

# The Spanish Civil War



## RULEBOOK

(version 2.0 of Living Rules, 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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## 1.0 INTRODUCTION

### 1.1 Overview

*The Spanish Civil War (TSCW)* is a two-player wargame that simulates the fratricidal conflict that took place in Spain from 1936 to 1939.

In this game, players step into the shoes of the military commander of each side. The “Nationalist player” controls all Nationalist forces and their Italian and German allies, while the “Republican player” controls all the units of the Republican Army.

**Note:** When a rule refers to “Nationalist units” that term includes the German and Italian CTV units, unless otherwise noted.

The rules are laid out generally in the sequence of play for the Campaign Game Scenario (see 17.4 of the Playbook). If playing one of the scenarios, consult the scenario for any scenario-specific rules.

**Note:** Rules references are provided throughout the Rulebook and Playbook. Rules referencing a Playbook rule are preceded by “PB” followed by a rules number; e.g., “PB 17.4”. Rules referencing a Rulebook rule are not preceded by “PB.” A Rules Index has been provided (PB 24.0) for quicker reference of rules and game concepts.

**Note:** When halving a number in *TSCW*, always round 0.5 or higher up to the next highest integer. No factor can be halved more than once.

### 1.2 Objective

The game models the campaign by the Nationalists and their supporters, which resulted in General Francisco Franco gaining control of Spain by the end of 1939.

Victory is measured in terms of the Republican Morale Level, or “will to resist”, and both players will strive to attain objectives that either decrease or increase the Republican Morale Level.

### 1.3 Turn Length

Game Turns represent either one month (Turns 1 – 4) or two months (Turns 5 – 19) each, as shown on the Turn Record Track printed on the mapsheet.

## 2.0 GAME COMPONENTS

### 2.1 Overview

A complete set of *TSCW* includes this Rulebook, a Playbook, one 34" x 22" mapsheet, three player aid cards and 528 5/8" die-cut counters. Two six-sided dice are used to resolve combat and as well as other actions. Two opaque containers (not included) are needed to hold both sides’ event chits.

Map names, places and regions are referred to by their Spanish or regional designations on the map, and by their English designations throughout the Rulebook and Playbook.

### 2.2 The Game Map

The map represents the Iberian Peninsula (including Spain, Portugal, the British territory of Gibraltar, and the Principality of Andorra), the south of France, and the northern tip of the Spanish Protectorate in North Morocco, including the international city of Tangiers.

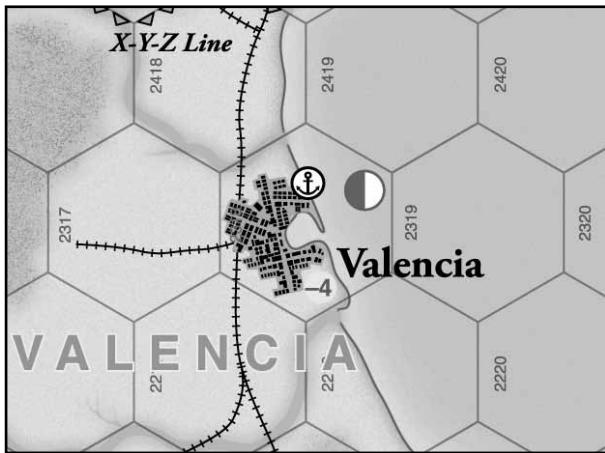
A hexagonal (hex) grid has been printed over the map to regulate the placement and movement of units. Each hex is approximately 45 km (28 miles) from side to opposite side. A unit may only be in one hex at any time. Each hex contains natural and/or man-made terrain features that can affect the movement of units, combat between units, and the tracing of lines of supply.

Each hex has a four-digit identification number used for the initial set up (3.0) as well as for referencing.

The regional boundaries between the different Spanish regions are also shown on the map (see map key) and are relevant for some Events (6.0 and PB 18.0).

**Design Note:** *There is one exception: Santander, in the North, was part of Old Castille in 1936. However, due to certain game functions, Santander is shown as a separate region.*

Ultimate Supply Source symbols in the form of half solid circles are found in some hexes on the map (green for Republican, black for Nationalist).



The Republican Ultimate Supply Source hex of Valencia (2318).

The charts and tracks printed on the map are used to record and resolve various game functions. Their uses are explained in the appropriate rules sections below.

### 2.2.1 Campaign Game and Scenarios

The areas controlled by each side at the beginning of the Campaign Game as well as other scenarios (1936, 1937, or 1938) are described in the Playbook and referenced figures therein. All hexes on the Nationalist or Republican side of the border are considered to be under the owning player's control at the beginning of the scenario (3.3). This is important for tracing lines of supply and other game functions..

## 2.3 The Counters

There are 528 counters included in *TSCW*, most of which represent combat formations; others are provided as informational markers and memory aids.

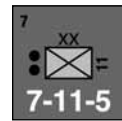
The counters are broken down into five general categories:

- land combat units (which have one or two steps and at least an attack and movement value) [hereafter, simply referred to as “combat units”];
- air support units (which have a single “+” number);
- naval support units (+/- 1 drm or +/- 1 odds shift);
- random event markers; or
- information markers (control, out of supply, RPs available, morale level, etc).

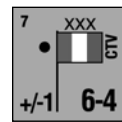
Every combat unit displays several pieces of information: side (Republican or Nationalist; 2.6) and/or nationality (e.g., Italian, German), historical identification, unit size, attack strength, defense strength, movement allowance, turn of entry and/or entry hex, number of combat steps (depicted with dots), and turn of conversion/withdrawal (if any). Headquarter counters (HQs) (12.1) show those units' artillery support (if any), ground support factor and movement allowance.

**Design/Historical Note:** There are two 29th Republican divisions in the countersheet. This is correct because the first 29th was purged and disbanded after the Barcelona revolt of May 1937. Later in that year, a second 29th division was raised in Extremadura.

## 2.4 Sample Combat Units



This unit is the Republican 11th division. It is an infantry unit with an attack strength (or attack factor) of “7”, a defense strength (or defense factor) of “11”, a movement allowance of “5”, and two combat steps. It enters the game during Game Turn 7 as a free deployment unit (7.8).



This is the Italian CTV corps HQ. It has an artillery support factor of “+/-1” odds shift, a combat/ground support factor of “6” and a movement allowance of “4”. The combat factor is used for both attack and defense (12.1.3).

## 2.5 Unit Key

Refer to the player aid card with the Unit Key.

## 2.6 Combatants and Unit Colors

The side a unit is on is indicated by its color scheme provided below. Among the Republicans, a colored unit type symbol differentiates Asturian, Basque and Santander units from the rest of the Republican forces.

### The Republican Side:

- Republican units ..... Green
- Basque units..... Green with yellow-filled symbol
- Asturian units..... Green with red-filled symbol
- Santander units ..... Green with medium-blue-filled symbol

### The Nationalist Side:

- Nationalist units ..... Light blue
- Italian CTV units ..... Blue green
- Spanish/Italian *Flechas* units..... Blue green/light blue
- German Legion Condor units ..... Medium blue
- Colonial units..... Brown

## 2.7 Historical Identification

Each unit is identified by a number and/or an abbreviation of its name. A column was usually named after its commander, but was occasionally also named after the city or region where it was raised, foreign or local political leader, etc. The historical abbreviations are listed in 2.17.

**Design/Historical Note:** The Oviedo Garrison (OG), the only non-Colonial 2-step column, comprised several thousand armed civilians supporting the Nationalist regulars (as happened in Teruel in early 1938 when the city was defended by 4000 local volunteers plus regular troops). Oviedo was the regional capital and concentrated quite a few supporters of the Nationalist cause.

## 2.8 Unit Types

HQs are represented by their respective Headquarter flags, while for other units the boxed symbols in the center of the counters indicate unit type. The unit types are:

	Infantry		Air Landing
	Cavalry		Parachute Inf.
	Mountain Inf.		AA-artillery
	Motorized Inf.		Armor
			Armored Train

**Motorized Units:** All armor, HQ, anti-aircraft (AA) artillery, armored train and motorized infantry, are considered “motorized” for movement purposes. All other units (e.g., infantry, mountain infantry, columns, and cavalry) are considered “non-motorized” for movement purposes (13.0).

## 2.9 Unit Sizes

Combat units are mostly divisions and brigades. During the first few turns, however, the main combat unit is the “column”, ad hoc units formed typically by a mix of troops, political party militias, police, and volunteers. There are also Army and Corps Headquarters units that represent both heavy artillery, engineers and other support units attached to those organizations, as well as their administrative and command centers.

The symbol shown above the unit type indicates the size of the unit. The unit sizes are:

[none]	Column
II	Battalion (Bttn)
III	Regiment (Reg)
X	Brigade (Bde)
XX	Division (Div)
XXX	Corps (HQ only)
XXXX	Army (HQ only)
□	Ad hoc

## 2.10 Attack and Defense Factors

These two “combat factors” are separate measures of a unit’s ability to attack and defend. HQ units use a single factor for both attack and defense; their ground support factors (12.1.3). Some units (mostly columns) have an attack factor of “0”, so they cannot attack alone (15.20).

## 2.11 Movement Allowance and Factors

This is the measure of the unit’s ability to move from hex to hex across the map. Units pay different movement costs to enter different types of terrain.

## 2.12 Steps and Step Losses

All units in *TSCW* have one or two steps. The step is the unit’s ability to absorb losses before being eliminated. Those units with combat factors printed only on one side of their counter are “one-step units”; those with combat factors printed on both sides are “two-step units”. Additionally, one-step units contain one black dot on their front while two-step units have two black dots on their front and one black dot on their backs.

**Note:** Do not confuse two-step units with two-sided columns/militia that undergo conversions (and flip) to their more formal or evolved formations.

If a two-step unit “takes a step loss”, it is flipped over so that its reduced side (the one with the reduced-strength stripe) shows. If a one-step unit (or a two-step unit that had already been “reduced”) takes a step loss, it is removed from the map (eliminated) and placed in the “Eliminated Units” box (15.0).

## 2.13 Withdrawal/Conversion Turn

The number (if any) shown in the upper-right corner of many units is the turn when these units must be withdrawn or converted (7.4–.5).

## 2.14 Artillery Support Factors

Some headquarter units have an artillery support factor of “+/-1” or “+/-2” printed in the lower left corner of the counter. This number may be used in one combat, on attack or defense, per Game Turn. After it is used, the counter is flipped to indicate that it cannot use its artillery support until the next Game Turn (12.1.3).

## 2.15 Columns

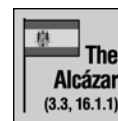
“Columns” are those units without a size symbol atop the unit type. There are Republican and Nationalist columns.

## 2.16 Other Counters

The uses of these counters are self-explanatory and/or explained at the appropriate points of the rules. Some examples are:



Northern  
Republican  
Resource Points



The Alcázar  
Resource Points



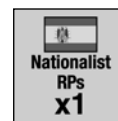
Nationalist  
Turn



Republican  
Morale  
Points



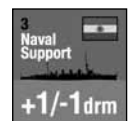
Nationalist  
naval gunfire  
support



Nationalist  
Resource  
Points



Italian  
Resource  
Points



Republican  
naval gunfire  
support

**2.17 Historical Unit IDs****Republican Historical ID:**

A	Asturian
AC	Agrupación Cuenca
ALM	Almería Militia
AND	Army of Andalucía
AE	Asturian Expeditionary
ALP	Alpino
AM	Asturias Militia
ASC	Ascaso Column (Anarchist)
BA	Basque
BAY	Bayo Column
BDJ	Badajoz Militia
BM	Basque Militia
BRC	Barceló column
BT	Brigada de Tanques (Tank Brigade)
BTB	Armored Train
BUE	Bueno Column
BUR	Burillo Column
CAV	Cavada
CEN	Army of the Center
CH	Choque (shock)
CM	Córdoba Militia
CNT	Central Nacional de Trabajadores ("Workers' National Union", Anarchist)
CR	Ciudad Real militia
CRT	Carot (Anarchist)
CUE	Cuevas Column
CR	Ciudad Real Militia
DB	"Dabrowski" 13 International Brigade (Polish-Hungarian-Slavic)
DC	Coastal Defense Brigade
DLR	Del Rosal (Anarchist)
DRT	Durruti Column (Anarchist)
EBR	Army of the Ebro
ENC	Enciso
ESC	Escobar
EST	Army of the East
EXE	Exea
EXT	Army of Extremadura
FB	Fernández Bujanda
GDJ	Guadalajara (Anarchist)
GI	"Garibaldi" 12 International Brigade (Spanish-Italian)
GRA	Granada Militia
GRE	Gredos
GRM	Guadarrama
HAR	Haro Column
HIE	Hierro-"iron" (Anarchist)
HZ	Hilario-Zamora (Anarchist)
IBR	"Iberia" (Anarchist)
JM	Jaén militia
JUB	Jubert Column (communist)
JUR	Jurado Column
LEN	Lenin Column (POUM)
LEV	Army of Levant
LT	López Tienda
LW	Lincoln-Washington 15 International Brigade (American- British-Canadian)
MC	Macià-Companys (Catalan nationalist)
MCB	Martínez Cabrera
MEN	Mena
MJ	Miaja Column
MLG	Malaga Militia
MNG	Mangada
MNV	Army of Manoeuvre

