

For Whom The Bell Tolls Europa X

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An Introduction to Europa

For Whom The Bell Tolls consists of:

- A detailed, operational-level game of the Spanish Civil War of 1936-39.
- A second game on Operation Felix (the planned German attack on Gibraltar) and a hypothetical 1941 German invasion of Spain.
- *Europa* counters and orders of battle for the World War II forces of Spain and Portugal.
- A scenario linking the *Europa* Spain and Portugal material with another *Europa* game, *Torch*, for a hypothetical Allied invasion of Spain in place of the 1942 Torch landings.

For Whom The Bell Tolls is part of the *Europa* series of comprehensive division-level games of World War II in Europe and North Africa. Other games and modules in the series are:

<i>Fire in the East</i>	<i>Europa I</i>
<i>Scorched Earth</i>	<i>Europa II</i>
<i>Balkan Front</i>	<i>Europa III</i>
<i>Narvik</i>	<i>Europa IV</i>
<i>Their Finest Hour</i>	<i>Europa V</i>
<i>Western Desert</i>	<i>Europa VI</i>
<i>First to Fight</i>	<i>Europa VII</i>
<i>The Fall of France</i>	<i>Europa VIII</i>
<i>The Near East</i>	<i>Europa IX</i>
<i>Torch</i>	<i>Europa XI</i>
<i>Second Front</i>	<i>Europa XII</i>
<i>The Urals</i>	<i>Europa XIII</i>
<i>A Winter War</i>	<i>Europa XIV</i>
<i>The Naval War*</i>	<i>Europa XV</i>
<i>Grand Europa*</i>	<i>Europa XVI</i>
<i>Peace in our Time*</i>	<i>Europa XVII</i>

(*in planning or under preparation)

Grand Europa will link the individual *Europa* games and re-create World War II in Europe and North Africa at the division level, using consistent unit strengths and interlocking maps. Each individual *Europa* game deals with a specific campaign or battle in detail. To provide detailed historical accuracy or playability, individual games may use differing unit scales, time scales, or specialized rules.

For Whom The Bell Tolls continues this tradition. The rules are a careful selection of *Europa* rules and specialized rules allowing detailed examination of the events of the campaign. The maps and counters are at standard *Europa* scales.

Game Credits

For Whom The Bell Tolls contains some concepts that appeared originally in *Spain and Portugal*, which was designed in 1984 by John M. Astell.

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We've gone to great lengths to make the rules complete, correct, and clear. We may not always achieve perfection, however. If you have a question on the *play* of the game or any comment about the game, let us know. (Questions on the *design* of the game may be answered only if time and resources permit.) Cite the game and rules number. If possible, frame your questions in a "yes/no" or multiple choice fashion, so that we can answer them quickly. Most importantly, include a self-addressed stamped envelope for return mailing. Send your questions to:

Rules Court; P.O. Box 2431; Opelika, AL 36803

GR/D and the Europa Association

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Rule 1—Introduction

When a group of Spanish generals rose against the Republican government of Spain in July of 1936, it seemed no more than yet another military revolt in a country which had seen dozens in the preceding century. But it was to be much more than that; it became a catastrophic civil war that lasted for three years, killing hundreds of thousands of Spanish citizens and so thoroughly devastating the economy that it would be decades before Spain recovered.

The civil war also presaged the greater European war to come. Three of the great powers of Europe—Germany and Italy on one side, and the Soviet Union on the other—would intervene, sending thousands of men and millions of dollars of equipment to their proteges, and in the process testing many of the weapons and tactics which would figure so prominently in the early years of the Second World War. This civil war is the subject of *For Whom The Bell Tolls*.

For Whom The Bell Tolls is a two player game, with one player representing the military high command of the forces loyal to the Spanish Republic, and the other the military high command of the forces of the Insurgency. The Loyalist player must stamp out the rebellion, eliminating insurgent combat forces and re-exerting governmental control over enough of Spain that the insurgent cause will collapse. The Insurgent player must topple the Republic, eliminating Loyalist combat forces, taking territory, and isolating the Republic from outside help so as to force a Republican surrender. Both sides maneuver their forces and conduct combat in an attempt to achieve these goals.

Rule 2—Game Components

For Whom the Bell Tolls contains the following components:

- This rules booklet—the Spanish Civil War rules.
- Three Orders of Battle (OB) booklets. When playing the Spanish Civil War use the Insurgent and Loyalist Spanish Civil War Orders of Battle booklets. The *Europa* Orders of Battle booklet is used only when playing the various WWII scenarios.
- The World War II Scenarios Rules booklet. This booklet contains the rules needed to play the various WWII scenarios; it is not used in the Spanish Civil War.
- Two *Europa* maps (Maps 23A, a full map sheet, and 33, a half map sheet). The hexes on the maps are numbered, and specific hexes are identified by map and hex number. *Example:* 23A:2410 is hex 2410 on map 23A.
- Five *Europa* Counter Sheet (Sheets 80-84) plus one accessory marker sheet, for a total of 1,680 counters.

- A set of charts for the play of the game. A listing of the various charts appears at the end of this rules booklet.
- Two dice.

Note: Players may photocopy any game components for their personal use.

Rule 3—Basic Game Concepts

A. Units.

The term *units*, when used by itself, refers to ground units only and does not include naval units or air units. The term *forces* refers to ground, naval, and air units collectively.

Units are rated based on their size, type, and capabilities. Typically, a unit has a unit size, a unit type, a combat strength (or separate attack and defense strengths), a movement rating, and a unit identification. The unit identification chart displays the layout of these symbols and ratings, as well as all specialized symbols and ratings used in the game.

Some overall definitions apply to units.

1. Size. Units are divided into two general categories, based on their size:

- **Divisional Unit.** Any unit with the division or divisional grouping symbol, except for headquarters. *Note:* A divisional grouping is a military formation that was effectively the size of a division but wasn't officially called one.
- **Non-Divisional Unit.** Any unit smaller than a divisional unit: brigades, regiments, cadres, battalions, and divisional headquarters.

2. Class. Units are divided into three general classes, based on their types:

- **Non-Motorized.** All unit types listed as non-motorized on the unit identification chart. For example, an infantry unit is non-motorized.
- **Artillery.** All unit types listed as artillery on the unit identification chart. For example, a siege artillery regiment is artillery. Note that for game purposes antiaircraft and antitank units are not artillery.
- **Combat/Motorized.** All unit types listed as combat/motorized on the unit identification chart. For example, a tank unit is combat/motorized. In addition, any unit type that has the motorized symbol (two wheels) used in conjunction with its unit type symbol is combat/motorized. For example, a heavy anti-aircraft battalion that also has the motorized symbol is combat/motorized.

Note: "Combat/motorized" is abbreviated "c/m." "Non-c/m" units are those that are not combat/motorized (all non-motorized class units and all artillery class units that are not combat/motorized).

3. Regimental Equivalents. A regimental equivalent (RE) measures the size of a unit. REs are also used for any marker or other item that needs its size specified. RE sizes are as follows:

- 1/4 RE: Each point of general supply.
- 1/2 RE: Each battalion, point of position AA, or 1-RE capacity transport counter.
- 1 RE: Each brigade, regiment, cadre, divisional headquarters, resource point, or replacement point.
- 3 REs: Each divisional unit or step of attack supply.

Cavalry and c/m units count double their RE size for transport purposes: rail movement (Rule 7A) and naval transport (Rule 31). For example, a tank brigade (1 RE) that moves by rail or sea counts as 2 REs for transport purposes.

4. Heavy Equipment. Some rules make a distinction as to whether or not a unit has heavy equipment. The unit identification chart lists the unit types that have heavy equipment. In addition, all units that have supporting arms (Rule 11) and all armor, artillery, and composite replacement points have heavy equipment.

B. Sides.

1. Terms. The following terms are defined:

- **Affiliation.** All forces in a particular set of unit colors are an affiliation. *Example:* All forces with black on yellow unit colors are of the Nationalist affiliation.
- **Coalition.** Affiliations are grouped into coalitions, with all members of a coalition treated the same for the purposes of various rules. *Example:* All affiliations in the Rebel coalition (Nationalist, Colonial, Falangist, and Requete) trace supply to the same sources.

2. Insurgent. The Insurgent player controls all forces of the Rebel and Interventionist coalitions.

Rebel Coalition refers to all forces with Nationalist, Colonial, Falangist, or Requete affiliations. (Note: "Rebel" refers to those Spanish forces that rose in revolt against the newly elected Popular Front of Republican Spain. "Nationalist" refers to Spanish regular forces which revolted. "Colonial" refers to Spanish colonial forces, all of which revolted. "Falangist" refers to Spanish fascists who supported the insurgency as a means of establishing a Spanish fascist state. "Requetes" refers to Navarese/Carlist militia who supported the insurgency in hopes of restoring the Spanish monarchy.)

Interventionist Coalition refers to all forces with German, Italian, or Mixed affiliations. (Note: "Interventionist" refers to foreign fascist expeditionary forces fighting on the insurgent side: German, the *Kondor Legion*; Italian, the *Corpo di Truppi Volontari* plus elements of the *Aviazione Legionaria* and the *Regina Marina*; and Mixed, formations made up of Insurgent Spaniards, along with Italian officers, equipment, and supplies.)

3. Loyalist. The Loyalist player controls all forces of the Republican, Gobernito, and Radical coalitions.

Republican Coalition refers to all forces with Peo-

ple's Army or International affiliations. (Note: "Republican" refers to all forces under actual or nominal control of the central government.)

Gobernito Coalition refers to all forces with Asturian, Basque, Catalan, or Santandero affiliations. (Note: "Gobernito" refers to the small, semi-autonomous "little governments" of Spain that fought the insurgents.)

Radical Coalition refers to all forces with Anarchist or POUM affiliations. (Note: "Radical" refers to the factions of the political left which—when not fighting other Loyalists—fought the insurgents.)

4. Neutral. Andorra, France (including French Morocco), Gibraltar, Portugal, and the Tangier International Zone are neutral and are controlled by neither player.

C. Game Mechanics.

1. Fractions. Unless stated otherwise, always retain fractions. For example, half of 7 is 3 1/2.

2. Cumulative Effects. Unless stated otherwise, all effects to units' strengths and all modifications to die rolls are cumulative. For example, a unit halved in strength twice is quartered in strength.

3. Die Rolls. All rolls requiring two dice are identified as such in the rules. All other rolls require only one die.

4. Accumulation. Each player receives various abilities on a turn by turn basis. A player may not accumulate these abilities from turn to turn unless specifically allowed by the rules. For example, a player may move 10 REs of units by rail per turn (per Rule 7A) on the Iberian gauge rail net of mainland Spain. The player cannot accumulate this ability from turn to turn. If the player does not move any units by rail in a turn, he cannot move 20 REs in the following turn.

D. Ownership.

A player owns a hex if: 1) his units occupy the hex, 2) his units exert an uncontested zone of control into the hex, or 3) his units were the last to occupy or exert an uncontested zone of control (ZOC) into the hex. (Zones of control are defined in Rule 5. A unit with a ZOC has an uncontested ZOC in a hex if the hex is neither occupied by nor in the ZOC of an enemy unit.)

E. Geography.

The game maps show the international borders and internal regional divisions of Spain as they existed at the start of the Spanish Civil War (July 1936).

1. Terms. The following terms are defined:

- **Spain:** All territory within the Spanish borders. The Balearic and Canary islands are part of Spain. *Mainland Spain* excludes the Balearic and Canary islands.
- **Balearic Islands:** The islands of Formentera, Ibiza, Mallorca, and Menorca.
- **Canary Islands:** The Canary islands off-map

holding box (located on the Insurgent game chart).

- **Spanish Morocco:** All territory within the Spanish Moroccan borders.
- **France:** All territory within the 1936 French borders and the France holding box (located on the Loyalist game chart).
- **Portugal:** All territory within the Portuguese borders. The Azore and Madeira islands are part of Portugal. *Mainland Portugal* excludes the Azore and Madeira islands.

2. Cities. References to *cities* include all cities except point cities. Point cities are for historical interest only and are ignored unless specifically indicated. Other cities include reference cities, dot cities, partial hex cities, and full hex cities. The following terms are used.

- A **multi-hex city** is any combination of adjacent partial and full city hexes. For example, Madrid (circa 23A:2710) is a multi-hex city with one full and one partial city hexes.
- A **major city** is any partial hex, full hex, or multi-hex city.
- A **major city hex** is any hex of a major city.

3. Regions. Spain is divided into named regions. Note that the Balearic Islands, the Canary Islands, and Spanish Morocco are regions.

The concept of regions is used in various rules.

4. Islands. The maps depict several islands, which belong to various countries. Unless indicated otherwise, any island that is connected by narrow straits to a country belongs to that country. For example, the island of Re (33:0923) is part of France. All other islands have the names of their owning countries next to their names.

F. Isolation.

A unit is isolated if the owning player cannot trace an overland supply line of any length from the unit to any full general supply source of the unit's affiliation. A hex or a factory is isolated if the owning player cannot trace an overland supply line of any length from the item to any Rebel or Republican full general supply source, as appropriate. (Insurgent-owned to a Rebel source; Loyalist-owned to a Republican source. Supply lines and sources are covered in Rule 12.) Players determine the isolation status of their units, hexes, and factories twice per player turn: at the start of each initial phase and combat phase. Once judged isolated, an item remains isolated until isolation is checked again.

Example: The Loyalist Player owns a large pocket of territory in Northern Spain, centered around the cities of Gijon, Santander, and Bilbao. The pocket is cut off from the rest of the territory he owns (a common occurrence in many games). Within this pocket are various Asturian, Santandero, Basque, and People's Army units as well as a Loyalist-owned factory at Bilbao. Gijon, Santander, and Bilbao are

full general supply sources for Asturian, Santandero, and Basque affiliation units, respectively (per Rule 12), so units of these affiliations in the pocket are not isolated. There are no Republican full general supply sources within the pocket, however, so all People's Army units here, the Loyalist factory at Bilbao, and all Loyalist-owned hexes in the pocket are isolated.

Rule 4—Sequence of Play

The game is played in a series of game turns, each representing one-half month. Each game turn consists of an Insurgent player turn followed by a Loyalist player turn.

A. Player Turn Sequence.

Each player turn consists of the following phases.

1. Initial Phase. The phasing player receives reinforcements and performs replacement, repair, and other activities. Both players determine the supply and isolation status of their units, hexes, and factories. Both players may fly air missions.

2. Movement Phase. The phasing player moves his naval units, and the other player may move naval units in reaction. The phasing player moves his ground units. Both players may fly air missions.

3. Combat Phase. Both players determine the isolation status of their units, hexes, and factories. Both players may fly air missions. The phasing player resolves attacks made by his units.

4. Exploitation Phase. The phasing player moves his naval units, and the other player may move naval units in reaction. The phasing player moves his c/m units. Both players may fly air missions.

The master sequence of play summary shows the sequence of play in detail.

B. Phasing.

During the Insurgent player turn, the Insurgent player is the phasing player and the Loyalist player is the non-phasing player. During the Loyalist player turn, these roles are reversed.

C. Restrictions.

Unless noted otherwise, activities may not be conducted outside this sequence. The activities mentioned above are explained in the following rules.

Rule 5—Zones of Control

The zone of control (ZOC) of a unit represents the control a unit exerts over surrounding terrain. ZOCs affect many activities in the game, as covered in the appropriate rules.

A unit exerts a ZOC through the six hexsides of the hex the unit occupies into the six surrounding, adjacent hexes. A unit prohibited from entering a specific terrain type or crossing a specific type of hexside does not exert a ZOC into that hex or through that hexside. For example, a unit prohibited from crossing a high mountain hexside does not exert a ZOC

through any high mountain hexside. (Rule 6 covers prohibited terrain in detail.)

There are two types of ZOCs: standard and reduced. Reduced ZOCs are the same as standard ZOCs, except for their effects on the movement of enemy units (Rule 6A).

Every divisional unit has a standard ZOC. Every brigade, regiment, and cadre has a reduced ZOC. *Exception:* Antiaircraft, artillery, and construction brigades and regiments never have ZOCs. Battalions never have ZOCs.

Under certain conditions, units with a standard ZOC may have their ZOCs degraded to a reduced ZOC (see Rule 12E).

A unit with a ZOC (standard or reduced) may temporarily lose its ZOC, depending upon certain activities. For example, a unit which uses administrative movement (Rule 6B) loses its ZOC. When a unit undertakes such an activity, it loses its ZOC as specified in the rule. A unit which loses its ZOC does not have a ZOC for any game purpose until it regains its ZOC.

Rule 6—Movement

All phasing units may move during the movement phase. All phasing c/m units may move during the exploitation phase. The phasing player may move any or all of his units in the appropriate phases, but he is never required to move any unit.

A unit's movement rating is the number of movement points (MPs) the unit may normally spend in a movement or exploitation phase. A unit may move up to the limit of its movement rating, as restricted by weather, terrain, ZOCs, and supply. A unit spends MPs as it moves from hex to hex. For each hex entered, the unit spends a varying amount of MPs, depending upon the type of terrain in the hex being entered. The terrain effects chart lists the movement effects of hexes: c/m and artillery units use one set of costs, other units use a second set of costs, and exceptions are shown in a third set of costs. *Example:* Units entering a mountain hex during clear weather would spend: 6 MPs for an artillery unit, 3 MPs for an infantry unit, and 2 MPs for a mountain unit.

A unit must spend MPs to cross hexsides that have MP costs listed on the terrain effects chart. The MP cost to cross a hexside is in addition to the cost to enter a hex, as shown by the plus sign (+) in front of the cost. For example, it costs a unit 1 MP to cross a river hexside, in addition to the cost of the hex it is entering.

A unit may not enter a prohibited hex or cross a prohibited hexside. Prohibited terrain is listed as such on the terrain effects chart. For example, no unit may cross an all-sea hexside.

In general, a unit may not enter a hex occupied by an enemy unit. Exceptions to this are covered in the

appropriate rules.

A unit may always move a single hex (except into or across prohibited terrain) in a phase in which it may move. To do so, the unit spends all of its MPs and enters an adjacent hex, even if the cost to do so exceeds the number of MPs the unit has available that phase. It may move through enemy ZOCs when using this one-hex movement ability. A unit may not spend MPs for any other purpose (such as breaking a rail line) when using this ability.

Overruns (Rule 13) may occur during movement. Special forms of movement, such as rail movement, are covered in separate rules.

Weather affects movement, per Rule 36 and the terrain effects chart.

A. ZOCs.

When a unit exits a hex that is in an enemy ZOC, it must spend a number of MPs to leave the hex, in addition to the terrain costs of movement. The ZOC costs are given on the ZOC movement costs table. The reduced ZOC costs are used only if all enemy ZOCs affecting the unit's movement are reduced ZOCs. *Examples:* A unit pays the reduced ZOC cost if it leaves a reduced enemy ZOC and enters a hex either not in any enemy ZOC or in another reduced enemy ZOC. It pays the standard ZOC cost if it moves directly from a reduced enemy ZOC to a standard enemy ZOC or vice versa.

B. Administrative Movement.

During the movement phase (only), a unit may use administrative (admin) movement. Admin movement allows a unit to move faster than regular movement, but imposes restrictions on the unit.

A unit may use admin movement in the following types of terrain:

- *Roads:* When moving on a road (per Rule 7B), any type of terrain.
- *Hexes:* When not moving on a road, any type of terrain except mountain or prohibited.
- *Hexsides:* When not moving on a road, any type of terrain except mountain or prohibited.

A unit pays half the regular MP cost of terrain when using admin movement. For example, a unit using admin movement to enter a clear terrain hex in clear weather pays 1/2 MP per hex. A unit using admin movement is restricted:

- It may not spend MPs for any purpose except admin movement, operational rail movement (Rule 7A1), or naval transport (Rule 31). *Example:* A 4-6 infantry division in northern Spain embarks on a naval transport (spending 1 MP), disembarks in Southern Spain (1 MP), and then moves to the Madrid area, first by operational rail movement (2 MPs) and then by admin movement (remaining 2 MPs).
- If it has a ZOC, it loses its ZOC for the entire movement phase.
- It may not start or move adjacent to an enemy

unit during the entire movement phase in which it uses admin movement.

- It may not enter an enemy-owned hex.

Rule 7—Transportation Lines

There are two types of transportation lines: railroads and roads. A unit may use the transportation line movement rate only when moving between hexes directly connected to one another by the line.

A. Railroads.

Units may move by rail on rail lines. There are two types of rail lines: high-volume and low-volume. For rail movement, the only difference between the lines is their effect on rail capacity. *Note:* All adjacent hexes of a multi-hex city are connected by high-volume rail lines.

Units of the phasing player may use rail movement only in the movement phase. A unit moving by rail moves at an accelerated rate, ignoring regular terrain costs. To use rail movement, a unit must be on a rail line.

When using rail movement, a unit is under the following restrictions:

- It may not enter or leave a hex in an enemy ZOC. However, an enemy ZOC in a hex is negated for rail movement purposes (only) if a friendly unit with a defense strength greater than zero occupies the hex throughout the movement phase. This unit must start in the hex and may not leave the hex during the movement phase.
- It may move by rail only in friendly-owned rail hexes.
- If it has a ZOC, it loses its ZOC from the instant it starts to move by rail to the end of its rail movement.

Each dot city and major city hex on a rail line is a *rail marshaling yard*. Rail marshaling yards have an initial rail capacity RE value as follows: dot cities 1 RE, and major city hexes 2 REs. Rail marshaling yards are used for the purposes of rail nets (Rule 7A4) and bombing (20G).

Some rules require two rail marshaling yards or cities to be connected to one another. They are connected if a rail line of any length can be traced between them; this line is traced in the same manner as the rail element of a supply line (per Rule 12).

1. Operational Rail Movement. A unit may use operational rail movement, moving several hexes for each MP spent, as given on the rail movement rates table. The unit may mix both rail movement and regular movement in a movement phase. For example, a unit could move overland to a rail line, move by rail, and then continue moving overland.

2. Strategic Rail Movement. A unit may use strategic rail movement, moving up to 200 hexes by rail. The unit must start and end its movement in the movement phase. During the player turn it uses

strategic rail movement, it may not attack during the combat phase and may not move during the exploitation phase. (*Note:* If you find it helpful, use a marker of your choice to indicate which units have used strategic rail movement in a player turn.)

3. Capacity. For each rail net (see below), each player has a rail capacity, which is the maximum number of REs that he may move by rail in a turn on that net. Cavalry and c/m units count double their RE size against rail capacity. For example, an infantry regiment moving by rail counts as 1 RE, while a cavalry regiment counts as 2 REs.

If a unit uses a low-volume rail line at any time during its rail movement, it counts double its RE size against rail capacity that turn. Note that the size of c/m and cavalry units is doubled twice, once for being c/m or cavalry and once for using a low-volume line.

On each rail net, a unit only counts against rail capacity once per turn, even if it makes separate rail moves during its turn. *Example:* An infantry division moves by rail, then moves overland to another rail line, and then moves by rail again. It uses high-volume lines at all times, and thus counts as 3 REs against the player's rail capacity for that net.

4. Rail Nets. The rail lines on the map are divided into various rail nets, as shown on the initial conditions section of the OBs. The OBs list the following information:

- *Rail Net:* A rail net consists of all rail hexes within the listed territory (as displayed on the map and defined in Rule 3E).
- *Capacity:* This lists the indicated player's capacity on the net, in REs, at the start of the indicated scenario or campaign game. *Note:* Ignore references in the OBs to sections of a rail net isolated from each other unless using Advanced Rule 43C2.

A unit using rail movement on a net counts against the owning player's capacity for that net.

a. Capacity Capture. Capacity on a rail net may be gained and lost through the capture of rail marshaling yards. When the enemy player captures a rail marshaling yard for the first time, the (previously) owning player loses its RE value from his rail net and the capturing player gains half its initial value as capacity for his rail net. If the rail marshaling yard is subsequently recaptured, the enemy player loses the (previously) captured capacity from his rail net, but the other player does not regain it. Further changes of ownership of the rail marshaling yard do not affect capacity.

When a rail marshaling yard is captured, the capacity that the capturing player gains cannot be used that player turn; it may be used in following friendly player turns.

Example: The Insurgent player captures the dot city of Santander (23A:1403), a 1-RE rail marshaling

yard on the Iberian gauge rail net of mainland Spain. The Loyalist player loses 1 RE of capacity from his rail net, while the Insurgent player gains 1/2 RE of capacity for his rail net. If the Loyalist player were subsequently to recapture Santander, the Insurgent player would then lose 1/2 RE of capacity from his net, but the Loyalist player would not gain any capacity.

b. Temporary Capacity Increase. A player may spend resource points to temporarily increase his rail capacity on a rail net. To do so, he must own at least two connected, unisolated rail marshaling yards on the net, with the resource points to be spent at any of these yards.

The player spends resource points as he moves units during his movement phase to increase his capacity on a rail net that player turn (only). He may increase the capacity for a net by up to a maximum of half his current capacity for the net. For each resource point spent, the net's capacity is increased by 10 REs (or fraction thereof) that player turn.

Example: The Loyalist player has a capacity of 14 REs on the Iberian gauge rail net of mainland Spain. He may increase its capacity by up to 7 REs, and he does so, spending 1 resource point.

c. Permanent Capacity Building. A player may spend resource points to permanently build up his rail capacity on a rail net. To do so, he must own at least two connected, unisolated rail marshaling yards on the net, with the resource points to be spent at any of these yards.

The player spends the resource points in his initial phase. For each net, the player may spend up to 6 resource points in his initial phase. For every 3 resource points spent, his capacity on the net is permanently increased by one.

Occasionally, the OB will specify an increase to the rail capacity of the Insurgent-owned Iberian gauge rail net of mainland Spain. This represents capacity built in Portuguese rail marshaling yards and then transferred to Spain. These capacity increases are also permanent.

d. Record Keeping. Keep track of rail capacities and any gains or losses on paper.

3. Rail Breaks. A unit may break a rail line in a hex by spending 2 MPs in the hex. Bombing (Rule 20G) may also break rail lines. A unit may not use rail movement to enter or leave a hex in which the rail line is broken. Breaks may be repaired (Rule 14A), and a rail line may be used in the turn it is repaired.

Use a hit marker to mark a broken rail line in a hex. Use line cut markers to mark a broken stretch of rail line. For example, if the rail line in each hex from (and including) Guadalajara (23A:2708) to (and including) Calatayud (23A:2701) is broken, then place a line cut marker, pointing east, at Guadalajara, and another one, pointing west, at Calatayud.

B. Roads.

A unit moving along a road pays the MP cost for clear terrain for each hex it enters; the actual terrain costs for hexes entered and hexsides crossed are ignored.

Road movement has the same limitations as regular movement. For example, a unit moving along a road must spend additional MPs to enter a hex in an enemy ZOC.

A unit may always use a road. Roads may be used in both the movement and exploitation phases.

In addition to the roads printed on the map, each rail line is also a road. Even when a unit is prohibited from using a railroad in a hex, it may still use the rail line there as a road.

Note: Roads may not be broken.

Rule 8—Stacking

A. Stacking Limit.

Only a limited number of units may stack in a hex.

1. Regular. The maximum regular stacking limit for a hex is:

- Three units of any unit size and unit type, plus
- Three REs of non-divisional units of any unit type, plus
- Two REs of artillery units or one artillery divisional unit.

Examples: Each of the following combinations could stack in a hex: a) Three divisions, three brigades, and two artillery regiments; b) two divisions, three brigades, and three artillery regiments; c) one division, one cadre, three brigades, two battalions and two artillery regiments.

2. Mountain. The maximum stacking limit for a mountain hex is:

- Two units of any unit size and unit type, plus
- Two REs of non-divisional units of any unit type, plus
- One RE of artillery units.

B. Effects.

The stacking limit is in force at the end of each movement, combat, and exploitation phase. A player may not move his units so that they violate the stacking limit in any hex at the end of these phases. If, as a result of combat, a unit must retreat in violation of stacking, it must continue to retreat until the stacking limit is no longer violated. If it cannot do so, it is eliminated instead.

The stacking limit of a hex is also the limit on the number of units that may attack or overrun that hex from an adjacent hex. *Example:* Units in two clear terrain hexes attack enemy units in a mountain hex. Since the hex under attack is a mountain hex, only units up to the mountain stacking limit may attack the hex from each of the two clear hexes, even though more units may be stacked in these hexes.

The stacking limit is not in force in the initial

phase, when reinforcements and replacements enter play. Reinforcements and replacements may enter play in violation of the stacking limit during the initial phase, but only if the stacking limit will not be violated at the end of the following movement phase.

C. Corps Markers.

Players may use corps markers to help with stacking in congested portions of the map. To use a corps marker, place a corps marker in the hex, place the units there in a box on a copy of the *Europa* corps/wing marker display, and write the identification of the marker on the box. All units in the corps marker's box are treated for all game purposes as being in the hex occupied by the marker.

Note: Players should make multiple copies of the corps/wing marker display for their use in the game. The original should be saved, since it will be written on when used.

Rule 9—Combat

During the combat phase, the phasing player's units may attack adjacent enemy units. In this phase, the phasing player is the attacker and the non-phasing player is the defender.

A. Procedure.

An attack consists of one or more phasing units attacking a hex that contains enemy units. In a combat phase, the attacking player may make a series of attacks, one after another, in any order. Attacking is voluntary; units are not required to attack. The attacker does not have to announce all of his attacks before resolving any attack.

For each attack, follow this procedure:

- Total the modified attack strengths of all units attacking an adjacent enemy-occupied hex. Terrain, supply, and support, as explained in later rules, can modify the attack strengths of units. To this total, add the bombing strength of any ground support bombing and naval gunfire support in the hex.
- Total the modified defense strengths of all units in the attacked hex. Terrain, supply, and support can modify the defense strengths of units. To this total, add the bombing strength of any defensive support bombing and naval gunfire support in the hex.
- Calculate the combat odds ratio. Compare the total attack strength to the total defense strength in the form *attacker:defender*. Round this ratio down in favor of the defender to correspond to a combat odds ratio on the ground combat results table. For example, an attack strength of 34 attacking a defense strength of 9 is 34:9, which rounds down to 3:1.
- Determine the combat result. Roll one die, and modify the number rolled by all appropriate

terrain, armor/antitank, and special effects. Cross-index the adjusted die roll with the odds column to get the combat result. The combat result affects the units involved in the combat; implement it immediately.

B. General Restrictions.

The following general restrictions apply to combat:

- No unit may attack or be attacked more than once per combat phase.
- No unit may attack into a prohibited terrain hex or across a prohibited terrain hexside.
- All units defending in a hex must be attacked collectively, with their defense strengths combined. Units in a hex may not be attacked individually.
- Each attack must be against the units occupying a single hex. Two or more enemy-occupied hexes may not be attacked in a single attack. Units in the same hex may attack into different hexes, but even in this case each attacked hex requires a separate attack.
- A unit may not split its attack strength so as to attack more than one hex.
- The stacking limit of the attacked hex limits the number of units that may attack the hex from adjacent hexes (see Rule 8B).
- Any attack at odds higher than 9:1 is resolved at 9:1 odds. Any attack at odds less than 1:4 is an automatic AE (attacker eliminated) result.

C. Combat Results.

Combat results may affect the attacking units, the defending units, both sides, or neither side. When a combat result occurs, the owning players immediately apply it to their affected units.

AE: Attacker Eliminated/DE: Defender Eliminated. Eliminate all affected units: reduce any unit with a cadre to its cadre strength; remove from play all other units. Retreat units reduced to cadre.

AH: Attacker Half Eliminated/DH: Defender Half Eliminated. Eliminate units so that at least half of the total strength (attack strength for the attacker, defense strength for the defender) of the affected units is eliminated. All surviving affected units must retreat.

AR: Attacker Retreats/DR: Defender Retreats. Retreat all affected units.

AS: Attacker Stopped. The attack is inconclusive; neither side takes losses or retreats.

HX: Half Exchange. Eliminate the side with the lower printed combat strength (or the defender if both sides are equal in strength). Retreat units reduced to cadre because of this result. From the other side, eliminate units so that the total strength loss equals at least half the total strength loss of the eliminated side. *Example:* An attack of 15 attacking strength points against 6 defending strength points re-

sults in an HX result. The defender, being the weaker side, eliminates his 6 strength points. The attacker must eliminate at least 3 strength points.

EX: Exchange. Eliminate the side with the lower printed combat strength (or the defender if both sides are equal in strength). Retreat units reduced to cadre because of this result. From the other side, eliminate units so that the total strength loss at least equals the total strength loss of the eliminated side. *Example:* An attack of 15 attacking strength points against 6 defending strength points results in an EX result. The defender, being the weaker side, eliminates his 6 strength points. The attacker must eliminate at least 6 strength points.

D. Losses.

Calculate all combat losses using the printed strengths of the involved units. Terrain, supply, and support may modify strengths for combat resolution, but these factors are not considered for losses. When determining losses, always use the attacker's attack strengths and the defender's defense strengths.

Air units and naval units may aid units in combat (Rules 20G and 33A). However, the bombing strengths of air units and the gunfire strengths of naval units are not included when determining losses. Air units and naval units are never eliminated due to ground combat resolution.

E. Cadres.

Various divisional units can take losses in combat and remain in play at reduced strengths. These units have cadres printed on the backs of their counters. When such a unit is eliminated in combat, it is reduced to its cadre instead of being removed from play. When calculating the total strength loss in a combat, the strength of a divisional unit reduced to cadre is counted fully. *Example:* A 5 strength point division reduced to a 2 strength point cadre is counted as a strength loss of 5, not 3.

F. Movement After Combat.

1. Retreats. When a unit must retreat, the owning player moves it one hex away from the hex it occupied during combat, in accordance with the following priorities:

- 1) to a hex not in any enemy ZOC and not in violation of stacking.
- 2) to a hex not in an enemy ZOC but in violation of stacking.
- 3) to a hex in an enemy ZOC (regardless of stacking). A unit that retreats to a hex in an enemy ZOC is reduced to a cadre if it has a cadre. If it does not have a cadre (or already is a cadre) it is eliminated.

When a unit violates the stacking limit, it must continue to retreat, per the above priorities, until it reaches a hex where it does not violate the stacking

limit. If it cannot do this, it is eliminated.

A unit with no retreat route except into or across prohibited terrain or into enemy-occupied hexes is totally eliminated, even if it has a cadre.

Defending units retreating to a friendly-occupied hex that is subsequently attacked in the same combat phase contribute nothing to the defense of the hex: Their defense (combat) strengths are ignored during the attack and for all exchange purposes, and they are ignored for armor/antitank effects, support, AA, or anything else called into play during the attack. These units do, however, suffer all adverse effects of the subsequent attack.

German c/m units (only) may ignore enemy ZOCs when retreating if they retreat to a friendly-occupied hex. If they retreat to a hex unoccupied by friendly units, they are affected by enemy ZOCs as normal. *Note:* Only German c/m units have this special retreat capability. All other units, including units stacked with German c/m units, do not have this ability.

2. Advances. Attacking units may advance after combat into the attacked hex, up to the stacking limit, if the attack clears the hex of enemy units. Advance after combat is voluntary. The units must advance immediately upon resolution of the attack, before any other attack is resolved.

Defending units may not advance after combat.

G. Zero Strength Units.

A unit with an attack strength of 0 may not attack by itself. It may participate in an attack made by other units, whereupon it is affected by the results of the attack (including advance after combat).

A unit with a defense strength of 0 is automatically eliminated when attacked, unless it is stacked with at least one unit with a defense strength greater than 0.

A unit with a combat strength of 0 is subject to all limitations of this rule.

H. Terrain Effects.

The terrain of the defender's hex and the terrain of the hexides across which an attack is made may affect combat resolution. The combat effects column on the terrain effects chart summarizes these effects. AEC refers to armor capabilities, as explained in Rule 10. In general, terrain may affect combat by halving or quartering some or all of the attacking units or by applying modifications (such as -1) to the die roll used to resolve the attack.

I. Retreat Before Combat.

Militia units may be required to retreat before combat (per Rule 37D). The regular rules of retreat (Rule 9F1 above) are followed for retreat before combat, with the addition that attacking units which retreat before combat may not participate in any subsequent attack during the player turn.

Once allocated to a specific attack, the attacking

forces may not be reallocated to a different attack or withheld from attacking, even if all defending units in the attacked hex retreat before combat. If any defending units remain in the attacked hex, the attack is resolved. If all defending units in a hex retreat before combat (*i.e.*, all were militia units and all were required to retreat), any remaining attacking units may advance into the hex, the same as for advance after combat (Rule 9F2 above).

J. Required Losses.

Certain units with special combat abilities are required to take losses under some circumstances if their special abilities are used. (The special abilities and whether required losses are incurred are covered in later rules.) If such units use their special abilities in a combat that results in losses to their side, at least half of all losses must be taken from these units, if possible.

Example: In an attack against a hex containing a fort, the attacker used combat engineers to modify the attack and obtained an EX. The defender lost 8 strength points; the attacker loses the same amount. Since required losses are incurred when combat engineers are used (per Rule 14A2), half of the losses (4 strength points) must be taken from combat engineer units that participated in the attack.

Rule 10—Armor and Antitank Effects

Various unit types have armor and antitank capabilities as shown on the unit identification chart.

A. Categories.

1. **AECA: Armor Effects Capability in the Attack.** AECA expresses the ability of an attacking unit to use armor effects.

2. **AECD: Armor Effects Capability in the Defense.** AECD expresses the ability of a defending unit to use armor effects.

3. **ATEC: Antitank Effects Capability.** ATEC expresses the ability of a defending unit to use antitank effects when the attacker has armor effects.

B. Values.

Armor and antitank effects are calculated on a proportional basis, using regimental equivalents. To calculate the proportion, a player must know the value of each of his involved REs. A unit may have one of four possible values.

1. **Full.** Each RE of the unit is counted as fully capable. For example, a People's Army tank brigade (1 RE) has 1 RE of AECA.

