

The Spanish Civil War



For Cyberboard Gamebox



GMT GAMES, LLC

P.O. Box 1308 • Hanford, CA 93232-1308

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1.0 INTRODUCTION

1.1 Overview

This Rulebook for cyberboard gamebox has a slight modification of the original rules. The Spanish Civil War (TSCW) is a two-player wargame that simulates the fratricidal conflict that took place in Spain from 1936 to 1939.






























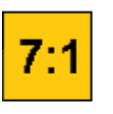
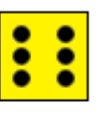







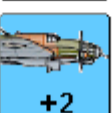
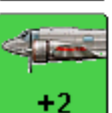
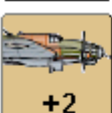






1.2 Turn Length

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

2.0 GAME COMPONENTS

2.1 The Counters

Unique combat factor and there are no landings. Classes of counters and markers of the game, in yellow movement factors of the units:

MARKERS		UNITS				
	Fortification				Italians & Colonials	
	Reserve					Flechas & Nationalists
	Isolated					Republicans & Units 1/2 B/W
	Out of Supply					International Brigades & Armored Train
	The Alcazar					Cavalry
	Control					Armor
	Republican Morale					
	Resource Points					
						
	Turn					
						
	Ratio & Die					
						
EVENT CHITS		ASSETS				
						Headquarters
						Air Support
						
						Naval Support
						
						Anti-Aircraft (AA)

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. All armor, HQ and armored train are considered “motorized” for movement purposes.

All units in TSCW have one or two steps. The step is the unit's ability to absorb losses before being eliminated. Those units with combat factors printed only on one side of their counter are "one-step units"; those with combat factors printed on both sides are "two-step units".

Some units have a number on the top left; in black, it corresponds to the turn in which they are eliminated, and 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.

2.2 The Armored Train Brigade

The unit must deploy to a fully supplied town or city that is connected by rail. It only moves by rail. It has the following exceptions:

- It can only be moved during the strategic movement phase (FAM, segment IV)
- Cannot make progress after combat
- You cannot use movement by sea
- Cannot be placed in reserve mode

3.0 SET UP

3.1 Choose Sides

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

4.0 VICTORY CONDITIONS

4.1 Determination of Victory

During any victory check segment of any Shift (including the last one, shift 19, mar-Apr. 1939) in which the Republican morale level is 30 or less, the national player Win. If the morale level is 31 or higher at the end of the shift, the winner is the Republican player.

4.2 National victory for "Sudden Death"

The national player wins automatically at the same moment that a supplied national unit enters Madrid (Hex 2712), but only between shifts 1 (Jul 1936) and 6 (Jan - Feb 1937), inclusive. If the national player takes Madrid during. On turn 7 (Mar-Apr 1937) or later, the Republican morale level decreases by 7 points, but the game must continue.

4.3 Republican Victory by "Sudden Death"

The republican player automatically wins whenever the three provincial capitals under national control at the beginning of the game, Sevilla, Zaragoza and La Coruña are under Republican control.

5.0 SEQUENCE OF PLAY

5.1 In General

Each Game Turn is divided into a Mutual Administrative Phase (MAP), a Nationalist Phase, a Republican Phase, and an End of Turn Phase. All of the Phases are further divided into a series of sequenced steps of “segments”. Every action taken by a player must be carried out in his appropriate phase or segment.

5.2 Sequence of Play

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

A) MUTUAL ADMINISTRATIVE PHASE (MAP)

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

I. Event Chit Segment (6.0)

a) Draw chit

b) Add new chits (if appropriate)

II. General Mobilization Segment (Republican only, 7.10)

III. Resource Point and Reinforcement Segment

a) Withdrawals & Conversions

b) Receive RPs and Rebuild Units

c) Reinforcement Entry

IV. Strategic Movement Segment (11.0)

a) Sea Movement (11.5)

b) Rail movement

V. HQ and Reserve Formation Segment (12.4)

a) Flip all in-supply HQs to available side

b) Place units in reserve status

B) NATIONALIST PHASE

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

C) REPUBLICAN PHASE

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

D) END OF TURN PHASE

- I. Victory Check Segment 4.0)
- II. Condition Check Segment
 - a) Check supply of all units (9.0)
 - b) Fall of the Alcazar die roll (PB 16.1)
 - c) Check for removal of Ammo Shortage (15.9)
- III. Flip all used aircraft and naval units to their Available side and place in their respective boxes if necessary; voluntarily release units from reserve for 0 RP cost
- IV. Advance the Game Turn marker one space

6.0 EVENT CHITS

6.1 In General

Each side has its own set of chits and each chit has a Game Turn# associated with it to indicate on which turn it will be added to the “chit pool”. Add new chits during the MAP of the Game Turn printed on the counter itself.

