

A las Barricadas!

2nd Edition



Compass Games
New Directions in Gaming

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Components

Four 11" x 15'6" maps
 One Rulebook
 Three sheets of counters
 Two Player Aid Cards
 Sixteen scenarios
 Two dice

Credits

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1. Introduction

On 18 July 1936, various generals in the Spanish army rose up against the government of the Second Republic. The failure of the coup as it had been originally planned gave way to a civil conflict between the defenders of the democratic government and the backers of the military coup. Machado's two Spains fought each other for nearly three years in a battle which reflected the political and social tensions affecting the world at that time.

The opposing armies were very different: on one hand, the Republican army possessed a limited number of professional soldiers and many popular militias belonging to political parties and labor unions. To this were added the International Brigades, formed from foreign volunteers of diverse origin; a fighting force which was highly motivated, but poorly coordinated and typically poorly organized. On the other hand, the Franco's army had most of the professional military, along with Carlist and fascist militias, many native Moroccan troops, and the volunteers of the Condor Legion and the Corpo Trupe Voluntarie, sent by Hitler and Mussolini, respectively.

From a military point of view, the Spanish Civil War presaged the global conflict which would soon erupt. In the mid-1930s, military high commands from all over the globe theorized on the possibilities of motorized armies and "lightning war". Both Nazis and Soviets rehearsed armored tactics in Spain, and tested various types of weapons. In addition, the importance that air superiority would have on all later conflicts was made clear. All of these elements make the Spanish Civil War a fascinating conflict from an historical point of view and with regard to military strategy.

To the Barricades!, the first title in the **War Storm series**, is a game which attempts to simulate, at platoon and company level, the battles which took place on the different fronts of the war. The rules are oriented towards the tactical simulation of combat involving armored vehicles, infantry, artillery, and aircraft, and as such they are especially suited to represent almost any 20th century armed conflict as it actually happened.

2. Game Components

2.1 The Game Board

The game is played on a board formed by one or more maps that abstractly represent the locations in which the various battles took place. A hexagonal grid has been superimposed on the terrain to facilitate movement and combat.

Each hexagon (hereafter hex) represents an area approximately 150 to 200 meters across. The terrain types represented on the board and how they affect movement and combat are explained elsewhere.

Each map has a letter which identifies it and which is used to number its hexes. E.g., hex A413 is on map A.

Each of the maps has an arrow indicating north, which is only used to resolved the effects of Off-Board Artillery (8.1.4). Each individual scenario lists the maps used therein and their relative orientation

2.2 Counters

There are two types of counters: combat units and markers.

2.2.1 Combat units

Combat units are playing pieces that represent officers, troops, weapons, etc. In the upper left corner and, in some cases, in the lower left corner can be seen a flag which serves to identify the side and faction to which the unit belongs.

On the Republican side, the factions include:

The Republican Peoples Army; this includes the Eusko Gudarostea/Basque Home Guard (flag with a white cross and green 'X' on a red field) and the Exèrcit de Catalunya/Army of Catalonia (flag with four red stripes on a yellow field).

- Carabineros/Carabineers and Guardias de Asalto/Assault Guards
- Guardia Civil/Civil Guard
- Militia, which can be Communist (flag with hammer and sickle on a red field) or Anarchist (red and black flag)

On the Nationalist side (flag with two red stripes and a yellow stripe), the factions include:

- National Regulars, or National Army: this includes the Legion, regulars, the Ifni Rifles and other African troops.
- Guardia Civil/Civil Guard
- Militia, which can be Requetés, Carlists or Phalangists

All combat units, except officers, have two sides: one full-strength and one reduced (marked by a red stripe). All land combat units, apart from officers, have three steps if they have suffered no damage and are on their full-strength side. Casualties suffered in combat are represented by the loss of steps. The first step lost is indicated by placing a hit counter on the unit. When a unit loses its second step, remove the marker and flip the unit to its reduced side. When a unit loses its third step the unit is completely eliminated and removed from the board.

There are two kinds of hit markers: Those on which a number with the image of R. Capa's "The Death of a Militiaman" is depicted and those divided diagonally into red and black halves, the latter of which are used for combat units which have two attack types.

Combat units have one or two boxed numbers which display their fire factors (FF), with their range in superscript, and are color coded by attack type (see section 8. Attack)



The color of each box indicates the type of munitions used by the unit

2.2.1.1 Land combat units. These include:

- **Officer, Commissar and Chaplain units:** There are three kinds of officers: infantry officers, support weapons officers and tank officers. The latter are distinguished by a blue rectangle on their right side. Officers marked by a vertical red stripe on their front side are replacement officers.
- **Troop units:** These represent groups of between 30 and 40 soldiers, that is,

approximately one platoon. Troop units may be of two types:

- Infantry
- Cavalry
- **Weapons units:** These represent groups of 3-4 weapons or vehicles with their accompanying crews (20-25 soldiers). Weapons units may be of the following types:
 - **Unarmored:**
 - Machineguns
 - Mortars
 - Artillery
 - Anti-tank guns
 - Infantry guns
 - Anti-aircraft guns
 - **AFVs (Armored Fighting Vehicles):**
 - Tracked:
 - Tanks
 - Self-propelled guns
 - Wheeled:
 - Armored cars
 - **Transport units:** These represent groups of 3 to 5 vehicles with their corresponding drivers.

Land combat units are grouped into formations. A formation is a group of land combat units which are under the control of the same officer.

2.2.1.2. Air units. Air units represent between one half and one squadron of aircraft and are either Bombers or Close Support aircraft.

2.2.2 Markers. Markers are used in the game to provide information to the players regarding the status of combat units, the number of hits they have suffered and other significant data regarding them or the terrain they occupy. The rules indicate when one should mark combat units or hexes and with which kind of marker.

2.3 Scenarios

These provide all the information needed to simulate a brief combat or skirmish that occurred during the Spanish Civil War. Each scenario card includes the following:

- The historical introduction. This provides the name of the battle and information about it, like the dates and participating units.
- Order of battle. This indicates, separately for each side, which specific combat formations are represented in the scenario. For example: "Elements of the 11th Mixed Brigade, 35th Division."

The scenario card indicates the place of entry or deployment of the combat units for each side. For example: "Deploy in or adjacent to hexes D1314 and 1211." The card also indicates which side of the map belongs to each player.

There follows an enumeration of the units that each side uses in the scenario and if they are veterans or green troops. Veterans use the fire column to the right of the column determined by their fire factor. Green units use the column to the left.



Republican Army Factions



Republican Infantry



Assault Guards



Carabineer



Republican Guardia Civil



Gudari (Basque Home Guard)



Catalonian Militia



Communist Militia



Anarchist Militia - 1



Anarchist Militia - 2



Durruti's Anarchist Militia



Gudari Chaplain



Commissar

Nationalist Army Factions



Nationalist Infantry



Legionarie



Moorish Troops



Nationalist Guardia Civil



Requeté Militia



Carlist Militia



Falange Militia



Nationalist Chaplain

Example: A unit with a FF of 10 would attack on the 12 column if veteran, or the 9 column if green.

Example of reading a scenario OOB:

1 x Officer; 3 x Republican infantry; 1 x UNL-35 (x2). This indicates that one should take from the counter mix one Republican infantry officer, three infantry units, and one vehicle of type UNL-35. The (x2) in parentheses indicates that the OOB consists of two identical commands with the same composition. Regarding the selection of participating units, one should collect all the Regular infantry officers (in this case, six with the IDs G-H-I-J-K-L) and place them in an opaque container. Draw one blindly and then take the three infantry units with the same ID and one vehicle of type UNL-35, which does not have an ID since it does not normally belong to a specific command but is added to this command for this scenario. Then repeat this process again as the scenario indicates that two identical commands are used in this scenario.

1 x Officer; 2 x Republican MMG. Take the two Republican MMG officers (IDs Q-R), place them in an opaque container, draw one and then take the two MMGs with the same ID as the officer.

1 x Officer; 3 x Republican Infantry (x3). Repeat the same process used for the other Republican infantry units: place the three remaining Republican infantry officers in the container, draw one leader and take the three infantry units with the same ID. Repeat this two more times. At the end of the process there will remain one officer in the container.

1 x Commissar. Place the three political commissars in the container and draw one of them.

Finally, each side may have additional markers. For example, 3 x Improved Position. These improved positions are active from the beginning of the scenario, protecting three combat units selected by the player.

- **Map orientation:** This illustrates the correct layout of the maps that form the game board used in the scenario. The letters on each map are used to ensure the correct orientation of each. The arrow to one side indicates which side of the game board is north.

- **Victory conditions:** These indicate what each player must do to win the scenario. Some scenarios may have the possibility of ending in a draw or in different grades of victory (marginal, tactical or decisive) depending on the victory points the players earn.

- **Duration of the scenario:** The game ends after all of the indicated number of turns have been completed, after which both players check to see if they have complied with their victory conditions. The Turn marker should be placed on the track to indicated each turn as it is played.

- **Special rules:** These rules apply only in the scenario in which they appear.

- **Anti-Air points and aircraft units,** if any appear in the scenario.

- **Historical outcome:** A brief description of the result of the historical battle.

2.4 Fractional Numbers

During the game it is sometimes necessary to divide two numbers, which may result in fractions. In such cases, count only the whole number result and discard any remainder. For example, a result of 1.5 hits is converted to 1 hit, while 0.8 hits has no effect.

Exception: If one is calculating fire factors, always round up. For example, if a unit has a halved fire factor of 2.5, this becomes a 3.

2.5 Computing distances

All distances in ALB are measured in the same manner: Do not include the hex from which the distance is counted, but do count the hex to which you are counting. In this way, two adjacent hexes are one hex distant from each other.

3. Sequence of play

Each scenario is divided into turns. Each turn is divided into the following phases:

- Command Phase
- Initiative Phase
- Activation Phase and Performing Actions
- Marker Removal Phase

3.1 Command Phase

At the beginning of each turn, both players must simultaneously determine which of their land combat units are “in command” and which are “out of command.” Units are in command if they are at a distance from their officer which is equal to or closer than his command range (number in the upper right corner of the photo of the officer). They are out of command, and marked as such, if they are farther away. Command range is measured as indicated in section 2.1, so that, for example, an officer with a command range of 0 may only place units in-command that are stacked with him, and an officer with a command range of 1 may only command units which are stacked with him or are in adjacent hexes.



3.2 Initiative Phase

At the beginning of each turn, the players must determine which side has the initiative, that is to say, which side will get the first activation this turn. To do this, each player rolls a six-sided die (hereafter 1d6) and modifies the result as follows:

- +1 if the scenario indicates the player is the attacker
- +1 if the player had the initiative during the preceding turn
- +/-n as indicated by the scenario.

If the result is a tie, both players roll again with the same modifiers until one side or the other has a higher modified roll and wins the initiative.

3.3 Activation Phase and Performing Actions

3.3.1 Activation. During the Activation Phase the players alternate activating an officer or out of command unit, beginning with the player with the initiative. The officer or unit cannot already be marked as “Finished.”

If an officer is activated, all in-command units of his unit activate automatically and can perform an action.

Out of command units can be activated independently (even if stacked), costing one activation for each. To activate such a unit, it must pass a morale check following the procedure in 10.2. If it fails, it is marked as finished, it loses its activation, and the opportunity to activate passes to the opposing player. If it passes the check, it can perform an action.

Once an activation has been performed or attempted by one player and the corresponding action has been completed, the opposing player then does the same. In this way, the players alternate activations until both either cannot or choose not to activate units and pass consecutively.

When both players pass consecutively, they remove markers according to the procedure described below and the turn ends, or, if it is the last turn, the game ends.