2. **Half.** Each RE of the unit is counted as one half capable. For example, an Italian light armored regiment (1 RE) is counted as 1/2 RE of AECA; its remaining 1/2 RE is counted as having no AECA.

3. **Neutral.** The REs of the unit are not counted when determining the proportion. For example, the 1 RE of a Nationalist artillery regiment is not counted when determining ATEC.

4. **None.** All REs of the unit are counted in the proportion as having no capability.

C. Proportions.

To calculate the proportion in a category, total the number of REs that have a capability. Divide this number by the number of non-neutral REs involved. Express the resulting proportion as a fraction. For example, if two infantry divisions (6 REs, no AECA), three tank brigades (3 REs, half AECA), and one artillery regiment (1 RE, neutral and hence not counted) are attacking, then three out of a total of 9 REs have AECA, for a fraction of 1/3.

Use the proportion to determine the die roll modification to combat. If the proportion is less than one seventh (1/7), there is no die roll modification. AEC and ATEC die roll modifications are listed below and on the armor/antitank summary.

Weather affects AEC, but not ATEC, per the terrain effects chart. There is no AEC at all in mud weather. AEC is reduced in winter and snow weather.

1. **AECA.** When the AECA proportion of the attacking units is at least 1/7 but less than 1/2, the die roll modification is +1 (0 for reduced AECA). When the AECA proportion is at least 1/2 but less than one, the die roll modification is +2 (+1 for reduced AECA). When the AECA proportion is one, the die roll modification is +3 (+1 for reduced AECA).

2. **AECD.** When the AECD proportion of the defending units is at least 1/7 but less than 1/2, the die roll modification is -1 (0 for reduced AECD). When the AECD proportion is 1/2 or greater, the die roll modification is -2 (-1 for reduced AECD). The defender may not use AECD in a combat if the attacking units have (or are capable of) 1/2 or more AECA. In this situation, the defender must use ATEC, and not AECD.

3. **ATEC.** ATEC is used only when the attacking units have (or are capable of) 1/2 or more AECA. Note that ATEC is used if the attacking units are capable of 1/2 or more AECA, even if the attacking units do not (or cannot) use AECA. When the ATEC proportion is at least 1/7 but less than 1/2, the die roll modification is -1. When the ATEC proportion is at least 1/2 but less than one, the die roll modification is -2. When the ATEC proportion is one, the die roll modification is -4.

Example 1: A tank brigade, two infantry brigades, and three artillery regiments are attacking. The artillery units are AECA neutral and are not counted. Of the three REs for the proportion, one is AECA. The proportion is 1/3, which is over 1/7 but less than 1/2; thus, 1 is added to the die roll.

Example 2: One light armor regiment and one infantry cadre (1 RE) are defending. The light armor unit is 1/2 AECD, giving a total of 1/2 RE of AECD. There are two REs for the proportion, 1/2 RE of which is AEC. The proportion is 1/4; thus, 1 is subtracted from the die roll.

D. Cumulative Effects.

In an attack where the attacker has AECD and the defender has AECD or ATEC, the modifications to the die roll are cumulative. For example, if the attacker is full AECA (+3) and the defender is full ATEC (-4), the net modification is -1.

E. Half Capability.

Any unit listed as half capable in a category may be treated as neutral in that category, at the owning player's option. *Example:* A tank brigade (full AECA) and a mechanized regiment (half AECA) are attacking together. By treating the mechanized unit as neutral, its RE is not counted. The attack has 1 RE of AECA out of total of 1 RE, for an AECA modification of +3. Otherwise, the attack would have 1 1/2 REs of AECA out of 2 REs total, for an AECA modification of +2.

F. Neutral Restriction.

A player may have up to twice the number of neutral REs as he has of full and half capable units. Neutral units in excess of this limit are treated as having no capability instead of being neutral.

Example: One tank brigade, one motorized brigade, and three artillery regiments are attacking. Of the total of five REs, one is AECA and the remaining four are neutral. However, only two (twice one) of these are counted as neutral; the remaining two are counted as having no capability. Thus, there are three REs for the proportion, of which one is AECA. The proportion is 1/3.

Note that for this rule, all REs of half-capable units are counted. For example, 2 REs of neutral units may be used without penalty to armor effects in conjunction with a 1 RE unit having half AECA.

G. Terrain.

The terrain effects chart lists several terrain types as *no AEC*. This means that AECA may not be used by a unit attacking into such a hex or across such a hexside; AECD may not be used by a unit when defending in such a hex. ATEC is unaffected and is used in such a hex if the attackers are capable of one half or more AECA, even though AECA may not be used due to the terrain.

Example: A tank brigade is attacking a heavy anti-aircraft regiment in a dot city. Due to the dot city, the attacking unit may not use AECA. Since the tank brigade is capable of one half or more AECA, the defender uses ATEC. Thus, the die roll is modified by -4, due to the full ATEC capability of the defending unit.

H. Required Losses.

If the attacker used 1/2 or more AECA in an attack, at least half of all losses to the attacker as a result of the attack must be taken from units capable of at least 1/2 AECA. If the defender used 1/2 or more AECD or ATEC defending against an attack, at least half of all losses to the defender as a result of the

attack must be taken from units capable of at least 1/2 AECD or ATEC, respectively.

Rule 11—Support

All units possess an intrinsic combat ability as given by their printed combat strengths. However, certain units are unable to use their strengths fully by themselves, due to a lack of supporting arms. These units are unsupported units.

The following are supported units:

- All divisional units, except those with the unsupported indicator (a circle) in the upper left corners of their counters.
- All artillery units.
- All divisional headquarters.
- All units with the self-supported indicator (a black dot) in the upper left corners of their counters.

All other units are unsupported. An unsupported unit has its combat strength halved as long as it remains unsupported. *Note:* Some divisions have unsupported indicators and thus are themselves unsupported.

A supported unit provides support to all unsupported units in its hex, unless the supported unit has the self-supported indicator. A unit with the self-supported indicator supports itself but no other units. *Note:* 1) Some divisions have unsupported indicators and thus are themselves unsupported.

When defending, a unit providing support to other units must be stacked in the same hex with the units it is supporting. When attacking, a unit providing support must participate in the same attack as the units it is supporting, as well as being stacked in the same hex with them.

Rule 12—Supply

Supply affects the abilities of units in movement and combat. For most game functions, units operate to their full extent if they are in *general supply*; they operate less effectively if they are out of general supply. Furthermore, units must be in *attack supply* in order to attack at full strength.

A. Supply Lines.

The supply conditions of units depend upon the tracing of supply lines. A supply line may not be traced into a hex occupied by an enemy unit, into a hex in an enemy ZOC unless the hex is occupied by a friendly unit, into a prohibited terrain hex, or across a prohibited terrain hexside.

B. Tracing Supply.

Both sides check the general supply status of their units during the initial phase of each player turn. Units out of general supply at this time are out of general supply throughout the entire player turn.

The phasing player checks the attack supply status of his attacking units at the instant of their attack.

Note: The ability of units to trace a line may change over the course of the combat phase, as results of prior combat may block or open supply lines. Phasing units out of attack supply at this time are out of attack supply throughout resolution of the attack.

A unit is in general or attack supply if a supply line can be traced from the unit to a supply source. Supply lines may have up to four elements: overland, road, railroad (using both high and low volume railroads), and naval. The elements must be traced in the following order: overland, road, railroad/naval. A naval element may be traced in any combination with a railroad element.

The supply line summary lists the maximum lengths, in hexes, of the different elements.

1. Overland. The overland element of a supply line may be traced to a road, a railroad, a port, or a supply source. An overland supply line may be traced through both friendly and enemy-owned hexes.

2. Road. The road element of a supply line must be traced to a railroad, port, or a supply source. A road supply line may only be traced along roads through friendly-owned hexes.

3. Railroad. The railroad element of a supply line must be traced to a port or supply source. It may only be traced through friendly-owned hexes, and only along rail lines which may be used for rail movement by that player. It may be traced an unlimited length along high-volume rail hexes, but it may be traced through only a maximum of 7 low-volume rail hexes. Rail breaks do not block the tracing of the rail element.

4. Naval. The naval element of a supply line is traced through sea hexes. It may start at any functioning, friendly-owned major or great port and be traced through any number of hexes to any other functioning, friendly-owned major or great port. (Ports are covered in Rule 30A.) Various naval considerations may affect the tracing of a naval-element supply line. These considerations are defined in the naval rules, and their impact on naval-element supply lines is summarized in 34K.

C. General Supply.

Each side has its own general supply sources, as listed below. A general supply source may be used only by its own side and only if that side owns it.

1. Full General Supply Sources. Any and all units of the appropriate side, coalition, or affiliation (as listed below) may use a full general supply source, without restriction.

a. Insurgent.

- *Rebel Coalition:* Any three connected, Insurgent-owned cities in mainland Spain that are capable of generating Rebel infantry replacement points. (These cities are listed in the replacements section of the Insurgent OB.) A city in Portugal may be used in place of one of these three cities (see Rule 38C2), in which

case the connecting rail line between the Portuguese city and the other cities may be traced through friendly-owned and neutral Portuguese hexes.

- *Interventionist Coalition:* Any major port in the Italian off-map ports holding box.
- *Mixed Coalition:* Any Rebel or Interventionist full general supply source.

b. Loyalist.

- *Republican Coalition:* Any three connected, Loyalist-owned cities in mainland Spain which are capable of generating People's Army infantry replacement points. (These cities are listed in the replacements section of the Loyalist OB.) A city in France may be used in place of one of these three cities if the French border is open (see Rule 38C1), in which case the connecting rail line between the French city and the other cities may be traced through friendly-owned and neutral French hexes.
- *Gobernito Coalition:*
 - Asturian Affiliation:* Gijon (23A:1005) or Oviedo (23A:1007).
 - Basque Affiliation:* Bilbao (23A:1701) or San Sebastian (33:1932).
 - Catalan Affiliation:* Any hex of Barcelona (33:3624 or 3625).
 - Santander Affiliation:* Santander (23A:1403).
- *Radical Coalition:* Any hex of Barcelona (33:3624 or 3625) or Malaga (23A:3822).

2. Limited General Supply Sources. Only a limited number of units of the appropriate side, coalition, or affiliation (as listed below) may use a limited general supply source.

a. Insurgent.

- *Rebel Coalition:* Up to 3 REs per city in the Canary Islands and Spanish Morocco.

b. Loyalist.

- *Republican Coalition:* Up to 3 REs per dot city in Asturias, Santander, and Euzkadi. Up to 6 REs per major city hex in Cataluna.

c. Either Side, Any Coalition or Affiliation.

- *Any Coalition:* Up to 6 REs per standard port. Up to 3 REs per minor port.

To use a minor or standard port as a limited source of general supply, it must be friendly-owned and functioning, and a naval-element supply line must be traced from the port to a full general supply source. For limited supply (only) the naval-element supply line may be traced from a minor or standard port.

3. General Supply Points. A unit may draw general supply from general supply points, instead of using a general supply source. A unit may use friendly general supply points if it can trace an overland supply line to them. Each supply point provides general supply for 1 RE of units. For example, 2 supply points in a hex provides general supply for up to 2 REs of units.

A unit drawing general supply from general supply points is treated as being in general supply for the entire player turn. However, using general supply points does not negate or defer the number of turns a unit has been out of general supply. *Example:* An Insurgent unit has been out of general supply for three turns, and would now be starting its fourth turn out of general supply. However, the unit draws general supply from a step of attack supply (per below); it is in general supply for the current player turn but still has started its fourth turn out of general supply for general supply purposes. If isolated, it would not be checked for elimination, as it is in general supply.

General supply points are generated at general supply sources or from steps of attack supply, as explained below. They are generated in the initial phase, after both players have checked the general supply status of their units. (Note that this means a unit cannot draw on a supply point in the initial phase in which the point was generated.) Use status markers to denote the presence and amount of general supply points in a hex.

Once generated, a general supply point remains in play for three initial phases: the initial phase in which it was generated and the next two initial phases. It is removed at the end of the third initial phase. For example, if an Insurgent general supply point was generated in the initial phase of the Dec I 36 Insurgent player turn, it remains in play throughout initial phase (and player turn) of the Loyalist Dec I 36 player turn and to the end of the initial phase of the Insurgent Dec II 1936 player turn.

If an enemy unit gains ownership of a hex containing friendly general supply points, the supply points there are immediately eliminated.

See section 12H below for common features of general supply points, steps of attack supply, and resource points.

Note: Some rules specify that a supply line must be traced to a general supply source (full or limited). Such a line cannot be traced to a general supply point; it must be traced to a full or limited general supply source.

a. Supply Points from General Supply Sources. During a player's initial phase, his general supply sources may generate supply points. A general supply source (full or limited) generates up to 3 general supply points. From this total, subtract 1 supply point for each RE (or fraction thereof) that used the hex as a limited supply source.

Example: Santander (23A:1403) is a full general supply source for Santandero units and a limited source for Republican units. In a Loyalist initial phase, 1.5 REs of Republican units used Santander as a limited general supply source, so the Loyalist player may generate 1 general supply point there.

Note: A player is not required to generate general

supply points at his general supply sources. In many cases, the player will have no need for these points and will simply waste time in calculating and placing his allotment.

b. Supply Points from Steps of Attack Supply. During any initial phase, a player may convert friendly-owned steps of attack supply into general supply points. Remove the step of attack supply from the map and replace it with 12 general supply points. (A player may not reverse this process; general supply points cannot be used to generate steps of attack supply.)

D. Attack Supply.

1. Steps of Attack Supply. Each friendly-owned step of attack supply is a source of attack supply for up to 6 REs of friendly units. A supply line traced to a step of attack supply used to provide attack supply may only have one element: overland. A step of attack supply used in this manner is removed from play at the end of the combat phase in which it is used to provide attack supply.

2. Ports. Any Insurgent-owned, functioning standard or major port is a source of unlimited attack supply for Interventionist (only) units.

E. Supply Effects.

A unit in general supply operates normally except its attack strength is halved. A phasing unit, regardless of its general supply condition, may attack at full strength only if it is in attack supply.

A unit out of general supply has its abilities restricted, depending upon the number of consecutive turns the unit is out of general supply. A turn out of general supply consists of two player turns. (*Example:* A Loyalist unit is first judged to be out of general supply in the Insurgent initial phase of the Jan I 37 game turn. Its first turn out of general supply consists of the Jan I 37 Loyalist game turn and the Jan II 37 Insurgent game turn.) Use supply status markers to mark the turns units are out of general supply.

On the first turn out of general supply, a unit has its attack strength quartered if (and only if) the unit is isolated. On the first turn out of general supply, a c/m unit (regardless of isolation status) has its movement rating halved. A unit's defense and AA strengths, armor/antitank capabilities, and (for a non c/m unit) movement rating are unaffected.

On the second and subsequent turns out of general supply, a unit (whether isolated or not) has its attack strength quartered, and its defense strength, AA strength, and movement rating halved. A unit with a ZOC has a reduced ZOC, and a unit with a reduced ZOC no longer has any ZOC at all. The unit is no longer capable of armor/antitank effects; it is treated as having no capability for AEC and ATEC calculations.

During each initial phase starting with the fourth turn out of general supply, the unit is checked for

elimination if it is both out of general supply and isolated at that time. (It need not have been isolated in the preceding turns.) For each unit, roll one die and modify the die roll as follows:

+3 if the unit is in a major city hex or an improved fortress.

-1 during frost, winter, or snow weather. (This modifier is not used if the unit is in a major city hex or improved fortress.)

Using the modified die roll, consult the success table:

- *Success* means the unit survives the check and remains in play.
- *Failure* means the unit is eliminated.

F. Steps of Attack Supply.

Steps of attack supply are used to put units in attack supply. A supply counter is used as a marker for steps of attack supply. The owning player may freely merge and split supply counters at any time, as long as the total number of steps of attack supply in each hex does not change. For example, a player could merge two 1-step attack supply counters in the same hex into a single 2-step attack supply counter.

See section 12H below for common features of general supply points, steps of attack supply, and resource points.

G. Resource Points.

Resource points are used for various purposes, such as the construction of forts and airfields and to increase a player's rail capacity. A resource point counter is used as a marker for resource points. The owning player may freely build up or break down his resource point counters at any time, as long as the total number of resource points in each hex does not change. For example, a player may break a 5-point resource point counter down to five 1-point counters.

See section 12H below for common features of general supply points, steps of attack supply, and resource points.

H. Common Features of Supplies and Resources.

General supply points, steps of attack supply, and resource points are termed *supply/resource items* for the purposes of this rule.

A supply/resource item does not count against stacking, does not have combat strengths, and does not have a ZOC. Such an item in a hex is ignored when combat or overrun occur; it is never eliminated or retreated as a result of such actions.

All friendly-owned supply/resource items in a hex captured by the enemy are automatically destroyed.

A supply/resource item may move by rail by itself, moving the same as a rail-only unit. It has no intrinsic overland movement ability. Instead, a supply/resource item may be carried by ground units, moved by supply movement points, or transported by air and/or naval units.

a. Supply Movement Points (SMPs). Each side has a number of SMPs, as specified on the orders of battle. A player's SMP number is the total number of SMPs he may use in a turn for moving SMP loads. Up to 3 REs of supply/resource items may be in an SMP load. An SMP load may drop off supply/resource items at any time during its movement; it may pick up supply/resource items at any time during its movement as long as the 3-RE limit is not violated.

It costs 1 SMP to move an SMP load one hex by road. It costs three times the c/m MP cost to move an SMP load one hex off-road. An SMP load may not be moved into or through an enemy ZOC unless a friendly unit occupies the hex. An SMP load leaving or moving through an enemy ZOC pays additional SMPs: 2 to leave a hex in an enemy ZOC; and 3 to move directly from one hex in an enemy ZOC to another hex in an enemy ZOC.

Example: The Insurgent player has two resource points and four general supply points (one SMP load) in Loja (23A:3820); he has 25 SMPs available. He moves the SMP load by road from Loja to Granada (23A:3919) at a cost of 2 SMPs, and then due east overland to 23A:4018 at a cost of 18 SMPs (for the mountain hex entered). The Insurgent player has spent 20 SMPs and has 5 remaining.

b. Cartage by Ground Units. A ground unit may carry up to twice its RE size (e.g., a division may carry 6 resource points) in supply/resource items. A unit carrying supply/resource items up to its RE size has 1 MP deducted from its movement rating. A unit carrying supply/resource items greater than its RE size has 2 MPs deducted from its movement rating. When a movement rating is to be halved, these MPs are deducted first. Note that a unit can carry a supply/resource items and use admin movement.

When retreating, units may carry supply/resource items up to their maximum limits.

c. Air and Naval Transport. Transport air units may transport supply/resource items, as covered in Rule 20F. Naval units may transport supply/resource items to ports and beaches, as covered in Rule 30.

Rule 13—Overruns

Phasing units may overrun enemy units in the movement and exploitation phases. The phasing player performs an overrun by moving units into a single hex adjacent to the enemy units to be overrun; the overrunning units may not exceed the stacking limit of the hex. All overrunning units must be able to enter the hex being overrun. The overrunning units must have a total attack strength sufficient to achieve at least 10:1 odds against the enemy units. Overrun odds are computed in the same way that combat odds are, taking all terrain, supply, stacking, and support modifications into account.

Units being overrun lose their ZOCs at the instant of overrun. Each overrunning unit must then spend MPs sufficient to enter the hex being overrun, paying all terrain, ZOC, and overrun MP costs. (Note that ZOC costs are not paid due to units in the hex being overrun, but are paid due to enemy units in adjacent hexes.) Each unit participating in an overrun must pay overrun MP costs, as given on the overrun movement costs table. A unit with insufficient MPs to pay the full MP costs for an overrun may not participate in the overrun, even if it has not moved at all in the phase.

Overrunning units may use the road movement rate when executing an overrun if all other considerations for road movement are met.

The units in the hex being overrun are completely eliminated and removed from play (even if they have cadres), and the overrunning units may advance into the hex. This advance is optional, but each overrunning unit must spend the required MPs to enter the hex even if it does not advance. After executing an overrun, the units may continue moving if they have sufficient MPs remaining.

A unit with a defense strength of 0 may be overrun at 12:1 odds by any unit with an attack strength greater than zero.

Rule 14—Special Ground Units

A. Engineers.

1. Construction. Construction engineers and other construction units have a variety of construction abilities, as described below.

A construction unit may build a fort in any hex except prohibited terrain or a hex already containing a fort, improved fort, or fortress. The unit begins building a fort during its initial phase and must be in general supply. (Place a fort under construction marker on the unit to show the construction.) It takes one game turn to build a fort in clear or rough terrain and two game turns in any other terrain. For example, if a fort in a woods hex is begun during the Insurgent initial phase of the Jul 1 37 turn, then it will be completed in the Insurgent initial phase of the Aug 1 37 turn. (When completed, flip the fort marker to its completed side.) If the construction unit leaves the hex at any time before the fort is built, the fort counter is removed from the map.

A construction unit may build an improved fort in any hex already containing a fort. An improved fort is built in the same manner as a fort, except it takes four game turns to build an improved fort in a clear or rough hex and eight game turns in any other terrain. (Place an improved fort under construction marker on the unit to show the construction. When completed, flip the marker to its completed side, and remove the fort marker from the hex.)

A construction unit may build a 3-capacity permanent airfield in any hex except mountain, forest,

prohibited terrain, or a hex already containing a permanent airfield (Rule 17 covers airfields in detail.). The airfield is built in the same manner as a fort, taking one game turn to build in a clear or rough hex and two game turns in any other terrain.

A construction unit may augment (increase) the capacity of an existing permanent airfield by 3. The unit must be in the same hex as the permanent airfield and follow the same procedure as building a permanent airfield. When complete, the permanent airfield has its capacity increased by 3. A permanent airfield may have its capacity augmented several times, as long as the maximum air basing capacity in the hex never exceeds 12. *Example:* A construction unit augments the capacity of a 3-capacity permanent airfield in a hex. When complete, the capacity of the airfield increases to 6. If the hex contained a full hex city (with its own airbase capacity of 6), then total capacity of the hex is 12, and the airfield could not be augmented further.

The owning player must spend one resource point for each fort he builds, for each 3-capacity permanent airfield he builds, and for each time he augments the capacity of a permanent airfield by 3. He must spend two resource points for each improved fort he builds. To begin construction, the player must trace an overland supply line from the construction unit to the resource points being used for construction. The resource points are spent when the unit begins construction. If construction is not completed, for any reason, the resource points are not recovered.

During the movement phase, a construction unit may build a temporary airfield anywhere a permanent airfield may be built, except in a hex already containing a temporary or permanent airfield. The unit must be in general supply, and the airfield costs 6 MPs to build in clear or rough terrain; 12 MPs in any other terrain. Unlike a permanent airfield, a temporary airfield remains on the map only if there is a construction unit in its hex at all times. (The unit need not be the same one that built the airfield.) If there is no construction unit in the hex, the airfield is removed from play. Note that a permanent airfield may be built in a hex containing a temporary airfield. In this case, the temporary airfield is removed from the map when the permanent one is completed.

A construction unit may demolish the capacity of a port. For every 3 MPs the unit spends in the port's hex, one hit of damage is applied to the port.

A construction unit may repair damaged ports, airbases, and rail lines. In all cases, the general procedure is the same: the unit must spend a number of MPs in the hex of the item to be repaired. It costs a construction unit 2 MPs to remove one hit from an airbase, 4 MPs to remove one hit from a port, and 4 MPs to remove a hit from a broken rail line.

a. Weather. Poor weather (mud, frost, winter, and snow) affects construction abilities. All MP construc-

tion costs are doubled. For example, 4 MPs are required to repair a hit on an airbase in poor weather. All construction costs based on turns are doubled. For example, 2 turns are required to build a permanent airfield in clear terrain during poor weather.

Temporary airfields may not be built or repaired during mud weather.

b. Quick Construction. A player may use two construction units in conjunction in order to speed construction. The construction units must be stacked together at the time when their construction abilities are to be used together. In this case, each construction pays half the construction cost. For example, when two construction units are used to repair a rail line, each spends 2 MPs (half of 4) during good weather and 4 MPs (half of 8) in poor weather. When two construction units are used to build an item requiring one turn to build, then each spends one half its movement allowance for the construction. For example, two construction units are used to build a fort in a rough hex during clear weather, then each unit spends 2 1/2 MPs for the construction.

Construction costs cannot be further decreased, even if the player uses three or more construction units in conjunction, two construction units plus civilian labor (see below), or any other combination of construction abilities.

Note: Construction of forts and permanent airfields must always be begun in the initial phase, even if quick construction is used.

c. Civilian Labor. If a Loyalist construction unit can trace a line no more than 4 hexes in length to a Loyalist-owned major city in Spain, then the unit may use the quick construction rule (above) without a second construction unit being present. The 4-hex line is traced the same as an overland supply line.

Only one construction unit may use this ability per major city hex. For example, only one construction unit may use Valencia's civilian labor ability.

2. Combat Engineers. Combat engineers are construction units. Combat engineers also have the following ability.

When at least 1/7 of the REs attacking a major city or any fortification with a combat die roll modifier of -1, -2, or -3 (per the fortification effects chart) are combat engineers, the combat resolution die roll is modified by +1. The REs of attacking artillery units are not counted in this calculation. If this special ability is used, then required losses (see Rule 9J) are incurred for the combat engineers.

B. Artillery.

Artillery units do not defend with their full strength unless the number of non-artillery REs in their hex at least equals the number of artillery REs there. All artillery units in excess of this number defend with a total strength of 1.

Example: The Loyalist player has three 1-2-6 artillery regiments and one 1-6 infantry regiment de-

fending in a hex. Since only one RE of non-artillery units is in the hex, only one artillery regiment may defend using its full defense strength. The other two artillery units defend with a total strength of 1. Thus, the defense strength of the hex is 4.

Artillery units do not attack with their full strength unless the number of non-artillery REs participating in the attack at least equals the number of artillery REs. All artillery units in excess of this number attack with a total strength of 1.

1. Siege Artillery Units. A siege artillery unit has its attack strength doubled when attacking a major city hex or when attacking certain types of fortifications, as listed on the fortification effects chart.

C. Headquarters.

A headquarters unit has only a movement rating; its combat strength is 0. A headquarters unit is 1 RE in size, has heavy equipment, and does not have a ZOC. A headquarters is c/m if its unit type symbol is a c/m one. A headquarters is automatically AEC and ATEC neutral, regardless of the AECA, AECD, and ATEC capabilities of its unit type symbol.

D. Combination Unit Types.

Certain units combine two different unit type symbols and have the abilities of both.

1. Mountain Units. Any unit with the mountain symbol is a mountain unit. Mountain units have movement and combat advantages in certain types of terrain, as summarized on the terrain effects chart. These abilities are in addition to any other abilities of the unit.

2. Motorized Units. Units of other types that have the supplementary motorized symbol are combat/motorized. For such units, any AEC/ATEC capability listed as none (—) for the non-motorized unit becomes neutral when the unit is combat/motorized, and the unit has heavy equipment.

A motorized unit always uses the c/m movement costs, regardless of its unit type. Except for motorized artillery units, a motorized unit also uses the c/m combat effects of terrain.

E. Restricted Movement Units.

1. Rail-Only Units. A unit with a printed movement rating of "R" may not move except by rail movement. In combat, it may attack an adjacent hex per the standard rules; however, it may not advance after combat. A rail-only unit required to retreat may retreat only to a hex it could enter using rail movement. If there is no such hex available, the unit is eliminated instead. Note that if a rail-only unit is in a hex when the rail line there is broken, the unit may not leave the hex until after the line is repaired. If required to retreat from such a hex due to combat, the rail-only unit is eliminated instead.

2. Zero Movement Units. A unit with a movement rating of 0 cannot move from the hex it occupies. It

cannot be transported by air or naval transport. It cannot retreat and is eliminated if required to do so.

F. Transport Counters.

The Insurgent player has transport counters that enhance the movement abilities of his units. These transport counters, in place of the unit size symbol, list the maximum number of REs they may carry. For example, a 1-RE capacity transport counter may carry up to 1 RE of units.

The units to be carried by a transport counter in a phase must start the phase stacked with the counter. The counter and all units being carried are then treated as a single unit during the phase. A transport counter may carry non-motorized and artillery units. A transport counter is combat/motorized itself and may carry units in the movement and exploitation phases.

Transport counters have movement ratings, which are used in place of the movement ratings of the units being carried. The units being carried cannot use their own movement ratings.

A transport counter does not have to carry units and may move independently of any unit. It does not count against the stacking limit. For rail capacity, supply, and naval transport purposes, transport counters have heavy equipment and have the following RE size: A 1 RE-capacity counter is 1/2 RE in size. Note that the counter's size, for all transport purposes, is always in addition to the size of any units it may be carrying.

For combat purposes, a transport counter is a zero-strength unit.

Rule 15—Unit Breakdowns

Various divisional units may break down into component units. These component units may subsequently assemble to form the divisional unit.

A. Procedure.

A phasing divisional unit may break down into its component units at the start of any movement or exploitation phase. There is no MP cost to break down. Remove the unit from the map and place its breakdown components in its hex. The stacking limit may be violated when a unit breaks down, as long as the limit will not be violated at the end of the phase.

A phasing divisional unit may be assembled at the end of any movement or exploitation phase, if its component units are stacked in the same hex at that time. Remove the component units from the map and place the unit in the hex. If a unit is assembled from components at different supply states (Rule 12E), the assembled unit assumes the supply state of the most-out-of-supply component.

Note that phasing divisional units may break down and assemble during the exploitation phase, even if they are not c/m.

B. Game Charts.

Each player's game chart shows which divisional units may break down and lists their component units. The charts detail, by affiliation, unit type, and unit ratings, all allowed breakdowns. Divisional units not listed on this chart may not break down. A player may not break down more units than there are breakdown counters provided in the game.

A divisional unit breaks down into supported components or into a headquarters and unsupported components. For instance, a Loyalist 5-6 infantry division may break down into two 2-6* and one 1-6* infantry brigades, with all three brigades being supported, or into the same units—flipped to their unsupported sides—and an infantry division headquarters.

Each chart has a number of labeled boxes. When a unit is broken down, place its counter in the appropriate box on the game charts.

C. Breakdown Combinations.

1. **General.** Most divisional units do not have specific breakdown counters. Instead, the lettered breakdown counters of the appropriate affiliation and unit type are used. Each specifically lettered set of breakdown counters may be used to break down one divisional unit at a time, and the unit broken down is placed in the corresponding lettered box on the chart.

2. **Specific.** Certain divisional units have specific breakdown counters; these units are identified on the unit breakdown charts. Such a unit may break down using only its specific breakdown counters, and these breakdown counters may not be used to break down any other unit.

D. Non-Divisional Breakdowns and Assemblies.

Certain non-divisional units, such as certain 3-6 or 4-6 artillery brigades may be assembled from other units in play. These units are listed on the OBs and on the unit breakdown charts.

These units may assemble, in the same manner as divisional units, using any two artillery regiments with the combat strengths specified on the game charts. An assembled brigade may break down, in the same manner as a divisional unit, into the two artillery regiments used to assemble the brigade.

Example: The Nationalist "1 RG" 4-6 artillery brigade is assembled using the "61" 2-3-6 artillery regiment and the "43" 1-2-6 artillery regiment (note that any 2-3-6 and 1-2-6 artillery regiments could have been used). The artillery brigade may subsequently break down into the "61" and "43" artillery regiments.

Rule 16—Air Rules Introduction

A. Air Units.

Air units are illustrated on the unit identification chart.

1. Types. There are three basic categories of air units: fighters, bombers, and transports. Each category contains several specific air unit types, as shown on the unit identification chart. For example, the bomber category contains bombers (type B), attack bombers (type A), and dive bombers (type D).

Unless otherwise noted in the rules, rules about "fighter," "bomber," and "transport" pertain to all air unit types within their respective categories. For example, a rule describing the abilities of bombers applies to all bomber types.

2. Prefixes. Air unit types may have a prefix, as listed on the unit identification chart. For example, a type NB is a night bomber: type B (bomber) and prefix N (night). A prefix modifies, but does not change, the category of an air unit. For instance, a night bomber (type NB) is still a bomber. Unless indicated otherwise in the rules, any ability of a category in general or a type in specific includes all prefixes for that type or category. For example, a rule applying to type B air units applies to B and NB.

3. Codes. Air units may have one or more codes, as listed on the unit identification chart. Codes define certain specific or special capabilities of air units. For example, a type B with a code F is a bomber equipped to operate as a floatplane.

B. Concepts.

1. Operational Status. An air unit may be at one of four operational statuses:

- **Operative:** The air unit is capable of flying a mission during the current player turn. An operative air unit is "face up" (ratings side up) at an airbase.
- **Inoperative:** The air unit cannot fly a mission. It has flown a harassment mission in the previous player turn, has already flown a mission during the current player turn, or cannot fly a mission due to airbase capacity limits. An inoperative air unit is placed "face down" (with "Inop." displayed) at an airbase. An inoperative air unit will usually become operative in the next initial phase.
- **Aborted:** The air unit has been aborted (due to damage from such causes as air combat or antiaircraft fire) and cannot become operative again until regrouped or repaired. An aborted air unit is placed off-map in the aborted air units box on the owning player's game chart.
- **Eliminated:** The air unit has been eliminated (due to extensive damage from such causes as air combat or antiaircraft fire) and cannot become operative again until replaced. An eliminated air unit is placed off-map in the eliminated air units box on the owning player's game chart.

Note: Unlike some previous *Europa* games, "inoperative" and "aborted" are separate statuses.

2. Terms. The following general terms are used:

- **Target Hex:** The target hex of an air unit is the hex in which it is to perform its mission. For example, the target hex of a bomber flying the ground support mission is the hex occupied by the enemy units to be bombed.
- **Movement Group:** A movement group consists of one or more air units flying missions to a target hex in an air operation.
- **Escort:** An escort is a fighter flying an escort mission.
- **Interceptor:** An interceptor is a fighter flying an interception mission.
- **Air Operation:** An air operation consists of one player flying one or more missions to a particular target hex, together with all activities that may occur when resolving the air operation: patrol attacks and interception by the enemy player, air combat, antiaircraft fire, mission resolution, and air units returning to base.
- **Mission Force:** A mission force consists of all air units flying missions in a target hex other than those flying escort (the escorts) or interception (the interceptors).

C. Air Activities Phasing.

Unlike most previous *Europa* games, air missions occur "on demand" in individual air operations, and not grouped together in a separate air phase. The air missions rule (Rule 20) lists, by individual mission, which missions are eligible to be flown in air operations that can occur in the various phases of the player turn.

Air operations occur in each player turn, as follows:

1. Initial Phase. The following occurs in the initial phase of each player turn, in this sequence:

- 1) The phasing player performs all air replacement actions: regrouping, reinforcements, withdrawals, and replacements (Rule 25).
- 2) After permanent airfields are built or augmented (Rule 14A), all inoperative air units (of both players) become operative. *Exception:* Air units that flew harassment bombing missions in the previous player turn do not become operative; see Rule 20G2d.
- 3) For each airbase, the owning player checks its current capacity. If the number of air units present at the base exceeds its current capacity, the player immediately makes inoperative sufficient air units so that the base's capacity is not exceeded. For example, if an airbase currently has a capacity of 1, and there are 2 air units there, the owning player makes 1 air unit there inoperative.
- 4) Both players may fly CAP air operations. The non-phasing player may fly harassment bombing air operations. Both players may assign air units to naval patrol air operations.

2. Movement Phase. Players fly any eligible air operations during this phase "on demand:" at any time during the phase they wish.

3. Combat Phase. Before any ground combat is resolved, the following occurs in the combat phase, in this sequence:

- 1) The non-phasing player flies DAS air operations.
- 2) The phasing player flies GS air operations.

Ground combat is resolved after all DAS and GS air operations are initiated. As players resolve ground combat, GS and DAS air units resolve their missions and return to base.

4. Exploitation Phase. Players fly any eligible air operations during this phase "on demand:" at any time during the phase they wish. At the end of this phase (which is the end of the player turn), both players return to base all of their fighters still flying CAP air operations.

D. Air Operation Sequence.

Unless otherwise stated for a particular mission, air operations are resolved as they are initiated, in the following air operation sequence. In general, one player, the initiating player, initiates an air operation and flies one or more missions to a target hex, and the other player, the reacting player, will fly patrol attack and interception missions. The following general restrictions govern air operations:

- One player, the initiating player, announces that he is initiating a specific air operation. The air operation consists of the player flying one or more missions to a particular target hex. Until the initiating player's air units reach the target hex, the player is not required to reveal the target hex to the opposing player.
- The initiating player flies one or more missions to the air operation's target hex and may fly escort missions for his movement groups. The player may not fly missions to any other target hex during this air operation. The particular missions the player may fly in an air operation are restricted by mission type and phase. For example, in the combat phase, the phasing player may fly ground support air operations (only). In a GS air operation, only air units flying the GS bombing mission and fighters flying the escort mission may fly.
- The other player, the reacting player, may fly patrol attack and interception missions against the initiating player's air units. The reacting player may also have eligible fighters already flying combat air patrol missions to patrol attack or intercept the initiating player's air units. The reacting player may not fly any other missions during this air operation.
- After the missions are resolved and air units return to base (see below), the air operation is over. Once the operation is over, a player may

initiate a new air operation. (Note that the same player could initiate a new air operation, and could even select the same target hex as the previous operation.)

- Unless specifically stated otherwise in a rule below, the following conditions apply to air operations: 1) Only one air operation can occur at the same time. 2) Once an air operation is initiated, all other game activities are paused until the air operation is resolved.

An air operation is resolved in the following sequence.

1. Mission Movement Step. The initiating player initiates the air operation and flies all air units that will fly missions in the air operation. In general, these air units will fly to the operation's target hex. (Escorts do not necessarily fly all the way to the target hex, as explained in the escort mission, Rule 20B.) The reacting player may fly patrol attack missions and resolve patrol attacks against the initiating player's air units.