6.2 Chit Draw Procedure

During every Event Chit Segment, each player must draw one chit from his pool. If a player draws a “No Event” chit no redraw takes place. If an event chit that circumstances cause to be treated as No Event no redraw takes place, the chit is discarded, not returned to the pool.

6.4 Immediate/Delayed Commitment

Chits with a yellow dot surrounding the Event Name must be played immediately when drawn. Chits with a blue dot must be played at the start of that player's Operational Movement Phase. Chits without a dot may be held by the owning player and used when desired.

7.0 MUTUAL ADMINISTRATIVE PHASE

7.1 In General

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

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

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

7.2 Resource Points

Each resource point rebuilds or replenishes one step of a unit's strength. RPs are received each Game Turn by specific nationality/side Republican, Northern Republican, Nationalist, Italian.

The Flechas units (Spanish/Italian Brigades) may be rebuilt with either Spanish or Italian RPs (these units are distinguished by having an Italian flag).

The number of RPs received every Game Turn is printed on the Turn Track, Up Nationalist and Republican, Italian and North Republican down. At the end of the MAP, unused RPs above 10 for each nationality/side are lost.

7.3 Resource Points Restrictions

Italian divisions with asterisk, and all Colonial columns (brown colored units). Republican and North Republican RPs are used, and recorded, separately.

On the 10th turn Sep-Oct 1937 The Republican PR's are increased by 1 if the POUM/29 Division column is still in play, republican counter with black asterisk.

7.4 Withdrawals & Conversions

The units that are removed are permanently removed from the game. A converted Republican unit that finds itself in the Deadpool may only be returned to play with some recourse point. A free deployment unit may be deployed in a hex for every unit withdrawn from that hex.

7.5 Rebuilding/Replenishing

A reduced two-step unit on the map can be replenished to full strength (flipped so its higher factors show again) by spending an appropriate nationality Resource Point, if the unit is in supply to a friendly Ultimate Supply Hex.

Units may also be rebuilt from the dead pool by using 1 RP per unit rebuilt. A two-step unit is brought back on-map on its reduced (1 step) side. A second RP is needed to return the unit to full strength, which can be done immediately, if desired.

The rebuilt units reenter play as if they were free deployment reinforcements. HQs may be rebuilt like other units.

7.6 Reinforcement Entry

Reinforcement units that have some letter printed in the upper-right corner must enter in that hex the first time they enter play (not if the unit is being rebuilt from the "Eliminated Units"). If this hex is under enemy control, fully stacked or is not fully supplied, the unit must instead set up in any friendly controlled, fully supplied hex within two hexes of its scheduled hex for entry.

If all hexes within two hexes of the scheduled hex are enemy-controlled or not fully supplied, the entry of this unit is delayed until a later turn when such a hex is first available. Free Deployment Units may be set up in any friendly controlled, fully supplied town or city.

On the 10th turn Sep-Oct 1937 if the POUM/29 Division column is eliminated, then republican counter with white asterisk comes into play, if this column is still in play, then counter with white asterisk is permanently removed from the game.

7.7 The "Feeding-Bottle" Levy

Once per game, the Republican player may declare the “Feeding-Bottle” levy provided between game turns (turns 12 to 19). He will receive two additional RPs, but Republican morale has decreased by two MPs.

7.8 Northern Republican Reinforcements & Replacements

The Replacement Points Schedule differentiates RPs received by the Northern Republican units (Asturian, Santander, or Basque) from those received by the other Republican units. Northern Republican RPs are not interchangeable with "Republican RPs" and may only be used by Northern Republican units.

7.9 Northern Units Movement Limits

No more than four steps of Asturian units at a time may be in Euskadi or Santander hexes.
No more than two steps of Santander units at a time may be in Euskadi or Asturias hexes.
No more than two steps of Basque units at a time may be in Asturias or Santander hexes.

