



GUERRA CIVIL

The Spanish Civil War: 1936-39



INTRODUCTION: Welcome to the new SQUADS & LEADERS VARIANT from CH, GUERRA CIVIL: The Spanish Civil War 1936-39. Inside you will find everything you need to game this fascinating conflict on a tactical level using the new counters provided and your existing Allied Minors, Axis Minors and Italian MMCs, SMCs, SWs, and AFVs.

GUERRA CIVIL is just the beginning of our exploration of the tactical-level history of the Spanish Civil War. The actions enclosed will be added to with new scenarios and historical map-based PLATOON LEADER 2.5 campaign games in the near future. The best way to stay informed about this and other upcoming items is through the pages of CRITICAL HIT TACTICAL LEVEL GAMING magazine and our website, www.Criticalhit.com. For those wishing to store these rules in a binder, the margins allow for three hole punching.

Gaming the Spanish Civil War on this scale involves a lot of detail in the form of numerous new squad types. It is this rich detail, depicted in the variety of different MMCs and SMCs provided, that makes SCW gaming unique and interesting. A full DYO presentation is provided and the gamer is urged to explore the conflict through the game metaphor using the materials provided, and via the written word, using the bibliography found elsewhere in this rulebook.

The publishers humbly suggest the acquisition of a copy of *The Spanish Civil War* by Hugh Thomas (Simon & Schuster, ISBN# 0-671-75876-4), available at the time of this writing in a re-print edition. It's an excellent 'one stop' source for newcomers to the topic.

SCW 1. SPANISH CIVIL WAR COMBATANTS

SCW 1.1 MINOR COUNTERS: Except where stated otherwise Republican and Nationalist units in GUERRA CIVIL use Allied and Axis Minor SW, "?", counters, respectively.

SCW 1.11 REPUBLICANS: Republicans use Axis Minor crews, SW counters and those provided in GUERRA CIVIL.

SCW 1.12 NATIONALIST: Nationalists use Allied Minor crews, SW counters and those provided in GUERRA CIVIL (EXC: CTV).

SCW 1.13 VEHICLES AND ORDNANCE: A separate Vehicle and Ordnance List is provided for the forces available during the Spanish Civil War. A set of DYO tables are provided the combatants.

SCW 1.14 ESB: For all vehicles manufactured in Spain the ESB DRM is +3.

SCW 1.2 CTV: CTV units represent Italian forces fighting in the Spanish Civil War. Italian counters are used, within the restrictions listed on the CTV Nationality Capabilities Chart.

SCW 1.21 CTV ORDNANCE LIST: The CTV Ordnance List is provided, although Italian counters are used from Hollow Legions™. This table lists the Italian ordnance types that are available for action in the Spanish Civil War.

SCW 1.22 CTV VEHICLE LIST: The CTV Vehicle List is provided, although Italian counters are used from Hollow Legions™. This table lists the Italian vehicles that are available for action in the Spanish Civil War.

SCW 2. REPUBLICAN ARMY UNITS

SCW 2.1 REPUBLICAN SMC AND MMC TYPES: There are four classes of Republican MMC types, described below (see SCW 2.2, 2.3, 2.4, and 2.5). These units represent troops loyal to the Republican government of Spain, supported by Stalinist Russia. Note that all Republican squads have a broken ML equal to their Good Order ML.

SCW 2.11 RIDERS: Republican Personnel may be used as Riders (D6.2) from 1937 on.



SCW 2.12 COMMISSARS: Republican units may use Commissars (A25.22) as if they were pre-10/42 Russians (A25.22-223).



SCW 2.13 DINAMITEROS: The Dinamiteros were Asturian miners who were experts with the use of dynamite. They are represented by a new MMC type, provided with a re-usable DC capability.

SCW 2.131 DINAMITEROS MMC: The Dinamiteros are represented by a (1)-1-7/(1)-1-5 squad/HS that may attempt to use Barrenos (BA), a special form of Demolition Charge (A23). No other units may attempt to use BA.

SCW 2.1311 FIREPOWER: Dinamiteros MMCs have no firepower (EXC: They have '1' FP in CC only on the defense) but are considered Unarmed (A20.5). They may not make any other attack (except the use of BA or if they Possess a DC provided in the scenario OB) or Possess/use any other weapon/SW.

SCW 2.132 BA VALUES: A BA is a new SW counter that is a DC with a different IFT value. A BA attacks on the IFT with a value of 16 FP Factors but is treated as a DC Vs. AFVs. Leader Direction is NA.

SCW 2.1321 BA AND TEM: A BA is not affected by TEM or any form of Area Fire other than concealment.

SCW 2.1322 SET BA: A BA is Set in the same manner as a DC (23.7) and attacks with a value of 20 FP Factors when set.

SCW 2.1323 BA USAGE: A BA is used (EX: placed; thrown) in the same manner as a DC (A23) (EXC: SCW 2.13211; 2.1321).

SCW 2.1324 BA AVAILABILITY CHECK: A Dinamiteros MMC may attempt to obtain a BA in the same manner as a MOL (A22.61), making a dr 1-3 (+1 drm for a HS). This dr is considered a BA Check

and may be made at any time in the turn that a unit would otherwise be able to use a DC if it Possessed one (EXC: Once per turn, see below). Leadership does not apply to a BA Check and there is no penalty to failing the BA Check. Mark units that have taken a BA Check as Prep/Final Fired. Only one BA Check may be made per MMC, per Player Turn.



SCW 2.14 REPUBLICAN FIELD CHAPLAINS (FC): Field Chaplains on the Republican side represent Basque priests. A special 10(-1) leader counter is provided in the game. They have a ML of 10 and leadership of (-1) to denote that they cannot direct fire nor man any weapon.

SCW 2.141 FIELD CHAPLAIN EFFECTS: Any Good Order unit stacked in the same Location as a Field Chaplain SMC receives the -1 ML DRM.

SCW 2.142 WOUNDS: Field Chaplains suffer Wounds (A17) as if a Leader (A17.1). They are never broken. They are subject to Pinning (A7.305).

SCW 2.143 FIELD CHAPLAIN ACTIONS: A FC SMC must be stacked in the same Location with at least one friendly SMC/MMC at all times during play. If a FC is alone in its hex, it must attempt to reach the closest (ties broken by the owning player) SMC/MMC in MF using all of its MF until reaches the nearest unit, including the use of CX unless Wounded (EX: An non-Wounded FC may use CX to have 8 MP). A FC not stacked in the same Location with at least one friendly SMC/MMC must continue to move as per SCW 2.143 until stacked with one. FC cannot guard Prisoners.

SCW 2.15 COMMANDOS & ASSAULT ENGINEERS: Republican units may not purchase Commandos (H1.24) or Assault Engineers (H1.22) in DYO scenarios or campaigns.

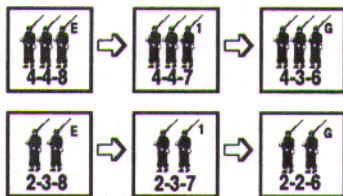
SCW 2.16 MOLOTOV COCKTAILS (MOL): Republican units may purchase Molotov Cocktails (A22.6; H1.25) in DYO scenarios and campaigns.

SCW 2.17 DEPLOYING: Only Elite (4-4-8) and Guerilleros (3-3-7) squads may Deploy (A1.31).

SCW 2.18 LAX: Militia units and Green units are Lax (A11.18).

SCW 2.19 HOB DRM: Treat Republican units as Allied Minors.

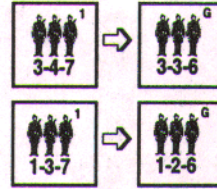
SCW 2.2 REGULAR ARMY: The 4-4-8/4-4-7/4-3-6 squads (and their HS) provided represent troops from the Regular Army, Guardia Civil, Carabineros, Guardia de Asalto and the Independent Brigades sent to fight Hitler and Mussolini-backed fascism in Spain. The three listed squad types suffer Replacement (A19.1) as follows:



SCW 2.21 DEPLOYING: Elite Regular Army squads may Deploy (A1.31).

SCW 2.3 NORTHERN ARMY: The 3-4-7/3-3-6 squads provided represent troops of the 'Northern Army', including Basques, Santaderinos and Asturians. The 3-3-6 Green squads are not the same MMC type as

the 3-3-6 Militia squad described below. Northern Army squads are marked with a white circle behind their '1' (1st Line) and 'G' (Green) MMC type markings, to serve as a reminder that these two squad-types replace one another. They also use unique art in the form of the three soldiers depicted on the 3-4-7/3-3-6 counters. Note Northern Army squads/HS deteriorate directly from 1st Line to Green, there is no 2nd Line. The two listed squad types suffer Replacement (A19.1) as follows:



SCW 2.31 ENTRENCHING: Northern Army units may not Entrench (B27.11).

SCW 2.32 OBA ATTACK VS NORTHERN ARMY UNITS: A -1 DRM is applied (cumulative with any other DRMs) for OBA attacks against Northern Army units.

SCW 2.4 GUERRILLEROS: The 3-3-7 squads provided represent guerilla troops that fought for the Republicans. They have an asterisk after their ML to signify they are Replaced by two 1-2-7 HS as follows:



SCW 2.41 DEPLOY: Guerilleros squads may Deploy (A1.31).

SCW 2.42 PARTISANS: Guerilleros squads/HS have an ELR of 5 (EXC: they are considered to have an ELR of 2 for the purposes of H1.71) and are not affected by the SCW special rules for the Republicans. They are considered Partisans (A25.24). Guerilleros may not be designated Assault Engineers (H1.22), Sappers (H1.23) or Commandos (H1.24).

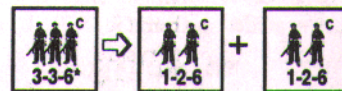
SCW 2.43 MOL AND DYO PURCHASE LIMITS: Guerilleros may not purchase vehicles, Guns or OBA. Guerilleros may be purchased with MOL capabilities (A22.6).

SCW 2.44 MASSACRE NA: Guerilleros may never Massacre (A20.4)

SCW 2.45 WOODS MOVEMENT: Guerilleros are often provided Scenario Rules that allow for movement advantages in Woods (EX: 1 MP per hex). They may convey this movement advantage on other non-Guerilleros units moving with them in a stack.

SCW 2.46 LEADERS: Guerilleros leaders have no leadership effect (and vice versa) on non-Guerilleros units.

SCW 2.5 MILITIA: The 3-3-6 squads provided represent militia, including anarchists, communists, socialist, marxist, and political party members serving in military units. Militia is only available from 7/36 to 6/37. They are Conscripts (19.2-3) and have an asterisk after their ML to signify they are Replaced by two 1-2-6 HS as follows:



SCW 2.51 LAX: Militia units are Lax (A11.18).

SCW 2.52 SURRENDER: Militia units Surrender (A15.5) on a HOB DR ≥ 11.

SCW 2.53 AIR ATTACK: Militia units must take an immediate Morale Check when attacked by aircraft (i.e., before the attack is resolved), unless in a building Location.

SCW 2.54 ROUTING: All Militia units in a hex that Rout must do so as a stack.

SCW 2.55 ENTRENCHING: Militia units may not Entrench (B27.11) unless specified by Scenario Rule.

SCW 2.56 OBA ATTACK: Decrease the ML of Militia for OBA attacks.

SCW 2.57 PBF: Militia units may are not doubled for Point Blank Fire. TPBF is doubled for Militia (i.e., not tripled).

SCW 2.6 REPUBLICAN NATIONALITY DISTINCTIONS

SCW 2.61 ORDNANCE & VEHICLES: Republican units use red To Hit numbers.

SCW 2.62 OBA: Republican units have a Final Accuracy dr of ≤ 1. OBA Draw Pile is 6B/3R. Use of Radios is NA.

SCW 2.63 MG MA: Non-captured MG MA uses black To Hit numbers.

SCW 3. NATIONALIST ARMY UNITS

SCW 3.1 NATIONALIST SMC AND MMC TYPES: There are three classes of Nationalist MMC types, described below. These units represent rebel troops fighting against the Republican government of Spain, supported by Nazi Germany. Italian CTV troops are covered in SCW 4. Note that all Nationalist squads have a broken ML equal to their Good Order ML. Some HS have their ML reduced by one or two on their Broken side (EXC: African HS ML is not reduced).

SCW 3.11 RIDERS: Nationalist Personnel may be used as Riders (D6.2) from 1937 on.



SCW 3.12 NATIONALIST FIELD CHAPLAINS (FC): Field Chaplains on the Nationalist side represent Navarrese Carlist priests. They are treated in the same fashion as Republican FC (SCW 2.14-2.143) (EXC: Nationalist FC may man LMG/MMG/HMG SW normally as a SMC. They apply no leadership DRM to such fire but any other non-FC leader in the hex may use its leadership DRM normally).

SCW 3.13 COMMANDOS & ASSAULT ENGINEERS: Nationalist units may not purchase Commandos (H1.24) or Assault Engineers (H1.22) in DYO scenarios and campaigns.

SCW 3.14 MOLOTOV COCKTAILS (MOL): Nationalist units may purchase Molotov Cocktails (A22.6).

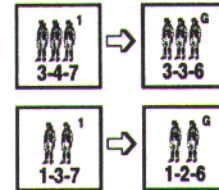
SCW 3.15 DEPLOYING: Only Elite (4-4-8) and African (4-5-7) squads may Deploy (A1.31).

SCW 3.16 HOB DRM: Treat Nationalist units as Axis Minors.

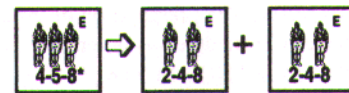
SCW 3.2 REGULAR ARMY: The 4-4-8/4-4-7/4-3-6 squads (and their HS) provided represent troops from the Regular Army, *Guardia Civil* (the main police force in the countryside, towns and villages), Reservists and *Guardia de Asalto* (Storm Troops). The three listed squad types suffer Replacement (A19.1) as follows:



SCW 3.3 RIGHT WING TROOPS: The 3-4-7/3-3-6 squads provided represent troops from the right wing parties and Monarchists (*Requestes* and *Falangists*), better trained than Republican militia, but not quite up to the training and equipment of Nationalist regulars. Right Wing 3-4-7 1st Line and 3-3-6 Green squads/HS are not part of the Replacement (A19.1) process from Regular Army squads. Right Wing squads are marked with a white circle behind their '1' (1st Line) and 'G' (Green) MMC type markings, to serve as a reminder that these two squad-types replace one another. They also use unique art in the form of the three soldiers depicted on the 3-4-7/3-3-6 counters. The two listed squad types suffer Replacement (A19.1) as follows:



SCW 3.4 FOREIGN LEGION TROOPS: The 4-5-8 squads provided represent troops from the Spanish Foreign Legion. They are Elite troops and have an asterisk after their ML to signify they are Replaced by two 2-4-8 HS as follows:



SCW 3.41 DEPLOY: Legion squads may Deploy (A1.31).

SCW 3.42 ELITE: Legion squads/HS are considered Elite units.

SCW 3.43 STEALTHY: Legion units are Stealthy (A11.17).



SCW 3.5 AFRICAN TROOPS: The 4-5-7 squads provided represent Moroccan Regulares (a.k.a. *Fuerzas Regulares Indegenas*) fighting on the Nationalist side. They have an asterisk after their ML to signify they are Replaced by two 2-4-7 HS as follows:

SCW 3.51 ELITE: African squads/HS are considered Elite units.

SCW 3.52 STEALTHY: African units are Stealthy (A11.17) unless in a building Location.

SCW 3.53 CONCEALMENT: African troops may not be concealed (A1.21) in a building Location.

SCW 3.6 NATIONALIST NATIONALITY DISTINCTIONS

SCW 3.61 ORDNANCE & VEHICLES: Nationalist units use red To Hit numbers (EXC: Non-captured MG MA uses black To Hit numbers).

SCW 3.62 OBA: Nationalist units have a Final Accuracy dr of ≤ 1. OBA Draw Pile is 7B/3R. Use of Radios is NA.

SCW 3.63 HOB DRM: Nationalist units receive a +1 DRM to HOB.

SCW 4 CTV UNITS

SCW 4.1 ITALIAN SMC AND MMC TYPES: CTV units are depicted by Italian SMC/MMC/SW provided in Hollow Legions™. The CTV (*Corpo di Truppe Volontarie*) are Mussolini's so-called 'volunteer' troops consisting, for the most part, of Militia sent to support the Nationalists. They are treated as Italian (A25.6), normally, subject to any exceptions noted here, on the Nationality Capabilities Chart and confined to using only those units listed on the CTV Ordnance and Vehicle Lists provided in GUERRA CIVIL.

SCW 4.2 CTV NATIONALITY DISTINCTIONS

SCW 4.21 ORDNANCE & VEHICLES: CTV units use red To Hit numbers (EXC: MG MA: CTV non-captured MG MA uses black To Hit numbers).

SCW 4.22 OBA: CTV units have a Final Accuracy dr of ≤ 1. OBA Draw Pile is 7B/3R. Use of Radios is NA.

SCW 4.23 HOB DRM: CTV units receive a +3 DRM to HOB.

SCW 4.24 COMMANDOS & ASSAULT ENGINEERS: CTV units may not purchase Commandos (H1.24) or Assault Engineers (H1.22) in DYO scenarios or campaigns.

VARI. THE VARIANT COUNTERS

INTRODUCTION: The tables provided should be referred to for any questions regarding the information on the VARIANT counters. Note a Play Aid card is provided with examples of the counters.

VAR1.1 INFANTRY/SW: The presentation of infantry/SW counters will be familiar to past CH module customers with a few updates.

VAR1.11 FIREPOWER/RANGE/MORALE: The front of the MMC counter presents three identical figures. Below them, Firepower, Range and Morale are arrayed in that order in a large type (EX: The Republican 4-4-8 squad has FP of '4', Range of '4' and Morale of '8').

VAR 1.12 ASSAULT/SPRAY FIRE: The availability of Assault Fire + Spray Fire is denoted by a SMG icon to the right of the FP/Range/ML info. If there is a SMG icon, that squad has both Assault and Spray Fire capability. A SMG icon over a white circle indicates *only* Spray Fire is available. (NA in GUERRA CIVIL).

