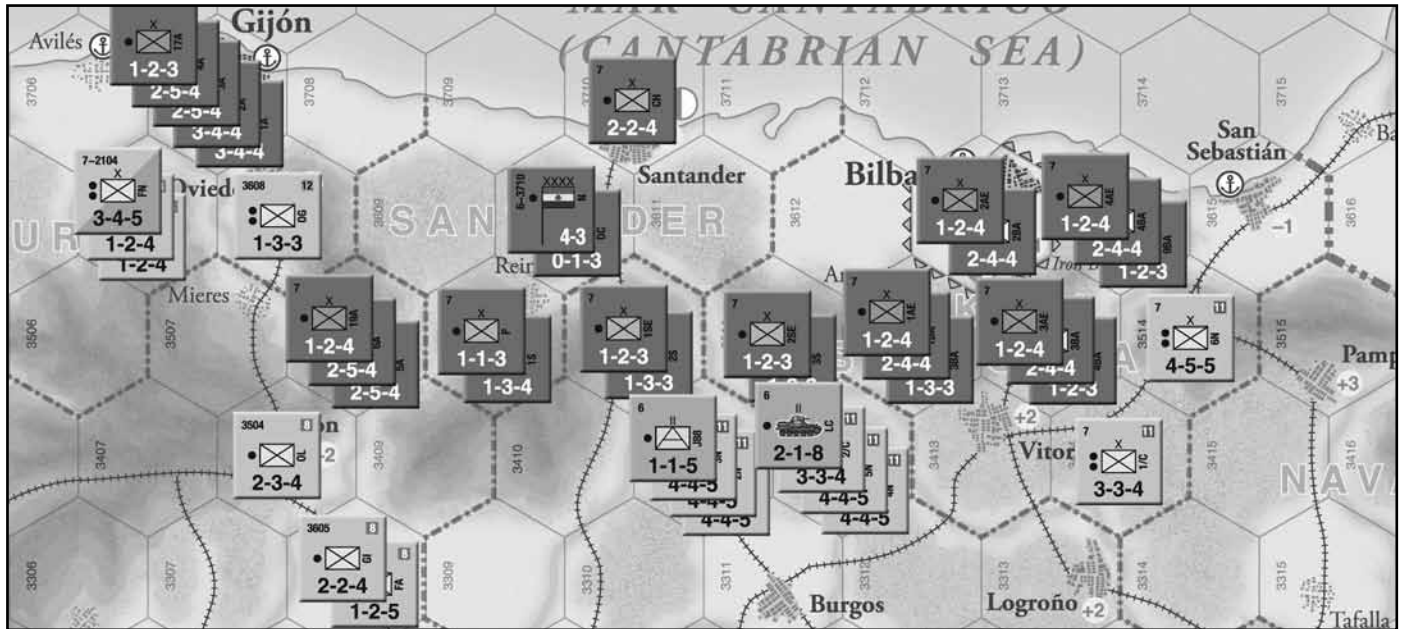


20.0 STEP-BY-STEP EXAMPLE OF PLAY

The following is an example of play illustrating the first turn of The Northern Campaign scenario (PB 17.2) during a playtest of The Spanish Civil War. It should not be considered as an example of the best possible moves. Since most of the activity occurs around Madrid (hex 2712), Zaragoza (hex 3017), and in the Northern Zone, we will focus exclusively on those areas.

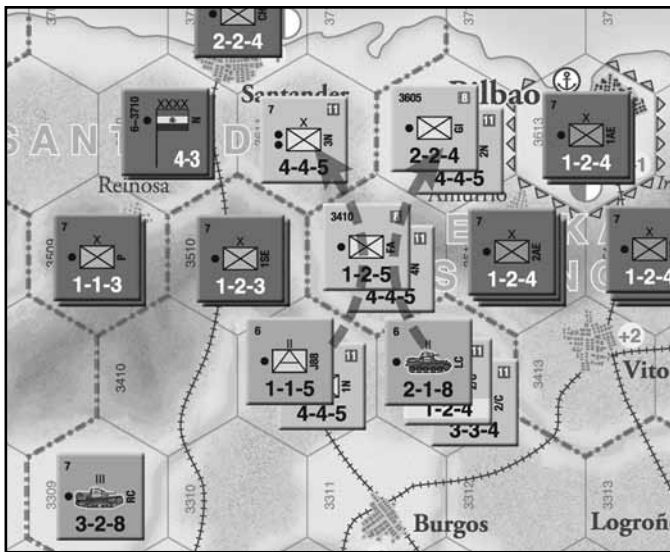
stacked with the HQ, since HQs alone in a hex are vulnerable to being auto-killed (12.1.3). A unit is left behind in the capitals of Santander and Bilbao to prevent a breakthrough from reaching those hexes without a fight.

SET-UP: Northern Zone



The Republicans set up heavily in Gijón, stacking it with as many divisions as possible (4) and one topping battalion (the 17A). The rest of the front line is double or triple stacked, with the Northern HQ in a central position to support as many of the weaker Santander stacks as possible. A weak battalion is

The Nationalists set up defensively around the strong Asturian and Basque forces, deciding to focus on the weak Santander units. The Legion Condor J88 AA unit is placed to participate in the combat in case the Republican player flies his lone Nationalist Air unit (12.2.4).

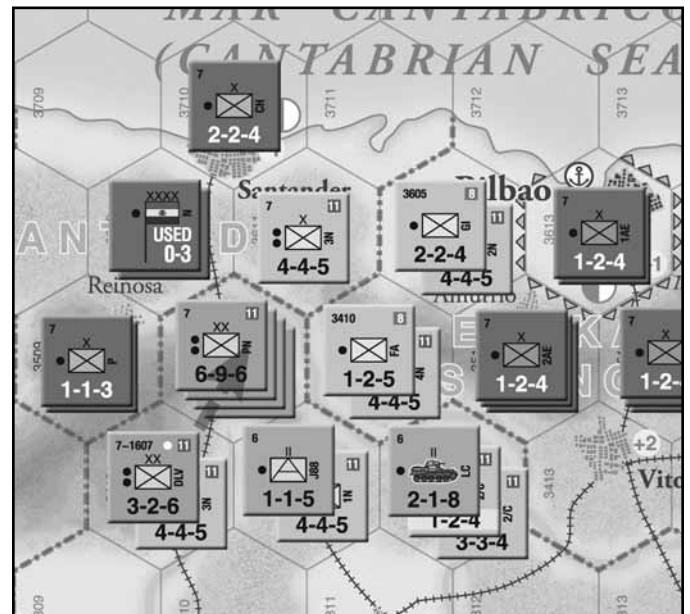


The Nationalists add 9 factors of air to their 28 land combat factors, giving a total of 37 strength. The Republicans, outside of the range of their HQ, decide to add their lone Northern air unit which adds 2, its 4 value halved due to the J88 AA unit. Final odds are 37 to 7, or 5:1. Column shifts are +1 (for Legion Condor air unit; 12.2.5) and -1 (Mountain terrain). Die roll modifiers are a -1 for attacking across a minor river. The Nationalist player rolls a 5, minus 1 becomes 4, or a 1/3 result. Since the Republicans have only 2 steps of units in the hex, the 1 extra step loss is converted to 1 MF of breakthrough (15.23). The Nationalists get to enter the defender's hex for free, then spend 1 MF of additional movement — ignoring all ZOCs. However, the final hex must still be in supply for them to enter it (but Burgos is a supply source near the front lines).