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

7.10 Republican General Mobilization

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

- The Republican player receives the reinforcement divisions marked with “M” on their upper-left corner, and deploys them on or within two hexes of the scheduled hexes
- The Republican player immediately receives three additional RPs
- Republican Morale is decreased by 6 MPs.

8.0 STACKING

Stacking is the placement of one or more units in a single hexagon. The maximum allowed is 3 counters and a maximum of 16 combat factor points per hexagon. Units in strategic road movement cannot be stacked.

9.0 SUPPLY

9.1 In General

Units require supply to attack and defend at full strength and to use strategic movement. Units will be in one of three supply states:

- Fully supplied,
- Town/City supply or ISOLATED.
- Out of supply (OOS)

9.2. When to Check Supply

No unit may end any kind of movement (movement in either the Operations or Exploitation Movement Phases, strategic rail movement or Front Breakthrough/Advance after Combat) in a hex where it would be judged OOS at that instant (Exception Town/City supply) or ISOLATED.

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

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

9.3 Out of Supply Effects

Units that are ISOLATED and OSS are not eligible for Strategic or March Movement and have only 1/2 their printed movement factors for regular movement. Units that are OOS cannot attack and they have their defense strength halved for a battle.

9.4 Tracing a Line of Supply

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

Units may trace supply directly to an appropriate USS or to a friendly secondary supply source (towns, cities and HQs) that in turn traces to an USS hex. USS hexes, though they may be captured and used by the capturing side as a secondary supply source (if otherwise eligible) never function as an USS for the capturing side.

The LOS must be no more than three hexes. A LOS cannot enter a hex with enemy units, or a hex in an enemy ZOC unless that hex is occupied by a friendly unit. It may pass

through enemy controlled (but empty) hexes. A LOS may not enter an all-sea hex, and cannot cross impassible or all-sea hex sides.

9.5 Town/City Supply

A unit in a town or city that cannot trace a regular supply path to a USS (9.4) is considered to be in Town/City supply only.

Units that are ISOLATED have their attack strength halved for a battle but they have their defense strength complete and are limited to 1/2 their printed movement factors for maximum Front Breakthrough.

9.6 Nationalist Ultimate Supply Sources

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

9.7 Republican Ultimate Supply Sources

Republican Ultimate Supply Sources are the hexes marked with a green USS symbol. Northern Republican units can only trace supply to secondary sources tracing LOS to an USS located in the northern Republican zone: Gijon, Bilbao, or Santander.

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

10.0 ZONES OF CONTROL

10.1 In General

The six hexes immediately surrounding a unit constitute its “zone of control” (ZOC).

Exception: ZOCs do not extend into sea hexes nor across impassable or sea hex sides. Other types of units (HQs, air units, and all types of markers) never exert a ZOC.

10.2 ZOCs and Movement

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

Exception: Advance after Combat/Front Breakthrough (10.4 and 15.20) and units using Rail Movement, if a friendly unit is in the hex (11.3), are the only exceptions to this.

10.3 EZOCs and Supply

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

10.4 ZOCs and Advance after Combat

EZOCs are ignored during Advance after Combat and Front Breakthroughs.

10.5 Exiting an EZOC

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

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

10.6 Column Zones of Control and Limited ZOCs

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

10.7 Hex Control

A given hex may be uncontrolled, or controlled by one side or the other, never by both simultaneously. The control status of a hex changes automatically when a ground unit of the opposing side enters it.

11.0 STRATEGIC MOVEMENT

11.1 In General

Strategic Movement represents the use of rail and coastal transport to move units long distances.

11.2 Strategic Movements Limits

See the Strategic Movement Limits Table for each side's limits per turn. Generally, the limits increase as the game progresses. No unit may employ both rail and sea strategic movement in the same Game Turn.

- HQs count as 2 units for rail movement purposes and may not use sea movement.
- Each division counts as 1 unit for strategic movement purposes.
- Each regiment, battalion, brigade or column counts as 1/2 a unit for strategic movement purposes, units with combat factor 1 and 2.

11.3 Rail Movement

To use rail movement a unit must start the phase in a fully supplied railroad (RR) hex. Rail movement may start in a hex adjacent to enemy units, regardless of whether there are other units in the hex.

The unit may then be moved to any other friendly controlled RR hex, tracing a path of any length along friendly controlled, connected RR hexes.

The unit may end its rail movement adjacent to an enemy unit, but may not pass through or enter a RR hex adjacent to enemy unit(s) unless that hex is occupied by a friendly unit.