3.3.2 Performing Actions. After each activation, the activated officer and the units of his formation (or the out of command unit) may perform a single action. Thus, for example, they may either move or fire, as these are distinct actions. Once an action has been resolved, place a “Finished” marker on the unit that has performed it. When an officer is activated, he and any units of his formation that are in-command may perform the same action or different actions. For example, the officer may direct an artillery mission, one unit of his formation can move to one hex, another to a different hex, and the third can open fire. These actions are resolved in whatever order the controlling player desires, but one unit must complete its action before another can perform its action.

An enumeration of the possible actions that a unit may perform follows, although certain actions may only be performed by specific types of units.

Officers may:

- Direct one or two artillery missions. It is irrelevant whether the artillery missions are on-board or off-board. An on-board artillery mission consists of firing one or several artillery units stacked in a single hex. Important: If an officer directs two artillery missions as his action, the rest of his formation cannot perform any action and must be immediately marked as “Finished”.
- Direct one or two air missions in the same manner as artillery. An officer may not direct both an artillery and an air mission in the same activation.
- Rally himself, if he is marked as routed.
- Rally routed units of his formation.
- Move, as described below.

In-command units of the activated formation and out-of-command units may:

- Open fire, that is to say shoot at enemy units.
- Move. If they attempt to move into a hex with enemy units, they are considered to be assaulting. A mounted cavalry unit that assaults is said to be “charging.” Units may use part of their movement to mount or dismount transport.
- Load/unload: An artillery unit may be loaded (limbered) onto or unloaded (unlimbered) from a transport unit.
- Construct an improved position.
- Attempt a risky action (page 18).
- Prepare for reaction: That is, place a Reaction marker on a unit, which allows it to be activated as described later.

3.4 Units in Reaction

Once a player has announced an activation, his opponent may activate one of his units in Reaction and fire upon the activated enemy units (at any time during the enemy movement, or when you consider). However, units that will perform no action other than firing, rallying, or directing artillery or directing air or artillery missions may not be fired upon in reaction.

Any unit or units marked for Reaction that are able to fire may do so. Units that are stacked and belong to the same formation may combine their fire even if they are not adjacent to their officer. Units may not combine fire with adjacent reacting units, even if they belong to the same formation. A player may choose to react with only some of his units that are able to react, and save the remainder for another action or activation by his opponent.

The scenario may indicate that certain defending units are marked with Reaction markers at the start of play. Any such markers provided by the scenario are placed by the defender during initial deployment.

Once a unit marked with a Reaction marker is activated for reaction, it is marked as “Finished”. Reacting does not count as an activation (only marking a unit or units for later reaction); therefore after his opponent’s activation, the reacting player will take his normal activation.

Exception: Reaction without marker: Units that have not yet activated may react as above even if they are not marked for reaction, as long as they are in-command, but their fire factor (FF) is halved.

3.5 Marker Removal Phase

To conclude the turn both players remove:

- All "Out of Command" markers from units that have moved into command range of their officer.
- All "Finished" markers.
- If desired, "Reaction" markers.

Units which possess Reaction markers gained in preceding turns, in addition to reacting in the manner described previously, may be activated normally, that is by formations (if in command) or individually (if not), to perform any actions normally possible (not just for a fire action).

In addition, if one player only has units marked for reaction remaining for activation, regardless of the turn in which they were marked, and the other player passes, the turn ends.

It is recommended that in order to distinguish units that have been marked for reaction in the current turn from those marked in previous turns that the players rotate all reaction markers that will remain in play during the Marker Removal Phase.

4. Stacking

A maximum of 9 steps of combat units of the same side and an unlimited number of leaders may occupy the same hex. A single hex may only contain combat units of one side, except during close assault, in which case the limit is 9 steps for each side (18 total) and an unlimited number of leaders (for more details, see 9. "Close Assault"). Transport vehicles do not count towards stacking limits, only the units (if any) that they are transporting. Officers do not count towards stacking limits.

Exception: During retreats after failed assaults or rout, stacking limits do not apply. The stacking rules are only enforced at the end of each unit's movement, retreat or rout. If a unit or units are forced to retreat or rout into a hex whose stacking limit would be exceeded, their retreat or rout is extended until they reach a hex that is not overstacked.

Example: A command of 3 militia units without any hits (9 steps) begins a rout after morale failure from hex A310 towards the north. From there they rout to A410, where there are two infantry units without any hits (6 steps) and finish their rout in A408. However, there is a reduced infantry unit in A408 (1 step), which would cause the hex to be overstacked, so the units continue routing to A507, where there are no other units.

5. Movement

5.1 Types of Movement

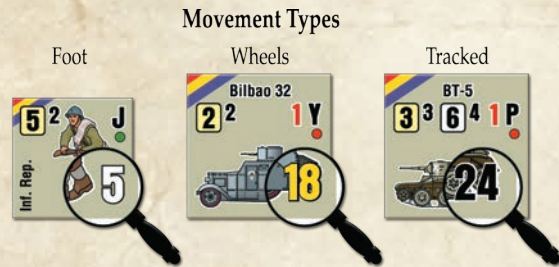
Each type of combat unit possesses a different type of movement, indicated by the color of its movement factor:

- **Foot (white).** This group also includes units which utilize animal transport (cavalry units)
- **Wheeled (yellow).** There are two types of wheeled units: motorized and unmotorized. Motorized units move according to the costs under the "Wheeled" column on the Movement Chart. Unmotorized units, which are marked with a red T, moved according to the costs under the "Wheeled" column except when moving on paved roads and dispersed buildings, for which they apply the costs under the "Foot" column. This is because unmotorized units cannot move faster than the crew pushing the weapon.
- **Tracked (black).**

5.2 Movement Capacity

The movement capacity of a unit is represented by the number in the lower righthand corner of the counter (its movement points, or MPs) although the number of hexes they can travel is influenced by diverse factors, such as the type of movement or the terrain over which they move (see Movement Chart).

To move from one hex to another costs a unit movement points. If a unit does not have sufficient movement points remaining to enter a particular hex, it may not do so.



Movement Chart (Terrain Cost)

Terrain type	Foot	Wheeled	Tracked
Open	1	2	2
Rough	2	4	3
Built-up Area	0,5	0,5	0,5
Woods	2	6	4
Light Woods	2	4	3
Road	1+1 hex.	0,5	0,5
Trail	1	1	1
Hill (uphill only)	+1	+6	+4
Dispersed Buildings	2	1	1
Marsh	2	No	No
Major River	No	No	No
Minor River	+2	+4	+2
Fields	1,5	3	2
Pontoon Bridge	2	1,5	1,5

Exception: All wheeled or tracked units can expend all of their movement points to move one hex, even if the cost to enter the hex is greater than their movement capacity. Example: Although according to the Movement Chart the cost for an 75mm Artillery gun (wheeled movement type) to move from A809 uphill to A808 costs 8 MPs (2 for open and 6 to move uphill), it may make the move by expending all its MPs.

Movement points may not be accumulated from one turn to another nor may they be shared between units. A unit need not expend all of its MP.

The cost to cross a minor river or climb each level of elevation is indicated in the chart with a "+" symbol; this number is added to the cost of entering the hex which it is desired to enter. For example, to pass on foot from C915 to C914 costs 3 movement points (2 for light forest + 1 for moving one level uphill).

No unit may enter a hex occupied by enemy units, except via close assault.

5.3 Double Time

Units whose movement type is "foot" may move via Double Time and thereby gain three extra MP. However, such movement may not begin, end, or pass through hexes adjacent to enemy units. In addition, a unit may not employ Double Time on consecutive turns; once a unit has finished using Double Time, mark it with the corresponding marker as a reminder.

5.4 Movement via Road or Trail

Units that move via road or trail ignore all terrain costs except the additional cost for crossing linear obstacles, for example moving uphill.

If a unit moving by foot has spent its entire movement capacity moving along roads, it obtain a bonus of one hex additional movement along the same road. To enter a hex with a road or trail from a hex other than one entered by the road or trail has a cost equal to the underlying terrain. For example, from D1112 to D1111 costs 2 movement points, since the road passes through woods.

5.5 Transported and Towed Units

Transport units are not assigned to a formation and may move freely by the owning player, paying one activation for each. However, when the transport unit is transporting or towing another unit, it may only be activated when the unit it is transporting or towing is activated.

Each transport unit can transport as many steps of infantry/MG, or tow as many steps of red "T", units as its own size.

In both cases, the unit can transport an unlimited number of officers.

A transport unit may not transport and tow at the same time, unless it is transporting officers only.

A towed or transported unit moves by means of the transporting unit and so moves together with it. It is always the transporting unit that expends movement points. Once the unit dismounts or unlimbers from its transport it recovers its own characteristics including, depending on its type, the ability (or lack thereof) of moving under its own power.

A unit may not perform any other action while being transported or towed.

To mount or dismount from a transport costs 1 movement point from the infantry unit and 3 movement points from the transport; in addition, both units must occupy the same hex.

Limbering and unlimbering towed guns requires the expenditure of half the movement points of the transport and the entire activation of the gun. In addition, both units must remain in the same hex throughout the activation to limber.

Units that are being transported or towed may not be attacked independently from the unit that is transporting them. All hits inflicted on their transports also apply to the towed or transported units.

Example: There are 2 Republican infantry units and a truck towing a 105mm gun in a hex, all without any hits. The enemy fires and inflicts 3 hits; 2 will go to the infantry units and the third to the truck. As the truck has received a hit, the 105mm gun will also receive one, as it is being towed by it.

Transport units do not count towards stacking, only the units being transported or towed by them do.

5.6 Cavalry

Cavalry units move either while mounted or on foot. To mount or dismount costs 1 MP for the infantry and 3 for the horses. To mount, both counters must be in the same hex. Cavalry units have the MPs shown on their counter when moving by foot, but use the MPs shown on the horse counter when they are mounted. A cavalry unit, when dismounted, is treated as regular infantry. Mounted cavalry fires at half strength. Only cavalry units may use horses as transport.

Horses may not be shot at independently nor do they count towards stacking. Neither do they count towards the number of units in the formation to which they belong.

Cavalry, when it charges, may increase its movement points by 50% but may not also benefit from the road bonus nor use Double Time. To charge, the cavalry unit may not cross any type of prohibited terrain and does not require a pre-assault morale check to engage in hand-to-hand combat against the enemy.

Cavalry may not charge against enemy units that are in a built-up area, forest or marsh. After a unit charges, the following turn it may not charge again and may only use half of its normal movement points (ignoring fractions).

5.7 Prohibited Terrain

For some units, entering certain types of terrain is prohibited due to their movement type. Prohibited terrain is indicated on the movement table by the word "NO" under the movement type. The presence of prohibited terrain does not alter the effects of terrain markers (see rule 12) such as barbed wire, roadblocks, dragon's teeth and anti-tank ditches other than to make the hex impassable to the given unit type.

5.8 Movement at Night or in Fog

No unit may move during a night turn or in fog unless they are adjacent to an officer or stacked with him.

6. Spotting

A unit is able to see every hex on the board that is within its line of sight (hereafter LOS). A unit can see another unit if the hex is in its LOS and it is within the spotting distance.

Spotting Chart

Terrain Type	Inf./AT	Art./Cav.	Mot./Mech.
	Small (Green)	Medium (Yellow)	Large (Red)
Open/Road/Trail	7 - 10	8 - 12	12 - 18
Rough/Marsh	5 - 8	7 - 9	9 - 14
Wood/Disp. Buildings	3 - 5	4 - 6	4 - 8
Light Wood/Fields	4 - 6	6 - 8	6 - 10
Built-up Area	2 - 4	3 - 5	3 - 6
Crest Line	+1 - +2	+2 - +4	+2 - +4

6.1 Spotting Units

For a unit to see another, in addition to having the unit's hex in its LOS, it must be at a distance equal to or closer than that given in the Spotting Chart. It is possible that a unit, although it can see another hex, cannot spot an enemy unit located in that hex. In that case, the enemy is considered hidden.