VAR1.13 SPECIAL MORALE CAPABILITIES: Special morale characteristics on the front of a MMC counter is indicated by an asterisk after the morale factor (EX: No ELR for Guerilleros, 2 x 1-2-7 instead). On the back, an asterisk indicated self-rally for MMC/SMC.

VAR1.14 RANGE: On SW, maximum Range is indicated in a red box. If there is a minimum Range, it is indicated in a Green box (EX: The 2" Israeli Homemade mortar has a minimum Range of '2' and a maximum Range of '10'). Green = minimum 'GO' for Range; Red = 'STOP'.

VAR1.15 RATE OF FIRE/FIREPOWER: ROF and FP are indicated on SW under the image of that weapon in a large type in the order [ROF] - [RANGE]. The same presentation is used for ordnance SW, in this case indicating [ROF] - [GUN SIZE]. It should be noted the same presentation is used for vehicle machine-guns that have ROF. (EX: The Israeli Browning HMG (a) has a ROF of '3', a FP of '6' and a maximum Range of '12').

VAR1.16 CLASS: MMC Class is indicated in the upper right-hand corner of the front of the counter in a small type (EX: The Republican 4-4-8 squad is Elite).

VAR1.17 UNRELIABLE WEAPONRY: Any Unreliability (B#) number is found on the front of the counter in red letters on in a white circle.

VAR1.18 PORTAGE: The Portage number is found on the front of the counter in a large font (EX: The Valero 50mm MTR has a Portage number of '4').

VAR1.19 TYPE: The Type of weapon is indicated by standard abbreviations such as ATR for Anti-Tank Rifle, MTR for Mortar, etc.

VAR2.1 AFV/VEHICLES: The presentation of Vehicles/AFV is new to the CH VARIANT system.

VAR2.11 GUN CALIBER CLASS: Four classes of Gun Caliber are presented, rated from A-D (best to worst). An 'A' rated gun is the equivalent of an "LL" gun; a 'B' to an 'L', and so on. The gun size in millimeters is found on the counter in a large type. The Gun Caliber Class can be found to the right of the gun size, as superscript.

VAR2.12 RATE OF FIRE: The Rate of Fire can be found to the right of the gun size, as subscript.

VAR2.13 TURRET TYPE: Turret Types range from 'fast' to small, one-man turrets. A thin black circle around the gun size denotes the most effective type, a fast turret; a thin white circle a slow turret, with a thick white circle and dashed thick white circle denoting restricted and one-man slow turrets.

VAR2.14 RELATIVE TARGET SIZE: On targets that are rated 'smaller' or 'larger' than others, an aiming sight is found on the counter. If the aiming sight has a small white center with a '-' sign in its left-bottom quadrant, the target is 'small'; a large white circle and two '-' signs (in the bottom two quadrants) is small x 2. The same goes for large targets, substituting a red center in the aiming sight.

VAR2.15 MACHINE GUNS: Machine guns on a vehicle are denoted by the use of a 'T' in the lower right of the counter. The 'top' of the 'T' is any Coaxial machine-guns; bottom left is any Bow machine-guns and bottom right is any anti-aircraft machine guns. If any of these MG are a Main Armament, they will be printed in white inside a Green circle. Any Rate of Fire for such MG is denoted in the same fashion as on a SW counter (i.e., [ROF] - [FP]).

VAR2.16 ARMOR FACTORS: Armor Factors are presented on the top and bottom of a horizontal line as follows: [FRONT AF] / [SIDE-REAR AF]. Any vehicle that is un-armored is indicated with "UA" on the counter. Increased or decreased armor protection for a particular facing is denoted by the use of an ^ icon for increased armor and v for decreased.

VAR2.17 MOVEMENT POINTS: Movement points for a vehicle are found inside a large arrow on the front of the counter. A red '*' inside the arrow indicates an unreliable MP vehicle.

VAR2.18 OPEN/CLOSED TOP AFV: A gray movement arrow = Close Topped; a white movement arrow = Open Topped.

VAR2.19 PORTAGE AND TOWING: The ratings for these capabilities are found on the front or back of the vehicle counter in a large Blue type, presented in the following manner: [Portage] - [Tow].

VAR2.20 NO HE/AP: Any gun lacking a particular ammunition type (or suffering from a limit on that type) has 'HE' or 'AP' noted at about 12 o'clock over the gun size.

VAR2.21 INHERENT FIRE CAPABILITIES: Are noted above the gun size in a large Red type.

VAR2.22 UNRELIABILITY OF GUN: Denoted in the same manner as a SW. A Blue number indicated Low Ammunition. A lower case 'x' after the number indicates it is an elimination number instead.

VAR2.23 NATIONALITY OF MANUFACTURE: A small 'a', 'b', 'f' 'g' or 'r' found somewhere on the front of the counter indicates the country of manufacture.

VAR3.1 GUNS: The presentation of GUNS is new to the CH VARIANT system.

VAR3.2 PREVIOUS RULES APPLY: The above-listed rules (VAR1.-3.1) apply to GUNS with the following additions.

VAR3.3 MANHANDLE: This factor is found on the back of the GUN in large Green type.

HISTORICAL UNIT NOTES FOR GUERRA CIVIL: REPUBLICAN

THE REGULAR ARMY



The 4-4-8/4-4-7/4-3-6 squads (and their HS) provided represent troops from the Regular Army, Guardia Civil, Carabineros, Guardia de Asalto and the International Brigades, sent to fight Hitler and Mussolini-backed fascism in Spain.

GUARDIA ASALTOS AND GUARDIA CIVIL

The *Guardia Asaltos* (Storm Troops) were a paramilitary urban police force, similar to the *Guardia Civil*, whose loyalties mostly lay with the Republic and were relied on to be a force loyal to the government should there be an insurrection. Not as numerous as the *Guardia Civil*, the *Asaltos* formed the best Republican troops of the early war and played a key factor in suppressing army units attempting to rise in certain cities, thus keeping these areas loyal to the Republic.

Though a majority of *Guardia Civil* did declare for the Republic, the fact that so many didn't kept the Republic suspicious of them and they were often dispersed to militia units, which prevented their being utilized to their best capabilities. *Asaltos* personnel were drawn from ex-Army of Africa and Foreign Legion troops and were considered better trained and equipped for street fighting than army conscripts.

Loyalist regular army units could be found in the early stages of the war still in formation, though they were bled from desertion either to the Nationalists, or to Militia bands representing their local community and eventually were disbanded. Still, loyal army units fought for the Republic in early stages and can be represented by first line troops as in the 1st Division of Madrid or by a mix of first and second line squads.

THE INTERNATIONAL BRIGADES

One of the major participants in the wartime Republican coalition was the Spanish Communist Party and when the regular army revolted, Stalin decided that a communist defence in Spain would bolster the communist image worldwide. Not willing to risk the provocation of using Soviet troops, he ordered the Comintern to recruit and send volunteers from all over the world to fight in Spain. These volunteers were highly motivated, though they were often young and had little training. Most were communists, some later became communists, others were adventurers or anti-fascists. They were initially organized along roughly national lines and arrived just in time to take part in the crucial battles for Madrid. Since they were communist-organized, they tended to have a little better material support than other units (Russia had become the principal supplier of aid to Republican Spain.). The International Brigades took heavy casualties in the battle to save Madrid, but their timely arrival helped save the Republic.

Later, many of the brigades had their men transferred to other Spanish units to impart training and battle sense to the undisciplined Spaniards. And as Spanish replacements filtered in, the International Brigades became international in name only. Brigade volunteers came from all over Europe, the Americas, and even Asia. Some rare units actually contained a high number of WW I veterans, hence the higher morale values. The German anti-fascist Edgar Andre battalion was among the best.

Other units of note are the Italian Garibaldi's, who ended up fighting Mussolini's Italians at Guadalajara, Franco-Belgian Andre Marty Battalion which fought to the last before being wiped out, the British Saklatvala, which lost one third of its men defending Suicide Hill, the American Abraham Lincoln Battalion, the Canadian Mackenzie-Papineau, and the Polish-Hungaria Dabrowsky.

Most of the International Brigade units found, after the Battles around Madrid, would not rate the higher squad values reflecting that they were largely inexperienced, albeit enthusiastic, and are better represented by counters for the People's army.

THE NORTHERN ARMY



The 3-4-7/3-3-6 squads provided represent troops of the 'Northern Army', including Basques, Santaderinos Falangists and Asturians. They are also known as the 'Peoples Army'.

EJÉRCITO POPULAR DE LA REPÚBLICA

As a proper training process began to be implemented and take effect, the Republic was at last able to field a regular army. However, except for certain elite communist units, material shortages were always endemic. The highest value counters would represent specially trained commandos, such as were used in some parts of the Ebro offensive, and are therefore quite rare. They might also be used to represent some International Brigade Battalions.

As Russian training methods became more pronounced over time, the regular use of commissars became an almost standard feature, as with the International Brigades. The reason for the high number of units available for unit substitution is that the later Republican army showed a remarkable ability to take a heavy pounding and still maintain unit integrity, though these units were often severely reduced as to combat worthiness. Most Basque units would probably start with the 3-4-7 as their most basic squad, since though stubborn, they lacked training and military experience. Basques units would not have commissars.

REPUBLICAN IRREGULAR FORCES



The 3-3-7/3-3-6 squads provided represent guerillas and militia, including anarchists, communists, socialist, marxist, and political party members serving in military units.

MILITIA AND GUERRILLEROS

Milicianos (Militia) are Conscripts and must take an additional Morale Check when attacked (i.e., 'buzzed') by a plane, unless in a building hex. So unused to air attack were the militia, that they were known to abandon good defensive positions when buzzed by airplanes or sometimes even if they just heard one. They cannot entrench unless specified by Scenario Specific Rule.

When using OBA, the attacker may take a -1 DRM vs militia. Having not experienced the First World War, and a little naive about combat, many Spaniards considered it cowardice to dig trenches or take cover from artillery.

When units in a stack break and rout, they must rout as a stack. Fleeing militia units were notorious for bunching up, making them

easy pickings for machine-guns set up to pick them off. They are denied utilization of Point Blank Fire (A7.21) as many militia units didn't have grenades. The primary fighting force for the Republic in the early war, the militias were largely ineffective and unable to stop the advance of the Army of Africa, except at the Battle of Madrid, though, at a high cost to themselves, they did force attrition on the Army of Africa's best units and bought some time for a popular army to be trained.

Later in the war, militia units not assimilated into the Popular Army could be found acting as guerillas behind Nationalist lines. As an OPT. RULE, players may require leaders stacked with militia units to take 'front line' positions within the LOS of enemy units whenever possible. They were supposed to lead their troops from the front and expose themselves to danger, showing their *machismo* as a qualification for leading their men. Obviously, many died for this way. Militia were highly suspicious of officers and trusted only their own leaders. Another OPT. RULE is to delineate between Regular Army officers and leaders from other political organizations and treat them as per the rules for leaders leading Allied Troops (A10.7).

The communists-organized 5th Regiment represents a special case in that, though they were a militia unit, their troops were better organized and equipped and tried to emulate military discipline and effectiveness. 5th Regiment troops are best represented by 3-4-7 counters from the Popular army. Their leaders, many purposely recruited from ex-Foreign Legion and the regular army, need not take the suicidal front line stance delineated in the above OPT. RULE.

COMMISSARS



Once Russian advisors and aid began to take a paramount role in the Republican effort, Commissars were actively used. Though present from early on in the war, the use of the commissar as represented by the game piece is not automatic for all scenarios.

The commissar was a political indoctrination and training officer who co-commanded with the actual unit commander. One was concerned with the military function of the unit, the other, the political reliability of the troops and commander. Later, the wide use of conscript soldiers and battle fatigue amongst existing units brought about the use of the commissar as he is known in game terms.

REPUBLICAN LEADERS



The Republicans had some good leaders at the very beginning, (*asalto*, and loyalist army) however, many of these were soon removed, to be replaced with men having good political connections but little if any military training. This was especially true under the communists, where having led a Communist youth organization was sufficient to command a division. In such cases, one would not expect to find modifiers higher than a -1 in game terms.

Later, better leaders and commissars become available, to reflect battle experience and leader training academies, but rarely was some- one remarkable produced. School of hard knocks, aka. battle experience, probably produced the best Republican leaders outside of the International Brigades since the Republican leadership schools, it is said, produced leaders as conservative and rigid as were found in the old army. Because of the extreme bravery and equally tragic tactical

stupidity shown by many Republican militia leaders and Nationalist junior officers, players may wish to adopt a 'front line' rule, forcing Republican and Nationalist leaders to remain in the LOS of enemy units whenever possible to reflect this, highly courageous, but militarily naive fashion of leading (i.e., inspiring) the troops. These leaders, having *machos*, would take front line stances with their troops when able.

Historical accounts relate that the combat lifetime of some Nationalist junior officers and early Republican militia leaders could be measured in days, sometimes hours, of service. These values reflect such individuals. One would assume that such surviving leaders, having learned the hard way, would evolve in time to 8-1 and 9-1 values and higher. Not as reckless and a lot wiser.

DINAMITEROS



The *dinamiteros* were Asturian miners who were experts with the use of dynamite from their jobs. They were men and boys who entered battle armed with dynamite and nothing else. Because Asturia was largely Republican in sympathy, great numbers of these miners flocked to the Loyalist cause. Accounts relate them being able to approach a machine gun nest in a building from the building's blind side, drill mounting holes for the dynamite and figure the charge to just the right amount to blow up the entire building and leave those alongside untouched. Also, they were able to trim fuses so expertly that they could toss dynamite like a grenade so that it would explode on impact, without the receiving troops having even a chance of throwing it back.

In game terms, they are be considered a special troop type, having no firepower, but having a re-usable demo charge capability. They have an availability dr of 1-3, as if they carried an inherent support weapon, to reflect that they might carry limited charges, fuses, broken detonator, etc. The *dinamintero* had a basic morale of 7 and a broken morale of 5 reflecting his irregular status. If Scenario Specific Rule designates the Republican unit to which the *dinamintero* belongs as being Fanatic, then the *dinamintero* is also considered Fanatic.

PRIESTS IN THE FRONT LINES



Field Chaplains represent priests serving with the Navarrese Carlist troops on the Nationalist side, and Basque troops on the Republican side. They cannot direct fire, can only rally or raise morale, units stacked with them have morale raised by one and are automatically fanatic.

Field Chaplains must take a front line position to be ready to give and hear the Sacrament of Confession. Navarrese priests can man machine guns while their Basque counterparts cannot man any weapons.

Though they are given no beneficial leadership modifiers, all Field Chaplains are assumed to have an inherent -1 for Rally purposes. Some priests were actually known to get in the way during combat, urging the troops to action, hence a +1 DRM might be applied as an OPT. RULE to some chaplains to reflect this. This modifier would affect only fire, not rallying or morale.

HISTORICAL UNIT NOTES FOR GUERRA CIVIL: NATIONALIST

ITALIAN CTV (CORPO DI TRUPPE VOLONTAIRE)

Mussolini's so called "volunteer" troops were the most part militia conscripts fighting in a war that they had no stake in and for which they were poorly compensated for, given that 6,000 were to die and many were to come home disfigured from their wounds. Poor Italian troop performance was the first indicator that Italy's grandstanding Duce was merely "a paper tiger brandishing a tin sword."

The Italians enjoyed success against the poorly trained and equipped Republican militia at the Battle of Málaga but performed disastrously at the Battle of Guadalajara, much to the enjoyment of both Republican and Nationalist Spaniards. Later, they fought well enough against the Basques and in later campaigns. The cooperation of Italian and German efforts in aiding the Spanish Nationalists was the cementing factor in the later Axis alliance between Germany and Italy. Black Shirt 'God Wills It', 'Black Arrows', 'Black Flames', and '23rd of March' Division troops are represented by the 3-4-7 & 3-4-6 values. The regular army Littorio Division, which showed better performance, is represented by the elite 4-4-7 value. Though designated as divisions, these Italians units were more brigade sized.

Use existing 4-4-7, 3-4-7 & 3-4-6 Italian units for the CTV.

REGULAR ARMY & GUARDIA CIVIL

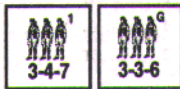


A large number of the paramilitary police, the *Guardia Civil*, and a lesser number of *Asaltos* declared for the Nationalists. The *Guardia Civil* were the main police force in the countryside, towns and villages. They were a confident force, well trained and armed and would be represented by the 4-4-8's.

The mainland regular army was considered to be a poorly trained and badly led force of conscripts and would include a number of second line troops in its ranks as well as the first line 4-4-7's.

4-4-7 squads/HS can also be used to represent *Requetés*, troops sometimes accompanied by field chaplains. *Requetés* can be awarded Fanaticism by Scenario Rule. The Carlist *Requetés* came mostly from Navarre and were highly religious, many regarding the war as a holy crusade. They would often be accompanied by priests, who risked their lives to perform last sacrament on the battlefield and who urged the men on.

RIGHT WING TROOPS (FALANGISTS)



The *Falange* was a paramilitary fascist orientated political organization which contributed many volunteers to the Nationalist insurrection, but whose troops, though motivated, had little training. Not as initially combat reliable as regular troops, Falangists were often used to garrison conquered areas.

Both *Requetés* and Falangists should be represented by regular army

counters in later war scenarios, reflecting both battle experience and training by the German Condor Legion.

THE SPANISH FOREIGN LEGION (TERCIO DE EXTRANJEROS)



The *Tercio*, or Spanish Foreign Legion, which was largely Spanish unlike its French counterpart, had a number of combat veterans from the Rif war in its ranks, and thus the use of elite counters.

The Spanish Foreign Legion, whose battle cry was *Viva la Muerte* (Long Live Death), was the elite portion of the Spanish Army, garrisoned in Spanish Morocco and which formed some of the best units on the Nationalist side. Like the Moroccan *Regulares*, the Spanish Foreign Legion took such heavy losses in the battles for Madrid through the Jarama that it virtually ceased to exist thereafter as an elite unit. Recruitment continued on the mainland, and the use of Regular Army 4-4-7 squads/HS is suggested after the battles for Madrid.

AFRICAN TROOPS - MOROCCAN REGULARES (AKA FUERZAS REGULARES INDÍGENAS)



Possessing stealth capability akin to Gurkhas due to their oft ascribed ability to use so called "dead ground", they are far less effective when in 'city' terrain, due to their disorientation and utter lack of familiarity with city environs. They also cannot Conceal in 'city' terrain. Players may wish to incorporate an OPT. RULE that defines 'City Terrain' as any board with ≥ 5 buildings instead of SCW 3.63 which states any "building".