Units may perform combat and use march or regular movement the same turn they use rail movement. Both sides' units may be moved by rail every year:

Turn/ year	Turn 5	1936	1937	1938-1939
Nationalist	4	2 / turn	5 / turn	7 / turn
Republican	2	1 / turn	4 / turn	6 / turn

11.4 Sea Movement

A unit performing sea movement must begin the strategic movement phase in a fully supplied coastal city/town hex, marked on the playing surface with an anchor symbol, it is then moved to another friendly coastal city/town hex. Unit(s) that have used sea movement may then use regular or march movement during that same Game Turn.

Both sides' units may be moved by sea every year:

1936	Not allowed
-------------	-------------

1937	1 / turn
1938	2 / turn
1939	2 / turn

11.5 Republican Sea Movement

Republican units may be moved by sea from one Mediterranean coastal city/town to another, they may not use the Cantabrian Sea or Atlantic Ocean for sea movement.

11.6 Nationalist Sea Movement

Nationalist units may be moved by sea in any of the Cantabrian Sea, Atlantic Ocean or Mediterranean Sea hexes. Nationalist units need not start and end in the same sea area, but can move into/through any sea area listed for legal entry.

12.0 SUPPORT UNITS

12.1 In General

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

12.2 Headquarters (HQs) Functions

Headquarters can:

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

In the MAP segment V, all in-supply HQs are turned face-up.

12.3 General Combat Effects

HQs alone in a hex cannot attack (Exception: see support below) and are eliminated the instant an enemy combat unit enters their hex.

While the HQ may be adjacent to the enemy units being attacked, there is no requirement for such. No more than one HQ per side may support a given battle, no matter how many are in eligible locations.

A player must commit HQs before committing any combat or any support units. Attacking HQs must commit first.

Once an HQ has provided support to a battle, the HQ is turned face down to its committed side. An HQ stacked in the defending hex must be committed to provide at least defensive ground support. An already committed HQ (i.e., on its flipped side) provides 0 defensive factors to a hex.

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

12.4 Reserves

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

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

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

Reserves may be released at the start of a friendly exploitation movement segment or at the end of the turn in D.III. Nationalist units released from reserve have their full movement and attack capabilities in the Exploitation movement and combat segments of their side upon release, and then function as regular units thereafter (including the ability to be placed back in reserve). Republican units released from reserve function as Nationalist units above, but may only move 1/2 of their movement factors.

If all reserves attached to an HQ are released, the HQ may, since it is a motorized unit, also move in the exploitation phase (14.0) if not adjacent to an enemy unit.

If attacked while in reserve, all attacked (defending) units are immediately taken out of reserve status and defend at half strength. Units can remain in reserve status indefinitely, until either attacked or the owning player chooses to release them from reserves.

12.5 Air and Naval Support Units

Each air or naval unit may support one ground battle per Game Turn, and all in-play support units become available for subsequent use during the End of Turn Phase.

Air and naval units have no stacking, combat or step values of their own. They may not be given up to satisfy step losses in ground combat, nor may they be used by themselves to gain or reestablish control of any hex on the map. Air units do not exert ZOC.

12.6 Air Unit Range

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

12.7 Northern Republican Aircraft

The Republican air unit with an “N” in its upper left corner may only be used to support a battle involving Northern Republican units. If all three

Northern Republican capitals — Bilbao, Santander, and Gijon — are controlled by the Nationalist, permanently remove this unit from play immediately.

12.8 Air Support

Both players can assign one or two air units to a given battle. An air unit adds one or two columns to the battle. To assign more than one support to a combat, i.e., an air unit and a headquarters (or two air units), the attacked hex must have at least four steps and nine combat strength points. Any extra air support factors are lost.

1.9 Anti-Aircraft (AA) Artillery Support Units

Units Both sides have some anti-aircraft artillery units. Each AA unit allows defense against enemy air units by subtracting -1/-2 or adding in attack +1/ +2 against ground units. It is not possible to attack with all support classes in a single combat, HQ, air support units and anti-aircraft artillery. Only two classes can be used not three per hex.

13.0 OPERATIONAL MOVEMENT

13.1 In General

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

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

There are two general types of movement allowed in the Operational Movement Segment — “regular movement” and “march movement” (13.9). All march movement must be performed before any regular movement commences in any Movement Segment. There are some special movement provisions as well (see below).