NATIONALIST EXPLOITATION MOVEMENT: Central and Northern Zone



The Nationalist player releases the CTV reserves and sends them to where the Santander front line had been breached, but not until the CTV armored battalion enters hex 3410 (*see preceding illustration*). Since the reserve units are only moving across friendly held hexes, they are able to use march movement (13.11) to also reach hex 3410. The Nationalist declares one attack, supported by 12 factors of air (including one LC air unit). The Republican player cannot commit his remaining air units to defend in the North, since they are not Northern Zone air units. Instead, he commits his HQ to add 4 factors of ground support to the defending units (12.1.4). The final odds end up being 24 combat factors + 12 (air) versus 5 combat factors + 4 (HQ ground support) = 36 vs. 9, or 4:1 odds. The +1 column shift from the LC air unit cancels out the -1 shift from the terrain (Mountain). There are no die roll modifiers (drm) and a roll of a 3 produces a 0/2 result. Since the defender has exactly 2 steps, the attacker can enter the vacated hex but cannot advance further.

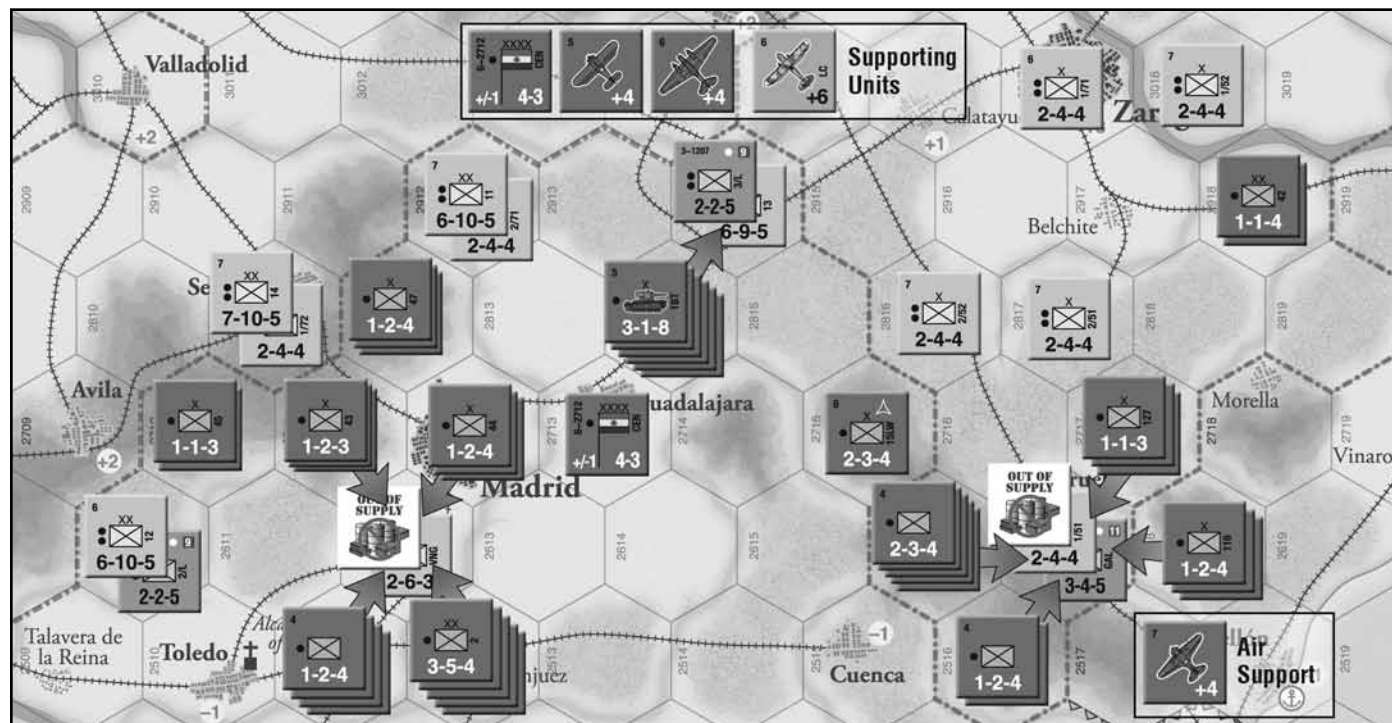


This ends the Nationalist first turn, with Santander threatened since almost all Republican units in the North are now stuck and unable to move (remember, you cannot go directly from one EZOC to another EZOC, even if from a different enemy unit). However, this also means that the Nationalist forces can't get additional units to attack Santander!

REPUBLICAN OPERATIONAL MOVEMENT: Northern Zone

With the EZOCs pinning the majority of units in the Northern zone, the only movement in the North is the HQ and the unit underneath it into hex 3709, then into Santander. This leaves the units in Reinosa (hex 3509) out of supply since they cannot trace to a USS (9.4), but being in a town they will still defend at full strength (9.6). The Astorian units in 3508 — between Mierdes (hex 3507) and Reinosa — are not so lucky, being stuck outside of a town and unable to move due to EZOCs.

REPUBLICAN OPERATIONAL MOVEMENT AND COMBAT: Central Zone



The Republicans decide to be aggressive in the Central Zone, removing the VNG Division and its annoying ZOCs, while also attempting to take Teruel and break through to Soria at the same time.

The Republicans attack the VNG Division with 26 combat factors, while it defends with only 3, since it is OOS and not in a town or city (9.3). Odds are 8:1, which are resolved on 7:1 with +1 drm for greater than 7:1 odds (15.7). The total drms are +1 (odds), +1 (concentric attack; 15.19), +1 (OOS; 9.3), and -1 (river); for a net +2 drm. The Republican player rolls a $5 + 2 = 7$, or a 0/E result. All units get up to 4 MFs breakthrough, though the Republican has some 3 MF units in the attack so they can only advance up to 3 MFs (a unit can never exceed its printed MFs on a breakthrough in a 0/E result). Had the die roll ended up on a 0/7 result, then the units would have only been able to advance up to half their MFs, even though there would have been up to 5 steps/MFs available from the result.