2. Interceptor Movement Step. The reacting player may fly interception missions to the operation's target hex.

3. Air Combat Resolution Step. Players resolve air combat between their air units.

4. AA Fire Step. The reacting player resolves any antiaircraft (AA) fire against the initiating player's air units.

5. Mission Resolution Step. The initiating player resolves transport and bombing missions.

6. Air Unit Return Step. Both players return to base all air units flying missions. Air units returning to base immediately become inoperative (unless stated otherwise in the rules for specific missions).

Rule 17—Airbases

Air units take off from and land at airbases. When not flying a mission, an air unit must be on the ground at a friendly-owned airbase.

A. Capacity.

The capacity of an airbase is the number of air units that may become operative at that airbase in each initial phase (see Rule 16C1). There is no limit to the number of operative air units that may take off from an airbase. There is no limit to the number of air units that may land or be present at an airbase. *Exception:* Air units may not take off from or land at an airbase if its capacity is currently 0.

Airbase capacities are shown on the airbase summary. The total airbase capacity of a hex is the sum of the capacities of all the features in the hex. For instance, the capacity of a hex containing an improved fortress, a reference city, and a 3-capacity permanent airfield is 5.

B. Air Unit Escape.

When an enemy ground unit gains ownership of an

airbase hex, each air unit there (whether operative or inoperative) attempts to escape. Roll a die for each air unit attempting to escape:

- On a roll of 1, 2, or 3, the air unit escapes, flying a transfer mission (see below).
- On a roll of 4, 5, or 6 the air unit does not escape. The air unit is eliminated; place it in the eliminated box on its air chart.

After rolling for all air units at the airbase, the owning player immediately conducts a series of air operations for the escaping air units. Each escaping air unit may have its own air operation, or several may fly in the same operation (if they all have the same target hex). The air operation follows the standard air operation sequence (Rule 16D), with the escaping air units flying transfer missions (Rule 20A).

An operative air unit which escapes becomes inoperative upon landing during the air return step. An inoperative air unit which escapes becomes aborted upon landing during the air return step; place it in the aborted box on its air chart.

If there is no friendly-owned airbase within transfer range, an escaping air unit is automatically eliminated.

C. Airbase Capture.

All enemy airbases (except temporary airfields) may be captured and used. An enemy airbase is captured when a friendly ground unit gains ownership of the hex. A captured airbase immediately becomes a friendly airbase and may be used from the instant of its capture.

A temporary airfield is immediately destroyed when an enemy unit gains ownership of its hex.

D. Airbase Damage.

Airbases may be damaged due to a variety of causes. Use hit markers to show airbase damage. Each hit of damage on an airbase reduces its capacity by 1. No airbase may be damaged beyond its maximum capacity. Damaged airbases may be repaired (Rule 14A).

Ground units may damage the capacity of an airbase by spending MPs to do so in the airbase's hex. For every 2 MPs spent by a ground unit, the airbase takes one hit of damage.

Airbases may also be damaged due to bombing (Rule 20G).

At any time during his player turn, the phasing player may abandon any airfield (permanent or temporary) at zero capacity, removing it from play.

Rule 18—Movement of Air Units

Air units fly to their target hexes using movement points. An air unit's movement rating is the basic number of MPs the air unit has. The air unit's movement rating may be modified, depending on its mission. This modified movement rating is the air unit's *range* for the mission: the maximum number of

MPs the air unit may use when flying to its target hex.

An air unit always spends 1 MP for each hex it enters.

Air units flying missions fly in movement groups. A group can consist of one or more air units. As a group moves to its target hex, other movement groups (which are flying missions to the same target hex) can merge with the group. In any hexes along the path to the target hex, movement groups may join with or split off from the movement group. All air units flying in a movement group move together as a stack. Air units may fly to their target hex in any number of movement groups; it is not required that all air units flying to the same target hex fly in a single group.

Note that air units may have spent differing amounts of MPs when they join a particular movement group. If necessary (although it should rarely be needed), use status markers to keep track of MPs for individual air units in a movement group.

Air units flying missions return to base during the air unit return step of the air mission sequence. Unless stated otherwise, an air unit has the same range (modified movement rating) when returning to base as it did when flying to its target hex. If for any reason there is no friendly-owned airbase within range when an air unit must return to base, the air unit is immediately eliminated.

Rule 19—Patrol Zones

Each operative fighter air unit at an airbase has a patrol zone as follows:

- The patrol zone of a Republican fighter covers every hex within two hexes of the exerting fighter.
- The patrol zone of an Interventionist fighter covers every hex within one half the printed movement rating (rounded down) of the exerting fighter.
- The patrol zone of a Nationalist fighter covers every hex within two hexes of the exerting fighter before the Mar 1 37 turn, and every hex within one half the movement rating (rounded down) of the exerting fighter thereafter.

For example, a fighter with a movement rating of 9 has a patrol zone extending out to 4 hexes if it is an Interventionist fighter, or a Nationalist fighter on or after Mar 1 37; and has a patrol zone extending out to 2 hexes if it is a Republican fighter or a Nationalist fighter prior to Mar 1 37.

Rule 20—Air Missions

Operative air units may fly any of several missions, depending upon their air unit types. The missions are described in detail below. Each mission lists which air unit types may fly the mission, what

their ranges are, when the mission may be flown, and what the effects of the mission are. An air unit may fly only one mission per player turn.

A player announces the mission of each of his air units when it takes off. For a transport or bombing mission, the player simply announces that the mission is transport or bombing; he does not have to announce (or even decide upon) the specific type of bombing or transport mission at this time. He decides (and announces) which specific bombing and transport mission is being flown as he resolves the air operation.

A. Transfer.

Any air units may fly transfer missions during the movement and exploitation phases. An air unit's transfer range is three times its printed movement rating.

An air transfer mission is flown in a series of legs from airbase to airbase, until the final destination is reached.

Each leg has its own target hex and is resolved using the air operation sequence (Rule 16D). The target hex of a leg is a friendly-owned airbase within transfer range. In the air return step of a leg, transferring air units land at the airbase in the target hex, and may immediately fly another leg. The air units continue to fly legs until the final destination is reached, whereupon the air units land there and become inoperative in the air return step.

B. Escort.

Fighters may fly escort missions during any air operation initiated by their owning player. A fighter's escort range is its printed movement rating.

During an air operation, the initiating player may fly escort missions. Escorts (fighters flying this mission) guard friendly air units flying other missions in the operation from patrol attack and interception.

An escort flies to any hex within its escort range. It may fly by itself or by joining a movement group. While flying with a movement group, it guards the group against patrol attacks.

An escort does not have to fly to the target hex of the air operation (and the target hex may be outside its escort range). If it does not fly to the target hex, it immediately returns to base and becomes inoperative when it reaches the limit of its range. If it does fly to the target hex of the operation, it participates in the rest of the air operation sequence, guarding friendly air units there.

C. Interception.

Fighters may fly interception missions during any air operation initiated by the enemy player. A fighter's interception range is one half its printed movement rating (round fractions down).

During an air operation, the reacting player may fly interception missions. Interceptors (fighters flying this mission) fly to the air operation's target hex, to

engage enemy air units in air combat.

D. Patrol Attack.

Fighters may fly patrol attack missions during any enemy air operation. A fighter's patrol attack range is the same as its patrol zone (see Rule 19).

During an air operation, the reacting player may announce that he is making a patrol attack whenever an enemy movement group takes off from or enters any hex in any patrol zone of the reacting player's operative fighters. The movement of the group is temporarily halted until the patrol attack is resolved. The reacting player then flies one or more fighters on patrol attack missions to the hex.

Once all patrol attack fighters have flown to the hex, the players immediately resolve the patrol attack, as explained in Rule 21C.

After the patrol attack is resolved, the reacting player's fighters immediately return to base (within their patrol attack range) and become inoperative. The movement group then resumes its movement. If the group subsequently enters another hex in an operative fighter's patrol zone, the reacting player may make another patrol attack against the group.

E. Combat Air Patrol (CAP).

Fighters may fly combat air patrol missions during any initial, movement, or exploitation phase. A fighter's CAP range is its printed movement rating. The target hex of a CAP mission can be any hex within CAP range of the fighter.

For fighters flying CAP missions, follow the standard air operation sequence (Rule 16D) until the mission resolution step is reached. At this time, the air operation is suspended. The CAP fighter remains in its target hex, and the owning player may assign it to another air operation later in the same player turn. During the mission movement step of a subsequent air operation, the owning player may (but is not required to):

- Switch the CAP fighter to the escort mission (Rule 20B), if the fighter's hex is the target hex of an air operation by the owning player.
Example: During the initial phase of a player turn, the Loyalist player flies a CAP fighter to Sevilla (23A:3224), which is currently owned by the Insurgent player. During the exploitation phase of the same player turn, the Loyalist player initiates a bombing air operation, with Sevilla as the target hex. He may thus switch the fighter in Sevilla's hex from CAP to escort.
- Switch the CAP fighter to the interception mission (Rule 20C), if the fighter's hex is the target hex of an air operation by the enemy player.
- Switch the CAP fighter to the patrol attack mission (Rule 20D), if during an air operation by the enemy player an enemy movement group takes off in or enters the fighter's hex.

Once a CAP fighter switches missions (per above), it participates in the rest of the air operation using the appropriate mission rules. *Exception:* When returning to base, the fighter uses its CAP range.

If a CAP fighter is in the target hex of an air operation, and the owning player does not switch it to escort or interception (per above), then the CAP fighter is ignored for all purposes for the rest of the air operation.

At the end of each player turn, the players return to base all of their fighters still flying CAP missions.

F. Transport.

Transport air units may fly transport missions, during their phasing player's movement and exploitation phases. *Exception:* The air drop transport mission may only be flown during friendly movement phases.

An air unit's transport range is its printed movement rating.

Transports may carry ground units, resource points, steps of attack supply, and general supply points as their cargo. Transports cannot, however, carry any ground unit which has heavy equipment. Each transport has a cargo capacity of 1 RE.

Weather affects transports' cargo capacities. When flying in mud, winter, or snow weather, a transport has its cargo capacity halved.

The cargo to be carried must be present at the transport's airbase when the transport mission is initiated.

Since transport missions can occur in the movement phase, note that the cargo may move to the airbase prior to its air transport in that phase. Once an item of cargo is air transported in a player turn, however, it may not move for the remainder of that player turn.

All air combat, patrol attacks, and antiaircraft fire that affects a transport also affect its cargo. If a transport is eliminated, its cargo also is eliminated. If a transport is aborted or turned back, its cargo returns to base with the transport.

Two or more transports may combine to carry an item of cargo. When doing so, a result to any one of the transports also affects the cargo. Always use the most severe result to the transports as the effect upon the cargo. For example, if one transport is turned back and the other eliminated, then the cargo is eliminated.

There are two types of transport missions.

1. Regular Transport. The target hex of a regular transport mission can be any friendly-owned airbase within transport range. The mission is resolved per the standard air operation sequence. The transport lands its cargo at the target hex during the mission resolution step. It returns to base in the air return step, and cannot carry cargo at this time.

Alternately, a transport may fly a one-way regular transport mission, with a range twice its printed

movement rating. In this case, the target hex of the mission can be any friendly-owned airbase within the one-way transport range. During the mission resolution step, the transport ends its mission at the airbase, landing there with its cargo. It cannot fly during the air return step.

2. Air Drop. Transports may air drop general supply points. *Note:* Resource points and steps of attack supply cannot be air dropped.

The target hex of an air drop involving general supply points may be any hex within transport range except all-sea or all-lake hexes.

A transport air drops its cargo during the mission resolution step of the air operations sequence.

G. Bombing.

Any air unit with a bombing strength greater than 0 may fly bombing missions. Air units may fly bombing missions as follows:

- During their phasing player's movement and exploitation phases: any bombing mission except ground support (GS), defensive air support (DAS), or harassment.
- During their phasing player's combat phase: GS bombing missions.
- During the enemy player's initial phase: harassment bombing missions.
- During the enemy player's combat phase: DAS bombing missions.

Unless stated otherwise, an air unit's bombing range is its printed movement rating.

The target hex of a bombing mission is any hex within bombing range that contains a bombing target. Bombing targets vary by bombing mission, as explained below.

Air units bombing a target in a hex may bomb it individually, or some (up to all) may combine their bombing strengths to make a single bombing attack. Exceptions to this general case are given in the specific bombing missions.

Unless otherwise stated below, bombing missions are resolved during the mission resolution step, after air combat and antiaircraft fire in the hex is resolved. Immediately before resolving each bombing attack, the phasing player announces the specific bombing mission, specifying the target and bombing air unit (or air units). Note that a player announces bombing attacks in a hex one at a time as they are resolved, and is not required to announce all his attacks before resolving any.

Several bombing missions require the use of the bombing table to resolve bombing attacks. For each such attack, use the bombing strength column that most closely matches (without exceeding) the bombing strength of the attacking air units. (If the bombing strength is less than 1, the attack automatically misses.) For example, a bombing attack with a strength of 8 points would use the 5 column. Roll one die and modify the number rolled with the appropri-

ate modifiers on the bombing table. Cross-index the bombing strength column with the modified die roll to obtain a result. There are two possible results: M (miss) and H (hit). A miss has no effect on the target. A hit affects the target, as described in each bombing mission.

Weather (Rule 36), terrain, and bombing mission type may affect bombing strengths. In mud, winter, and snow weather, air units bombing land targets have their bombing strengths (tactical and strategic) halved. In rough and stormy sea conditions, air units bombing naval targets have their bombing strengths (tactical and strategic) halved.

1. Strategic Bombing. The following missions may be flown by air units with strategic bombing strengths greater than 0.

a. Rail Marshaling Yards. The target of this mission is an enemy-owned, functioning rail marshaling yard (rail marshaling yards are defined in Rule 7A). A yard is functioning if a rail-element supply line can be traced from the yard to a general supply source of the owning player at the time the mission is flown.

Consult the bombing table for each bombing attack made against the target. Each hit reduces by 1 the rail capacity of the enemy rail net containing the yard, for the enemy player's next player turn. Also, a hit on a yard breaks the rail line in the hex, if it is not already broken.

The rail-capacity decrease is only for the enemy player's next player turn; it is not permanent. The rail break, however, is permanent until repaired (Rule 14A).

Only a limited number of hits are allowed per yard in a player turn: 1 per dot city and 2 per major-city hex. Hits in excess of a yard's limit have no effect.

b. Ports. The target of this mission is any enemy-owned port. Consult the bombing table for each bombing attack made against the target. Each hit damages the port. Mark each hit achieved on the port with a hit marker. (Ports are covered in detail in Rule 30A.)

c. Terror Bombing. Insurgent air units (only) may fly this mission. The target of this mission is any Loyalist-owned major city hex. Consult the bombing table for each terror bombing attack. Each hit yields the Insurgent player victory points as listed on the victory point chart.

d. Factories. The target of this mission is any enemy-owned factory. Consult the bombing table for each factory bombing attack. Each hit damages the factory. Mark each hit achieved on the factory with a hit marker. (Factories are covered in detail in Rule 37B.)

2. Tactical Bombing. The following missions may be flown by air units with tactical bombing strengths greater than 0.

a. Airbases. The target of this mission is any

enemy-owned airbase. A fighter's tactical bombing strength is increased by 1 (prior to any other modifications) when flying this mission. For example, a fighter with a tactical bombing strength of 0 would have a strength of 1 when flying this mission.

Consult the bombing table for each bombing attack made against the target. Each hit hits both the airbase and any one air unit (bombing player's choice) on the ground there.

A hit on the airbase decreases the capacity of the airbase by 1. When the capacity of an airbase is reduced to 0, all further hits against the airbase (but not air units at that airbase) are ignored. Mark each hit achieved on the airbase with a hit marker.

A hit on an air unit aborts it; place it in the aborted box on its air chart.

b. Ground Support (GS). Air units may fly GS bombing missions to aid attacks made by friendly ground units. The target of this mission is the hex containing the enemy units the player intends to attack.

The phasing player initiates and flies GS air operations in his combat phase, after the enemy player flies DAS missions and before any ground combat is resolved. Each GS operation follows the standard air sequence, until the mission resolution step is reached. At this point, the mission is suspended until the players resolve the ground combat in the hex.

When the players are to resolve ground combat in a hex containing a GS operation, the remainder of the air operation occurs in conjunction with the ground combat, in this sequence:

- 1) When ready to resolve the combat, the attacking player declares the attack, indicating the attacking units.
- 2) The GS mission resolution step occurs. Total the bombing strength delivered to the target hex by effective GS bombing (see below). GS bombing strengths may be modified due to terrain or fortifications, as shown on the terrain effects chart and the fortifications effects chart. (If there is a DAS air operation in the hex, the DAS mission resolution step also occurs at this time.)
- 3) Resolve the ground combat, adding the modified GS bombing strength to the total attack strength in the combat. Implement the combat result.
- 4) The air return step occurs. All air units involved in the GS operation return to base. (If there is a DAS air operation also in the hex, the DAS air return step occurs first.)

Only a limited number of air units may effectively provide GS bombing in a combat. For each RE of attacking units, excluding artillery, one air unit (owning player's choice) may provide GS bombing. For example, if 5 REs, including 2 REs of artillery, are attacking a hex, up to 3 GS air units are effective in

the attack. GS air units in excess of this limit have no effect; ignore their bombing strengths.

It is possible that a player will fly a GS operation to a hex during his combat phase, intending to attack the units there, and then subsequently decide not to make the attack. In this case, the GS air units do not bomb, and the air units in the GS operation return to base at the end of the combat phase.

c. Defensive Air Support (DAS). Air units may fly DAS missions to aid friendly units that may be attacked. The standard bombing range is used for the flying air units, except for types B and T. The DAS bombing range of a type B or T air unit is one half its printed movement rating (round fractions down).

The target hex of the mission is any hex containing friendly ground units which the enemy player might attack in the combat phase. (Note that when the player flies DAS, he will not know which, if any, of his units the enemy player will attack.)

The non-phasing player initiates and flies DAS air operations in the phasing player's combat phase, before the phasing player flies GS missions and before any ground combat is resolved. Each DAS operation follows the standard air sequence, until the mission resolution step is reached. At this point, the mission is suspended until the players are to resolve the ground combat in the hex.

When the players are to resolve ground combat in a hex containing a DAS operation, the remainder of the air operation occurs in conjunction with the ground combat, in this sequence:

- 1) When ready to resolve the combat, the attacking player declares the attack, indicating the attacking units.
- 2) The DAS mission resolution step occurs. Total the bombing strength delivered to the target hex by effective DAS bombing (see below). The tactical bombing strengths of all air units flying DAS are halved. Unlike GS, however, terrain and fortifications do not further modify DAS bombing strengths. (If there is a GS air operation in the hex, the GS mission resolution step also occurs at this time.)
- 3) Resolve the ground combat, adding the modified DAS bombing strength to the total defense strength in the combat. Implement the combat result.
- 4) The air return step occurs. All air units involved in the DAS operation return to base. (If there is a GS air operation also in the hex, the DAS air return step occurs first.)

As with GS bombing, only a limited number of air units may effectively provide DAS bombing in a combat. For each RE of defending units, excluding artillery, one air unit (owning player's choice) may provide DAS bombing. For example, if 5 1/2 REs, including 2 REs of artillery, are defending in a hex, up to 3 DAS air units are effective in the attack. DAS

air units in excess of this limit have no effect; ignore their bombing strengths.

It is possible that the non-phasing player will fly a DAS operation to a hex which the phasing player does not attack. In this case, the DAS air units do not bomb, and the air units in the DAS operation return to base at the end of the combat phase.

d. Harassment. The target hex of a harassment bombing mission is any land hex. A player flies harassment missions during the enemy player's initial phase.

During the mission resolution step, determine the effects of the mission by totaling the number of bombing points delivered in the hex for harassment. Effects are:

- Less than 2 bombing points: No effect.
- At least 2, but less than 4: Place a level-1 harassment hit marker in the hex; the hex has one harassment hit.
- 4 or more bombing points: Place a level-2 harassment hit marker in the hex; the hex has two harassment hits.

A player marks the harassment hits his air units achieve as they achieve them. The harassment hits last until the start of the player's next initial phase; the markers are removed from the map at this time. A hex can have a maximum of 2 harassment hits; ignore any hits in excess of 2.

Harassment hits affect the movement of enemy ground units during the enemy player's movement and exploitation phases:

- Each unit using regular, admin, or operational rail movement to leave a hex with harassment hits must spend 1 MP for each harassment hit in the hex.
- Each enemy ground unit that starts a phase in hex with harassment hits and does not move from that hex also must spend 1 MP for each harassment hit in the hex. (Note that this can affect actions various units can take, such as spending MPs to break a rail line in the hex.)
- Each enemy ground unit using strategic rail movement to leave a hex with harassment hits loses 20 hexes of its rail movement ability for each harassment hit in the hex.
- Each enemy "R" movement unit using operational rail movement to leave a hex with harassment hits loses 7 hexes of its rail movement allowance.

An air unit which flies a harassment mission during a player turn does not become operative at the start of the next player turn (and thus cannot fly a mission in that player turn). Place a marker of your choice on such an air unit when it returns to base at the end of its harassment air operation. During the next player turn when air units become operative, remove the marker from the air unit but do not flip the air unit to its operative side.

e. Rail Lines. The target of this mission is any enemy-owned rail line hex. Consult the bombing table for each bombing attack on the target. A hit breaks the line in the target hex. Once a rail line in a hex is broken, any further rail line hits in the hex are ignored.

f. Ports. The target of this mission is any enemy-owned port. Consult the bombing table for each bombing attack made against the target. Each hit damages the port. Mark each hit achieved on the port with a hit marker. (Ports are covered in detail in Rule 30A.)

g. Naval Units in Port. The target hex of this mission is any hex containing enemy naval units in port (but not naval units at sea). The actual bombing targets are the enemy naval units in port in the hex (any naval units at sea in the same hex are ignored).

During the mission resolution step, each bombing air unit makes a number of 1-point bombing attacks equal to its bombing strength (round fractions down). For example, if a bombing air unit has a bombing strength of 2, it may make two bombing attacks.

For each bombing attack, consult the bombing table, using the "1" bombing strength column. Each hit does one hit of damage to a naval unit in port in the hex.

For each air operation, resolve all bombing attacks of air units flying this mission before applying any hits achieved. (Keep track of the total number of hits achieved.) Apply the hits after all air units on this mission have finished bombing. Since several naval concepts are used when applying hits, the method of applying hits and the effects of the hits are described in the naval rules (see Rule 27A3).

h. Naval Patrol. The target of this mission is any hex containing enemy naval units at sea (but not naval units in port).

In each initial phase, both players may assign air units to naval patrol missions. Air units are assigned this mission at this time, but do not actually fly the mission until later, if at all. Once assigned, they may not fly any other mission in the player turn, even if they do not fly the naval patrol mission. Indicate air units assigned to this mission in an agreed-upon manner, such as marking them with a hit marker.

An air unit assigned to this mission has a naval patrol zone, which covers every all-sea and partial-sea hex within the air unit's bombing range. For example, a Vild (movement rating of 9) assigned to this mission has a naval patrol zone extending out to 9 hexes.

When an enemy naval group (naval groups are covered in Rule 27B2) begins a movement step in, or enters, any hex within an air unit's naval patrol zone, the owning player may announce an air operation against the enemy naval group. The movement of the naval group is temporarily suspended while the air operation is resolved.

The air operation consists of one or more air units, all taking off from the same airbase, flying the naval patrol mission in a single movement group to the naval group (the target hex). Operative fighters from the same airbase may fly escort missions in the operation. Friendly air units at other airbases cannot participate in this operation.

Upon reaching the target hex during the mission movement step, the movement group attempts to contact the enemy naval group. Consult the success table for the contact attempt; roll one die, modify the roll as appropriate, and find the result.

Only one attack force from any given airbase may attempt contact per hex. *Note:* Attack forces from different airbases may attempt contact in the same hex. One die is rolled for each attack force and the success table is consulted. Results are:

- *Failure:* The movement group fails to contact the enemy naval group. The air operation immediately proceeds to the air return step, with air units returning to base and becoming inoperative.
- *Success:* The movement group contacts the enemy naval group. The air operation sequence continues as normal.

During the mission resolution step, air units on this mission bomb the naval units in the enemy naval group. Bombing is resolved the same as for bombing naval units in port (Rule 20G2g above).

At the end of a naval patrol operation, the player may immediately initiate another naval patrol operation against the same enemy naval group in the same hex, if he has any naval patrol air units capable of doing so. Once the player stops initiating these naval patrol operations, the enemy naval group resumes its movement.

i. Coast Defenses. The target hex of this mission is any hex containing enemy coast defenses. The tactical bombing strength of an air unit flying this mission is halved. Consult the bombing table for each coast defenses bombing attack. For every two bombing hits against the coast defenses in the hex mark the coast defenses with a hit marker. (See Rule 33B for coast defenses and the effects of hits on them.)

Rule 21—Air Combat

Air combat occurs when fighters fly interception missions to hexes containing enemy air units flying missions. (Patrol attacks, which are similar to air combat, are described at the end of this rule.)

In each air operation, air combat in the target hex is resolved during the air combat resolution step. There are two stages to air combat: preparation and resolution.

A. Preparation.

Follow these steps to prepare for air combat:

1. Mission Force and Screen Preparation. The initiating player separates his air units into two group-

ings: the escort screen and the mission force. All escorts are placed in the screen. Fighters flying bombing missions may jettison their bombs at this point but remain as part of the mission force.

2. Interceptor Preparation. The reacting player then separates his air units into two groupings: those that will attack the screen (the engaging group) and those that will try to bypass the screen to attack the mission force (the bypassing group). The player divides his interceptors between these two groups as he wishes.

B. Resolution.

In air combat, opposing air units fire upon one another. An air unit with a printed air attack strength of 0, however, may never fire in air combat.

1. Sequence. Follow these steps to resolve air combat.

a. Screen Allocation Step. Interceptors allocated to attack the escort screen engage the screen in air combat. (Ignore all other air units in the hex during this step.) The intercepting player randomly selects one escort in the screen and randomly allocates one interceptor against it. ("Randomly selects" and "randomly allocates" do indeed mean the player chooses at random, such as putting the air units in a cup and drawing them out without looking.) Repeat this procedure, allocating an interceptor against each escort, to the extent possible.

If one side has more air units than the other, the owning player allocates these extra air units against enemy air units, distributing them as evenly as possible. (For example, no enemy air unit can have three air units allocated against it until each enemy air unit has two air units allocated against it.) To allocate extra air units, the owning player chooses (not at random) one enemy air unit and then randomly selects one of his extra air units, allocating it against the enemy air unit. Repeat this procedure until all extra air units are allocated.

If there are more escorts than interceptors, the owning player need not allocate them against the interceptors attacking the screen. Instead, he may have these unengaged escorts attack the bypassing group of interceptors (step c below).

b. Firing Step. Resolve air combat between the allocated air units.

When one air unit is allocated against one air unit, each air unit fires once upon the other air unit. Implement the combat results after both air units have fired.

When several air units engage a single air unit, the engagement is conducted in a series of firing rounds. Randomly select the order in which the several air units, one per round, engage the single air unit. Resolve each round in order; the two air units in the round fire upon one another. Implement the combat results after both air units have fired. The owner of the several air units may voluntarily end an en-

gagement at the end of any firing round. The engagement automatically ends when:

- The first combat result (return, abort, or elimination) is achieved against the single air unit, even if all the several air units have not fired.
- All of the several air units have engaged the single air unit.

Example: Three interceptors engage one escort. The first interceptor fires on the escort, for a result of no effect; the escort returns fire against the first interceptor and achieves an eliminated result against it. The owner of the interceptors elects to continue the engagement. The second interceptor fires on the escort and achieves an abort result against it; the escort returns fire but to no effect. The engagement automatically ends at this point, before the third interceptor fires. In the engagement, one interceptor was eliminated, and the escort was aborted.

When this firing step is completed, all air units involved in air combat during this step have finished air combat and are ignored for the rest of the air combat resolution in the hex.

c. Bypass Allocation Step. Resolve air combat between the unengaged escorts and the interceptors attempting to bypass the screen. The owning player randomly allocates his escorts against the interceptors as in step a.

d. Firing Step. Resolve air combat as in step b, except the interceptors may not fire. Interceptors that survive this step attack the mission force. *Example:* Three interceptors attempt to bypass the screen, and there are two unengaged escorts. The owning player randomly allocates his escorts against the interceptors. Each escort attacks, one turning back an interceptor and the other achieving no effect. The interceptors may not attack the escorts. One interceptor is turned back and two get through.

e. Mission Force Allocation Step. Interceptors successfully bypassing the escort screen attack the mission force. The owning player randomly allocates his interceptors against air units in the mission force as in step a. Mission force air units not attacked by interceptors are ignored; they neither attack nor are attacked.

f. Firing Step. Resolve air combat as in step b. *Exception:* When several interceptors are allocated against one air unit of the mission force, follow the procedure in step b. However, the air unit of the mission force may only fire once during the engagement; if the air unit has not fired at the start of a round, the owning player decides whether or not it will fire in the round.

2. Differentials. When an air unit fires on an opposing air unit, calculate the attack differential by subtracting the air defense strength of the air unit being fired upon from the air attack strength of the firing unit. *Example:* In an exchange of fire between a CR.32 (2F2) and an I-15/t22 (2F1), the CR.32 would

have an attack differential of +1 (CR.32's 2 attack strength minus I-15/t22's 1 defense strength), and the I-15/t22 would have an attack differential of 0.

The attack differential determines the column used on the air combat results table. For each attack, roll two dice and modify the roll as indicated on the table. Cross-index the modified roll with the correct column to obtain the air combat result.

3. Combat Results. Air combat results are:

-: No Effect. The fire had no effect.

R: Turn Back. A turned back air unit immediately returns to base and becomes inoperative.

A: Abort. An aborted air unit immediately returns to base and then becomes aborted; remove the air unit from play and place it in the aborted box on its air chart.

K: Eliminated. An eliminated air unit is immediately removed from play. Place it in the eliminated box on its air chart.

Air units returning to base due to combat results follow the same procedure as returning to base in the air return step.

Air Combat Example: An Insurgent force of one CR.32bis fighter (3F2) and one Me 109E fighter (7F5) intercept a Loyalist force of one SB-2 attack bomber (2A2) and one Po.540 bomber (1B2) escorted by one I-15/t25 fighter (2F2), one I-152 fighter (3F2), and one I-16/t10 fighter (4F3).

Step a: The Insurgent player allocates the CR.32bis fighter against one of the Loyalist fighters; it is randomly allocated against the I-15/t25. The Me 109E tries to bypass the screen. The Loyalist player elects to send both remaining escorts against the bypassing Me 109E.

Step b: The I-15/t25 and CR.32bis exchange fire. The I-15/t25 fires with a differential of 0; a 9 is rolled, for no effect. The CR.32bis fires at +1; a 5 is rolled, aborting the I-15/t25.

Step c: The Loyalist player randomly selects the order in which his unengaged escorts will engage the bypassing Me 109E. It turns out that the I-152 is first, followed by the I-16/t10.

Step d: In the first round, the I-152 attacks the Me 109E. The differential is -2; a 7 is rolled, for a no effect. (The Me 109E may not fire.) Since there was no result from the first round, the I-16/t10 fires, in the second round. The differential is a -1; an 8 is rolled, for no effect. (As before, the Me 109E may not fire.)

Step e: The Insurgent player allocates the successfully bypassing Me 109E against one of Loyalist bombers in the mission force; it is randomly allocated against the Po.540. The SB-2 is ignored.

Step f: The Me 109E fires at +5, a 5 is rolled and modified to 4 (due to type F attacking type B), eliminating the Po.540. The Po.540 fires at -4; a 7 is rolled and modified to an 8 (due to a type B attacking type F), for a no effect result.

C. Patrol Attacks.

Fighters fly patrol attack missions, as covered in Rule 20D. Patrolling fighters make patrol attacks against the initiating player's air units, in a procedure similar to air combat. Unlike air combat, however, the initiating player's air units do not attack the patrolling fighters.

When resolving patrol attacks made by the patrolling fighters in a hex, the initiating player prepares for the patrol attack as for air combat (Rule 21A above), forming the escort screen and mission force. The reacting player, however, does not form an engaging or bypassing group. Instead, the reacting player allocates his patrolling fighters as follows:

- 1) Randomly select one fighter from the screen, and then randomly allocate one patrolling fighter against it. Repeat this step, until each fighter in the screen has a patrolling fighter allocated against it, or until either player runs out of air units to allocate.
- 2) If the reacting player has any unallocated fighters remaining, randomly select one air unit from the mission force, and randomly allocate one patrolling fighter against it. Repeat this step, until each air unit in the mission force has a patrolling fighter allocated against it, or until either player runs out of air units to allocate.
- 3) If the reacting player has any unallocated fighters remaining, he allocates these extra fighters against enemy air units, distributing them as evenly as possible. (For example, no enemy air unit can have three fighters allocated against it until each enemy air unit has two fighters allocated against it.) To allocate extra fighters, the reacting player chooses (not at random) one enemy air unit and then randomly selects one of his extra fighters, allocating it against the enemy air unit. Repeat this procedure until all extra fighters are allocated.

The reacting player resolves the individual patrol attacks. Calculate the attack differential (per Rule 21B2) of the patrolling fighter against its target. Roll one die and consult the patrol attack table for a result. Results are identical to those of air combat (per Rule 21B3) and are implemented immediately.

Example: An Me 109E fighter (7F5) patrol attacks a Po.540 bomber (1B2). The attack differential is +5; the reacting player rolls a 4, turning back the Po.540.

Rule 22—Antiaircraft

Air units may undergo enemy antiaircraft (AA) fire when they fly certain missions. Various ground units, naval units, and map features have AA strengths.

(There are two types of AA, heavy and light. This distinction is used for ATEC purposes but not for AA fire in this game.)

A. Capabilities.

1. Combat AA Units. A combat AA unit is any unit with the AA unit type symbol, a unit size, and a printed combat strength (even if that printed strength is 0). A combat AA unit has its AA strength printed in the upper left corner of its counter.

2. Position AA Units. A position AA unit has neither a printed combat strength nor a unit size; its AA strength is printed in the upper left corner of its counter. Position AA units function somewhat differently than do regular combat units:

- Each has a combat strength of 0, regardless of the number of AA strength points it possesses.
- Any number of these counters may be in a hex; the stacking limit does not affect them.
- For transport purposes, each position AA strength point counts as 1/2 RE and has heavy equipment.
- A position AA unit never has any ATEC capability. Position AA units are not included in AEC or ATEC calculations.

During his player turn, the phasing player may freely break down and build up his position AA units as long as the total AA strength in the hex does not change. For example, a 2-point position AA unit may break down into two 1-point position AA units.

3. Naval AA. Naval units have AA strengths, as printed on their counters.

4. Other AA. Certain map features have intrinsic AA strengths, as listed in the intrinsic AA section of the initial conditions portion of the appropriate OB. *Note:* The intrinsic AA strength of a hex is the sum of all features with intrinsic AA in it.

B. Resolution.

1. Restrictions. During the AA fire step of an air operation, the reacting player may fire AA against enemy air units flying air transport and bombing missions in the operation's target hex. The player may not fire AA against enemy air units flying any other missions. For example, a player may not fire AA against enemy fighters flying escort missions.

In general, all AA strength in a hex, except that of naval units, may fire upon the appropriate air units. The exceptions are:

- *Against air units flying the naval patrol bombing mission:* Only the naval unit at sea in the hex with the highest AA strength may fire. No other AA in the hex may fire. For example, if Insurgent air units fly a naval patrol bombing mission against a Loyalist naval group consisting of a Republican task force (AA of 2) and several naval transports (AA of 1 each), the task force fires AA.
- *Against air units flying the naval-unit-in-port bombing mission:* All non-naval unit AA in the hex may fire, and the naval unit in port with the highest AA strength may fire. No other naval unit may fire AA. For example, if Loyal-

ist air units fly a naval-unit-in-port bombing mission against an Insurgent port containing 3 points of position AA, and several naval transports (AA of 1 each) in port, the position AA and one transport may fire, for a total of 4 AA strength points.

- *Against air units flying the port bombing mission:* All non-naval unit AA in the hex may fire, and the naval unit in port with the highest AA strength may fire. No other naval unit may fire AA.
- *Against air units flying DAS bombing missions:* Ground units attacking an enemy hex may fire AA against enemy air units flying DAS in the hex. Only ground units participating in the attack on the hex may fire. Total the AA strengths of the attacking units and divide this total by the number of hexes containing units attacking the hex. The resulting number is the strength of the AA fire. *Example:* Insurgent air units are flying DAS over a hex. The Loyalist player is attacking Insurgent units in the hex with units in three hexes: these units have 4 AA strength points in one hex, 0 in the second hex, and 2 in the third. The Loyalist player's total of 6 AA points is divided by 3 (since the attacking units occupy 3 hexes); thus, the Allied player fires on the DAS air units with an AA strength of 2.

Each AA strength point in a hex may fire upon each enemy air unit it is eligible to attack. *Example:* Three Insurgent type B air units are bombing a hex containing a 2-point People's Army light AA regiment. The AA may fire three times, making a 2-point attack upon each air unit.

2. Procedure. For each AA attack, follow this procedure to resolve AA fire:

- Total the AA strength eligible to fire at the target air unit.
- Find the appropriate AA strength column on the antiaircraft fire table. Use the column that most closely matches (without exceeding) the strength of the AA attack. For example, 9 points of AA firing would use the 7 column. *Note:* If the firing AA strength is less than 1, the AA fire automatically has no effect.
- Roll two dice and modify the dice roll with the modifiers given on the antiaircraft fire table.
- Cross-index the modified dice roll with the AA strength column to obtain a result. Results are identical to those of air combat (per Rule 21B3) and are implemented immediately.