13.2. Limits and General Principles

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

13.3 Regular Movement

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

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

13.4 Stack Movement

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

13.5 Splitting Stacks

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

13.6 Different MFs in a Stack

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

13.7 Evacuation Movement

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

13.8 Procedure

The Republican units must begin their movement phase on a hex adjacent to the French border. The Republican player declares the Evacuation. The unit/units evacuated are placed directly on hex 3324. Those units may not move further during that Game Turn. Evacuation may not be performed if hex 3324 is currently under Nationalist control.

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

13.9 March Movement

At the start of any friendly movement segment, a player's nonmotorized units may move with up to twice their printed movement factors, provided that they start that segment supplied and not adjacent to enemy units.

March movement must be performed before any regular movement. While conducting march movement, units may only enter friendly controlled hexes and may only enter hexes adjacent to enemy units if these hexes are currently occupied by friendly units (and may end their move there, if desired — and must if the hex is in an EZOC).

The unit allowing the marching units to enter the hex adjacent to enemy units may later vacate the hex in the same movement segment.

13.10 Bridged Rivers

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

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

13.11 Limits on March Movement

Units using march movement may not use regular movement during the same segment that they use march movement. Republican units using march movement during the exploitation phase only use their printed movement factors (MFs are halved, then doubled, equaling original value).

Note: March movement may not be used during the July 1936 (Game Turn 1).

14.0 EXPLOITATION MOVEMENT

14.1 In General

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

14.2 Nationalist/Republican Limits

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

All Republican units eligible for exploitation movement may only move up to 1/2 of their movement factors.

Republican units using march movement may only use their printed movement factors during the exploitation movement segment, not double factors.

14.3 Exploitation Combat

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

15.0 COMBAT

15.1 In General

Attacking is always voluntary. Exception: see event chits, section 6.0. An enemy occupied hex may be attacked in one Combat Segment by as many units as can be brought to bear from one, some or all of the surrounding hexes. An attack is against all units in one hex only; all units defend together. A given hex may only be attacked once per Combat Segment.

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

If an Armored unit (including the Armored Train Brigade) attacks a completely open space and does not make it through the river, can add an MTD of +1 column and will suffer the first loss.

15.2 Attack Sequencing

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

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

15.3 Combat Procedure

Players should follow this sequence of steps for each attack:

A) First, the initial combat odds are calculated as follows:

- A-1) The active player declares a target hex and all attacking units;
- A-2) The active player declares any desired offensive HQ support
- A-3) The defending player declares any desired defensive HQ support;
- A-4) Both players simultaneously declare any desired Air support; and
- A-5) Calculate initial combat ratio.

Calculate the probabilities by separately adding all the factors of the attacker and defender combat and support units involved as a single sum, including any rounding. The procedure consists of dividing the attacker's combat factor by that of the defender, to obtain the ratio of forces, always rounding in favor of the defender. Examples:

- Attacker 4 against defender 6 = 1 to 2.
- Attacker 7 against defender 4 = 1 to 1.
- Attacker 3 against defender 7 = 1 to 3.
- Attacker 5 against defender 11 = 1 to 3.

At step A-1, the attacker must have at least 1:3 odds before any support is added, or the attack cannot be declared.

B) Next, apply any and all column shifts due to terrain and/ or support units to get the final odds column for the specified attack. If these final odds are lower than 1:4 or above 7:1, a further drm is applied and the attack will be resolved on the 1:4 or 7:1 column on the CRT, respectively.

C) Tally all die roll modifiers (drms) that apply to the attack, as noted in the rules and on the Combat Results Table (CRT) and the Terrain Effects Chart (TEC). Both players (attacker committing first) may also now play any applicable Event Chit to further modify the forthcoming die roll. Now roll one die (or two dice if a large battle; to determine the results of the combat.

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

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

15.4 Odds Column Limits

The base odds column may be shifted due to terrain and/or other conditions affecting the attack. See the TEC and CRT for column shifts. All column shifts are cumulative. However, odds are limited by the columns, printed on the CRT. Final odds (after applying all shifts) worse than 1:4 is resolved at 1:4. Final odds higher than 8:1 is resolved at 8:1.

Design Note: Soak off attacks on hexes with HQs can be done, provided you can get at least 1:4 odds purely on the combat factors of the units involved, before any adjustment for terrain, air, etc.