In the second Republican attack, the Republican player attacks the Colonial forces with a stack solely of non-column units (if he had included column units, he would suffer a minus 1 drm; 15.18). He also commits his HQ and spends a RP point for a column shift, in addition to adding the HQ's ground support factors (12.1.3). The Republicans add +4 in air, and the Nationalists add +6 from a LC air unit. Final odds are 27 factors (19 ground strength +4 HQ support +4 air support) vs 17 (6 from air), or 3:2 odds; +1 from the Republican HQ and -1 from the LC air unit. The only drm is -1 for rough terrain. Even on a lucky roll of a 6, with a -1 the final result is a 5, the Republicans don't inflict enough to remove the Nationalists from the hex (a 1/1 result).

The Nationalist reduces the Colonial unit since it is slated to be withdrawn in a few turns (turn 9), even though it cannot be given replacements (7.3).

The last attack is the Republican attempt to take Teruel. Twenty (20) combat factors, supported by 4 from air (24 total) attack 8 combat factors of defending Nationalist units. The Nationalists in Teruel are OOS, but still defend at full strength since they are in a town or city hex (but they'll give the Republicans a valuable +1 drm). Final odds end up being 2:1 (3:1 odds with a -1 column shift for the mountains). Net drm is 0 (+1 for OOS, but -1 for river effects). Note that the Republicans did not qualify for a +1 concentric attack drm, since some of their stacks contain a mixture of column and EPR units. A die roll of 5 is a 1/2 result. Note that the Nationalist player has to flip both units, since no unit can be destroyed until all two step units on that side in the attack have taken one step loss (15.8).

After all combats, the Central front looks secure for the Nationalists, though there are a lot of Republicans ready to attack next turn.

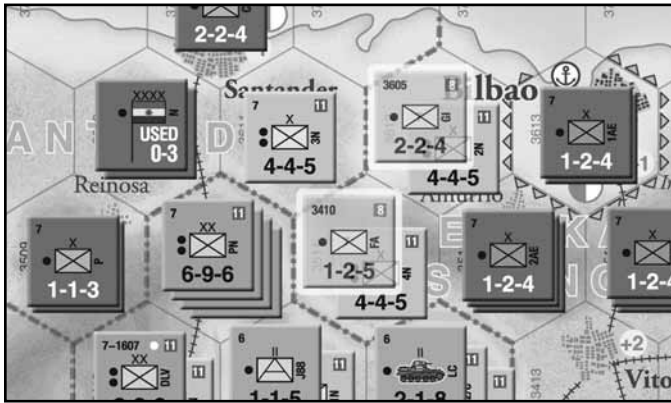
TURN 8 ADMIN PHASE

Goicoechea
Event 12
GT6

Turn 8 sees Nationalist draw the Event 12 chit, eliminating the fortifications around Bilbao. This will prove helpful as they drive on the Basques in the following turns.

Sending aircraft to N. zone
Event 17
GT6

The Republicans draw a chit that they do not reveal (shown at left) noting that it will allow them to add a +1 drm to any Northern Republican attack roll, or a -1 to a Nationalist attack against Northern Republican units!



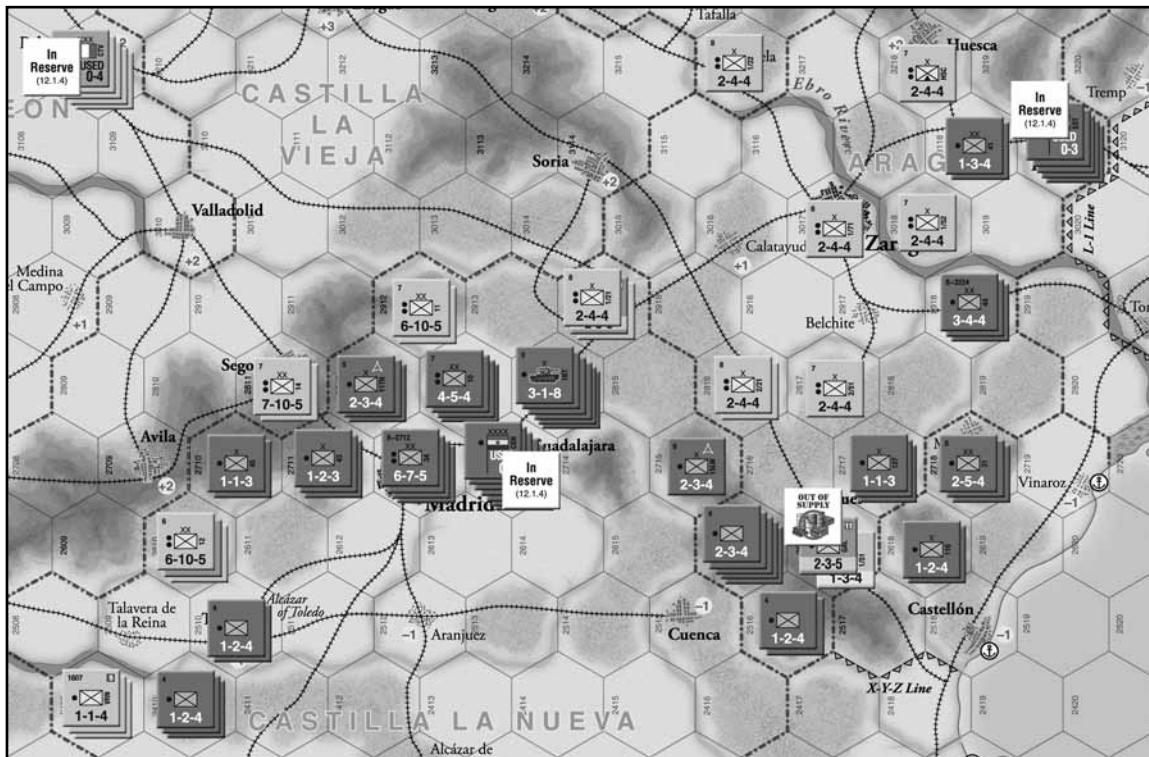
Next comes the Resource Point and Reinforcement Segment (A-III), in which several Nationalist columns are required to be withdrawn (e.g., the FA and GI columns above). The withdrawals make it difficult for the Nationalists to build up their numbers, even if they are able to improve their quality.

The problem the Nationalist player faces is that he has to send units to the central front to hold off the Republican attacks, especially towards Zaragoza and Soria, but he would like to place a large stack of units with the CTV HQ to be placed in reserve. He also has to replace some of the withdrawn columns in the north with new divisions, which can freely reinforce into their hex provided it is in-supply, even if not a city or town (7.8). He decides to try to commit the minimum number of units needed to hold off the Republicans in the Central Zone, while throwing the bulk of his reinforcements against the North.