Rule 23—Special Air Rules

A. Fighter Capabilities.

1. Fighters-Bombers. A type F air unit flying a bombing mission has its air attack strength reduced by 2 (but never below 1). For example, a Me 109E

fighter (7F5) flying a bombing mission would have an air attack strength of 5 (its air defense strength remains unmodified at 5).

In the air combat step, a fighter flying a bombing mission may jettison its bomb load during air combat preparation, at the option of the owning player. If this is done, the fighter reverts to its printed air attack strength, but has its bombing strength reduced by 2/3rds for the rest of the air operation. (Note that a fighter jettisoning its bomb load retains a minimal bombing strength, representing its strafing ability.)

2. Scramble. If an airbase is in the target hex of an air operation, the reacting player's fighters at that airbase may scramble during the interceptor movement step of the operation. Both operative and inoperative fighters at the base may scramble.

A scrambling fighter flies a 1-leg air transfer mission (per Rule 20A). (It cannot be patrol attacked while scrambling.) Upon arriving at its destination airbase, the air unit becomes inoperative.

B. Staging.

During the mission movement step of an air operation, the initiating player's air units may stage before flying their missions. An air unit stages by flying a 1-leg air transfer mission (per Rule 20A). (It may be patrol attacked while staging.) Upon arriving at its staging airbase, the air unit then starts flying its mission. For example, the initiating player intends to fly a fighter on an escort mission. He first stages it to an airbase within transfer range. From that staging airbase, he then starts the escort mission. Note that: 1) a transport cannot carry cargo while staging (since it has not started its transport mission yet); 2) air units only stage in the mission movement step, and never in the interceptor movement or air return steps.

An air unit may not stage if it is to fly a DAS or naval patrol bombing mission.

C. Extended Range.

Air units may fly at extended range on various missions:

- Bomber and transport air units may fly most bombing missions at extended range by carrying reduced bomb loads. DAS bombing missions, however, may not be flown at extended range. A bomber or transport flying an extended range bombing mission has its mission range doubled, but its bombing strengths are reduced by 2/3rds. *Example:* A bomber with bombing strengths of 1-2 would have a tactical bombing strength of 1/3 and a strategic bombing strength of 2/3.
- Transports may fly extended-range transport missions. A transport flying an extended range regular transport or air drop mission has its mission range doubled, but its cargo capacity is halved.

Alternately, a transport may fly a one-way regular transport mission at extended range, with a range three times its printed movement rating, but its cargo capacity is halved.

Note that, unlike some previous *Europa* games, fighters may not fly extended range escort and CAP missions. (The required drop tanks are not in service at the time of the Spanish Civil War.)

An air unit flying at extended range may also return to base using its extended range.

D. Short-Range Transport Missions.

A crucial factor aiding the Insurgent advance during the opening months of the Spanish Civil War was the air transportation of Nationalist forces from Spanish Morocco to mainland Spain. For this, transport air units flew at shorter ranges and thus achieved a greater sortie rate than the longer-range transport missions that are more typical in other *Europa* games (as expressed in the standard air transport rules). The following rule allows the historical situation to be recreated.

Transport air units may fly short-range transport missions. This mission is flown the same as a regular transport mission (Rule 20F), with the following changes:

- A transport's short-range transport range is half its printed movement rating.
- A transport has its cargo capacity doubled, to 2 REs.
- A transport may not fly a one-way mission when flying a short-range transport mission.

E. Night Air Operations.

An air operation occurs either during daytime or at night. (The preceding rules describe daytime air operations.) At the start of an air operation, the initiating player declares whether it is a day or night operation.

For the purposes of this rule, a night air unit is any air unit with an "N" prefix before its air unit type letter (such as NB or NF); all other air units are day air units. The presence of the N prefix does not change the general abilities of an air unit. For example, a type NB air unit is treated the same as a type B air unit in air combat and for AA fire. Night air units are not restricted to night operations and may participate in day operations without penalty. Day air units may participate in night air operations but are penalized when operating at night.

The following missions may be flown at night:

- Air units may fly transfer and transport missions at night.
- Air units may fly strategic bombing missions at night; air units may not fly tactical bombing missions at night.
- Note that escort, interception, patrol attack, and combat air patrol missions may not be flown at night. (The night fighters (type NF) eligible to fly these types of night missions

have not been developed at the time of the Spanish Civil War.)

Day air units are penalized when flying at night:

- A day air unit has its bombing strength halved when flying a night bombing mission.
- A day air unit flying at night may crash-land whenever it lands at an airbase: Roll one die and consult the success table. A *success* result means the air unit lands safely. A *failure* result means the air unit crashes on landing and immediately becomes aborted—remove the air unit from play and place it in the aborted air units box on the owning player's game chart.

F. Air Unit Codes.

Air units may have one or more codes, as listed on the unit identification chart. Codes define certain specific or special capabilities of air units, and these capabilities often modify the bombing or AA fire die rolls, as listed on the appropriate table. In addition, air units with codes have the following abilities.

1. F: Floatplane/Flying Boat. Code F air units are composed of floatplanes or flying boats. A code F air unit must base at an airbase in a partial-sea or partial lake hex; it may not use any other airbase.

Rule 24—Airborne Landings

This rule is not used in the Spanish Civil War.

Rule 25—Air Replacement System

During the course of the game, players regroup air units, receive reinforcements and replacements, and must withdraw air units. A player performs these air replacement activities within the framework of the air replacement cycle. A player's air replacement cycle consists of four consecutive game turns beginning with his 1 player turn of each odd-numbered month (Jan I, Mar I, May I, Jul I, Sep I, Nov I). All air replacement activities are performed during the player's initial phase. The OBs list the air unit reinforcements and replacements in the game.

The various activities occur as detailed below. Each player follows these procedures separately for each affiliation under his control. (*Note:* The Loyalist player's air units are all of one affiliation: People's Army; while the Insurgent player has air units of three affiliations: Nationalist, German, and Italian.)

A. Regrouping.

During the initial phase, the phasing player may regroup pairs of aborted air units. For each pair, the air units must have identical ratings. *Example:* A pair of 2F2 I-15/t25 0/6 may regroup.

For each pair that is regrouped, place one in the eliminated air units box on the owning player's game chart and receive the other one as a reinforcement (Rule 25C below).

A player is not required to regroup any air units. Regrouping does not require the expenditure of air

replacement points (ARPs; Rule 25D below).

B. Withdrawals.

The orders of battle occasionally require the players to withdraw air units from play. Withdraw any air unit that meets the OB's specification, as follows:

- If at all possible, withdraw an air unit in play (either operative or inoperative).
- If none are in play, withdraw an aborted air unit, if possible. If an aborted air unit is withdrawn, the owning player must spend ARPs sufficient to repair it.
- If no aborted air unit is available, withdraw an eliminated air unit. If an eliminated air unit is withdrawn, the owning player must spend ARPs sufficient to replace it.

When spending ARPs as required above, the player must spend them before spending ARPs for any other purposes. If a player has insufficient ARPs, he keeps track of his ARP obligation. Whenever he receives ARPs subsequently, he must spend them to meet this obligation.

C. Reinforcements.

Players receive air reinforcements during the game. A player places his reinforcements on the map during his initial phase, as operative air units at any friendly-owned, unisolated airbase with a capacity of 1 or more that meets the specifications in the appropriate OB. For example, if the OB specifies the air reinforcement as being placed at "Any Mediterranean or Atlantic Port with an Airbase," then the air reinforcement may be placed at any Mediterranean or Atlantic Port with a friendly-owned, unisolated airbase with a capacity of 1 or more. *Notes:* 1) Loyalist air reinforcements specified as being placed at ports may be placed in the France holding box instead (see Rule 38C1). 2) Air reinforcements placed at ports may be subject to naval interdiction (see Rule 34H).

Players occasionally receive "(Inop.)" air reinforcements per their OBs. These reinforcements are hand-me-down aircraft from France, Germany, or Italy and required considerable working-up time before becoming combat ready. The normal reinforcement placement procedure is not used for these air units. Instead, follow this procedure: For each "(Inop.)" air unit received, the owning player rolls a die. This die roll is the number of turns the air unit is placed forward on the game turn track. When the game reaches the indicated turn, the air unit is received as a normal air reinforcement. *Example:* On Sep I 37 the Insurgent player receives a Ju52g4e (Inop.) air unit. He rolls one die and gets a 4. The air unit is placed on the Nov I 37 space (4 game turns from the current turn) on the game turn track. During the initial phase of the Nov I 37 turn the Ju52g4e is received as a normal air reinforcement.

Air reinforcements unable to enter play for any reason are eliminated instead.

D. Replacements.

Players receive air replacement points (ARPs) in the initial phases at the start of each air cycle as listed in the replacements section of their OBs. The player uses ARPs to replace eliminated air units and to repair aborted air units. A player may spend or accumulate ARPs as follows:

- In an initial phase, the phasing player may spend ARPs up to his ARP allowance for the current air cycle, if he has sufficient ARPs remaining. However, he may never spend more ARPs in an initial phase than his air replacement limit allows (air replacement limits are specified in the replacements section of each OB). *Example:* The Loyalist player has 4 ARPs available to spend on People's Army air units during his initial phase. The People's Army air replacement limit is 1. The Loyalist player may, therefore, spend ARPs to replace or rebuild a maximum of one People's Army air unit during this initial phase.
- If a player has any unspent ARPs at the end of an air cycle, he may accumulate up to 1 ARP for use during the next air cycle. He loses all unspent ARPs in excess of 1. This is calculated per affiliation.

1. Replacement. A player may spend two ARPs to replace an air unit in his eliminated air units box. Place the replaced air unit on the map during the initial phase, as an operative air unit at any friendly-owned, unisolated airbase with a capacity of 1 or more.

2. Repair. A player may spend one ARP to repair an aborted air unit. Place the repaired air unit on the map during the initial phase, as an operative air unit at any friendly-owned, unisolated airbase with a capacity of 1 or more.

Rule 26—The Strategic Air War

This rule is not used in the Spanish Civil War.

Rule 27—Naval Rules Introduction

A. Naval Units.

Naval units are shown on the unit identification chart. There are four categories of naval units used in the Spanish Civil War: task forces (TFs), submarine squadrons (SSs), naval transports (NTs), and landing craft (LCs).

1. Strength and AA. Each naval unit has a strength printed on the counter. Strengths are used for several purposes:

- The strength of a TF is its gunnery strength for surface naval combat, its submarine warfare strength for submarine naval combat, its naval gunfire support strength for ground combat, and its damage strength. Note that the TF has no cargo capacity.

- The strength of a SS is its submarine warfare strength for submarine naval combat and its damage strength. Note that the SS has no gunnery strength for surface naval combat, no naval gunfire support strength for ground combat, and no cargo capacity (its strength is marked with a "S" for "submarine" to denote this).
- The strength of a NT or LC is its cargo capacity and its damage strength. Note that a NT or LC has no gunnery strength for surface naval combat, no submarine warfare strength for submarine naval combat, and no naval gunfire support strength for ground combat (its strength is marked with a "C" for "cargo only" to denote this).

Naval units also have AA strengths, as printed on their counters. Note that SSs have no AA strengths.

2. Stacking. Any number of friendly naval units may be in a coastal or all-sea hex. (A coastal hex is any hex containing both land and sea.) The presence of a naval unit in a coastal hex does not prohibit enemy ground units from entering the hex, and naval units may enter coastal hexes occupied by enemy units. A naval unit is affected by the presence of enemy naval units, as covered below.

3. Damage. Each bombing or gunfire hit on a naval unit does one hit of damage to the naval unit. Use hit markers to denote damage to naval units. Each hit of damage on a naval unit reduces its overall strength by 1. For example, a TF with a printed strength of 3 has taken 2 hits of damage. It thus has a strength of 1 for naval combat and naval gunfire support.

A naval unit is sunk when it takes hits at least equal to its damage strength. When sunk, remove the naval unit from play and place it in the general replacement pool.

The bombing mission rules describe how the air units achieve hits against naval units in port or at sea (Rules 20G2g and h). When naval units take bombing hits in an air operation, distribute the hits among the target naval units as follows:

- 1) For each category of naval units present, allocate one hit to each category in the following order: SS, TF, NT, LC.
- 2) Apply the allocated hits. For each category, choose a naval unit at random and apply the hit against it.
- 3) If any hits remain unallocated, repeat the above procedure. Continue repeating steps 1 and 2 until all hits are allocated and applied.

Example: Air units bombed and achieved 4 hits against a naval group, consisting of a strength-3 TF, one strength-1 NT, and two strength-1 LCs. In step 1, one hit each is allocated to the TFs, NTs, and LCs there. In step 2, the TF receives one hit (which reduces its strength to 2), the NT receives one hit (and

sinks), and one LC chosen at random receives one hit (and sinks). Since 1 hit remains unallocated, the procedure is repeated. This time, there are only TFs and LCs remaining. The hit is applied to the TF, reducing its strength again. Thus, at the end of the bombing, the naval group consists of a strength-1 TF and one strength-1 LC.

Note: The above procedure is simple and handles many situations adequately. See Rule 44G1 for a more accurate but more complex option for allocating bombing hits.

4. Assembly and Breakdown of Naval Transports. Subject to the limits of the counter mix, naval transports in a hex may assemble and break down at any time during a turn. For example, a 2-point NT could break down into two 1-point NTs.

B. Concepts.

1. Sea Zones. There are 2 separate sea zones on the map: the Atlantic Ocean and the Mediterranean Sea. The Atlantic Ocean is the body of water to the north and west of Spain. The Mediterranean Sea is the body of water to the south and east of Spain. The dividing line between the two sea zones runs along the 3728/3827, 3827/3828, 3828/3928, and 3928/3929 hexsides on map 23A.

Some of the rules refer to the Bay of Biscay. The Bay of Biscay consists of the portion of the Atlantic Ocean sea zone that is on or east of the xx11 hex column on map 23A.

2. Naval Group. A naval group consist of one or more friendly naval units at sea. All naval units in a naval group move together. There are four types of naval groups:

- A combat naval group consists only of TFs.
- A cargo naval group consists only of NTs/LCs.
- A mixed naval group consists of any combination of TFs and NTs/LCs.
- A submarine naval group consists only of SSs. Only SSs may be in a submarine naval group, and SSs may not be in any other naval group.

3. Cargo. Naval transports and landing craft (but not task forces or submarine squadrons) may transport ground units, resource points, steps of attack supply, and general supply points. *Exception:* LCs cannot carry rail-only units. Cargo is carried based on its RE size; the RE size of cavalry and c/m units is doubled for naval transport purposes.

4. In Port/At Sea. A naval group will either be in port or at sea. A naval group may be in port when in the hex of a friendly-owned port (of any size). Note that a naval group can be at sea in a port hex.

5. All-Sea Route/Adjacent. Naval groups must move along an all-sea route and may not cross land at any time. *Examples:* A naval group in hex 23A:4409 cannot move directly to hex 23A:4410, due to the intervening land hexside between the two hexes. Similarly, a naval group in hex 23A:0417 cannot move 23A:0417-0517-0617, due to the land in

hex 23A:0517. *Note:* If a naval group stops or pauses in a hex like 23A:0517, which blocks its naval movement in certain directions, keep track of "which side" of the hex the group is in. (There are very few of these hexes on the map.)

For naval purposes, a hex or naval group is adjacent to another hex if there is an all-sea route directly between in the two hexes. A naval group is adjacent to another naval group if they are in adjoining hexes. Note that two naval groups could be in adjoining hexes but not be adjacent, due to the lack of an all-sea route. For example, a naval group in 23A:4409 is not adjacent to 23A:4410, since there is no all-sea route between the two adjoining hexes.

6. Amphibious Ability. Any unit with the marine symbol is intrinsically amphibious. In addition, any non-motorized unit without heavy equipment that is embarking, disembarking, or being transported by an LC is amphibious.

C. Naval Activities Phasing.

Naval activities occur each player turn, as follows:

1. Initial Phase. The phasing player may repair and replace damaged and eliminated naval units.

2. Movement Phase. The movement phase is divided into two sub-phases:

- **Naval Movement Sub-Phase.** This sub-phase consists of a series of naval movement steps. During a step, the phasing player may move naval groups, embark and disembark cargo, make amphibious landings, and replenish naval units. The non-phasing player may move naval groups in reaction movement. Both players may initiate air operations (per the air rules). There are 5 identical steps:

1st Naval Movement Step
2nd Naval Movement Step
3rd Naval Movement Step
4th Naval Movement Step
5th Naval Movement Step

- **Ground Movement Sub-Phase.** The phasing player moves his ground units, including those units which underwent naval transport and have movement points remaining. Both players may initiate air operations.

3. Combat Phase. Both players may allocate naval gunfire support.

4. Exploitation Phase. The exploitation phase is divided into two sub-phases:

- **Naval Movement Sub-Phase.** This sub-phase consists of a series of naval movement steps. These steps are the same as those in the movement phase, except amphibious landings may not be made. There are 5 identical steps:

1st Naval Movement Step
2nd Naval Movement Step
3rd Naval Movement Step
4th Naval Movement Step
5th Naval Movement Step

- **Ground Exploitation Sub-Phase.** The phasing player moves his c/m units, including those c/m units which underwent naval transport and have movement points remaining. Both players may initiate air operations.

5. End of Player-Turn. The phasing player checks the supply status of his naval units.

D. Naval Movement Sequence.

During each naval movement step, the following actions may take place. If more than one of these actions occurs at the same time, resolve them in the following sequence:

- Bombing attacks on naval units by air units.
- Reaction movement by non-phasing player's naval groups.
- Submarine naval combat.
- Surface naval combat.

When the phasing player disembarks cargo during a step, the following landing sequence is followed:

- Resolve any surface naval combat between phasing naval units and enemy coast defenses.
- Disembark cargo.
- If cargo was disembarked at a beach by landing craft, the phasing player checks for LC damage.
- The non-phasing player resolves any attempts by his ground units to react to a landing.

Rule 28—Movement of Naval Units

Naval units move in naval groups.

A player moves his naval groups in the naval movement steps of his player turn. A player cannot move his naval units in the enemy player turn, except for reaction movement.

Naval groups move through the expenditure of movement points. A phasing naval group has a movement allowance of 30 MPs per naval movement step. Reacting naval groups have a movement allowance of 15 MPs per naval movement step.

Naval groups spend MPs to enter adjacent hexes:

- 1 MP to enter an all-sea hex.
- 2 MPs to enter a coastal hex.

A naval group may only move in all-sea or coastal hexes. It cannot enter a restricted waters hex. A naval group must move along an all-sea route (per Rule 27B5).

Naval groups also spend MPs for other activities, such as to embark and disembark cargo, to provide naval gunfire support, and to replenish, as detailed later in the rules.

At any point when moving in a naval movement step, two or more phasing naval groups in the same hex may combine into one naval group. When naval groups combine, the combined group assumes the movement allowance of the group that has spent the most MPs. *Example:* A naval group spends 6 MPs to move to a hex containing another naval group which

has already spent 20 MPs. The groups combine, and the combined group has spent 20 MPs, having 10 remaining for the step.

At any point when moving in a naval movement step, a single naval group may split into two or more naval groups. Separate the naval units into their new naval groups. Each group assumes the movement allowance of the original group. *Example:* A naval group of three naval units spends 14 MPs to move to a hex. There, the group splits into three naval groups, each of which has spent 14 MPs, having 16 remaining for the step.

At the end of each player turn, naval groups combine as follows:

- *Naval Groups at Sea:* All phasing combat, cargo, and mixed naval groups at sea in the same hex combine into one naval group. All phasing submarine naval groups at sea in the same hex combine into one naval group.
- *Naval Groups in Port:* All phasing combat, cargo, and mixed naval groups in port at the same port combine into one naval group. All phasing submarine naval groups in port at the same port combine into one naval group.

A naval group may not move through a narrow straits unless the hexes on both sides of the narrow straits are friendly owned. For example, if hexes 33:1223 and 1224 enemy owned, a naval group in hex 33:1225 cannot move 33:1225-1224-1324, due to the narrow straits on the 33:1223/1224 hexside.

In general, a naval group may not move along a river or canal. However, a cargo naval group may move along rivers and canals between the coast and inland ports. A group may enter a river or canal hexside only if both hexes adjacent to the hexside are friendly owned. Entering a river or canal hexside costs 1 MP. A group may move no further upriver than the first hexside adjacent to the inland port. *Example:* A cargo naval group is in hex 23A:3228 (all land hexes in the vicinity are friendly owned). The group moves to 23A:3227 (2 MPs, coastal hex), to 23A:3227/3327 (1 MP, river hexside), to 23A:3327/3226 (1 MP), and so on to 23A:3224/3225 (4 MPs). At this point, it has arrived at the inland port of Sevilla, and cannot move further upriver.

A naval group at sea ignores the presence of enemy naval groups in port. The moving group may move adjacent to the port containing the enemy naval group; it may even enter the port's hex. If a naval group is in the hex of an enemy-owned port, the port and all naval units in port there are blockaded.

In general, a naval group may not enter a hex containing an enemy combat or mixed naval group at sea. *Exception:* A naval group blockaded in port may leave port and put to sea in the hex containing the enemy naval group. (This will initiate naval combat, per Rule 28C below.)

Naval groups (and their cargo) may end their movement at sea. A naval group which ends its movement in a hex containing a friendly-owned port may enter the port or remain at sea in the port hex.

A. Reaction Movement.

When a phasing naval group moves within 15 hexes (traced by sea) of a non-phasing naval group during a naval movement step, the non-phasing player may attempt to have his naval group react.

A non-phasing naval group may attempt to react only once per naval movement step. It may attempt to react at any time while a phasing naval group is moving within 15 hexes. When the non-phasing naval group attempts to react, the movement of the phasing naval group is temporarily suspended. For the reaction attempt, the non-phasing player rolls one die, applies all appropriate die roll modifiers, and consults the success table. Results are:

- **Success:** The reaction attempt succeeds. The non-phasing naval group may immediately move, with a maximum movement allowance of 15 MPs. The non-phasing player moves the group per the naval movement rules (such as sailing to a friendly port, or moving adjacent to an enemy naval group to initiate naval combat). MPs may be spent only for movement and for no other purpose (such as disembarking cargo). During reaction movement, the moving group may split into two or more naval groups, all of which continue reaction movement. A reacting naval group ends its reaction movement when it has spent 15 MPs or when it initiates naval combat.
- **Failure:** The attempt fails. The naval group may not move, nor may it attempt to react again during the current naval movement step.

Only one non-phasing naval group may attempt to react at a time. After the group has reacted (or if its reaction attempt fails), the non-phasing player may attempt to have another eligible group react. Once the non-phasing player is finished with all reaction, the phasing player resumes naval movement.

B. Combat Zones.

Various naval groups and all coast defenses have combat zones.

A combat, mixed, or submarine naval group at sea has a combat zone consisting of the hex it occupies and all adjacent (per Rule 27B5) hexes. A cargo naval group does not have a combat zone. Any naval group in port does not have a combat zone.

A level-2 or greater coast defense (CD) has a combat zone consisting of its hex and all adjacent hexes. A level-1 CD has a combat zone consisting of its hex only. (Coast Defenses are covered in Rule 33B.)

C. Movement and Combat.

The movement of naval groups may initiate submarine and/or naval combat.

1. Submarine Naval Combat. Submarine naval combat occurs during naval movement steps. Submarine combat is initiated when:

- A non-submarine naval group (phasing or non-phasing) enters a hex in the combat zone of an enemy submarine naval group.
- A phasing non-submarine naval group starts the step in a hex in the combat zone of an enemy submarine naval group, and the phasing group spends any MPs in its hex without leaving the hex.

Note that submarine naval combat is initiated only through the activity of non-submarine groups.

Whenever submarine naval combat is initiated, naval movement is temporarily suspended while the combat is resolved between the moving group and the enemy submarine naval group. Once combat is over, naval movement resumes.

A submarine naval group ignores the presence of enemy submarine naval groups for all purposes. A submarine naval group can move adjacent to or even enter the hex of an enemy submarine naval group, and doing this does not initiate submarine naval combat.

2. Surface Naval Combat. Surface naval combat occurs during naval movement steps. Surface naval combat is initiated when:

- A non-submarine naval group (phasing or non-phasing) enters a hex in the combat zone of an enemy naval group or CD.
- A phasing non-submarine naval group starts the step in a hex in the combat zone of an enemy naval group or CD, and the phasing group spends any MPs in its hex without leaving the hex.

Note that submarine naval groups never participate in surface naval combat.

Whenever surface naval combat is initiated, naval movement is temporarily suspended while the combat is resolved between the moving group and the enemy group or coast defenses. Once combat is over, naval movement resumes.

A cargo naval group ignores the presence of enemy cargo naval groups for all purposes. A cargo naval group can move adjacent to or even enter the hex of an enemy cargo naval group, and doing this does not initiate surface naval combat.

Rule 29—Naval Combat

Naval combat is initiated between a naval group and enemy naval groups or coast defenses, as described in Rule 28C. Once naval combat begins, all other naval activities cease until the naval combat is resolved. If a naval group initiates more than one naval combat at the same time, resolve all initiated naval combat in the following order:

First: Submarine Naval Combat:

- 1) Between the moving group and any enemy

submarine naval group in the moving group's hex.

- 2) Between the moving group and any enemy submarine naval group (moving player's choice) in any one adjacent hex. Repeat this step until all submarine naval combat with adjacent enemy groups is resolved.

Second: Surface Naval Combat:

- 1) Between the moving group and any appropriate enemy naval group in the moving group's hex.
- 2) Between the moving group and any appropriate enemy naval group (moving player's choice) in any one adjacent hex. Repeat this step until all surface naval combat with adjacent enemy groups is resolved.
- 3) Between the moving group and any enemy coast defenses in the moving group's hex.
- 4) Between the moving group and any enemy CD (moving player's choice) in any one adjacent hex. Repeat this step until all surface naval combat with adjacent CDs is resolved.

A. Submarine Naval Combat.

In submarine naval combat, task forces use their submarine warfare strengths to fire upon enemy submarine naval units; and submarine squadrons use their submarine warfare strengths to fire upon enemy naval units.

SSs and TFs have submarine warfare strengths (Rule 27A1). Submarine warfare strengths are halved in rough sea conditions and quartered in stormy sea conditions. (Round fractions down.)

A naval unit that may fire its submarine warfare strength in submarine naval combat is not required to do so. In each round, the owning player decides if it will fire or not. If a naval unit does not fire, its submarine warfare strength is ignored for the round.

1. Pre-Combat Disengagement. Once submarine naval combat is initiated, the submarine naval group involved in the combat may attempt to disengage, before the combat is resolved. Follow the procedure of the disengagement rule (Rule 29C below), with the submarine naval groups attempting to disengage and the other group not attempting to disengage.

2. Combat Resolution. Submarine naval combat is resolved in a series of rounds. A naval unit may fire its submarine warfare strength no more than once per round. Follow these steps to resolve the combat.

a. SS versus TF Step. Only SSs and TFs may fire in this step. Each player fires on the enemy with his submarine warfare strength. A player may make as many firing attacks on the enemy as his total submarine warfare strength allows. For example, a player with 4 submarine warfare strength points may make one 4-point attack, four 1-point attacks, or any combination of 1-, 2-, and 3-point attacks he desires, so long as the total submarine warfare strength he fires does not exceed 4. The target of

each fire is an enemy TF or SS. A naval unit may be the target of more than one fire.

For each fire, the firing player consults the naval combat table, as appropriate: roll one die, modify the roll as indicated on the table, and note the result.

After both players have fired in this step, implement the results (section A3 below).

b. SS versus Other Naval Units Step. Submarine warfare strength of SSs (only) that survived step a may attack any enemy non-TF naval units. A player may make as many firing attacks as his surviving submarine warfare strength allows. The target of each fire must be an enemy non-TF naval unit. A naval unit may be the target of more than one fire.

Submarine warfare strength firing on NTs or LCs is tripled.

Resolve the fire and implement its results as in step a.

c. Final Step. If either player has no forces remaining in submarine naval combat (such as having all the naval units of his naval group sunk), then naval combat ends. If both players have forces remaining, but one player decides to disengage (see Rule 29C below), then proceed with disengagement. Otherwise, begin another round of submarine naval combat, per step a.

3. Naval Combat Results. Results are:

- **Miss.** The fire missed and has no effect.
- **Hit.** The fire hit its target. The naval unit takes one hit of damage.

B. Surface Naval Combat.

In surface naval combat, task forces and coast defenses use their gunnery strengths to fire upon enemy naval units and coast defenses.

TFs have gunnery strengths (per Rule 27A1). The gunnery strength of naval units is halved in rough sea conditions and quartered in stormy sea conditions. (Round fractions down.)

A CD has a gunnery strength equal to its level. Its gunnery strength is halved (round fractions down) when firing at naval units in adjacent hexes. (It is not halved when firing at naval units in its own hex.) Sea conditions do not affect CDs' gunnery strengths.

A naval unit that may fire its gunnery strength in surface naval combat is not required to do so. In each round, the owning player decides if it will fire or not. If a naval unit does not fire, its gunnery strength is ignored for the round.

1. Preparation. For each player with a naval group in surface combat, the player separates that group's naval units into two groupings:

- **The Main Body:** The player must place the NTs, and LCs in the main body. He may (but is not required to) place TFs in the main body.
- **The Task Force Body:** The player may (but is not required to) place TFs in the TF body. (Each TF must be placed in either the main body or TF body, owning player's choice.)

2. Combat between Naval Units. Combat between naval units is resolved in a series of rounds. A naval unit may fire its gunnery strength no more than once per round. Follow these steps to resolve the combat.

a. Fire Allocation Step. Each player totals the gunnery strength of the TFs in his TF body. (TFs in the main body are ignored.) Both players simultaneously allocate their TF gunnery strengths into two groupings: those (the engaging group) that will attack the enemy TF body and those (the bypassing group) that will attempt to bypass the enemy TF body and attack the enemy main body. (Note that the owning player may divide a TF's gunnery strength between these two tasks.) *Example:* A player with 4 gunnery strength points could allocate 2 points to attack the TF body and 2 points to attack the main body.

Compare the gunnery strengths allocated to each engaging group. If a player has more gunnery strength allocated to this task than his opponent, the player may (but is not required to) reallocate it against the enemy bypassing group. All other gunnery strengths of each engaging group fire on the enemy engaging group.

b. Engaging Group Firing Step. Each player fires on the enemy TF body with the gunnery strength he allocated to his engaging group. A player may make as many firing attacks on the enemy engaging group as his allocated gunnery strength allows. For example, a player with 10 gunnery strength points may make one 10-point attack, ten 1-point attacks, or any combination of 1-, 2-, 3-, 5-, and 7-point attacks he desires, so long as the total gunnery strength he fires does not exceed 10. The target of each fire is a naval unit in the enemy TF body. A naval unit may be the target of more than one fire.

For each fire, the firing player consults the naval combat table, as appropriate: roll one die, modify the roll as indicated on the table, and note the result.

After both players have fired in this step, implement the results (section B4 below).

c. Bypass Firing Step. If a player allocated gunnery strength against an enemy bypassing group in step a, double that strength, which now fires on the bypassing group. Gunnery strength of the bypassing group cannot fire in this step.

A player may make as many firing attacks on the enemy bypassing group as his allocated gunnery strength allows. The target of each fire is a naval unit in the enemy TF body. A naval unit may be the target of more than one fire.

Resolve the fire as in step b, and implement the results. In addition to the standard hit result (see section B4 below), a hit on a naval unit also reduces by 1 the gunnery strength, as appropriate, of the enemy bypassing group. For example, an enemy bypassing group of 5 gunnery strength points receives three hits in this step. The TFs in the enemy TF body receive 3 hits of damage (per the standard hit result),

and the bypassing group has its gunnery strength reduced to 2 points.

d. Main Body Firing Step. A bypassing group's gunnery strength that survived step c may attack the enemy main body. The gunnery strength of TFs in the main body may fire on the bypassing group. (Note that the NTs and LCs have no gunnery strength.) A player may make as many firing attacks as his allocated gunnery strength allows. The target of each fire must be an enemy naval unit in the main body (for the player with the bypassing group) or in the TF body (for the player with the main body). A naval unit may be the target of more than one fire.

Gunnery strength firing on NTs or LCs (but not TFs) is doubled.

Resolve the fire and implement its results as in step b.

e. Final Step. If either player has no forces remaining in surface naval combat (such as having all the naval units of his naval group sunk), then naval combat ends. If both players have forces remaining, but one player decides to disengage (see Rule 29C below), then proceed with disengagement. Otherwise, begin another round of surface naval combat, per step a.

3. Combat between Naval Units and CDs. Combat between naval units and CDs is resolved in a single round. Follow the steps listed above (preparation and resolution) to resolve the combat between the naval player (the player with the naval units) and the CD player (the player with the coast defenses).

a. Gunnery Allocation Step. The naval player totals the gunnery strength of the TFs in his TF body. (TFs in the main body are ignored.) The CD player allocates his gunnery strength into two groups: the general group and the reserve group.

b. TF versus CD Firing Step. The CD player fires on the enemy TF body with the gunnery strength of his general group; its targets are any TFs in the enemy TF body. The gunnery strength of the reserve group does not fire in this step. The naval player fires on the enemy CD with the gunnery strength of his escort body; its targets are any CD strength points in the hex. (Note that the naval player is not required to fire on the general group, but may instead fire on non-firing CD strength points of the reserve group, but with an adverse modifier as given on the naval gunnery table.)

A player may make as many firing attacks on eligible enemy targets as his gunnery strength allows. For each fire, the firing player consults the naval combat table: roll one die, modify the roll as indicated on the table, and note the result.

After both players have fired in this step, implement the results (section B4 below).

c. CD versus Main Body Step. The CD player fires on the enemy main body with the surviving gunnery strengths of his general and reserve groups; their

targets are any naval units in the enemy main body. Gunnery strength points firing on NTs or LCs are tripled. The naval player cannot fire in this step.

Resolve naval combat and implement its results as in step b.

At the end of this step, combat between the naval units and coast defenses is over.

4. Naval Combat Results. Results are the same as in submarine naval combat (Rule 29A3) with the addition that a CD takes one hit of damage for every two firing hits it receives.

C. Disengagement.

At the end of a round of naval combat between naval units, both players simultaneously announce if they will attempt to disengage:

- If neither player attempts to disengage, another round of naval combat occurs.
- If both attempt to disengage, disengagement is automatic. Both player's naval groups are disengaging.
- If only one player attempts to disengage, each player rolls a die, modifying his roll by +1 if he has a mixed naval group, by +2 if he has a combat naval group, and by +3 if he has a submarine naval group. If the roll of the player attempting to disengage is higher than the roll of the other player, his attempt succeeds. His naval group is disengaging. If the player's disengagement attempt fails, another round of naval combat occurs.

A disengaging naval group immediately moves, per the rules of naval movement. If a non-phasing group disengages, it makes a reaction movement, with a movement allowance of 15 MPs, per the reaction movement rules. If a phasing group disengages, it resumes (or begins) its naval movement in the current naval movement step. If both sides disengage at the same time, the non-phasing group moves first. Note that a disengaging naval group could subsequently initiate combat during its move.

The only special restrictions on a disengaging naval group are:

- It must, if it has sufficient MPs remaining, immediately either move from the hex it occupies or enter port if there is a friendly-owned port in its hex.
- If it initiated combat by putting to sea from a blockaded port, it must return to that port and end its movement there for the current movement step.

Rule 30—Ports and Beaches

A. Ports.

All ports are listed in the port summary. A player may use a port in a turn only if he owns it at the start of his initial phase.

1. Capacity. There are three types of ports: minor,

standard, and major. Each type of port has an RE capacity, which is the number of REs of cargo that may embark/disembark at the port in a player turn. The capacities of ports are listed on the port summary.

2. Damage. Ports may be damaged due to bombing (Rule 20G) or demolition (Rule 14A). Each hit of damage on a port reduces its capacity by 1 RE. Each type of port may take a maximum number of hits of damage, as listed on the port summary.

3. Functioning. Various rules depend upon whether a port is functioning or not. A port is functioning unless it has maximum damage.

4. Off-Map Ports. Each player has off-map ports for various of his holding boxes, as listed on the off-map port summary.

Each off-map port is listed by name, type of port, and the distance in hexes from the off-map port to one or more map entry hexes. For example, the major port of Cagliari in the Italian Off-Map Ports Box is 14 hexes by sea from hex 33:5119. An off-map port is always functioning and cannot be damaged.

A player may move his naval groups (and any cargo) between the map and his holding boxes, by using the off-map ports. To do so, a naval group may exit or enter the map at the indicated map entry hexes. A naval group may not move to an enemy off-map port.

It may take more than one movement step for a naval group to move between the map and an off-map port. Use status markers or make a note to keep track of the progress of the moving naval group.

5. Artificial Harbor. Any port marked with an artificial harbor symbol has an artificial harbor. Each hit of damage on a port with an artificial harbor reduces its capacity by 2 REs, not 1.

6. Inland Ports. Several ports are located inland, on rivers or canals. In order for a player to use an inland port, he must own the port and all hexes on both sides of the river or canal hexsides from the port to the sea (as shown by the arrow next to the inland port).

7. Naval Bases. Naval units require naval bases for replenishment (Rule 34B). The naval base summary lists which ports are naval bases. (All major ports and some other ports are naval bases.)

B. Beaches.

A coastal hex of any terrain type except mountain is a beach. A beach has an unlimited capacity of REs of cargo that may embark/disembark there in a player turn. Some hexes contain a port and a beach, both of which may be used.

Various naval transport and amphibious landing rules make a distinction based upon which player owns a beach hex. When units gain ownership of an enemy beach hex, the beach is not friendly owned for the purposes of naval transport or amphibious landings during the phase of its capture. It is friendly owned starting with the phase following the phase

in which it was captured. For example, if units capture an enemy beach during the movement phase, it is friendly owned for the purposes of naval transport or amphibious landings starting with the combat phase.