15.5 Combat Results

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

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

If the attacked hexagon is clear, rough, river, or town and the difference between the losses of the attacker and the defender is:

- If the difference is zero, it is contact.
- If the difference is one, the defender or attacker moves back one hexagon.
- If the difference is two or more, the loser moves move back two hexagons.

If the attacked hexagon is a mountain, marsh, fortification, capital, or city and the difference between the losses of the attacker and the defender is:

- If it is one, there is contact.
- If it is two or three, then the loser must move back one hexagon.
- If it is four or more, go back two hexagons.

An "0/6" result eliminates all units of that side involved in the battle. If all *defenders* are eliminated by an "0/6" result, each surviving attacking unit gets 4 movement factors for breakthrough movement (15.20) to be used immediately.

15.6 Republican Columns

Until the turn of October 36 (inclusive), when the republican player launches an attack in which only columns or units of the People's Army and columns participate, he must roll a die (whatever the number of attacking columns and/or hexes or from which to attack) after assigning air support and immediately before rolling the die to resolve the combat:

- Result of 1–3: The attack takes place with a madness of -1
- Result of 4–6: No effect

During Game Turns 1 and 2, the Republican player's column attack die roll is modified by a -2 drm.

15.7 Large Battles

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

Results from the two rolls are summed for both sides to determine the final resolution. The result of the melee will be the most favorable to the defender or the intermediate result, that is, for example an AR 2-1 and a DR 1-2 will be a contact result.

15.8 ¡No Pasarán! (They Shall Not Pass!)

Republican units defending Madrid (hex 2712) get a favorable modifier of 2 odds shift to the left.

15.9 Nationalist Ammo Shortages

Starting with Game Turn 1 (July 1936) to Game Turn 5 included, Nationalist troops north of 24xx hex row suffer a -1 drm on attacks (they defend normally). This restriction is lifted for the rest of the game the first time a Secondary Supply Source north of the 24xx

hex row can trace a Line of Supply to the USE of the southern zone (Cadiz, hex 1305) during the End of Turn Phase.

15.10 Fortified Lines and Markers

At the start of the game, all fortified lines are inactive. Each fortified line comprises a series of contiguous hexes as identified in the Republican Fortified Lines Table. Fortified Lines Activations:

Turn 7 activate Iron Belt (3613)

Turn 14 activate X-Y-Z (2117-2418)

Turn 17 activate L1 Line (2920-3321) and L2 Line (2921-3322)

Turn 18 activate L3 Line (2023-3322)

15.11 Neutralizing Inactive Fortifications

During movement, Advance after Combat, or Front Breakthrough an entire inactive fortification line is neutralized if any Nationalist ground unit enters one or more hexes of it before that line's activation Game Turn begins. This happens the moment a Nationalist unit enters any hex associated with that line.

15.12 Destroying Active Fortifications

Active fortified lines are destroyed one hex at a time, but inactive fortified lines are destroyed in their entirety if entered prior to their activation turn.

15.13 Fortified Lines in Combat

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

15.14 Fortified Lines & Nationalist Supply

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

15.15 Colonial Columns in Combat

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

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

15.16 Concentric Attack

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

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

15.17 Attack Factor Units "1" (in white)

Some republican units have printed factors of "1" (in white) and its maximum movement factor is 3. Such units may "ride along" with other attacking units having positive attack factors in order to absorb step losses but They can never attack by themselves.

15.18 Terrain Effects on Combat

It is always the terrain in the defender's hex and along its hex sides that determines those effects; the terrain in the attacker's hex(es) has no bearing. In every attack, only the most favorable hex-based terrain in the defender's hex applies (defender's choice), along with any applicable hex side based terrain effects (cumulative).

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

15.19 Terrain Effects Cumulative

The total movement cost for entering any hex is the sum of all the applicable terrain types involved. For example, an infantry unit crossing a minor river into a mountain hex would pay a total of 3 MF to do so (that is, +1 MF for a non-motorized unit to cross a minor river, and 2 MF to enter a mountain hex). The maximum limit for terrain effects is +3.

15.20 Advance after Combat & Front Breakthrough

If the hex being attacked is emptied of enemy units, then some or all of the attacking units (**Exception:** not HQ units) may occupy that hex. "Front Breakthrough" exists if the following two conditions are met:

- The difference between the losses of the attacker and the defender is two or more
- The combat outcome requires more step losses than the available number of defense steps (in the hex)

The extra step losses become "movement factors" for further, albeit limited, movement after combat.