The Nationalist player is not the only one looking at placing stacks in reserve to be able to launch a series of potentially decisive attacks. The Republican player gets a huge number of reinforcements for the turn, though one is a conversion of the TYL Column into the 153 Brigade (see Republican Militarization Table).

The Republican reinforces under their HQ near Madrid, as well as a newly reinforced HQ after railing (11.4) it from Barcelona to the front lines.

Since rail movement occurs before committing reserves (5.2), the Republican player is able to suddenly place a large stack of units in reserve near Zaragoza. The Nationalist player likewise places units in reserve under the Italian CTV HQ. If attacks go well in the North, he can release them to continue attacking. If not, he can keep them in reserve for a future turn, or release them to shore up his defenses in the center.



Should the Republican Operational combat phase go well, the Republican Player will release his reserves and hopefully crack the Nationalist lines. Only time will tell what will happen...



21.0 PLAYER'S NOTES

The Nationalist Player

Your first goal is to link the Southern and Northern Nationalist zones. You should secure the railroad Huelva-Mérida-Cáceres in order to move by rail the Colonial units landing at the southern ports. Low Republican movement factors and the high-quality Colonial columns will allow you to make contact with the troops around Cáceres by Game Turn 4 at the latest.

The better route is the one historically followed by Franco; through Extremadura. The Portuguese frontier will cover your left flank.

On the other fronts, launch a limited attack against San Sebastián (hex 3615) with the columns forming at Pamplona. Also, garrison Zaragoza with at least two columns, one of them Colonial, in order to prevent any Republican chance of taking that city during 1936.

Once you've contacted with the Northern Nationalist zone, there are two basic options: Madrid, or the North zone. If you choose the second one, the first EPR units that will begin to appear around Madrid by Game Turn 6 and later will force you soon to dispatch Colonial units towards Madrid, Andalucía or Aragón. Though the EPR attack abilities are limited, the Nationalist columns are not a match for them if they are not supported by air and Colonial units. In addition to this, the "Northern Gambit" is a risky strategy because of rule 4.3; if the Republicans take, for instance, Teruel, Oviedo and any two other MP towns, the Nationalist player loses the game.

A more orthodox strategy will be to prevent the Republican player from taking any Nationalist MP hex. By the spring of 1937, when the first regular Nationalist divisions will be formed, the Nationalists will have enough troops to defend their overextended lines while attacking in strength in the North.

The best area to begin the Northern drive is Euzkadi, because in that region the militarization was finished later than in Asturias and Santander. Also, the rules limiting the number of non-Basque units that can enter Basque hexes will reduce the number of defending units. Finally, there is the "Basque Surrender" chit.

Sooner or later, the Northern Republican zone will fall. As in the historical conflict, the key will be the North zone. If the Republicans manage to resist there until 1938, then the EPR will have the opportunity to launch in August – September a winning offensive against MP cities. Otherwise, if the North zone falls as happened historically (October 1937) then the Nationalists will be in a winning position.

There will be two options: Madrid, or an offensive in Aragón towards the sea and Barcelona or Valencia. The other fronts (Andalucía, Extremadura) do not offer any decisive targets.



The Republican Player

During the 1936 campaign, your main goal is to delay for as long as possible the linking of the two Nationalist zones, then defend Madrid in order to prevent a "Sudden Death" Nationalist victory. The "Mandatory Offensive" chits will force you to divert units badly needed for the Central front. But, on the other hand, you should maintain the pressure in Aragón and Andalucía; move your columns against Zaragoza, Huesca, or Córdoba. This will force the enemy to send units from other fronts.

In the North, fall back as soon as possible behind the Deva (the river that runs west of Bilbao). Don't try to defend San Sebastián for too long.

At the beginning of the Nationalist Northern drive, defend Bilbao to the last man; in the Central zone, concentrate everything (all tank and International Brigades, all air units, your best infantry divisions) against any one Nationalist MP hex and launch an all-out offensive. This will force the Nationalist player to send units and airpower from the North front. For that purpose, it will be handy to form a strategic reserve, with a dozen or so of strong infantry divisions and one or two Army HQs.

After the fall of the North zone, expect strong attacks in Aragón and Madrid. The most likely is a "dash to the sea" as happened historically. But, if during 1937 you have taken one or two Nationalist MP hexes, you can attempt to gain the initiative by launching an offensive against a Nationalist MP city, like the EPR did in Teruel in December 1937.

Before the spring of 1938, declare a "general mobilization" and get ready to resist. But keep an eagle eye on any Nationalist MP hex in the secondary fronts; a surprise attack in Andalucía, Segovia, Ávila or Extremadura will force a decisive delay in the Nationalist timetable.

22.0 DESIGNER'S NOTES

By Javier Romero

The “mandatory offensives” chits simulate the lack of a unified command on the Republican side during the first months of the war. In fact, there were many groups and interests on the Republican side with their own goals and objectives: the Catalan nationalists organizing their “own” landing at Mallorca, the Anarchists attacking towards Zaragoza, or the Asturians concentrating against Oviedo instead of attacking the weakly defended mountain passes that led to North Castille.

On the “other side of the hill” there were also many political groups: the Spanish Fascist Party, the Falange, and the ultra-Catholic, conservative Carlist militia had little in common aside from their fanatic anti-Communism. But the difference between Nationalist and Republican was that the Nationalist military firmly controlled the situation from the start: political militias were allowed, but always under military command and integrated in regular divisions and brigades.

The chits are designed to prevent players from operating with 20-20 hindsight. During the autumn of 1936, for instance, the more logical Republican strategy would have been to try to prevent the Colonial Army from linking with the Northern Nationalist zone; or attack up the Ebro valley in order to contact with the Northern zone. But the “mandatory offensives” also affect the Nationalist. That’s because in the Spanish Civil War, and especially at the start, political and propaganda objectives like Madrid or relieving the sieges of Oviedo or the Alcázar were regarded as almost as important as the strictly military objectives since no one suspected that the war would last almost three years.

The “sudden death” victory rules, especially the Republican one, represent the great importance that both sides conferred to morale and propaganda objectives. The Republican sudden death victory rule may seem strange, and deserves an explanation. Without it, we cannot simulate the way how the war was fought.

Historically, Republican offensives that only conquered a few square kilometers forced Franco to stop his offensives elsewhere and send troops, guns and planes to retake that terrain in long and bloody attritional battles such as Brunete, Belchite, Teruel or the Ebro. This only served to increase the butcher’s bill for the Republicans but also for the Caudillo’s troops, and delayed the end of the war for many months. These decisions were complete nonsense from a strictly military point of view.

Some historians (Paul Preston, for instance) have tried to explain this by arguing that Franco was fighting a war of annihilation: for him the objective was not to defeat the “red” Republicans, but to *exterminate* them, or at least the great majority of them.