The possibility of spotting a unit depends on its size and the type of terrain in which it is encountered. The size of a unit is determined by the color of the small circle on its right-hand side: green (small), yellow (medium) or red (large).

The Spotting Chart gives the maximum distance in hexes at which an enemy unit can be seen. The first number in each column corresponds to a stationary target and the second to a moving target. A target is considered stationary if it has not moved during the current turn and a moving target is a unit that has moved this turn or is currently moving, even if it has not exited the hex it is in.

When two units are at different elevations, spotting becomes easier. If the difference in elevation between the units attempting to spot is one level, the "crest line" modifiers are applied. Add one to the listed modifier for each additional level of difference.

Example: An infantry unit in open terrain which is stationary will be visible up to 7 hexes away, 10 hexes if it moves. An enemy unit that is one level above the unit

will be able to see it up to 8 hexes away, 12 if it moves. A unit two levels above will see it 9 or 14 hexes away, and so on.

The spotting distance may be modified by various factors, such as weather. Any such modifiers will be described in the scenario.

6.2 Line of Sight (LOS)

In order for a unit to see an enemy, in addition to being within the distance given by the Spotting chart, it must be able to trace an unobstructed straight line from the center of its hex to the center of the target hex. This line is called a “line of sight” (LOS). To facilitate tracing an LOS the use of a string is recommended.

An LOS extends indefinitely unless it is blocked. A hex that blocks LOS is itself in LOS.

Combat units never block LOS, whether traced at ground level or along a slope. Any scenario in which new terrain appears will indicate if it blocks LOS or not.

6.2.1 Line of sight along flat ground. A LOS along flat ground crosses hexes at the same elevation. Woods, Light Woods, Dispersed Buildings, Built-up Areas, and Hill hexes encountered along the trace block LOS if the trace of the LOS is at the same level as their hex.

LOS is also blocked if it passes along a hexside separating two hexes containing blocking terrain. If only one of the hexes has blocking terrain, LOS is not blocked. Finally, LOS is also blocked if it crosses 3 or more rough or cultivated hexes (or any combination thereof).

6.2.2 Line of Sight along slopes. Line of Sight along slopes applies when the two hexes are at different heights. LOS may only be traced along slopes if the higher of the two units is in a crest hex. If the higher unit does not occupy a crest there is no LOS. For a unit to be considered in “crest” status, the LOS in question must cross the crest in the unit’s own hex.

Blind hexes and slope LOS: Certain types of terrain block LOS downslope only in the hex directly behind them (tracing from the spotting hex). Such hexes are woods, light woods, dispersed buildings and built-up area hexes (although these may not block slope LOS under conditions described below). Any hex containing a crest line that is crossed by the LOS (other than a crest line in the hex occupied by the higher unit) also creates a blind hex in the adjacent hex behind it, unless the difference between the height of the two units is less than or equal to the distance between them.

Blocking hexes and slope LOS: The following hexes block all slope LOS:

- A hex with a crest line that would create a blind hex that also contains other terrain that would create a blind hex (e.g., a hill hex with woods).
- Hill hexes at an equal or higher elevation than the higher unit.



Example B1 (slope LOS). The unit in A cannot see the unit in B because the woods makes B a blind hex. Nevertheless it can see the unit in C.

Example B2 (flat LOS). The unit in D cannot see the unit in E because there is a hill hex between them.



Example C (flat LOS). The unit in A cannot see the unit in B because the LOS crosses two orchard and one field hex, and is therefore blocked.



Example D (slope LOS). The unit in A cannot see the unit in B because the LOS crosses a hill hex at the same level as the higher unit (A) and is therefore blocked.



Example A (flat LOS). The unit in B cannot see unit in C because the woods blocks LOS. The unit in A can see the unit in C because the LOS passes along a hexside between two hexes and only one (the woods) is blocking terrain.



7. Officers

Land combat units are grouped into formations: A formation is a combination of land combat units that are under the command of the same officer. If an officer is activated, all of the units under his formation also activate automatically and may perform an action as described in section 3.3. In the scenarios it will be indicated if there are high-ranking officers (i.e. officers without a formation) and the actions they can perform.



7.1 Hits on Officers

If an officer is alone in a hex he is eliminated if:

- He is assaulted. To achieve the elimination of the officer at least one enemy unit must pass the pre-assault check.
- An enemy unit fires on the officer and achieves at least one hit.

If an opponent eliminates all of the friendly units accompanying the officer in the hex in an assault, the officer is eliminated.

If an officer is accompanied by units of his formation and these suffer one or more hits (either via attack or assault), the owning player must check if the officer becomes a casualty or not. To do this, roll 2d6 subtracting 1 for each hit one of his subordinate units suffered in the attack. If the modified total is 1 or less, the officer is eliminated.

AFV officers are assigned to a specific AFV counter. If the vehicle is eliminated and the leader survives, place him in the friendly AFV of his formation nearest to the spot where the officer lost his vehicle. If there are no remaining AFVs, he is removed from play.

The elimination of an officer takes effect immediately, causing an instant morale check for his formation.

7.2 Replacement of Officers

The officers with a red vertical stripe on their front are replacement officers.

If an officer is eliminated during a turn, he is substituted by a replacement officer of the same type at the beginning of the following turn. The replacement officer is placed with a unit under his command.



If an officer is eliminated during a turn, at the beginning of the following turn he is substituted by a replacement officer (officers with a vertical red stripe on the front of the counter, representing an officer of lower rank than the one eliminated) of the same type as the one lost. The replacement officer is placed with a unit under his command (the owning player decides which).

7.2.1 Formations that have lost their officer. From the moment an officer has fallen until he is replaced the following rules apply:

- The units of the officer's formation remain "out of command," and may only be activated under the rules for such units.
- The base morale of the formation is that of the fallen officer, without adding his leadership value. This is calculated according to the general rules contained in rule 10. "Morale of formations and units." Once the replacement officer takes command, his morale is used as the formation's base morale, adding his leadership value.
- If the officer dies after having given orders, these are followed even if he has fallen before the action(s) have been completed (assuming the unit passes the morale check caused by his loss). Common examples are: The death of an officer in defensive fire prior to an assault does not prevent the assault; the death of an officer by reaction fire when he moves does not prevent the moving unit from finishing its movement.

7.3 Coordination of Officers

Two officers of the same faction may attempt to coordinate in order to activate together. To do this, the active player selects a officer (which in case of failure to coordinate will be the one activated), then selects another officer which is no further away than double the first officer's command range (and whom, if coordination fails, is marked as finished). He rolls a d6 and successfully coordinates if the result is less than or equal to the sum of the coordination values of the two officers, modified as follows:

Type of Unit	Die roll modifiers
Requetes/Phalangists/CTV	+1
National Army/CTV	+1
Militia/Other Republican troops	+1
Communist/Anarchist militia	+2

- If the two officers belong to the same faction, the die roll is not modified (example: two Carlist officers)
- For any other combination of factions which do not appear in this table the die roll is not modified (for example, one Assault Guards officer and one Republican Army officer)

7.4 Commissars and Chaplains

Units similar to officers, but distinct in function, are commissars (Com) and chaplains (Chap.). On October 16, 1936 political commissars (Comisarios de Guerra) were created to exercise political-social control over soldiers, militia, and other armed forces in the service of the Republic. They were expected to establish a "spiritual" connection between commanders and their troops, so that the combatants would have absolute confidence in the leaders that commanded them. Only the player on the Republican side can have commissars.

Chaplains can be found both on the Republican side in formations of the Eusko Gudarostea and on the Nationalist side.

Commissars and chaplains only enter into play as the scenario directs and they are bound by the same rules as officers with respect to stacking, routing, and becoming casualties (i.e. they may not activate units or direct artillery or air missions).

They are activated independently and their only function is to rally units that have routed due to morale failure, including officers. The means by which commissars and chaplains rally units are described in rules section 10.4, "Rallying Routed Units."



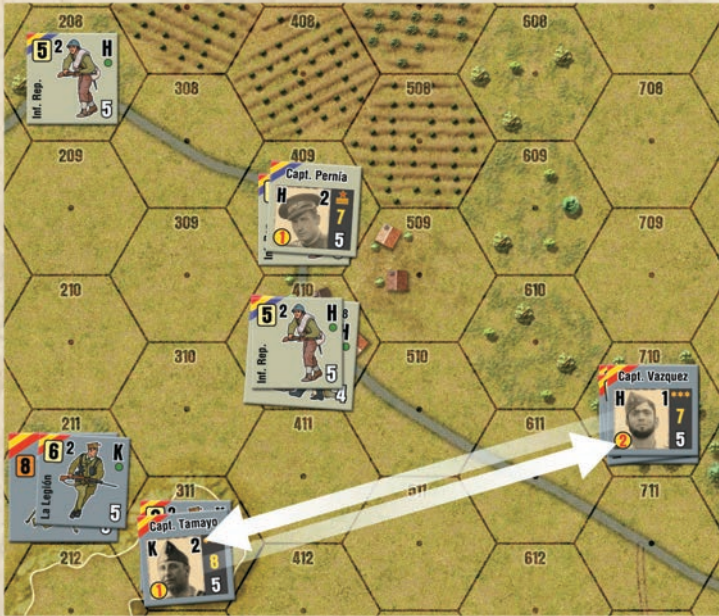
Republican Commissar



National Chaplain



Republican Chaplain



The National player wishes to coordinate Captain Tamayo (hex 311) with Captain Vazquez (hex 710) to attack the town occupied by the Republicans. Tamayo can attempt to coordinate with Vazquez as they are 4 hexes apart (equal to double the command range of Tamayo). The National player rolls 1d6 and achieves a 3, so the coordination is successful, since the result obtained is the same as the sum of the two coordination values of Tamayo (1) and Vazquez (2).



Next, the National player proceeds to activation and decides to open fire on the Republican units in hex 410 (dispersed buildings) with the two infantry units under command of

Captain Tamayo (hexes 211 and 311) forming a firegroup with FF 12.

The result of the attack die roll is a 5. The two values are cross-referenced on the Combat Chart and the result is a 5, which is divided by 4 (the defense value of dispersed buildings against an AP attack). The result is one hit, which is equivalent to one step loss. The Republican player chooses which of his two units in 410 is marked with one step loss.

Next the 81mm mortar fires against hex 410. The result of the die roll is 11, so the attack miss the target.



Finally the National player, assaults hex 410 with Captain Vazquez's formation. But that is another story!

8. Attack

There are three kinds of attack, depending on the target type and the type of munitions employed. Not every kind of attack affects the same target types, as shown in the following table:

Type of Munition	Target Type	
	Infantry, weapons unit or transport unit	AFV
Anti-tank (AT)	No effect	AT attack
Anti-personnel (AP)	AP attack	No effect
Artillery (ART)	ART attack	ART attack

Combat unit counters have one or more boxed numbers which represent their fire factor (FF), with their range in superscript. The color of each box indicates the kind of munitions used by the unit:

- Yellow: Anti-personnel (AP). Exception: MMGs may use their AP factor to attack AFVs with an armor level of 0, but in all respects (targets affected, modifiers, divisors) this is considered an AT attack.
- White: Anti-tank (AT)
- Orange: Artillery (ART).

Fire groups. It is possible to combine units into groups for an attack of the same type by adding their fire factors. Only units that belong to a single formation and are adjacent and in command, may form a fire group.

Maximum range. Any combat unit can use its entire fire factor against an enemy unit within its range. If the target is farther than their normal range but less than twice the range, they may attack at half-strength. Example: A Republican infantry

unit (FF 5, Range 2) can attack with 5 factors up to two hexes away, and may attack with 3 factors at a range of 3 or 4 hexes.