MOD	Modesto (Communist)
MRX	"Carlos Marx" column (communist)
MS	"Marsellaise" 14 International Brigade (French-Belgian)
N	North
NVZ	Navazuela
ORT	Ortiz Column (Anarchist)
P	Potes Brigade
PER	Perea
PLV	Peñalver
PRA	Prada
RCP	Regimiento Carros Pesados (Heavy Tank Regiment)
RIQ	Riquelme
RYN	Roja y Negra ("Red and Black") (Anarchist)
S	Santander
SAB	Sabio
SE	Santander Expeditionary Brigade
SM	Santander Militia
SMR	Somosierra
TB	Torres-Benedito
TH	"Thaelmann" 11 International Brigade (German-Austrian)
TYL	Tierra y Libertad ("Land and Freedom", Anarchist)
TYR	Temple y Rebeldía ("Spirit and Rebellion", Anarchist)
URI	Uribarri column (a.k.a. "Phantom" column)
VLB	Villalba Column
Basque "A", "B" = remnant divisions (PB 18.0, Event 9)	

**Nationalist Historical ID:**

AGC	Agrupación Carros ("Tank Group")
AGCS	Southern Tank Group
ANG	Angulo
ART	Arteaga Column
ARZ	Arizón
AV	Alonso Vega
AVL	Ávila
BAH	Brigada Aérea Hispana (Hispanic Air brigade)
BLG	Beorlegui (mostly Carlist)
BPE	Posición y Etapas (Positional & Staging Brigade)
BRB	Borbón
BRT	Bertomeu
BTN	Baturone
BZ	Buiza
C	Castilla
CAS	Caso
CAY	Cayuela (mostly Carlist)
CEB	Cebollino
CCR	Cáceres
CN	Ceano
CRB	Córdoba Garrison
CRZ	Carranza
ERC	Erquicia
FA	Faorie
FG	Figueroa
GCB	García Cobián
GEC	García Escámez
GI	García Iglesias
GIS	Gistau
GLC	Galicia Corps
HSC	Huesca Alpine Brigade

IRU	Iruretagoyena
LA	Los Arcos
LFT	Lafuente
LPT	López Pita
LTR	Latorre (Carlist)
MAR	Mariñas
MC	Muñoz Castellanos
MNT	Monasterio Cavalry Column
MNZ	Muñoz
MOL	Moliner
MRC	Moroccan Corps
MRL	Merlo
N	Navarre
NVC	Navacerrada
NVD	Nevado
OG	Oviedo Garrison
OL	Ollo
PLS	Plasencia
RAD	Rada
RDN	Redondo
RMT	Rementería
SER	Serrador
SG	Sagardía
SLN	Solans
SP	Santa Pau
SUR	Sueiro
URT	Urrutia
VNG	"Vanguard" brigade
VRN	Vierna

**Colonial Historical ID:**

ALN	Alonso
ASN	Asensio
BAR	Barrón
CR	Ceuta Regulars
CST	Castejón
DSR	Delgado Serrano
GAL	Galera
L	Legion
MG	Mehala (Moroccan troops)
PJT	Pujalte
SDB	Sáenz de Buruaga
TEL	Tella

**Flechas (Italo-Spanish) Historical ID:**

FA	Flechas Azules ("Blue Arrows")
FN	Flechas Negras ("Black Arrows")
FV	Flechas Verdes ("Green Arrows")

**CTV (Italians) Historical ID:**

23M	XXIII Marzo CCNN "23 March Blackshirts Fascist"
AL	Aviazione Legionaria "Legionary Air Force"
CTV	Corpo di Truppe Volontarie "Corps of Volunteer Troops"
DLV	Dio Lo Vuole CCNN "God Wants It" Blackshirts Fascist
FIN	Fiamme Nere CCNN "Black Flames" Blackshirts Fascist
LT	Littorio
PN	Penne Nere CCNN "Black Feathers" Blackshirts Fascist
RC	Raggruppamento Celere ("Fast Group", Light Armor Unit)

**LC (Germans) Historical ID:**

J88	FlaK Battalion 88
LC	Legion Condor (German)

## 3.0 SET UP

### 3.1 Choose Sides

Choose which side each player will command. The Nationalist player commands all Colonial, Nationalist, Legion Condor and CTV units. The Republican player controls all Republican columns and units of the EPR (*Ejército Popular de la República*, or People's Army of the Republic).

### 3.2 Choose Scenario

Both players decide whether to play a scenario or the Campaign Game (PB 17.0). Both players should then take all the units of their side and sort them into two piles: one for at-start units and another for reinforcement units.

### 3.3 General Set Up Concepts

Please refer to the Playbook (PB 17.0) for scenario-specific set up instructions.



For all scenarios and the Campaign: most reinforcement units have a turn-entry number followed by a four-digit hex number. Among the Republican units, there are some with an “M” printed as their entry turn number. Those units are reinforcements, but may only enter when the Republican player decides to perform a “General Mobilization” (7.10).

Place reinforcement units on the Campaign Game Turn Record Track on the turn scheduled for the entry of each unit. Put the Republican, Northern Republican, Nationalist, and Italian RPs markers on the “0” track of the General Data Track unless otherwise indicated in the scenario set-up.

At the start of every scenario, the Scenario Front Line (see appropriate set-up figure) defines the hexes controlled by each side. Portugal, France, Andorra and Gibraltar are controlled by neither side and may never be entered.

**Exception:** They may be controlled and entered normally in the “what-if” WW II scenario (PB 17.5).

All units start play at full strength unless otherwise indicated.

## 4.0 VICTORY CONDITIONS

### 4.1 In General

The Nationalists win the game by breaking the Republicans’ will to fight or by accomplishing other key goals (such as controlling areas or cities); the Republicans win by keeping their morale high to the end of the war or by denying the Nationalists those key goals.

See PB 17.0 for scenario-specific victory conditions.

See PB 19.0 for a list of Provincial Capitals.

Ties or Draws are not possible in any scenario or the Campaign Game.

## 4.2 Republican Morale Level (RML)



In some of the scenarios, the Republican Morale Level (RML; see track on Game Map) is used in determining victory. The RML represents the will to fight among Republican forces, expressed as Morale Points (MP). It is decreased or increased by the conquest of key hexes by both sides, by the play of certain Event chits (6.0), or by special rules in the scenarios. The Republican player keeps track of the current RML by moving the RML markers on the General Data Track.

### 4.2.1 RML and Cities and Towns

There are many cities and towns on the map that include a positive green number or a negative red number. Those numbers correlate to the importance of the location to Republican Morale. When the Republicans capture a hex containing a positive green number, they gain the appropriate number of MP on the RML track. If they subsequently lose control of such a hex, they lose that number of MP. When the Nationalists capture a hex with a red number, the RML is reduced; if the Republicans recapture it, it is increased.

**Example:** *Barcelona was a key center of Republican support; it has a red -5 printed in its hex. If the Nationalists capture that city, RML drops by 5 points, for example from 58 to 53. If the Republicans subsequently recapture it, they regain those 5 points. Granada was a Nationalist center; it has a green +2 printed on the map. If the Republicans take it from the Nationalists, the RML increases by 2 MP. If it is subsequently lost to the Nationalists, the RML drops by 2 MP.*

### 4.2.2 RML and Event Chits

The play of certain events chits (PB 18.0) may add or subtract MP to the Republican total.

## 5.0 SEQUENCE OF PLAY

### 5.1 In General

A game of *TSCW* is divided into a set number of Game Turns depending upon which scenario is being played. Each Game Turn is divided into a Mutual Administrative Phase (MAP), a Nationalist Phase, a Republican Phase, and an End of Turn Phase. All of the Phases are further divided into a series of sequenced steps of “segments”. Every action taken by a player must be carried out in his appropriate phase or segment.

### 5.2 Sequence of Play

The turn sequence is given below. The rest of the rules are organized, as much as possible, in the order they are encountered as you progress through each turn. Note that the Nationalist player generally performs his actions before the Republican player throughout the Sequence of Play.

**A) MUTUAL ADMINISTRATIVE PHASE (MAP)***(Nationalist, then Republican in all segments)*

- I. Event Chit Segment (6.0)
  - a) Draw chit
  - b) Add new chits (if appropriate)
- II. General Mobilization Segment (Republican only, 7.10)
- III. Resource Point and Reinforcement Segment
  - a) Withdrawals & Conversions
  - b) Receive RPs and Rebuild Units
  - c) Reinforcement Entry
- IV. Strategic Movement Segment (11.0)
  - a) Sea Movement (11.5) & Paradrops (PB 17.5.5.12)
  - b) Rail movement
- V. HQ and Reserve Formation Segment (12.1)
  - a) Flip all in-supply HQs to available side (12.1.1)
  - b) Place units in reserve status (12.1.4)

**B) NATIONALIST PHASE**

- I. Operational Movement Segment
- II. Operational Combat Segment
- III. Exploitation Movement Segment
- IV. Exploitation Combat Segment

**C) REPUBLICAN PHASE**

- I. Operational Movement Segment
- II. Operational Combat Segment
- III. Exploitation Movement Segment
- IV. Exploitation Combat Segment

**D) END OF TURN PHASE**

- I. Victory Check Segment (4.0)
- II. Condition Check Segment
  - a) Check supply of all units (9.0)
  - b) Fall of the Alcázar die roll (PB 16.1.1)
  - c) Check for removal of Ammo Shortage (15.16)
- III. Flip all used aircraft and naval units to their Available side and place in their respective boxes if necessary; **voluntarily release units from reserve (12.1.4) for 0 RP cost**
- IV. Advance the Game Turn marker one space

**Reminder:** The actions in each segment of the MAP are always performed in sequence, the Nationalist player first and then the Republican player.

## 6.0 EVENT CHITS

### 6.1 In General



Initial event chits in play are detailed in the scenario specific instructions (PB 17.0). Each side has its own set of chits and each chit has a Game Turn # associated with it to indicate on which turn it will be added to the “chit pool”. Add new chits during the MAP of the Game Turn printed on the counter itself. (**Note:** New chits are added *after* any chit(s) are drawn for that Game Turn, 5.0.) When a chit is entered into play it is placed in the chit pool (an opaque container such as a coffee mug should be used). All chits remain in their side’s pool until drawn as described below.

### 6.2 Chit Draw Procedure

During every Event Chit Segment (5.2), each player must draw one chit from his pool. When a player draws a “No Event” chit, no redraw takes place **and the “No Event” chit is returned to the pool**. Likewise, no redraw takes place for an event chit that circumstances cause to be treated as No Event, but in this case the chit is discarded, not returned to the pool.

Some Event Chits must be played immediately (6.4). Others may be held in hand for later and played at the owner’s discretion.

### 6.3 Chit Draw Limits

Only one chit is drawn from each player’s pool each Chit Draw Segment. However, a player may play as many events chits as he desires in a turn. (**Note:** Some events may be held from turn to turn.)

### 6.4 Immediate/Delayed Commitment

Chits with a yellow dot surrounding the Event Name must be played immediately when drawn. Chits with a blue dot must be played at the start of that player’s Operational Movement Phase. Chits without a dot may be held by the owning player and used when desired. Players may agree before the start of play that all delayed-use chits may be kept hidden by the owning player until commitment.

Event Chit Explanations are listed in the Event Summary Section of the Playbook (PB 18.0). A brief summary of the events is also provided on the inside face of the back cover of the Playbook.

## 7.0 MUTUAL ADMINISTRATIVE PHASE

### 7.1 In General

During the Mutual Administrative Phase (MAP), both sides enter reinforcements, rebuild and/or replenish units (using replacements), and perform unit conversions and withdrawals.

The Resource Point and Reinforcement Segment (III) of the MAP is conducted in the following order:

1. Make Withdrawals & Conversions (7.4 and 7.5).
2. Receive new RPs and Rebuild/Replenish units (7.2 and 7.6).
3. Place reinforcements with a designated starting hex (7.8).
4. Place free deployment reinforcements and rebuilt units on map (7.8).

### 7.2 Resource Points



Resource Points (RP) are levies of new troops and equipment (not represented by counters) used to replenish in play units weakened (i.e., step reduced) by combat or used to rebuild eliminated units from the “Eliminated Units” box. RPs are received and used in “step” increments; each resource point rebuilds or replenishes one step of a unit’s strength.

RPs are received each Game Turn by specific nationality/side — Republican, Northern Republican, Nationalist, Italian. The *Flechas* CTV units (the FV, FA, FN “Arrow” Brigades) may be rebuilt with either Spanish or Italian RPs (these units are distinguished by having both a Nationalist and Italian color scheme).

The number of RPs received every Game Turn is printed on the Resource Point Schedule of the player aids. During the MAP, both players consult the Resource Points Schedule and add the appropriate number to its RP total; use the Resource Information Counters to do so. At the end of the MAP, unused RPs above 10 for each nationality/side are lost.