The use of '7' ML indicates their combat experience but by making African Troops Elite, they receive the bonus for Battle Hardening for Elite troops.

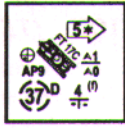
Recruited in Morocco and officered by Spaniards, the *Regulares* were all volunteers, brave to the point of fearlessness, and represented some of the best troops on the Nationalist side. Though recruitment in Morocco continued throughout the war, the *Regulares* took heavy losses in the battles for Madrid, decimating their ranks.

NATIONALIST LEADERS



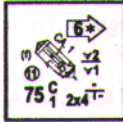
The Nationalists had many field commanders of good quality in early scenarios. However, as casualties mounted, they turned to quickie schools to turn out young officers with minimal if any experience, dedicated but not learned. Since many of these young men were drawn from aristocratic or educated backgrounds, they would have fairly good morale, but would suffer in leadership modifiers. The Carlists produced good and able leaders as shown by their ability to keep their troops in action. Also, they had made use of secret training centers before the war, always awaiting the chance for a new rising. Falangists would have the poorest leadership representation among the Nationalists until later in the war, when German training started to help.

VEHICLE NOTES FOR GUERRA CIVIL



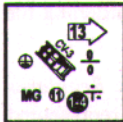
1. FT-17M & FT-17C: The French Renault FT-17 tank was one of the most widely exported tanks in the period between World Wars I & II and saw more use in that period than any other armoured vehicle. Both

Spain and France made use of the FT-17 during the Rif War in Morocco in the 20's. Spain's surviving Renaults were posted to Madrid and Saragossa to form respectively Infantry Light Tank Regiments 1 & 2. At the time of Civil War, the Saragossa unit fell into Nationalist hands, but after limited use, did not see further action. Madrid's FT-17's, augmented by 16 more purchased from Poland, were used in the early defense of Madrid. For both sides of the war, the limited capabilities and reliability of the FT-17 caused them to be overshadowed by foreign tanks provided by the allies of both sides. Spanish designation for this tank was Carro Ligero de infantería Renault M 1917 FT. See also French Vehicle Note 1.



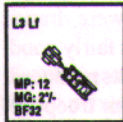
2. M-16 CA.1: The French Schneider CA.1 (char d'assaut) tank was another World War I leftover. Even more prone to breakdown than the Renault FT-17, the char d'assaut Schneider had fuel tanks located in the front portion of the vehicle, making the craft vulnerable to direct hits from

that quarter, a serious design flaw. Even in its limited use against the garrison of the Alcazar in Toledo, early in the war, a number of Schneiders were knocked out en route in a Nationalist ambush where the Nationalists lacked both tanks and true anti-tank weapons. Nor was the Schneider able to fulfill its mission of exploiting breaches in the walls of the fortress. When the Nationalists captured Toledo a few months later, they found most of the remaining Spanish Schneiders abandoned in the streets. With more modern designs making their appearance, the obsolescence of this tank was apparent and the Schneider disappeared from the Spanish scene. About 400 CA.1's were constructed in the years 1916-17, but only a few were to be found in the Spanish arsenal. Crew was usually six to seven men. Spanish designation for this tank was Carro Pesado de Artillería M 16 CA.1.



3. CV 3-35: The Italian Fiat-Ansaldo Carro Veloce 3-35 fast tank was the most common Italian AFV to be found in the Spanish Civil War. With the Nationalists petitioning for material support, Mussolini sent Italian tank "advisors" along with the CV 3-35's in September, 1936 and

the Italians soon entered battle dressed in the uniforms of the Spanish Foreign Legion. Later, Spanish Nationalist crews were trained to take over operation of the tankettes while more CV 3-35's arrived as part of Italian units operating independently. Many of these tankettes were lost or captured during the battle of Guadalajara where the CV 3-35, armed only with a machine gun, showed itself unable to stand up to cannon bearing Russian T-26's used by the Republican Forces. After design changes, this tankette was later designated as the L3/35. The CV 3-35 was operated by two crewmen. The Spanish designation for this tank was Carro Ligero Rapido CV 3-35. See also Italian Vehicle Note 2.



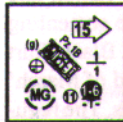
4. CV 3-35 Lanciafiamme: A variant of the machine gun armed CV 3-35, this Italian flamethrower tankette featured prominent use by Italian troops fighting at Guadalajara where they inflicted considerable damage on

defending Republican soldiers. However, constrained to the roads by bad weather, many of these tanks were destroyed or captured by the Republican counter offensive. Spanish designation for this tank was Carro Ligero Rapido CV 3-35 version Lanzallamas. See also Italian Vehicle Note 5. Use existing Italian counter.



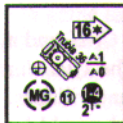
5. T-26 B: With the Soviet Union coming forward as the principal supplier of the Spanish Republic, the arrival of Russian tanks in the Republican arsenal gave the Loyalists considerable armoured superiority as the cannon bearing T-26 B's greatly outclassed the Italian and German

light tanks being supplied to the Nationalists. However, poor tactics led the Republic to squander most of these tanks in costly armoured assaults, unsupported by infantry, or to diffuse their offensive capability by allotting them to static defense or infantry support roles. Though most T-26 B's were found in Republican service, the Nationalist troops resorted to a number of measures to capture these tanks as the only means of achieving armoured parity with the Republicans. Therefore, some Nationalist tank units actually utilized captured Russian tanks, with appropriate Nationalist markings to protect them against mistaken air attacks. The T-26 B had a crew of 3. The Spanish designation for this tank was Carro Ligero de Infantería T-26 B. See also Russian Vehicle Note 6 for T-26 M33 (same AFV as used in Spain).



6. Pz Kpfw I ausf. B: Along with Condor Legion advisors, a good number of these German tanks were supplied to the Nationalist army where they formed some of the first Nationalist armoured battalions. Lightly armoured compared to the Russian T-26 B, the Pz. IB was still utilized

on a number of fronts in Spain. However, the inability of Nationalist light tanks to stand up to Russian armour in the field led Nationalist officers to develop tactics based on artillery rather than a tank striking force. The French doctrine of tanks as infantry support maintained its hold on Spanish tactics. Though initially manned by German Condor Legion personnel, these vehicles were very quickly turned over to Spanish Nationalist troops. The Spanish designation for this tank was Carro Ligero Pz Kpfw I ausf. B. This tank had a crew of two. See German Vehicle Notes 1 & 2.



7. TRUBIA 36: This small tank represents one of the few domestic ventures into armoured production, mostly out of necessity since the Basque front, isolated by the Nationalists from the rest of Spain, received little of the material support coming out of the Soviet Union. This small

tank had a mass of 4.5 metric tons and mounted armour varying in thickness from 6-10 mm. Armament varied, probably being small automatic weapons which could be fired out of the four radiating ports on the turret which gave it 360 degrees of coverage. The engine was air cooled with armoured vents at the rear of the vehicle and was prone to mechanical breakdown. The debut of this tank in a military parade was not auspicious. As soon as they saw it, the people called it "the toy tank" (tanque de juguete) and just as these tanks rolled past the Basque President, a number of them stalled and quit and had to be pushed in review with the help of soldiers and civilians lest they block the parade's progress. Only a few of these tanks saw limited combat action in the defense of the Basque provinces and Asturias but they seem to have had an unremarkable combat record. The exact number of these tanks constructed is unknown, but when Nationalist troops captured Bilbao where the tank was manufactured, they found a large quantity of these vehicles that had just been constructed or repaired and which had not yet been sent to the fighting. In spite of its small size, this vehicle had a crew of four. The Spanish designation for this tank was Carro Ligero Euzkadi.



8. BT-5: The Russian BT-5 tank was a welcome addition to the Republican arsenal, though the first tanks to arrive were often allotted to exclusively Russian or mixed Russo-Spanish crews while the T-26 B's were given over to the Spaniards. Its roomy interior, quick speed, and dual tracked/wheeled propulsion system were welcomed by its crews and

REPUBLICAN VEHICLE LISTING

#	Name	R	WGT	Type	BPV	RF	Dates	Size	AF	TA	OT	CS	MP	GP	GT	MA	ROF	B#	IF	BMG	CMG	AAMG	SA	Am	s#	sD	PP/T#	Notes	
3	FT-17M	®	7	Tt	16	1.3-1.1	36-37	+1	1/0	+FSR		2	5	L	1 MT	CMG	1				4								1, A, B
3	FT-17C	®	7	Tt	16	1.3-1.1	36-37	+1	1/0	+FSR		2	5	L	1 MT	T 37D								AP 9					1, A, B
3	Bilbao 32	®	4.8	Ac	24	1.3-1.2	36-39	0	0			6	20t	H	ST	CMG	1				4								12, J
4	T-26 B	®	9.5	Lt	28	1.2-1.0	36-39	0	1	+F		3	12		RST	T-45B	1	11			4								5, C
3	FA-1	®	2	Ac	22	1.2-1.0	36-39	+1	0			4	32t	H	1 MT	CMG	1				4								10
3	BA-6	®	5	Ac	31	1.1-1.0	36-39	0	1/0	+FSR		4	19t		RST	T-45B	1	11		2	4								11, D
3	BT-5	®	11.5	LT	33	1.2-1.0	37-39	0	2/1	-F		3	22	L	RST	T-45B	1	11			4								8, C, E
3	UNL-35	®	2	Ac	20	1.3-1.0	37-39	+1	0			3	21t		ST	CMG	1				2	4							13, E
2	Trubia 36	®	4.5	Lt	18	1.3	37-39	+1	1/0	+FSR		2	16	L	1 MT	CMG	1	11			2	4							7, A, B
3	3/4 Ton		3	Tr	10	1.2	36-39	+1	*			5	23t														9P/10T	16	
3	1 1/2 Ton		6	Tr	16	1.2	36-39	0	*			6	25t														14P/12T	16	
3	2 1/2 Ton		11	Tr	20	1.3	36-39	-1	*			7	20t														29P	16	
2	CB N#1	®	3	Ac	24	1.6	36-39	0	0			4	20t	H	1 MT	CMG	1	11		"s2x2"	4								14, J, K
2	CB N#2	®	1.5	Ac	26	1.6	36-39	0	0			6	22t	H		BMG	1	11		"s4x2"									15, J, L
2	M-16 CA.1	®	13.5	T	30	1.6	36	0	2/1	-FSR		2	6		NT		1	11		2x4									2, M

NATIONALIST VEHICLE LISTING

#	Name	R	WGT	Type	BPV	RF	Dates	Size	AF	TA	OT	CS	MP	GP	GT	MA	ROF	B#	IF	BMG	CMG	AAMG	SA	Am	s#	sD	PP/T#	Notes		
6	PzKpfw 1B	®	6	Tt	30	1.2-1.1	36-39	+1	1			2	15	L	1 MT	CMG	1	11			6									6
6	CV-3	®	3.5	Tt	20	1.3-1.1	36-39	+2	1/0			2	13	L		BMG	1	11		4									3, F, G, H	
2	FT-17 M	®	7	Tt	16	1.3-1.1	36-39	+1	1/0	+FSR		2	5	L	1 MT	CMG	1				4								1, A	
2	FT-17 C	®	7	Tt	16	1.3-1.1	37-39	+1	1/0	+FSR		2	5	L	1 MT	T 37D								AP 9					1, A	
2	Bilbao 32	®	4.8	Ac	24	1.3-1.2	36-39	0	0/0			6	20t	H	ST	CMG	1				4								12, J	
2	T-26 B	®	9.5	Lt	28	1.6-1.4	37-39	0	1/0	+F		3	12		RST	T-45B	1	11			4								5, C	
2	BA-6	®	5	Ac	31	1.5-1.4	37-39	0	1/0	+FSR		4	19t		RST	T-45B	1	11		2	4								11, D	
2	BT-5	®	11.5	LT	33	1.6-1.5	38-39	0	2/1	-F		3	22	L	RST	T-45B	1	11			4								8, C	
2	UNL-35	®	2	Ac	20	1.4-1.1	37-39	+1	0/0			3	21t		ST	CMG	1				2	4							13	
2	Trubia 36	®	4.5	Lt	18	1.3	37-39	+1	1/0	+FSR		2	16	L	1 MT	CMG	1	11			2	4							7, A	
3	3/4 Ton		3	Tr	10	1.2	36-39	+1	*			5	23t														9P/10T	16		
3	1 1/2 Ton		11	Tr	20	1.3	36-39	-1	*			7	20t														14P/12T	16		
3	2 1/2 Ton		6	Tr	16	1.2	36-39	0	*			6	25t														29P	16		

CTV VEHICLE LISTING

#	Name	R	WGT	Type	BPV	RF	Dates	Size	AF	TA	OT	CS	MP	GP	GT	MA	ROF	B#	IF	BMG	CMG	AAMG	SA	Am	s#	sD	PP/T#	Notes	
0	CV-3	®	3.5	Tt	20	1.3-1.1	36-39	+2	1/0			2	13	L		BMG	1	11		4									3, F, G, H
0	CV-3L	®	5	Ttv	48	1.6	36-39	+2	1/0			2	12	L		BF32		X11+		2									4, H
0	Lancia IZ	®	4	Ac	26	1.4	36-39	0	0			6	19T	H	ST	CMG	1	11		R4*3	8		*						9, F, I, J
0	Auto Lege		4.5	Tr	12	1.2	36-39	0	*			6	20t														21P	ITAL 28	
0	Auto Medi		7.5	Tr	14	1.2	36-39	0	*			7	18t														29P	ITAL 28	
0	Auto Pesa		11	Tr	15	1.4	36-39	-1	*			7	15t	H													36P	ITAL 28	

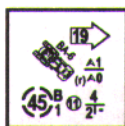
made it more popular than the T-26 B. However, like its predecessor, the BT-5 was often utilized in poorly planned attacks, resulting in a high attrition. Almost all the first BT-5's were lost at Fuentes del Ebro and later replacements were squandered just as recklessly at Teruel. Like the T-26, the BT-5's supplied to the Spanish were probably equipped with radios though the Spanish crews seemed to have removed these, preferring signal flags. A few BT-5's were captured by the Nationalists and were used by them in formations with captured T-26 B's. The BT-5 had 3 crewmen. The Spanish designation for this tank was Carro Medio Rapido BT-5. See also Russian Vehicle Note 8.



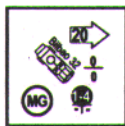
9. LANCIA 1ZM: This was an Italian armoured car of World War I manufacture. This vehicle performed well against poorly trained and armed troops in the fairly open countryside and hills of Andalucia in the drive for Málaga, but again was outclassed by the heavier modern Soviet tanks making their debut in the Republican arsenal. Spanish designation for this vehicle was Autoametralladora Lancia Ansaldo IZ. See Italian Vehicle Note 19. Use existing Italian Lancia 1ZM counter.



10. FA-1: This Russian light scout car saw initial use in the Málaga campaign where a number of destroyed FA-1's were observed by the Italians and Nationalists. Speedy yet lightly armed, this vehicle was intended for recon use and could offer little infantry support. The FA-1 had a crew of 2. Spanish designation for this car was Autoametralladora Ligera FA-1. See Soviet Vehicle Note 40.



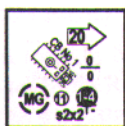
11. BA-6: The first use of this Russian armoured car was in the Northern Campaigns where Navarese Requetés fighting their way into Bilbao, encountered defending Basques using this vehicle and other Soviet equipment which had been sent to try and save the city. After the fighting, the Nationalist took the BA-6 into its own arsenal. This vehicle utilized a crew of 4. Spanish designation was Autoblindado BA-6. See Soviet Vehicle Note 39.



12. BILBAO 32: Mounting a Hotchkiss machine gun, these 4.8 ton vehicles were designed for crowd control and intimidation by the paramilitary police before the war. They were utilized in the early fighting for the cities, such as Madrid and Barcelona and found no prominent use thereafter, either being returned to security duty or lost as a prize amongst various militias. They could travel up to 45km/hr or 40 km/hr in reverse, carried one 37mm gun and one machine gun and had armour of up to 12mm thickness. Spanish designation for this car is Auto Blindado de la Policia.



13. UNL-35: The manufacture of the UNL-35 was ordered by the Armament and Ammunition Office and directed by the Russian Colonel Engineer Nicolai N. Alimov, technical advisor of the Office. The model the UNL-35 was modeled from was the Russian BA-20 armoured car. The UNL-35s were built at Factory Number 22 of the *Union Naval de Levante* in Valencia. Production started in January 1937 and continued until the end of the war. In one of their first actions, the UNL-35s took part in the crushing of the "May Events", the open fight between Anarchists and Communists in Barcelona in May 1937. The UNL-35 was used by the Republican side. Captured units were used by the Nationalist army.



14. ARMOURD TRUCK CB NO 1: This armoured truck is a composite that represents vehicles used by the Catalonians in their Huesca offensive and those of the Basques and other Northerners in the defense of their lands. Their common feature was the use of an 8mm Hotchkiss

machine gun mounted in a revolving turret on the top of the truck along with the secondary armament provided by 6-16 rifles with viewports mostly to the sides. Usually mounting 12mm armour, this type of truck was a common feature of early battles in Catalonia and the North. Crew varied between 11-20 men.



15. ARMOURD TRUCK CB NO 2: This type of armoured truck mounted two Hotchkiss machine guns to either side, sometimes supplemented by riflemen. Better constructed than other armoured trucks, this type was actually used off road in irregular terrain and was capable of speeds up to 62 km/hr. Trucks of this type were used in the North in Asturias and in the Battle for Teruel. Armour varied between 8-12 mm while crew size varied based on type, from 6-13 men.



16. TRUCKS: A wide variety of trucks existed in Spain prior to the war, of domestic, American, French and English manufacture, most of

which were pressed into service by both sides desperate to mobilize their forces. After the intervention of foreign powers, Russian and some French trucks passed into Republican hands while Italy and Germany provided vehicles to their Nationalist progeny. Also, due to the sympathies of some American industrialists to the Nationalist cause, General Franco was able to purchase American trucks and oil on credit. Captured vehicles were readily pressed into service by both sides. See also U.S. Vehicle Note 56, French Vehicle Note 36, Russian Vehicle Note 47, Italian Vehicle Note 28, and German Vehicle Note 96.