The Republican MP in hex 3220 (Trempe) represents the hydroelectric power stations that supplied the Barcelona industrial area. Its loss in the spring of 1938 was a crippling blow for both the Republican industrial capacity and civilian morale.

Gamers will notice that the Balearic Islands are not in the map. The reason for this is that, in my opinion, the Republicans never had a chance to conquer them during the war. Not even during the landing of August 1936 that did little aside from changing the name of the only town conquered from Porto Cristo to Porto Rojo (“Red Harbor”). Therefore, it didn’t make much sense to include it in the map. Of course, I am aware that control of Mallorca was decisive in the long term; when it was clear that the war was going to go on for years. But the decisive effects on the arrival of supplies for the Republic due to the control of Mallorca by the Nationalists is modeled into the Event chit system, variable number of Resource Points received, etc.



23.0 HISTORICAL COMMENTARY

The Spanish Civil War: *The History Behind the Design*

By Javier Romero

The Three Phases of the Spanish Civil War

Despite a relative surge of Spanish Civil War simulations over the last few years, this conflict is still considered a relatively obscure subject, especially when compared with the number of titles published on the conflict that began exactly five months after the end of the fight in the peninsula. Historically, the conflict began as a military coup that degenerated into a three-year long war; and therefore most Spanish Civil War simulations start just when the coup phase is over and the territories controlled by each side are (more or less) well defined. *TSCW* is no exception. In addition to the coup phase, the war can be considered to have two additional phases: the Columns’ War (up to around the battle for Madrid) and the Regular War phase.

The Columns’ War (July 1936 – early 1937)

In July 1936, part of the Spanish Army rose in rebellion against the government of the young republic. What was expected to be no more than a short and relatively bloodless coup d’état degenerated instead into a fratricidal civil war, with the origins of the war being too complex to be discussed here.

Since the war was expected to be short, both sides began dispatching hastily raised “columns”. Formed by volunteers, political party and union militias and regular army battalions and companies, the columns marched towards Madrid and other enemy-controlled cities. The first few months of the war were in a certain way a continuation of the coup phase, because the key was control of the cities, and especially the center of all political power, the capital, Madrid, which remained under Republican control after the failed coup. So most Nationalist columns converged on Madrid from the north and west, as did the elite Colonial units (the only fully professional units in the Spanish army in 1936). Both sides believed that the fall of Madrid would be decisive; and, in fact, without the arrival of massive military aid for both sides, probably the war would have ended before the end of 1937. However, within weeks of the outbreak of the war both sides began to receive support from abroad, in the form of military advisors, volunteers, weapons and troops from the USSR, France, Germany, Italy, Britain, the USA, and Canada, among many others. This obsession with Madrid and other cities is simulated in *TSCW* by the “mandatory offensive” chits.

The conflict changed from a series of sporadic, local clashes during the first months of the war to a more conventional conflict during and after the battle for Madrid (October 1936 – March 1937). The main units in the initial stage of the war were the highly mobile “column” units, which lacked the ability to support each other. These tactics worked well for the Nationalists against the poorly trained and equipped early war militias, but against the better organized and armed Republican army formed during the battles for Madrid, the tactic was quickly proven a failure. To simulate this maturation, most early Republican units in *TSCW* have two steps: the first representing their “column” stage or “militia” side, the reverse of the unit being the “Ejército Popular” (People’s Army) side.

The Columns War phase was also distinguished by the lack of reliable maps that greatly influenced the operations of units. The war in 1936 was waged using 1:400000-scale maps, such that Republican staff officer Colonel Vicente Guarnier called the operations of the early stages of the Spanish Civil War “The War of the Michelin Maps” because the Michelin Guides were the most detailed (and widely distributed) maps available... when in general the maps used by artillery and infantry in the world wars was 1:20000-scale (for the artillery) and 1:50000- to 1:10000-scale for the infantry. That is, the Military Cartographic service of the pre-war army had not yet mapped the peninsula, Balearic, Canary Islands and the Moroccan Protectorate when the war broke out, so more often than not columns had to “maneuver” and plan their offensives using Michelin road maps (at least they knew where the good restaurants were!). The lack of good tactical maps meant that the offensives were completely road-bound; hence the importance of defending road junctions. Even at Guadalajara the recently arrived Mussolini Expeditionary Corps used the Michelin guide to plan its offensive, with predictable results.

The Regular War Phase (Spring 1937 – early 1939)

By mid-1937 both sides had finished the process of converting the militia columns into regular armies. The Nationalists now deployed brigades and divisions, while the elite Colonial units were used as spearheads of the offensives or as defensive reserves in the quiet sectors.

For the Republicans there was also a regular army at brigade – division level, with the average regular unit being, if not apolitical, at least loyal to the central government. As the war went on professionalism and discipline increased among the Republican forces.

Referring to maps and cartography, the Nationalist had also a great advantage during the mid and later stages of the war because the Italian Volunteer Corps (the CTV) came with a complete cartographic section (*Sezione Topocartografica*) which was quickly put to work. They printed and distributed more than 500,000 maps at the 1:20000, 1:50000 and 1:20000 scales. The photo reconnaissance section of the German Legion Condor was also of great help for the Nationalist cause. While the Republicans had the Cartographic Center and most printers in their zone at the beginning of the war, this initial advantage was somewhat reduced by the initial chaos in their zone and the lack of qualified personnel (most officers and military cartographers sided with Franco). Still, by 1938-39 the Republicans managed to print a sizable number of good quality maps.

While the armies of the Spanish Civil War were basically infantry armies, there were a few forays into motorized warfare: that of the Italian CTV at Guadalajara in 1937 (actually the Italians attacked with a motorized convoy rather than a mechanized force) and that of the Republican attack at Aragón in October 1937. This attack was called “Operation Moscow” and consisted of the Republican infantry riding Soviet-style BT-5 tanks. Both of these ended in failure. In general, the limited armor was used in an infantry support role. The terrain of Spain and the lack of a sophisticated road net truly limited mechanized force effectiveness, much like what the American Army experienced in Italy in WW2. Armor is represented in *TSCW* by armored units without organic infantry and/or attached artillery.

During this stage of the war, the Nationalists enjoyed at least two distinct advantages over the Republicans, besides having better maps. First, the Nationalists received support from the Italian and German airforce, as well as Italian artillery, including specialized AA and antitank units. The Italians, aside from bringing their own artillery, provided the Nationalists with hundreds of guns with ammunition. However, both sides continued to lack enough artillerymen to provide all divisions and corps with their own organic artillery. Second, if the Nationalist leadership at the highest level was somewhat poor to say the least (Franco), at the lower levels — especially so at the regiment-battalion level — it was much better than that of the Republicans.