Rule 31—Naval Transport

The phasing player may use naval transport during his naval movement steps, moving cargo (per Rule 27B3, ground units, resource points, steps of attack supply, and general supply points) between friendly-owned ports or beaches.

Naval transports and landing craft carry cargo using their cargo capacities (Rule 27A1). Two or more NTs and/or LCs may combine their capacities to carry large cargoes (such as divisions), as long as they all move in the same naval group while transporting the cargo. An NT or LC may move both prior to and after transporting cargo if it has the MPs to do so.

Whenever an LC or NT takes hits of damage, its cargo can be affected:

- If the LC/NT is sunk, any cargo it is carrying is eliminated.
- If the LC/NT has its cargo capacity reduced, cargo in excess of its remaining cargo capacity is eliminated.
- If two or more NTs/LCs combine to carry cargo and any are sunk or damaged, cargo in excess of the remaining cargo capacity is eliminated.

Whenever cargo is eliminated and there is a choice of what can be eliminated, randomly choose one item of cargo and eliminate it. If the remaining cargo still exceeds the remaining cargo capacity, repeat this procedure. Continue repeating this procedure until the cargo no longer exceeds the remaining cargo capacity. *Example:* NTs with a total strength of 6 are carrying an infantry division (3 REs of cargo), a light armor regiment (2 REs of cargo), and an infantry brigade (1 RE of cargo). The division is full strength and has a cadre side. The NTs take four hits of damage, reducing their cargo capacity to 2. Randomly choosing one of the items of cargo, the division is selected and eliminated. Since the division has a cadre, it is reduced to a cadre upon elimination (Rule 9E). This leaves 4 REs of cargo (an infantry cadre, a light armor regiment, and an infantry brigade), exceeding the remaining cargo capacity of 2. Randomly choosing one item of cargo, the infantry cadre is selected and eliminated. This leaves 3 REs of cargo, still over the remaining capacity. Randomly choosing one item of cargo, the light armor regiment is selected and eliminated. This leaves 1 RE of cargo, which no longer exceeds the remaining capacity.

A unit is under no special restriction in the player turn it undergoes naval transport. For example, a unit transported to a port during a naval movement step may move (if it has MPs remaining) in the ground movement sub-phase, attack in the combat

phase, and move (if c/m) in the exploitation phase.

A. Transport Costs.

NTs and LCs move as part of naval groups, per the naval movement rules. A naval group containing NTs/LCs must spend MPs to embark or disembark cargo as follows:

- 30 MPs to embark or disembark cargo at a port.
- 60 MPs to embark or disembark amphibious cargo at a friendly-owned beach.
- 90 MPs to embark or disembark non-amphibious cargo at a friendly-owned beach.

The above MP costs must be paid both when the cargo is embarked and when the cargo is disembarked. It may take more than one movement step for a naval group to embark/disembark cargo. Use status markers or make a note to keep track of the embarking/disembarking.

A ground unit must spend MPs to be transported. It spends 1 MP to embark and 1 MP to disembark. (For an "R" movement unit, a resource point, or a step of attack supply, 1 MP is equal to 7 hexes of its rail movement allowance.) Double the MP costs for c/m units. Double the MP cost for non-amphibious units embarking or disembarking at a beach. *Note:* This procedure is simple and handles many situations adequately. See Rule 44F2 for a more accurate but more complex option regarding transport costs.

The MPs required to embark/disembark are spent from the transported unit's movement allowance in the movement or exploitation phase the unit embarks/disembarks. If a unit has insufficient MPs to embark/disembark, it may embark/disembark by spending all of its MPs remaining in the current phase. During the exploitation phase, a non-c/m unit may disembark; it may not, however, embark during this phase.

A unit may (if possible) move after disembarking. A resource point may be carried by a unit or moved by rail after disembarking. A step of attack supply may be moved by SMPs or by rail after disembarking.

B. Beaches.

Any amphibious unit (as defined in Rule 27B6) may land at a beach. A non-amphibious unit may also land at a beach, if it is solely on board LCs at the time of its landing. (*Note:* A non-amphibious unit on board NTs or on a combination of NTs and LCs may not land at a beach.)

A naval unit may not embark or disembark cargo at a beach during stormy sea conditions.

C. Transfer of Cargo at Sea.

Naval transports may transfer cargo to landing craft rather than disembarking the cargo at a beach or a port. The NT carrying the cargo, and the LC to receive the cargo, must be at sea in the same naval group and in a beach or port hex. Both the NT transferring the cargo, and the LC receiving the cargo

must spend 30 MPs. Once transferred, the cargo is embarked aboard the LC, which may subsequently land it at a beach or port, or transport it elsewhere.

Rule 32—Amphibious Landings

The phasing player may make amphibious landings during his naval movement steps, using landing craft to land amphibious cargo at enemy-owned beaches. In general, the rules of naval transport (Rule 31) are used, with the following restrictions governing amphibious landings:

- Amphibious landings may occur only in the naval movement steps of the movement phase; landings cannot occur in the exploitation phase.
- Amphibious landings may not be made during stormy sea conditions.
- Only amphibious cargo (per Rule 27B6) may make an amphibious landing.

A. Transport Costs.

A naval group must spend MPs to disembark cargo making an amphibious landing:

- 90 MPs to disembark cargo at an enemy-owned beach.

An amphibious ground unit must spend all its remaining MPs to make an amphibious landing.

B. Ground Operations.

A unit making an amphibious landing is affected in several ways. During the movement and combat phases of the player turn in which a unit makes an amphibious landing:

- An intrinsically amphibious unit has its attack strength halved.
- Any other unit making an amphibious landing has its attack strength quartered.
- In addition to the above effects, a unit landing during rough sea conditions has its attack strength halved.
- A unit landing in a hex containing coastal cliffs has its attack strength halved in addition to all other modifications.

During the exploitation phase of the player turn in which a c/m unit makes an amphibious landing:

- The unit has its movement allowance halved.

In the player turn following the turn in which a supplied unit makes an amphibious landing:

- The unit is automatically in general supply.

1. Amphibious Overrun. Units landing in an enemy-occupied hex may overrun enemy units there, if the landing units achieve overrun conditions (per Rule 13, ignoring all MP costs). The overrun occurs after all units have landed. Only units making amphibious landings may participate in the amphibious overrun of the hex; other friendly units may not join in this overrun.

2. Combat. Units landing in an enemy-occupied hex must attack the enemy units there during the

combat phase, if both sides still occupy the hex at this time. Friendly units in other hexes may also join in the attack, per the standard combat rules.

When differing sides occupy the same hex, combat is resolved as normal with two exceptions:

- On an AS result, the units which landed in the enemy-occupied hex treat the result as eliminated. All other units treat the result as an AS.
- If required to retreat, the units which landed in the enemy-occupied hex are eliminated. All other units retreat as normal.

C. Planning and Preparation.

Amphibious landings must be planned in advance: the target hex of the landing and the units to be landed there must be planned at least one turn in advance.

During the player's initial phase at least one game turn prior to an amphibious landing, the player writes down the identity of the units involved in the landing and the target hex of the landing. A unit may have only one landing planned for it at a time. Once planned, a landing may be canceled at the player's option in a subsequent friendly initial phase, and a new landing for the unit may be planned at that time. A player may also cancel a landing during the phase in which it is to occur.

During an initial phase, a landing may not be planned for a unit that is in an enemy ZOC at that time. Once a landing is planned for a unit; it must be canceled if the unit is in an enemy ZOC, attacks, or is attacked at any time between the planning and the execution of the landing. If for any reason the unit is not able to participate in the landing during the phase in which it is to take place, the operation must be canceled. An amphibious landing may be planned in advance to occur for a unit on the turn it arrives as a reinforcement.

A player may plan an amphibious landing for each of his intrinsically amphibious units (any marine unit type). For all other units, a player has a maximum RE planning limit equal to the cargo capacity of LCs currently in play (not sunk). For example, if a player has in play LCs with a total cargo capacity of 2, he may plan amphibious landings for an additional 2 REs of units in that initial phase. The player may not plan amphibious landings for any other units.

D. Enemy Reaction.

If a player makes any amphibious landings during his naval movement steps, the enemy player reacts to the landing at the end of the naval movement sub-phase (after all naval movement steps are done).

For each hex in which an amphibious landing was made, the reacting player rolls one die and consults the success table. Results are:

- *Failure:* No reaction occurs.
- *Success:* One ground unit of the player may react. The unit must be within 3 hexes of the

landing hex; it cannot be in an enemy ZOC. The reacting player immediately moves the reacting unit.

A reacting unit moves as follows:

- It may spend up to 1 MP (if non-c/m) or 3 MPs (if c/m) to move.
- A unit may always move a single hex (except into or across prohibited terrain), by spending all of its reaction MPs.
- It may enter a hex occupied by both friendly and enemy units. If it does so, it must stop its movement in that hex.
- If in a hex containing enemy units (such as due to an enemy amphibious landing), it may leave the hex. Alternately, it may overrun (if possible) the enemy units in the hex. Follow the rules of overrun (Rule 13), including spending MPs for the overrun.
- It may not end its movement in violation of the stacking limits.
- It may not break down or assemble during reaction movement.

Rule 33—Naval/Land Interaction

A. Naval Gunfire Support.

Task forces may support friendly ground units in combat through naval gunfire support (NGS).

To provide NGS, the TF must first prepare for the fire by spending at least 90 MPs in a hex during a friendly movement or exploitation phase. Once prepared, it remains prepared through the next combat phase (only), as long as it remains in the same hex and does not fire during any naval combat. *Note:* When a TF is prepared for fire, place a marker of your choice on the TF to note this.

During a subsequent combat phase a prepared TF may provide NGS as follows:

- To provide NGS for friendly attacking units, the hex being attacked must be in or adjacent to the TF's hex.
- To provide NGS for friendly defending units, the units must be in or adjacent to the TF's hex.

A TF has an NGS strength equal to its current strength. The NGS strength of naval units is halved in rough sea conditions and quartered in stormy sea conditions. (Round fractions down.)

When firing, the owning player may divide the TF's NGS strength among any eligible hexes within range. *Example:* During a friendly combat phase, a prepared TF with an NGS strength of 4 is within range of 3 hexes being attacked. The owning player decides to have the TF provide 3 points of NGS to one hex, 1 to the second hex, and none to the third.

Each NGS strength point has a ground combat strength of 1 and is treated as a 1/4 RE field artillery unit for the purposes of support and artillery (Rules 11 and 14B).

TFs may fire NGS only in support of attacking or defending ground units. NGS strength is ignored when calculating losses due to ground combat, and a TF providing NGS is not affected by ground combat results.

In each combat phase, after GS and DAS air operations are flown but before any ground combat is resolved, the non-phasing player must allocate his NGS to specific hexes. NGS allocated to a specific hex may not be switched to another hex that phase, even if its assigned hex is not attacked. There is no similar requirement for the phasing player to allocate NGS; the phasing player decides on and announces the amount of NGS in an attack only when he resolves the attack.

B. Coast Defenses.

Various hexes contain coast defenses. Coast defenses engage in naval combat with enemy naval units in the CD's combat zone (per Rule 28C).

Coast defenses are rated in levels (*e.g.*, level-1, level-2, etc.). The coast defenses summary lists the coast defense levels intrinsic to various map features, units, and markers. The total level of coast defenses in a hex is the sum of the various levels present. For example, a hex containing the port of Vigo (level 1) and a fort marker (level 1), would have a total coast defense strength of level 2.

The coast defense level in a hex is the hex's gunnery strength. For example, a hex with a level-2 coast defense has a gunnery strength of 2. A CD's gunnery strength is halved when firing at naval units in adjacent hexes (per Rule 29B).

The coast defenses in a hex may be damaged due to bombing (Rule 20G2i) or by naval combat (Rule 29B3). For every hit of damage, the coast defenses in a hex are reduced by 1 level. Hits of damage to coast defenses are temporary, lasting only for the player turn in which they were incurred. All CD hits are removed at the start of each player turn.

All coast defenses due to the presence of ports are eliminated in a hex if the enemy player gains ownership of the hex. Once destroyed, the coast defenses of a port may not be rebuilt within the context of the game.

Rule 34—Special Naval Rules

A. Naval Movement.

1. **Protected Waters.** Cargo and submarine naval groups (only) may use protected, inshore waters to screen their movement from enemy naval units. Each friendly-owned coastal hex is a protected waters hex. A cargo or submarine naval group that enters a protected waters hex:

- Does not trigger any reaction movement by enemy naval groups.
- Does not initiate naval combat with enemy naval groups or CDs in *adjacent* hexes.

2. Movement at Night. During each naval movement step, phasing naval groups may make part of their movement at night. In a step, a phasing group may spend any 10 continuous MPs as night movement. *Exception:* During a naval movement sub-phase, once a naval group uses night movement, it may not do so again (in a subsequent step) until it has spent at least 20 MPs.

Night movement affects naval units as follows:

- Air units cannot fly naval patrol missions at night.
- Amphibious landings may not be made at night.
- A combat or mixed naval group or a CD has a combat zone only in the hex it occupies.
- A CD has its gunnery strength halved at night.
- A naval unit has its gunnery strength quartered at night.

Night also affects naval units in various ways, per the success table die roll modifiers.

B. Replenishment.

The phasing player replenishes his naval units during his player turn. The player must dedicate any one of his naval movement steps to replenishment. In this step, the player's naval units do not move or spend any MPs (and thus no reaction movement, naval combat, or other naval activity may occur). Each of the player's naval units is replenished:

- If there is a friendly owned functioning naval base (Rule 30A7) present anywhere on the sea zone containing the naval unit.
- If the naval unit is off map at a holding box.

A naval unit unable to replenish has low fuel. Place a U-1 supply status marker on the naval unit to note this state.

A naval unit with low fuel at the beginning of a naval movement step has its movement allowance halved during the step (its gunnery and AA strengths are unaffected.)

If a naval unit with low fuel is unable to replenish in its next player turn, it must be scuttled (Rule 34D below) at the end of that player turn.

C. Ammo Depletion.

A task force has its ammunition depleted when it provides naval gunfire support in a combat phase. Place a U-3 supply status marker on the TF to note this. An ammo-depleted TF has its NGS strength halved when providing NGS in subsequent combat phases.

A TF has its ammunition replenished when the TF itself replenishes. Remove the U-3 marker at this time.

Note: Ammo depletion only occurs due to NGS and only affects NGS. Naval combat does not deplete ammunition, and the gunnery strength of an ammo-depleted TF is unaffected for naval combat.

D. Scuttling.

When an enemy unit gains ownership of a port containing naval units in port, the naval units there must try to escape to sea. The owning player rolls one die for each strength point of each naval unit attempting to escape. On a roll of 1 through 4, the strength point escapes to sea (and is at sea in the hex); on a roll of 5 or 6, the strength point fails to escape and is scuttled to prevent its capture by the enemy. Each scuttled strength point places one hit of damage on its naval unit. If all of a naval unit's strength points are scuttled, the naval unit sinks.

A naval unit at an inland port cannot escape and automatically has all its strength points scuttled.

When a naval unit is on a river/canal hexside and an enemy unit gains ownership of a hex adjoining the hexside, the naval unit cannot escape and automatically has all its strength points scuttled.

E. Mines.

During the Spanish Civil War, mines were used only in limited numbers, and mainly in attempts to interdict ports. Their effects are factored mostly into the various danger zones (Rule 34F below).

Both of the Spanish battleships, however, were lost during the war, directly or indirectly, to mines. (The *Espana* sank when it hit a stray mine, one not part of a minefield. The *Jaime I* was destroyed while under repair, by an accidental explosion that touched off its magazines, which had several mines in them.) To cover these events, use the following rule.

If a player has a battleship TF (a TF with "BBTF" as part of its unit ID) in play and has not yet taken random mine damage, that player rolls two dice during his initial phase:

- On a roll of 2 through 10 no damage is incurred during that turn.
- On a roll of 11 or 12 the TF takes 2 hits of damage, and the player does not roll again during the game.

F. Danger Zones.

Due to naval defense forces not directly shown in the game (such as mines and patrol craft), naval units risk damage in certain areas.

Danger zones consist of all hexes:

- Within 1 hex of an enemy-owned naval base.

Interventionist (*i.e.*, Italian) naval forces have one additional danger zone (due to the presence of naval forces of other members of the Non-Intervention League):

- All hexes of the Bay of Biscay (defined in Rule 27B1).

Check a naval group for enemy contact:

- The first time it *enters* or *puts to sea* in a danger zone during *any* naval movement step.
- If it *starts* a *friendly* naval movement step *at sea* in a danger zone.

To check for enemy contact, roll one die and con-

sult the success table:

- *Failure* means enemy forces did not contact the naval group; the group may operate for the rest of the naval movement step without risk of damage due to danger zones.
- *Success* means enemy forces made contact with the naval group. Immediately check for damage to the group.

To check for damage, use the 1-strength column on the naval gunnery table. For each strength point of each naval unit in the naval group, roll one die and consult the table. For example, if there were 6 strength points of naval units in the group, roll once against each of the 6 strength points. Each hit result places one hit of damage on the affected naval unit.

A player may not trace a naval-element supply line (Rule 12B4) from, into, or through any hex that is in a danger zone.

G. Landing Craft Damage.

Landing craft which disembark cargo at a beach risk being damaged due to wear and tear from surf and beach conditions.

When an LC disembarks cargo at a beach, the owning player checks for damage. Roll one die and consult the success table, applying all applicable modifiers. Immediately implement the result:

- *Success* means the LC disembarked without incurring damage.
- *Failure* means the LC is damaged and cannot be used for naval transport or amphibious landings until repaired. Flip the LC counter so the damaged side is face up.

Damaged LCs may be repaired. During a player's initial phase, roll a die for each damaged LC: it is repaired on a roll of 1 or 2.

H. Naval Interdiction.

Both player's seaborne reinforcements may be subject to naval interdiction. (Reinforcements are covered in detail in Rule 40.) When a player's OB specifies reinforcements as arriving at "any port" or "any ports," those reinforcements must be checked to see if enemy naval interdiction has delayed or eliminated them. Use the following procedure to check for naval interdiction.

The phasing player announces, for one reinforcement item (air or ground unit, step of attack supply or resource point, or 0.5 armor or artillery RP), at which eligible port he will attempt to place it. (Note that the Loyalist player may divert these reinforcements to the France holding box, per Rule 38C1, and thus avoid naval interdiction altogether.) Each player then totals the strengths of all his TFs and SSs at sea within 5 hexes of the port. The non-phasing player subtracts the phasing player's total naval strength from his total naval strength to determine the naval interdiction number, applies any applicable modifiers to this number, rolls a die, and consults the naval interdiction table. Results are:

—: **No Effect.** The reinforcement arrives at the port.

T: Turn Back. The reinforcement is turned back; it may not attempt to land at another port until the next turn.

E: Eliminated. The reinforcement is eliminated.

Repeat this procedure until the phasing player has no further seaborne reinforcements to place at ports that turn.

Naval Interdiction Example: It is the Loyalist initial phase of the Sep 1 37 turn and the Loyalist player has the following seaborne reinforcements: two steps of attack supply, one artillery RP, and one I-16/t6 air unit.

The Loyalist player first decides to try to place one step of supply at Malaga (which is cut off from his lines, besieged, and will probably fall unless he can get supplies to its defenders). The current sea condition for the Mediterranean Sea is clear (sea conditions can affect naval strengths). At sea within 5 hexes of Malaga are: Insurgent: one 3-point TF and two 2-point SSs (a total strength of 7), and Loyalist: one 2-point TF (a total strength of 2). The naval interdiction number is therefore 5 (7-2). The Insurgent player rolls a 6, eliminating the step of supply.

The Loyalist player then tries to place the second step of attack supply at Malaga as well. The Insurgent player rolls a 3, just turning it back. The Loyalist player next decides to place the first 0.5 artillery RP at Barcelona. There are no Insurgent TFs or SSs at sea within 5 hexes of Barcelona, while the Loyalist player has one 2-point TF there. The naval interdiction number is -2 (0 minus 2), further modified to -3 (due to the modifier for Barcelona being a Loyalist-owned Catalanian port), which means there is no chance of the reinforcement being affected by naval interdiction. The Loyalist player places the other 0.5 artillery RP and the I-16/t5 at Barcelona.

I. Combat Naval Forces.

1. Task Forces. Players do not have unlimited ability to use their task forces for naval gunfire support. (Both players' TFs had numerous other naval tasks to perform outside those shown in the game.) Each of the players' TFs may provide naval gunfire support for a maximum of only 6 turns per year (1936, 1937, 1938, 1939). Note that the TFs can still be used for other purposes (such as escorting transports). Players should keep a record of how many times each year a TF has been used to provide NGS.

J. Landing Craft as Ferries.

A landing craft may operate as a ferry, allowing the owning player to treat one sea hexside as a major river hexside for supply, ground movement, and ground combat purposes. To serve as a ferry, an undamaged LC must start the initial phase adjacent to the hexside and may not move at all that player turn. (An LC can operate as a ferry in any player turn.) If there is more than one eligible sea hexside

in the LC's hex, the player indicates which hexside has the ferry.

As long as the LC is present, friendly ground units treat the hexside as a major river hexside for supply, movement, and combat purposes during the player turn. Note that during the enemy player turn, this ferry will allow friendly units to retreat across its hexside if required to retreat. If the LC is eliminated for any reason, the player immediately loses its ferrying services.

Example: A Loyalist LC is in hex 23A:3827 (Algeciras) in a Loyalist initial phase, and it does not move. The LC may serve as a ferry for the 23A:3827/3928 hexside, with Loyalist ground units treating the hexside as a major river hexside.

K. Naval Supply Lines.

A player may not trace a naval-element supply line from, into, or through any hex that is: 1) in the combat zone (Rule 28B) of an enemy naval group or CD, or 2) in a danger zone (Rule 34F).

Any 10 continuous hexes of a naval-element supply line may be traced at night. Note that night affects combat zones, per Rule 34A4.

Rule 35—Naval Reinforcements and Repair

During the course of the game, players receive reinforcements, and repair and replace naval units.

A. Reinforcements.

Players receive naval reinforcements during the game. A player places his reinforcements on the map during his initial phase, at the location specified in his order of battle.

The Insurgent player's order of battle occasionally specifies naval units which are to be released from, or transferred to, the Italian naval intervention holding box. When the OB specifies that a naval unit is released from this holding box, he places it in the Italian off-map ports box. When the OB specifies that a naval unit is to be transferred to this holding box, he removes the naval unit from wherever it is (on-map, in the replacement pool, or in the Italian off-map ports box) and places it in the holding box.

B. Repair.

Spanish ability to repair or replace naval units during the civil war was slight, limited to construction of a few naval transports, and completion of a few warships already building when the war began.

Each player may receive naval repair points (NRPs) during the course of the game. (All NRPs received are conditional, per the OBs, and who receives them depends on who holds the port where the ships the NRPs represent are under construction.) During the initial phase, the phasing player may spend his NRPs to repair hits of damage from task forces and to replace eliminated task forces. A player may accumulate NRPs for use in later turns.

A player spends NRPs as follows:

- 1 NRP repairs one hit of damage on a TF. To be repaired, the TF must be in port at a friendly-owned functioning naval base; it may not move or fire in the player turn it is repaired.
- 1 NRP replaces one strength point of a sunken TF. Upon replacement, place the TF at any friendly-owned functioning naval base. It is fully operational upon replacement. Mark the replaced unit with hit markers as necessary to show as yet unreplaced/unrepaired strength points. *Example:* A 3-point TF is in the replacement pool, and 1 naval repair point is spent. The TF is replaced at a strength of 1; place the 3-point TF, marked with two hits, at a friendly-owned functioning naval base.

Occasionally, the OBs will specify "Replace at any standard or major port: 1-pt naval transport." Any turn on or after the specified turn, the player may repair or replace, for free, 1 strength point of a damaged or sunken naval transport. If a sunken naval transport is replaced, it must be placed at any friendly-owning functioning standard or major port.

Rule 36—Weather

A. Definitions.

1. **Weather Zones.** There are two weather zones used in the game:

- Zone D, consisting of all hexes on or north of the D weather line.
- Zone E, consisting of all hexes south of the D weather line.

2. **Weather Conditions.** There are five possible weather conditions. From fairest weather conditions to most severe, they are: clear, mud, frost, winter, and snow.

Mud, frost, winter, and snow conditions collectively are called poor weather.

Frost, winter, and snow conditions collectively are called cold weather.

3. **Weather Charts.** The weather rule uses the following charts:

- The **weather table** is divided into weather zone sections, which are used to determine the weather conditions for each zone each turn. The weather table also contains a sea conditions section, which is used to determine the sea conditions for all sea zones.
- The **weather conditions and sea conditions displays** are used to show the weather or sea condition in each weather or sea zone. For each zone or sea zone, place a marker in the box corresponding to its conditions.

B. Weather Conditions.

At the start of each game turn, the Loyalist player rolls one die to determine weather conditions in each zone. (Note that the die is rolled only once, not once per zone.) For each zone, cross-index the roll with the current turn to obtain a result. Results are:

C: Clear.

M: Mud.

F: Frost.

W: Winter.

S: Snow.

N: No Change. A result of no change means the weather result for the zone is the same as that of the zone on the previous turn. For example, if for zone D the weather on Oct II was clear and the weather result for Nov I is no change, then the weather for zone D on Nov I is clear.

Example: On the Nov I 36 turn, the Loyalist player rolls a 4 for weather conditions. For each zone, cross-index the roll with the Nov I column to obtain the zone's weather condition: mud in zone D; clear in zone E.

Weather affects the movement and combat effects of terrain, as shown on the terrain effects chart. Note that, as listed on the chart, mud, winter, and snow weather conditions have the following general effects, which are in addition to the effects of each type of terrain:

- *Mud:* -2 for all attacks; AEC may not be used (ATEC is unaffected).
- *Winter and Snow:* -1 for all attacks; only reduced AEC may be used (ATEC is unaffected). See Rule 10 and the armor/antitank summary for the effects of reduced AEC.

Weather affects other game conditions, as described in their rules. In general, weather affects:

- Supply considerations (Rule 12).
- Construction (Rule 14A).
- Transport and bombing missions of air units (Rules 20F and G).

C. Sea Conditions.

At the start of each game turn, the Loyalist player rolls one die per sea zone to determine sea conditions in that sea zone. (Note that, unlike weather conditions the die is rolled once per sea zone.) Modify the die roll as indicated on the weather table; treat rolls above 6 as 6 and below 1 as 1. Using the sea conditions section of the weather table, cross-index the modified roll with the current turn to obtain a result. Results are:

C: Calm.

R: Rough.

S: Stormy.

Sea conditions affect various game conditions, as described in their specific rules. In general, sea conditions affect:

- The gunnery and naval gunfire support strengths of naval units (Rules 29B and 33A).

- Bombing strengths of air units bombing naval units (Rule 20G).
- Naval transport to beaches (Rule 31B).
- Amphibious landings (Rule 32B).

D. Effects Between Zones/Sea Zones.

The weather or sea condition of a hex being entered or attacked is always that of the hex's weather zone or sea zone, even if the hex is being entered or attacked from a hex that has different weather or sea conditions.

A hexside falling between two zones or sea zones is treated as having the worse weather of the two zones or sea zones.

When tracing supply lines through zones with differing weather, the supply line element being traced is affected by the worse weather of the zones.

Rule 37—Special Rules

A. Fortifications.

Fortifications have combat effects as listed on the fortifications effects chart.

A fortification has differing combat effects based on its condition, as specified on the fortifications effects chart or (for improved forts) as listed below.

1. Forts. When a hex containing a fort is captured by enemy units, the fort is destroyed and is immediately removed from play.

2. Improved Forts. The static nature of much of the front lines during the Spanish Civil War, somewhat similar to the western front of World War I, allowed defenses to be strengthened greatly beyond the level represented by a fort. The Spanish Civil War uses improved forts to represent these strengthened defenses. (Note that improved forts are not listed on the fortifications effect chart. That chart is *Europa* standard, while improved forts are specific to the Spanish Civil War).

The combat effects of an improved fort are: -2; No AEC; Eng modifier.

When a hex containing an improved fort is captured by enemy units, the improved fort is destroyed and is immediately removed from play.

3. Fortresses. A fortress may be at either of two conditions: improved or unimproved. When a rule does not mention the condition of a fortress, it applies to all fortresses, regardless of condition. When a rule does mention the condition of a fortress, it applies only to those fortresses at that condition. For example, a rule on "fortresses" applies to all fortresses, both improved and unimproved, while a rule on "improved fortresses" applies to improved fortresses but not unimproved fortresses.

When a hex containing an improved fortress is captured by enemy units, the fortress immediately becomes unimproved. Place a fort in a hex containing an unimproved fortress to distinguish it from an improved fortress.

An unimproved fortress cannot become improved in the context of the game.

B. Factories.

Factory counters represent important industrial centers in Spain producing armaments, ammunition, armored vehicles, and other war related materials. A factory counter is not a unit, does not have a combat strength, does not have a movement allowance (and thus can never move), and does not prevent enemy units from entering its hex.

Factories are either in production or out of production. A factory is in production unless it is under repair (see below). Factories in production produce steps of attack supply, armor replacement points, artillery replacement points, and resource points at the rates listed on the factory production table.

Factories operate in terms of a production cycle of four turns:

- 1st Cycle: Dec II through Feb I.
- 2nd Cycle: Feb II through Apr I.
- 3rd Cycle: Apr II through Jun I.
- 4th Cycle: Jun II through Aug I.
- 5th Cycle: Aug II through Oct I.
- 6th Cycle: Oct II through Dec I.

A factory's production is received during the friendly initial phase in the turn at the end of each cycle: Feb I, Apr I, Jun I, Aug I, Oct I, and Dec I. Place a factory's production as follows:

- Place steps of attack supply and resource points in the factory's hex.
- Add replacement points (RPs) to the owning player's general replacement pool (per Rule 40) unless the factory is isolated (per Rule 3F), in which case the RPs accumulate at the factory (keep a note on paper of this).

A factory's production may be reduced by bombing (Rule 20F1d). For each factory with one or more hits on it when production is received, the owning player rolls a die for each item of production (step of attack supply, resource point, or 0.5 replacement point) to be received, applies any applicable die roll modifiers, and consults the success table. Results are:

- *Success*: The item is received as normal.
- *Failure*: The item is eliminated.

All hits of damage on a factory are removed each production cycle (after production is received).

Factories may be captured. An enemy factory is captured when its hex becomes friendly-owned. When a factory is captured, half (round down to the nearest 0.5) of the armor and artillery RPs accumulated at the factory (if any) are captured, and the remainder are immediately destroyed. Captured RPs are placed the same as new production.

A factory is damaged on capture and must be repaired before it can resume production. When a factory is captured, the capturing player rolls one die for the factory, applies any applicable modifiers, and consults the success table. Results are:

- *Success*: The factory requires only minor repairs; it is under repair (out of production) for the remainder of the current production cycle.
- *Failure*: The factory requires substantial repairs; it is under repair (out of production) for the remainder of the current production cycle and throughout the next cycle.
- *Failure**: The factory requires major repairs; it is under repair (out of production) for the remainder of the current production cycle and throughout the next two cycles.

Use a marker of your choice to denote a factory out of production.

During the course of the game, factories may be upgraded as specified on the orders of battle. In order to be upgraded, the specified factory must be in production and unisolated; if not, the upgrade is delayed until these conditions are met. If the factory has changed ownership prior to the scheduled upgrade, delay the upgrade by the number of turns the factory was under repair (out of production) as a result of the change of ownership. To denote the factory's upgraded status, flip the factory counter to its upgraded back side.

C. Rising and Revolution.

The coming of the rebellion brought chaos and turmoil throughout Spain. In some cities and towns the issue of which side the populace would declare for went undecided for weeks; and both sides spent the first month of the war arresting and executing enemies (real or suspected) in those areas which they already controlled. The pre-war Spanish armed forces were paralyzed by defections, coups, and counter-coups during this period. The one well-trained, well-led, well-armed force that moved with a purpose during this period was the rebel Army of Africa. The following rules simulate these realities.

During both the Jul II 36 and Aug I 36 turns, the following special rules apply:

- All units on both sides are in general supply and unisolated at all times.
- Neither side may use the construction ability of engineers (Rule 14A1).

During the Jul II 36 turn (only), the following special rules apply:

- Insurgent units that start the game in Spanish Morocco belong to the Army of Africa. Army of Africa units have their movement ratings halved during this turn. Army of Africa units may attack during this turn.
- All other Insurgent units and all Loyalist units in play on the map may move only a single hex (except into or across prohibited terrain) and may not attack.
- Insurgent units in the Canary Islands Holding Box may not move or attack.
- Neither side may use rail movement.
- Air units on both sides may not fly intercept.

tion, patrol attack, or CAP missions.

- Neither side may make amphibious landings (although amphibious landings may be planned for future turns).
- Neither side may use their naval units to provide naval gunfire support.
- Loyalist task forces may not leave port.

During the Aug I 36 turn (only), the following special rule applies:

- Army of Africa units have their normal movement ratings during this turn. Army of Africa units may attack during this turn. *Note:* By Aug I 36, it is likely that Army of Africa units will be operating in mainland Spain alongside other Insurgent units. To tell them apart, note that non-Army of Africa Insurgent units are backprinted with their corresponding People's Army units, while Army of Africa units are not backprinted.
- All other Insurgent units and all Loyalist units have their movement ratings halved during this turn. These units may attack during this turn.

D. Militia Reliability Checks.

With the rebellion of much of the Army, those officers in the Loyalist zone who had not already attempted to rebel were immediately suspected of being potential rebels. Few were trusted, and the rest were either arrested or simply not properly employed by the People's Army during the first months of the war. Additionally, many of the military formations initially raised on both sides were formed from trade unions, political party cadres, Catholic monarchists, and separatist movements, and thus were little more than armed mobs. These ill-led or ill-trained units are *militia* and have undependable performance in the opening phase of the war.

The following are militia units:

- **Loyalist:** All Loyalist units, except artillery and c/m units.
- **Insurgent:** All Requete and Falangist units, except artillery and c/m units. (Note that all Nationalist and Interventionist units are not militia.)

From Jul II 36 to Nov II 36 (inclusive), attacking or defending militia units must undergo a militia reliability check before their combat is resolved. (Note that there are no militia reliability checks beginning with the Dec I 36 turn.)

Militia reliability checks modify the standard procedure combat procedure as follows:

- 1) Players follow the standard procedure for resolving combat (including specifying the attacking units, spending steps of attack supply, etc.), pausing for militia reliability checks before the die is rolled to resolve the combat.
- 2) If the attacking player has any militia in the

attack, he makes a militia reliability check for these units (see below) and immediately implements the results. If after the militia reliability check there is no unit left attacking the hex, the attack is canceled and the remaining steps below are skipped.

- 3) If the defending player has any militia in the attacked hex, he makes a militia reliability check for these units (see below) and immediately implements the results. If after the militia reliability check there is no unit left defending in the hex, the attack automatically succeeds and attacking units may advance after combat into the hex.
- 4) If both players have units remaining in the combat, recalculate the combat odds and resolve the combat.

When a player is required to make a militia reliability check, he rolls one die, applies any applicable die roll modifiers, and consults the militia unreliability table. To obtain the results, cross-index the modified die roll with the affiliations of the player's militia units present in the combat. Note that a player rolls only once per combat, not once per unit or affiliations present. Results are:

N: Normal. The militia unit defends/attacks normally.

H: Halved. The militia unit's combat strength is halved (for this particular combat only).

R: Retreat. The militia unit must retreat (per Rules 9F1 and 9I) and is no longer involved in this combat.

Rt: Rout. The militia unit routs, creating a panic among the other militia present and triggering a general rout. All of the player's militia units present in the combat must retreat (per above), including those militia units which would otherwise pass their reliability check.

Example: It is the Sep II 36 turn, and a stack of Loyalist units, consisting of one Anarchist unit (militia), one Catalan unit (militia), one People's Army infantry unit (militia), and one People's Army artillery unit (not militia), are attacking a stack of Insurgent units, consisting of one Requete unit (militia) and one Falangist unit (militia). The attacking Loyalist units have air support and the Insurgents are defending in a rough terrain hex.

All units are militia and have their reliability checked, except for the People's Army artillery unit. The attacking (Loyalist) player checks first. He rolls a 4, modified to a 3 (-2 for the presence of both Anarchist and People's Army militia units in the same stack, +1 for Loyalist air support, for a net modifier of -1). The Anarchist unit attacks at half strength and the Catalan and People's Army infantry units attack at normal strength.

The defending (Insurgent) player now checks. He rolls a 3, modified to a 1 (-2 for the presence of both

Requete and Falangist units). The Falangist unit must retreat before combat and the Requete unit defends at half strength.

E. Governments.

The central governments of Loyalist Spain and Insurgent Spain are shown in the game. The OBs specify where the governments are located at the start of each scenario and campaign game. *Note:* Use the Spain capital marker in People's Army colors for Loyalist Spain and the Spain capital marker in Nationalist colors for Insurgent Spain.

1. Relocation. The phasing player may relocate his government during his initial phase. When relocated, the player simply moves the capital marker from its present location to any city, (including a point city) or any off-map holding box that he owns. *Note:* This relocation uses special transport resources not represented in the game, so it does not cost the player any rail capacity or transport resource to relocate a government.

If a government relocates to a hex outside mainland Spain, the government is in exile. (To show exile, use the side of the capital marker with the nation's name in brackets.)

2. Capture. If the enemy player gains ownership of the hex containing a government, roll a die. On a roll of 1 or 2, the government escapes capture, and its owning player must relocate it in his next initial phase. On any other roll, the enemy player captures the government. Remove the capital marker. The owning player reestablishes the government in his next initial phase, by placing its capital marker in any city, (including a point city) or any off-map holding box that he owns.