17. AIRCRAFT: When the Spanish Civil War began on July 18, 1936, the *Aeronautica Militar Espana* (AME) was preparing to re-equip the Spanish air arm and create in-country industry capable of manufacturing military aircraft. The war disrupted those plans, leaving a collection of obsolescent aircraft on hand to contest for air supremacy. This reality had an immediate impact. German and Italian transports supplied to the Nationalists during the first week of the war enabled Franco to move his Army of Africa across the Straights of Gibraltar from Tetuan to Tablada and Cadiz without being challenged by the few French Dewoitine fighters that had just arrived or the motley collection of aircraft on hand to the Republic.

From late July through October the Nationalists maintained control of the air, bombing and strafing Republican targets almost at will, their Fiat and Heinkel fighters providing air supremacy. From November 1936 until the following spring the Republic seized air superiority, using their Soviet-made Polikarpov I-15 and I-16 Mosca fighters to defeat the Fiat Cr. 32 and He 51 machines. During this period the Republican government used the fast Tupolev SB-2 bombers to mount their first effective bombing campaign.

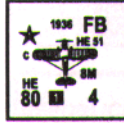
Early in 1937 the Germans began inserting more modern aircraft into the conflict. With the arrival of the Condor Legion, the Messerschmitt Bf 109B fighter made its first appearance in the annals of warfare. The He 51 was soon relegated to the ground attack role. The Germans also debuted the Ju 87A and Ju 87B dive-bombers, building the reputation this aircraft would carry to the skies over Poland.

Throughout 1937 the balance of power in the air war shifted back and forth several times. The Republicans found themselves at a disadvantage as the war went on, due to the length of the supply line from their Soviet sponsors. In March 1938, a major new investment in the air war arrived in the form of twenty-two additional I-16 fighters, of the newer, four-gun model. The following month the Condor Legion countered with its own four-gun fighter, the Bf 109C. March also was the month when the Nationalists began their Aragon offensive, an operation that

overran many Republican forward air bases. By June 1938, of a total of 179 I-16s received from the Soviets, only 35 remained airworthy.

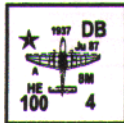
The Battle of the Ebro, which ended in November 1938, was the end of the line for the Republic and its air arm. Some 90 to 100 Republican fighters were lost during the four month campaign. The resulting Nationalist air superiority was maintained for the rest of the war with the exception of some small, localized battles.

In game terms the aircraft presented consist solely of models used in the ground support role. While many models of aircraft were used in the conflict, the models here provided the bulk of the Republican and Nationalist ground attack.



HE 51: The Heinkel He 51 was Germany's first fighter plane contribution to Franco's Nationalists. Six aircraft debarked from Hamburg for Cadiz on July 31, 1936 and made their operational debut on August 18. A total of 135 He 51s served with the Spanish Nationalist and Condor Legion air forces during the war. The appearance of the Soviet I-15 and I-16 fighters revealed the shortcomings of the He 51 and the Heinkel bi-planes were soon relegated to the ground attack role. The He 51s of the Condor Legion and Spanish Grupo 2 were fitted with racks for six 22-lb bombs. The Spanish-flown Heinkels became known as *cazas de cadenas* (chain fighters), due to the "chain" method, or follow-the-leader method of ground attack and strafing that was used with much success.

In game terms the He 51 counter represents German-piloted Condor Legion aircraft and Spanish-flown fighters. When used in a scenario depicting a Spanish *Grupo*, players may wish to use an OPT. RULE forcing all friendly FB that attack during a single turn to attack units in the same or adjacent hexes or any units in Convoy (E11).

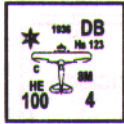


JU 87 STUKA: Design of the Ju 87, popularly known as the Stuka (short for *Sturmkampfflugzeug*—the designation for dive bombers in general) began in 1934 and the first prototype flew the following year. An estimated 5,000 Ju 87s of all variants were eventually produced.

In December 1937 three Ju 87A-1s of Stukageschwader 163 'Immelmann' were sent to Spain for combat testing by the Condor Legion. These three aircraft saw their first action at Teruel in the winter of 1937-38 and were subsequently used in the Nationalist drive toward the Mediterranean.

The Stukas proved very successful and in October 1938 five Ju 87B-1s arrived in Spain. These were primarily used to bomb shipping and facilities in the Republican ports of Barcelona, Tarragona and Valencia, and the results went a long way toward creating the aura of "invincibility" of the Stuka, a myth that would not be dispelled until the Ju 87 and its pilots encountered British fighters over Dunkirk and in the skies of Britain.

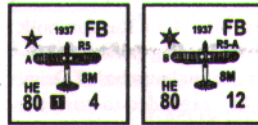
May only be used from December 1937 on. Use the 1939 Stuke DB counter.



HS-123: The Henschel dive-bomber/close-support aircraft made its maiden flight on May 8, 1935, just three days after Germany officially declared the existence of the Luftwaffe. The Hs 123 was the brainchild of Ernst Udet, and born out of his interest in the *Sturzkampfflugzeug*

(dive-bomber) concept. The Hs 123 received its operation debut in Spain, where it served with both German and Spanish units. Five Hs 123A aircraft arrived in Seville in December 1936 and they promptly impressed their Condor Legion pilots. Nationalist pilots also were quickly enamored of the craft, and Spanish airmen clamored for more. In the summer of 1938 an all-Spanish unit, Grup 24, was formed with 16 Hs 123's. By that time the Condor Legion had re-equipped with Stukas.

The Hs 123 was to have a long record in German service. Despite plans to phase the model out in preference of Ju 87 Stukas, dozens of the Henschels were still in service over Poland and during the Battle of France, 1940. The Henschel 123 continued in front line service, serving until 1944 as a glider tow-aircraft and for 'washing-machine Charlie' type of night harassment missions over Soviet lines.



POLIKARPOV R5: The R5 reconnaissance bi-plane was introduced by Nikolai N. Polikarpov in 1927, and its acceptance trials were completed in 1930. The aircraft entered production in 1930 and some 6,000

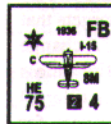
R-5s were eventually produced. In 1931 a *shturmovik* (assault) model was created, armed with five forward-firing 7.62mm machine-guns, two more in the rear cockpit, plus mounting for a 1,102 lb bomb load.

The Soviets sent 130 R-5s to aid the Republicans, who dubbed the aircraft the *Natacha*. Another 40 R-5 assault versions, known as *Rasantas*, were also delivered. The *Natacha* went into action for the first time on March 15, 1937, strafing "volunteer" Italian infantry near Ledanca.

By mid 1937 the *Natacha's* ground attack role was supplanted by I-15s fitted with light bombs and the R-5 proved too vulnerable to enemy fighters and anti-aircraft fire. Yet, even as late as July 1937, when poor weather grounded Nationalist fighters, R-5s aided in the destruction of the Italian column at Guadalajara. Grupo 30's R-5s were also used in the fighting around Belchite in the fall of 1937.

The Polikarpov R-5 was fitted with one 7.62mm machine-gun on the upper port fuselage and another in the rear cockpit. The *Shturmovik* R-5 model had another four forward firing machine-guns and another in the rear cockpit. Up to eight 44 lb or 66 lb bombs could be mounted beneath the lower wings.

Counters for two models of the R-5 are provided. Use the following table to determine model type after Arrival (E7.2) and Entry (E7.21) Air Support drs have been made.



POLIKARPOV I-15: The I-15 was developed by Nikolai N. Polikarpov from the TskB-3 fighter, the follow-up model to his I-5 of 1930. It was soon to be known as the I-15 once the initial design work began in mid-1933. A modified version of the I-15 set the world speed altitude record of 47,818 feet in the hands of Soviet test pilot V. Kokkinaki in November 1935.

The I-15 was out in production in late 1934 and found its way to Spain in the form of eighteen I-15s off-loaded at Cartagena from the Soviet freighter *Bolshevik* on October 13, 1936. On October 16 another 12 I-15s were delivered to the Republicans, joined by 150 Soviet "technicians" under the command of Jacob Smushkevich. Another 30 I-15s arrived at the Northern port of Bilbao in time to take part in the Basque offensive at Villareal de Alava which was launched on November 30.

The I-15s delivered by the Soviets were flown exclusively by pilots of that country, one of which was reportedly a woman. Dubbed the *Chato* (Flat-nosed one), some 200 aircraft of this model were delivered to Republican Spain by mid-1937. By February 1937, the first Spanish-led *Chato* unit was formed, *la escuadrilla* under Andres Garcia. Several Americans, including Frank Tinker, Harold 'Whitey' Dahl and Chang Selles flew with *la escuadrilla*.

With the ascent of the more modern, mono-wing I-16 in the war, the I-15 was assigned ground combat duty, often accompanied by their faster brethren for top cover. The I-15 also was used in its original fighter role when accompanied by I-16s later in the war.

SPANISH CIVIL WAR MULTI-APPLICABLE VEHICLE NOTES:

A) The CE DRM +1 vs Indirect Fire, as well as vs Direct Fire that emanates from within the turret's rear Target Facing is signified by "CE +1 RT" on the back of the counter.

B) Used only on the Northern Front.

C) Each time a Mechanical Reliability DR (D2.51) is made for a Russian-built AFV, an I1 result stalls the AFV, preventing it from starting normally. Another DR must be made immediately, which equals the total number of Delay MP (including one MP to stop, but excluding the MP expended to start) the AFV has used in the unsuccessful attempt to move. It can again attempt to move, but must expend another MP to start and must undergo another Mechanical Reliability DR to do so. An AFV that stalls is subject to Defensive First Fire (since it has expended a MP to start), but not as a moving target (EXC: Unless it had already entered a new hex during the same MPh). Should a Stall result in more delay MP being expended than the AFV has available, the AFV is considered to have expended its entire MP allotment in Delay.

D) Includes the Spanish built version Chevrolet 1937 under Soviet License.

E) Not available on the Northern Front.

F) Make two To Kill DR when using the AP To Kill Table; only one DR (firer's choice) is used. This is signified on the back of the counter by "2 TK DR".

G) The 4 FP BMG may be Scrounged as one or two LMGs (as per D10.5). It is considered one MG for Malfunction, Repair and Disabled purposes.

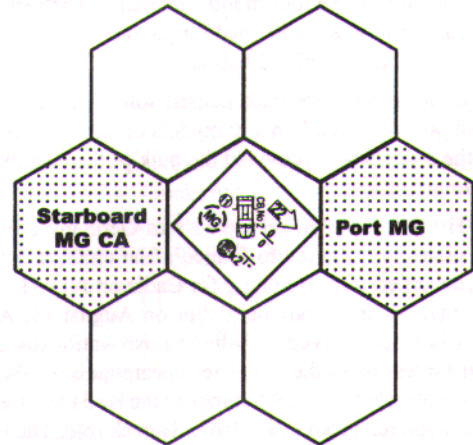
H) If Stunned, this AFV may not again gain CE status, fire any weapon, and is Recalled as per D5.341. This is signified by "Stun = Recall & CE/FP NA" on the back of the counter. The BMG, if present, may fire while the vehicle is HD-as signified by "BMG HD OK" on the back of the counter.

I) The MA and all MG have B11. This is signified by "B11" on the front of the counter. If the vehicle is equipped with a hull rear MG, that MG may be removed as a dm MMG.

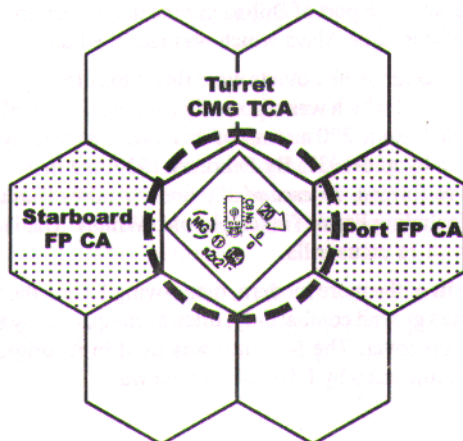
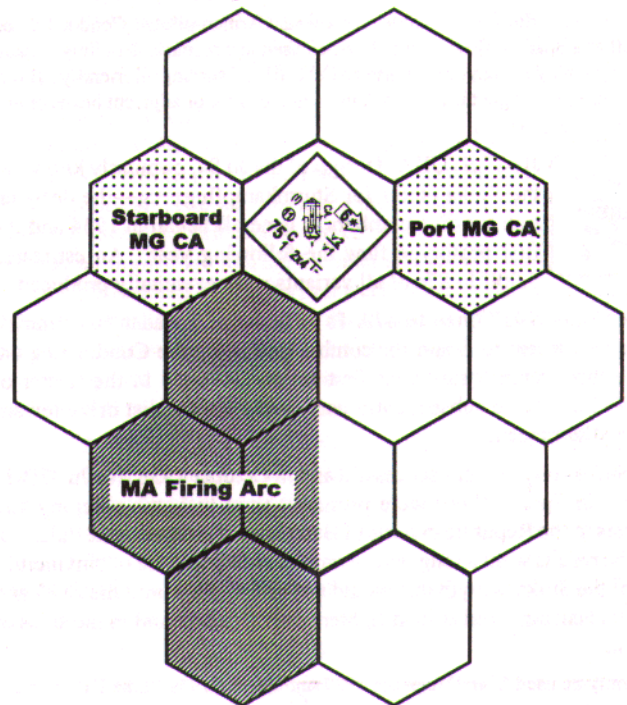
J) Reverse Movement cost this vehicle three times its normal hex entry cost as signified by "Rev x 3" on the back of the counter.

K) The CB N°1 (Camión blindado n°1) has a turret mounted 4 FP CMG and slots in the starboard side and port sides, from which Passengers may fire rifles, indicated on the counter by "s2x2" in the BMG notation. Any fire by Passengers inside has a maximum 4 hex range, and can fire only at targets that lie within the side Target Facing. See the accompanying diagram. VCA change DRM is applied to this fire normally.. There is no firing capability unless Passengers are inside the vehicle and one squad of any type (EXC: Guerrilleros) is the maximum Passenger capability of the vehicle. Make a side note for vehicles with no Passengers. During set up, the Republican player may assign one of his squads as a Passenger to get the right tot use the "s2x2", if the vehicle is destroyed, the player make take two Crew Survival DR, one for the crew and the other for the Passenger squad. If the squad result is one greater than the CS #, a HS will be placed in the vehicles ground level Location. Passengers enter and exit the vehicle according to D6.4 and D6.5. If the vehicle is immobilized, the Passengers may exit. See the diagram below.

L) The CB N°2 (Camión blindado n°2) has one hull-mounted 4 FP MG on its starboard side and another on its port side as indicates by "s2x2". Each has a Normal Range of 8 hexes, but can fire only at targets that lie within the side Target Facing of the vehicle. VCA change DRM are applied normally to this fire. See the diagram below.



M) The M-16 CA.1 Schneider tank has a 4 FP MG on each side of its hull that can only fire at targets that lie within the side target facing of the vehicle. A 75mm howitzer is found on the starboard side of the hull, which may only fire within half the normal VCA. VCA change DRM is applied normally to all fire from the vehicle. See the diagram below.



CREDITS

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GUERRA CIVIL is Critical Hit, Inc.'s trademark name for its Spanish Civil War war game

CRITICAL HIT

NATIONALIST - CTV SW ALLOTMENT

	LMG	MMG	HMG	Lt. MTR
Legion (Africa)	6	9	12	5
Moros (Africa)	10	14	20	7
Army 1936	10	13	18	8
Army 1937-39	8	10	15	6
CTV	7	13	18	6

REPUBLICAN SW ALLOTMENT

	LMG	MMG	HMG	Lt. MTR
Militia 1936-37	12	15	21	9
Army 1936	10	13	18	8
Army 1-37/6-38	8	10	15	6
Army 7-38/3-39	10	12	17	8

REPUBLICAN OBA AVAILABILITY CHART

YEAR	1936	1937	1938	1939
DR: 2	155	155	155	114
BPV	130	130	130	110
3	114	114	155	155
	110	110	130	130
4	105	155	114	105
	100	130	110	100
5	114	114	105	114
	110	110	100	110
6	75+	105	114	80+
	50	100	110	75
7	80+	75+	105	105
	75	50	100	100
8	105	105	75+	75+
	100	100	50	50
9	75+	80+	80+	80+
	50	75	75	75
10	75+	75+	80+	75+
	50	50	75	50
11	80+	80+	75+	80+
	75	75	50	75
12	80+	80+	80+	75+
	75	75	75	50
MAX BPV	130	130	130	130

N. FRONT

1936/37
155
145
105
115
80+
95
80+
95
75+
90
80+
95
75+
90
80+
95
75+
90
75+
90
75+
90
145

Contents

Your copy of GUERRA CIVIL should include the following:

- 2 x 8" x 22" map-sized overlays
- 1 x 8" x 8" color card-stock overlay
- 14 scenarios on eight 2-sided 8.5" x 11" card-stock
- 2 x Play Aid Cards
- 2 x 280 1/2" die-cut counters (2 sheets)
- 1 x 176 5/8" die-cut counters (1 sheet)
- 1 x Storage Folder
- 1 x 16 page rulebook

Please phone Critical Hit at 845-278-9125 or drop by www.Criticalhit.com with any questions.

ORDNANCE NOTES FOR GUERRA CIVIL



1. MORTERO VALERA-32 de 50mm: A light easy-to-man Spanish made mortar of excellent performance, designed in 1932 to be used at company level. More than 2000 units were built at MARQUINA.

Used by the pre-war Regular Army and by both sides during the war due to it being stored in the different Army depots.



2. MORTIER de 81 mle 27/31: The best mortar purchased by the Loyalist government and used in large quantities to provide support to battalion-level and division-level infantry units. It was used by both sides, but the Loyalists used it throughout the war. See also French Ordnance

Note 3.



3. 37mm PTP obr.30: The first anti-tank gun imported by the Loyalists was the Soviet 37mm PTP obr.30 gun, which had a high rate of fire. It was very effective during the fighting for the Carretera de la Coruña and the battle of Guadalajara. It was also used on the Northern Front.