Any units participating in the attack (Exception: not HQ units) may expend as many movement factors as extra step losses suffered by the defending units as long as the movement does not exceed half of the unit's printed MFs; that is, a unit with a movement allowance of 3 may not expend more than 2 MFs when performing Front Breakthrough or Pursuit, even if more are gained from the combat result.

The first hex entered must be the just attacked/ vacated hex, which is entered for free as an Advance after Combat (i.e., it does not use up any of the gained Front Breakthrough MFs).

Advance after Combat and/or Front Breakthrough is never mandatory, nor is spending all the MFs allowed by the breakthrough result.

Exception: If the combat resulted in a 0/6 result, units using Front Breakthrough may use up to their full Movement Allowance (i.e., all of their movement factors), to a maximum of 4 MFs (15.5).

15.21 Pursuit

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

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

16.0 SPECIAL RULES

16.1 The Alcazar

The “Alcazar” counter in hex 2510 (Toledo) is not a combat unit. It is an information counter only; hence, it does not have a ZOC effect or affect March Movement in any way. It increases or decrease RML by 1.

While the Alcazar resists, during the End of Turn Phase of every Game Turn, the Republican player always rolls 1D6 and consults the table below:

Turn	El Alcazar falls on
1 – 3	1
4	1 – 3
5 +	1 – 5

Note: if no Republican unit is currently in Toledo, add 2 to the die roll.

16.2 Enter the Italians

The first time that Italian units attack Republican units, or in reverse; the Republicans receive one odd shift to their advantage (i.e., to the left if the Italians are attacking, or to the right if the Republicans attack). This odds shift is received once per game.

16.3 The Russians Are Coming

The first time in a game a Republican tank brigade or an air combat unit +2 supports any combat, defensive or offensive, that combat receives an odds shift in the Republican’s favor.

16.4 Infiltration Movement

The units will be able to move directly from EZOC to EZOC if the terrain allows it, if there is a unit of their own side occupying the hex from which the unit leaves, and if the control

zone in which it enters is not controlled by the same enemy unit. It should immediately stop when the first hexagon is entered.

16.5 Return of the Internationals

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

16.6 Republican Pyrenees Supply

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

16.7 The French Border at 3615

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

16.8 Winter

In all Jan-Feb turns of each year, turns 6, 12 and 18 the mountain hexes have a defense bonus of -2 instead of -1.

17.0 LIST OF PROVINCIAL CAPITALS.

17.1 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.

17.2 Nationalist:

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

18.0 LIST OF EVENTS.

1. Balearic Landing. The Republican player must remove from the map up to 3 columns deployed in Aragon and Catalonia and 1 column deployed in Valencia. You can use the

reinforcements that arrive this turn. If there are not enough columns to satisfy these requirements, replace the missing columns with others from any point on the map. The withdrawn units return in the form of reinforcements to Barcelona or Valencia two shifts later.

2. The Death of Durruti. The famous anarchist leader Buenaventura Durruti, commander of the column of the same name, dies in combat. 1 of morale is lost.

3. Mass defection. This event simulates what happened to many Republican columns at the beginning of the war. The national player must play this event at any point during the republican operational movement phase from turns 1 to 5, against any Republican column with attack and defense factors not exceeding 1 that begins or ends its movement adjacent to a nationalist unit. The Republican column goes to the pile of eliminated units.

4. Nationalist RP's. The national side adds an RP that can be used this turn.

5. Offensives on Oviedo. At the end of the Republican operational movement segment, there must be at least three columns or divisions adjacent to Oviedo or national units adjacent to Oviedo. These units must perform the marching movement if necessary and attack against Oviedo or one of the adjacent hexes. They will also be able to move to a hex even if they are out of supplies. If the Republican cannot meet these requirements, or Oviedo is not in National hands, he treats the event as "without effect." The Republican player can also cancel this event by losing 2 morale.

6. To the Alcazar! If Toledo is Republican and the Alcazar still resists, the nationalist side must move towards Toledo at least six steps of units, which are more than two hexes from Toledo during its operational movement. The march movement should be used, if possible, to attack Republican units around Toledo. Of these steps used, three should be from colonial units, if possible. The national player must repeat this event every turn until Toledo is taken or the Alcazar falls. It has no effect if it is stolen on turns 1 or 2. The national side can ignore this event by raising Republican morale by 3 points.