*Note: The Italians do not receive a RP on Game Turn 1. The PAC listing is in error.*

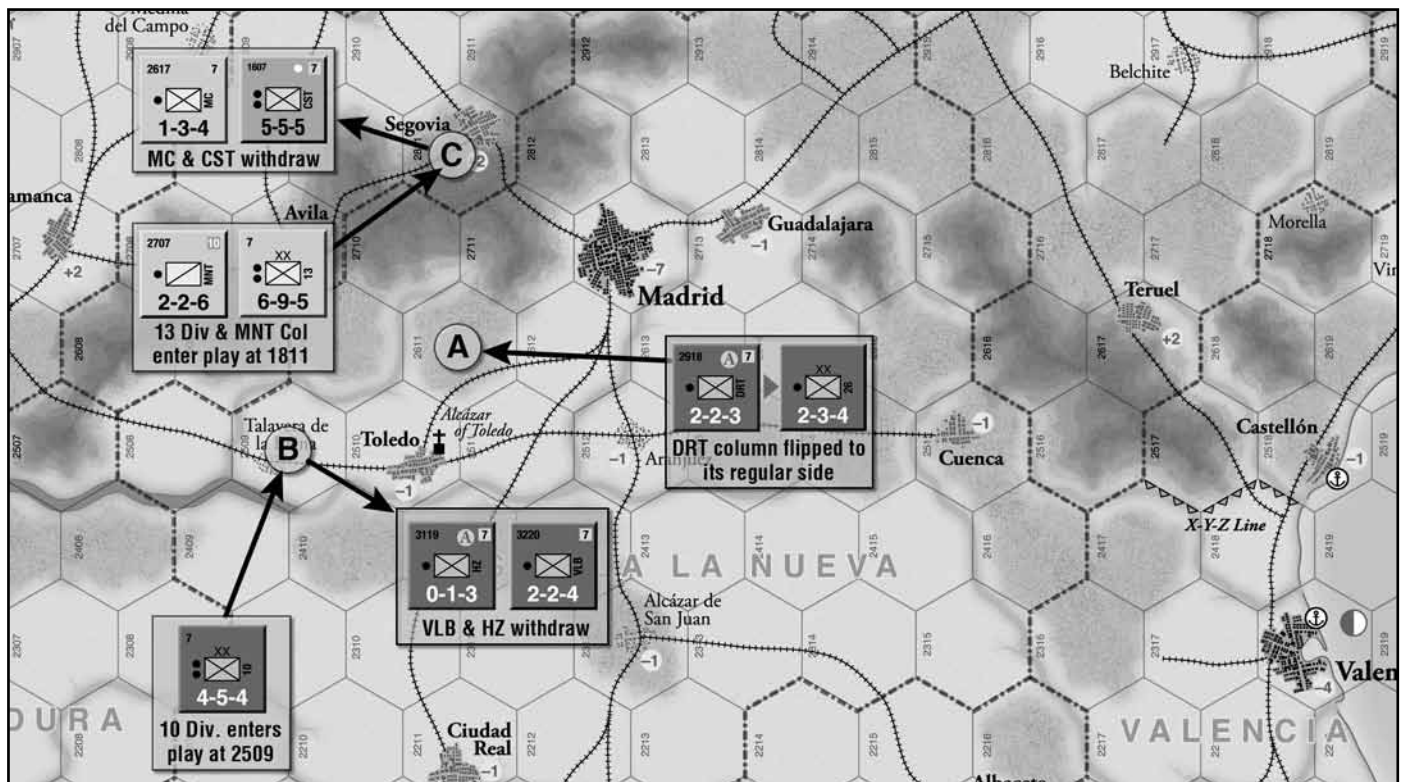
### 7.3 Resource Points Restrictions

Nationalist units marked with a white dot may not be replenished or rebuilt. Those units are the DLV and FIN CTV divisions, and all Colonial columns (brown colored units).

Republican and N. Republican RPs are used, and recorded, separately (7.12).

### 7.4 Withdrawals

During the MAP, both the Nationalist and the Republican player consult their respective player aids to see if certain units are withdrawn from the map. Withdrawals are indicated on the Militarization Tables or by the triggering of certain Random Event Chits (PB 18.0). To be eligible for withdrawal, a unit must be in supply to a friendly Ultimate Supply Source (USS; 9.4). No movement is involved; pick up the selected unit and set it aside off the map. Withdrawals do not use strategic movement capacities. Units withdrawn from play may not be rebuilt and are out



**Withdrawals and Conversions Example:** It is step III.a of the Mutual Administrative Phase of Game Turn 7 (March–April 1937)

A. The DRT (Durruti) column at hex 2611 is scheduled to be “converted” on this turn, as shown by the yellow “7” box in the upper right corner. The Republican player simply flips that unit, now showing its “26th Division” side.

B. Hex 2509 contains the HZ (Hilario-Zamora) and VLB (Vilalba) Republican columns. Both are scheduled to be “withdrawn”, also on Game Turn 7; however, these two units have no “regular” or “Ejercito Popular” side. So instead, they are simply withdrawn from the map. As per 7.8, up to one “free deployment” regular brigade or division may enter play in the hex vacated by

each withdrawn column. In this example, the Republican player picks the 10th division among the regular units scheduled to enter on turn 7 and places it in hex 2509, although the player could have added one more free deployment brigade or division.

C. At hex 2811, Nationalist Colonial column CST (Castejón) and Nationalist regular column MC (Muñoz Castellanos) are also scheduled to be withdrawn on turn 7. They are simply retired from the map. The Nationalist player may choose to enter into play up to two of the units scheduled to enter as reinforcements on that turn in the hex just vacated, or one new reinforcement and one rebuilt unit (since rebuilt units are also “free deployment” units). The Nationalist player picks the 13th division and the rebuilt MNT (Monasterio Cavalry) column.

of play for the remainder of the game. If a unit is scheduled for withdraw and does not (i.e., *not in supply* per above), the unit must be withdrawn in the first subsequent MAP where it finds itself in supply to an USS hex.

For every unit withdrawn from a hex, one brigade or division entering play that turn as a free deployment unit (7.8) may be deployed in that hex.

## 7.5 Republican Militarization

During the MAP, the Republican player consults the Republican Militarization Chart to see which columns are to be converted.

Republican columns with an EPR side are converted by referencing the Withdrawal & Conversions chart. Those units with a second EPR step are simply flipped to its second step or EPR side during the MAP. These EPR conversions *must* be performed. It does not matter whether the Republican column is on the map or in the “Eliminated Units” box, nor whether it is in or out of supply.

Columns *without* an EPR side are simply withdrawn from the map. However, one brigade or division entering play that turn as a free deployment unit may be deployed in a hex (7.8) for every unit withdrawn from that hex.

Columns which undergo withdrawal while in the dead pool are removed from the game permanently. A column that has converted to its EPR side that finds itself in the dead pool (either when converting, or subsequently), may only be returned to play as the EPR unit.

**Historical Note:** *Withdrawals represent the conversion of early war columns (formed by individual battalions and/or political militias, with little or no support and logistics units) into regular brigades and divisions. This represents also the reforming or upgrade of certain units, such as the elite Navarre brigades, reorganized after the North campaign into full Divisions, or the withdrawal of foreign units called upon by certain random events (like the International brigades, or some of the Italian divisions).*

*“Conversion” or “militarization” was the process of molding the politically enthusiastic but poorly trained Republican militia columns into something of a regular army. That process lasted from the fall of 1936 until the spring and early summer of 1937.*

## 7.6 Rebuilding/Replenishing

A reduced two-step unit on the map can be replenished to full strength (flipped so its higher factors show again) by spending an appropriate nationality Resource Point, if the unit is in supply to a friendly Ultimate Supply Hex. Units may also be rebuilt from the dead pool by using 1 RP per unit rebuilt. A two-step unit is brought back on-map on its reduced (1 step) side. A second RP is needed to return the unit to full strength, which can be done immediately, if desired. Eligible units may be rebuilt from the “Eliminated Units” box any number of times during a game, no matter how they were destroyed. The rebuilt units reenter play as if they were free deployment reinforcements, ignoring any entry hex information printed on the counter (7.8).

HQs may be rebuilt like other units.

## 7.7 Replacement Miscellany

Once used, a Resource Point is committed to its receiving unit, and may not be recalled or transferred to another unit. Except for the restrictions given above, there are no limits to the number of available RPs both sides may commit during each MAP. It is *not mandatory* to replenish or recreate a unit simply because it is eligible to receive RPs.

## 7.8 Reinforcement Entry

Reinforcements enter on the Game Turn indicated in the upper-left corner of the unit counter. Reinforcement units that have a four digit number printed in the upper-left corner must enter in that hex the *first time* they enter play (i.e., not if the unit is being rebuilt from the “Eliminated Units” box; 7.6). If this hex is under enemy control, fully stacked or is not fully supplied (9.0), the unit *must* instead set up in any friendly controlled, fully supplied hex within two hexes of its scheduled hex for entry. If all hexes within two hexes of the scheduled hex are enemy-controlled or not fully supplied, the entry of this unit is delayed until a later turn when such a hex is first available.

**Free Deployment Units:** Rebuilt units (7.6) and reinforcement units with only a turn of entry printed on them (i.e., free deployment reinforcements), may be set up in any friendly controlled, fully supplied town or city. Alternatively, they may be placed in fully supplied hexes from which friendly units were withdrawn during the Conversions & Withdrawal step of the same turn, no more than one reinforcement division or brigade per withdrawn unit per hex. A unit may only be placed into a potential reinforcement hex if the stacking limit will not be exceeded after it has deployed (8.2).

Republican “M” reinforcement units may only enter play when the Republican player performs a “General Mobilization” (7.10).

Northern Republican reinforcements have certain restrictions on their entry (7.12.1).

## 7.9 Reinforcement Miscellany

All Reinforcements enter play supplied, and have all their regular and strategic movement and combat capabilities available for use on the turn of entry.

## 7.10 Republican General Mobilization

Once per game, the Republican player may declare a General Mobilization during Segment II of the MAP, provided Republican Morale is at 50 MPs or less.

General Mobilization has the following effects:

- the Republican player receives the reinforcement divisions marked with “M” on their upper-left corner, and deploys them on or within two hexes of the scheduled hexes;
- the Republican player immediately receives three additional RPs; and
- Republican Morale is decreased by six MPs.

## 7.11 The “Feeding-Bottle” Levy

At the Republican player’s discretion, during Segment II of the MAP of any 1938 or 1939 Game Turn (turns 12 to 19) the Republican player may declare the “Feeding-Bottle” levy. If declared, the Republican player will receive two additional RPs. However, Republican Morale is decreased by two MPs. This may only be declared once per game.

***Historical Note:** After the bloody losses suffered during the 1938 campaign in Aragón and Catalonia, the government of the Republic mobilized all males aged 16. The Republican troops sarcastically nicknamed this levy the Quinta del Biberón. (“Feeding-bottle” levy).*

## 7.12 Northern Republican Reinforcements & Replacements

The Replacement Points Schedule differentiates RPs received by the Northern Republican units—Asturian, Santander or Basque—from those received by the other Republican units. N. Republican RPs are not interchangeable with “Republican RPs” and may only be used by Northern Republican units. Likewise, the non-Northern Republican RPs may only be used by non-Northern Republican units; i.e., the Republican and Northern Republican forces should be viewed as completely separate entities. If all three Northern capital towns (Santander, hex 3710; Bilbao, hex 3613; and Gijón, hex 3707) are in Nationalist control, and all Northern Republican units are eliminated, then all remaining Northern Republican RPs are lost (i.e., reduced to zero). The Northern Republican Resource Points scheduled for later turns are added to the Nationalist player’s total (under his RP marker total).

### 7.12.1 Limitations

The following limits apply to reinforcements and rebuilds placed in the Northern Republican zone:

- Non-Northern Republican reinforcements and rebuilt units may *never* be deployed to the map in the Northern Republican zone;
- Northern Republican reinforcements and rebuilt units must deploy to the map in the Northern Republican zone as noted below;
  - Basque reinforcements must be deployed in Bilbao (hex 3613) or any Republican controlled hex adjacent to Bilbao;
  - Santander reinforcements must appear in Santander (hex 3710) or any Republican controlled hex adjacent to Santander; and
  - Asturian reinforcements must appear in Gijón (hex 3707) or any Republican controlled hex adjacent to Gijón.
- Northern Republican reinforcements must be able to comply with 13.10 to appear outside their home region.

## 8.0 STACKING

### 8.1 In General

Stacking is the placement of more than one unit in a single hex at the same time. The stacking limits described below are enforced during the Resource Point and Reinforcement Segment, the Strategic Movement Segment, and at the end of all Movement

and Combat Segments. As long as stacking limits are observed at those times, there is no limit on the number of units that can enter or pass through a given hex during a game phase and turn. Units found to be stacked in excess of the rule limit at the times specified above are eliminated by the owning player. Units may never be voluntarily over-stacked.

### 8.2 Limits

Both players may stack up to six land combat units of their side per hex, of any size and type; however, no more than four of these units may be divisions.

**Exception:** HQ units never count for stacking, but there may never be more than one HQ unit in a single hex.

### 8.3 Republican Stacking

Republican Columns have different Political Allegiances that affect their stacking together as well as their attacking coherence. See Political Allegiance rule 15.25.2 for clarification.

## 9.0 SUPPLY

### 9.1 In General

Units require supply to attack and defend at full strength and to use strategic movement. Units will be in one of three supply states: fully supplied; out of supply (OOS); or in Town/City supply (9.6).

### 9.2. When to Check Supply

No unit may *end any* kind of movement (regular movement, strategic rail movement or Front Breakthrough/Advance after Combat) in a hex where it would be judged OOS at that instant (Exception Town/City supply; 9.6).

Otherwise, supply is checked for every unit of both sides at the moment of combat resolution and at the start of every...