8.1 Artillery (Artillery and Mortars)

8.1.1. Activation. There are two ways to activate artillery, for indirect fire (that is to say, aided by the spotting of an officer providing fire coordinates) or direct fire.

- **Direct fire.** Only on-board artillery can perform direct fire. In such a case, the artillery unit activates normally (along with the rest of its formation when activated by its commanding officer or alone if out of command) and may form fire groups with other units of its formation. Artillery firing using direct fire may only fire on hexes in its LOS.

- **Indirect fire.** An activated officer may choose to direct (spot for) 1 artillery mission (on or off-board; if on-board it must be a unit of his formation) and later activate the units of his formation, or direct 2 artillery missions, losing the ability to activate his units that turn. He may not direct both artillery and aerial missions in the same turn.

The enemy may not reaction fire against an officer directing artillery.

Off-board artillery can only attack hexes which are in the LOS of the activating officer. When on-board artillery is conducting indirect fire against a target not in their LOS, they can only do so if it is under command to their officer which is having the target in his LOS. However, it is not allowed if the artillery unit is located in a woods or light woods hex and the line of sight crosses an adjacent woods or light woods hex.

8.1.2. Indirect artillery attacks (whether on-board or off-board) may be of two types:

- Concentrated, which attacks the target hex alone with the entire FF of the firing unit.
- Dispersed, which attacks the target hex and all adjacent hexes with half the FF of the firing unit.

If various batteries attack the same hex or hexes simultaneously, the FF used on the combat table is the sum of all attacking factors, modified by the type of artillery and form of attack.

8.1.3 Off-board Artillery. In addition to "close support" pieces (so-called because they are found near infantry units in order to support them against MG positions or fortifications), officers can call in support from artillery batteries assigned to the battalion or regiment. These batteries are normally located in the rear, far from the front, although they have sufficient range to bombard enemy positions. This type of artillery is available by scenario rule only and is represented in the game by "off-board artillery" (designated by an observation point and a caliber).

8.1.3.1. Off-board artillery batteries can be full-strength or depleted, depending on whether or not they are at full complement (number of guns and crew). The fire factors of batteries differ depending on whether they are full-strength or depleted, as shown on the Off Board Artillery Chart. The scenario will tell each player how many batteries he possesses, their caliber, and if they are full-strength or depleted. Example: According to the Off Board Artillery Chart, a depleted battery of 105mm caliber fires on the 6 FF column of the Combat Chart (whereas if it were full-strength it would fire at strength 10). These fire factors apply if the attack is concentrated, affecting only the target hex (for example, A714). If the attack were dispersed it would affect the target hex (A714) and the six adjacent (A713, 814, 815, 715, 615 and 614) but at half-strength, that is to say on the 3 column (depleted) or 5 (full-strength) of the Combat Chart.

8.1.3.2. Off-board artillery attack procedure. Having activated one or two off-board artillery missions, place the artillery Target marker in the target hex (or markers, if you wish to attack the same hex with two missions). The attacker declares if he is attempting a concentrated or dispersed bombardment.

Rolls 1d6 for each mission. If the target hex don't have enemy units or they are hidden will need add 1 to the dice roll.

- If the result is 1, 2 ó 3, the attack occurs in the selected location.

- If the result is 4 ó 5, the Target marker drifts 1 to adjacent hex, roll 1d6 to know the direction (being the result 1 the north hex of the target –according what indicated the map's arrow-, there will be clockwise). Example: if the target was A710 and you get a 5 the attack would be in A611.

- If the result is 6 the Target marker drifts 2 hex, roll 1d6 to know the direction. If at the end of this procedure the Target marker is in LOS with the officer who activated the misión, he can order the attack or thinks isn't a interesting target, can be removed from the board and can be used in the next turn. If the Target marker haven't LOS with the officer, can't make the attack.

The rest of the attack resolution procedure is the same, for both on/off-board artillery, as rule 8.3

8.1.4 Procedure for indirect fire with on/off-board artillery. This functions exactly like off-board artillery except:

- If the result is 1, 2, or 3, the attack occurs in the selected location.
- If the results is 4 or 5, the Target marker drifts 1 hex.
- If the results is 6, the target marker drifts 2 hexes,

If at the end of the process the artillery target marker is in the LOS of the officer who is directing the mission, he may resolve the mission or, if he prefers, remove the marker and use it in a subsequent turn. If the marker is out of LOS, the attack is lost.



The Republican player activates his unit (three infantry and one 81mm mortar) and first decides to fire with the mortar against hex A610. The mortar lacks LOS to the target, so must use indirect fire. The Republican player places an 81mm mortar Target marker in hex A610 and decides to perform a concentrated bombardment.

He rolls 1d6 without modifiers, since the directing officer (Capt. Pernia) can see the hex. Note that the Spotting Chart indicates that a small unit (green circle) situated in a dispersed building hex can be seen at a maximum range of 3 hexes, but as Capt. Pernia is two levels above the target, the maximum sighting range is increased by two (one for each level), placing the target within view.

The result of the roll is a 3, which indicates the bombardment successfully lands on the target hex, but if the result had been a 4 or 5 it would have drifted one hex, and if it had been 6 it would have drifted two hexes, after which we would proceed to resolve the attack as described in 8.3. If Artillery maker is in LOS of spptor.

8.2 Aerial Attack

Each scenario will indicate the number and type of aerial missions available, if any, as well as the anti-air points possessed by each side.

8.2.1 Air missions.

Air missions may be either close support or bombardment. The player randomly selects an air unit of the type corresponding to each mission or the one indicated by the scenario, as appropriate. The activated officer may choose to direct 1 air mission along with activating the units of his formation, or may direct 2 air missions, losing the capability of activating the units of his formation. He may not direct one artillery mission and one air mission. The enemy may not reaction fire against an officer activated to direct air missions.

The officer directing the mission must have a LOS to the target hex.

The player who activates the mission or missions assigns targets by placing one air unit in the enemy hex or hexes he wishes to attack. Two air missions may have the same target, but may fire as a single fire group only if they are of the same type (bombardment or close support).

Once the missions have been assigned, the enemy may fire anti-air points in response, if he has any.

Once anti-aircraft fire is resolved, if the air mission was not aborted, the player directing the mission(s) rolls 2d6 for each to see if they have located the enemy, using the Air Location Table. The enemy is considered to be hidden if it is out of sighting range from the officer directing the mission.

To locate the enemy it is necessary to obtain a result within the range indicated for each case, depending on the terrain type in which the enemy unit is located and if it is hidden or not.

If the enemy is not located, the air mission is lost.

If the enemy is located, he is attacked in the following manner:

- If the mission is Close Support, the attacker rolls 2d6. The effect of the air attack depends on the result:

- 2-10: The attack is made against the target hex.

- 11: The attack is made against an adjacent hex occupied by enemy troops. If there is no such hex, the attack is made against an adjacent hex occupied by friendly troops. If there is no such hex either, the air mission is lost.

- 12: The air mission is lost.

- If the mission is Bombardment, the attacker rolls 2d6. The effect of the air attack depends on the result:

- 2-8: The attack is made against the target hex.

- 9-10: The attack is made against an adjacent hex occupied by enemy troops. If there is no such hex, the attack is made against an adjacent hex occupied by friendly troops. If there is no such hex either, the air mission is lost.

- 11-12: The air mission is lost.

An air attack is resolved as an ART attack. Each air unit counter indicates the FF used for its missions.

If there are both AFVs and infantry units in the attacked hex, the hits are distributed first among the unarmored units only. Example: An air mission achieves 2 hits against a hex in which there are 2 infantry units and one AFV. Only the infantry units will receive hits.

Once used the air mission cannot be employed again during the game, whether it was successful or not.

8.2.2 Anti-aircraft points.

In each scenario – and for each side – the number of anti-aircraft points available for use against enemy Close Support and Bombardment missions is indicated.

The resolution of anti-aircraft fire takes place after the placement of air missions by your opponent. To resolve it, roll 2d6 for each enemy air mission:

- If the result is greater than the number of anti-aircraft points you possess, the air mission is resolved without a problem.

- If the result is equal to the number of anti-aircraft points, the enemy air mission is resolved, but with a +2 to the attack die roll.

- If the result is less than the number of anti-aircraft points, the air mission is aborted and lost.

The 88mm Flak36 AA gun: This unit can attack both ground units (via AT attack), and engage in reaction fire against any air bombardment missions that take place within 5 hexes of the unit, even if two or more missions are taking place. If the owner decides to use the 88mm gun as an AA unit, add 3 to his anti-aircraft points if it is marked for reaction and 1 if not. Once the AA fire is resolved, mark it as "Finished". Units already marked as "Finished" cannot contribute to AA fire.

8.3 Attack Resolution

Regardless of the type of attack, the basic procedure to resolve it is as follows:

a) Declare the type of attack, AP, AT or ART.

b) Count the distance in hexes to the target and check if there is a LOS between the attacker and the target.

attacks may only be made against spotted enemy units.

Units cannot fire on each other if there is a friendly unit blocking the line of fire, unless it is an indirect ART attack.

If there are enemy units in multiple hexes along the line of fire, the closest must be attacked, unless it is an indirect ART attack or the attack is up or downslope.

c) Add the fire factors of the firing units (if the range is farther than their normal range, divide by two).

d) Look for the FF on the combat results table.

If the exact factor does not exist, use the next lowest column. Example: a stacked formation, combining its FF, has a total FF of 7 and opens fire against an enemy unit within normal range. On the combat results table there is no column for a FF of 7, so the '6' column will be used to resolve the attack.

e) Roll 2d6 and apply any relevant modifiers (listed in the table)

f) Cross-reference the roll with the FF column to determine the effect of the attack.

g) Divide the result by the defense value of the target hex. The result is the number of hits the hex suffers and which are allocated to the units in the hex that are affected by the type of attack used.

h) Allocation of hits and resolution of step losses

i) If a unit is eliminated, perform a morale check.

j) Or for each hit over the original number of units which compromise the formation, not counting the officer.

8.4 Allocation of Hits and Step Loss Resolution

8.4.1 Allocation of hits. The hits received by a hex must be allocated among all of the units in the hex that can be affected by the type of attack employed. Example: If a hex containing 2 AFVs and 1 infantry unit (all without any step losses) suffers 2 hits from an AT attack, one hit must be allocated to each AFV. The infantry unit cannot be affected as it is immune to AT attacks.

An AFV can only be affected by an ART attack if its caliber requirements are met. An AFV can only be affected by an AT attack if its penetration requirements are met (see 8.4.2). If these requirements are not met, the AFV(s) are ignored for purposes of distributing hits. Example: if a hex with a heavy AFV and two infantry units receives three hits from an ART attack by a 75mm gun, these three hits must be distributed among the infantry units, as a heavy AFV is not affected by 75mm ART fire.

All hits on a hex containing only one unit are applied to this unit.

If there are more units in the hex being hit, the hits must be allocated to them in the following manner:

1. Units with fewer step losses are assigned hits before those with more step losses. In addition, one must attempt to equalize the steps lost by all stacked units affected by the attack. Example: A hex in which there are 2 units on their reduced sides and one on its full-strength side receives 3 hits. Two hits are applied directly to the full-strength unit. The remaining hit is randomly assigned to one of the three units.

2. When more than one unit is eligible to receive a hit, the hit is randomly assigned to those affected. Use a d6 assigning numbers to each unit (1-3 and 4-6 if there are two units, for example).

3. If there are both veteran and green units in a hex, the green units are assigned hits first.

Special: In aerial attacks hits are assigned to unarmored units before AFVs.