About 140 guns reached Spain. See also Russian Ordnance Note 6.



4. 45 mm PTP obr 32: The best anti-tank gun imported by the Loyalists was undoubtedly the Soviet 45mm PTP obr.32 (136 guns reached Spain). It was commonly used from 1937 onwards, both as an anti-tank gun and as an infantry support gun. Effectively used during the battles of Jarama and Brunete, and especially during the Ebro offensive, where it showed its true effectiveness as a tank killer. See also Russian Ordnance Note 7.



5. CANNON de 75 M mle 28: This gun was standard equipment in many Spanish batteries before the war. At the beginning of the war, about 204 of them remained with the Nationalists and about 144 of them, with the Loyalists. Throughout the war, more pieces of this type were imported by the Loyalists. See also French Ordnance Note 10.



6. CANNON de 75 M mle 1897: This French gun became famous during the First World War. At the beginning of the war, Spain had about 27 guns of this type, which were evenly distributed between both sides. The military help provided by France to the Loyalists at the beginning of the war included a relatively high number of these guns, which were used throughout the war. See also French Ordnance Note 11.



7. CANNON de 105 L mle 13s: The Schneider 105mm gun was manufactured in Spain under license, and many pieces were also bought from the French government. This gun was first used during the defence of Madrid and later was used on all fronts throughout the war. See also French Ordnance Note 14.

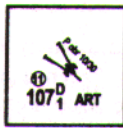


8. CANNON de 155 mm GPF: The Schneider 40 155mm gun was originally purchased for the divisional artillery in the Loyalist army. It was used on all fronts, from the defence of Madrid to the fall of Catalonia. See also French Ordnance Note 17.



9. 76.2 mm P obr 02/30: The 76.2mm gun (169 pieces in the Loyalist army, provided by the Soviet Union) was used for the artillery batteries of the mixed brigades, together with other Spanish or French guns. It was used

on all fronts, from the defence of Madrid to the fall of Catalonia and including the Northern Front. See also Russian Ordnance Note 14.



10. 107 mm P obr 10/30: The Loyalist government purchased 74 of these guns from the Soviet Union and they were used to provide support fire to the mixed brigades. Most of them were sent to Cartagena harbour, although some were used on the Northern Front. See also

Russian Ordnance Note 18.



11. 152 Gp obr 37: The Loyalist government purchased 40 weapons of this type from the Soviet Union. They were used as divisional artillery during all the main battles of the war, from the defence of Madrid to the fall of Catalonia. See also Russian Ordnance Note 23.



12. OQF 4.5 inch Howitzer: In 1936 the Soviet Union sent 94 "British 115mm howitzers" to Loyalist Spain. These pieces arrived with their own carts and carriages, and were used during the defence of Madrid and all the most important battles of the war. The total number of gun pieces of this type that arrived in Spain was about 120. See also British Ordnance Note 15.



13. OQF 40 mm AA: The Swedish government sold the Loyalist government some Bofors 40mm anti-aircraft guns (1930 model). These guns were used to defend air bases, to protect army columns and to defend the capital in 1936. See also British Ordnance Note 21.

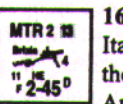


14. SEMAG de 20 mm AA: At the beginning of the war the Loyalists purchased about one hundred Oerlikon 20mm anti-aircraft guns (some of them were double-barrelled and were placed aboard warships) together with the "Bolivian guns" (so called because of their country of origin). These guns were the base of the Loyalist anti-aircraft defence.

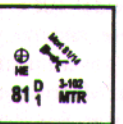


15. 76.2 mm ZP obr 38: The core of the Loyalist anti-aircraft defence were the Soviet 76.2mm ZP obr 38 guns, which undoubtedly were the best anti-aircraft guns of the Loyalists' Popular Army. About one hundred of these guns arrived in Loyalist Spain and were used on all fronts.

See also Russian Ordnance Note 15.



16. MORTAIO da 45 mm "Brixia": The most important Italian contribution to the Nationalists' light artillery was the 45mm "Brixia" mortar, belonging to the Italian Regular Army. This mortar was used by the CTV and the Nationalist Army received more than 1000 of these mortars. See also Italian Ordnance Note 1.

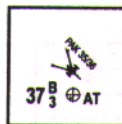


17. MORTAIO da 81/14: The 81mm mortar was used throughout the war by the CTV, the Nationalist Regular Army and the *Flechas* units. See also Italian Ordnance Note 2.

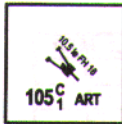
Despite being designed in 1935, it was not effective enough to make it as widespread as the "Brixia" 45mm mortar.



18. CANNONE CC da 37/45: The first battery with 4 of these guns arrived at Cadiz in December 1936. A section (2 field guns) of this battery was attached to the right column during the battle of Malaga. The battery was complete during the battle of Guadalajara, and the army divisions started being equipped with this gun during the battle of Santander. See also Italian Ordnance Note 4. No counter provided; used by CTV.



19. 3.7 cm Pak 35/36: 24 of these guns arrived at Vigo in October 1936, which after including a previous shipment sent to Cadiz, gave a total of 40 guns. These guns were quickly used (with Spanish crews) during the battle of Madrid (September 1936). Another 100 pieces were received in May 1937. At the end of the war, an approximate total of 290 guns had been used in combat in Spain. See also German Ordnance Note 6.



20. 10.5 leFH 18: A single battery arrived in Spain in Autumn 1938, and this was quickly sent (together with its German crew) to the front, arriving there on 23rd September 1938. It joined the experimental group that fought during the battle of the Ebro river and in Catalonia until the end of the war. See also German Ordnance Note 20.



21. s 10 cm K 18: A single battery arrived in Spain and formed the experimental group together with the 105 leFH 18 howitzers. It fought during the battle of the Ebro river, during which, thanks to its long range, was used against the Loyalists' bridges across the river Ebro. See also German Ordnance Note 21.



22. 15 cm Sfh 18: In Autumn 1938 it joined the experimental group, together with the 100mm and 105mm pieces. It fought during the battle of the Ebro river and in Catalonia until the end of the war. See also German Ordnance Note 22.



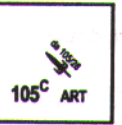
23. CANNONE da 65/17: This was a relatively antiquated gun. It was expected to be replaced by newer guns in the Italian Army in 1940, so large quantities of this gun were sent to Spain despite having been used in Libya and Ethiopia. This was the most common Italian gun in Spain, with approximately 250 pieces. See also Italian Ordnance Note 6.



24. CANNONE da 75/27: These guns arrived in Spain in large quantities for the CTV between December 1936 and January 1937. The first 36 guns were used to create the IV, VII and X groups, each of them with 3 batteries of 4 guns each. One of these batteries was used during the battle of Malaga. See also Italian Ordnance Note 9.



25. OBICE da 100/17: The first battery equipped with these howitzers had a mixed Spanish-Italian crew, despite being included in the CTV; this structure was maintained throughout the war. More of these howitzers arrived during January and February 1937, and when the CTV was constituted there were 72 pieces in active service. After the constitution of the CTV, the surplus of 12 howitzers was used to create an artillery group attached to the *Flechas Negras* mixed brigade during the campaign of Biscay. See also Italian Ordnance Note 12.



26. CANNONE da 105/28: This gun was the Schneider 105mm (1913) built in Italy by Ansaldo under license. According to General Faldella, the 24 guns that arrived at Cadiz and destined for the CTV were used to create four groups of two three-gun batteries per group. Two of these groups may have fought during the battle of Malaga, and all four participated in the battle of Guadalajara. See also Italian Ordnance Note 13.



27. OBICE DA 149/13: Two groups of 149/13 howitzers were sent for the CTV. The first group arrived at Cadiz on board the liner "Calabria" on the 12th January 1937. These groups arrived complete, with 12 pieces per group; however, the guns were used to create four groups of two three-gun

REPUBLICAN ORDNANCE LIST

#	Name	Type	CSize	ROF (IFE)	B#	Range	M#	TSize	Dates	Special	BPV	RF	Notes
4	MTR Valero 32	MTR	50D	3		3-18			1936-39	4P, HE			1
3	Mortier de 81 mle 27/31	MTR	81D	3		3-71	11	+1	1936-39	NT,QSU, HE	28	1.1-1.0	2, A
3	37mm PTP obr. 30	AT	37B	3		120	12	+1	1936-39	NT,QSU	26	1.2-1.1	3
3	45mm PTP obr. 32	AT	45B	3		110	11	+1	1936-39	NT,QSU	29	1.2-1.1	4
3	Cannon de 75 M mle 28	ART	75D	1		225	9	0	1936-39	NT,QSU	23	1.1-1.0	5, A, B
3	Cannon de 75 mle 1897	ART	75C	1		277	8	0	1936-39	NT,QSU	33	1.0	6, B
1	Cannon de 105 L mle 13 S	ART	105C			330	5	-1	1936-39	NT, HE	29	1.4-1.3	7, B
1	Cannon de 155 GPF	ART	155C		11	465	-1	-1	1936-39	NT,RFNM,no IF, HE	30	1.6-1.4	8
3	76.2mm P obr. 02/30	ART	76C	1		310	7	0	1936-39	NT,QSU	27	1.4-1.2	9
1	107mm P obr. 10/30	ART	107C	1	11	409	7	0	1936-39	NT, HE	27	1.6-1.4	10
1	152 GP obr. 37	ART	152C			432	2	-1	1936-39	NT	44	1.6-1.3	11
1	QOF 4.5 in. Howitzer	ART	114C			480	3	-1	1936-39	NT	29	1.4-1.2	12
2	QOF 40mm AA	AA	40B	3 (8)		247	8	0	1936-39	T,LF(40, 2 ROF)	40	1.6	13, C
2	SEMAG 20 mm AA	AA	20B	3 (4)		114	12	+1	1936-39	T	30	1.6	14, D
2	76.2mm ZP obr.38	AA	76A	2		350	5	-1	1936-39	T	39	1.6-1.4	15


NATIONALIST ORDNANCE LIST


#	Name	Type	CSize	ROF (IFE)	B#	Range	M#	TSize	Dates	Special	BPV	RF	Notes
4	Mortalo da 45mm Brixia	MTR	45D	2	11	2-13			1936-39	4P, HE			16
4	MTR Valero 32	MTR	50D	3		3-18			1936-39	4P, HE			1
3	Mortalo da 81/14	MTR	81D	3		3-102	11	+1	1936-39	NT,QSU, HE	28	1.0	17
3	37 PaK 35/36	AT	37B	3		120	12	+1	1936-39	NT,QSU	30	1.2-1.1	19
3	Cannon de 75 M mle 28	ART	75D	1		225	9	0	1936-39	NT,QSU	23	1.2-1.1	5, B
2	Cannon de 75 mle 1897	ART	75C	1		277	8	0	1936-39	NT,QSU	33	1.1-1.0	6, B
1	Cannon de 105 L mle 13 S	ART	105C			330	5	-1	1936-39	NT, HE	29	1.2-1.0	7, B
1	Cannon de 155 GPF	ART	155C		11	465	-1	-1	1936-39	NT,RFNM,no IF, HE	30	1.4-1.2	8
1	10.5 le FH 18	ART	105C	1		266	6	0	1938-39	NT	38	1.6	20
1	s 10 cm K 18	ART	105B	1	11	475	2	-1	1938-39	NT, NM	42	1.6	21
1	15 cm sFH 18	ART	150C			243	2	-1	1938-39	NT, NM, HE	42	1.6	22
2	Cannone da 75/27	ART	75D	1	11	243	8	0	1936-39	NT,QSU	25	1.2-1.1	23, B
1	Obice da 100/17	ART	100D	1	11	232	6	0	1936-39	NT, HE	26	1.2-1.1	24
1	Cannone da 105/28	ART	105C			330	6	-1	1936-39	NT, HE	26	1.4-1.3	25
1	Obice da 149/13	ART	150B			593	-1	-1	1936-39	NT,RFNM, HE	33	1.4-1.3	26
3	Cannone da 65/17	INF	65D	1	11	163	10	+1	1936-39	NT, No Gunshield, HE	21	1.2	27, A, B
2	Cannone-Mitra da 20/65	AA	20B	3 (4)		138	11	+1	1936-39	T,LF (NT 20, 2 ROF)	26	1.6	28, A, B
2	2 cm FlaK 30	AA	20B	3 (4)	11	120	10	+1	1936-39	T,LF (NT 20, 2 ROF B10)	27	1.5-1.4	29, C
2	3.7 cm FlaK 36 o. 37	AA	37B	3 (8)		164	8	0	1936-39	T	36	1.6	30, C
2	88 cm FlaK 18 o.36	AA	88B	2		370	4	-1	1937-39	T, LF (88 1 ROF, B 11)	55	1.6	31, C

CTV ORDNANCE LIST

#	Name	Type	CSize	ROF (IFE)	B#	Range	M#	TSize	Dates	Special	BPV	RF	Notes
0	Mortalo da 45 Brixia	MTR	45D	2	11	2-13			1936-39	4P, HE			16
0	Mortalo da 81/14	MTR	81D	3		3-102	11	+1	1936-39	NT,QSU, HE	28	1.0	17
0	Cannone da 37/45	AT	37B	3		120	12	+1	1936-39	NT,QSU	28	1.0	18, B, F
0	Cannone da 65/17	INF	65D	1	11	163	10	+1	1936-39	NT, No Gunshield	21	1.1	27, A, B
0	Cannone da 75/27	ART	75D	1	11	243	8	0	1936-39	NT,QSU	25	1.3	23, B
0	Obice da 100/17	ART	100D	1	11	232	6	0	1936-39	NT, HE	26	1.3	24
0	Cannone da 105/28	ART	105C			330	6	-1	1936-39	NT, HE	26	1.4-1.5	25
0	Obice da 149/13	ART	150B			593	-1	-1	1936-39	NT,RFNM, HE	33	1.4-1.5	26
0	Cannone-Mitra da 20/65	AA	20B	3 (4)		138	11	+1	1936-39	T,LF (NT 20, 2 ROF)	26	1.6	28, A, B


batteries per group. The numbers I-IV were given to these groups. See also Italian Ordnance Note 14.


 **28. CANNONE-MITRAGLIERA da 20/65:** When the CTV was constituted, the 1st and 2nd batteries equipped with 20mm Breda guns landed at Cadiz on the 1st January 1937 and the 3rd and 4th batteries did likewise on the 21st January 1937. The first three batteries, and all four batteries, were used during the battles of Malaga and Guadalajara, respectively. Apparently, about 80 of these guns arrived in Spain. See also Italian Ordnance Note 17.

 **29. 2cm FLAK 30:** The first German anti-aircraft guns arrived at Cadiz on board the "Usaramo" in the early morning of the 6th August 1936.

When the Condor Legion was constituted in November of that same year, two of its batteries were equipped with these guns. It seems that about 123 of these guns were sent to Spain, and their main tasks were to defend air bases and to provide ground

support to the Army columns. See also German Ordnance Note 25.

 **30. 3.7 cm FLAK 36 o. 37:** When Sperrle was replaced by Volckman as C-in-C of the Condor Legion in October 1937, the Legion had a section equipped with these guns. Apparently, these guns were never used to create a battery but were attached to the 20mm anti-aircraft batteries. The exact number of these guns that arrived in Spain is unknown, but it is not believed to have been higher than 20. See also German Ordnance Note 28.

 **31. 8.8 cm FLAK 18 o. 36:** It seems that the 1st battery equipped with these guns arrived in Spain in September 1936 and was used to defend the air base at Tabalada (Seville) until the creation of the Condor Legion. Eight of these pieces were given to Nationalist Army units and four were added to the Nationalist battleship "España". Apparently, about 80 of these guns were sent to Spain. See also German Ordnance Note 30.

CTV OBA AVAILABILITY CHART				
YEAR	1936	1937	1938	1939
DR: 2	155	100	100	75
BPV	120	95	95	60
3	100	155	155	155
	95	120	120	120
4	75	80+	75	100
	60	65	60	95
5	80+	75	80+	80+
	65	60	65	65
6	65	65	75	75
	55	55	60	60
7	75	80+	80+	80+
	60	65	65	65
8	80+	75	65	80+
	65	60	55	65
9	80+	80+	80+	75
	65	65	65	60
10	75	75	75	65
	60	60	60	55
11	80+	80+	80+	80+
	65	65	65	65
12	65	65	65	65
	55	55	55	55
MAX BPV	120	120	120	120

ARMOR LEADERS

Year	1936	1937	1938	1939
Republican	3	2	2	2
Nationalist	3	3	2	2
CTV	3	3	3	3

AIR SUPPORT AVAILABILITY

Year	1936	1937	1938	1939
Republican	3 (1)	4 (2)	4 (2)	2 (2)
Nationalist	3 (1)	4 (2)	5 (2)	5 (2)
CTV	3 (1)	4 (2)	4 (2)	4 (2)

SPANISH CIVIL WAR MULTI-APPLICABLE ORDNANCE NOTES:

- A) This gun may be Animal-Packed (G10).
- B) This gun may be carried en portee which means it may be loaded onto a vehicle (during setup/display) and carried as Passenger PP. The 105 mle 13 S, 75/27, 75 M mle 26, and 75 mle 1897 may be porteed by a Ford or Autocarro Pesante. The 65/17 may be porteed by a 3/4 ton, 1 1/2 ton, Autocarro Medio or Autocarro Pesante trucks. Any other gun must use a Citroen or Autocarro Legero. Prior to set up, the vehicle must be noted on a side record as being able to portee a Gun of that Caliber Size (C2.21) and Barrel Length (C4.1).

The principles of (un)loading a Gun to/from portee are the same as for the 2pdr Portee in British Vehicle Note 77, except that there the Gun crew (un)loads as a Passenger rather than a Inherent Crew, and a QSU Gun is not (un)loaded limbered. When a Gun has been thusly loaded, it is marked with an En Portee counter. A vehicle porteeing a Gun is not flipped over to its Wreck side if it becomes immobilized, and the Gun may be unloaded (at which time the vehicle counter is then flipped over). If a vehicle porteeing a Gun is eliminated, the Gun is eliminated too.

A vehicle may not simultaneously have a Gun En portee and another hooked up for towing. An AT (with Gunshield) being porteed can provide gunshield benefits to its Passenger crew in the same way the 2pdr Portee MA does to its Inherent crew.