The Nationalist firepower superiority was due to the massive arrival of foreign aid from Italy, Germany and other countries, as well as being able to buy cheap fuel from American and British petroleum companies. Meanwhile, the Republicans had very limited access to the armament markets; they could only buy weapons from the Soviet Union and a few other countries, such as Czechoslovakia or Mexico.

By mid-1937 the Republicans had a sizable force divided between two main areas: the North and the Central and Eastern zones. The Nationalist concentrated and achieved numerical superiority against the weaker Northern Republican zone in April 1937, when they realized that Madrid would not be easily taken. Once the Northern zone was eliminated, the Nationalist redeployed their units guarding that front into a mass of maneuver that would allow them to win the war. In fact, the key to the entire war was the Northern zone. Had the Northern zone been able to resist longer than it did, the Republicans in the Central and Eastern zone would have had more time to organize a disciplined force with which to take the offensive. After the battle of Madrid, the war was basically a struggle between Republican masses and Nationalist masses with vastly superior firepower.

International Air Wars

One interesting additional element to the Spanish Civil War was the fact that various participants in the conflict sent planes and volunteers to fight in the skies above Spain: from the USSR to Germany to even Mexico. In addition to ground support, air power was used against civilian targets, such as Luftwaffe and Italian Air Force volunteers' aerial bombardments of cities in Republican territory.

At the beginning of the war, the pre-war Spanish Air Force mostly sided with the Republican government: about two thirds of approximately 300 planes and some 250 pilots. With the Republican-controlled navy blockading the strait of Gibraltar (this blockade would last until October 1936), the Nationalist aircraft in Morocco were committed to transporting the crack units of the Army of Africa to Seville and Granada. The Nationalists succeeded in organizing the first air bridge in history using a handful of civilian and military DC-2 and Fokker F-VIII aircraft, later reinforced by Ju-52 transports sent from Germany. The units of the African Army allowed Franco to consolidate control of southern Spain before marching on to Extremadura, Toledo and Madrid.

The arrival of the first Italian air units in September 1936 (Fiat CR-32 biplane fighters and Savoia 81 bombers), tipped the scales tactically in favor of the Nationalists. The Republican air force was comprised of mostly outdated French planes: Breguet XIX, Loire, Potez, Dewoitine or Nieuport 52. The Italian *Aviazione Legionaria* (technically they were attached to the Spanish Foreign Legion) gave the Nationalists air superiority for at least two months. That superiority, however, was contested in November 1936 by the arrival of Soviet aircraft and pilots (primarily I-15 "Chato" fighters and Tupolev SB-2 "Katiuska" fast bombers). The Soviet bombers were actually faster than the

He-51 and CR-32 enemy fighters! In mid-November 1936, the first Polikarpov I-16 fighters (called "Rata" or "rat" by the Nationalists, and "Mosca" or "fly" by the Republicans) arrived for the Republican side. Not to be outdone, later that month Germany shipped the Legion Condor to Spain. Despite these powerful *Luftwaffe* machines, the Republicans seemed to enjoy the tactical edge in the skies, and Italian defeats mounted, including at Guadalajara (March 1937).

In early 1937, the Republican enclave in the North received a few Soviet planes, but the successful Nationalist blockade of the northern coast of Spain made shipments by sea very difficult. Some aircraft sent (including a few American planes) were even captured at sea. Fighters of the era (Soviet I-15 fighters basically) had insufficient range to fly to the North from the central Republican zone. Several expeditions were organized to ship aircraft to the North, usually with a two-engine plane acting as a pathfinder; however, the northern theater saw very little air combat due to the sealed French border and to the coastal blockades.

All told, by the summer of 1937, the Republicans had more operational aircraft (377 planes with Spanish, Soviet and foreign mercenary crews, including Americans such as Frank Tinker who achieved "ace" status flying a Polikarpov I-15) than the Nationalists. However, the Nationalists were still able to achieve air superiority in the North at this time by concentrating their air force against the small Northern Republican air force contingent. It should be mentioned that it was during the Northern campaign when the Legion Condor experimented (under combat conditions) with dive-bombing using a handful of Ju-87A and Ju-87B Stukas.

The fall of the Republican Northern Zone, with the battles of 1937 and early 1938 (Brunete, Belchite, Teruel and the offensive towards the Mediterranean), was marked by severe losses in planes and pilots for the Republican side. In addition, the Nationalist blockade of the Mediterranean coast, coupled with the Italian submarine activity against Soviet shipping, prevented the arrival of new Soviet planes for several months, all while the Italians and Germans kept sending more and better aircraft during the winter of 1937-38, including Me-109 that could battle the I-16 fighter planes on equal terms. With air superiority achieved, the Nationalists would keep it until the end of the war. In any event, shipping airplanes to Iberia had become a game of showmanship for the international combatants. In addition, Spain was a fertile field for the foreign powers to test their new 'toys' against their future enemies in World War II. Almost all of them learned the wrong lesson on the effects of tactical and strategic bombing, especially the Germans and Italians. The reasons for this were the peculiar characteristics of the Spanish Civil War: some authors have defined it as the "first limited war" of the 20th century, along the lines of the Korean and Vietnam wars. It was the first model for the proxy wars fought out during the Cold War era in which both combatants could not fully apply their military potential because of diplomatic, political and even moral factors. Therefore, the theories of Mitchell and Douhet of victory achieved through strategic bombing were not fully implemented but only partially tested.

24.0 Index of Terms

AA: 12.2.7

Advance After Combat: The entering of an eliminated defender's hex (only) after combat. There are no MFs expended for advancing after combat – 15.23

Air Base: 12.2.2

Air Range: 12.2.2, PB 17.5.5.2

Alcázar: PB 16.1.1

Ammo Shortage: 15.16

Artillery Support: 2.4, 12.1.5

ATB: Armored Train Brigade – PB 16.2.2

Blue-dot Chits: Must Play Event chits revealed at the start of that side's Operational Movement Phase – 6.4

Bridged Rivers: 13.11.2

Coastal Town/City: 11.5

Coastal hex: 11.8, 13.12.6

Colonial: 2.6, 7.3, 15.17

Column Shift: A shift of an odds column on the CRT (+1 columns for pro-attacker and –1 columns for pro-defender.

Columns: 2.9, 2.15

CFs: Combat Factors – 2.4, 2.10

Combat Units: 2.3, 2.8, 2.9, 12.1

Concentric Attack: 15.19

Control: The owner of a hex — usually either the player who started the scenario owning the hex, or the player who controlled the last unit to walk through a hex. Important for many game functions — strategic movement, supply, march movement, etc. Enemy controlled hexes are those hexes owned by the other side; all other hexes are “friendly” controlled – 10.7

CRT: Combat Results Table – see PAC

CTV: *Corpo di Truppe Volontarie* — the Italian expeditionary force sent to Spain, which fought on the side of the Nationalist forces – 2.17

dr: die roll – the roll of one six-sided die.

drm: die roll modifier – a number added to any dice rolled.