- Strategic Movement Phase (A-IV);
- Operational Movement Phase (B-I and C-I);
- Exploitation Movement Phase (B-III and C-III); and
- End of Turn Phase (D-II-a).

### 9.3 Out Of Supply Effects



Units that are OOS are not eligible for Strategic or March Movement (13.11) and have only 1/2 their printed movement factors for regular movement.

Attacking Units that are OOS at the start of a **combat have** their attack strength halved for that battle and are limited to 1/2 their printed movement factors for maximum Front Breakthrough (15.23). When more than one OOS unit is in a hex, add the combat strength of all units to be halved, and then halve their total combat strength.

Defending units that are OOS at the time of combat have their combat factors halved for that battle (Exception: Town/City Sup-

ply; 9.6), and also give the attacker a +1 drm. When more than one OOS unit is in a hex, add the combat strength of all units to be halved, and then halve their total combat strength.

### 9.4 Tracing a Line of Supply

There are two kinds of supply sources in the game: Ultimate Supply Sources (USS) (9.7 – 9.8) and secondary supply sources (towns, cities and HQs).

Units may trace supply directly to an appropriate USS or to a friendly secondary supply source (towns, cities and HQs) that in turn traces to an USS hex. Control of city and town secondary sources can switch sides, along with their use as a secondary supply locales, any number of times during a game. USS hexes, though they may be captured and used by the capturing side as a secondary supply source (if otherwise eligible) never function as an USS for the capturing side.

Units are supplied when they can trace a Line of Supply (LOS) either directly to an USS, or to a secondary supply source that in turn can trace supply to a USS (9.5). The LOS must be no more than three hexes. A LOS cannot enter a hex with enemy units, or a hex in an enemy ZOC unless that hex is occupied by a friendly unit. It may pass through enemy controlled (but empty) hexes. A LOS may not enter an all-sea hex, and cannot cross impassible or all-sea hexsides. If using a secondary supply source, that source

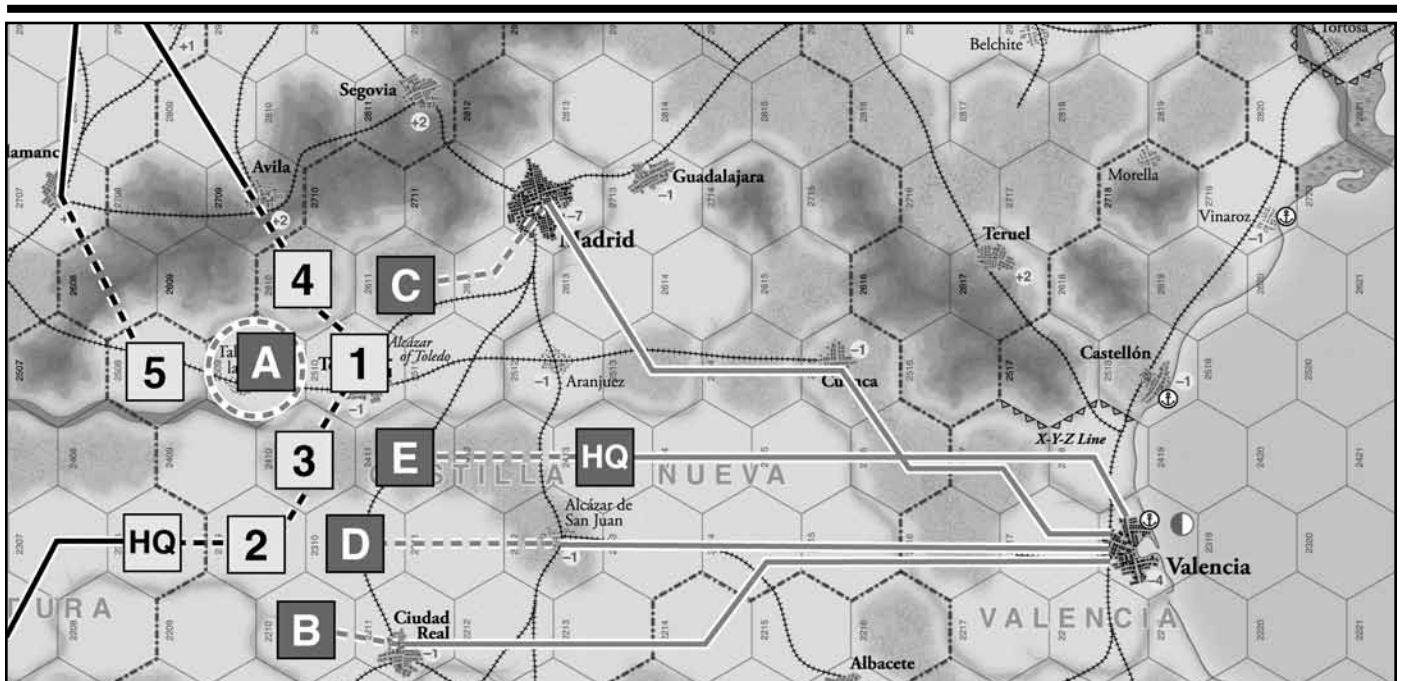
must in turn trace to a USS. That is done in the same way, except there is no restriction on the length of the LOS, and it may not trace through an enemy controlled hex.

**Design Note:** *The three hex portion of the supply chain can trace through an enemy-controlled hex (or hexes), provided it meets the other criteria above. However, the LOS between a secondary supply source and a USS must not only meet the above LOS requirements, it must also avoid passing through enemy controlled hexes.*

When counting supply line length, count from the unit to the source. Don't count the hex the tracing unit is in. If tracing to a secondary supply source, for that secondary supply source to be effective it must in turn be able to trace a LOS (of any length this time) to a friendly controlled USS hex.

### 9.5 Limits

Beyond the restrictions given below, there is no limit on the number of units and secondary supply sources that can trace supply to an appropriate USS. Secondary supply sources are limited in that they can only supply units located within three hexes of them, and cannot “daisy chain” back to another secondary supply source first. They must trace directly to an USS.



#### Examples of Tracing a Line of Supply:

Republican unit C traces LOS to Madrid which in turn traces LOS to the USS at Valencia.

Republican unit A is surrounded at Talavera (hex 2509) and therefore in “town supply” (Full defense factors, halved attack and movement factors).

Republican units B and D can either trace to Ciudad Real

(2211) or to Alcázar de San Juan (2312). Unit D can also trace to the Republican HQ at 2413, which in turn traces back to the Valencia USS.


Nationalist units 1 and 4 trace back to Avila (2709) and from there to the Nationalist USS hex of Corunna (3701, not shown on map).

Nationalist units 2 and 3 trace to the Nationalist HQ at 2308 which in turn traces back to the Nationalist USS hex of Cádiz (1305; not shown on map).


## 9.6 Town/City Supply

A unit in a town or city that cannot trace a regular supply path to a USS (9.4) is considered to be in Town/City supply only. A unit in Town/City supply is considered to be OOS for all purposes *except* such units defend at full combat factors; its attack factors and movement are still subject to rule 9.3, and an attacker still qualifies for the +1 drm.

## 9.7 Nationalist Ultimate Supply Sources

 Nationalist Ultimate Supply Sources are the cities marked with a black USS symbol (Cádiz and Corunna).

## 9.8 Republican Ultimate Supply Sources

 Republican Ultimate Supply Sources are the hexes marked with a green USS symbol.

Northern Republican units (Santander, Basque and Asturian units) can only trace supply to secondary sources tracing LOS to an USS located in the northern Republican zone: Gijón, Bilbao, or Santander.

All other Republican units must trace supply to USS hexes in the central Republican zone: Barcelona, Valencia, Cartagena, or hex 3324.

# 10.0 ZONES OF CONTROL

## 10.1 In General

The six hexes immediately surrounding a unit constitute its “zone of control” (ZOC). Zones of control extend across hex sides and into all types of terrain hexes (see 10.7 for hex control).

Exception: ZOCs do not extend into sea hexes nor across impassable or sea hexsides.

Brigades and divisions always exert a ZOC (exception: Landings, 11.8, and Paradraps, PB 17.5.5.12), while columns do not unless located in a fully supplied city or town. Columns in any hex other than a fully supplied town or city have a *limited ZOC* (10.6). Other types of units (battalions, regiments, HQs, air units, and all types of markers) *never* exert a ZOC.

## 10.2 ZOCs and Movement

All units must end their movement for that phase in the first hex they enter containing an enemy zone of control (EZOC), and may not move directly from one EZOC to another.

**Exception: Advance after Combat/Front Breakthrough (10.4 and 15.23) and units using Rail Movement, if a friendly unit is in the hex (11.4).**

## 10.3 EZOCs and Supply

EZOCs block tracing line of supply unless there is a friendly unit in that hex to negate the block.

## 10.4 ZOCs and Advance after Combat

EZOCs are ignored during Advance after Combat and Front Breakthroughs.

## 10.5 Exiting an EZOC

A unit that begins a phase in an EZOC, may exit its hex in three ways:

- by Advance after Combat; or
- by removal of the enemy unit or stack exerting the EZOC; or
- by moving in such a way that the first hex it enters is not in an EZOC. Such units would have to halt their movement if they subsequently entered another EZOC hex.

## 10.6 Column Zones of Control and Limited ZOCs

A column located in a fully supplied town or city exerts a ZOC. In all other cases, a column exerts a limited ZOC. A line of supply may not be traced through a limited EZOC hex (unless occupied by a friendly unit), but a limited ZOC only affects supply tracing.

## 10.7 Hex Control

Defining who controls each hex is important for victory determination purposes and for tracing supply, among other game functions. A given hex may be uncontrolled, or controlled by one side or the other, never by both simultaneously.

The control status of a hex changes automatically when a ground unit of the opposing side enters it. The control status of each hex may change any number of times during a game as units of both sides enter and reenter them. Projecting a ZOC into a hex does not establish or change the control status of that hex. Players may mark control of hexes by placing the appropriate control marker in it.

# 11.0 STRATEGIC MOVEMENT

## 11.1 In General

Strategic Movement represents the use of rail and coastal transport to move units long distances. There are two kinds of strategic movement: rail movement (11.4) and sea movement (11.5).

## 11.2 Strategic Movements Limits

See the Strategic Movement Limits Table for each side’s limits per turn. Generally, the limits increase as the game progresses. Each division counts as 1 unit for strategic movement purposes. Each regiment, battalion, brigade or column counts as 1/2 a unit for strategic movement purposes. HQs count as two units for rail movement purposes (11.3). No unit may employ both rail and sea strategic movement in the same Game Turn.

## 11.3 HQs & Strategic Movement

An HQ unit of either side counts as two units for rail movement. HQs may not use sea movement.

## 11.4 Rail Movement

To use rail movement a unit must start the phase in a fully supplied railroad (RR) hex. The unit may then be moved to any other friendly controlled RR hex, tracing a path of any length along friendly controlled, connected RR hexes. The unit may end its rail movement adjacent to an enemy unit, but may not pass through or enter a RR hex adjacent to enemy unit(s) *unless that hex is occupied by a friendly unit*. This even includes hexes in an EZOC, if there is a friendly unit in that hex the railing unit does not need to stop per the regular ZOC rules (10.2). Rail movement may start in a hex adjacent to enemy units, regardless of whether there are other units in the hex.

Units may perform combat and use march or regular movement the same turn they use rail movement.

**Play Note:** Rail movement can be very powerful in TSCW, allowing a unit to switch fronts quickly and immediately attack. Units can leave an EZOC even if they are the only unit in the hex, and can also rail through EZOCs if other friendly units occupy the rail hexes being traversed. Likewise, a unit can rail directly adjacent to the enemy, provided a friendly unit is already in the destination hex.

## 11.5 Sea Movement

Both sides' units (and their allies) may be moved by sea. There are three separate sea areas on the map: the Cantabrian Sea (all Spanish coastal sea hexes, from the French border to the north Portuguese frontier at 3201), the Atlantic Ocean (from the southern Portuguese border at 1604 to hex 1207 inclusive) and the Mediterranean Sea (all hexes east of 1208 inclusive).

Ⓜ A unit performing sea movement (not a Landing; 11.8, below) must begin the strategic movement phase in a fully supplied coastal city/town hex, it is then moved to another friendly coastal city/town hex. A coastal city or town is marked on the playing surface with an anchor symbol. Movement to/from a city/town without such a symbol is prohibited. Unit(s) that have used sea movement may then use regular or march movement during that same Game Turn. However, those units may not use sea movement again until a subsequent turn.

## 11.6 Republican Sea Movement

Republican units may be moved by sea from one Mediterranean coastal city/town to another (i.e., Republican units may not use the Cantabrian Sea or Atlantic Ocean for sea movement). The number of Republican units that may use sea movement per turn is specified in the Strategic Movement Limits Chart.

## 11.7 Nationalist Sea Movement

Nationalist units may be moved by sea in any of the Cantabrian Sea, Atlantic Ocean or Mediterranean Sea hexes. The number of Nationalist units that may use sea movement per turn is specified in the Strategic Movement Limits Chart. Nationalist units need not start and end in the same sea area, but can move into/through any sea area listed for legal entry (11.5 and 11.8).