7. Barricades (Town Defense). This event can be used by any Republican column that is defending a town (not a city). At the choice of the national player, a national column suffers a loss of one step. If colonial units exist, it is the colonial units that must suffer the additional loss. It will not take effect if it is stolen on turn 6 or later. If it has already been stolen, it can be used.

8. Victory Convoys. The national player can choose a Colonial column that would enter the game on a later turn and immediately place it on the map as reinforcement. It will not take effect if it is stolen on turn 4 or later.

9. Basque surrenders. If Bilbao is under Republican control, it is treated as a "No event." If it is under national control, all Basque units are removed from the game. Add a Basque

reinforcement unit A or B for every 4 withdrawals, in the same place as the withdrawals. There are no more Basque replacements or reinforcements. The Basque reinforcement units have no limited movement and 1 of morale is lost.

10. Fall of Sta. Maria de La Cabeza. The national enclave of Sta. Maria de la Cabeza (marked on the map) finally falls under Republican hands. The Republican side adds 1 moral. Treat it without effect if hex 1911 (St. Mary of the Head) is under national hands.

11. Guernica. The Condor Legion is bombing Guernica. Roll 1 die, and if the result is 4 to 6, the Republican side gets 1 morale boost. There is no effect if hex 3614 is under national control.

12. Goicoechea. Cancels the effects of the "Bilbao Iron Belt" in combat (hex 3613).

13. Campaign of the Italian submarines. The Republican player loses PR. If it has 0, place the token in the RPs marker. The first PR won by the Republicans is lost.

14. Revolt in Barcelona. Removes the unit with a black asterisk from the game. A division or 3 brigades must head to Barcelona, in addition to an air unit that does not fight. The Republican units in the 6th hex of Barcelona cannot attack. Two morale points are lost. If you steal the token on turn 12 or later, deal with it without effect.

15. Republican attacks on German ships. Roll 1 die: 1-2: +1 morale; 3-4: no effect; 5-6: -1 morale. It is considered void if Event 11 (Guernica) has not been played yet.

16. Republican RP's. The Republican side adds one RP that can be used in the same turn.

17. Sending planes to the north. Republicans get +1/-1 on the die in a battle involving the Northern Republican units. If Gijon, Santander, and Bilbao are national, the event has no effect.

18. Anschluss. Removes an airborne unit of the Condor Legion from the game. The unit returns to the game as reinforcement on the next turn.

19. Withdrawal of the international volunteers. Withdraw all the international brigades. No more Italian RPs are received and you retire an Italian division, historically the one that is eliminated on turn 17.

20. Franco declares neutrality. The national player loses one RP. If it has 0, place this chit on the RP scoreboard, and the first RP won by the nationals is lost. Italian RPS are not worth it.

21. New German planes. The nationals get +1/-1 on the die in battles where the Condor Legion intervenes.

22. New Soviet aircraft. Republicans get +1/-1 on the die in battles where Republican aviation intervenes.

23. President Negrín. Dr. Juan Negrín becomes President of the Republic. +1 for moral.

24. Tactical surprise. Republicans get +2 on the die in a battle as attackers.

25. Casado Coup. withdraws Republican naval units. If Madrid is under Republican control and there are at least 3 republican units in an area 2 hex away or in Madrid, the national side can move up to 2 republican units (they will be revolted) to attack Madrid or the surroundings (2 hex). The fights are resolved at the moment (the operational combat segment is not expected), and support cannot be added. The Republican units cannot attack the National ones in this turn.

26. First Czech Crisis. Remove one unit of the Condor Legion on that turn, and another on the next. Remove six steps of national units from the map; all will return two turns later. All Italian or German land units must be placed in national cities or towns no more than 6 hex from the French border.

27. Massive purchase of Soviet weapons. The Republican player gets 3 RPs for the next turn (not the present one). They can only be used on hexagons that can trace supplies to hexagon 3324 (Jonquera). If it is in national hands, it counts as a "No event."

28. Guerrilla Activity. The national player removes two infantry steps from the map. They return to the next shift.

29. Recognition of the Franco regime. If Barcelona, Valencia, or Madrid are controlled by the national side, the Republicans score -2 morale.

GMT GAMES, LLC

P.O. Box 1308 • Hanford, CA 93232-1308

www.GMTGames.com

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