8.4.2 Determination of step losses. Not all hits produce step losses. For infantry, transport, and unarmored weapons units, each hit is equivalent to one step lost, but hits on AFVs only produce step losses if they comply with the requirements of caliber (ART attack) or penetration (AT attack).

- **Caliber requirements.** Hits produced by an ART attack cause step losses to AFV units depending on the kind of AFV (light, medium or heavy) and the caliber of the gun.

- If the caliber is less than 100mm (or it is an aerial attack with an FF of 8 or less), only light AFVs may be affected. Roll 1d6 for each hit, and apply 1 step loss for each result of '6'.

- If the caliber is between 100 and 120mm (or it is an aerial attack with an FF between 9 and 16), medium and light AFVs may be affected. Roll 1d6 for each hit, and apply 1 step loss to a medium AFV if the result is '6', or to a light AFV if the result is '5' or '6'.

- If the caliber is larger than 120mm (or it is an aerial attack with an FF greater than 16), any AFV may be affected. Roll 1d6 for each hit and apply 1 step loss to a heavy AFV if the result is '6', to a medium AFV if the result is '5' or '6', and to a light AFV if the result is '4', '5', or '6'.

Example: A hex contains 1 FT-17 counter and 2 infantry counters. An 81mm mortar unit makes an ART attack against the hex that results in 3 hits. As the ART attack is of sufficient caliber to affect all of the units, each one is assigned 1 hit. The infantry units each suffer 1 step loss as a result, while for the FT-17 the hit requires a 1d6 roll. Since the FT-17 is a light AFV it will suffer a step loss if the roll is a 6.

- **Penetration requirements.** Hits produced by an AT attack will cause step losses to AFVs if they comply with the penetration requirements. After a hit is produced against an AFV, check the Penetration Chart and cross-reference the type of AT gun with the distance to the target. If the number obtained is greater than or equal to the armor value of the target, the hit results in a step loss. Since a hex may contain vehicles of differing armor values, it is possible that some hits will result in step losses and others will not.

Example: A hex contains a Pz I (armor value 1) on their reduced sides. A 105mm gun makes an AT attack against them from 6 hexes away, and inflicts 1 hit. The hit is assigned to the AFV. On the Penetration Chart the firing unit (105mm gun) is cross-referenced with the distance (6 hexes), resulting in a value of '1'. As a result, the Pz I suffers a step loss and is destroyed.

Exception: When a MMG fires against AFVs with an armor value of 0, for each hit received roll 1d6. For each 6 rolled, the AFV suffers a step loss.

8.4.3. Step-loss markers. If a full-strength unit (with three steps) suffers a step loss it remains on its front side, but gains a -1 marker on top of it. Markers with -2 or -3 can be used on stacks to show that 2 or 3 of the units underneath have lost one step. When a unit loses its second step, remove the Step Loss marker and flip it to its reduced side. Upon losing its third step, the unit is eliminated, and removed from the board. When a formation loses a unit, it must make a morale check.

8.4.4 Effect of step losses on fire factors. A full-strength unit, with three steps, has the FF given in the square or squares on its full-strength side. The first step loss suffered by the unit reduces its FF as follows:

- By 1, if its FF is between 1 and 6.
- By 2, if its FF is between 7 and 11.
- By 3, if its FF is between 12 and 15.
- By 4, if its FF is 16 or more.

The second step loss that a unit receives flips it to its reduced side, on which appears a new (and lower) fire factor.

9. Close Assault

Close assault may be attempted by infantry, engineer or cavalry units against enemy units that are not AFVs or transports.

- An assault happens WITHIN the defender's hex, respecting the stacking rules for close assault.
- To execute a close assault, the assaulting units must be adjacent to a hex occupied by enemy units and declare an assault.
- To assault the enemy, the units must have sufficient MP to enter the target hex and survive the pre-assault morale check.
- If the target hex contains both AFVs and infantry or unarmored weapons units, the assault must be resolved against the latter and afterwards, if they are victorious, against the AFVs according to the rules laid out in 9.5 "Anti-armor assault."

Close assault sequence:

- Attacker movement
- Declaration of assault (attacking units, hex or hexes from which the assault will be launched, the direction of the assault, and the target hex)
- Defensive fire against the hex or hexes from which the assault will be launched. If the assault is launched from more than one hex, the defender may select which hex or hexes he will target and with which units.
- Pre-assault morale check by assaulting units
- Defensive fire against units that have passed their pre-assault morale check (this fire may not be attempted if there has been fire against the hex from which the assault was launched)
- Assault resolution
- Morale check by defeated units
- Assaulting units are marked as finished (even if they failed their pre-assault morale check) as are the assaulted units.

9.1 Pre-assault morale Assault

Each attacking unit that is going to participate in the assault must first pass the corresponding pre-assault morale check as described in 10.2.

If a unit fails the check, its activation finishes in the hex from which it launched the assault and is marked as "finished." If it passes the check, it enters hand-to-hand combat, alone or in conjunction with other units of its command that pass the pre-assault check. A leader located in the hex from which the assault is launched may choose to remain there or join the assault (without a morale check), as long as at least one of his units passed their pre-assault morale check.

If more than three units are attempting to assault, once three of them have passed their pre-assault morale check, the rest are marked as "finished."

9.1.1. Special rules. An artillery, anti-tank or mortar unit or formation that loses an assault is automatically eliminated.

If demoralized units/formations are assaulted, they surrender immediately and are removed from the board, along with their officer if he is present with them, even if he is not routed. To achieve the surrender all that is required is that one assaulting unit pass its pre-assault morale check.

9.2 Defensive Fire

Any command or unit marked with a "reaction" marker may engage in defensive fire with its full FF before being assaulted, and is then marked as finished.

Any command which has not been activated or is marked as finished may engage in defensive fire at half its FF. Routed units may not engage in defensive fire. Out of command units may.

Defensive fire may be used at ONE of the following moments:

- Once the assault has been announced, but before the pre-assault morale check, in which case the defensive fire affects all the units in the hex from which the assault will be launched (and which is adjacent to the target hex).

- After the pre-assault morale check, in which case it only affects the units which pass the pre-assault morale check. In this case the defense value of the assaulted hex is applied.

9.3 Assault Resolution

1. Determine, using the corresponding table, the combat strength of each unit participating in the assault. The combat strength of a unit is given by its type and the number of step losses it has suffered. Each side adds together the combat strengths of their participating units.

2. Consult the odds table and cross the combat strength of the attacker with that of the defender. The result is a combat odds ratio. Example: The attacking units have a combined strength of 11 and the defender has a strength of 4. The table indicates '2.5:1' which is the column of the Hand-to-Hand Combat Table used to resolve the assault.

3. Roll 1d6 and modify the roll according to the conditions listed at the bottom of the table. Cross the number obtained with the appropriate odds column to obtain the result of the hand-to-hand combat.

4. Apply the result. The loser of the assault must first mark the step losses that his units have suffered and then retreat his units away from the assaulted hex a distance that depends on the combat result:

AR/DR: 1 hex (no step losses)

A1/D1: 1 hex (1 step loss)

A2/D2: 2 hexes (2 step losses)

Retreats after losing an assault must conform to rule 9.3.1.

5. Morale check by the defeated side

Special situations:

- A unit or command of artillery, anti-tank or mortars that lose an assault are immediately eliminated.

- If a demoralized command or units are assaulted, they surrender immediately and are removed from the board, including any leader accompanying them, even if he is not routed. To achieve the surrender only one enemy unit has to pass the pre-assault morale check.

- If an officer alone in a hex is assaulted, he is immediately eliminated. To achieve this only one enemy unit has to pass the pre-assault morale check.

9.3.1. Retreats after losing hand-to-hand combat. The losing side of an assault must retreat 1 or 2 hexes according to the result on the HtH Combat Chart.

The attacker who loses an assault must retreat from the hex by the hexside through which it assaulted or through either hexside adjacent to it.

The defender who loses an assault must retreat from the hex by the side opposite that through which the attacker entered or through either hexside adjacent to it. If the attacker entered the hex through multiple hexsides, the defender may retreat by any hexside opposite one by which the attacker entered or one adjacent to these.

If the losing side of an assault (attacker or defender) must retreat 2 hexes, the second retreat must be in the same direction as the retreat into the first hex.

A unit which loses an assault is eliminated in two cases:

- If it is forced to retreat into prohibited terrain or off the board.

- If it is forced to move through or stop in a hex adjacent to enemy units that did not participate in the assault, and there are no friendly troops in the hex. All enemy units attempting a pre-assault morale check are considered to have participated in the assault, whether or not they passed.



After moving into hex 510, Captain Vazquez declares an assault into hex 410 with the three units of his formation. Next, the Republican units in 410 (one Republican infantry unit with one step loss and a Maxim unit at full-strength) perform defensive fire as a fire group. The FF of the firegroup is 10 (6 for the Maxim + 4 for the infantry, who have a FF of 5 reduced by 1 as they have suffered a step loss). The modifiers to the Republican defensive fire are: -1 for more than six French steps in 510 and another -1 for firing on moving units. The result of the 2d6 roll is 11. Subtracting 1, the result is 10, which is crossed with the 10 fire column, which produces no losses. Captain Vazquez and his men escape any losses from the defensive fire.



After receiving the defensive fire, each of the assaulting units has to make the pre-assault morale check. The morale of these units, which do not have any step losses, is 9 (since Captain Vazquez's morale is 7 and his leadership value is 2). 2d6 are rolled for each unit,

needing a 9 or less to pass the pre-assault morale check. In this case the results obtained are 5, 7, and 9, and so all three units will assault hex 410. Captain Vazquez decides to accompany his men (without needing to check morale).

Having reached this point, let's proceed to the assault resolution. The combat value in assault of the Republican units is 6 (the infantry with one step loss has a value of 3 and the Maxim without losses is also worth three). The combat value of the assaulting National units is 12 (each of the infantry units without a step loss has a value of 4).

Consulting the Combat Odds Chart we get a result of "2:1," which is the column of the Hand-to-Hand Chart which will be used for resolving the assault. 1d6 is rolled with a result of 2. To this result the following modifiers apply: +1 for an assault in a built-up hex. After applying these modifiers the final result is 3, which on the 2:1 column gives a result of DR. This means that one Republican unit must retreat 1 hex.

Captain Vazquez has succeeded in liberating the village.

9.4 Armored Assault

Armored assault is conducted by AFVs against any enemy combat unit or formation other than AFVs or transport units. It is resolved in a manner similar to hand-to-hand combat, with the following exceptions:

- The assaulting AFV must have sufficient MPs remaining to both enter the target hex and leave it.
- The assaulting AFV need not pass a pre-assault morale check.
- In response to the declaration of an armored assault, the assaulted units may conduct defensive fire by those units with AT/ART ammunition and attempt anti-armor assaults.
 - Each AT/ART unit may potentially attempt defensive fire. However, if all of the AT/ART units in the hex being attacked have not been activated or are marked as "Finished", no matter how many there are, one, and only one, may perform defensive fire at half its FF.
 - Each infantry unit marked for reaction may attempt an anti-armor assault, which is resolved in the hex in which the AFVs are located (adjacent to the assaulted hex). If all the infantry units in the assaulted hex are marked as "Finished" or have not been activated, one, and only one, of them may attempt an anti-armor assault, after which it is marked as "Finished".

Resolution of armored assault.

First of all, the attacker must determine the FF of the armored assault, which depends on the class of AFV and the number of step losses it has suffered (see charts). The assaulting player rolls 2d6 and applies the following modifiers (only):

- 1 if the target is AT-guns or artillery
- +1 if the target is infantry in dispersed buildings or built-up area

The modified roll is cross-referenced with the corresponding FF column on the Combat Chart to obtain the result of the assault. This number is divided by the defense value of the terrain in the assaulted hex. The result is the number of hits, which are applied to the defending units to determine their step losses.