## 11.8 Landings

**Landing**  
(11.8)

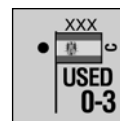
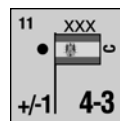
Both sides may perform Landings. Executing a single Landing uses all of the side's sea movement capacity for that turn (no other sea movement may be done). A player may land one division or two smaller units (regiments, battalions, brigades or columns). To conduct a Landing, all units must begin that phase already in a fully supplied coastal town/city hex (they may come from different hexes). Move the selected unit(s) to a single enemy controlled, unoccupied non-town, non-city coastal hex. The Nationalist may land on a Cantabrian Sea or Mediterranean Sea coastal hex; the Republican may only land on coastal Mediterranean Sea hexes. A coastal hex is any hex with at least a partial all-sea hexside; e.g., hex 1615 is a coastal hex (13.12.6).

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 ZOC and defend with halved combat factors if attacked before their next movement phase.

## 12.0 SUPPORT UNITS

TSCW has several types of support units utilized in combat to modify die rolls or provide column shifts.

### 12.1 Headquarters



Headquarters (HQs) are all single step units with a front ("available") side and a back ("committed") side. At the start of the HQ and Reserve Formation Segment, all *in-supply* "committed" HQ flip to their "available" side.

#### 12.1.1 HQ Functions

Headquarters can:

- Function as mobile secondary supply sources for supply and air commitment (12.2.2);
- Allow placement of units into reserve mode to exploit attack opportunities; and
- Provide HQ ground and/or artillery support if adjacent to or stacked with a unit involved in a combat (offensive or defensive).

In the MAP segment V, all *in-supply* HQs are turned face-up. HQs turn face down when they:

- Place units into reserve mode; or
- Provide ground and/or artillery *support* to a battle.

#### 12.1.2 HQ Artillery Support/Release Reserves

To utilize an HQ's artillery support factor (12.1.5) or to release reserves (12.1.4), one Resource Point must be spent for each HQ so utilized (as noted below).

**Design Note:** This represents the additional materiel and resources committed to the HQ to perform the special function assigned to them.

### 12.1.3 General Combat Effects

HQs alone in a hex cannot attack (Exception: see support below) and are eliminated the instant an enemy combat unit enters their hex, whether by regular movement, march movement or advance-after-combat (15.23). An attack declared on a hex only containing an HQ results in an automatic 0/1 result (*i.e., the HQ is eliminated and the unit can enter the HQ's hex, only*).

Any available, supplied HQ unit can provide offensive or defensive HQ ground support. Offensive or defensive support consists of adding the combat factors of the HQ unit to the defending or attacking units' total combat factors. The supporting HQ unit must be *either* adjacent to units of its side involved in battle, or stacked with them. No more than one HQ per side may support a given battle, no matter how many are in eligible locations. Once an HQ has provided support to a battle, the HQ is turned face down to its committed side. An HQ stacked in the defending hex *must* be committed to provide at least defensive ground support. An already committed HQ (*i.e., on its flipped side*) provides 0 defensive factors to a hex.

**Play Note:** *Spoiling attacks can be done versus hexes containing HQs to prevent them from supporting other battles, so be careful about leaving your HQs in the front lines!*

A player must commit HQs before committing any combat chits or any support units. Attacking HQs must commit first. The sum of the committed HQ support factors and ground support factors added by air units (12.2) may *not* exceed the total ground combat factors of that side in the combat. An HQ that is attacked in a prior combat in the same combat segment may not provide support to any other adjacent combats.

**Example:** *The EPR Army of Extremadura (EXT) HQ stacks adjacent to divisions which total six attack factors and 12 defense factors. The EXT HQ unit adds its combat factor of four to the attack factors of the three attacking divisions, thus making a grand total of ten combat factors. If attacked, the stack of would defend with combat factors of 12 (from the divisions) plus four for the HQ=16 (assuming the EXT HQ is committed and was not previously committed or attacked this combat phase). If the Republican player added a +4 air unit to an attack involving the above units, only two additional ground support factors would be added (since the sum of the added HQ ground support and air ground support cannot exceed the 6 attack factors of the attacking divisions). The EXT HQ would turn face down in all of the above situations.*

### 12.1.4 Reserves

During MAP, segment V, any HQ may place any and all units stacked with the HQ into "reserve" provided the following criteria are met:

- The HQ must be stacked on a rail line that can trace a contiguous path of friendly, uninterrupted rail hexes back to an USS (these hexes can pass through EZOCs);  
*and*
- The HQ must not be in an EZOC.

In  
Reserve  
(12.1.4)

Reserves are placed *under* the HQ unit (*or marked with a Reserve marker*) and the HQ is immediately flipped to its committed side. Neither the HQ nor the reserves may move or attack in any Operational movement and combat segments until committed to Exploitation (see below).

Reserves may be released at the start of a friendly exploitation movement segment or at the end of the turn in D.III. To release units from reserve **at the start of a friendly exploitation movement segment, one RP must be spent immediately** for each individual HQ releasing reserves, regardless of whether some or all of the reserves associated with that HQ are released. Nationalist units released from reserve have their full movement and attack capabilities in the Exploitation movement and combat segments of their side upon release, and then function as regular units thereafter (*including the ability to be placed back in reserve*). Republican units released from reserve function as Nationalist units above, but may only move 1/2 of their movement factors. If all reserves attached to an HQ are released, the HQ may, since it is a motorized unit, also move in the exploitation phase (14.0) if not adjacent to an enemy unit. **If released from reserve at the end of the turn, no RP need be expended.**

If attacked while in reserve, all attacked (defending) units are immediately taken out of reserve status (no RP expenditure necessary) and defend at half strength. For multiple units, sum their combat strength and then divide. Units can remain in reserve status indefinitely, until either attacked or the owning player chooses to release them from reserves (by paying the one RP).

### 12.1.5 HQ Artillery Support

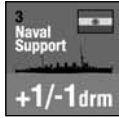
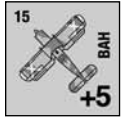
HQs with a +/-1 artillery support factor (+/-2 for German or British HQs) may apply column shifts to an attack. The player must spend one RP to do so. The decision whether to apply the artillery support shift must be made when the HQ declares its involvement in the combat (remember, only one HQ per side can support each combat).

HQs with an artillery support factor may shift the odds one (or two, for German and British) to the right for *attacking* artillery support; *defending* artillery support shifts the odds one (or two) to the left. **This artillery shift is in addition to the added combat factors from HQ ground support above.**

After an HQ has been used to support a combat (*via HQ ground support and/or artillery support*), flip it to its committed side. That unit may not provide any support again until it is flipped back during the HQ and Reserve Formation Segment of the next Administrative Phase (if fully supplied). HQs never attack by themselves. HQs stacked with units involved in the battle, *or providing either type of HQ support*, may be used to take step losses. HQs are rebuilt normally.

## 12.2 Air and Naval Support Units

### 12.2.1 In General



The German Legion Condor, Italian *Aviazione Legionaria*, Nationalist and Republican air units provide air support to ground units during combat.

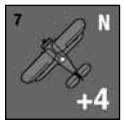
Each naval unit does the same in a similar fashion.

Air and naval units have no stacking, combat or step values of their own. They may not be given up to satisfy step losses in ground combat, nor may they be used by themselves to gain or reestablish control of any hex on the map. Air units do not exert ZOC. Each air or naval unit may support one ground battle per Game Turn, and all in-play support units become available for subsequent use during the End of Turn Phase.

### 12.2.2 Air Unit Range

Air units of both sides may be used to support any battle, either offensively or defensively, within three hexes of a friendly controlled and fully supplied secondary supply source (i.e., town, city or HQ; 9.4) or USS.

### 12.2.3 Northern Republican Aircraft



The Republican air unit with an “N” in its upper-right corner may only be used to support a battle involving Northern Republican units. If all three Northern Republican capitals — Bilbao, Santander, and Gijón — are controlled by the Nationalist, permanently remove this unit from play immediately. Northern Republican Units may *never* receive support from non-Northern Republican air units.

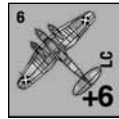
### 12.2.4 Air Support

Both players may assign none, some or all of their air units to a given battle. An air unit adds its printed attack factor to battles. The sum of added air support factors and HQ ground support factors may not be greater than the total number of friendly land combat factors involved in that battle. Any extra air support factors are lost. Both sides commit their air units simultaneously without the other player knowing what (if any) air has been committed (simply hold in a hand under the table and then reveal simultaneously).

**Example:** A Nationalist attack including 14 land combat factors attacks 3 combat factors of defending Republican units. The Nationalists commit one +5 air unit and one +1 air unit, while the Republicans commit one +4 air unit. The final odds are:  $14 + 5 + 1 = 20$  to  $3 + 3 = 6$ , or 3:1 (not  $20$  to  $3 + 4 = 7$ , or 2:1). The Republican player can only add a maximum of 3 air support factors since only 3 friendly land combat factors are involved in the combat.

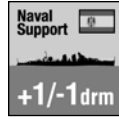
**Play Note:** If desired, one can forgo the simultaneous commitment of air units, in which case the Attacking player must commit first. This is recommended for play-by-email games.

### 12.2.5 Legion Condor Air Units



If there are one or more Legion Condor air units providing air support in a battle (either offensively or defensively) the Nationalist player will receive one (total) favorable odds shift to the right or left (i.e., use the next column or odds ratio on the CRT).

### 12.2.6 Naval Gunfire Support

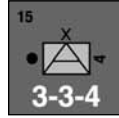


Each naval unit may provide Naval Gunfire Support to any attack in a coastal hex. Each unit provides a +1 drm when used by a friendly player in an attack (i.e., add 1 to your die roll). When used defensively the naval unit provides a –1 drm to the enemy’s attack die roll (i.e., subtract 1 from the enemy’s die roll).

The Republican player may only use the Naval Gunfire counter on Mediterranean Sea coastal hexes (all Mediterranean Sea hexes east of hex 1208, Gibraltar). Gibraltar is considered a Mediterranean Sea hex. The Republican Naval gunfire support unit is not available until turn 3.

The Nationalist may use naval gunfire support units in Cantabrian Sea and Mediterranean Sea coastal hexes.

### 12.2.7 Anti-Aircraft (AA) Artillery Support Units



There are several anti-aircraft units available to the players. These units all have the following ability:

- One enemy airplane unit will have its air support factors halved when supporting an attack (offensively or defensively) involving the AA unit (i.e., the AA unit must be contributing combat factors to the attack involving the enemy air unit).

The player using the AA unit(s) chooses which enemy airplane unit(s) to halve. This does not affect the column shift associated with German Legion Condor airplane units (but would halve their air support factors, rounded up).

## 13.0 OPERATIONAL MOVEMENT

### 13.1 In General

During a friendly Movement Phase, the player may move all, some, or none of his units as desired.

Every unit has a movement allowance printed in its bottom-right corner, which is the maximum number of Movement Factors (MF) it may expend for movement. Units move from hex to adjacent hex across hexsides, paying MFs depending upon terrain in the hex entered and/or hexside terrain crossed (see the Terrain Chart for terrain costs).

There are two general types of movement allowed in the Operational Movement Segment — “regular movement” and “march

movement” (13.11). There are some special movement provisions as well (see below).

### 13.2. Limits and General Principles

- MFs may not be accumulated from turn to turn, nor transferred from one unit to another. A player may move all, some, or none of his units in his Movement Segment, but a player is never required to move any units (Exception: some events);
- A unit may not enter a hex if it has insufficient MFs remaining to pay the full movement cost to enter the hex (Exception: minimum move, 13.3);
- Moving units need not expend all available MFs before stopping;
- Each individual unit or stack must complete its move before another begins to move;
- All units must end their movement for that phase in the first hex they enter containing an EZOC;
- Units may not combine regular movement with march movement in the same segment;
- Units may never enter hexes containing enemy units (Exception: HQs stacked alone, 12.1.3);
- Units may never enter hexes belonging to neutral countries; and
- Units may never move into all-sea hexes or cross all-sea hexsides.

### 13.3 Regular Movement

A unit with a Movement Factor may normally move up to its movement factors by spending or paying MF costs for each hex and/or hexside it enters/crosses (see 13.12-.14 and Terrain Key for MF costs).

**Minimum Move:** A unit may move one (only) hex — even if the movement cost to enter that hex exceeds the unit’s MFs — during its Movement Phase by expending all available movement factors at the start of their move. This does not allow units to enter hexes or cross hexsides that are otherwise prohibited, or to move from one EZOC to another (10.5). This is called a minimum move.

### 13.4 Stack Movement

To move as a stack, units must begin their movement stacked together. Units are not required to move together because they started the Movement Phase in the same hex; in such situations, those units might be moved together, individually, or in smaller sub-stacks.

### 13.5 Splitting Stacks

A moving stack may halt temporarily to allow a unit or sub-stack to split off and move away on a separate course. The units left behind in the original stack may then resume their own movement, even splitting off other units and sub-stacks. Once a unit or stack starts moving, all of its movement must be completed before that of another unit/stack is begun.

### 13.6 Different MFs in a Stack

If units with different movement factors are traveling together in a stack, the stack must use the movement factor of the unit with the lowest movement factor.

### 13.7 Terrain Effects on Movement

All terrain features on the map can be classified into one of two broad categories — natural or man-made. Both of those categories are divided into several different types (13.12–.13, below).

### 13.8 Evacuation Movement

Once per *game*, up to two Republican divisions, or the equivalent combination of divisions and other units (two non-division units counting as one division) may move through France in order to return to the Republican zone.

