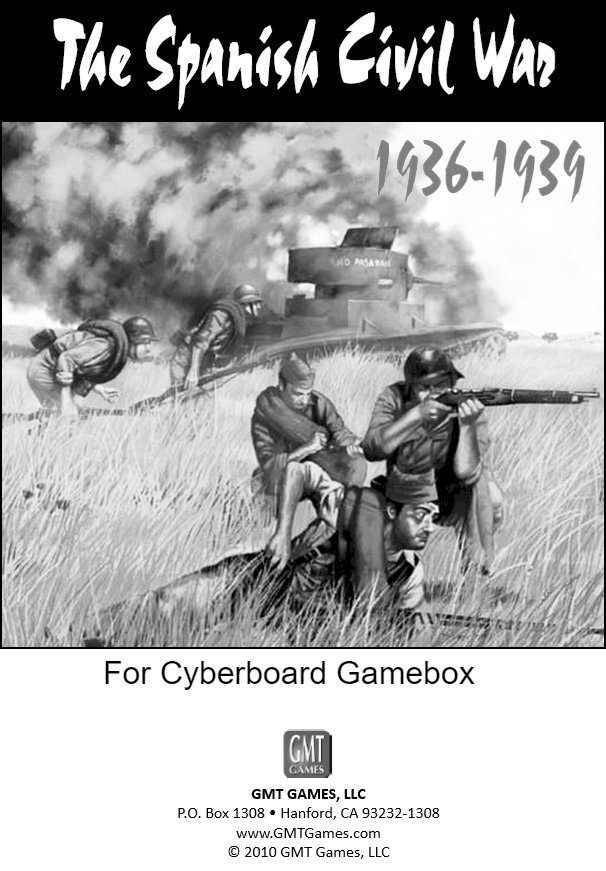
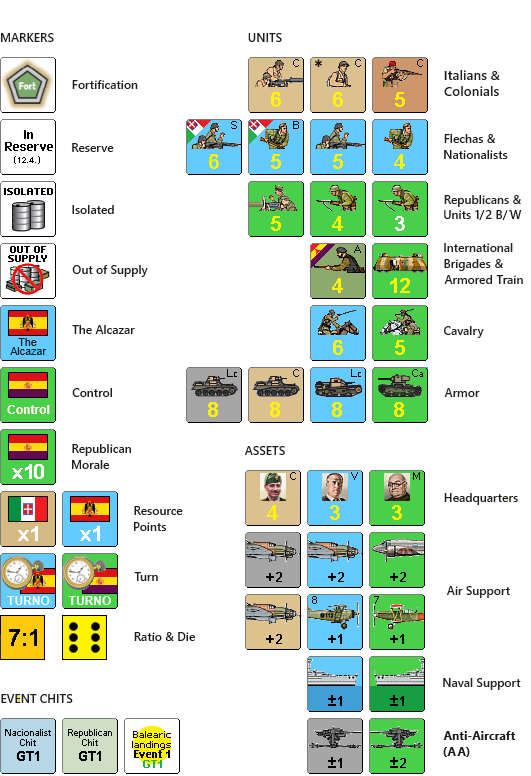
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**1.0 GAME COMPONENTS**

All units with combat factor 1 and 2 (in black or white) are columns; the Republican ones with that factor move a maximum of 3 hexes. The units with a dark blue combat factor are brigades and move like the rest of infantry 4. Classes of counters and markers of the game, in yellow movement factors of the units:



Unique combat factor and there are no landings. Some units have a number on the top left, in black it corresponds to the turn in which they are eliminated. In white, it indicates when the tile should be turned. They can also have a letter on the top right; it corresponds to the entrance area.

On turn 10, the Republican resource points increase by 1 if the Republican token with a white asterisk is still in play and the token with a black asterisk is permanently deleted. If it is eliminated, then the Republican card with a black asterisk comes into play.

**1.2 LIST OF PROVINCIAL CAPITALS**

**Republican: A** Albacete, **Al** Almeria, **B** Barcelona**, Bi** Bilbao, **Ca** Cartagena, **Ci** Ciudad Real, **J** Jaen, **Le** Lerida, **M** Madrid, **Ma** Málaga, **S** Santander, **T** Toledo & **V** Valencia.

**Nationalist: A** Avila, **B** Badajoz, **C** Cadiz, **Co** Cordoba, **Gr** Granada, **L** Leon, **Lc** La Coruña, **Ma** Malaga, **P** Pamplona, **S** Sevilla & **V** Valladolid.

**1.3 Modified CRT**

If the difference between the losses of the attacker and the defender is zero there is contact, if it is one, the units move back one hexagon, if it is two or more, they move back two hexagons. The attacker, if he wins the combat, can move forward and take the defender's position.

**2.0 OPTIONAL RULES**

**2.1 Large Battles**

If a defending hex has 4 steps or more and is attacked by at least an equal number of steps (excluding HQs for both). Two dice are rolled column (same drms apply to both dice).

**2.2 Reserves & Front Breakthrough**

No need to pay RPs to release reserves. "Front Breakthrough" exists if the difference between the losses of the attacker and the defender is two or more and the combat outcome requires more step losses than the available number of defense steps (in the hex).

**2.3 Stacking & Winter**

The maximum allowed is 3 counters and a maximum of 16 combat factor points per hexagon. Each year on January-February (game turns 6, 12, and 18) the mountain hexes have a defense bonus of -2 instead of 1.

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