3. Morale. A nation's units have their combat strengths halved:

- For the remainder of the game turn in which their government is captured by the enemy.
- Throughout the game turn their government is reestablished after being captured.

A government's forces may be further penalized when its government relocates. (Any effects are described, per nation, in Rule 38).

Rule 38—Nations

A. Insurgent Spain.

1. Morale. In addition to the effects of enemy capture of the Insurgent government (Rule 37E3), the following effects may occur:

- If the Insurgent government is captured by the enemy, all Rebel units (but not Interventionist units) out of general supply in the next initial phase are demoralized throughout that player turn. A demoralized unit may not move or attack.

2. Insurgent Surrender. In any Insurgent initial phase, Insurgent Spain surrenders if:

- The Insurgent player owns 10 or fewer cities (per Rule 3E2) in Spain.

When Insurgent Spain surrenders, all Insurgent forces surrender and are immediately eliminated from play. The game ends at this point.

3. Italian Forces. Italian forces are under certain restrictions as defined below:

a. Italian Prestige. Due to Mussolini's desire to maintain direct control over Italian forces, as well as his vain hope of acquiring glory for fascist might, Italian divisions may only stack with Italian, Falangist, or Mixed units. ("May only stack" means the Insurgent player may not move his units in a manner that would result in violation of this rule at the end of any phase or during an overrun.)

Insurgent units forced to retreat as a result of combat may retreat in violation of this rule, but by the end of the next Insurgent movement phase the Insurgent player must be in compliance with this rule, if possible. Note that Italian non-divisional units are not affected by this rule and may stack with any Insurgent units.

b. Italian Operations on Mallorca. Mussolini considered the Balearic Islands to be of great strategic importance, particularly Mallorca. Palma quickly became an Italian aeronaval base (even though the Balearics fell within the French zone of responsibility as part of the non-intervention agreement), and Il Duce, hoping to retain it even after the end of the Spanish conflict for possible use in the event of any future war between Italy and France, was unwilling for it to fall into the hands of a hostile power, such as Loyalist Spain.

To reflect the historical Italian reaction to the Loyalist landing on Mallorca, the Insurgent player receives the "Italian Response to a Loyalist Attack on Mallorca" conditional reinforcements listed on the Insurgent OB during the initial phase of the Insurgent player turn following a Loyalist amphibious landing anywhere on Mallorca. These reinforcements are under special restrictions until Mallorca is cleared of Loyalist units:

- The Mixed infantry brigade may leave the Italian naval intervention holding box only to move to Mallorca. It may have an amphibious landing planned for the turn it is received as a reinforcement. Once the unit is on Mallorca, it may not leave Mallorca.
- The target hex of any air mission flown by the Italian air unit must be on or adjacent to any hex of Mallorca.
- Italian naval units which leave the Italian naval intervention holding box must move to Mallorcan waters. Mallorcan waters comprise all coastal hexes of Mallorca and all sea hexes adjacent to these coastal hexes. Italian naval units in Mallorcan waters may not leave Mallorcan waters, except to move to the

Italian naval intervention holding box.

The above restrictions are removed during the first subsequent initial phase in which no Loyalist units are present on Mallorca.

4. Moroccan Unreliability. Certain Colonial units may become unreliable. Moroccan unreliability is triggered if, during any Loyalist initial phase, the following two conditions are met:

- Loyalist forces are in Spanish Morocco and can trace supply to a Loyalist general supply source (full or limited).
- Two or more cities in Spanish Morocco are Loyalist-owned.

When Moroccan unreliability is triggered, the Insurgent player must disarm (per Rule 40A1) the Colonial units listed in the "Moroccan Unreliability" section of his OB.

B. Loyalist Spain.

1. Morale. In addition to the effects of enemy capture of the Loyalist government (Rule 37E3), the following effects may occur:

- All Loyalist units have their combat strengths halved throughout the game turn in which the Loyalist government relocates to any hex except a Madrid hex.
- If the Loyalist government is captured by the enemy, all Republican units (but not Gobernito or Radical units) out of general supply in the next initial phase are demoralized throughout that player turn. A demoralized unit may not move or attack.

2. Loyalist Surrender. In any Loyalist initial phase, Loyalist Spain surrenders if any two of the following have occurred:

- All four Gobernitos have collapsed (Gobernitos are covered in Rule 38D).
- The Loyalist government has been relocated outside mainland Spain or been captured at any time in the game.
- The Insurgent player owns both hexes of Madrid and is able to trace a supply line from either hex to any Rebel general supply source (full or limited).
- The Loyalist player owns no more than one major city hex in Spain.

When Loyalist Spain surrenders, all Loyalist forces surrender and are immediately eliminated from play. The game ends at this point.

3. Leftist Solidarity. To reflect the lack of cooperation and coordination between the central government and the "far left," the following rules apply:

- Republican units may not provide support (Rule 11) to Radical units, nor may Radical units provide support to Republican units.
- When Republican and Radical units participate in the same attack (even if from different hexes), the Loyalist player subtracts 1 from his combat resolution die roll.

The above restrictions are removed beginning with the turn following completion of Ideological Repurification of the Barcelona Revolt cities (see Rule 38B6).

4. Loyalist C/M Units. Loyalist c/m units are under the following restrictions:

- No more than two Loyalist c/m units may stack in a hex.
- A Loyalist c/m unit may not move in the exploitation phase if: 1) it starts that phase in the ZOC of an Insurgent unit, or 2) if it attacked during the preceding combat phase.

5. The Barcelona Revolt. The chronic friction between the communists on one side, and the anarchists and POUM on the other, finally exploded in May of 1937, with open fighting breaking out in Barcelona (despite the fact that their allies the Basques were being smashed by the Insurgents). The Republican government dispatched thousands of troops to put down the revolt, disarmed thousands more at the front by dissolving the POUM, and moved (finally) to assert its authority over both the Anarchists and the Catalan government. The following rules model these events.

During each Loyalist initial phase starting with the Apr 1 37 turn, the Loyalist player rolls one die to see if the Barcelona revolt occurs. If the roll is a 6, the revolt breaks out, and the following rules are in effect:

- The Loyalist player must disarm (per Rule 40A1) POUM units and eliminate accumulated POUM replacement points as indicated on the "Barcelona Revolt" conditional reinforcements section of his OB.
- The Loyalist player must ideologically repurify all Loyalist-owned replacement cities in Cataluna (this is essentially a second round of ideological purification, per Rule 39B, and is handled in the same manner), except that garrisons must be comprised of Republican units with an attack strength greater than zero.
- The attack strengths of all Anarchist and Catalan units are halved until the turn after ideological repurification (per above) is completed.
- The "Leftist Solidarity" restrictions (Rule 38B3) are removed beginning with the turn after ideological repurification (per above) is completed.

The Barcelona revolt also affects various infantry replacement rates as detailed in the replacements section of the Loyalist OB.

6. The International Replacement City in Spain. Various rules refer to the "International Replacement City in Spain." This was the major training center for International troops during the civil war. (At the start of each scenario and campaign game it is Albacete, 23A:3609.) During his initial phase, the Loyalist player may designate any other friendly-

owned city in mainland Spain to be the new International replacement city in Spain. The old city immediately ceases to be the International replacement city in Spain. However, the newly designated city, does not become the International replacement city in Spain until the second turn after its designation.

Example: During his initial phase of the Jul I 38 turn, the Loyalist player decides to move the International replacement city in Spain from Albacete to Barcelona. Albacete immediately ceases to be the International replacement city in Spain, but Barcelona does not take its place until the Loyalist player's initial phase of the Aug I 38 turn.

C. Neutrals.

France, Portugal, and Andorra were officially neutral during the Spanish civil war. All, however, were affected by the conflict, serving as unwilling hosts to refugees (over half a million persons from Aragon and Cataluna crossed into France during the Winter of 1938/39 alone) and on occasion to armed formations from both sides. The level of support lent by these "neutrals," and the circumstances under which their borders may be violated by each side are described below.

Unless otherwise stated, neither side's forces may enter or pass through any hex of a neutral. ZOCs do not extend across a neutral's border.

In some cases, a ground unit may enter the territory of a neutral, but risks being interned (under conditions described below). An interned unit is removed from play. It does not generate special replacements, is not placed in the replacement pool, and does not count toward victory point calculations (Rule 42).

1. France. As in Spain, elections in early 1936 brought the Popular Front, a coalition of the left, to power in France. Already faced with two hostile fascist nations on its borders, the French leadership was naturally sympathetic to the Loyalist cause. However, the French Popular Front faced many of the same problems that its Spanish counterpart struggled against: a large part of its population was conservative, the military leadership loathed and feared the perceived threat of Bolshevism (in the guise of socialism) even more than they feared the fascists, and the Catholic Church remained powerful, pervasive, and openly supportive of Franco's rebels. When combined with the leftist factions' endemic propensity for attacking one another and the slavish manner in which French foreign policy emulated that of the British during the late thirties, the level of support given to the Loyalists vacillated from the modest to the nonexistent throughout the war.

To reflect the variable attitude of France towards the Loyalists, the Loyalist player consults the French border table during the initial phase of each Loyalist turn. The status of the border is either open or closed. The border is automatically open from Jun II

36 through Aug II 36, and from Apr I 39 through the end of the game; it is automatically closed from Apr I 37 through Jul II 37, and from Sep I 38 through Nov II 38. During all other turns, the Loyalist player rolls one die to determine the border's status. Results are O: Open, C: Closed, and N: No Change. A result of no change means the border's status remains the same as it was on the previous turn.

Loyalist reinforcements listed in the OB as arriving at "any port," "any ports," or "any ports with an airbase" may land at ports in France instead of ports in Spain, thereby avoiding naval interdiction (Rule 34K). These reinforcements may land at French ports whether the French border is open or closed. These units are placed in the France holding box on the Loyalist game chart and may cross into Spain on any subsequent turn when the French border is open.

If the French border is open, any air and ground units, International infantry RPs (which are received in France as specified in the Loyalist OB), armor RPs, artillery RPs, and steps of attack supply which are in the France holding box may enter Spain. Air units may transfer or stage from any French airbase to Loyalist-owned airbases. Ground units may enter Spain at any Loyalist-owned hex on the French border (they may use rail movement to do so). International infantry RPs may be added to the Loyalist general replacement pool if a rail-element supply line can be traced from any Loyalist-owned hex on the French border to the International replacement city in Spain. Armor RPs and artillery RPs may be added to the Loyalist general replacement pool, provided a rail element supply line can be traced from a Loyalist-owned hex on the French border to any Loyalist-owned isolated factory. Alternatively, they may be added to those of any Loyalist-owned isolated factory, provided a rail element supply line can be traced from a Loyalist-owned hex on the French border to the factory. Steps of attack supply may enter Spain through rail movement or SMPs.

If the French border is open, the Loyalist player may choose to hold items in the France holding box, bringing them into Spain on subsequent turns when the border is open.

If the French border is closed, any Loyalist items in the France holding box must remain there until the border is opened.

If the French border is open, French cities may be used to help supply Republican units (per Rule 12C).

If the French border is open, Loyalist air units may move through hexes in France.

Regardless of whether or not the French border is open, Loyalist ground units may retreat (per Rules 9F1 and 9I) into France. Once in France, a Loyalist unit may enter a maximum of two other hexes in France before it must re-enter Spain. Loyalist units in France, however, risk internment. For each hex a

Loyalist unit enters in France (due to retreat or subsequent voluntary movement), the Loyalist player rolls a die. Modify the die roll by +2 if the French border is closed. A roll of 6 or more means the unit is interned. A Loyalist unit is automatically interned if it enters a fourth hex in France or if it remains in France for an entire Loyalist player turn without moving a hex. (*Note:* Insurgent units may not retreat into or otherwise enter France.)

Regardless of whether or not the French border is open, the Loyalist player may choose to move Loyalist forces into France, declaring them to be voluntarily interned. These units are interned as described above.

2. Portugal. Portugal, under the dictatorship of Salazar, openly supported the Insurgents by serving as a conduit for German and Italian aid, as well as directly supplying men and material. The following rules reflect this:

Portuguese cities may be used to help supply Rebel units (per Rule 12C).

Insurgent ground units may retreat (per Rules 9F1 and 9I) into Portugal. Once in Portugal, an Insurgent unit may enter a maximum of two other hexes in Portugal before it must re-enter Spain. An Insurgent unit is automatically interned if it enters a fourth hex in Portugal or if it remains in Portugal for an entire Insurgent player turn without moving a hex. (*Note:* Loyalist units may not retreat into or otherwise enter Portugal.)

Insurgent air units may move through hexes in Portugal.

Nationalist infantry RPs and Insurgent rail capacity increases are received from Portugal as specified in the Insurgent OB.

3. Andorra. Due to its non-existent military capability and peculiar government structure (the dual sovereigns of Andorra were the pro-Insurgent Bishop of Urgel and the pro-Loyalist President of France), the Andorran borders were often ignored by both sides. To reflect this, both side's ground and air units may freely enter or pass through Andorra.

4. Other Neutral Territory. Neither side's forces may enter or pass through any hex of Gibraltar, the Tangier International Zone, or French Morocco.

D. Gobernitos.

The Gobernitos were semi-autonomous regions which became more or less self-governing with the advent of war. As with much of Western Europe at this time, reluctance to confront the fascists outside their own territory weakened the collective security of all. Those in the north (Asturias, Santander, and the Basque area known as Euzkadi) began the war cut off from the rest of Loyalist Spain and were subjugated in turn by the Insurgents, while the collapse of Cataluna signaled the end of the war.

Each Gobernito has an operational area. A Gobernito unit may not move or attack outside its opera-

tional area, and is eliminated if forced to retreat outside its operational area. A Gobernito's operational area may expand under certain conditions.

Some Gobernitos have garrisons. A Gobernito's garrison may be released when the conditions specified for its release (per the conditional reinforcements section of the Loyalist OB) are met.

Gobernitos may collapse. Check for Gobernito collapse at the start of each player turn in which the conditions for its collapse have been met. When a Gobernito collapses:

- The Loyalist player rolls one die for each ground unit of the collapsing Gobernito, applies any applicable modifiers, and consults the success table. Results are:
Success: The unit remains in play, and may draw supply as a Republican unit (Rule 12C). The unit is now fragile for replacement purposes (per Rule 40N).
Failure: The unit is eliminated, but generates People's Army special replacements.
Failure:* the unit is eliminated, generating no special replacements.
- All accumulated infantry RPs for the Gobernito are eliminated.
- The Gobernito no longer receives reinforcements or replacements.

1. Asturias. The Asturian Gobernito and initial operational area is the region of Asturias. *Exception:* Up to 4 REs of Asturian units may operate anywhere in the regions of Asturias, Santander, and Euzkadi.

The Asturian operational area expands to include the regions of Santander, Euzkadi, Galicia, Leon, and Castilla la Vieja during any Loyalist initial phase in which either of the following conditions are met:

- The Asturias garrison has been released.
- The Insurgent player fails to maintain the required Asturias border force (per Rule 38D5).

Asturias will collapse if both Gijon (23A:1006) and Oviedo (23A:1007) are Insurgent-owned at the start of a game turn and a supply line can be traced from each of these cities to a Rebel general supply source (full or limited).

2. Cataluna. The Catalan Gobernito is the regions of Cataluna. The Catalan operational area is the regions of Cataluna, Aragon, Navarre, Valencia, and the Balearic Islands. *Exception:* Beginning with the third game turn following the Barcelona Revolt (Rule 38B6), up to 6 REs of Catalan units may operate anywhere in Spain.

Cataluna will collapse if either hex of Barcelona (33:3624 or 3625) is Insurgent-owned at the start of a game turn and a supply line can be traced from the hex to a Rebel general supply source (full or limited). Additionally, Cataluna may collapse at the start of a game turn in which both of the following occur:

- An Insurgent unit is within 3 hexes of Barcelona and a supply line can be traced from

the unit to a Rebel general supply source (full or limited).

- A Loyalist rail-element supply line cannot be traced from Barcelona to a Republican general supply source (full or limited).

The Loyalist player then rolls a die, applies any applicable modifiers, and consults the success table:

- *Success* means Cataluna does not collapse.
- *Failure* means Cataluna does collapse. If Cataluna collapses due to this procedure, Barcelona must be declared an open city.

When Barcelona is declared an open city, the Loyalist player is advised to move all remaining Loyalist units from Barcelona. Starting with the Insurgent player turn following the declaration of Barcelona as an open city, any Loyalist air or ground unit in any hex of Barcelona must surrender and is immediately eliminated when an Insurgent unit moves adjacent to it.

3. Euzkadi. The Basque Gobernito and initial operational area is the region of Euzkadi. *Exception:* Up to 4 REs of Basque units may operate anywhere in the regions of Euzkadi, Santander, and Asturias.

The Basque operational area expands to include the regions of Santander, Asturias, Castilla la Vieja, and Navarre during any Loyalist initial phase in which either of the following conditions are met:

- The Euzkadi garrison has been released.
- The Insurgent player fails to maintain the required Euzkadi border force (per Rule 38D5).

Euzkadi will collapse if both Bilbao (23A:1701) and San Sebastian (33:1932) are Insurgent-owned at the start of a game turn and a supply line can be traced from each of these cities to a Rebel general supply source (full or limited).

4. Santander. The Santandero Gobernito and initial operational area is the region of Santander. *Exception:* Up to 2 REs of Santandero units may operate anywhere in the regions of Santander, Asturias, and Euzkadi.

The Santandero operational area expands to include the regions of Asturias, Leon, Castilla la Vieja, and Euzkadi during any Loyalist initial phase in which either of the following conditions are met:

- The Santander garrison has been released.
- The Insurgent player fails to maintain the required Santander border force (per Rule 38D5).

Santander will collapse if the city of Santander (23A:1403) is Insurgent-owned at the start of a game turn and a supply line can be traced from the city to a Rebel general supply source (full or limited).

5. Insurgent Gobernito Guard Forces. Beginning with the Sep 1 36 turn, the Insurgent player must maintain minimum forces guarding the Asturias, Euzkadi, and Santander Gobernitos or risk the expansion of their operational areas. For each Gobernito, a guard force of at least 3 REs of Insurgent units must be maintained anywhere inside the

Gobernito or outside the Gobernito within 3 hexes of the Gobernito's border.

Only Insurgent ground units with an attack strength greater than zero may be used for these guard forces. An Insurgent unit may only be part of one guard force. For example, a Nationalist 1-6 infantry regiment which is within 3 hexes of the borders of both the Euzkadi and Santander Gobernitos may be included in either the Euzkadi or Santander Gobernito guard force, but not both.

Each Loyalist initial phase the Loyalist player checks each Gobernito to see if the required minimum force is within 3 hexes of its border. If it is not, he rolls a die applies any applicable modifiers, and consults the success table. Results are:

- *Success:* The Gobernito's operational area expands per Rule 38D1, 38D3, or 38D4 as appropriate.
- *Failure:* The Gobernito's operational area does not expand.

Rule 39—Occupation

Controlling Spain's peoples was at least as important (and difficult) as controlling its territory during the civil war. Both sides devoted a great deal of time and effort to suppressing dissension in newly-occupied areas.

A. Pacification.

Enemy-owned cities (including point cities) which are captured (become friendly-owned) must be pacified by garrisoning them with friendly units for a period of time. The size of the garrison and the number of turns it must be maintained are as follows:

- *Major City Hex:* 4 REs for three turns.
- *Dot City:* 2 REs for two turns.
- *Reference City:* 2 REs for one turn.
- *Point City:* 1 RE for one turn.

Count security and police units as double their RE sizes for purposes of pacification. Units comprising a pacification garrison must have an attack factor greater than zero, and may not spend MPs for any purpose (all their MPs are being used to pacify the city). Note that the same units need not garrison the city during each turn that pacification is ongoing.

Pacification garrisons are checked at the start of friendly initial phases. Use a marker of your choice to mark units in a pacification garrison. If pacification is not completed for any reason (such as part or all of the required garrison leaving the city), then the entire process must be begun anew. Should a city which has already been pacified by the friendly player be captured by the enemy and subsequently become friendly-owned again, it must again be pacified. Keep a paper record of cities which have been pacified.

Example: Malaga, a dot city, is captured by the Insurgents on the Feb 1 37 turn. It must be garrisoned by a minimum of 2 REs for two turns. At the start of

the Feb II 37 Insurgent initial phase, a Nationalist security regiment (which counts as 2 REs for pacification) in Malaga begins to pacify the city (mark the unit accordingly). During the Mar I 37 Insurgent initial phase, the city is checked to ensure the required garrison is still present. If it is, pacification continues. During the Mar II 37 Insurgent initial phase, the city is again checked to ensure the required garrison is still present. If it is, pacification is completed (make a note of this) and the garrison is released (remove the garrison marker from the unit).

A player may not trace a supply line into or through a hex containing a friendly-owned, unpacified city, unless the city has its required garrison (*i.e.*, the garrison listed as being sufficient for pacification).

B. Ideological Purification.

Cities in Catalonia which are initially Loyalist-owned must be ideologically purified by the Loyalist player. Cities are ideologically purified in the same manner as they are pacified (Rule 39A).

The Loyalist player may not trace a supply line into or through any hex in Catalonia containing a city which has not been ideologically purified, unless the city has its required garrison (*i.e.*, the garrison listed as being sufficient for pacification). Additionally, the Loyalist player does not receive infantry replacements for any Catalonia city which has not been ideologically purified, unless the city has its required garrison.

Note that if the Barcelona Revolt occurs (Rule 38B5), the Loyalist player must ideologically purify all Loyalist-owned cities in Catalonia a second time.

C. Guerrilla Attacks.

The Loyalist player may make guerrilla attacks against Insurgent-owned rail lines and airbases within the following regions of Spain: Andalucia, Aragon, Asturias, Castilla la Nueva, Catalonia, Euzkadi, Extremadura, Murcia, and Valencia. Guerrilla attacks are resolved during the Loyalist initial phase. The Loyalist player may make guerrilla attacks at the following rates:

- Up through Oct II 37: 0 attacks per turn.
- Nov I 37 through Jun II 38: 1 attack per turn.
- Jul I 38 through Sep II 38: 2 attacks per turn.
- Oct I 38 and after: 1 attack per turn.

Note that the number of attacks listed above is the total that the Loyalist player may make throughout Spain per turn, not per region.

For each guerrilla attack the Loyalist player is allowed to make, he may make either a rail attack, attacking one Insurgent-owned rail line hex, or an airbase attack, attacking one Insurgent-owned airbase hex. The Loyalist player may make no more than one rail attack and one airbase attack per Insurgent-owned hex. (Note that the Loyalist player may make up to two guerrilla attacks per Insurgent-owned hex; one rail attack and one airbase attack.)

Use the success table to resolve each guerrilla attack. Roll one die and consult the table for a result. If a guerrilla rail attack succeeds, the rail line in the hex is broken. If a guerrilla airbase attack succeeds, the airbase in the hex takes one hit. The effects of this hit are the same as those of an airbase bombing hit, per Rule 20G2a.

The Loyalist player may not make a guerrilla attack in a hex occupied by an Insurgent unit with a defense strength greater than 0, or in a hex adjacent to any Insurgent security unit.

D. Intrinsic Garrisons.

In addition to the field forces, each side maintained various paramilitary forces guarding important points in the rear areas. These are represented in the game as intrinsic garrisons of cities.

A player has an intrinsic garrison in a city if the city is friendly owned and pacified. Intrinsic garrisons have the following strengths:

Major City Hex	3 defense strength points
Dot City	1 defense strength point
Reference City	0.5 defense strength points

The intrinsic strength of a city is treated as a static (unit type) unit with an attack strength of 0 and a movement rating of 0. It does not have a ZOC and does not count against stacking. Its RE size is equal to its defense strength points.

Insurgent intrinsic garrisons belong to the Nationalist affiliation. Loyalist intrinsic garrisons belong to the People's Army affiliation, except in the region of a Gobernito (Asturias, Catalonia, Euzkadi, and Santander), in which case the garrison belongs to the Gobernito's affiliation.

If a combat result or militia unreliability check results in an intrinsic garrison being eliminated or required to retreat, it is dispersed instead. The strength of dispersed garrison is not counted for the purposes of exchanges or special replacements (Rule 40B4). A dispersed garrison is considered no longer present in its city for the remainder of the player turn in which the combat result was incurred. In the initial phase of the next player turn, the intrinsic garrison is no longer dispersed and is present in the city, if the city is still friendly owned and pacified.

A ZOC does not gain control of a hex containing a city that has an undispersed enemy intrinsic garrison present.

Rule 40—Ground Reinforcements and Replacements

During the course of the game, each player receives reinforcements and replacements; may convert, upgrade, form, or disband units; and is required to disarm, transfer, or withdraw units. Players receive reinforcements and replacements during their initial phases.

If a unit enters play (as a reinforcement or replacement) at a city that is out of general supply, the

unit's supply status is the same as that of the city. For example, if Bilbao has been out of general supply for three turns and a replacement unit appears there, the unit is in its third turn out of general supply. *Note:* Units appearing in a city that is isolated and has been out of general supply for at least four turns are not checked for elimination (per Rule 12E) on the player turn they arrive.

The orders of battle specify all reinforcements and replacements in the game. On the OBs, unit identifications are given for historical interest and may be ignored except for breakdown purposes.

A. Reinforcements.

Players receive reinforcements throughout the game, as given on their OBs. A player's reinforcements are placed on the map during his initial phase. Reinforcements may be placed only in friendly-owned hexes; these hexes may be in enemy ZOCs.

Unless otherwise specified, reinforcements that are unable to enter play as specified have their appearance delayed until they are able to enter play.

Note: Various reinforcement rules refer to replacement points (RPs) or other replacement concepts. These are covered in detail in Rule 40B.

1. **Concepts.** The OBs use the following terms and general definitions:

- *Reinforcements* are specified mostly by city or cities. When a specified city is named, place the reinforcements at that city, if it is friendly-owned. When "any city" or "any cities" is specified, place the reinforcements at any friendly-owned cities in the indicated region where units of that affiliation can be replaced. No more than one unit may be placed per city hex per turn.

Some reinforcements are specified by ports. When "any port" or "any ports" is specified, place the reinforcements at any friendly-owned functioning ports in the indicated sea zones, up to each port's current capacity.

Notes: 1) Loyalist reinforcements specified as being placed at ports may be placed in the France holding box instead (see Rule 38C1). 2) Reinforcements placed at ports may be subject to naval interdiction (see Rule 34H).

Some reinforcements are specified by holding box; place these reinforcements in the indicated holding box.

If a reinforcement has specific entry conditions listed on the OB other than the above, follow those instructions.

- *Convert* specifies when a unit (or units) converts into another unit (or units). The player must convert a unit in his initial phase on the conversion is specified, if possible. To be converted, the unit must be in general supply, be able to trace a supply line to a friendly-owned source of infantry replacements of its affilia-

tion, and may not be in an enemy ZOC. Remove the original unit from play and put the new unit in its place. If it is not possible to convert the unit when specified, it must be converted in the first friendly initial phase in which it can be converted. Units removed from play through conversion are out of play; they are not eliminated and may not be replaced.

- *Upgrade:* An upgrade works similar to a conversion, except that the owning player must spend RPs (as listed in the OB) when the unit is upgraded. The player may upgrade a unit in any of his initial phases on or after the turn the upgrade is specified.

- *Form* specifies when certain divisions are available to be formed, from non-divisional units in play. *Note:* All "form" units in the OBs are divisions. The headquarters staffs of these units have already been raised; the units are merely awaiting attachment of their infantry and artillery components.

A player places his divisions available to be formed in the "form" box on his game chart.

Exception: If the OB specifies the division is part of a Gobernito garrison, the Loyalist player places it in the "form" section of the appropriate Gobernito garrison box.

The player may form the indicated division in any of his initial phases on or after the turn the formation is specified. If the division has both supported and unsupported sides, the player may form it at either strength. If the division has a cadre, the player may form it at either cadre or full strength.

To form a division, the player must remove units with a total replacement cost (per Rule 40B) at least equaling the RP cost of the strength at which the division is to be formed. Only certain units may be removed to form the division:

Infantry RPs: Any non-divisional border, infantry, light infantry, mountain, and security units.

Artillery RPs: Any 0-1-6 or 1-6 mortar or artillery regiments.

The units to be removed must be stacked together, be of the same affiliation as the division to be formed (note the exceptions for Nationalist and International infantry divisions listed under Rule 40B3), and may not be in an enemy ZOC. The owning player removes the units to his general replacement pool, and puts the division on the map in their place.

The player may form a division in a Gobernito garrison box, from units in the "available" section of the same garrison box. The owning player removes the smaller units to the garrison box's replacement pool and puts the divi-

sion in the garrison box's available section.

Note: Units removed to form divisions are not out of play; they may be replaced.

Examples:

1) The Insurgent player has a Nationalist 4-6 infantry division in his "form" box that he wishes to form; per Rule 40B he needs units equivalent to 3 infantry RPs and 1 artillery RP. In anticipation of this, he has previously stacked in Zaragoza a Nationalist 1-6 infantry regiment, a Nationalist 1-6 border regiment, a Falangist 1-5 infantry brigade, and a Nationalist 1-6 artillery regiment; these total the necessary RPs. The non-divisional units are removed to the Insurgent general replacement pool and the 4-6 infantry division is placed at Zaragoza in their place.

2) The Loyalist player has an Asturian 3-4-4*/3-4* infantry division in the "form" section of his Asturias Garrison Box, and decides to form the division at its unsupported strength of 3-4*, which requires the equivalent of 3 infantry RPs. He has 3x 1-4 Asturian infantry brigades in the "available" section of the same garrison box. He removes these infantry brigades to the "replacement pool" section of the Asturias garrison box, and places the formed division in the "available" section of the Asturias Garrison Box.

- *Disband* specifies when a unit is disbanded to yield replacement points. The player may disband the indicated unit in any of his initial phases on or after the turn the disbandment is specified on the order of battle. A unit may be disbanded if it can trace an overland supply line to a source of replacements of the same affiliation, and is not in an enemy ZOC. Remove the unit from play, and receive the RPs specified on the orders of battle in the disbandment listings; add these RPs to the player's general pool. These RPs may not be used on the turn they are generated but may be used thereafter. Units removed from play through disbanding are out of play; they are not eliminated and may not be replaced.
- *Disarm* specifies when certain units must be disarmed. The player simply removes the units from the map or replacement pool. Calculate special RPs (per Rule 40B4) for these units that are removed from the map (but not from the replacement pool) and divide by 2 (rounding down to the nearest 1/2). The result is the number of infantry RPs the player receives. The Loyalist player receives People's Army infantry RPs for disarmed units; the Insurgent player receives Nationalist infantry RPs. *Note:* This is regardless of the affiliation of the units disarmed.

Units removed from play through disarming are out of play; they are not eliminated and may not be replaced.

- *Transfer* specifies when units must transfer to the indicated garrison box. Any unit of the indicated affiliation, size, type, and strength may be transferred. If possible, the transferring unit should not be isolated. Simply remove the unit from the map and place it in the indicated holding box. If no on-map unit can be transferred, then an eliminated unit is removed from the general replacement pool and placed in the indicated garrison box; the player then forfeits RPs equal to the unit's replacement cost. If the player does not have sufficient RPs (of the correct types) to meet this cost, then the player maintains a deficit until he has RPs available.
- *Withdraw*: A withdrawal works similar to a transfer, except that a withdrawn unit is permanently out of play (simply remove it from the map or general replacement pool).
- *Add to General Replacement Pool*: Add the indicated unit to the general replacement pool.
- *Remove from General Replacement Pool*: Remove the indicated unit from the general replacement pool; it is permanently out of play. If there is no such unit in the pool, then delay this action until there is such a unit in the pool.
- *Available for Assembly*: Place the indicated units in the appropriate breakdown boxes on the player's game chart.
- *Substitutions for Fragile Divisions*: Place the indicated units in the appropriate substitution boxes on the player's game chart.
- *Other*: Follow whatever OB instructions appear for special reinforcement events.

2. Insurgent Reinforcements. In general, Insurgent reinforcements appear as described in section A1 above, with the following addition:

- *Rail Capacity Increase, Iberian Gauge Rail Net of Mainland Spain*: Add the indicated increase to the rail capacity of the Insurgent-owned Iberian Gauge rail net of mainland Spain.

3. Loyalist Reinforcements. In general, Loyalist reinforcements appear as described in section A1 above, with the following additions:

- *International Replacement City in Spain*: Place the indicated units at whatever city is currently the International replacement city in Spain (per Rule 38B7).
- *Garrison, Available*: Place the specified units in the available section of the indicated Gobernito garrison box.
- *Garrison, Form*: Place the specified units in the form section of the indicated Gobernito garrison box.
- *Release from Garrison*: Release the specified

units from the indicated Gobernito garrison box. If the unit is in the available section of the garrison box, receive it as a reinforcement in that Gobernito's region. If the unit is in the form section of the garrison box, place it in the player's form box. If the unit is in the replacement pool section of the garrison box, place it in the player's general replacement pool.

4. Conditional Reinforcements. Each player may receive conditional reinforcements. A player receives a conditional reinforcement in his initial phase in which he meets the conditions for its appearance for the first time. These reinforcements and their conditions for arrival are listed in the players' OBs.

B. Replacements.

1. Production. Replacement points, steps of attack supply, and resource points are collectively called production. Players receive and use production during their initial phases. Unused production may be accumulated for use in later turns.

Players receive two types of production:

- *Domestic Production* as listed on the production sections of their orders of battle: armor RPs, artillery RPs, steps of attack supply and resource points at friendly-owned factories in production (see Rule 37B); infantry RPs at friendly-owned replacement cities; and, for the Insurgent player only, composite RPs at friendly-owned functioning ports.
- *Imports* as listed on the regular reinforcements sections of their orders of battle: armor RPs, artillery RPs, and steps of attack supply at friendly-owned functioning ports.

(Note: It is fundamental to the play of the Spanish Civil War that RPs be received, used, and accumulated in increments of 1/2.)

The owning player receives his production in his initial phase as follows:

- Steps of attack supply and resource points are placed at the factory where they are produced, or, if imports, at the port where they land.
- RPs received at unisolated factories in production, at unisolated replacement cities, or at unisolated ports, are placed in the player's general RP pool. (Note that this includes imports which land at unisolated ports.) Once in this pool, production can be accumulated or spent as the owning player wishes.
- RPs received at an isolated factory in production, at an isolated replacement city, or at an isolated port, do not go into the general pools; they accumulate at their factory, replacement city, or port. (Note that this includes imports which land at isolated ports.) If such a factory, replacement city, or port is no longer isolated in a friendly initial phase, all of its accumulated RPs go into the player's general RP pool.

When the enemy player gains ownership of an isolated factory, isolated replacement city, or isolated port, the RPs accumulated there are either captured or eliminated. One half of all armor RPs and artillery RPs (rounded down to the nearest 0.5 RP) are captured by the enemy player; all remaining RPs, including all infantry and composite RPs, are immediately eliminated. Captured RPs are accumulated at the capture hex or added to the player's general RP pool in the same manner as new production (e.g., depending on whether the factory, city, or port where it was captured is isolated or not).

When a player gains ownership of a factory or replacement city previously owned by the enemy player, production recommences as follows: A factory begins production once it is repaired (Rule 37B). A replacement city begins production beginning with the fourth turn following its pacification (Rule 39A).

2. Replacement Pools. Both players have replacement pools. The Insurgent player has a general replacement pool. The Loyalist player has a general replacement pool and a "replacement pool" section in each of his three Gobernito garrison boxes. (A player's Gobernito garrison boxes and general replacement pool are located on his game chart.)

When a unit is eliminated, place it in the appropriate general replacement pool. The orders of battle may also specify that certain reinforcement units be placed in, or removed from, the players' replacement pools. A player may also be required to place certain units in his replacement pools when he forms divisions per Rule 40A1.

3. Replacement Points. Players receive replacement points (RPs), which are used to replace eliminated units, to rebuild cadres to full strength, and to equip certain units.

Each player receives infantry (inf), armor (arm), and artillery (art) RPs. The Insurgent player also receives composite (com) RPs. Note: The labels infantry, armor, and artillery are terms of convenience, as each of these types of RP actually represents more than just its name.

In general, inf and com RPs are for specific affiliations, and these RPs may not be used for other affiliations. For example, Colonial inf RPs cannot be used to replace Insurgent units of other affiliations (Nationalist, Falangist, Requete, German, Italian, or Mixed). There are four exceptions to this rule.

- *Insurgent:* So long as at least one half of the total inf RPs used to replace, rebuild, or form a Nationalist infantry division are Nationalist, the remaining inf RPs used for the division may be from any Rebel affiliations.
- *Insurgent:* So long as at least one Italian com RP is used to replace, rebuild, or form a Mixed unit, the remaining RPs used for the unit may be any combination of Nationalist inf RPs and Italian com RPs. (There are no Mixed inf RPs.)

- **Insurgent:** From May 1 37, Nationalist inf RPs may be used to replace Falangist units
- **Loyalist:** So long as at least one half of the total inf RPs used to replace, rebuild, or form an International infantry brigade or infantry division are International, the remaining inf RPs used for the unit may be any combination of People's Army inf RPs and International inf RPs. From Nov 1 38, these units may be replaced, rebuilt, or formed entirely with People's Army inf RPs, or with any combination of People's Army and International inf RPs.

In general, armor RPs are used to replace c/m units; artillery RPs are used to replace artillery and anti-aircraft units; and a mixture of artillery RPs and infantry or armor RPs are used to replace supported divisions and non-divisional units with the self-supported indicator. *Exception:* Composite RPs are used to replace Interventionist units, regardless of whether the units are c/m, artillery, antiaircraft, or supported.

Each RP replaces one combat strength point of a unit. For replacement purposes, the combat strength of a unit with differing attack and defense strengths is equal to the sum of the attack and defense strengths divided by 2. (*Example:* A unit with an attack strength of 2 and a defense strength of 3 has a combat strength of 2.5 for replacement purposes, and thus requires 2.5 RPs.) A unit with a 0 combat strength is replaced at a cost of 0.5 RP.