EPR: *Ejército Popular de la República* — the regular army forces of the Republicans

Evacuation Movement: 13.8

Event Chits: 6.1, 6.4

Exploitation Movement: 5.2, 12.1.4, 14.0

EZOC: Enemy Zone of Control — a ZOC exerted by a unit from the other side – 10.3

Feeding Bottle Levy: 7.11

Fortifications: 15.14, PB 17.5.5.7

Free Deployment Unit: A Reinforcement that has only a turn entry number, or a unit Rebuilt from the dead pool. Free deployment units can enter at a Withdrawing units location – 7.4, 7.8

Free Set Up/Free Deployment Zone: The 10 Republican Columns that start in Extremadura and Andalucía province – PB 17.4.4.1

Front Breakthrough: The expending of additional, unfulfilled step losses in a combat as additional MFs *after* Advancing After Combat – 15.23

General Mobilization: 7.8, 7.10

Generic Brigade: Six Republican Brigades that carry no other unit designation

Ground Support: 12.1.3, 12.2.4

Guerrillas: PB 17.5.5.6

HQ: Headquarters – 12.1

Infiltration Movement: PB 16.2.10

Internationals: Republican units marked with a red triangle, representing foreign fighters – PAC, PB 16.2.6

Landings: 11.8

Large Battle: A combat involving 4+ defenders and at least an equal number of attackers (ignoring HQs for both); results in two die rolls for combat results – 15.9

LC: Legion Condor – 2.6, 12.2.5

Limited ZOC: A ZOC exerted by a Column unit — always stops supply tracing, but only functions as regular EZOC (stopping movement) if Column is in a fully supplied town/city – 10.6

LOS: Line of Supply — a path of hexes traced for supply determination – 9.4

Madrid: 15.15

MAP: Mutual Administrative Phase – 5.2

March Movement: 13.11

MFs: Movement factors – 2.11

Militarization: The term used to cover the converting of Republican Columns into regular army — EPR — forces. Occurs during the MAP of Game Turns 4 to 8 – 7.5

Minimum Move: 13.3

Motorized: 2.8

MPs: Morale Points – 4.2

Must Play Event: Event chit that must be played when drawn. Includes Yellow-dot and Blue-dot chits – 6.4

Nationalists: 1.1, 3.1

Northern Republicans: Asturias, Santander and Basque units – 7.3, 7.12, 12.2.3, 13.10

OOS: Out of Supply – 9.1-9.4, 15.17

Operational Movement: 5.2, 13.0

Overrun: PB 17.5.5.3

PAC: Player Aid Cards

Paradrops: 17.4.20

Political Allegiance: The unique political make up of many of the Republican Columns prevent them from stacking, or attacking, with each other – 15.25.2

Provincial Capitals: Bold-text city names on the map representing key morale point centers – 4.0, 19.0

Pursuit: 15.24

Rail Movement: 11.4

Rebuild: Returning a unit from the eliminated box to play at a cost of 1 RP – 7.6

Regular Movement: 13.1, 13.3

Reinforcement: In the MAP, a unit entering into play for the first time during that turn. Reinforcements either enter at a specific hex or are Free Deployment Units – 7.8

Replenishing: Flipping an on-map reduced strength 2-step unit to its full strength side at a cost of 1 RP – 7.6

Republican Attack Organization: The unknown effect of what will happen when attacking with Republican Columns – 15.25.1

Republicans: 1.1, 3.1

Reserves: 12.1.4

RML: Republican Morale Level – 4.2

RPs: Resource Points – 7.2

Secondary Supply Source: Any friendly-controlled town, city or HQ – 9.4

Sea Movement: 11.5

Strategic Movement Limits: PAC, 11.0

Sudden Death Victory: The instant loss of the game for either side upon losing certain key political targets – PB 17.4.2.1, PB 17.4.2.2

Support Units: Air and Naval units – 2.3, 12.2

Town/City Supply: 9.6

USS: Ultimate Supply Source: 2.2, 9.4

Victory/Morale Point Hexes: Any town or city with a positive blue or negative red number – 4.2

Withdrawals: 7.4

Yellow-dot Chits: Must Play Event chits revealed immediately when drawn – 6.4

ZOC: Zone of Control – 10.1-10.6

Summary of Events

Event 1: Turns 7+ = No event. Remove 3 Aragón/Catalunya and 1 Valencia columns. They return to map in two turns through Barcelona and/or Valencia.

Event 2: Reduce RML by 1.

Event 3: Turns 6+ = No event. Play during/end Republican move. Remove one Republican column with 0-1 attack & defense adjacent a Nationalist unit.

Event 4: Nationalists gain listed RP's, available immediately.

Event 5: 3 columns/divisions must end adjacent to Oviedo or Nationalist unit adjacent Oviedo & must attack one Nationalist hex. Ignore for -2 RML.

Event 6: Turns 1-2 = No event. Six steps of units >2 hexes from Toledo (3+ colonial, if possible) must move to Toledo and attack Republican units in or adjacent Toledo. Repeat until Toledo is Nationalist or Alcázar falls. If Toledo is taken before Alcázar falls, reduce RML by 1 (per PB 16.1.1).

Event 7: Turns 6+ = No event. Play in Nationalist combat segment. Republican column defending in town (not city) causes +1 column steps (colonial required, if attacking).

Event 8: Turns 4+ = No event. Select any one subsequent arriving Colonial reinforcement to enter now.

Event 9: If Bilbao is Nationalist controlled: (1) remove all Basque units; (2) add 1 Basque A, B unit per four units removed; (3) no more Basque replenishment; (4) Basque A, B units free to move anywhere; and (5) reduce RML by 1.

Event 10: No event if hex 1911 is, or was, Nationalist controlled. Otherwise +1 RM.

Event 11: No event if hex 3614 is Nationalist controlled. Otherwise, roll die: on 4-6, increase RML by 1.

Event 12: Cancels Iron Belt (hex 3613).

Event 13: Republican loses 1 RP immediately, or when receiving new RP's if currently at 0 RP.

Event 14: Turns 12+ = No event. Withdraw LEN column/29 Division. One division or three EPR Brigades to Barcelona, plus one air unit. No Republican attacks from within six or fewer hexes of Barcelona. Reduce RM by 2.

Event 15: Gernika (event 11) must have been played, otherwise = No event. Roll a die: 1-2 = +1 RML; 3-4 = no effect; 5-6 = -1 RML.

Event 16: Republicans gain listed RP's, available immediately.