The 37L AT (Italian) and the two (75mm French) may be fired by their Passengers/crews while being porteed (EXC: it may not use Bounding [First] Fire). While loaded into a vehicle, its CA coincide with its portee's VCA or rear VCA, and may not change relative to that VCA for (75 mm). The 37L AT while loaded into a vehicle, is treated as a NT gun able to fire only at a target that lies within its portee's "rear" VCA.

C) When using Limbered Fire, the Barrel Length modification (C4.1) on the counter's LF side is used for To Hit purposes. The Basic To Kill number, however, is still determined using the Caliber Size and Length printed on the unlimbered side.

D) This Gun would merit a "B" suffix for its Caliber were it not for the fact that very few were equipped with the proper lights for direct fire vs. ground targets. Aside from the few so equipped, it was used only for AA fire.

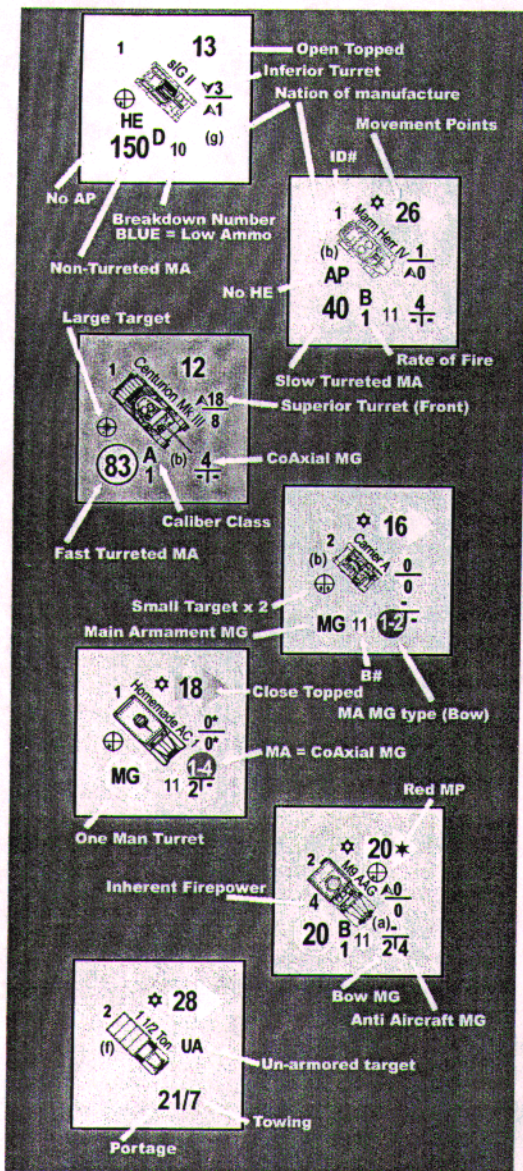
E) Used only by Italian CTV troops.

NATIONALIST OBA AVAILABILITY CHART				
YEAR	1936	1937	1938	1939
DR: 2	155	100	100	155
BPV	115	90	90	115
3	100	155	155	100
	90	115	115	90
4	155	155	80+	65
	115	115	65	50
5	80+	65	155	155
	65	50	115	115
6	100	100	65	100
	90	90	50	90
7	65	80+	100	80+
	50	65	90	65
8	75	75	80+	75
	60	60	65	60
9	80+	80+	75	75
	65	65	60	60
10	75	75	80+	80+
	60	60	65	65
11	80+	80+	75	75
	65	65	60	60
12	80+	75	75	80+
	65	60	60	65
MAX BPV	115	115	115	115

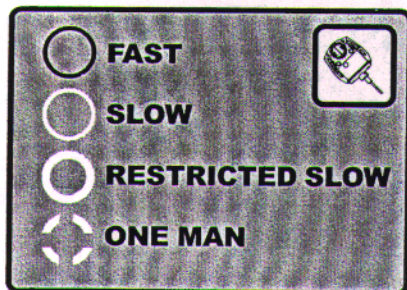
ELR CHART

Time / Nationality	7-36/12-36	1-37/6-37	7-37/ 12-37	1-38/6-38	7-38/12-38	1-39/3-39
Republican Militia	2	2				
Republican Army	2	3	3	3	3	2
African Army	4	4	4	4	4	4
Nationalist Army	3	3	3	3	3	3
CTV	2	2	2	2	2	2

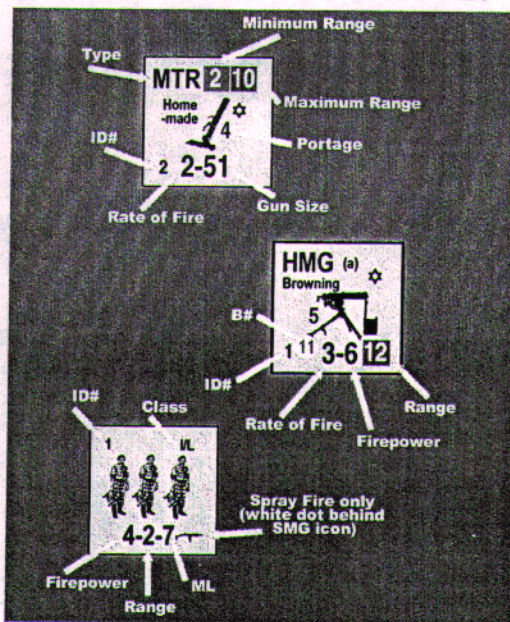
VARIANT VEHICLE COUNTER KEY



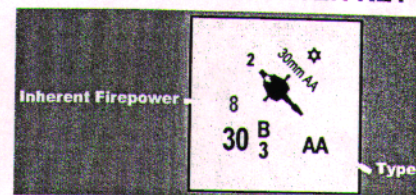
TURRET TYPE KEY



VARIANT INFANTRY COUNTER KEY



VARIANT GUN COUNTER KEY



GUERRA CIVIL Q & A and Errata:

Clarification: In SCW #3, ignore the playtester note on the card referencing SCW 2. It is already correctly placed on the Board Layout graphic.

Errata: In SCW #6, change Scenario Rule 2 to read, "...on Board SCW 2 are wood."

Q. In SCW 7 Scenario rule 3 refers to ... a Level 0 Two Story House, not sure what the Level 0 refers to.

A. As per the Scenario Rule, follow B23.22. The building simply sites on Level 0.

Q. Why the detailed aircraft rules when only one scenario specifies the specific aircraft to be used? What should be used in the case of SCW 6 where Airsupport is specified?

A. With the full DYO presentation provided in Guerra Civil, we wanted to equip designers to follow their creative hearts, while also depicting the interesting air war of the conflict by providing pre-WW II aircraft many gamers are likely not familiar with. In SCW 6, the Republicans may receive POLIKARPOV R5 or R5-A aircraft. Make a roll on the Air Support Availability Table normally. A dr 1-3 provides R5 aircraft; a dr 4-6 provides R5-A aircraft.

Q. Under Polikarpov R5 description you refer to a following table but none is provided.

A. The table referred to in the last paragraph of the notes section for the POLIKARPOV R5 refers to the "dr 1-3 R5; dr 4-6 R5A" die rolling 'table' to the right of the Air Support Availability Table found on the Play Aid Card that also contains OBA and Armor Leader tables.

Q. Why no ATR's?

A. Our design and research experts, the Cebrian brothers, specifically stated no ATRs were used in the conflict.

Q. SCW 2.56 Decrease the ML of Militia by 1. What does this mean?

A. For any Morale Checks caused by OBA, reduce the ML of a Militia unit for that MC by one.

Q. SCW 2.3 it looks like the HS counters have Full Squad pictures on em.

A. You are correct. The counters themselves are fine.

Q. SCW 2.1323 refers to section SCW 2.13211 which does not exist

A. This should be 2.1322 instead (i.e., the 20 FP for setting).

Q. SCW 3.4 (and 3.5) What happens to HS that are ELR Replaced Disrupted I assume?

A. Yes for 3.4 and 3.5.

Q. SCW 3.52 What are Africans when in building location? Lax or Normal?

A. Normal.

Q. Dinameteros- Do they go Berserk? Pin? HOB? Disrupt? Wound? Rally?

A. Treat them as Unarmed (A20.5) and follow SCW 2.1311.

Q. Field Chaplains, when stacked with someone, they are both Fanatic *and* have their Morale raised by 1 for an effective increase of 2?

A. Treat a FC in the same manner as a -1 leader for ML leadership DRM purposes.

Q. What is the Mechanical Reliability (ESB) DRM for Spanish Vehicles? Russian, German, Italian?

A. None of the above. For *Spanish* vehicles (not noted as another nationality, e.g. Russian, i.e., "r") it is 0 (zero).

TERUEL'S TOOTH

SCW #1

NATIONALIST Sets Up First	1	2	3	4	5	6	7
REPUBLICAN Moves First							

Elements of 1st Brigade, 11th Division 'Lister' set up on Board 4 in hexes numbered ≤ 7:



4-4-8 5	4-4-7 10	2-2-8	10-0	9-1	8-1	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG 3	MTR 3 18 Val: 2 HE F 3-50 ^D	75 ^C 1 ART	23 UA 9P/10T
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[ELR: 3]
{SAN: 2}

Diversionary detachment enter along the east edge of Board SCW 1 on turn two or later:

4-4-7 5	7-0	22 1 45 ^B 11 4 1
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Elements of the 2nd Battalion 'Gerona' set up in any hex of board SCW 1 on/west of hexrow Y:

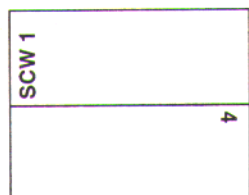


4-4-7 10	2-2-7	9-2	8-1	7-0	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG 2	FP: 4 Rng: 11 ROF: 2 MMG	FP: 6 Rng: 12 ROF: 3 HMG	37 ^B 3 AT
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[ELR: 3]
{SAN: 3}

BOARDLAYOUT:



HANDICAPPING PROVISIONS:

- Increase game length to 7.5 turns.
- Add 1 x MMG and a 10(-1) Field Chaplain to the Nationalist OB.
- Any mutually agreed upon change to the scenario.

SCENARIO RULES:

- EC are Ground Snow (E3.72), and Falling Snow (E3.71) with no wind at start.
- The Nationalists may set up one squad/equivalent (and any SMC/SW in the same Location) utilizing HIP. Both sides have MOL (A22.6) capability.
- Bore Sighting is NA.

OBJECTIVES: The Republicans win if they Control ≥ 7 buildings on Board SCW 1 and there are no Nationalist Squad/HS (not crew) in/adjacent to the road that runs from SCW 1 GG5/6 - SCW 1 I10 (inclusive) at Game End.

TERUEL, SPAIN, 15 December, 1937: Following the capture of Asturias, Franco's plan to attack Guadalajara was discovered, some say by a Republican spy disguised as a shephard. The Republicans used the information to launch their own offensive, aimed at the capture of Teruel, on 15 December, a full week before the Guadalajara offensive was to begin. Teruel is a forlorn, walled capital of a poor province. Each winter the lowest temperatures in Spain are recorded in this bleak town of 20,000. Yet the capture of the city had fascinated the Republic since the beginning of the war; it was not expected to be strongly held and its capture would provide shorter lines of communication between New Castle and Aragon, and threaten the road to Saragossa. On 15 December, with snow falling, and without artillery or aerial support Lister put his 11th Division over to the attack, with the plan to surround the town. They promptly encircled the place, advancing immediately to the ridge on its west side known as *La Muela de Teruel* - Teurel's tooth. By the evening of the 15th, the encirclement was complete. The commander of the garrison at Teurel, Colonel Rey d'Harcourt, withdrew his men into the buildings to fight it out. His defenses held until the 17th, when the Colonel decided to give up attempting to maintain a position on *La Muela*.



LAST STAND ON HILL 197

SCW #2

NATIONALIST Sets Up First REPUBLICAN Moves First	1	2	3	4	5	6	7	8
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Artillery battery supported by anti-tank elements of the 57th Division set up on Boards SCW 2 and/or 2:

2-2-8 3	75 ART 2	45 AT 2
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Remnants of the 2nd Company, 3rd Brigade, 57th Division set up anywhere on Board(s) 2 and SCW 2 and on Board 17 in hexes numbered ≤ 4:

3-4-7 12	9-0 2	9-1 2	8-0 2	LMG 2	B11 2	MMG 2	MTR 3 18 8	Foxhole 1S
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Armored reinforcements of the 1st Company, 2nd Brigade, 48th Division enter on turn two along the north edge:

3-4-7 3	8-0 2	LMG 2	MG 1 11 2	45 B 1 11 2
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[ELR: 2]
{SAN: 3}

Elements of the IV Brigade set up on board 17 in hexes numbered ≥ 8:

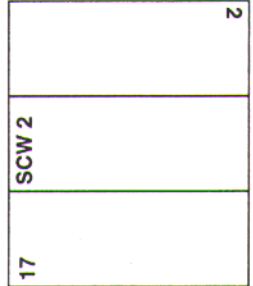
4-4-8 6	9-2 2	9-1 2	LMG 2	MMG 2	12 3	15 3
------------	----------	----------	----------	----------	---------	---------

Elements of the III Brigade set up on board 17 in hexes numbered ≥ 4:

4-4-8 4	4-4-7 12	4-3-6 6	9-1 2	8-0 2	7-0 2	LMG 3	MMG 2	HMG 2	MTR 3 18 2
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[ELR: 3]
{SAN: 2}

BOARDLAYOUT:



HANDICAPPING PROVISIONS:

- Increase the Republican ELR to 3.
- Increase game length to 8.5 turns.
- Any mutually agreed upon change to the scenario.

SCENARIO RULES:

- EC are Wet with no wind at start.
- Kindling is NA. All Orchards are Vineyards (F13.6).
- No AFV Inherent Crew may voluntarily Abandon its vehicle.

ASTURIAS, SPAIN, 16 September 1937: On 28 August 1937, the Council of Asturias established at the port of Gijón declared itself an independent territory and dismissed the supreme commander of the northern army, General Gámir. Command was passed to Colonel Adolfo Prada, an army regular who had commanded a column at Madrid and was now 'almost communist'. The politics of Asturias' was almost enough 'to create fascists' Colonel Prada later reported, adding that 'even boys of ten were imprisoned if their fathers were fascists, even girls of sixteen, if they were pretty'. On 1 September the Nationalists launched a campaign with their Army of the North, backed by 250 aircraft and 250 cannon. Facing them were the remnants of the 14th Army, with some 8,000-10,000 men, 250 machine-guns and 30 cannon, and the 17th Army Corps with 35,000 men, 600 machine-guns and 150 cannon, bolstered by twenty-six Russian officers under Goriev. In the absence of the Condor Legion, the advance was slow. The 'immediate mission' was to 'advance to the west in the double direction Llanes-Ribadesella and Arenas-Cangas, reaching the line of Bedón river from the shore to the town of Robellada' according to General Solchaga's orders.. The IV Brigade set out to fulfill this order the on 16 September, and succeeded in breaching the enemy front and advancing towards the Bedón river. Meanwhile, III Brigade occupied Peña Labres hill, and descended to reach the towns of Piedra and Lledias, culminating with an attack on Hill 197. It is here the Republican command decided to make a last stand. Following a brutal, day-long struggle, the Nationalists made the heights of Hill 197. Their success was followed up quickly with an advance late in the afternoon toward the Bedon river.



SON SERVERA

SCW #3

NATIONALIST Sets Up First REPUBLICAN Moves First	1	2	3	4	5	6	7	8
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Republican units below set up on Board 11 with no stacking between Militia and non-Militia groups:

Regular Army elements of the *Baleares* Regiment:

4-4-8 4	4-4-7 10	(1)-1-7 2	2-2-8 2	9-0 1	9-2 1	7-0 1	MTR 3 18 Val 2 4 HE 3-50 ^D F 3-50 ^D	FP: 4 Rng: 11 ROF: 2 MMG	FP: 2 Rng: 8 ROF: 1 BR: 11 LMG	75 C 101 ART 2	23 UA 9P10T 2
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Elements of Anarchist Militia from the *Rojo y Negro* column:

3-3-6* 8	8-1 1	7-0 1	12 2
-------------	----------	----------	---------

[ELR: 2]
{SAN: 2}

Elements of the *Guardia Civil* and Falangists from the *Ordovas* column set up on Board SCW 2:

4-4-8 4	4-4-7 8	3-4-7 6	2-2-7 2	8-1 1	8-0 1	7-0 1	10(-1) 1	FP: 4 B11 Rng: 10 ROF: 2 MMG	FP: 2 Rng: 7 ROF: 1 BR: 11 LMG	MTR 3 18 Val 2 4 HE 3-50 ^D F 3-50 ^D	81 D 1 3-102 MTR
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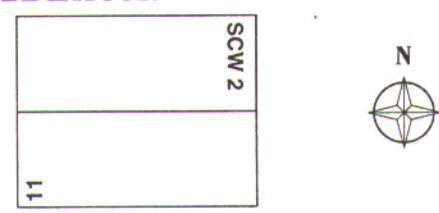
Enter on turn two on a north edge road hex:

[ELR: 3]
{SAN: 3}

HANDICAPPING PROVISIONS:

- Replace the 9-0 Commissar with a 10-0.
- Replace one Nationalist LMG with a HMG.
- Any mutually agreed upon change to the scenario.

BOARDLAYOUT:



OBJECTIVES: The Republicans win immediately if they amass ≥ 16 CVP and exit ≥ 10 CVP along the north edge.

Playtester's Notes:

1. Map 'SCW 2' is the image file "SCWBrd2.GIF" sent to you. The S in 'SCW 2' is in hex A10; the 2 is in hex A7. Thus, the map lays out with hexrow A to your right and GG to your left with GG1 in the lower left corner.

SCENARIO RULES:

- EC are Wet with no wind at start. All Orchards are Vineyards (F13.6).
- At the beginning of each Republican Player Turn Rally Phase, a DR is made on the table below to determine the number of 3-3-6 Militia squads/equivalents that may move that turn. There is no other penalty for Militia squads/equivalents that may not move and all Republican units may Advance. Any Militia unit that begins the MPH in the same hex (including on horseback) with a Militia leader may move in addition to the number rolled.