#### 13.8.1 Procedure

The Republican units must begin their movement phase on a hex adjacent to the French border.

The Republican player declares the Evacuation. The unit/units evacuated are placed directly on hex 3324. Those units may not move further during that Game Turn.

Evacuation may not be performed if hex 3324 is currently under Nationalist control.

This kind of movement can only be performed through hexes in France, not through hexes in Andorra or Portugal.

### 13.9 Landings and Parachutes

Units that have Landed (11.8) or Parachuted (PB 17.5.5.12) in the MAP of the current Game Turn may not move in that Turn’s Operational or Exploitation Movement Phases.

### 13.10 Northern Units Movement Limits

No more than four steps of Asturian units (red-filled unit symbol) at a time may be in Euskadi or Santander hexes (i.e., the whole region, see map).

No more than two steps of Santander units (medium-blue-filled unit symbol) at a time may be in Euskadi or Asturias hexes (i.e., the whole region, see map).

No more than two steps of Basque units (yellow-filled unit symbol) at a time may be in Asturias or Santander hexes.

The Asturian, Basque and Santander units are released from this restriction when all hexes of their respective regions are under Nationalist control.

**Example:** *When all hexes of Euskadi have been taken by the Nationalist, there is no limit to the number of Basque units that may stay in Santander or Asturian hexes. The limitation, though, is still in effect for Asturian and Santander units.*

**Historical Note:** *This rule reflects the lack of coordination that plagued the Northern Republican zone from the outbreak of the war. Each of the three regions was controlled by very different*

political groups (Basque Nationalists, Anarchists, Socialists, Communists, among others). There was no unified command despite the efforts of the Republican General Staff.

## 13.11 March Movement

### 13.11.1 In General

At the start of any friendly movement segment, a player's non-motorized units may move with up to twice their printed movement factors, provided that they start that segment supplied and not adjacent to enemy units. While conducting march movement, units may only enter friendly controlled hexes and may only enter hexes adjacent to enemy units if these hexes are currently occupied by friendly units (and may end their move there, if desired — *and must if the hex is in an EZOC per 10.2!*). The unit allowing the marching units to enter the hex adjacent to enemy units may later vacate the hex in the same movement segment.

### 13.11.2 Bridged Rivers

Units using march movement pay +0 MFs to cross a river hexside bridged by a rail line *if* the rail hexes on both sides of the river are friendly controlled and not in an EZOC; i.e., if the rail hexes on both sides of the river are behind the lines, a unit using march movement and crossing *at that hexside* pays +0 MFs for the river hexside, *not* +1 or +2.

**Design Note:** *At any river hexside crossed by a rail line there are also assumed to be major road bridges spanning that portion of the river. Units using march movement are assumed to be taking full advantage of any available road network to get to their destination.*

### 13.11.3 Limits on March Movement

Units using march movement may not use regular movement during the same segment that they use march movement. Republican units using march movement during the exploitation phase only use their printed movement factors (MFs are halved, then doubled, equaling original value). **NOTE:** *March movement may not be used during the July 1936 Game Turn (Game Turn 1) (PB 17.1.5.3 and PB 17.4.5.2).*

## 13.12 Natural Terrain

### 13.12.1 In General

There are eight types of natural terrain (in-hex and hexside) on the map: Clear, Rough, Mountain, Marsh, Minor Rivers, Major Rivers, All-Sea and Coastal hexes. Please refer to the Map Key (on the map) for examples of these terrain types.

### 13.12.2 Clear

Hexes with only clear terrain in them represent areas devoid of any natural features that would enhance defense or slow movement at this level of operations. Each clear hex costs 1 MF to enter.

### 13.12.3 Rough

Rough hexes represent areas dominated by hilly or broken terrain. Non-motorized units pay 1 MF per rough hex entered; motorized units pay 2 MF per rough hex.

### 13.12.4 Mountain

Mountain hexes cost 2 MF to enter for non-motorized units. Motorized units pay 3 MF to enter.

### 13.12.5 Marsh

Marsh hexes cost cavalry 2 MF to enter; all other non-motorized pay 3 MF, and motorized units pay 4 MF.

### 13.12.6 Coastal and All-Sea Hexes

A coastal sea hex is any hex that has sea (blue) abutting the land/terrain portion of the hex. Units may move along coastal hexes normally crossing the land aspect of the depiction, but may never cross all-sea hexsides. An All-Sea hex is any hex that is totally blue and devoid of any other terrain type.

### 13.12.7 Minor Rivers

Minor Rivers (and Major rivers; 13.12.8) lie between hexes along the hexsides, rather than in-hex like the terrain described above. All non-motorized units may cross a river hexside by paying an additional movement factor (shown on the Terrain Key as “+1 to cross”) with that of the in-hex terrain. Motorized units must pay +2 MF. However, see 13.11.2 for river effects on march movement.

### 13.12.8 Major River

All non-motorized units pay +2 MF to cross a major river hexside; motorized units pay +3 MF. Non-motorized units may Advance after Combat across a major river. Motorized units may not Advance after Combat across a major river. However, see 13.11.2 for river effects on march movement.

## 13.13 Man-Made Terrain

### 13.13.1 In General

There are five different types of man-made terrain: Towns, Cities, Borders, Railroads, and Fortifications.

### 13.13.2 Towns

Towns have no effect on movement. Units pay movement costs for the type of terrain present in the town hex.

### 13.13.3 Cities

The cost to enter a City hex is always 1 MF, regardless of other terrain in the hex.

### 13.13.4 Borders

Borders are either international (red) or regional (black). Regional borders effect the movement of certain Northern units (13.10). An international border is one that delineates a neutral country, in which case no units may cross that line (but see 13.8).

### 13.13.5 Railroads

Railroads have no effect on movement (Exception: crossing rivers during march movement, 13.11.2).

### 13.13.6 Fortifications

Nationalist units entering an intact Republican fortified hex (15.14) pay an additional MF to do so. Republican units pay only the cost of the kind of terrain entered.

### 13.14. Cumulative Effects

The total movement cost for entering any hex is the sum of all the applicable terrain types involved. For example, a infantry unit crossing a river into a mountain hex would pay a total of 4 MF to do so (that is, +1 MF for a non-motorized unit to cross a river, and 3 MF to enter a mountain hex).

## 14.0 EXPLOITATION MOVEMENT

### 14.1 In General

During the exploitation movement segment, any motorized unit (2.8) that is *not adjacent* to an enemy unit at the beginning of this phase may move again, obeying all rules associated with Operational movement (13.0). Furthermore, any units previously placed in reserve by the phasing player may also move, even if they began the Exploitation movement segment adjacent to an enemy unit, *if* they are released (12.1.4).

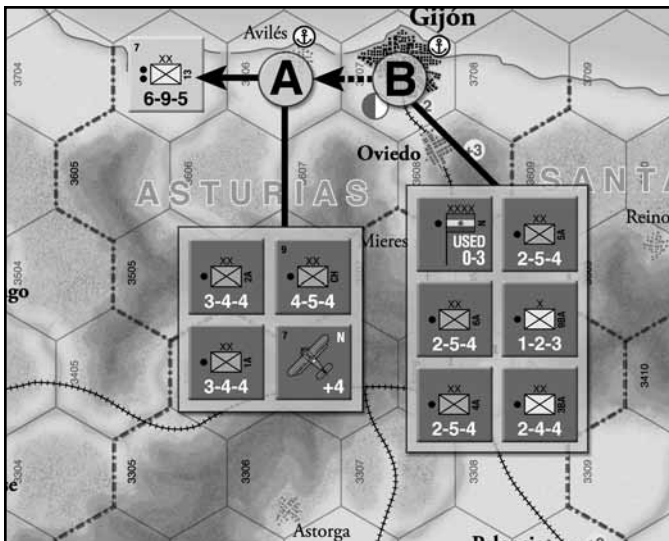
#### 14.1.1 Nationalist/Republican Limits

All Nationalist units eligible for exploitation movement (14.1) may move up to their full movement allowance.

All Republican units eligible for exploitation movement (14.1) may only move up to 1/2 of their movement factors. Republican units using march movement (13.11) may only use their printed movement factors during the exploitation movement segment, not double factors.

### 14.2 Exploitation Combat

Only units which were eligible to move per 14.1 may participate in the exploitation combat segment. Exploitation combat uses the same rules found in 15.0 below.



**Example of Reserve Activation:** Republican units at A (hex 3706) attack Nationalist 13 division at 3705. During the previous HQ and Reserve Formation Segment (12.1) the Republican player has committed divisions 4A, 5A and 6A plus 3BA and 9BA Brigades

to HQ reserve at B (hex 3707). The N (Army of the North) HQ is flipped to its used side to show its "in reserve" status and an "In Reserve" marker is placed on the stack.

During the operational combat phase, the units at A attack the 13 division. 14 attack factors versus 9 defense factors reduce to final odds of 3:2, with a -1 drm because the Republicans are attacking across a minor river. The Republican player rolls a 3 modified to a final result of 2, which is a 2/1. The Nationalist player flips the 13 division to its reduced side (factors of 5-7-5) while the Republican player eliminates the 1A and 2A divisions and flips the "N" (North) air unit to its "used" side.

At the start of the Exploitation movement and combat segments, the Republican player decides to activate the "in reserve" units at B (hex 3707) by expending 1 RP at this time. As per 14.1.1, Republican units can only use half movement factors for Exploitation movement. Divisions 4A, 5A, 6A and Brigades 3BA and 9BA move to hex 3706; and while the HQ N could move since it is a motorized unit, it chooses to remain at B (3707). During the subsequent exploitation combat segment, the reserve units launch an attack against the Nationalist 13 division (the lone surviving Republican unit already in 3706 may not attack during that phase).

The Republican units attack at 1:1 odds (8 vs. 7) with -1 drm (attack across a minor river). The Republican player rolls a lucky "6" modified to "5" which yields a final result of 2/1. The Republican player eliminates the two brigades while the Nationalist player eliminates the 13 Division. The surviving reserve units (Divisions 4A, 5A, 6A) occupy the just vacated hex (as per Advance after Combat, 15.23).

## 15.0 COMBAT

### 15.1 In General

Combat takes place between opposing units during the Combat Segments of every Game Turn. Attacking is always voluntary. Exception: see event chits, section 6.0.

### 15.2 Defenders and Defending

An enemy occupied hex may be attacked in one Combat Segment by as many units as can be brought to bear from one, some or all of the surrounding hexes. An attack is against all units in one hex only; all units defend together. A given hex may only be attacked once per Combat Segment.

### 15.3 Attackers and Attacking

A unit may only participate in one attack in a Combat Segment. Units stacked together need not participate in the same attack. Some might attack into one hex, while others may attack other hexes, or not attack at all.

## 15.4 Attack Sequencing

There is no limit on the number of attacks a player may make during his Combat Segments as long as no single unit attacks more than once, and no defending hex is attacked more than once. He need not declare all his attacks beforehand and he may resolve them in any order he wishes, as long as the resolution of one is completed before that of the next is begun.

**Play Note:** *If both players agree, all attacks can be declared, all supporting units announced and then the combats resolved in the order decided by the attacker. This will speed up combat and is recommended for play-by-email games.*

## 15.5 Fog of War

Neither player may look beneath the top unit of enemy stacks until an attack has been declared and the attacking units have been named. Once any unit below the top defending unit has been revealed, the attack may not be called off, and all previously named attacking units must participate.

**Play Note:** *Obviously, if neither player desires to play with Fog of War, this rule may be considered optional.*

## 15.6 Combat Procedure

Players should follow this sequence of steps for each attack:

- A) First, the initial combat odds are calculated as follows:
- A-1) The active player declares a target hex and all attacking units;
  - A-2) The active player declares any desired offensive HQ support (12.1.3);
  - A-3) The defending player declares any desired defensive HQ support;
  - A-4) Both players simultaneously declare any desired Air support (12.2.4); and
  - A-5) Calculate *initial* combat ratio (15.7).

Calculate the odds by adding the attack factors of the involved attacking combat and support units as a single sum (12.2.4), then adding the defense factors of all defending combat and support units (12.2.4) as a single sum. Then, divide the defender's total into the attacker's total, rounding in favor of the defender (see examples below). At step A-1, the attacker must have at least 1:3 odds before any support is added, or the attack cannot be declared.

B) Next, apply any and all column shifts due to terrain and/or support units (15.21) to get the final odds column for the specified attack. **If these final odds are lower than 1:3 or above 7:1, a further drm is applied (15.7) and the attack will be resolved on the 1:3 or 7:1 column on the CRT, respectively.**

C) Tally all die roll modifiers (drms) that apply to the attack (15.10), as noted in the rules and on the Combat Results Table (CRT) and the Terrain Effects Chart (TEC). Both players (attacker committing first) may also now play any applicable Event Chit to further modify the forthcoming die roll.

Now roll one die (or two dice if a large battle; 15.9) to determine the results of the combat (15.8).

D) Both sides apply any required step losses (15.8) and may need to remove units either to the Eliminated Units Box on the map or from the game (*if the unit is subject to a previous withdraw order; 7.4*).

E) Any remaining attacking units may now Advance after Combat/conduct Front Breakthrough (15.23) if the defending hex was vacated as a result of the preceding combat results. After advancing/breaking-through any desired units (none are required to do either), combat is concluded for that particular attack.