If the defender suffers any step losses, they lose the assault and must retreat in the following manner:

- If they are in a built-up hex, they retreat one hex.
- If they are in any other terrain, after retreating one hex, they must retreat further (up to 2 additional hexes) towards the nearest hex in the direction of their lines that does not contain open terrain. They need not move to this hex by the shortest route. A defending unit that loses an armored assault is eliminated in two cases:
 - If it is forced to retreat into prohibited terrain or off the board.
 - If it is forced to move through or stop in a hex adjacent to enemy units that did not participate in the assault, and there are no friendly troops in the hex. The defending units, after retreating, must pass a morale check.

AFVs that win the assault remain in the hex that was assaulted.

If the defender did not suffer any step losses, the assaulting AFVs must leave the assaulted hex in any desired direction, as long as they have sufficient MPs and the hex that they enter is not occupied by the enemy.

9.5 Anti-Armor Assault

Anti-armor assault is performed by units that move by foot into a hex occupied by enemy AFV or transport units.

An anti-armor assault can also be made as a response to an armored assault as described in the previous section. Anti-armor assault cannot be performed as a group, but must be performed individually by the units wishing to perform it. Moreover, assaulted units may fire defensively, the first time at normal FF, the following defensive fire must first pass a morale check and if successful they will fire with his FF halved.

The assaulting unit must make a pre-assault morale check with a -1 modifier to its morale if the assault is vs. AFVs or armored transports.

If it passes the check, it executes the assault (once per assaulting unit). Roll 2d6 and cross-reference the result on the combat table according to the FF of the unit. However:

- If the assault is against armored transports, shift the FF of the assaulting unit one column to the right.
- If the assault is against trucks, shift the FF of the assaulting unit two columns to the right.

Always use '2' as the defender's divisor when calculating the effects of the attack, regardless of the terrain in the hex being assaulted and the type of vehicle attacked.

Once the assaults have been resolved individually, the assaulting units retreat to the hex from which they assaulted, as long as no enemy units are in the hex. unless no enemy units remain in the target hex.

In that case, they may remain in the target hex if they desire. If they have suffered any step losses they must make a morale check.

If the assaulted AFV has received any hits it must make a morale check and, if desired, may retreat one hex.

9.6 Armor Support

Armor support refers to any assaults in which the attacker or defender has a combination of:

- Infantry/AFVs, if assaulting, or
- Infantry/MG/ART and AFVs, if being assaulted.

To make an assault with armor support the infantry and AFV units must begin their movement in the same hex.

In such a case, apply the hand-to-hand combat rules, with both players adding the combat value of their infantry/MG/ART and AFV units as given in the "Assault Combat Value Chart". The only changes to the general rules are:

- Assaulting infantry units that have armor support do not need to pass a pre-assault morale check.
- The defender may choose to perform either defensive fire or anti-armor assault in response to the assault (of course, only if the attacker has AFVs).
- Step losses must be assigned to the participating infantry units before AFVs.
- Retreats must obey the rules given for HtH combat, including AFVs losing the assault.



Captain Diez orders the units located in hex 606, the Maxim and infantry unit, to fire on the enemy position in hex 807, defended by 2 Phalangist infantry units. The sum of the two units' FF is 11 (5 for the infantry and 6 for the Maxim) without modifiers. The result of the die roll is a 6. We cross-reference this result on the Combat Chart with the 10 column (the total FF of the attacker), applying the result obtained, which is a 5 with a die roll of 4. This result is divided by the defense value of the terrain in which the defender is located (in this case woods), which can be found on the Defense Value Chart. The divisor given by the chart is 4, and so we divide 4 by 4, which produces a result of 1. The Republican player has scored a shoot, and now the Nationalist player decides which of his two units receives the step loss.



Now the rest of the formation under the command of Captain Diez is ordered into the woods (hex 807) with the intention of assaulting and evicting the Nationalist units. They move from hex 605 via 705 and 806, but before beginning the assault the Nationalist units reaction fire. They can avail themselves of this possibility because they are marked for reaction.



The Republican units have chosen to engage in reaction fire against the Nationalist infantry, so we add together the FF of the Nationalist units and obtain a 7 (4 for one full-strength

infantry and 3 for the infantry unit with a step loss). A die is rolled to which various modifiers are applied: a -1 for firing against a unit moving on foot (white movement value), another -1 for 6 or more steps in the target hex, and a +1 for having armored vehicles in the same hex with the infantry. We consult the Combat Chart again and locate the 6 column (the FF total). The dice are rolled and the result is an 6, to which we apply the modifiers: -1, -1, and +1, making the final result a 6. This result applied to the 6 column produces a result of 2, which is divided by the terrain defense value, which in this case is "open ground = 2", which produces one step loss, and the Republican player must decide which of his infantry units receives the step loss.



Now the Republican infantry along with the T-26 B enter the woods and initiate the assault (in an assault supported by armor no morale check is required). First we add up the combat odds for the Hand to Hand Combat:

- Nationalist: 2 infantry units, one with a step loss (each unit has a HtH value of 4, from which we subtract one for each step loss = $4+3=7$).
- Republican: 2 infantry units, one with a step loss, $4+3=7$ and one T-26 B unit = 8, so that the Republican total is 15.

To obtain the combat odds ratio we divide the attacker's value (15) by the defender's value (7), which gives us 2:1 odds.

The modifiers to the die roll are the following: -1 for combined assault, -1 for an assaulting unit having a morale 8 or higher (Captain Diez) and another +1 as the defender is in woods. The total die roll modifier is -1 (-1, -1 and +1), the Republican player rolls the die, 1d6, and obtains a 2, to which we apply the modifier, resulting in a final roll of 1. We check this result on the Hand-to-Hand Combat Chart on the 2-1 column and find the result is D2. This result means that the Nationalist player receives 2 step losses and must retreat 2 hex, the Republican gain the objective.

10. Morale

The morale of units and formations represents the mental stamina and cohesion of the soldiers that comprise them. The higher the morale, the better chance they have of staying in combat after suffering step losses, losing an assault or encountering any other negative effect. If a unit out of command suffer a hit must pass a morale check. As has been noted, a formation is a collection of land units who are under the command of the same officer.

The morale of a formation is equivalent to the morale of its officer added to his leadership value. However, the morale of a unit is reduced by one for each step loss suffered by the unit greater than the number of units that comprise it (not counting the officer). Example: a formation begins with four units and one officer. During combat it loses one entire unit and the other three suffer three step losses (combined). The total is 6 steps lost (3 for the eliminated unit and 3 more from the remaining units). The formation's morale is thus reduced by 2 (6 minus 4).

The morale of a unit is equal to the morale of its formation. However, the leadership value of the commanding officer is added only if the unit is within his command range. Moreover, the morale of a unit is reduced by one for each step loss it has suffered.

10.1 Formation Morale Check Procedure

Formations must check morale under the circumstances herein described, assuming that all of the units that comprise them at a given moment are either affected by the event that caused the morale check or have LOS to the hex that triggered the check. If all the units of a formation do not fulfill this requirement, only the units that comply are required to check morale as described in 10.2.

Procedure for checking morale for formations: Roll 2d6. If the result obtained is less than or equal to the morale of the formation, it passes the morale check and, despite the reverse suffered, it maintains its strength and continues to fight.

If the result is greater than the formation's morale, the effects depend on the difference between the roll and the morale of the formation:

- If the roll is greater than the morale by 1-4, the formation is routed, a marker is placed on the affected units, and they must rout as described in 10.3
- If the result is greater than the morale by 5, the formation disintegrates and is immediately eliminated from the game.
- If the formation is already routed (that is, marked as such), when it makes a morale check, a result that is 3 or more greater than the morale causes disintegration.

10.2 Unit Morale Checks.

Units must check morale when the rules so indicate, as well as whenever something causes its formation to check morale, but the unit is not involved in the command check either because it did not suffer the event that caused the morale check or it does not have LOS to the hex that caused it. Only units that fulfill these requirements need check morale.

Procedure for checking morale for units:

- If a unit is required to make a pre-assault morale check, is out of command and attempting to activate, or is attempting to cross barbed wire, roll 2d6. Special Note: When trying to activate an out-of-command unit, its morale is reduced by 1. In an anti-armor assault the assaulting unit's morale is reduced by 1 if the assault is against AFVs or armored transports.

If the result is less than or equal to the unit's morale, it may assault, activate, or cross the barbed wire, respectively.

However, if the result is greater than the unit's morale, it may not assault, activate or cross the barbed wire and is marked as "Finished".

- If the morale check is triggered because the unit lost an assault (hand-to-hand, armored, or anti-armor), roll 2d6.

If the result is less than or equal to the morale of the unit, it has met the challenge and there is no other effect.

However, if the result is greater than the unit's morale, the consequences depend on the difference between the roll and the morale of the unit:

a) If the result is greater by 1-4, the unit is routed and marked as such, and it must rout as described in 10.3. If the unit is stacked with its commanding officer, he also is marked as routed. If multiple units are stacked with their officer and some rout and others do not, he is not demoralized.

Exception: an artillery, anti-tank or mortar unit which fails a morale check is automatically eliminated.

b) If the result is greater by 5 or more, it disintegrates and is immediately eliminated from the game.

c) If the unit is already routed (i.e., marked as such), when it makes the check, a roll that is 3 or more greater than its morale causes disintegration.

10.3 Rout

10.3.1 A formation or unit, immediately after being marked as "Routed", must conduct rout movement, after which it must remain immobile, without being able

to activate until it has rallied and without being able to conduct defensive fire if they are assaulted. Routed officers may only attempt to rally themselves.

10.3.2 Rout movement. A formation or unit, immediately after being marked as Routed, must move away from the hex that caused the rout, that is to say, the assaulted hex or the hex the fire came from that caused the step loss that led to the failed morale check.

The routing formation or unit retreats towards its lines (that is to say, toward its side of the board) 3 hexes (or 5 for vehicles). The side of the board belonging to each player will be given by the scenario.

A unit's movement is considered to be 'towards its lines' when the unit leaves its hex through one of the two (or three, depending on the hex grid) sides of the hex nearest to its side of the board.

A routing formation or unit is automatically eliminated in two cases:

- If it is forced to move into prohibited terrain or off the board.
- If it moves through or stops in a hex adjacent to enemy units, and there are no friendly troops in the hex, unless it can trace an alternate legal route.

Alternate legal route. If a routing formation or unit is cut off by prohibited terrain or the presence of enemy units that would otherwise cause its elimination, it may change its direction of route, albeit under two conditions:

- It may not move closer to the hex that caused its rout than the hex it began its rout from.
- It must move if possible towards its own lines.

If there is no alternate legal route, the unit or formation is eliminated.

10.3.3 Fire against routed units. If units marked as "Routed" are fired upon, they must rout again towards friendly lines, but in this case they use their full regular MP and pay movement costs corresponding to the terrain they pass through.

To trigger this effect one need only achieve any effect on the combat table, even if the terrain divisor prevents any step losses from being inflicted.

10.3.4 Assault against routed units. Routed units that are assaulted surrender immediately, including their officer if he is stacked with them, even if he himself is not routed.

To trigger this effect it is sufficient that one enemy unit pass its pre-assault morale check.

10.4 Rallying Routed Units.

10.4.1 The units of a routed command may return to action if they rally.

Officers may attempt to rally themselves and the units of their command, although they may not attempt the latter if they themselves are demoralized (that is to say, marked as 'routed.'). Commissars may attempt to rally Republican units (only), except anarchists and other commissars.

Chaplains, depending on the side to which they belong, may attempt to rally officers and unit of any command of the Eusko Gudarostea or the Nationalist side, except Moorish troops.