DR	2	3	4	5	6	7+
Move #	2	3	4	6	7	8

- All buildings are wood.
- The Republicans have MOL (A22.6) capability.

MAJORCA, SPAIN, 17 August 1936: The Republic found itself on the move during August 1936. Among other initiatives, on 9 August a Catalan and Valencian expeditionary force under an air force captain, Alberto Bayo, arrived in Ibiza in a requisitioned luxury liner, with two destroyers, a submarine and six aircraft in escort. After a brief uprising the island was returned to Republican control. A few days later Bayo arrived on the island of Majorca, quite without the knowledge of the ministry of war in Madrid. Operations commenced at dawn on 16 August as Bayo disembarked with 8,000 men on the east coast. That evening, six 75 millimeter and four 105 millimeter guns were also off-loaded at Porto Cristo. The day after the landing Bayo's columns advanced north toward the towns of Son Servera and Son Carrio. Expecting the same lack of resistance experienced the previous day, Bayo's men were sorely disabused of that notion when Nationalist troops of the *Ordovas* column, Falangists and *Guardia Civil*, were encountered, the latter tasked with sweeping the area south of their positions. The Nationalists, however, left their southeast flank un-guarded, an error promptly exploited by the Republican commander with a strong attack. The Nationalists were soon falling back toward Son Carrio, then futher back, until the Republicans occupied Son Servera. This action would be the high-water mark of Republican success on Majorca. On 3 September a Nationalist counter-offensive began, forcing Bayo to withdraw his bridgehead. While some say his withdrawal was taken unnecessarily, and the result of Nationalist air supremacy forced by a handful of Fiat CR 32 aircraft, the corpses that lined the beaches and the Republican prisoners, few whom were spared execution, speak of the results of Bayo's decision.



PINGARRON HILL

SCW #4

NATIONALIST Sets Up First	1	2	3	4	5	6	7	8
REPUBLICAN Moves First								

1st Company, Lincoln Battalion, IV International Brigade set up on Board SCW 2 on/west of hexrow Q:

4-4-8	4-4-7	9-0	9-1	8-1	8-0	FP: 4 B11 Rng: 10 ROF: 2 MMG	FP: 2 Rng: 6 ROF: 1 B# 11 LMG	MTR 3 18 Valz: 4 HE F 3-50 ^D	Phone Cnct: 11 X# 12
5	7						2		

2nd Company, Lincoln Battalion, IV International Brigade set up on Board SCW 2 east of hexrow Q:

4-4-7	1-4-9	8-1	8-0	7-0	FP: 4 B11 Rng: 10 ROF: 2 MMG	FP: 2 Rng: 6 ROF: 1 B# 11 LMG	MTR 3 18 Valz: 4 HE F 3-50 ^D
12							2

Elements of the Pavlov Brigade enter on turn 3 along the south edge:

8-1	12-1	4-1
	(45) B 11	(1) 4
		3

[ELR: 3]
{SAN: 4}

Elements of the 2nd Tabor of Ceuta [ELR: 4] set up on Board 2:

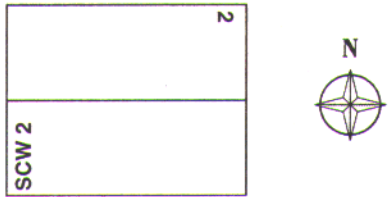
4-5-7*	1-4-9	9-2	8-1	8-0	FP: 4 Rng: 11 ROF: 2 MMG	FP: 2 Rng: 6 ROF: 1 B# 11 LMG	MTR 3 18 Valz: 4 HE F 3-50 ^D	Phone Cnct: 11 X# 12	Foxhole 1S
10						2			8

Elements of the Galician Battallion [ELR: 3] enter on Turn 3 along the north edge:

4-4-7	9-1	8-0	7-0	FP: 4 Rng: 11 ROF: 2 MMG	FP: 2 Rng: 6 ROF: 1 B# 11 LMG	MTR 3 18 Valz: 4 HE F 3-50 ^D
10					2	

[ELR: 3/4]
{SAN: 4}

BOARDLAYOUT:



HANDICAPPING PROVISIONS:

- Replace the 9-0 Commissar with a 10-0.
- Replace the Nationalist 9-1 leader with a 9-2.
- Any mutually agreed upon change to the scenario.

SCENARIO RULES:

- EC are Wet with No Wind at start.
- Both sides receive one module of 75mm OBA (HE only).
- All buildings are wood. All Orchards are Vineyards (F13.6).
- Three Nationalist 4-5-7 squads/equivalents may begin play Fanatic.

OBJECTIVES: The Republicans must Control all of the Level 3 hexes on board 2 at Game End.

JARAMA VALLEY, SPAIN, 23 February 1937: During the Spanish Civil War, 2,800 American volunteers took up arms to defend the Spanish Republic. The Americans formed the 'Abraham Lincoln Battalion', a unit which fought from 1937 through 1938. To the idealists of the Brigade, the defense of the Spanish Republic represented the last hope of stopping the spread of international fascism. Ten percent of the volunteers were Jewish, joining to fight Hitler. The idealistic soldiers attempted to create an egalitarian "people's army"; officers were distinguished only by small bars on their berets and in some cases were even elected by the rank-and-file soldiers. For the most part, traditional military protocol was shunned. Political commissars explained the politics of the war to the volunteers and tended to their needs and morale. By the end of the war, the Lincolns had lost nearly 750 men and sustained a casualty rate higher than that suffered by Americans in WW II. Few escaped without some form of injury. The first Americans moved into the front line near Jarama on Feb. 16, 1937. The ill-prepared Lincolns, lacking proper training and equipment, had their baptism of fire when, on Feb. 23rd, they attacked Pingarron (Suicide) Hill. At 0900 two companies of Lincolns headed for the hill preceded by a Republican barrage. The first line of Nationalist resistance, men from the 2nd Tabor of Ceuta is was wiped out and its commander, Zamalloa, seriously wounded. Reinforcements are called in to repel the Republican assault and elements of the Galician Battallion moved into the lines. Tanks of the Pavlov Brigade moved into to lend their weight to the struggle as Pingarron Hill changed hands three times in nine hours. In the end, the Lincolns would not carry the Hill on the 23rd. They sustained horrific casualties. Of the 450 who went over the top, 120 were killed and 175 wounded.



DOMBROWSKI'S STAND

SCW #5

REPUBLICAN Sets Up First NATIONALIST Moves First	1	2	3	4	5	6	7
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3rd Company, Dombrowski Battalion, XIth International Brigade set up on Board 6 on/west of hexrow R:

[ELR: 3]
 {SAN: 4}

4-4-7 12	10-0	9-1	8-0	FP: 6 Rng: 12 ROF: 3 HMG	FP: 4 Rng: 11 ROF: 2 MMG	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	FP: 30 Rng: 1 DC
				2			

Elements of the 1st Regiment, 1st Tabor of Tetuan Set up on Board 44:

[ELR: 4]
 {SAN: 3}

4-5-7 8	1-4-9	9-1	8-1	FP: 6 Rng: 12 ROF: 3 HMG	FP: 4 Rng: 10 ROF: 2 MMG	FP: 2 Rng: 7 ROF: 1 B#: 11 LMG
				2		3

Elements of the 1st Regiment, 5th Bandera de la Legión set up on Board 6, on/east of hexrow X:

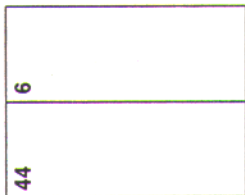
[ELR: 4]
 {SAN: 3}

4-5-8* 8	9-2	8-1	7-0	FP: 4 Rng: 10 ROF: 2 MMG	FP: 2 Rng: 7 ROF: 1 B#: 11 LMG	Phone Cact: 11 X# 12
				2		

HANDICAPPING PROVISIONS:

- Replace the Republican 8-0 leader with an 8-1.
- Game length is increased to eight turns.
- Any mutually agreed upon change to the scenario.

BOARDLAYOUT:



SCENARIO RULES:

1. EC are Wet with No Wind at start. If you do not own Board 44, use Board 17 instead. All Orchards are Vineyards (F13.6).
2. Republican commissar/leaders are Fanatic when in any hex of building overlay 6M3/O6.
3. The Nationalists receive one module of 100mm OBA (HE only) with Plentiful Ammunition.
4. Place overlay SCW 3 to match the hex ID's on Board 6.

OBJECTIVES: The Nationalists must Control building ovl. 6M3/O6 at Game End.

University City section of, MADRID, SPAIN, November the 16th 1936: The 3rd Battalion of foreign volunteers was the 'Dombrowski' Battalion, commanded by a Pole, Boleslav Ulanovski. The unit was chiefly composed of socialist and communist miners recently living in France and Belgium. Included in the unit were surviving Poles who had fought at Aragon and in the Tagus valley. The entire group of foreign volunteers made up the 11th Brigade, commanded by a Hungarian, Kléber. It had arrived after being cheered by peasant throngs shouting, 'no pasarán' and 'salud' to which the volunteers responded with shouts of 'Rot front'. These marching volunteers greatly impressed the citizens of Madrid, many who feared their capital already lost. On the evening of November 8th, the Dombrowski Battalion was sent to join Lister and the 5th Regiment at Villaverde. On the 16th a bloody battle began in the University City section of Madrid. Hours of artillery and aerial bombardment were followed by room-to-room hand-to-hand combat. Neither side gave way. A company of Poles from the Dombrowski Battalion holed up in the French Institute's *Casa de Velázquez* after receiving a written order from Kléber on a slip of paper that read simply: 'Resist!'. And resist they did. As the building filled with the dead and the dying, the Poles held out to the last man. The 3rd Company of the Dombrowski Battalion would be annihilated: when reinforcements arrived five hours later, only a captain and six soldiers from the unit remained standing. The *Casa de Velázquez* was held.



BRIHUEGA DISASTER

SCW #6

CTV Sets Up First REPUBLICAN Moves First	1	2	3	4	5	6	7	8
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Elements of the German 11th International Brigade and El Campesino's Brigade, 11th Division and the supporting armor from the Pavlov Brigade enter along the west edge on turn one:

6	6					2		2	2	4

Elements of the Garibaldi Battalion, 12th International Brigade, 14th Division and supporting armor from the Pavlov Brigade enter along the east edge on turn one:

10	2					4	3	2

[ELR: 3]
{SAN: 3}

Elements of the Littorio Division set up anywhere on Boards SCW 1 and SCW 2:

8	12	2					2	3	3		

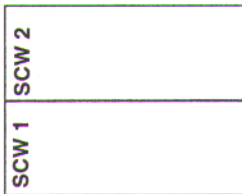
	5

[ELR: 2]
{SAN: 3}

HANDICAPPING PROVISIONS:

- Replace the Republican 9-1 leader with an 9-2.
- Add a HMG to the CTV OB.
- Any mutually agreed upon change to the scenario.

BOARDLAYOUT:



SCENARIO RULES:

- EC are wet with no wind at start. All Orchards are Vineyards (F13.6). Grain is in season.
- All building on Board 17 are wood.
- The Republicans receive one module of 150mm OBA (HE only) with a Offboard Observer recorded during set up in any north edge hex at Level 4. The CTV receives one module of 100mm OBA (HE only).
- The Republicans receive Air Support (E7).
- No CTV unit may exit before turn four. The '■' denotes Italian counters and the number denotes Chapter H Note.

OBJECTIVES: The CTV must Control a total of 16 buildings on Boards SCW 1 and SCW 2 or exit ≥ 32 CVP off the north edge by Game End.

BRIHUEGA, near GUADALAJARA, SPAIN, 18th March 1937: On March 18th the Republicans went over to the offensive on the Guadalajara front. Heavy Republican artillery supported the attack. In the van were over seventy of Pavlov's tanks, supported by over one hundred aircraft of every variety available to the Republican forces. The attack came as Italian confidence was wavering. General Roatta had left the front just that morning to meet with Franco in hopes of calling off the attack on Guadalajara. Franco refused, suggesting a new plan for attack, when Roatta's headquarters phoned the General to advise of the Republican onslaught. At two o'clock, Lister's and Cipriano Mera's two divisions attacked, supported by the tanks, with one division striking from the east and another from the west. As the Republican plan began to succeed in enveloping the town, the Italians received orders to retreat. They pulled out quickly, so fast that unit organization almost broke down completely, leading to a rout. In this so-called 'battle of Guadalajara', Mussolini's Italians reported 400 dead; the figure was actually closer to 3,000 KIA, 4,000 wounded and 800 POWs. Ernest Hemingway, who arrived in Spain on March 16th as an American newspaperman, wrote in a dispatch: 'I have been studying the battle for four days, going over the ground with the commanders who directed it, and I can state flatly that Brihuega will take its place in military history with the other decisive battles of the world'.



RESIST OR DIE

SCW #7

REPUBLICAN Sets Up First	1	2	3	4	5	6	7

Elements of 2nd Battalion, 2nd Mixed Brigade set up anywhere on Board 12 and on Board 43 in hexes numbered ≤ 3:

9					2		3

Support group from the 3rd company enter along the south edge on turn three:

6			

[ELR: 3]
{SAN: 3}

Elements of the Varela Column set up on Board 43 in hexes numbered ≥ 6:

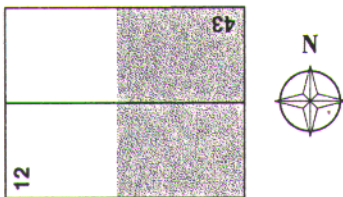
12				3

Elements of the Legion 1st Bandera de la Legión enter on turn one along the north edge:

5				

[ELR: 4]
{SAN: 3}

BOARDLAYOUT:



(Only hexrows A-P on Board 43 and R-GG on Board 12 are playable)

OBJECTIVES: The Nationalist must Control all eight hexes of the 12X2 Graveyard *or* exit ≥ 10 VP (EXC: Prisoners do *not* count double for Exit VP) along the south edge by Game End.

MADRID, SPAIN, 29th November 1936: Franco's offensive against Madrid had the capital in unrest. The streets were filled with refugees and livestock. Amidst the crisis the government was re-formed to include the Anarchists in a desperate attempt to maintain order through cooperation between different factions. The Battle of Madrid raged on throughout November 1936. When, in early November, as the Russian embassy pulled out, the only remaining official, Orlov of the N.K.V.D. remarked, "There is no front, Madrid is the front." As a last ditch effort to save the capital, a military *junta* was formed. The enthusiastic young men of the junta, knowing if Franco prevailed, they would die, rallied volunteers to the defence. Many of them were refugees from other parts of Spain. They included carbineers, regular soldiers and militiamen—all inspired to their duty by pamphlets that proclaimed that those that did not believe in victory were cowards. They listened to these exhortations, and dug in. To keep their own momentum going, the Nationalists began an attack early on the morning of the 29th against the *Casa de Campo*, a large scrub-covered and wooded area in Madrid. Despite the recent Republican rhetoric, the attack moved forward, meeting no resistance. Franco's troops would find a change in their fortunes when they struck the Republican positions in the Casa de Campo woods. The battle began in earnest, centered around a key position of the Pozuelo Cemetery. The cemetery was captured by the Nationalists, following a Republican withdrawal. The government troops then halted their retreat, turned and re-captured Pozuelo Cemetery, stopping the Nationalist advance in its tracks. As the daylight faded, both sides halted to lick their wounds. Casualties had been high on both sides but at the end of the day, the Republican lines in Casa de Campo woods had held firm.



HANDICAPPING PROVISIONS:

- Add one da 81 mle 27/31 81mm MTR and one 2-2-8 crew to the Republican OB.
- Add a 1-4-9 Hero to the *Bandera de la Legión* portion of the Nationalist OB and a HMG to the *Varela Column*.
- Any mutually agreed upon change to the scenario.

SCENARIO RULES:

- EC are wet with no wind at start. All Grain is Brush.
- Republicans pay 1 MP to enter Woods or Brush. At least three Republican squads/equivalents must set up on Board 43.
- The portion of the Rowhouse in 12R6/R7 in play is a Level 0 Two Story House (B23.22), as is the building in 12U5. All single hex buildings are Single Story Houses (B23.21); ignore stairwell symbols.
- Place overlays as follows: **Wd4** on 43E3-D2; **Wd5** on 12FF8-EE9; **Wd1** on 12W1; and **Wd3** on 12AA2-BB2.

NATIONALIST Sets Up First	1	2	3	4	5	6	7	8
REPUBLICAN Moves First								



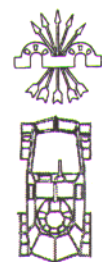
Elements of the XI Brigade, 35th Division set up anywhere on Board SCW 2 on/between hexrows A-J and S-GG and/or enter along the south edge on turn one:

8	10							4	3	2

Reinforcements from the XI Brigade enter on turn two along the east, west and/or south edge of Board SCW 2:

4	4			2	2

[ELR: 3]
{SAN: 3}



Elements of the XVI Battalion *Merida* set up anywhere on Board 42 and on Board SCW 2 on/between hexrows K-R:

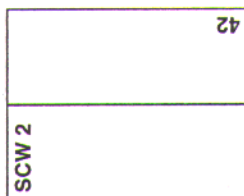
10	6	2			3	2	4	3		2

Local Reserves enter along the north edge on turn one:

4			2

[ELR: 3]
{SAN: 3}

BOARDLAYOUT:



HANDICAPPING PROVISIONS:

- Republican reinforcements enter on turn one.
- Republican reinforcements enter on turn three.
- Any mutually agreed upon alteration of either side's OB.

SCENARIO RULES:

- EC are Wet with No Wind at start. All Orchards are Vineyards (F13.6).
- The Nationalist infantry may set up only one squad/equivalent per hex, (plus any SW/SMC in the same Location).
- Nationalist units in the SCW 2 M5/N4 building are Fanatic.
- The Republicans receive one module of 100mm OBA (HE only) directed by an Offboard Observer recorded at Level 3 in any south, east or west edge hex during set up. The Nationalists receive one module of 70mm OBA (HE only).

OBJECTIVES: The Republicans must Control the majority of buildings in the playing area (EXC: The building in SCW 2 M5/N4 is worth *three* buildings) and exit ≥ 8 VP along the north edge by Game End.