## 15.7 Odds Column Limits

The base odds column may be shifted due to terrain and/or other conditions affecting the attack. See the TEC and CRT for column shifts. All column shifts are cumulative. However, odds are limited by the columns, printed on the CRT. Final odds (after applying all shifts) worse than 1:3 are resolved at 1:3 column with a drm of -1. Final odds higher than 7:1 are resolved at 7:1 with a drm of +1.

**Design Note:** *Soak off attacks on hexes with HQs can be done, provided you can get at least 1:3 odds purely on the combat factors of the units involved, before any adjustment for terrain, air, etc.*

## 15.8 Combat Results

The number to the left of the slash is the attacker's combat result; the number to the right is the defender's. For example, at 2:1 odds, on a net roll of one, the combat result is 2/1. That's 2 for the attacker, 1 for the defender. The numbers signify the number of step losses each side must apply to their forces involved in that battle. Attacker losses are applied before defender losses.

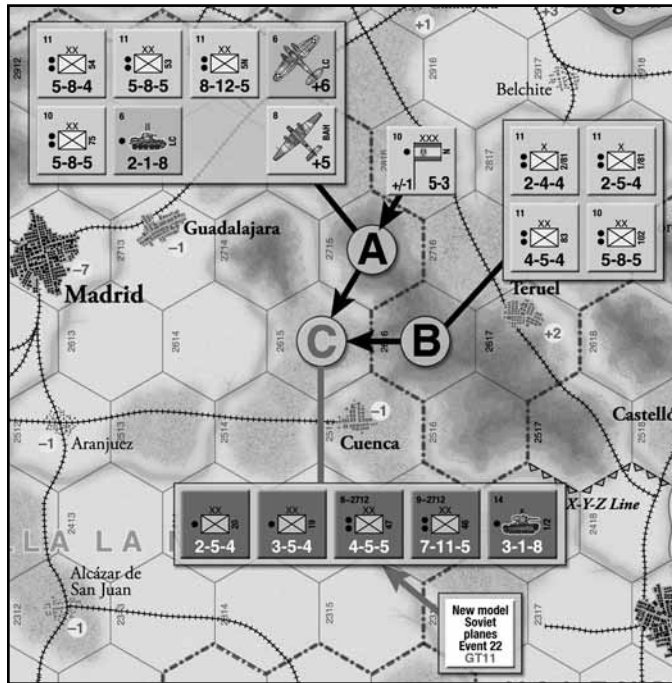
Losses can be distributed among all types of ground units, including HQs (12.1) as the owning player sees fit, but no one-step unit may be eliminated until every two-step unit involved in the combat (even if they are attacking from different hexes) is reduced to one step first.

An "E" result eliminates all units of that side involved in the battle. If all *defenders* are eliminated by an "E" result, each surviving attacking unit gets 4 movement factors for breakthrough movement (15.23) to be used immediately.

## 15.9 Large Battles

If a defending hex has 4+ units and is attacked by at least an equal number of units (excluding HQs for both), two dice are rolled on the finally determined column (same drms apply to both

dice). *Results* from the two rolls are summed for both sides to determine the final resolution.



**Large Battle Example:** Nationalist units at hexes A (2715) and B (2616) attack Republican stack at C (hex 2615). The Nationalist forces receive the support of two air units: one Legion Condor and one Brigada Aérea Hispana (BAH). They receive also the support of the Navarra (N) HQ located at 2816. The Nationalist player decides to use its artillery support factor (+1 odds shift) so he must expend one RP to activate it (12.1.4). After being committed, the HQ must be flipped to its “used” side. Also, the Legion Condor air unit generates a +1 odds shift in attack (12.2.5).

In turn, the Republican player opts to use one of the event chits he had picked earlier during the Events Phase to modify the combat die roll. He uses Event 22 “New Soviet Aircraft” which generates a –1 drm. The Republican player defends the hex with more than four units so this combat is considered a “large battle”. As per 15.9, if a defending hex has 4+ units and is attacked by at least an equal number of units (excluding HQs for both), two dice are rolled on the finally determined column (same drms apply to both dice).

Therefore, the Nationalist player attacks with 54 combat factors vs. 27.  $54/7 = 2:1$  odds, modified to 4:1 (Legion Condor air unit and HQ artillery support) with a net –2 drm (–1 for rough terrain, –1 for Event 22). The Nationalist player rolls twice on the Combat Results Table, getting results of 3 and 5, which are modified to 1 and 3, respectively: 2/2 and 0/2. The Nationalist player must lose 2 steps (2+0), the Republican player four (2+2).

The Republican player holds the hex. He flips to its reduced side divisions 46 and 37 and eliminates the 1/2 tank brigade. The Nationalist flips to its reduced side the 63 Division and 1/81 Brigade. All used air units are flipped to their “used” side, while the event marker is withdrawn permanently from play.

## 15.10 Combat Modifiers

The attacker’s combat die roll(s) may be modified by the cumulative die roll modifiers from some types of terrain, defender being OOS, concentric attack, naval gunfire, Event Chits, etc. (other effects such as certain terrain types, HQ support, etc will shift the column the attacker uses; 15.7). All combat drms are cumulative and are calculated before rolling the die (see the TEC and CRT for drms).

**Example:** an attack with a cumulative +3 attack would add 3 to the original die roll in 15.6C.

## 15.11 Minimum Combat Factors

Units with a printed combat factor of “1” or greater can never have those factors reduced to less than one for any reason. However, whenever stacked or multi-unit/multi-hex situations arise wherein combat factor reductions are to be made, total up all the units’ factors eligible for the same reduction and then make one overall reduction. For example, three 1-strength units attacking while OOS would attack with a strength of  $3/2 = 2$ , (1.5 rounded up), not  $1+1+1 = 3$  (i.e., 1 strength each divided by 2 equals 0.5, then rounded up to 1).

## 15.12 Event chit Modifiers

Various event chits (Republican determination, tactical surprise, etc.) may be played (*attacker declaring first*) to further modify the die roll. All event chits must be played prior to the combat die being rolled (15.6).



## 15.13 Die Roll Modifier Limits

All die roll modifiers are cumulative. However, any die roll result modified to a number greater than an eight is considered an eight, and any result modified to less than a zero is considered a zero.

## 15.14 Fortified Lines and Counters

### 15.14.1 Types and Status

Republican fortified lines printed on the map are either “active” or “inactive”. At the start of the game, all fortified lines are inactive. Each fortified line comprises a series of contiguous hexes as identified in the Republican Fortified Lines Table. These cover only the specified hexsides.



Fortified *counters* (PB 17.5.5.7) function as “active” fortified lines for all purposes and all six hexsides surrounding the counter are considered fortified. Hereafter, both fortified counters and fortified lines will be referred to as “forts” and/or “fortifications”.

**Note:** The PAC lists the incorrect hexes for the L-3 line. It extends from hex 3023 – 3322.

### 15.14.2 Neutralizing Inactive Fortifications

An entire inactive fortification line is neutralized (i.e., rendered permanently inactive) if any Nationalist ground unit enters one or more hexes of it before that line’s activation Game Turn begins

(see the Republican Fortified Lines Activation Table). This happens the moment a Nationalist unit enters any hex associated with that line. This can be during movement, Advance after Combat, or Front Breakthrough (15.23).

### 15.14.3 Destroying Active Fortifications

Active Republican fortified line *hexes* are destroyed (i.e., rendered permanently inactive) the moment a Nationalist unit enters the hex. This can be during movement, Advance after Combat, or Front Breakthrough (15.23); i.e., active fortified lines are destroyed one hex at a time, but inactive fortified lines are destroyed in their entirety if entered prior to their activation turn.

Likewise, a fortified hex (WW2 scenario) is destroyed the moment an enemy unit enters that hex.

### 15.14.4 Fortified Lines in Combat

Inactive fortifications have no combat effects prior to their line's activation. However, if any Nationalist unit(s) attack across an active fortification hexside that attack will receive a -1 drm (in addition to any other applicable drms, of course).

### 15.14.5 Fortified Lines & Nationalist Supply

Nationalist supply lines may never be traced into or through active Fortified Lines hex sides. Nationalist supply lines may be traced into or through inactive or destroyed Fortified lines.

### 15.15 ¡No Pasarán! (They Shall Not Pass!)

Republican units defending Madrid (hex 2712) get a favorable modifier of 2 odds shift to the left. **Note:** Nationalist units and all units in the 1941 "What if" scenario (PB 17.5) defending in Madrid only get the standard city shift: 1 odds shift to the left.

### 15.16 Nationalist Ammo Shortages

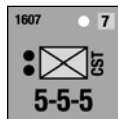
Starting with Game Turn 1 (July 1936), Nationalist troops north of 24xx hexrow suffer a -1 drm on attacks (they defend normally). This restriction is lifted for the rest of the game the first time a Secondary Supply Source north of the 24xx hexrow can trace a Line of Supply to the USS of the southern zone (Cádiz, hex 1305) during the End of Turn Phase. After Game Turn 6, this restriction is removed (lifted) regardless of what USS northern Nationalist troops trace to.

**Historical Note:** During the first critical weeks of the Spanish Civil War, the only troops that had at hand enough quantities of military supplies were the southern Nationalist troops, mostly because all the German and Italian aid arrived through the southern ports of Cádiz and Sevilla.

### 15.17 Out of Supply Effects

Attacks against a hex having at least one out of supply defender get a +1 drm, even if the defender is in a city or town (9.3 and 9.6). Out of supply defenders not in a city or town also defend at half strength (9.3).

### 15.18 Colonial Columns in Combat



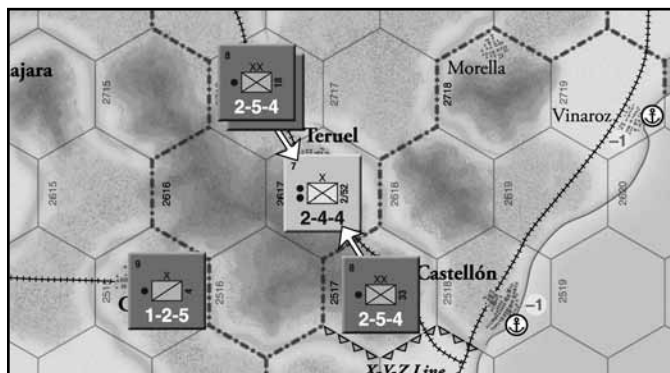
Whenever one or more Colonial units participate in an attack against Republican columns or mixed EPR-columns stacks, the Nationalist player applies a +1 drm. Conversely, when one or more Republican columns or mixed EPR-columns stacks participate in an attack against Colonial units, the Republican player applies a -1 drm.

### 15.19 Concentric Attack

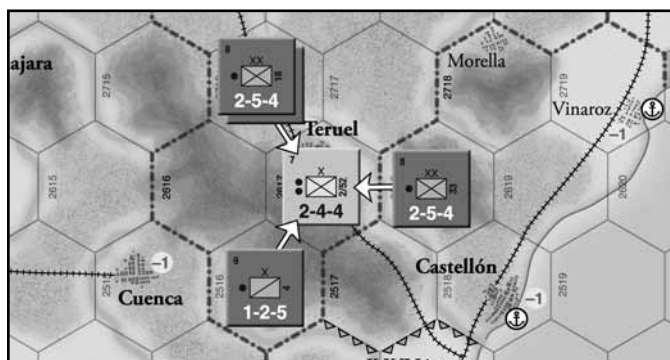
The attacker applies a +1 drm when making a concentric attack. A concentric attack is defined as an attack by land combat units from two hexes directly opposite the defender's position, or land combat units from three hexes with one hex between each and the next attacker position, or land combat units from more than three hexes (see the below for examples).

Republican columns or mixed stacks of Republican columns and EPR units may not receive the concentric attack drm.

*Concentric attack example 1:*



*Concentric attack example 2:*

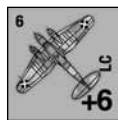


### 15.20 "Zero" Attack Factor Units



Some units have printed attack factors of "0" (zero). Such units may "ride along" with other attacking units having positive attack factors in order to absorb step losses (but see 15.8).

### 15.21 Airpower



If one or more Legion Condor air units are used in the attack, these provide a *single* odds column shift for the Nationalist (12.2.5).

## 15.22 Terrain Effects on Combat

Natural and man-made terrain have effects on combat, shown on the Terrain Effects Chart, either by generating column shifts or drms favorable to the defender. It is always the terrain in the defender's hex and along its hexsides that determines those effects; the terrain in the attacker's hex(es) has no bearing. In every attack, **only the most favorable hex-based terrain in the defender's hex applies (defender's choice), along with any applicable hexside based terrain effects (cumulative).**

**Example:** Nationalist units attacking Barcelona (hex 3023) from hex 3022 after the L-3 line has been activated would have a  $-1$  L column shift for the city, but ignore the  $-1$  drm for the Rough terrain also present in the hex. In addition, the  $-1$  drm for attacking across a minor river and the  $-1$  drm for attacking across an active fortified line would also apply, giving a total terrain effect of  $-1$  L column shift and  $-2$  drm.

When considering hexside terrain modifiers for minor rivers and major rivers, if any attacking unit (including 0 strength units) are attacking across a major river hexside, apply the  $-2$  drm. If any attacking units (including 0 strength units) are attacking across a minor river hexside, apply the  $-1$  drm (exception: this is not cumulative with the  $-2$  drm for the major river, above); i.e., if units are attacking a hex from multiple hexes, one across a major river and one across a minor river, only apply the worse of the two river hexside modifiers — the  $-2$  drm from the major river.