Event 17: Provides +1/-1 drm on attack/defense in Northern zone, if used before all three Northern capitals have fallen.

Event 18: No event if Czech Crisis (event 26) in effect. Otherwise, remove one LC unit for one turn.

Event 19: Withdraw all international brigades. No additional Italian RP's (current are kept) and withdraw one Italian division. CTV HQ (and units therewith) forced out of reserve mode if no saved Italian RPs. Reduce RML by 1.

Event 20: Nationalists loses 1 RP immediately, or when receiving new RP's if currently at 0 RP.

Event 21: Provides +1/-1 drm on attack/defense to one attack including a LC air unit.

Event 22: Provides +1/-1 drm on attack/defense to one attack including a Republican air unit.

Event 23: Increase RML by 1.

Event 24: Provides a +2 drm on one Republican attack.

Event 25: RM 36+ = No event. Otherwise: (1) withdrawn Republican naval unit; (2) If Madrid is Republican controlled, *Nationalist* player can move up to two Republican units to attack it; (3) EPR units cannot attack this Game Turn.

Event 26: Remove one LC air unit this turn and next turn, both to return two turns from now. Remove six steps of units, all to return in two turns (not units withdrawing during that time). All Italian CTV units must try to end within six hexes of French border.

Event 27: No event if hex 3324 is Nationalist controlled. Otherwise, gain 3 special RPs starting next turn, only for hexes that can trace supply to hex 3324.

Event 28: Nationalist removes two steps of units, which re-enter next turn.

Event 29: If any of Barcelona, Madrid or Valencia is currently Nationalist controlled, decrease RML by 2. Otherwise, no event.

EXPANDED SEQUENCE OF PLAY

A) MUTUAL ADMINISTRATIVE PHASE (*Nationalist, then Republican in all segments and all performed in sequence*)

I. Chit Pull Segment (6.0)

- a) Draw 1 event chit (6.2) and either reveal or hold (but see below for “must play” events).
1. Yellow-circled are revealed immediately; blue-circled at start of your Operational Movement Segment.
 2. “No Event” chit returned to pool. “No event” due to not meeting conditions are removed from game.
- b) Add new chits (if appropriate).

II. General Mobilization Segment (Republican only) — both options once per game only

- a) General Mobilization (7.10): requires RML \leq 50. Effects = -6 RM; +3 RPs and all “M” reinforcements.
- b) “Feeding-Bottle” Levy (7.11): only during turns 12 – 19. Effects = -2 RML and +2 RPs.

III. Resource Point and Reinforcement Segment (7.1 – 7.9 and 7.12)

- a) Withdrawals & Conversions (7.4 and 7.5).
1. Withdrawing units must be *in supply* (7.4); but convert units even if OOS or in dead pool.
- b) Receive RPs and Rebuild Units (7.2, 7.3, 7.6, 7.8 and 7.12).
1. Can’t save more than 10 unused RPs (7.2) and cannot use on white dot units (7.3).
 2. Once North zone is in Nationalist control (7.12), new Northern RPs go to the *Nationalist* player.
 3. Replenished units must be in supply (7.6) and rebuilt units are free deployment units (see below).
- c) Reinforcement Entry (7.8).
1. New units must enter at their designated hex (if any) if it is not enemy controlled, OOS, or already fully stacked; if so, then any friendly-controlled, fully supplied hex within 2 hexes of designated hex.
 2. N. Republican units may enter in respective capital, or in any adjacent N. Republican controlled hex.
 3. *Free deployment* units may enter play in any friendly controlled, fully supplied town/city, or into a hex where a unit has been withdrawn from in the previous segment — one new unit per withdrawn unit.

IV. Strategic Movement Segment (11.0) — may only use one type per unit, per turn

- a) Naval movement (11.5 – 11.8) & Paradrops (PB 17.5.5.12).
1. HQ’s prohibited from using Naval movement. Republicans limited to the Mediterranean.
 2. Landings (11.8) to *enemy controlled* non-town/city coastal hex. Sea movement (11.5) to a *friendly coastal/town*. Can then use regular or march movement, but no other strategic movement.
- b) Rail movement (11.4).
1. Start in a fully-supplied RR hex (can be adj. to enemy). May end adjacent to enemy (and move through hexes adjacent to enemy) if such hexes have a friendly unit. Units can fully move in Operational Movement Segment.

V. HQ and Reserve Formation Segment (12.1)

- a) All in-supply HQs flip to available side and commit reserves (12.1.4).

B) NATIONALIST PHASE (For Nationalist units only)

I. Operational Movement Segment (13.0) — *regular or march movement (same unit cannot use both)*

- a) May not move directly from one EZOC to another EZOC (*exception: optional rule PB 16.2.10*).
- b) OOS = $\frac{1}{2}$ MFs (round up) (9.3). Min. move of 1 hex per legal path and (a) above (13.3).
- c) Cannot *end* where it would be judged OOS at that instance, excepting a town/city hex (9.2 and 9.6).
- d) N. Republicans restrictions (13.10): allowed external *steps* = 4 Asturian, 2 Basque and 2 Santander.
- e) Republican columns have stacking and attack restrictions based on allegiance (15.25).
- f) March movement (13.11): fully supplied, non-motorized, non-adjacent to enemy units = 2xMP; friendly hexes only; rivers +0 MP at RR x-ing — can end adjacent to enemy if ending in hex already with a friendly unit.

II. Operational Combat Segment (15.0)

- a) Declare (must have \geq 1:3 odds) & resolve attacks sequentially (15.4), checking supply in resolution.
- b) Sum all factors, then divide (15.12). Added support max is total ground factors (12.1.3 + 12.2.4).
- c) Republican columns/mixed-stacks must roll (turns 1 and 2; -2 drm) to determine attack effects (15.25.1).
- d) Can’t eliminated units until all 2 step units in attack have taken a step loss (15.8).
- e) Large battles (15.9) resolved with 2 dice, all results summed then applied.

III. Exploitation Movement Segment (14.0)

- a) Only motorized units (2.8) that are non-adjacent to enemy units and any committed reserves (12.1.4); commit at start of segment at cost of 1 RP.
- b) Nationalist = full MF’s; Republicans = $\frac{1}{2}$ (round up) MF’s (*exceptions: optional rule PB 16.2.9 and march movement = printed MFs*)

IV. Exploitation Combat Segment

- a) As Operational Combat Segment above, but only units activated in segment III may attack.

C) REPUBLICAN PHASE (*as Nationalist phase above, but for Republican units only*)

D) END OF TURN PHASE

- I. **Victory Check Segment** (4.0) + check for supply (9.2), Fall of Alcazar (PB 16.1.1) and removal of Ammo Shortage (15.16). Return all in-play air and naval units to each player and advance the Game Turn marker one space.



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