Units that require a mixture of artillery RPs and infantry or armor RPs have their RP costs calculated as follows:

- **Art RP Cost:** 0.5 art RP is required if the unit has the self-supported indicator and is being replaced, or if the unit is a cadre being rebuilt to a full strength division. 1.0 art RP is required if the unit is a supported division without a self-supported indicator and is being replaced.
- **Inf or Arm RP Cost:** Inf RPs or arm RPs are required equal to the combat strength of the unit to be replaced or rebuilt, minus the artillery RP cost. These are arm RPs if the unit is c/m; inf RPs if not. *Examples:* 1) Replacing a 1-2-6* infantry brigade requires 0.5 art RP and 1 inf RP. 2) Replacing a 5-6 infantry division requires 1 art RP and 4 inf RPs.

Units and certain counters without printed combat strengths require RPs for replacement:

- Position AA is replaced at a cost of 0.5 art RP per AA strength point.
- A divisional headquarters is replaced at a cost of 1 art RP.
- A transport counter is replaced at a cost of 0.5 RP. An Interventionist transport counter requires 0.5 comp RP; all other transport counters require 0.5 arm RP.

Infantry RPs are used to replace all other units (such as unsupported infantry, security, engineer, etc.).

a. Replacing Eliminated Units. RPs may be used to replace an eliminated unit at its cadre strength. The RP cost is equal to the strength of the cadre. RPs may be used to replace a unit at its full strength; the cost is equal to the full strength of the unit. A unit with both a supported side and an unsupported side may be replaced at either strength.

The player may replace units using RPs in his general RP pool. He spends the RPs required to replace the unit, removes it from the pool, and place it as follows:

- If only arm RPs, art RPs, or a combination of arm and art RPs are used, place the unit at any unisolated, friendly-owned factory.
- If inf RPs, or a combination of inf and art RPs are used, place the unit at any unisolated, friendly-owned replacement city of the same affiliation as the infantry RPs spent to replace the unit. If the unit is replaced from the replacement pool of a Gobernito garrison box, the player places it in the "available" section of the same Gobernito garrison box.
- If com RPs or a combination of com and inf RPs are used, place the unit at any unisolated, friendly-owned port.

The player may replace units using RPs accumulated at friendly-owned isolated factories, ports, and replacement cities. RPs from his general RP pool cannot be combined with these RPs to replace units. RPs accumulated at other isolated hexes can be combined to replace a unit if a line of supply can be traced between all isolated hexes supplying RPs. The owning player spends the RPs required to replace the unit, removes the unit from the replacement pool, and places it as follows:

- If arm, art, or com RPs are used, place the unit in any of the hexes from which the RPs originated.
- If inf RPs, or a combination of inf and art RPs are used, place the unit at any of the isolated friendly-owned replacement cities from which inf RPs originated. If the unit was replaced from the replacement pool of a Gobernito garrison box, the player places it in the "available" section of the same Gobernito garrison box.

Example: The Loyalist player spends 1.5 Asturian infantry RPs accumulated at the isolated replacement city of Gijon, 0.5 Asturian infantry RP accumulated at the isolated replacement city of Oviedo, and 0.5 artillery RP accumulated at the isolated Bilbao factory to replace a 2-3-4* Asturian infantry division from his general replacement pool. (All cities furnishing RPs can trace supply lines to one another.) The division must be placed at either Gijon or Oviedo,

which are replacement cities for Asturian units (Bilbao is not). Note that if the division had been replaced from the replacement pool of the Asturias Gobernito Garrison Box, it would be placed in the "available" section of the Asturias Gobernito Garrison Box.

Each player may replace only a limited number of units of certain unit types. The limits are:

- Only 1 cavalry RE may be replaced per month.
- Only 1 combat or assault engineer RE may be replaced per month.
- Only 1 light infantry RE may be replaced per month.
- Only 1 marine or naval infantry RE may be replaced per month.
- Only 1 mountain RE may be replaced per month.
- Only 1 security RE may be replaced per month.

b. Rebuilding Cadres to Full Strength. RPs may be used to rebuild a unit at cadre strength to its full strength. The cost for this is equal to its full strength minus its cadre strength. For example, a 4-5-5 division at its 1-5 cadre strength requires 3.5 RPs.

The player may rebuild a cadre using RPs from either his general RP pool or accumulated at his isolated factories, ports, and replacement cities. The cadre must be in general supply, be able to trace supply lines to each friendly-owned source of replacements to be used, and may not be in an enemy ZOC. The owning player must spend the RPs required to rebuild the cadre. RPs from the general RP pools may be spent if the sources of replacements traced to are unisolated. In all other cases the RPs must be spent at the sources of replacements traced to. Then flip the cadre over to its full strength side.

c. Equipping Units. Various units have both unsupported and supported sides. Art RPs may be used to equip such a unit, changing it from its unsupported strength to its supported strength.

The player may equip a unit in any of his initial phases, including the initial phase in which the unit is received as a reinforcement, or in which the unit is formed. The art RP cost to equip a unit is equal to the difference in combat strength between the unit's supported and unsupported sides. The unit to be equipped must be in general supply, be able to trace a supply line to each friendly-owned source of artillery replacements to be used, and may not be in an enemy ZOC. The owning player spends the artillery RPs required to equip the unit (he spends these RPs in the same manner as those used to rebuild a cadre), and flips the equipped unit to its supported side.

The player may equip a unit in a Gobernito garrison box. For purposes of tracing a supply line to a friendly-owned source of artillery replacements, the unit to be equipped may be assumed to be occupying any friendly-owned hex in the Gobernito's region.

Example 1: The Loyalist player decides to equip a 1-2-6 infantry brigade. The brigade is in general supply, able to trace a supply line to an unisolated factory, and not in an enemy ZOC. The Loyalist player spends 0.5 artillery RP from his general RP pool, and flips the brigade over to its 2-6* supported side.

Example 2: The Loyalist player decides to equip a 2-4* unsupported infantry division in the Asturias Garrison Box. He announces the division is assumed to be in hex 23A:1106, in which hex the division is in general supply, able to trace a line of supply to the isolated Bilbao factory for art RPs, and not in an enemy ZOC. The Loyalist player spends 0.5 art RP from the art RPs accumulated at the Bilbao factory and flips the division over to its 2-3-4* supported side. *Note:* The equipped division remains in the Asturias Garrison Box.

4. Special Replacements. When unisolated units are eliminated due to combat or overrun, the owning player receives RPs: inf RPs if the units are Loyalist, Rebel, or Mixed, and com RPs if the units are German or Italian. *Note:* Eliminated c/m and artillery units yield inf RPs or com RPs, never arm or art RPs. All affiliations receive special replacements, and they may receive these replacements any time from the start of the game.

When an unisolated unit is eliminated, the owning player places the unit to one side. When an unisolated unit is reduced to cadre, the owning player notes the actual strength point loss (*i.e.*, full strength minus cadre strength). In his initial phase, the phasing player determines his total losses by calculating the total strength loss of his units eliminated since his last initial phase (and he may then place these units in his general replacement pool) and adding this to the total strength loss of his units reduced to cadres since his last initial phase. The losses for each affiliation are each counted separately, except that Mixed units are counted as Nationalist units, and International units are counted as People's Army units.

The player determines the number of special RPs received, based on his losses. To calculate these RPs, divide the loss totals by 4. (Round down to the nearest one half.) The resulting number is the number of RPs that affiliation receives due to special replacements. These RPs are added to the affiliation's general RP pool.

Example: In the Insurgent initial phase, the Insurgent player finds that he has lost 12 strength points of unisolated units: 7 points of Nationalist and Mixed units, 2 points of Colonial units, and 3 points of Italian units. Thus, he receives as special replacements, and adds to his general RP pool, 1.5 Nationalist infantry RPs, 0.5 Colonial infantry RP, and 0.5 Italian composite RP.

C. Fragile Divisions.

Various divisions may not be replaced or have their cadres rebuilt to full strength. Instead, when such a division is eliminated, it has another unit (or units) substituted for it in the replacement pool. The OBs list the fragile divisions and their substitutions.

Rule 41—Preparing for Play

Assemble maps 23A and 33 to form the game map. (The east edge of map 23A overlaps the west edge of map 33.)

A. Initial Deployment.

The orders of battle list the initial forces and deployments for both sides. (*Note:* The OBs denote self-supported units by placing asterisks following the units' movement ratings. For example, 1-2-6* indicates a self-supported 1-2-6 unit.) Sort the counters as needed. If a front line is specified, each front line hex must be occupied by or in the ZOC of a unit.

Players deploy forces and prepare for play in the following sequence:

- The Insurgent player deploys all ground units listed in his initial forces section of the OB, except for units designated as part of the General Reserve.
- The Loyalist player deploys all ground units listed in his initial forces section of the OB, except for units designated as part of the Army of the North Reserves or the High Command Reserves.
- The Insurgent player deploys his General Reserve ground units and all accumulated steps of attack supply and resource points.
- The Loyalist player deploys his Army of the North Reserves and High Command Reserves ground units and all accumulated steps of attack supply and resource points.
- The Insurgent player deploys all air and naval units listed in his OB's initial forces section.
- The Loyalist player deploys all air and naval units listed in his OB's initial forces section.

See the scenarios (below) for scenario-specific instructions.

B. Scenarios.

1. The Early-War Scenario. This scenario starts on the Jul II 36 turn and ends either upon the conclusion of the Mar II 37 turn or upon a Loyalist or Insurgent surrender (per Rules 38A2 or 38B2).

Use the Jul II 36 initial forces and the reinforcements starting from Jul II 36.

At the start of this scenario, each player owns only those hexes he has units in or which contain cities the OB lists as friendly-owned; all other hexes begin the game owned by neither side.

There are no special prior or initial conditions at the start of this scenario.

See Rule 42 for the victory conditions.

2. The 1936-1939 Grand Campaign Scenario. This scenario is the same as the Early-War Scenario except that: 1) it ends either upon the conclusion of the Jul II 39 turn or upon a Loyalist or Insurgent surrender (per Rules 38A2 and 38B2), and 2) it has different victory conditions (see Rule 42).

3. The Mid-War Scenario. This scenario starts on the Apr I 37 turn and ends when any of the following occur: 1) the Gobernitos of Asturias, Santander, and Euzkadi have all collapsed (per Rule 38D), 2) the Feb II 38 turn concludes, or 3) the Loyalists or Insurgents surrender (per Rules 38A2 and 38B2).

Use the Apr I 37 initial forces and the reinforcements starting from Apr I 37.

The OBs list the front lines and territory owned by each player at the start of this scenario.

The weather on the Mar II 37 turn was mud in zone D and clear in zone E. The French border is closed at the beginning of this scenario. The Asturian operational area has expanded (per Rule 38D1). All friendly-owned cities on both sides are pacified.

See Rule 42 for the victory conditions.

4. The 1937-1939 Grand Campaign Scenario. This scenario is the same as the Mid-War Scenario except that: 1) it ends either upon the conclusion of the Jul II 39 turn or upon a Loyalist or Insurgent surrender (per Rules 38A2 and 38B2), and 2) it has different victory conditions (see Rule 42).

5. The Late-War Scenario. This scenario starts on the Mar I 38 turn and ends when either upon the conclusion of the Jul II 39 turn or upon a Loyalist or Insurgent surrender (per Rules 38A2 and 38B2).

Use the Mar I 38 initial forces and the reinforcements starting from Mar I 38.

The OBs list the front lines and territory owned by each player at the start of this scenario.

The weather on the Feb II 38 turn was winter in zone D and clear in zone E. The French border was open on the Feb II 38 turn. The Asturias, Euzkadi, and Santander Gobernitos have collapsed. All friendly-owned cities on both sides are pacified, with the exception of Teruel (23A:3303), which was captured by the Insurgents on the Feb II 38 turn. The Barcelona revolt has occurred and the Loyalist player has ideologically repurified all Catalonia replacement cities.

See Rule 42 for the victory conditions.

Rule 42—Victory

The victory conditions judge which player wins the game. At the end of the game, consult the instructions for each scenario to determine the winner and his level of victory. Levels of victory are:

- **Marginal Victory:** The player wins a marginal victory. His performance is about equal to or slightly better than his historical counterpart.
- **Substantial Victory:** The player wins a substantial victory. His performance significantly surpasses that of his historical counterpart.

- **Decisive Victory:** The player wins a decisive victory. His performance greatly surpasses that of his historical counterpart.

A. Grand Campaign Scenarios.

During play of a grand campaign scenario, both players will score victory points (VPs). The victory chart lists the VP awards in these scenarios. The chart also lists the final victory levels for the scenarios. (Note that the VP awards and final victory levels are the same for both grand campaign scenarios.)

VPs are awarded at the start of each half year: during the initial phase of each Jan I and Jul I turn. In addition, VPs are awarded at the end of the game, whenever it occurs (either at the end of Jul II 39 or sooner if either side surrenders per Rules 38A2 and 38B2). Certain VPs are awarded immediately upon the occurrence of special events.

VPs are awarded for control of territory, enemy ground losses, and events:

- **Territory:** VPs for territory are awarded at the end of each half year and at the end of the game. (Note that the VP awards for territory at the end of each half year are different from those awarded at the end of the game.) Both players gain VPs for owning reference cities, dot cities, and major city hexes in mainland Spain and the Balearic Islands. (Note that VPs are not gained for cities in the Canary Islands or Spanish Morocco.) VPs for a city are awarded only if it is friendly-owned, unisolated, and pacified.
- **Enemy Ground Losses:** VPs for enemy ground losses are awarded only at the end of the game.
- **Events:** VPs for events are awarded upon the occurrence of the event. (Note that some events are player-specific, yielding VPs only to that player.)

Enemy Surrender: This occurs per Rule 38A2 or 38B2, as appropriate. Note that it can only occur once per game.

Gobernito Collapse: This occurs per Rule 38D. Note that each Gobernito (there are four) can collapse only once per game.

Capture of Enemy Government: This occurs if a player captures his enemy's government. VPs for this event are awarded only once per game per player, even if a player captures his enemy's government more than once.

Enemy Government Relocates: This occurs if the enemy government relocates within mainland Spain to any city other than Madrid. This event can occur any number of times during the game.

Enemy Government Goes into Exile: This occurs if the enemy government relocates to any hex outside of mainland Spain. This award is forfeited if the enemy government subse-

quently relocates to Madrid. These events can occur any number of times during the game.

Each Air Unit Eliminated: This occurs each time an enemy air unit is eliminated.

Each Hit on a Naval Unit: This occurs each time an enemy naval unit takes damage.

Each Terror Bombing Hit: This occurs per Rule 20G1c.

Each Interventionist Ground Unit Eliminated: This occurs each time an Interventionist ground unit is eliminated.

Each Turn from (the specified date) that (the specified Gobernito) has not Collapsed: This occurs each turn on and after the specified date that the indicated Gobernito has not collapsed.

Each Turn from Jan I 39 that the Loyalists have not Surrendered: This occurs each turn on and after Jan I 39 that the Loyalist player has not surrendered (per Rule 38B2).

At the end of the game calculate the final VP total for each player. Compare the Insurgent VP total to the Loyalist VP total, in the form of a ratio. Consult the level of victory table to see what level of victory this ratio results in.

B. Other Scenarios.

The victory conditions and levels of victory for the early-war, mid-war, and late-war scenarios are listed on the Spanish Civil War victory chart.

Rule 43—Advanced Rules

The following rules cover certain game mechanics in greater detail than presented in the previous rules. For players gaining experience with the game system, these rules can be disregarded. These rules should be used by experienced players.

A. Retreats and Overruns.

During the combat phase, a unit or stack required to retreat due to a combat result (Rule 9F1) may retreat into an enemy-occupied hex if able to overrun (Rule 13) the hex. The overrun odds are calculated as normal, but movement point costs are ignored. The effects of enemy ZOCs on retreats are implemented before the overrun odds are calculated. *Example:* A stack of two Loyalist 5-6 infantry divisions is attacked and a DR is achieved. The stack is surrounded, but one of the adjacent hexes is occupied by an Insurgent 0-1-10 unsupported battalion, and no Insurgent ZOC is exerted into that hex. Accordingly, the divisions retreat into this hex, overrunning the battalion. If an Insurgent ZOC was exerted into this hex, the divisions would be reduced to their 2-6 cadre strengths first and thus be too weak to overrun the battalion.

B. Antiaircraft Fire.

1. **Harassment Abatement.** Phasing units may use their AA strengths to attempt to abate the effects of

enemy harassment during the movement and exploitation phases. To fire AA, units must start in or enter the harassment hex, ending their movement for the phase in that hex. Only one AA attack may be made in a harassment hex per movement or exploitation phase. Only c/m units may fire AA during the exploitation phase. Position AA, naval units, and intrinsic AA may not fire AA for the purposes of this rule.

For each AA fire, the firing player rolls two dice, adding the eligible AA strength to the roll, to determine whether the harassment in the hex is affected. Results are:

- 12 or less: No effect on the harassment.
- 13-18: Ignore one harassment hit in the hex for the rest of the current phase.
- 19 or more: Ignore all harassment hits in the hex for the rest of the current phase.

Note that the results of this AA fire do not actually affect any air units, but simply the harassment hits.

Example: During the movement phase, phasing units with an AA strength of 4 attempt to abate harassment in a hex having two harassment hits. The phasing player rolls a 10 and adds 4 (for the AA strength) to produce a 14 result, negating one of the harassment hits in the hex for the rest of that movement phase.

C. Advanced Game Mechanics.

1. Ownership. ZOCs alone do not gain ownership of enemy-owned cities or airbases. To gain ownership of a hex containing an enemy-owned city or airbase, a friendly unit must occupy the hex.

By itself, a 1/2 RE-sized unit cannot gain permanent ownership of a hex. When entering an enemy-owned hex, such a unit owns the hex only as long as it occupies the hex; upon leaving the hex, ownership reverts to the other player. It takes at least 1 RE of units (including, for example, two battalions operating together) or an uncontested ZOC to gain permanent ownership of a hex.

2. Isolated Sections of a Rail Net. Players must maintain separate capacities for sections of their rail net which become isolated from each other by hexes that are not friendly-owned. The capacity of an isolated section of a rail net is equal to the sum of the current capacities of the rail depots on that section of the rail net. For example, at the start of the 1937-39 Grand Campaign and Mid-War scenarios, the Loyalist rail net is separated into two sections by a swath of enemy-owned territory. The northern section of the Loyalist rail net, with but two dot city rail depots on it (Santander and Bilbao) has a capacity of 2 REs. The southern, main, section of the Loyalist rail net, with five major city rail depots (two hexes of Madrid, two hexes of Barcelona, and Valencia) and two dot city rail depots (Murcia and Cartagena) has a capacity of 12 REs.

If a rail net is divided into two or more sections

isolated from each other, each isolated section of the net is treated as a separate rail net when temporarily increasing capacity (per Rule 7A4b).

When using this rule, players must specify the rail depot at which each RE of permanent capacity is built (per rule 7A4c).

3. Supply Lines. Each mountain, wooded swamp, wooded rough, and swamp hex counts as 2 hexes when tracing overland supply lines. When tracing an overland supply line across a narrow strait hexside, this hexside itself counts as 1 hex against the length of the supply line. These penalties do not apply if the overland supply line is traced along a road.

D. Advanced Replenishment.

Instead of the phasing player allocating a naval movement step for replenishment, each phasing naval unit replenishes during naval movement by spending 30 MPs at a friendly-owned functioning naval base.

Rule 44—Optional Rules

The following rules may be used upon agreement by both players. Players should decide which optional rules will be used before choosing sides.

A. Terrain and Weather.

1. Bridges. A road or rail line crossing a river hexside is a bridge. A player owns a bridge if he owns both hexes adjacent to the bridge hexside or if he was the last to do so. Bridges may be demolished.

Air units may demolish a bridge by bombing. (This is a tactical bombing mission.) The target hex of the mission is either hex adjacent to an unowned or enemy-owned bridge hexside. Air units on this mission may be intercepted by enemy interceptors able to fly to the target hex. During the AA fire step, AA fire may come from either (but not both) of the two hexes adjacent to the bridge hexside, firing player's choice. During the mission resolution step, air units bomb the bridge, using the bombing table. Three bombing hits demolishes the bridge.

A ground unit may demolish a bridge by spending 4 MPs in either hex adjacent to the bridge to do so. The bridge must be friendly owned or unowned.

The Loyalist player may make guerrilla attacks on bridges in the same manner as attacks on rail lines and airbases (Rule 39C). Note that there is a die roll modifier of -1 when the success table is consulted for this type of attack. If the attack succeeds the bridge is demolished.

A demolished bridge may not be used for any movement purposes, such as road, rail, or admin movement, etc. For example, a unit using a road to cross a river and enter a woods hex normally pays 1 MP to do so; it must spend 3 MPs to do so if the bridge is destroyed (1 MP for the river and 2 MPs for the woods hex). Supply lines may be traced across a demolished bridge without penalty.

A construction unit may repair a demolished bridge or a bridge that has taken bombing hits. A bridge may be repaired only if the player owns both hexes adjacent to the bridge. Repairing a bridge costs the construction unit 4 MPs. Repairing a bridge that has bombing hits but is not demolished is the same as repairing a demolished bridge, except that a resource point is never required.

2. Spring Thaw. When a zone's weather changes from cold to non-cold, all rivers in the zone are flooding. The MP costs to cross flooding river hexes is +2 MP.

B. Ground Mechanics.

1. Ownership of Territory. In addition to the cases in Rule 3D, a player may gain ownership of territory in the following manner. At the start of each player turn, check the ownership of all isolated hexes except for major city hexes and hexes occupied by enemy units. When checked, a friendly-owned hex becomes enemy owned if a line of communications (LOC) cannot be traced from the hex to a friendly unit but can be traced to an enemy unit. A LOC may be up to 14 hexes in length (regardless of weather) and is traced the same as an overland supply line.

2. Supply/Resource Items. A player may voluntarily destroy his supply/resource items (general supply points, steps of attack supply, and resource points) at any time in his player turn only. During a player turn, whenever a unit gains ownership of a hex containing enemy supply/resource items, half (round down) of each item left behind in the hex is captured, and the remainder is immediately destroyed. Captured supply/resource items are treated in all respects the same as the player's own supply/resource items. Captured general supply points are removed from play at their usual time (per Rule 12C3).

Example: During the Loyalist combat phase, Loyalist units attack a hex occupied by an Insurgent infantry regiment, 5 resource points, and 2 steps of attack supply. The result of the combat is a DR, and the infantry regiment retreats from the hex, carrying 2 resource points with it (Rule 12H). Loyalist units advance after combat into the hex, gaining ownership of the hex. One resource point (half of the 3 points there, rounded down) and 1 step of supply are captured; the remaining 2 points 1 step of supply are immediately destroyed.

A player may recover resource points by dismantling forts, improved forts, and permanent airfields. A construction unit may dismantle an unisolated fort, improved fort, or permanent airfield. It takes the unit one turn (two turns in poor weather) to dismantle a fort, improved fort, or permanent airfield. (Dismantling is similar to construction, starting and finishing in initial phases. See Rule 14A1.) For every three items dismantled, the player receives one resource point. The resource point is received as a reinforcement in the turn following the dismantling of

the third item, and is placed at any friendly-owned unisolated city.

C. Ground Units.

1. Heavy Antiaircraft. A heavy AA unit does not have its attack strength halved when attacking fortifications if a field artillery unit would not be halved attacking the same fortification (per the fortifications effects chart).

D. Air Mechanics.

1. Airbase Supply. Supply status affects airbases and air units there. During each initial phase, determine the general supply status of all airbases; the general supply status of the airbase affects all operative air units at the airbase. Air units have their abilities reduced depending upon how many consecutive turns their airbase has been out of general supply:

- *First Turn:* Each air unit there may not fly at extended range.
- *Second and Third Turns:* Each air unit there has its bombing strengths halved and its attack and defense strengths reduced by 2 each (but never below 1).
- *Fourth and Subsequent Turns:* Each air unit there may fly only a transfer mission.

Supply effects are cumulative. Unlike ground units, air units are not eliminated due to supply status, even if isolated.

When air or naval transport of general supply points is used to supply airbases, each air unit counts as 1 RE.

E. Air Units.

1. Bombers as Transports. The following type B air units may be used as transport air units, at the owning player's option:

Insurgent: any He 111x (He 111B, He 111E, etc.), any Ju 52g4e, any SM.79-1, any SM.81.

Loyalist: any Po.540.

When used as a transport, the air unit has its attack and air defense strengths each reduced by 2 (but never below 1), and is considered to be a type T for air combat and AA fire. In addition, bombers used as transports treat ground units (but not supplies) as double their RE size for transport purposes.

F. Naval Mechanics.

1. Proportional Losses from Bombing Hits. Instead of the procedure in the standard rules, follow this procedure when assigning bombing hits to naval units:

- Calculate the relative proportion of each category of naval unit in the target group, based on strength.

Example: A naval group has received 3 bombing hits. In the group are 5 strength points of TFs, 4 of NTs, and 1 of LCs; the relative proportions are .5 TF (5 points out of a total of 10), .4 NT, and .1 LC. (For ease of calculation,

use a calculator to determine percentages; they do not always come out as evenly as in this example!)

- Apply hits to the category with the highest proportion number. If two or more are tied, apply hits in this order: TF-NT-LC. To apply hits, multiply the proportion number by the total number of hits. Always round fractions up. Randomly select naval units from that category to take the hits

Example: From above, the TFs have the highest proportion number. Multiplying their .5 by 3 (the total number of hits) yields 1.5, which rounds to 2. Two hits are randomly applied to TFs in the group.

- If any hits remain unassigned, repeat the above step for the next highest proportion. Continue this process for each proportion until all hits are assigned.

Example: From above, one of the three hits remains unassigned. The NTs have the next highest proportion number. Multiplying their .4 by 3 (the total number of hits) yields 1.2, rounding to 2. Since only one hit remains unassigned, the NTs take one hit. All hits are now assigned; the LC takes no hits.

2. Naval Transport Costs. A unit does not spend MPs to embark. Instead, it only spends MPs when it disembarks. The unit spends MPs for each naval movement step it was at sea during the movement or exploitation phase in which it lands: 1 MP per step if non c/m, and 2 MPs per step if c/m. However, a unit may always disembark by spending all its MPs. Note that a unit which is at sea in more than one phase only spends MPs for the steps it was at sea in the phase it disembarks.

3. CD Combat Strengths. Coast defenses intrinsic to port cities have a defense strength for ground combat and overrun purposes equal to half their current CD level (round fractions down). If the city's CD in a hex has a defense strength of 1 or greater, it is treated the same as a 1-RE field artillery unit (see Rules 11 and 14B), for purposes of ground combat and overruns.

G. Local Drafting.

When a player first gains ownership of one of his replacement cities which began the game enemy-owned, he may conduct an immediate one-time draft of manpower from that city. When the draft is conducted, the player capturing the city receives infantry RPs equal to those normally produced at the city (according to the infantry replacement chart in his OB). These infantry RPs either are added to the player's general RP pool or accumulate at the city in the same manner as regular replacements (Rule 40B1). A city may only provide one draft per game, regardless of the number of times it may subsequently change ownership. A player may not draft

from a multi-hex replacement city (such as Madrid or Barcelona) until all hexes comprising the city become friendly-owned.

Example: During the combat phase of the April 37 turn the Insurgent player gains ownership of the second hex of Madrid, thus gaining complete ownership of Madrid for the first time. He then conducts a one-time draft on Madrid and receives 1.5 Nationalist infantry RPs and 0.5 Falangist infantry RPs. If Madrid was isolated, these RPs would accumulate at the city; otherwise he would add them to his general RP pool.

H. Variable Beginning to the Rebellion.

The orders of battle list the situation in Spain as it existed after the initial military rising had been sorted out. Players may simulate the rising directly by using the following procedure:

- Both players set up the initial forces as listed in the OBs. *Exception:* Do not place the Insurgent capital on the map at this time.

When placing forces, all forces in Spanish Morocco, where the rebellion that sparked the civil war broke out, are Nationalist (Insurgent). All other forces are placed as People's Army (Loyalist): use the People's Army sides of the counters for ground and naval units placed outside Spanish Morocco and use the People's Army counters for air units placed outside Spanish Morocco.

- The Insurgent player now determines which People's Army forces join the rebellion. He rolls two dice for each hex containing any People's Army forces and compares the result to the rebellion number for the hex's region or city. If the dice roll is equal to or less than the rebellion number, all forces in the hex join the rebellion: flip ground and naval units over to their Nationalist sides; exchange People's Army air counters for Nationalist counters. Rebellion numbers are as follows (regions are in plain type, cities are in italics):

- 2: Cataluna, Asturias (except *Oviedo*), Santander, Valencia
- 3: *Badajoz*, Balearic Islands (except *Palma*), Castilla la Nueva (except *Toledo*), *Malaga*, Murcia
- 4: Euzkadi (except *Vitoria*)
- 8: Andalusia (except *Malaga*)
- 9: Galicia, *Oviedo*, *Toledo*
- 10: Aragon, Castilla la Vieja, Extremadura (except *Badajoz*), Leon
- 11: Navarre, *Palma*, *Vitoria*
- 12: Canary Islands

- Ownership of territory and facilities is now determined. The Insurgent player owns all hexes in Spanish Morocco. Elsewhere, each player gains ownership of all hexes (and all steps of attack supply and resource points in these

hexes) containing his ground units. Ownership of cities (including point cities) which contain no units (of either side) is determined by the Insurgent player rolling two dice for each city and checking the number rolled against the rebellion number for the region the city is in. If the die roll is equal to or less than the rebellion number the city becomes Insurgent-owned; otherwise, it is Loyalist-owned. All other hexes are unowned by either side.

- The Insurgent player now places the Insurgent capital at any Insurgent-owned city (including point cities) in mainland Spain.

Once the above procedure is completed, begin the normal Jun II 36 Insurgent player-turn.

I. Loyalist Order of Battle Modifications.

The Loyalist order of battle has three OB options. Any or all of these OB options can be used if both players agree. The "additional assault divisions" and "additional aircraft" OB options usually have little impact on the game's play-balance, but use of the "People's Army tank divisions" option can significantly improve the Loyalist player's chance of winning the game. It is suggested, therefore, that if this option is used that the final level of victory achieved be shifted one level in the Insurgent player's favor. For example, if the "People's Army tank divisions" OB option is used and the game results in a Loyalist substantial victory (per Rule 42), then the level of victory actually achieved is a Loyalist marginal victory.

J. Variable French Assistance.

The historically limited and sporadic French support of the Spanish Republic is shown in the basic rules. However, neither side could be entirely certain what France would do. The Insurgents worried that France would substantially assist the Republic. The Loyalists worried that France would drastically curtail or cut off assistance. Players desiring to add this uncertainty to the game may use the following rule.

During the Loyalist initial phase of the I turn at the start of each quarter (the Jan I, Apr I, Jul I, and Oct I turns of each game year), the Loyalist player determines the degree of French assistance for that quarter by rolling two dice. Results are:

- **12: Substantial Assistance.** The French border is automatically open during this quarter. France provides substantial assistance to the Spanish Republic. On each I turn during this quarter, the Loyalist player receives the following: 2 steps of attack supply, 3 resource points, 2.5 art RPs, 1 arm RP, 1 NRP. At the start of the next air cycle, the Loyalist player receives 2 People's Army ARPs. Place the steps of supply in the France holding box. Add the production items to the Loyalist RP pools, unless the France holding box is isolated. The box is isolated if an overland

supply line of any length cannot be traced from any hex in France to a People's Army full general supply source. If the France holding box is isolated, production accumulates there.

- **9, 10, 11: Increased Assistance.** The French border is automatically open during this quarter.
- **5, 6, 7, 8: Sporadic Assistance:** The Loyalist player rolls on the French border table each turn this quarter to see if the border is open or closed. If a 5 or 6 was rolled he uses the Sep II 36-Mar II 37 column of the table; if a 7 was rolled he uses the Aug I 37-Aug II 38 column; and if a 8 was rolled he uses the Dec I 38-Mar II 39 column.
- **3, 4: Decreased Assistance.** The French border is automatically closed during this quarter.
- **2: Internment.** The French border is automatically closed during this quarter. Any Loyalist forces and production in the France holding box or arriving at the box during the quarter is interned. An interned item is removed from play. If it is a unit, it does not generate special replacements, is not placed in the replacement pool, and does not count toward victory point calculations (Rule 42).

When using this rule, the French border is automatically open on the Jun II 36 turn.

Rule 45—Designer's Choice Rules

The following rules cover game mechanics the designers' of the game personally would use, but which either add significantly to the time required to play the game or require the use of materials which are not provided in the game. As such, these rules are optional and may only be used upon agreement of both players. Players should decide which of these rules will be used before choosing sides.

A. Limited Intelligence.

During the Spanish Civil War, a lack of air reconnaissance (the planes which would normally perform this mission were used instead mostly to drop bombs) and the dearth of wireless radios (which could, in theory, be monitored) made the task of getting an exact picture of what was on the other side of the line difficult. For players wishing to bring a more historical level of uncertainty to the game, the following rule is suggested.

Players must organize their stacks of ground units such that the divisional unit possessing the highest attack factor is on top; if the stack does not include at least one divisional unit, then the non-artillery unit with the highest attack factor must be placed on top; if the stack contains only artillery units, then the artillery unit with the highest attack factor must be placed on top.

A player may not examine the contents of any enemy stack, though they may be reconnoitered by

the phasing player during movement or exploitation by any adjacent friendly unit with at least 1 attack factor. Stacks which are reconnoitered are reported by the non-phasing player as consisting of so many divisions, plus so many non-divisional units. For example, a reconnoitered stack containing two infantry divisions, three infantry brigades, a construction brigade, and an artillery regiment would be reported as two divisions and five non-divisional units. Cadres may be reported as either divisional or non-divisional units, at the owning player's option. Positional AA is not counted or reported.

Stacks that are held off-map (*i.e.*, those on the corps marker display) may be reconnoitered normally. Those stacks which are not adjacent to a friendly unit with at least one attack factor should be reported (upon request) as being so many units high (lumping both the divisional and non-divisional units together as one indiscriminate total), with the top unit, specifically identified to the phasing player (since he would normally be able to see this, reconnoiter or not, if the stack were visible).

Only after declaring an attack on a enemy stack, designating all ground units committed to the attack, and calculating the total attack strength (including any ground support) involved may the attacking player examine the stack's contents.

B. Incremental Ground CRT.

Note: The use of this option requires a 10-sided die, which is not provided in the game. Players will, therefore, have to provide their own.

When calculating the combat ratio (Rule 9A), round to the nearest tenth of a point. Then roll a 10-sided die. If the die roll is equal to or less than the decimal fraction, then round the combat ratio up to the next whole number; if the die roll is more than the decimal fraction, then round the combat ratio down to the next whole number.

Example: An attack strength of 29 attacking a defense strength of 5 would result in a ratio of 5.8:1. An 8 is rolled on a 10-sided die. The combat ratio is thus rounded up to 6:1 and the combat is resolved on the 6:1 column of the CRT. If a 9 or 0 had been rolled, the combat ratio would have been rounded down to 5:1 and the combat resolved on the 5:1 column of the CRT instead.

It is strongly suggested that this rule be used if the limited intelligence option (Rule 45A) is in play.

C. Entrenchments.

The Spanish Civil War had at least as much in common with World War I as World War II. One aspect of the Great War which was repeated in Spain was the digging and manning of extensive trench lines by both sides. The advantages gained by a defender given time to accomplish this task was significant, and greatly contributed to the static nature of the conflict. To reflect this, players may want to use the following rules. (*Note:* There are no entrench-

ment markers in the game; therefore, players will have to devise their own.)

A divisional unit may build an entrenchment in any clear or rough hex, except one already containing any other type of fortification. The divisional unit begins building the entrenchment during its initial phase and must be in general supply (place an entrenchment under construction marker on the unit to show the construction). It takes two game turns to build an entrenchment (four game turns in poor weather). For example, if an entrenchment is begun during the Loyalist initial phase of the Jun 1 37 turn, then it will be completed in the Loyalist initial phase of the Jul 1 37 turn. (When completed, flip the entrenchment marker from its under construction side to its completed side.) If the divisional unit leaves the hex at any time before the entrenchment is built, the entrenchment marker is removed from the map.

Once built the entrenchment remains on the map only if there is a divisional unit in its hex at all times. (The unit need not be the same one that built the entrenchment.) If there is no divisional unit in the hex, the entrenchment is removed from the map. When enemy units gain ownership of a hex containing an entrenchment, the entrenchment is destroyed and its marker is immediately removed from the map.

The combat effect of an entrenchment is -1. Note that entrenchments do not affect AEC.

A construction unit may build a fort in a hex already containing an entrenchment. The normal fort building rules (Rule 14A1) are followed except that the construction unit may use quick construction (Rule 14A1b) without another construction unit being present in the hex. Upon completion of the fort, the entrenchment is removed.

If this rule is used when playing the Mid-War Scenario, Late-War Scenario, 1937-1939 Grand Campaign Scenario, or the 1938-1939 Grand Campaign Scenario, then both players may deploy entrenchments as part of their initial forces in any eligible hexes along their front lines (*i.e.*, in any non-fortified clear or rough hexes containing a divisional unit). Each player places his entrenchments immediately after his front line forces are deployed, but before his reserves are placed on the map.