## 15.23 Advance after Combat & Front Breakthrough

If the hex being attacked is emptied of enemy units then some or all of the attacking units (Exception: not HQ units) may occupy that hex. That is, if there are two steps worth of defending units and the defender suffers two step losses, then the defending units are eliminated and the attackers may advance into the just attacked/vacated hex. This movement does not cost any movement factors.

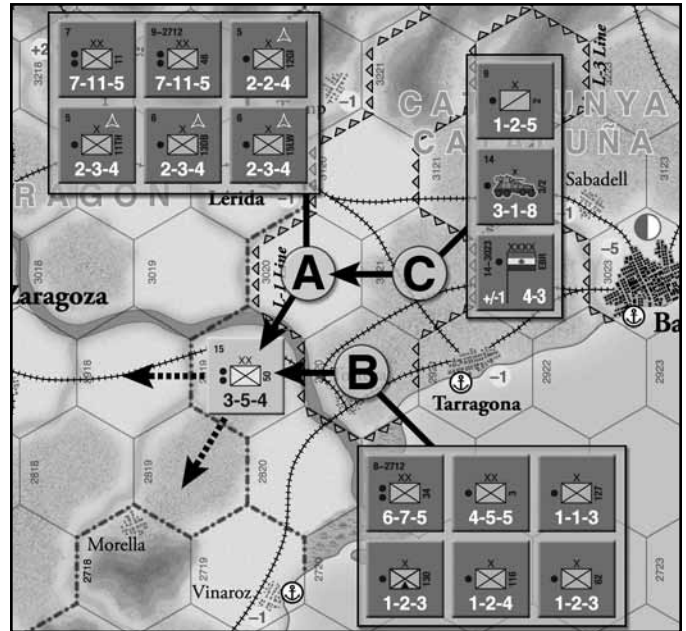
If the combat result calls for more step losses than the available number of defending steps (in the hex), the extra step losses become "movement factors" for further, albeit limited, movement after combat. This is called "Front Breakthrough".

Any units participating in the attack (Exception: not HQ units) may expend as many movement factors as extra step losses suffered by the defending units as long as the movement does not exceed *half* of the unit's printed MFs; that is, a unit with a movement allowance of 3 may not expend more than 2 MFs when performing Front Breakthrough or Pursuit (15.24), even if more are gained from the combat result. The first hex entered *must* be the just attacked/vacated hex, which is entered for free as an Advance after Combat (i.e., it does not use up any of the gained Front Breakthrough MFs).

Advance after Combat and/or Front Breakthrough is never mandatory, nor is spending all the MFs allowed by the breakthrough result. **Unlike in regular movement, there is no "minimum move" (13.3) allowed, so if a unit does not get enough MFs to enter a hex via Front Breakthrough, it may move no further than the defender's vacated hex (which is always entered for free).**

**Exception:** If the combat resulted in a 0/E result, units using Front Breakthrough may use up to their full Movement Allowance (i.e., all of their movement factors), to a maximum of 4 MFs (15.8).

**NOTE: Enemy ZOCs are ignored during Advance after Combat and Front Breakthrough.**



**Example of Front Breakthrough:** The Republican forces deployed in hexes 2920 and 3020, supported by one 4-3 HQ and totaling 40 attack factors, attack the 50th Nationalist Division with a defense factor of 5 in hex 2919. Odds are 40/5, or 8:1. The combat is resolved on the 7:1 table and the Republican player rolls a "4", modified to a "2" for the hill ( $-1$ ), major river ( $-2$ ) and odds  $> 7:1$  ( $+1$ ) drms, which yields a result of 1/4. The two-step unit is automatically eliminated and there are extra step losses so the Republican player achieves a breakthrough. Some, all or none of the attackers may perform Advance after Combat. All of them may expend up to two movement points. Since the 50th Nationalist Division was defending hex 2919, the first hex entered must be hex 2919. The Republican units may move to a second hex (if it costs 1–2 MF), moving for instance to hex 2918 or 2819. Republican units could not enter hex 3019, since crossing the major river requires 3 MFs from hex 2919. During their Advance after Combat the Republican units ignore enemy ZOCs.

**Another Example of Front Breakthrough:** During Game Turn 3, the Nationalist player attacks a lone Republican column in hex 2207 from Merida with three Colonial columns and three Nationalist columns. After commitment of Air Support, the odds end up at  $> 7:1$ . The modified combat roll yields a 0/6 result, leaving 5 unfulfilled Republican step losses. Assuming the nearest usable Nationalist supply source is Merida, the furthest that the Nationalist units can advance is hex 2308, using only 2 MFs of the maximum of 3 MFs (Colonial units with 5 MFs divided by 2 = 3 MFs of maximum Breakthrough). This is because a unit may only end its move in a hex if it will be in supply at that moment (9.2). If Montanechez or Puertollano fell to the Nationalists in a prior combat — even this turn — then the Colonial units could have advanced all the way to hex 2309 or 2409.

## 15.24 Pursuit

Cavalry and motorized units that have not attacked that turn and that are *not adjacent* to any enemy unit may participate in the Front Breakthrough movement if a breakthrough is achieved, but only if they are within one hex of one or more units that were included in the attack that generated a breakthrough. Units performing pursuit must enter during their movement the hex “emptied” of enemy units by the attack that achieved the breakthrough, or end their pursuit in a hex from which the “emptied” hex was attacked. These units may use up to their full MFs, to a maximum of the MFs achieved by the combat result.

**Pursuit Example:** *Following the earlier example, the Republican 2nd Cavalry Brigade and 3rd Brigade/2nd Armored Division are in hex 3021 (i.e., adjacent to the Republican units attacking) and are not adjacent to enemy units, nor have they attacked during that same turn. They may perform Front Breakthrough, moving up to 2 MFs. Units performing pursuit must enter during their movement the hex “emptied” of enemy units by the attack that achieved the breakthrough (hex 2919), or end their pursuit in either hex 2920 or 3020. In this case, both units must end in either hex 2920 or 3020, since it costs more than 2 MFs for the motorized units to cross the river into hex 2919. These units would still be eligible for Exploitation Movement and Combat if not adjacent to enemy units in hex 2920 or 3020.*

**Design Note:** *This gives cavalry units a bit of exploitation movement ability, without needing to be placed into reserve mode. It also gives armor units an option — either use Front Breakthrough where they can ignore EZOCs (but probably have fewer MFs to use), or wait until the exploitation phase and use their full (half, for Republican) MFs, but have to stop upon entering an EZOC.*

## 15.25 Republican Columns

### 15.25.1 Republican Columns on the Attack

When the Republican player initiates an attack involving only columns, or mixed EPR units and columns, he rolls a die after committing air units and immediately before rolling on the Combat Results Table, and applies the following modifier (one die roll only, regardless of the number of columns and/or hexes involved in the attack):

- On a die roll of 1, there is insubordination and the attack fails to materialize (i.e., no combat occurs);
- On a die roll of 2-3, the attack proceeds with a -1 die roll modifier;
- On a die roll of 4-5, No Effect: the attack proceeds normally; and
- On a die roll of 6, the attack proceeds with wild enthusiasm: +1 drm.

As usual, this die roll modifier is added to any other drms/odds shifts applicable to that combat.

**IMPORTANT:** During Game Turns 1 and 2, the column attack die roll is modified by a -2 drm.

**Design Note:** *The Republican side was slow in organizing and militarizing, which is reflected by the added difficulty in mounting successful attacks early in the game.*

### 15.25.2 Political Allegiance

Some of the Republican columns were raised by political unions and parties. The political groups are indicated by a symbol in the upper-right corner of the unit counter.

Refer to the Unit Key on the player aid card for a sample and explanation of each such symbol.

### 15.25.3 Effects of Political Allegiance.

- Anarchist columns may not stack or attack with columns from other political parties aside from the POUM column. They may stack and attack with mixed columns.
- Communist columns may not stack or attack with Anarchist, POUM, Catalan Nationalist or Basque Nationalist columns. They may stack and attack with mixed columns.

**The restrictions on attacks apply even in multi-hex attacks (i.e., Anarchist columns cannot participate in an attack with Communist columns, even if they are stacked in separate hexes).** These restrictions are lifted once the columns are converted to, or replaced by, EPR units.

**Design Note:** *These rules apply only for Republican columns. The Nationalist columns included political party militia and volunteers too, but they were always kept under military command and were organized around a core of regular units; so that their columns had a degree of unit cohesion and discipline unknown among its enemies. This rule also affects mixed stacks of EPR and Republican militia because the militarization process was slow, and the units of the new EPR, despite containing many veterans, still lacked training and professional officers and NCOs.*

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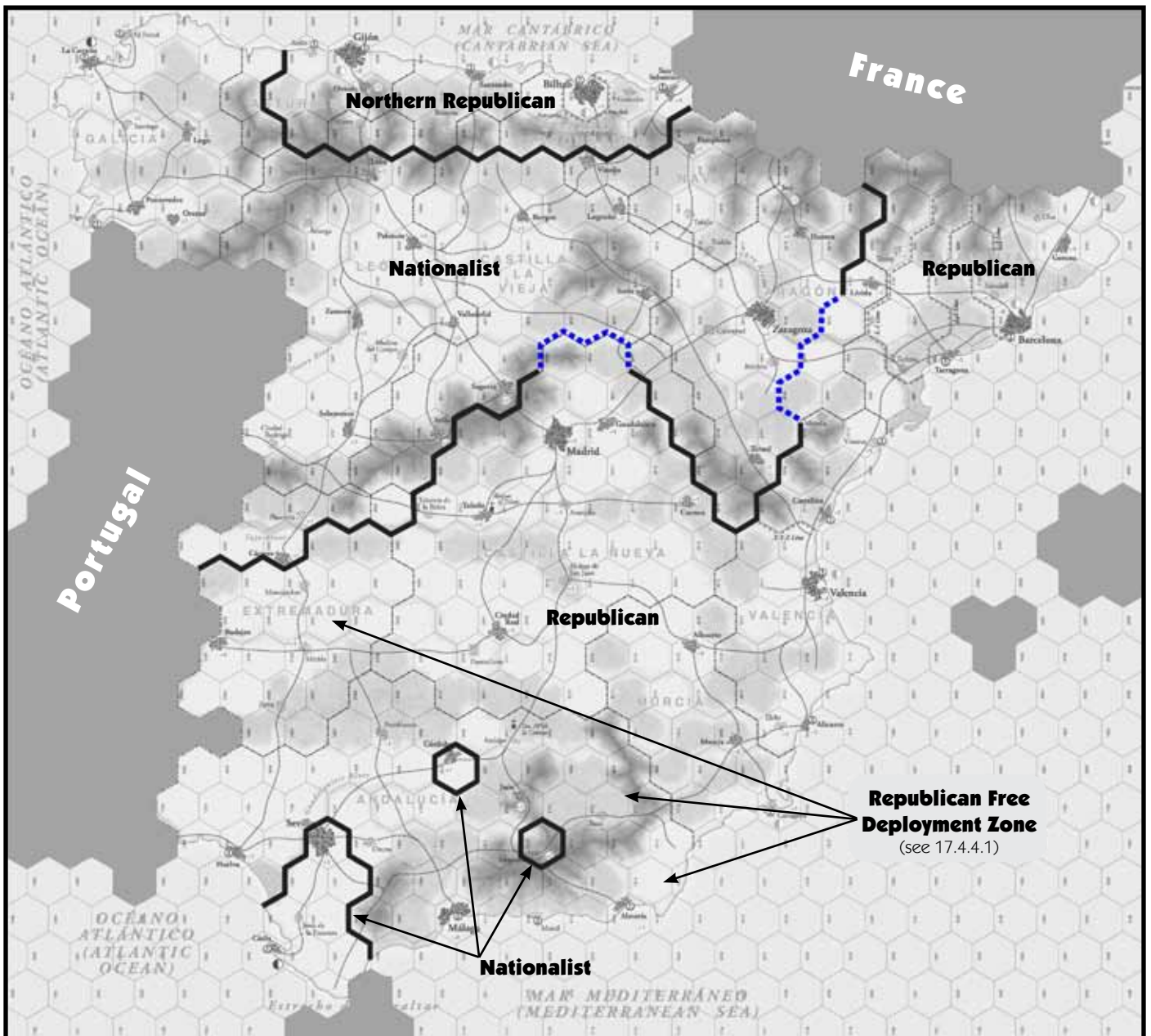
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### 1936 The War of the Columns & Campaign Game Scenarios

#### Scenario Setup & Hex Control

The hexes controlled by the two sides at the start of The War of the Columns scenario or Campaign Game are shown above. All hexes on the Nationalist or Republican side of the border are controlled by the Nationalist or Republican side, respectively. The Republican forces starting in Asturias, Santander and Euskadi are the “Northern Republicans”. The Nationalist forces starting in the area encompassing Lugo (hex 3503), Soria (hex 3114) and Zaragoza (hex 3017) begin the game suffering from Ammo Shortage (see 15.16).

**Note:** Grayed-out hexes (e.g., France, Portugal, etc.) are not in play in these scenarios.

**Note 2:** Dashed blue border has been corrected from original rules (solid black border has not changed from original).



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