10.4.2 Procedure. To rally, the officer, chaplain or commissar must be activated. In their activation, they can attempt to rally units in their own or adjacent hexes, as long as the requirements of 10.4.1 are complied with.

Roll 2d6 for each unit you are attempting to rally. If the result is less than or equal to the morale of the unit, it rallies. The morale of the unit is calculated according to the procedure described above, but note that if the leader trying to rally the unit is not its commanding officer, the morale of the unit may be affected.

The rallied unit removes any "routed" marker and may be rallied (if it is not finished) in the same turn in which it is rallied, but not in the same activation in which it is rallied (at least one enemy activation must be played).

If the 2d6 roll is more than the morale of the unit, place a 'Finished' marker on it.

Exception: if a Commisar fails the rally attempt, place a 'Discipline Failure' marker on it and consider it to be finished. Each time a Commisar fails the rally of a unit marked as 'Discipline Failure', it will lose 1 step. Once rallied, remove 'Discipline Failure' marker.

Example: One routed unit with one step loss tries to be rallied by its officer, who is not routed, who has a morale of 7 and a leadership value of 1. The command to which the unit belongs originally had four units, but one of these has been eliminated and the other three have 3 step losses between them. The total step losses the command has suffered is therefore 6. The morale of the command is reduced by 2 (6 steps lost - 4 original units = 2), so the morale is 7 (morale of commanding officer) +1 (leadership) -2 (step losses suffered) = 6.

Therefore the rallying unit has a base morale of 6, but since it has one step loss, this is reduced by 1, i.e. it has a morale of 5. 2d6 are rolled and if a 5 or less is achieved, the unit rallies.

If instead of being rallied by its commanding officer, Father Onzain (9 morale and +2 leadership) made the attempt, the situation would be distinct, even if the other conditions remain the same. The morale of the unit would be 9 (morale of the Father, in place of the commanding officer) +2 (leadership) -2 (for steps lost) = 9. Therefore the rallying unit would have a base morale of 9, but with one step loss this would be reduced by 1, i.e. it would have a morale of 8. 2d6 are rolled and if a 8 or less is achieved, the unit rallies.

10.5 Morale Modifications to Hand-to-Hand Combat

When in a hand-to-hand combat not all of the units have the same morale, add the morale of all participating units and divide by the number of units. This value is the one used to determine the morale modifier for HtH combat.

11. Risky Action

It is considered a Risky Action, every action in which the unit/formation are more vulnerable to enemy fire or assault (fire and assault modifiers):

- Cross a river
- Construct a Improved Position
- Cross/Remove a Barbed Wire
- Construct/Remove a Roadblock
- Construct/Crossing a Pontoon Bridge
- Construct a crossing over a Anti-tank ditches
- Remove Dragon's Teeth
- Minefields

12. Terrain

The maps in **A las Barricadas!** contain different types of terrain which influence the movement, sighting, attack and defense of combat units. The majority of these terrain types may also be crossed by a road or a trail which may modify movement as described in 5.4.

Ground level and hills

Ground level is any hex that is not a hill hex.

A hill is any hex or combination of hexes which are raised above ground level. Hills may have one or more levels of elevation.

The hex or combination of hexes within a given crest line forms one hill level.

Flat ground is at level 0. Each hill level adds one to the elevation of the ground on which it rests.



Ground level



Hill

Crests

A crest is the exterior boundary of an individual hill level. Example: hex D502 has a crest on its six sides. Hex A608 has crests on all sides except that shared with hex A607. Hex A808 has a crest on two sides: those shared with A907, A908 and A809. Hex A707 has no crest.

For a unit to be in 'crest status' with respect to LOS effects, the LOS must cross a crest hexside in the hex containing the unit.

For a crest hexside to improve a unit's defense, the attacker must be at a lower level and the LOS must cross a crest hexside in the hex containing the unit.



Crest

12.1 Open Ground

Open terrain is any hex devoid of another terrain type that would affect fire or the LOS through the hex. Open ground has a greenish brown color.



Open ground/Ground level

12.2 Rough Terrain

Rough terrain represents rough ground covered by stones, debris, pits, rubble, or small boulders. LOS is blocked if it crosses 3 broken or field hexes (or a combination of these). If the LOS crosses 1 or 2 broken or field hexes, any AP attack is modified by +1.



Rough

12.3 Built-up Area

Each such hex represents a group of buildings and streets and the usual features of a town or city. The underlying terrain may be either brown or grey, depending on whether the streets of the town or city are paved or not.



Built-up area - A



Built-up area - B

12.4 Dispersed Buildings

Each dispersed building hex represents a small group of structures, which may be a hamlet, farm buildings or suburban homes. They may be distinguished from

built-up areas as they contain only two building depictions.



Dispersed buildings

12.5 Woods

Woods represents dense forested areas with underbrush.



Woods

12.6 Light Woods

Light woods represents sparsely forested areas without any underbrush in which the trees are not closely spaced. They may be distinguished from woods as they contain only four tree depictions.



Light woods

12.7 Fields

These represent a wide variety of cultivated areas: ploughed fields, fallow ground, harvested and still awaiting harvest. Any hex like those below is considered to contain fields. If the LOS passes through three or more broken or field hexes (or a combination of these), it is blocked. If the LOS crosses 1 or 2 rough or field hexes, any AP attack is modified by +1.



Fields - A



Fields - B



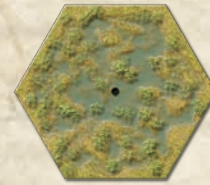
Fields - C



Fields - D

12.8 Marsh

A marsh represents ponds of deep water and soft ground with vegetation. Only foot units may move through marsh.



Marsh

12.9 Rivers

Rivers are bodies of water which cross hexes containing other types of terrain. They are represented by a thick blue band.

The scenario will note whether the river is considered major, minor, or dry, depending on the amount of water flowing through it. A river hex is considered as a hex of the type of terrain through which it flows, except for purposes of movement. Example: A605 is woods.

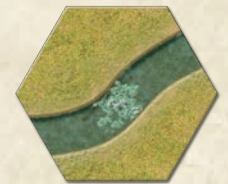
Exception: A dry river has no effect on movement.

12.9.1 Minor rivers and Fords. A minor river may be crossed (that is, forded) at any point and by any kind of unit, unless the scenario indicates otherwise. Ford is an area of a Major river which can be crossed by foot, wheels and tracked for being a solid terrain and shallow; cross a Ford is a risky action. Units crossing must add the terrain cost of the other terrain in the hex to the cost indicated in the Movement Chart.

A unit that finishes its movement in a hex with a minor river is considered to have crossed it. If the enemy assaults it, he need only pay the cost of the other terrain in the hex. If a unit wishes to pass through a hex with a minor river without crossing it, the cost to enter is the cost of the other terrain in the hex.



Minor river



Ford

12.9.2. Major rivers. Major rivers, due to the large quantity of water flowing through them, are prohibited terrain to all units, but this prohibition is not absolute, for:

- A unit may enter major river hexes as long as it doesn't end its movement in them and does not cross the river. Example: A unit in D1205 may move to D1104 and then to D1005.
- It is possible to cross major rivers at non-bridge hexes by conducting one of the following risky actions:
 - All units may cross a major river at fords if specified in the scenario as if the hex were a minor river.



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- All units may cross a major river using a pontoon bridge if the scenario so indicates.
- All units may cross a major river using boats if the scenario so indicates. To cross by boat, a unit must begin its movement in a hex adjacent to the river and end movement in a hex adjacent to the river on the opposite side. There may not be enemy units in the hex.
- Only foot units may cross a major river using pontoon bridges constructed by engineer units during the scenario.



Major river

12.10 Roads and Trails

The presence of a road modifies the movement effects of the terrain in a hex according to the terms described in "5. Movement". These represent paved surfaces.



Road



Trail

13. Terrain markers

13.1 Improved Positions (Risky Action)



13.1.1. A unit in open terrain, woods, light woods, crest line, orchard, or fields (whether or not there is a road in the hex) may attempt to construct improved positions that will aid their defense against any AP or ART attack (however, the improved position will not improve their defense against assault). To construct an improved position requires two activations by the same unit.

In the activation in which a unit begins construction of the improved position, place an "IP Construction" marker on top of it. The following turn, after marking the unit as "Finished", flip it over and from that time it is active, and a +1 modifier is applied to any AP or ART attack on the hex in which the marker is located.

If after the marker is placed but before it is flipped, the unit attempting to construct an improved position abandons the hex or is assaulted by the enemy, it loses the marker immediately. The position is considered assaulted as long as at least one enemy unit passes its pre-assault morale check.

The hex also loses the Improved Position marker (whether finished or not) if it is devoid of units of the side that constructed it.

13.1.2. If an Improved Position marker is given by the scenario, it is active from the start of the game, protecting the hex selected by the owner. At least one friendly unit must be setup in the hex.

13.2 Barbed Wire (Risky Action)



Barbed Wire is allocated to the players at the start of the scenario according to the scenario instructions. Barbed wire impedes the normal movement of combat units: Only fully-tracked vehicles (not halftracks) may cross barbed wire. The rest of the time barbed wire is considered prohibited terrain.

However, infantry units may attempt to cross barbed wire. To do so, they must begin movement in a hex adjacent to the wire and pass a morale check as described in 10.2. If they pass, they have crossed the barbed wire, and must be placed in a hex on the opposite side that is free of enemy units. If the unit fails the morale check, it stays where it is. In both cases, after the morale check the unit is marked "Finished".

If a unit or formation that is not a fully-tracked vehicle is forced to retreat into a barbed wire hex after losing an assault, it is eliminated.

barbed wire may be destroyed in several ways:

- If a tracked vehicle passes through the barbed wire hex. This movement costs +1 MP.
- By the action of off-board artillery. The artillery must make a concentrated attack against a hex with barbed wire and obtain an effect of 3 or more on the Combat Chart.
- By engineers. In order for an engineer unit to remove a Barbed Wire marker it must be activated in a hex adjacent to the barbed wire and make a morale check. If it passes, the marker is removed and the engineer unit is placed in the hex where the barbed wire was located; if it fails, it stays in place. In both cases, the unit is marked "Finished".

13.3 Roadblocks (Risky Action)



Roadblocks are located in a road hex to impede normal transit along the road. Only foot units may cross a roadblock (although they must pay 1 MP above the normal cost of the terrain).

The scenario instructions will indicate whether either player has roadblocks to place.

In addition, during a scenario an engineer unit can construct a roadblock in any road hex passing through or adjacent to a woods or light woods hex. To do so activate the engineer unit in the hex where the roadblock is desired for two consecutive turns without performing any other action. Once the second activation is finished, the roadblock is placed.

If for any reason the engineer unit leaves the hex in which the roadblock is being constructed, all effort up until that point is lost.

An engineer unit may remove a roadblock using the same procedure as for removing barbed wire.

13.4 Pontoon Bridges (Risky Action)



Pontoon bridges are placed in a river hex to allow or facilitate the crossing of the river by combat units.

The scenario instructions will indicate if any pontoons bridges are at the disposal of the players, and if they may be crossed by any unit or only certain types.

In addition, during the game an engineer unit may construct a pontoon bridge which will permit foot units and guns pushed by their crew to cross.

To do so, the engineer unit must be activated in a hex adjacent to the river where the pontoon is to be constructed on two consecutive turns without performing any other action.

When the second activation is finished, the pontoon is operational. The cost of

crossing a pontoon bridge is in addition to the terrain through which the river crosses. Crossing a pontoon is a risky action.