ASCO, along the EBRO RIVER, SPAIN, 25 July 1938: On 24 July 1938 General Rojo, Chief of Staff, proposed a diversionary attack to save Valencia. The plan was to attack north of the Nationalist's salient, to the Mediterranean, forcing a passage across the great River Ebro at several points. To accomplish this plan, a new 'Army of the Ebro' was created under Modesto, consisting of 5th, 12th and 15th Army Corps, with the 18th in reserve. This force of 80,000 men was supported by 70-80 field batteries, 27 anti-aircraft guns and a much-improved aerial armada augmented by the addition of the *Supermosca* and *Superchato* fighters manned by Spaniards who had been trained in Russia. Nationalist troops were taken by surprise across the wide front and such a deep wedge was driven into their lines, that Franco at first considered permitting an advance so deep that a pincers movement would destroy the entire Republican army. He was talked out of this. One place where Nationalist troops functioned in good order was at Asco, where the Merida Battalion was assaulted by units of the Republican 35th Division. The men of the Merida Battalion resisted fiercely, their high unit morale helping to keep order. An organized retreat of the unit was accomplished, with heavy casualties taken the entire way, back to Venta de Camposines. There the Merida men dug in, forming a line with other Nationalist units to create a new front in hopes of stopping the relentless Republican onslaught. Franco would soon be ordering counter-attacks that would greatly intensify the Battle of the Ebro in early August.



THE ROAD TO TORIJA

REPUBLICAN Sets Up First CTV Moves First	1	2	3	4	5	6	7	8
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Elements of the Edgar Andre Battalion, XI International Brigade set up anywhere on Boards 22 and SCW 1 and on Board 14 in hexes numbered ≤ 3:

8	8	3							3	2	2

Elements of the Pavlov Brigade enter along the north edge on turn two:

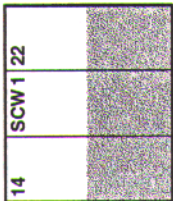
	8	4

Elements of the 'Black Arrow' Division enter along the south edge on turn one:

12	8			2			4

2	4	2

BOARDLAYOUT:



(Only hexrows R-GG are playable)

OBJECTIVES: The CTV must Control four of the six multi-hex buildings on Board 22 at Game End.

On the road to TORIJA, NEAR GUADALAJARA, SPAIN, 11 March 1937: Guadalajara in peacetime is a quiet, provincial capital set alongside the gorge which the Henares River runs through.. The quiet would be shattered during early March 1937 as the Italian 'Black Flame' Division assaulted the Republican lines using what would later be celebrated as *Blitzkrieg* tactics. The first operation of the Italians broke the Republican 12th Division upon first contact. The weather then set in, with cold temperatures and rain, which grounded the Italian air fleets, catching the CTV troops in their summer tropical uniforms. Despite the inclement weather, the Italian advance began to move again on the 9th. But just as the Republicans began to give ground, the Italian commander called a halt to rest his cold and weary troops. This decision would turn out to be critical as the halt allowed the Republican 11th Division, under Lister, to get established in the woods along the road from Trijueque to Torija. After Italian fought Italian on the 10th (Republican Garibaldi vs. CTV 'Black Flames'), the Italian 'Black Arrow' Division attacked the front of Lister's 11th Division, supported by armored cars and tanks. After smashing the front of the 11th, the 'Black Arrows' were stymied, to a great extent, by the efforts of one man. The Republican Chief of Staff, Ludwig Renn, rallied the men to hold the road from Trijueque to Torija. On the 12th, a storm permitted the Republican bombers to pound the stationary Italian columns and combined with Pavlov's tanks, a successful counterattack was launched.

HANDICAPPING PROVISIONS:

- Republican reinforcements enter on turn one.
- Increase game length to nine turns.
- Any mutually agreed upon change to the scenario.

SPECIAL RULES:

- EC are moderate with No Wind at start.
- All Orchards are Vineyards (F13.6). Grain is in season. The stream is Dry (B20.41).
- The CTV receives one module of 100mm OBA (HE only) directed by an Offboard Observer recorded in any south edge hex at Level 3 during set up.
- The Republicans must set up at least eight squads/equivalents and all trenches on Boards 14/SCW 1.
- The '■' denotes Italian counters and the number denotes Chapter H Note.



FALANGIST PRIDE

SCW #10

NATIONALIST Sets Up First REPUBLICAN Moves First	1	2	3	4	5	6	7	8
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Elements of the XV International Brigade with armor support enter along the north edge on turn one or later:

4-4-8 9	4-4-7 8	2-2-8	9-0	9-1	8-1	8-0	MTR 3 18 Val: 2 HE 4 F 3-50 ^D 2	FP: 4 Rng: 11 ROF: 2 MMG	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	HE 81 D 3 3-71 MTR	UA 9P/10T
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MG 1 11 1/8 2	45 ^B 1 1/1 2	MG 20 0/0 2
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{ELR: 3}
{SAN: 3}

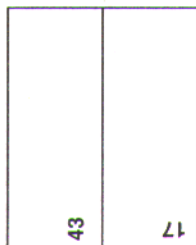
Moroccan and Falangist elements of the 71st 'Seville Blueshirts' Division set up anywhere south of hexrow AA on both boards:

4-5-7 4	3-4-7 8	3-3-6 3	2-2-7 3	9-1	8-0	7-0	10(-1)	FP: 6 Rng: 12 ROF: 3 B#: 11 HMG	FP: 2 Rng: 7 ROF: 1 B#: 11 LMG	MTR 3 18 Val: 2 HE 4 F 3-50 ^D 2	Phone Cnct: 11 X# 12
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HE 81 D 1 3-102 MTR 2	37 ^B 3 AT 2	Trench 4	Roadblock 2
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{ELR: 3}
{SAN: 4}

BOARDLAYOUT:



HANDICAPPING PROVISIONS:

- Add an 8-1 armor leader to the Republican OB.
- Replace the Nationalist 9-1 leader with a 9-2.
- Any mutually agreed upon change to the scenario.

SCENARIO RULES:

1. EC are Dry with No Wind at start. All Orchards are Vineyards (F13.6).
2. The Field Chaplain has no effect on African units (4-5-7 sqds/HS).
3. All Woods are Brush. The Pond in 17N7 is 'dry'; treat as a Level -1 Hill Depression (B19.5).
4. The Nationalists receive one module of 70mm OBA (HE only).

VILLANUEVA DE LA CAÑADA, near BRUNETE, SPAIN, 6 July 1937: Following the capture of the Basque provinces, Franco paused before making his next move. The Republic chose this time to launch its long-awaited diversionary offensive in the center against Brunete. A largely communist army was gathered, supported by 40 armored cars, 300 aircraft, 130 tanks and over 220 field guns, with the aim of cutting off the besiegers of Madrid from the west. The 15th International Brigade was chosen to lead the attack. The Nationalists were surprised by the attack, due in part because it had been discussed in the cafes openly for so many months and seemed nothing more than a rumor. Depleted elements of the 71st Division, mainly Falangists and about 1,000 Moroccans, bore the brunt of the initial attack by Lister's 11th Republican Division. After a heavy aerial and artillery softening-up, Lister struck at dawn on July 6th and advanced ten miles in the first few hours. One of the places where the Nationalists defended staunchly was the village of Villanueva de la Cañada, most of the defenders being young Falangists. As the 15th Brigade approached, heavy casualties were taken, mostly among the unit's British soldiers, and a lack of coordination between armor and foot-soldier, hampered the attack. The fight for the village was grim, but resolved by the next day with its capture by the stalwart American and British International Brigade fighters. The delay imposed by the Falangists would prove critical. By July 13th, the offensive stage at Brunete was over and the Republicans would move to the defensive.



'NOI SIAMO ITALIANI DI GARIBALDI' SCW #11

REPUBLICAN Sets Up First CTV Moves First	1	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---	---

Advance elements of the German XI International Brigade and the Italian 'Garibaldi' Battalion set up on Board 17 on/south of hexrow F:

4-4-8	4-4-7	9-1	8-0	MTR 3 18 W32 4 FP: 3-50 ^D	FP: 4 Rng: 11 ROF: 2 MMG	Foxhole 1S
4	2			2		4

Advance elements of the German XI International Brigade and the Italian 'Garibaldi' Battalion set up anywhere on Board 42 on/south/east of the following line of hexes: GG6-W1-V0-U1-T0-S12-R0:

4-4-8	4-4-7	(1)-1-7	9-0	8-1	7-0	FP: 2 Rng: 9 ROF: 1 B# 11 LMG
6	6					2

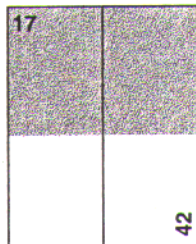
[ELR: 3]
{SAN: 2}

Elements of the 'Black Flame' Division enter along the north edge of Board 17 on turn one:

3-4-7	3-4-6	9-2	8-1	7-0	FP: 6 Rng: 12 ROF: 3 HMG	FP: 4 Rng: 10 ROF: 2 MMG	FP: 2 Rng: 5 ROF: 1 B# 11 LMG	L3/35 MP: 13 MG: 4/ ROF: 1 *BMG B11	B2	Lancia 12	B19
10	6			2		4		3			

[ELR: 3]
{SAN: 3}

BOARDLAYOUT:



(Only hexrows R-GG on Board 42 and A-P on Board 17 are playable)

HANDICAPPING PROVISIONS:

- Replace the Republican 9-0 Commissar with a 10-0.
- Add one HMG to the CTV OB.
- Any mutually agreed upon change to the scenario.

OBJECTIVES: The side that Controls building 42V1 and two of the following four buildings: 42X2; 42Y6; 42DD4; and 42DD6 at Game End wins. If neither side achieves the objective, the side that earns the most CVP wins with CVP ties resulting in a Republican win.

SCENARIO RULES:

- EC are Wet with No Wind at start. All Orchards are Vineyards (F13.6).
- The Pond in 42AA2 is treated as a Level -1 Hill Depression (B19.5).
- The '■' denotes Italian counters and the number denotes Chapter H Note.

Near BRIHUEGA, SPAIN, 10 March 1937: At dawn on March 10th, Brihuega fell to the advancing Italian Black Flames under Coppi and Black Arrows under Nuvoloni. Bergonzoli's Littorio division followed as a reserve. Meanwhile, the Republican Garibaldi Battalion—consisting of Italian volunteers to the loyalist cause—advanced along the road from Torija towards Brihuega, with no idea that their countrymen—and enemies in war—had taken that town. Reaching the so-called 'Palace of Don Luis', the Garibaldis advanced on foot, accompanied by a patrol of motorcyclists. Three miles short of Brihuega this patrol encountered a motorcyclist from the Black Flames, who asked if he was on the road to Torija. No shots were fired and both groups returned to their headquarters. Coppi then assumed the Garibaldi scouts were part of Nuvoloni's unit and he continued to advance. The Garibaldis had established themselves in some roadside vineyards after making contact with some advanced elements of the 11th International Brigade. Then Coppi's tanks appeared, drawing fire from Garibaldi machine-guns. Black Flame infantry was sent in for the attack. Two patrols of the opposing Italian forces met. The Black Flame commander asked why the other Italians had fired on him. '*Noi siamo italiani di Garibaldi*' ("We are Italian of Garibaldi") was the answer.



For the rest of the day the Italians fought a civil war of their own around a country house known as the Ibarra Palace. Loudspeakers called out through the woods during the fight, 'Brothers, why have you come to a foreign land to murder workers?' The Garibaldis were successful in holding up the Black Flames at the Ibarra Palace until the position fell the following day.

RING OF IRON

SCW #12

REPUBLICAN Sets Up First	1	2	3	4	5	6	7	8

Elements of the *Ejército de Euzkadi* set up anywhere on Boards 18 and 3 and in any hill hex on Board SCW 2:

1 3-4-7	G 3-3-6	2-2-8	10(-1)	10-2	8-1	8-0	FP: 6 Rng: 12 ROF: 3 HMG	FP: 4 Rng: 11 ROF: 2 MMG	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	MTR 3 18 Wz: 4 HE F 3-50 ^D	Phone Cnct: 11 X# 12
16	8	5	2		2	3	2	5	3		

Local reserves enter on turn one or later along the north edge as per SR #5:

AP9 Wz: 4 HE F 3-50 ^D	Trench	MG Wz: 4 HE F 3-50 ^D
3	2	12

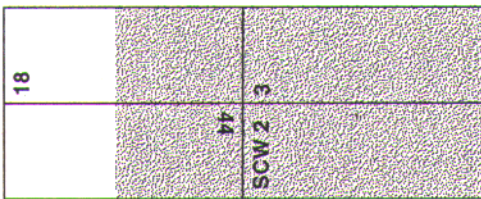
Elements of the 5th Brigade, 61st Division *Navarra* enter on turn one or later along the south edge:

E 4-4-8	1 4-4-7	1-4-9	9-2	8-1	8-0	7-0	FP: 2 Rng: 7 ROF: 1 B#: 11 LMG	FP: 4 Rng: 11 ROF: 2 MMG	FP: 6 Rng: 12 ROF: 3 HMG	MTR 3 18 Wz: 4 HE F 3-50 ^D	AP9 Wz: 4 HE F 3-50 ^D
9	16				2	2	4	2		2	

Handicapping Provisions:

- Add a 1-4-9 Hero to the Republican OB.
- Increase game length to nine turns.
- Any mutually agreed upon change to the scenario.

BOARDLAYOUT:



(Only hexrows R-GG on Board 18 and A-P on Board 44 are playable)

OBJECTIVES: The Nationalists must Control three of the five 'hills' at Game End without losing ≥ 45 CVP. A "hill" is defined as all the Level 2 hexes on a hill mass (EX: The only "hill" on Board 18 consists of the three Level 3 hexes, X5, Y7 and Z7) and all Level 2 hexes on a "hill" must be Controlled for the hill to be Controlled by a side.

Outside of BILBAO, BASQUE PROVINCES, SPAIN, 12 June 1937: Franco's plans for the Basque campaign of March-June 1937 grew out of a realization that Madrid could not be immediately taken, and the war won quickly. The Nationalist rapier would now thrust at the Basque Provinces, and all available armor, artillery and air assets would be focused on this task. Many thought the Basque citadel of Bilbao could be taken within weeks of the start of operations. Enemy deployment was known following the defection of Major Alejandro Goicoechea, a Basque engineering officer who had taken part in the building of Bilbao's defenses. This so-called 'ring of iron' was the main defense line of Bilbao and was counted on by the Basques to hold off any Nationalist attack. The ring of iron consisted of two lines about 200-300 yards apart, lacking depth and protection, standing on hills without camouflage. The Nationalist offensive began on March 31st but dragged on for months while the advance ground inexorably forward. By early June the final ring around Bilbao had been reached. The Navarrese 5th Brigade was hurled at what was thought to be a weak spot in the Basque line, there facing the men of the *Ejército de Euzkadi*, a unit reinforced with a few T-26 and Renault tanks. The Navarrese requetés, aided by armor, aircraft and artillery support cracked the Basque lines. Disorganized enemy troops abandoned their positions, falling back behind the last part of the ring of iron while being strafed by aircraft of the Condor Legion as they retreated. The Republicans finally turned to form a final defense line on the western bank of the Nervion River as Nationalist artillery began the shelling of Bilbao, now part of the front lines.



NATIONALITY CAPABILITES CHART

NATIONALITY	CREW	LG	CLASS	SQUAD	BPV	[HS]	BPV	ORDNANCE	HEAT OF	Smoke	MISCELLANEOUS
								TH # Color	BATTLE DRM		
REPUBLICAN	7/9		<i>E</i>	4-4-8 (8)	10	2-3-8 (7)	5	Red	+1	---	Commissar
2-2-8 (7) 6			1	4-4-7 (7)	8	2-3-7 (6)	4	6B/3R	+2 (Militia)		Can use Riders from 1937 on
1-2-7 (6) 5			<i>G</i>	4-3-6 (6)	4	2-2-6 (5)	2				Militia surrender on Final Heat of Battle ≥ 11
			1	3-4-7 (7)	6	1-3-7 (6)	2				Commandos and Assault Engineers NA
			<i>C</i>	3-3-6 (6)	3	1-2-6 (5)	1				Dinamiteros, Molotov Capability
			<i>C</i>	3-3-7 (6)	6	1-2-7 (5)	2				No deploying except Elite, and Guerrilleros
			G	3-3-6 (6)	3	1-2-6 (5)	1				Militia units are Lax
											Militia from 7/36 to 6/37 only
NATIONAL	6		<i>E</i>	4-5-8 (8)	11	2-4-8 (7)	5	Red	+1	---	Can use Riders from 1937 on
2-2-7 (7) 6			<i>E</i>	4-5-7 (7)	10	2-4-7 (7)	5	7B/3R			V (Requetes, Falangistas, Carlistas)
1-2-6 (5) 5			<i>E</i>	4-4-8 (8)	9	2-3-8 (7)	4				Molotov Capability
			1	4-4-7 (7)	7	2-3-7 (6)	3				Only Elite, Legion, African troops may Deploy
			1	3-4-7 (7)	6	1-3-7 (6)	2				Commandos and Assault Engineers NA
			<i>G</i>	4-3-6 (6)	4	2-2-6 (4)	2				Foreign Legion and African Troops are Stealthy
			G	3-3-6 (6)	3	1-2-6 (5)	1				
CTV	8		<i>E</i>	4-4-7 (6)	8	2-4-7 (6)	3	Red	+3	---	Non Elite: 1PAATC ; Lax
2-2-7 (7) 6			1	3-4-7 (6)	6	1-3-7 (5)	2	7B/3R			1 CC Capture DRM NA to Non-Elite
1-2-6 (5) 5			1	3-4-6 (5)	4	1-3-6 (4)	1				Deploy Elite Only, Escape NA
			<i>C</i>	3-3-6 (5)	3	1-2-6 (4)	1				Surrender on Final Heat of Battle > 10
											No Commandos, No Assault Engineers

ELR CHART

Time / Nationality	7-36/12-36	1-37/6-37	7-37/ 12-37	1-38/6-38	7-38/12-38	1-39/3-39
Republican Militia	2	2				
Republican Army	2	3	3	3	3	2
Republican (African)	4	4	4	4	4	4
Nationalist Army	3	3	3	3	3	3
CTV	2	2	2	2	2	2