13.5 Trenches



A Trench marker may only be placed in a hex before the scenario begins, as provided by the scenario instructions. Trenches may be placed in open, woods, light woods or field hexes. Up to 6 steps and an unlimited number of officers may be placed underneath a Trench marker. AFVs may not occupy a trench. Outside of the trench normal stacking rules apply.

Adjacent Trench markers are considered to be connected and it costs 1 MP to move from one to another if they are at the same level. To enter a trench from outside costs one MP in addition to the MP necessary to enter the hex itself. If a unit has sufficient MP to enter a hex, but not the trench inside, it does not benefit from the trenches' protection.

13.6 Fortifications



The scenario instructions will indicate the type of fortification to be used, and to which hex vertex the white arrow needs to be pointed. The red bar at the top of the marker indicates where the LOS of the fortification starts.



When applying hits by artillery of 105mm caliber or greater (and aerial attacks of FF9 or greater), reduce the value of the fortification by 1 for each hit. Units inside the fortification are not affected.

If there are units outside of the fortification, when distributing hits the fortification counts as one unit, but hits must be assigned to units outside the fortification before the fortification itself.

Example: in a hex with a fortification of value 4 there are two infantry units outside of it. If two hits are caused by an artillery attack, assign one to each infantry unit. If 3 hits are caused, one is assigned to each infantry unit and the third to the fortification.

The maximum stacking in a fortification is 6 steps. AFVs may not occupy a fortification. Outside the fortification normal stacking rules apply.

A fortification is destroyed when the hex is occupied by enemy units as long as no friendly units in the hex, either inside or outside the fortification, or by artillery fire that reduces its value to 0.

All indirect ART attacks and all AP attacks made against the front of a fortification will affect the troops inside. The divisor used when calculating the attack is the value of the fortification, or 3, whichever is greater. A fortification may not be attacked if there are units outside of it.

If you attempt to assault a fortification and there are enemy units outside of the fortification, first conduct the assault against those outside.

When assaulting a fortification add 2 to the die roll on the HtH table.

13.7 Rubble (optional rule)



When a successful ART attack with a FF of 12 or more is made against a built-up or dispersed building hex, 1d6 is rolled, and the result obtained is added to the hits which the troops in the hex received. The hex is converted into rubble if the resulting total is the following:

- 9 or more for a built-up hex or
- 7 or more for a dispersed building hex.

If the first attack does not succeed in converting a hex into rubble, place a "Rubble +X" marker in the hex, where X is equal to the number of hits received by the target troops. In a later ART attack against the same hex, the value of this marker is added to the rubble die roll; not modifier the hex defense value.

Hexes converted into rubble are indicated with a Rubble marker, and from that point the following special rules apply:

The movement cost for the hex is 2 (foot), 3 (tracked) and prohibited (wheeled). In addition, an anti-armor assault attempted by units in a rubble hex receives a -1 modifier to the die roll.

Example: A Nationalist SM 79 air unit (FF20), after spotting the enemy, attacks a built-up hex in which 3 Republican infantry units are located. The Nationalist player rolls the dice and gets a 2. Which determines the result on the Combat Chart, in this case a 10. After applying the divisor for a built-up hex against ART fire (5), 2 step losses are produced, which are distributed among the infantry units. Next 1d6 would be rolled to see if the hex is converted into rubble, except in this case the roll is a 6 +2 for the steps lost, resulting in an 8, whereas a 9 is needed to turn the hex into rubble. So the hex is marked with a "Rubble +2" marker. In the following the turn if the Nationalist player makes a new attack against the hex and inflicts 1 step loss, he will roll 1d6, adding 1 (for the step loss this turn) and 2 (for the Rubble+2 marker). If the resulting total fails to reach 9 again, swap the "Rubble +2" marker for a "Rubble +3" marker and so on.

14. When must check morale? (players reminder)

A Formation must check morale whenever:

- 1 One of its component units is eliminated.
- 2 When more than one of its component units loses a hand-to-hand combat as either the attacker or defender.
- 3 When its officer is wounded or killed.
- 4 After an armored assault, if more than one assaulted unit suffers a step loss.
- 5 For each hit over the original number of units which compromise the formation, not counting the officer.

A Unit must check morale whenever:

- 1 They attempt a close assault (pre-assault morale check).
- 2 They seek to activate when out of command.
- 3 A single unit loses a hand-to-hand combat as either the attacker or defender.
- 4 After an armored assault, if only one unit suffers a step loss.
- 5 After an anti-armor assault, if the vehicle suffers a step loss.
- 6 A unit's command is required to check morale, but the unit is not in the hex that triggered the check nor does it have LOS to the hex. Only the units that comply with this restriction need to check morale separately.
- 7 Before crossing barbed wire, as described in 13.2.
- 8 If a unit out of command suffer a hit must pass a morale check.

15. Designing a Point-Based Scenario

Selecting the Scenario Type. First we decide the kind of military engagement that we wish to simulate. There are two kinds:

- 1) Meeting engagement.
- 2) Attack and Defense.

If the latter is chosen, you must then choose which player will be the attacker and which the defender.

Meeting Engagement

Player A and Player B receive the same number of points to spend. The forces of each side enter via the friendly board edge.

Victory Conditions

The objective of the scenario will be to control one or more hexes chosen mutually by both players before beginning the game. For example: a hilltop, a bridge, a crossroads, one or more city or town hexes, etc.

The number of turns is 10 unless the players mutually decide on a longer or shorter game. The player controlling the objective(s) at the end of the game will be the winner.

Attack and Defense

The attacking player receives twice the number of points as the defending player. The defender may purchase mines and fortifications.

The defender deploys in order to defend the objective(s). The objective(s) should be in the middle of the map (if you are playing with a single board) or on the board next to the friendly map edge. The attacking player deploys at least 6 hexes away from the imaginary front line of the defender.

The number of turns is 15 unless the players mutually decide on a longer or shorter game.

The player controlling the objective(s) at the end of the game will be the winner.

The Field of Battle

According to the type of scenario which we desire to play we will play with one or more boards. It is recommended to use 1 board for smaller scenarios, 2 for medium and 4 or more for larger engagements.

The maps are arranged randomly or as the players wish. Afterwards, each player rolls a die and the player who rolls higher chooses the side he will enter on, if the scenario is a meeting engagement. If it is an attack and defense scenario, the defender deploys first near the objective and the attacker afterwards as described above.

Purchasing Forces

For a small scenario on one board we think that 150 points per side for a meeting engagement, or 150 – 300 for an attack and defense is a good number of points for each player.

In a medium scenario on two boards use 250 per side for a meeting engagement or 250-500 for an attack and defense.

For a large scenario, the player may choose however many points they would like. Keep in mind that these are simply guidelines, and players may use however many boards and points as they desire.

Now each player “buys” his forces for the battle. The cost of purchase is given in the table above.

A Veteran formation costs 20% more, and a Green formation comes at a 10% discount. We recommend that no more than 20% of one’s points be spent on Veteran formations for the German player, and 10% for the Allied.

Setting Up

In attack and defense scenarios, the defender always deploys first.

In meeting engagements, roll initiative and the winner chooses who enters the map first.

Nationalist Formations and Point Costs:

Infantry & Heavy Weapons

1 x Officer, 3 x Phalangist Militia	12 points
1 x Officer, 3 x Phalangist Militia, 1 x Phal. MMG	16 points
1 x Officer, 3 x Guardia Civil	15 points
1 x Officer, 3 x Moorish troops	18 points
1 x Officer, 3 x Legionaries	18 points
1 x Officer, 3 x Nationalist Rifle	15 points
1 x Officer, 3 x 3 x Nationalist Rifle, 1 x Nat. MMG	20 points
1 x Officer, 3 x Nationalist Rifle, 1 x 81mm Mortar	19 points
1 x Officer, 3 x Nationalist Rifle, 1 x 37mm AT	25 points
1 x Officer, 3 x Moorish Troops, 1 x 75mm ART	22 points
1 x Officer, 3 x Requetés Militia	12 points
1 x Officer, 3 x Carlist Militia	12 points
1 x Officer, 2 x Phalangist MMG	8 points
1 x Officer, 2 x Moorish Troops MMG	10 points
1 x Officer, 2 x Legionarie MMG	10 points
1 x Officer, 3 x Nationalist MMG	12 points
1 x Chaplain	10 points

Tanks & Vehicles

Add 1 of the follow vehicles or tanks to any unit composed only by:

3 x Legionaries, 3 x Moorish Troops or 3 x Nationalist Rifle.

1 x T-26 B Tank	11 points
1 x BT-5 Tank	11 points
1 x BA-6 Armored Car	11 points
1 x UNL-35 Armored Car.....	8 points
1 x FT-17 Gun Tank	7 points
1 x Trubia 36 Tank	6 points
1 x Bilbao 32 Armored Car	5 points
1 x Tiznao Improvised Armored Car	5 points
1 x Pz I Ausf A	4 points
1 x FT-17 MMG Tank	4 points
1 x Truck	1 point

Republican Formations and Point Costs:

Infantry & Heavy Weapons

1 x Officer, 3 x Republican Rifle	15 points
1 x Officer, 3 x Republican Rifle, 1 x Rep. MMG	20 points
1 x Officer, 3 x Republican Rifle, 1 x 81mm Mortar	19 points
1 x Officer, 3 x Republican Rifle, 1 x 75mm ART	22 points
1 x Officer, 3 Republican MMG	15 points
1 x Officer, 3 x Catalonian Militia	19 points
1 x Officer, 5 x Anarchist Militia	15 points
1 x Officer, 5 x Anarchist Militia MMG	12 points

1 x Officer, 5 x Durruti Militia	20 points
1 x Officer, 6 x Communist Militia	18 points
1 x Officer, 3 x Guardia Civil	15 points
1 x Officer, 3 x Assault Guards	18 points
1 x Officer, 3 x Assault Guards, 1 x A. G. MMG	24 points
1 x Officer, 3 x Carabineer	15 points
1 x Officer, 3 x Gudari	12 points
1 x Officer, 3 x Gudari MMG	12 points
1 x Chaplain	10 points
1 x Commissar	10 points

Tanks & Vehicles

1 x Officer, 3 x T-26 B	30 points
1 x Officer, 2 x T-26 B, 1 x BT-5	30 points
1 x Officer, 1 x Trubia 36, 1 x Bilbao 32	16 points

Add 1 of the follow vehicle to any unit composed only by:

3 x Republican Rifle.	
1 x UNL-35 Armored Car	6 points

Add 1 of the follow vehicles to any unit composed only by a maximum of:

4 x Militias.	
1 x UNL-35 Armored Car	6 points
1 x Schneider CA1 Tank	10 points

Off-board Artillery

1 complete battery of 75 mm off-board artillery

Nationalist: 9 points
Republican: 11 points

1 partial battery of 75 mm off-board artillery

Nationalist: 8 points
Republican: 10 points

1 complete battery of 105 mm off-board artillery

Nationalist: 11 points
Republican: 13 points

1 partial battery of 105 mm off-board artillery

Nationalist: 10 points
Republican: 12 points

1 complete battery of 155 mm off-board artillery

Nationalist: 13 points
Republican: 16 points

1 partial battery of 155 mm off-board artillery

Nationalist: 11 points
Republican: 14 points

When the battery is purchased the player rolls 1D6 in order to determine how many missions the battery has:

1-3: 1 mission
4-5: 2 missions
6: 3 missions

Air Support

1 aviation mission costs 15 points for the Nationalist player and 18 for the Republican player.

After purchasing it, the player rolls 1D6 in order to determine how many attacks he may make with the mission.

The aircraft type is determined randomly when the first attack is made.

1-3: 1 attack
4-6: 2 attacks

The Nationalist player gets a +1 die roll modifier.

Fortifications (both players)

1 x Improved Position	3 points
1 x Roadblock	3 points
1 x Barbed Wire	3 points