Notes:

GENERAL INFORMATION

Unit Color Codes

Spanish Civil War:

Insurgents:

Nationalist	Black on yellow
Colonial	White on yellow
Falangist	White/Black on yellow
Requete	Black/White on yellow
German	Black on light blue
Italian	Black on light gray-green
Mixed	White on light gray-green

Loyalists:

People's Army	Black on purple
International	White on purple
Asturian	Black/White on light brown
Basque	White on light brown
Catalan	Black on light brown
Santandero	White/Black on light brown
Anarchist	Black on light rust
POUM	White on light rust

World War II Scenarios:

British:

British Army	Black on brown
RAF	Black on light brown
Royal Navy	Black on light gray
Fleet Air Arm	Black on light gray
Royal Marines	Black on light gray

German:

German Army	Black on gray-green
Luftwaffe	Black on light blue
Waffen-SS	White on black
Foreign Contingents	White on gray-green

Portuguese:

Portuguese Regulars	Black on rust
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Spanish:

Spanish Regulars	Black on yellow
Colonial	White on yellow

Chart List

Grand Europa Charts

Used in all scenarios:

- Master Terrain Key
- Terrain Effects Chart (x2)
- Corps/Wing Marker Display
- Europa Weather Table

For Whom the Bell Tolls Charts

Used in all scenarios:

- Game Calendar
- Unit Identification Chart (x2)
- Combat Charts and Tables (x2)
- Game Play Chart 1/Game Play Chart 2
- Game Play Chart 3/Master Sequence of Play

Used only in Spanish Civil War scenarios:

- Insurgent Game Chart
- Loyalist Game Chart
- Spanish Civil War Victory Chart
(on the back of this rules booklet)

Used only in World War II scenarios:

- Portuguese Game Chart
- Spanish Game Chart
- British Game Chart
- German Game Chart
- WWII Scenarios Victory Chart
(on the back of the WWII booklet)

SPANISH CIVIL WAR

The Grand Campaign Scenarios

Victory Point (VP) Awards

VPs are awarded during the initial phase of each Jan I and Jul I turns and at the end of the game.

Territory:

Each Jan I and Jul I turn:

Each reference or dot city	+1 VP
Each major city hex	+3 VPs

At the End of the Game:

Each point city	+1 VP
Each reference city	+2 VPs
Each dot city	+5 VPs
Each major city hex other than Madrid	+10 VPs
Each hex of Madrid	+20 VPs

Enemy Ground Losses:

At the End of the Game:

Each RE non-c/m units in replacement pool	+1 VP
Each RE c/m units in replacement pool	+2 VPs

VPs Awarded upon Occurrence of Events:

Both Players:

Enemy Surrender	+100 VPs
Gobernito Collapse	+20 VPs
Capture of Enemy Government	+50 VPs
Enemy Government Relocates	+5 VPs
Enemy Government Goes into Exile	+25 VPs
Each Air Unit Eliminated	+2 VPs
Each Hit on a Naval Unit	+4 VPs

Insurgent Player Only:

Capture of Loyalist Government	+50 VPs
Loyalist Government Relocates	+5 VPs
Loyalist Government Goes into Exile	+25 VPs
Each Terror Bombing Hit	+2 VPs

Loyalist Player Only:

Capture of Insurgent Government	+10 VPs
Insurgent Government Relocates	+1 VPs
Insurgent Government Goes into Exile	+5 VPs
Each Interventionist Ground Unit Eliminated	+2 VPs
Each Turn from Jan I 39 Loyalists have not Surrendered	+10 VPs
Each Turn from Jun I 37 Asturias has not Collapsed	+5 VPs
Each Turn from Jun I 37 Euzkadi has not Collapsed	+5 VPs
Each Turn from Jun I 37 Santander has not Collapsed	+5 VPs
Each Turn from Nov I 38 Cataluna has not Collapsed	+5 VPs

Levels of Victory

VP Ratio	Level of Victory
≥4:1	Insurgent Decisive Victory
≥3:1, but <4:1	Insurgent Substantial Victory
≥1.5:1, but <3:1	Insurgent Marginal Victory
≥1:1.5, but <1.5:1	Loyalist Marginal Victory
≥1:2, but <1:1.5	Loyalist Substantial Victory
<1:2	Loyalist Decisive Victory

(>: greater than; ≥: greater than or equal to; <: less than.)

VICTORY CHART

The Early-War Scenario

In this scenario, the Loyalist player wins a decisive victory if Insurgent Spain surrenders (per Rule 38A2), and the Insurgent player wins a decisive victory if Loyalist Spain surrenders (per Rule 38B2); otherwise victory is based on the award of victory points.

The Insurgent player receives victory points (VPs) at the end of the Mar II 37 turn (only) for unisolated Insurgent-owned cities as follows: 1 VP for each dot city, 5 VPs for each major city hex (other than Madrid), and 10 VPs for each hex of Madrid; he receives half of these VPs for each city which is Loyalist-owned, but isolated. (Note that he receives no VPs for Insurgent-owned cities which are isolated.)

Victory Points	Level of Victory
15 or more	Insurgent Decisive
13 or 14	Insurgent Substantial
10, 11, or 12	Insurgent Marginal
7, 8, or 9	Loyalist Marginal
5 or 6	Loyalist Substantial
4 or less	Loyalist Decisive

The Mid-War Scenario

In this scenario, the Loyalist player wins a decisive victory if Insurgent Spain surrenders (per Rule 38A2), and the Insurgent player wins a decisive victory if Loyalist Spain surrenders (per Rule 38B2); otherwise victory is based on the turn in which the last of the three northern Gobernitos (Asturias, Euzkadi, and Santander) collapse (per Rule 38D).

Turn Last of 3 Collapsed	Level of Victory
Apr I 37 to Jul I 37	Insurgent Decisive
Jul I 37 to Aug I 37	Insurgent Substantial
Aug II 37 to Oct II 37	Insurgent Marginal
Nov I 37 to Dec II 37	Loyalist Marginal
Jan I 38 to Feb II 38	Loyalist Substantial
At least 1 does not collapse	Loyalist Decisive

The Late-War Scenario

Victory in this scenario is based on the turn in which the Loyalists surrender (per Rule 38B2).

Turn of Surrender	Level of Victory
Mar I 38 to Sep II 38	Insurgent Decisive
Oct I 38 to Nov II 38	Insurgent Substantial
Dec I 38 to Feb II 39	Insurgent Marginal
Mar I 39 to May II 39	Loyalist Marginal
Jun I 39 to Jul II 39	Loyalist Substantial
No surrender	Loyalist Decisive

For Whom The Bell Tolls

Europa X

Rules for the World War II Scenarios

Operation Felix • Invasion of Spain • "Spanish Torch"

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Rule 1—Introduction

Operation Felix: Throughout late 1940 and early 1941, Germany repeatedly sought to have Spain enter the war or to allow German troops passage through Spain to execute Operation Felix, an attack on Gibraltar. In response, Spain stated its sympathy for the Axis cause but always refused the German requests. But what if Spain had agreed? The Operation Felix scenario explores this possibility.

Invasion of Spain: What if Germany's strategy for 1941 had been the defeat of Britain, rather than the invasion of the USSR? Although threatening to invade Britain itself would be part of this strategy, the likelihood of success against an RAF, Royal Navy, and British Army all stronger than they were in 1940 seems somewhat remote, leaving the "Mediterranean Option" as Germany's most probable route to success. In essence, Germany would try to eliminate British presence in the Mediterranean (Gibraltar, Malta, and Cyprus), North Africa (Egypt and Libya), the Balkans (Greece), and the Near East (Palestine, Transjordan, and Iraq). A crucial part of this strategy would be the introduction of German forces into the Iberian peninsula to take Gibraltar and close the Western Mediterranean to British forces. Continued Spanish refusal to allow entry of German troops would then prompt German invasion. The Invasion of Spain scenario explores this possibility.

In both of the above scenarios, the Axis player must take Gibraltar as quickly as possible, with a minimum of casualties, while simultaneously inflicting as many losses as possible on the scarce British ground, air, and naval assets. The Allied player must hold on to Gibraltar, or failing that, to inflict casualties and hinder the Axis advance such that the German timetable is significantly disrupted.

Spanish Torch: What if the Allies' Operation Torch of November 1942 had Spain as its target, instead of French North Africa? Although Spain had stayed overtly neutral so far in the war, it was no secret that the Spanish falangist government favored the cause of its fellow fascist countries—Italy and Germany. Also no secret were the facts that an entire division of Spanish volunteers (the 250th) was fighting under German command in the Soviet Union and that German U-boats occasionally used Spanish ports. An Allied invasion and conquest of Spain would not only remove this Spanish aid to the Axis, it would also establish Allied forces directly on the European continent, with the possibility of liberating France in the summer of 1943. The Spanish Torch scenario explores this possibility.

In the scenario, the Allied player must invade and quickly occupy Spain, advantageously positioning Allied forces for the subsequent advance into France. The Axis player must be on guard, attempting to defeat any invasion, or failing that, to hinder and stalemate the Allied advance.

The World War II Scenarios Rules: The bulk of this booklet defines the rules for Operation Felix and the Invasion of Spain scenarios. If you have played the Spanish Civil War, the companion game in *For Whom the Bell Tolls*, you are already familiar with the majority of the rules for Operation Felix and the Invasion of Spain. Important differences between the two sets of rules are:

- Rule 3: Sides and geography definitions differ; isolation is simpler.
- Rule 7: Rail gauge is added; rail nets differ.
- Rule 11: There are no unsupported divisions.
- Rule 12: Supply is not divided into general and attack supply. There are no steps of attack supply. Supply sources differ.
- Rule 20: The targets for terror bombing differ.
- Rule 24: Airborne landings are possible.
- Rule 25: The air replacement system works per force, not per affiliation.
- Rule 27: Carrier groups (CGs) are added.
- Rule 29: CGs effects in naval combat are added.
- Rule 34: Random mine damage is not present. Danger zones differ somewhat.
- Rule 35: There is no naval repair.
- Rule 37: There are no improved forts, factories, rising and revolution, or militia. There are garrisons and off-map holding boxes.
- Rule 38: The rules concerning nations differ.
- Rule 39: The Spanish Civil War's occupation rule is replaced by a guerrilla rule.
- Rule 40: Reinforcements and replacements are defined for the needs of the World War II scenarios.
- Rules 41 and 42: These define preparing for play and victory for the World War II scenarios.
- Rule 44: The bombers-as-transport rule covers the World War II scenarios' period. Spanish Civil War specific-rules (local drafting, variable beginning to the revolution, Loyalist order of battle modifications, variable French assistance) are removed; World War II scenarios OB option is added.
- Rule 45: The Spanish Torch scenario replaces the designer's choice rules. The Spanish Torch scenario requires the War in the Desert rules and other game components from the *Europa* game, *Torch*, together with components from *For Whom the Bell Tolls*. Rule 45 describes the changes and additions necessary to play Spanish Torch using the War in the Desert rules.

Rule 2—Game Components

The Operation Felix and Invasion of Spain scenarios use the following components:

- This rules booklet.
- The *Europa* Orders of Battle (OB) booklet.
- Two *Europa* maps: Maps 23A (full map) and 33 (half map). The hexes on the maps are num-

bered, and specific hexes are identified by map and hex number. For example, 23A:2410 refers to hex 2410 on map 23A.

- Five *Europa* Counter Sheets: Sheets 80-84 plus one accessory marker sheet, for a total of 1580 counters.
- A set of charts for the play of the game. A listing of the various charts appears on the next-to-last page of this rules booklet.
- Two dice.

Note: Players may photocopy any game components for their personal use.

Rule 3—Basic Game Concepts

A. Units.

The term *units*, when used by itself, refers to ground units only and does not include naval units or air units. The term *forces* refers to ground, naval, and air units collectively.

Units are rated based on their size, type, and capabilities. Typically, a unit has a unit size, a unit type, a combat strength (or separate attack and defense strengths), a movement rating, and a unit identification. The unit identification chart displays the layout of these symbols and ratings, as well as all specialized symbols and ratings used in the game.

Some overall definitions apply to units.

1. Size. Units are divided into two general categories, based on their size:

- **Divisional Unit.** Any unit with the division or divisional grouping symbol, except for headquarters. *Note:* A divisional grouping is a military formation that was effectively the size of a division but wasn't officially called one.
- **Non-Divisional Unit.** Any unit smaller than a divisional unit: brigades, regiments, cadres, battalions, and divisional headquarters.

2. Class. Units are divided into three general classes, based on their types:

- **Non-Motorized.** All unit types listed as non-motorized on the unit identification chart. For example, an infantry unit is non-motorized.
- **Artillery.** All unit types listed as artillery on the unit identification chart. For example, a siege artillery regiment is artillery. Note that for game purposes antiaircraft and antitank units are not artillery.
- **Combat/Motorized.** All unit types listed as combat/motorized on the unit identification chart. For example, a tank unit is combat/motorized. In addition, any unit type that has the motorized symbol (two wheels) used in conjunction with its unit type symbol is combat/motorized. For example, a heavy antiaircraft battalion that also has the motorized symbol is combat/motorized.

Note: "Combat/motorized" is abbreviated "c/m." "Non-c/m" units are those that are not com-

bat/motorized (all non-motorized class units and all artillery class units that are not combat/motorized).

3. Regimental Equivalents. A regimental equivalent (RE) measures the size of a unit. REs are also used for any marker or other item that needs its size specified. RE sizes are as follows:

- 1/4 RE: Each supply point.
- 1/2 RE: Each battalion, point of position AA, or 1-RE capacity transport counter.
- 1 RE: Each brigade, regiment, cadre, divisional headquarters, resource point, or air unit.
- 3 REs: Each divisional unit.

Cavalry and c/m units count double their RE size for transport purposes: rail movement (Rule 7A) and naval transport (Rule 31). For example, a tank brigade (1 RE) that moves by rail or sea counts as 2 REs for transport purposes.

4. Heavy Equipment. Some rules make a distinction as to whether or not a unit has heavy equipment. The unit identification chart lists the unit types that have heavy equipment. In addition, all units that have supporting arms (Rule 11) have heavy equipment.

B. Sides.

1. Axis. The Axis player controls all German forces. If Spain joins the Axis, the Axis player gains control of all Spanish forces.

German refers to all German forces: Army, Air Force (Luftwaffe), and Waffen-SS.

2. Allied. The Allied player controls all British forces. If Spain joins the Allies, the Allied player gains control of all Spanish forces; if Portugal joins the Allies, the Allied player gains control of all Portuguese forces from the time Portugal joins the Allies.

British refers to all forces of the British Empire and Commonwealth: British Army, Royal Air Force, Royal Navy, Fleet Air Arm, Royal Marines, and Canadian.

3. Neutral. Andorra and French Morocco are always neutral, and are controlled by neither player. Portugal and Spain begin each scenario neutral, but may subsequently join one side or the other. While neutral, Portuguese and Spanish forces are controlled by neither player.

Spanish refers to all Spanish forces: Spanish Regulars and Colonial.

Portuguese refers to all forces of Portugal.

C. Game Mechanics.

1. Fractions. Unless stated otherwise, always retain fractions. For example, half of 7 is 3 1/2.

2. Cumulative Effects. Unless stated otherwise, all effects to units' strengths and all modifications to die rolls are cumulative. For example, a unit halved in strength twice is quartered in strength.

3. Die Rolls. All rolls requiring two dice are identified as such in the rules. All other rolls require only one die.

4. Accumulation. Each player receives various abilities on a turn by turn basis. A player may not accumulate these abilities from turn to turn unless specifically allowed by the rules. For example, a player may move

10 REs of units by rail per turn (per Rule 7A) on the Iberian Gauge rail net of mainland Spain. The player cannot accumulate this ability from turn to turn. If the player does not move any units by rail in a turn, he cannot move 20 REs in the following turn.

D. Ownership.

A player owns a hex if: 1) his units occupy the hex, 2) his units exert an uncontested zone of control into the hex, or 3) his units were the last to occupy or exert an uncontested zone of control (ZOC) into the hex. (Zones of control are defined in Rule 5. A unit with a ZOC has an uncontested ZOC in a hex if the hex is neither occupied by nor in the ZOC of an enemy unit.)

E. Geography.

The game maps show the international borders and internal regional divisions of Spain as they existed at the start of the World War II (1 September 1939).

1. Terms. The following terms are defined:

- **Spain:** All territory within mainland Spain and overseas Spain. *Mainland Spain* consists of all territory within the Spanish borders. *Overseas Spain* consists of all territory in the Balearic and Canary islands, Spanish Morocco, Ifni, Spanish Sahara, and Spanish Guinea. The Balearic Islands and Spanish Morocco are on-map; all other overseas Spanish territory is off-map.
- **Balearic Islands:** The islands of Formentera, Ibiza, Mallorca, and Menorca, located in the Mediterranean Sea.
- **Spanish Morocco:** All territory within the borders of Spanish Morocco and the Tangier International Zone. (Tangier is part of Spanish Morocco at the time of these scenarios.)
- **France:** All territory within the 1939 French borders. *Axis-Occupied France* includes all French territory to the north/northwest of the dashed gray border running from 33:2131 to 33:1319. *Vichy France* includes all other French territory. *Note:* French Morocco is a colony of France; for game purposes it is treated as neutral territory.
- **Portugal:** All territory within mainland Portugal and overseas Portugal. *Mainland Portugal* consists of all territory within the Portuguese borders. *Overseas Portugal* consists of all territory within the Azore Islands, Madeira, the Cape Verde Islands, Angola, and Mozambique. All overseas Portuguese territory is off-map.
- **Western Europe:** All territory within France, mainland Spain, and mainland Portugal, plus Gibraltar.

2. Cities. References to *cities* include all cities except point cities. Point cities are for historical interest only and are ignored unless specifically indicated. Other cities include reference cities, dot cities, partial hex cities, and full hex cities. The following terms are used.

- A **multi-hex city** is any combination of adjacent partial and full city hexes. For example, Madrid

(circa 23A:2710) is a multi-hex city consisting of one full and one partial city hexes.

- A **major city** is any partial hex, full hex, or multi-hex city.
- A **major city hex** is any hex of a major city.

3. Districts. The land area of the map is divided into districts. Countries with a small on-map area, such as Portugal, consist of a single district: the country itself. Larger countries consist of several districts:

- **Spain:** Spain is divided into regions (based on Spanish provinces). Each Spanish region is a district. (Note that the Balearic Islands and the Canary Islands are regions.)

The concept of regions is used in various rules.

4. Islands. The maps depict several islands, which belong to various countries. Unless indicated otherwise, any island that is connected by narrow straits to a country belongs to that country. For example, the island of Re (33:0923) is part of France. All other islands have the names of their owning countries next to their names.

F. Isolation.

A unit is isolated if the owning player cannot trace an overland supply line of any length from the unit to any of his full or limited sources of supply. (Supply lines and sources are covered in Rule 12.) Players determine the isolation status of all units and relevant hexes twice per player turn: at the start of each initial phase and combat phase. Once judged isolated, an item remains isolated until isolation status is checked again.

Rule 4—Sequence of Play

The game is played in a series of game turns, each representing one-half month. Each game turn consists of an Axis player turn followed by a Allied player turn.

A. Player Turn Sequence.

Each player turn consists of the following phases.

1. Initial Phase. The phasing player receives reinforcements and performs replacement, repair, and other activities. Both players determine the supply and isolation status of their units and hexes. Both players may fly air missions.

2. Movement Phase. The phasing player moves his naval units, and the other player may move naval units in reaction. The phasing player moves his ground units. Both players may fly air missions.

3. Combat Phase. Both players determine the isolation status of their units and hexes. Both players may fly air missions. The phasing player resolves attacks made by his units.

4. Exploitation Phase. The phasing player moves his naval units, and the other player may move naval units in reaction. The phasing player moves his c/m units. Both players may fly air missions.

The master sequence of play summary shows the sequence of play in detail.

B. Phasing.

During the Axis player turn, the Axis player is the phasing player and the Allied player is the non-phasing player. During the Allied player turn, these roles are reversed.

C. Restrictions.

Unless noted otherwise, activities may not be conducted outside this sequence. The activities mentioned above are explained in the following rules.

Rule 5—Zones of Control

The zone of control (ZOC) of a unit represents the control a unit exerts over surrounding terrain. ZOCs affect many activities in the game, as covered in the appropriate rules.

A unit exerts a ZOC through the six hexsides of the hex the unit occupies into the six surrounding, adjacent hexes. A unit prohibited from entering a specific terrain type or crossing a specific type of hexside does not exert a ZOC into that hex or through that hexside. For example, a unit prohibited from crossing a high mountain hexside does not exert a ZOC through any high mountain hexside. (Rule 6 covers prohibited terrain in detail.)

Every divisional unit has a ZOC. Non-divisional units do not have ZOCs. For example, an infantry division has a ZOC, but an infantry brigade does not.

Under certain conditions, units with a ZOC may have reduced ZOCs. Reduced ZOCs are the same as standard ZOCs, except for their effects on the movement of enemy units (Rule 6A).

A unit with a ZOC may temporarily lose its ZOC, depending upon certain activities. For example, a unit which uses administrative movement (Rule 6B) loses its ZOC. When a unit undertakes such an activity, it loses its ZOC as specified in the rule. A unit which loses its ZOC does not have a ZOC for any game purpose until it regains its ZOC.

Rule 6—Movement

All phasing units may move during the movement phase. All phasing c/m units may move during the exploitation phase. The phasing player may move any or all of his units in the appropriate phases, but he is never required to move any unit.

A unit's movement rating is the number of movement points (MPs) the unit may normally spend in a movement or exploitation phase. A unit may move up to the limit of its movement rating, as restricted by weather, terrain, ZOCs, and supply. A unit spends MPs as it moves from hex to hex. For each hex entered, the unit spends a varying amount of MPs, depending upon the type of terrain in the hex being entered. The terrain effects chart lists the movement effects of hexes: c/m and artillery units use one set of costs, other units use a second set of costs, and exceptions are shown in a third set of costs. *Example:* Units entering a mountain

hex during clear weather would spend: 6 MPs for an artillery unit, 3 MPs for an infantry unit, and 2 MPs for a mountain unit.

A unit must spend MPs to cross hexsides that have MP costs listed on the terrain effects chart. The MP cost to cross a hexside is in addition to the cost to enter a hex, as shown by the plus sign (+) in front of the cost. For example, it costs a unit 1 MP to cross a river hexside, in addition to the cost of the hex it is entering.

A unit may not enter a prohibited hex or cross a prohibited hexside. Prohibited terrain is listed as such on the terrain effects chart. For example, no unit may cross an all-sea hexside.

In general, a unit may not enter a hex occupied by an enemy unit. Exceptions to this are covered in the appropriate rules.

A unit may always move a single hex (except into or across prohibited terrain) in a phase in which it may move. To do so, the unit spends all of its MPs and enters an adjacent hex, even if the cost to do so exceeds the number of MPs the unit has available that phase. It may move through enemy ZOCs when using this one-hex movement ability. A unit may not spend MPs for any other purpose (such as breaking a rail line) when using this ability.

Overruns (Rule 13) may occur during movement. Special forms of movement, such as rail movement, are covered in separate rules.

Weather affects movement, per Rule 36 and the terrain effects chart.

A. ZOCs.

When a unit exits a hex that is in an enemy ZOC, it must spend a number of MPs to leave the hex, in addition to the terrain costs of movement. The ZOC costs are given on the ZOC movement costs table.

B. Administrative Movement.

During the movement phase (only), a unit may use administrative (admin) movement. Admin movement allows a unit to move faster than regular movement, but imposes restrictions on the unit.

A unit may use admin movement in the following types of terrain:

- *Roads:* When moving on a road (Rule 7B), any type of terrain.
- *Hexes:* When not moving on a road, any type of terrain except mountain or prohibited.
- *Hexsides:* When not moving on a road, any type of terrain except mountain or prohibited.

A unit pays half the regular MP cost of terrain when using admin movement. For example, a unit using admin movement to enter a clear terrain hex in clear weather pays 1/2 MP per hex. A unit using admin movement is restricted:

- It may not spend MPs for any purpose except admin movement, operational rail movement (Rule 7A1), or naval transport (Rule 31). *Example:* A 5-6 infantry division in northern Spain embarks on a naval transport (spending 1 MP),

disembarks in Southern Spain (1 MP), and then moves to the Madrid area, first by operational rail movement (2 MPs) and then by admin movement (remaining 2 MPs).

- If it has a ZOC, it loses its ZOC for the entire movement phase.
- It may not start or move adjacent to an enemy unit during the entire movement phase in which it uses admin movement.
- It may not enter an enemy-owned hex.

Rule 7—Transportation Lines

There are two types of transportation lines: railroads and roads. A unit may use the transportation line movement rate only when moving in hexes directly connected to one another by the line.

A. Railroads.

Units may move by rail on rail lines. There are two types of rail lines: high-volume and low-volume. For rail movement, the only difference between the lines is their effect on rail capacity. *Note:* All adjacent hexes of a multi-hex city are connected by high-volume rail lines.

Units of the phasing player may use rail movement only in the movement phase. A unit moving by rail moves at an accelerated rate, ignoring regular terrain costs. To use rail movement, a unit must be on a rail line.

When using rail movement, a unit is under the following restrictions:

- It may not enter or leave a hex in an enemy ZOC. However, an enemy ZOC in a hex is negated for rail movement purposes (only) if a friendly unit with a defense strength greater than zero occupies the hex throughout the movement phase. This unit must start in the hex and may not leave the hex during the movement phase.
- It may move by rail only in friendly-owned rail hexes.
- If it has a ZOC, it loses its ZOC from the instant it starts to move by rail to the end of its rail movement.

Each dot city and major city hex on a rail line is a *rail marshaling yard*. Rail marshaling yards have an initial RE value as follows: dot cities 1 RE, and major city hexes 2 REs. Rail marshaling yards are used for the purposes of rail nets (Rule 7A4) and bombing (20G).

Some rules require two rail marshaling yards or cities to be connected to one another. They are connected if a rail line of any length can be traced between them; this line is traced in the same manner as the rail element of a supply line (per Rule 12).

1. Operational Rail Movement. A unit may use operational rail movement, moving several hexes for each MP spent, as given on the rail movement rates table. The unit may mix both rail movement and regular movement in a movement phase. For example,

a unit could move overland to a rail line, move by rail, and then continue moving overland.

2. Strategic Rail Movement. A unit may use strategic rail movement, moving up to 200 hexes by rail. The unit must start and end its movement in the movement phase. During the player turn it uses strategic rail movement, it may not attack during the combat phase and may not move during the exploitation phase. (*Note:* If you find it helpful, use a marker of your choice to indicate which units have used strategic rail movement in a player turn.)

3. Gauge. There are two different rail gauges in use on the maps: standard and Iberian. All rail lines in Portugal and Spain are Iberian gauge; all other rail lines are standard gauge.

A unit which uses both standard and Iberian gauge rail lines as part of its rail movement must pay a transshipment cost when it crosses from one gauge to the other: 1 MP for operational rail movement, and 20 hexes of its 200 for strategic rail movement.

German railroad engineer units may convert Iberian gauge rail hexes to standard gauge (see Rule 14A4). Indicate regauged hexes in an agreed-upon manner, such as marking them with the blank, back sides of People's Army counters from the Spanish Civil War forces.

4. Capacity. For each rail net (see below), each player has a rail capacity, which is the maximum number of REs that he may move by rail in a turn on that net. Cavalry and c/m units count double their RE size against rail capacity. For example, an infantry regiment moving by rail counts as 1 RE, while a cavalry regiment counts as 2 REs.

If a unit uses a low-volume rail line at any time during its rail movement, it counts double its RE size against rail capacity that turn. Note that the size of c/m and cavalry units is doubled twice, once for being c/m or cavalry and once for using a low-volume line.

On each rail net, a unit only counts against rail capacity once per turn, even if it makes separate rail moves during its turn. *Example:* An infantry division moves by rail, then moves overland to another rail line, and then moves by rail again. It uses high-volume lines at all times, and thus counts as 3 REs against the player's rail capacity for that net.

5. Rail Nets. The rail lines on the map are divided into various rail nets, as shown on the initial conditions section of the OBs. There five rail nets in play on the maps:

- The Iberian-gauge rail net of Portugal, consisting of all Iberian-gauge rail hexes in Portugal.
- The Iberian-gauge rail net of Spain, consisting of all Iberian-gauge rail hexes in Spain.
- The standard-gauge rail net of Spanish Morocco, consisting of all standard-gauge rail hexes in Spanish Morocco.
- The standard-gauge rail net of Western Europe, consisting of all standard-gauge rail hexes in

Western Europe. Note that if the Axis player converts Iberian-gauge rail hexes in Western Europe to standard-gauge, these hexes switch rail nets.

- The rail net of French Morocco, consisting of all rail hexes in Morocco. (French Morocco starts the scenarios neutral but may join the Allies, per Rule 38B.)

The OBs the indicated player's starting capacity on the nets, in REs, at the beginning of the indicated scenario. If a player has no capacity listed for a net, his starting capacity on the net is 0.

A unit using rail movement on a net counts against the owning player's capacity for that net. If a unit uses rail movement on more than one net in a turn, it counts against the player's capacity of each net used.

Example: A German infantry division (3 REs) moves from German-occupied France to a destination in Spain, moving over both standard and Iberian gauge rail hexes. Thus, the division uses 3 REs on the standard gauge rail net of Western Europe and 3 REs on the Iberian gauge rail net of Spain.

a. Capacity Capture. Capacity on a rail net may be gained and lost through the capture of rail marshaling yards. When the enemy player captures a rail marshaling yard for the first time, the (previously) owning player loses its RE value from his rail net and the capturing player gains half its initial value as capacity for his rail net. If the rail marshaling yard is subsequently recaptured, the enemy player loses the (previously) captured capacity from his rail net, but the other player does not regain it. Further changes of ownership of the rail marshaling yard do not affect capacity.

When a rail marshaling yard is captured, the capacity that the capturing player gains cannot be used that player turn; it may be used in following friendly player turns.

Example: The Axis player captures the dot city of Santander (23A:1403), a 1-RE rail marshaling yard on the Iberian Gauge rail net of mainland Spain. The Allied player loses 1 RE of capacity from his rail net, while the Axis player gains 1/2 RE of capacity for his rail net. If the Allied player were subsequently to recapture Santander, the Axis player would then lose 1/2 RE of capacity from his net, but the Allied player would not gain any capacity.

b. Temporary Capacity Increase. A player may spend resource points to temporarily increase his rail capacity on a rail net. To do so, he must own at least two connected, unisolated rail marshaling yards on the net, with the resource points to be spent at any of these yards.

The player spends resource points as he moves units during his movement phase to increase his capacity on a rail net that player turn (only). He may increase the capacity for a net by up to a maximum of half his current capacity for the net. For each resource point spent,

the net's capacity is increased by 10 REs (or fraction thereof) that player turn.

Example: The Allied player has a capacity of 18 REs on the Iberian gauge rail net of mainland Spain. He may increase its capacity by up to 9 REs, and he does so, spending 1 resource point.

c. Permanent Capacity Building. A player may spend resource points to permanently build up his rail capacity on a rail net. To do so, he must own at least two connected, unisolated rail marshaling yards on the net, with the resource points to be spent at any of these yards.

The player spends the resource points in his initial phase. For every 3 resource points spent, his capacity on the net is permanently increased by one.

d. Record Keeping. Keep track of rail capacities and any gains or losses on paper.

6. Rail Breaks. A unit may break a rail line in a hex by spending 2 MPs in the hex. Bombing (Rule 20G) may also break rail lines. A unit may not use rail movement to enter or leave a hex in which the rail line is broken. Breaks may be repaired (Rule 14A), and a rail line may be used in the turn it is repaired.

Use a hit marker to mark a broken rail line in a hex. Use line cut markers to mark a broken stretch of rail line. For example, if the rail line in each hex from (and including) Guadalajara (23A:2708) to (and including) Calatayud (23A:2701) is broken, then place a line cut marker, pointing east, at Guadalajara, and another one, pointing west, at Calatayud.

7. Rail Ferry. The transportation line crossing the sea hex at 23A:1828/1928, is a rail ferry connecting Lisboa (23A:1828) and Barreiro (23A:1928). A rail ferry is treated as a low-volume rail line. A player may use a rail ferry for movement only if he owns Lisboa and the port there is functioning (Rule 30A3).

Note: The Lisboa rail ferry is never treated as a road.

B. Roads.

A unit moving along a road pays the MP cost for clear terrain for each hex it enters; the actual terrain costs for hexes entered and hexsides crossed are ignored.

Road movement has the same limitations as regular movement. For example, a unit moving along a road must spend additional MPs to enter a hex in an enemy ZOC.

A unit may always use a road. Roads may be used in both the movement and exploitation phases.

In addition to the roads printed on the map, each rail line is also a road. Even when a unit is prohibited from using a railroad in a hex, it may still use the rail line there as a road.

Note: Roads may not be broken.

Rule 8—Stacking

A. Stacking Limit.

Only a limited number of units may stack in a hex.

1. Regular. The maximum regular stacking limit for a hex is:

- Three units of any unit size and unit type, plus
- Three REs of non-divisional units of any unit type, plus
- Two REs of artillery units or one artillery divisional unit.

Examples: Each of the following combinations could stack in a hex: a) Three divisions, three brigades, and two artillery regiments; b) two divisions, three brigades, and three artillery regiments; c) one division, one cadre, three brigades, two battalions and two artillery regiments.

2. Mountain. The maximum stacking limit for a mountain hex is:

- Two units of any unit size and unit type, plus
- Two REs of non-divisional units of any unit type, plus
- One RE of artillery units.

B. Effects.

The stacking limit is in force at the end of each movement, combat, and exploitation phase. A player may not move his units so that they violate the stacking limit in any hex at the end of these phases. If, as a result of combat, a unit must retreat in violation of stacking, it must continue to retreat until the stacking limit is no longer violated. If it cannot do so, it is eliminated instead.

The stacking limit of a hex is also the limit on the number of units that may attack or overrun that hex from an adjacent hex. *Example:* Units in two clear terrain hexes attack enemy units in a mountain hex. Since the hex under attack is a mountain hex, only units up to the mountain stacking limit may attack the hex from each of the two clear hexes, even though more units may be stacked in these hexes.

The stacking limit is not in force in the initial phase, when reinforcements and replacements enter play. Reinforcements and replacements may enter play in violation of the stacking limit during the initial phase, but only if the stacking limit will not be violated at the end of the following movement phase.

C. Corps Markers.

Players may use corps markers to help with stacking in congested portions of the map. To use a corps marker, place a corps marker in the hex, place the units there in a box on a copy of the *Europa* corps/wing marker display, and write the identification of the marker on the box. All units in the corps marker's box are treated for all game purposes as being in the hex occupied by the marker.

Note: Players should make multiple copies of the corps/wing marker display for their use in the game. The original should be saved, since it will be written on when used.

Rule 9—Combat

During the combat phase, the phasing player's units may attack adjacent enemy units. In this phase, the phasing player is the attacker and the non-phasing player is the defender.

A. Procedure.

An attack consists of one or more phasing units attacking a hex that contains enemy units. In a combat phase, the attacking player may make a series of attacks, one after another, in any order. Attacking is voluntary; units are not required to attack. The attacker does not have to announce all of his attacks before resolving any attack.

For each attack, follow this procedure:

- Total the modified attack strengths of all units attacking an adjacent enemy-occupied hex. Terrain, supply, and support, as explained in later rules, can modify the attack strengths of units. To this total, add the bombing strength of any ground support bombing and naval gunfire support in the hex.
- Total the modified defense strengths of all units in the attacked hex. Terrain, supply, and support can modify the defense strengths of units. To this total, add the bombing strength of any defensive support bombing and naval gunfire support in the hex.
- Calculate the combat odds ratio. Compare the total attack strength to the total defense strength in the form *attacker:defender*. Round this ratio down in favor of the defender to correspond to a combat odds ratio on the ground combat results table. For example, an attack strength of 34 attacking a defense strength of 9 is 34:9, which rounds down to 3:1.
- Determine the combat result. Roll one die, and modify the number rolled by all appropriate terrain, armor/antitank, and special effects. Cross-index the adjusted die roll with the odds column to get the combat result. The combat result affects the units involved in the combat; implement it immediately.

B. General Restrictions.

The following general restrictions apply to combat:

- No unit may attack or be attacked more than once per combat phase.
- No unit may attack into a prohibited terrain hex or across a prohibited terrain hexside.
- All units defending in a hex must be attacked collectively, with their defense strengths combined. Units in a hex may not be attacked individually.
- Each attack must be against the units occupying a single hex. Two or more enemy-occupied hexes may not be attacked in a single attack. Units in the same hex may attack into different

hexes, but even in this case each attacked hex requires a separate attack.

- A unit may not split its attack strength so as to attack more than one hex.
- The stacking limit of the attacked hex limits the number of units that may attack the hex from adjacent hexes (see Rule 8B).
- Any attack at odds higher than 9:1 is resolved at 9:1 odds. Any attack at odds less than 1:4 is an automatic AE (attacker eliminated) result.

C. Combat Results.

Combat results may affect the attacking units, the defending units, both sides, or neither side. When a combat result occurs, the owning players immediately apply it to their affected units.

AE: Attacker Eliminated/DE: Defender Eliminated.

Eliminate all affected units; reduce any unit with a cadre to its cadre strength; remove from play all other units. Retreat units reduced to cadre.

AH: Attacker Half Eliminated/DH: Defender Half Eliminated.

Eliminate units so that at least half of the total strength (attack strength for the attacker, defense strength for the defender) of the affected units is eliminated. All surviving affected units must retreat.

AR: Attacker Retreats/DR: Defender Retreats.

Retreat all affected units.

AS: Attacker Stopped.

The attack is inconclusive; neither side takes losses or retreats.

HX: Half Exchange.

Eliminate the side with the lower printed combat strength (or the defender if both sides are equal in strength). Retreat units reduced to cadre because of this result. From the other side, eliminate units so that the total strength loss equals at least half the total strength loss of the eliminated side. *Example:* An attack of 15 attacking strength points against 6 defending strength points results in an HX result. The defender, being the weaker side, eliminates his 6 strength points. The attacker must eliminate at least 3 strength points.

EX: Exchange.

Eliminate the side with the lower printed combat strength (or the defender if both sides are equal in strength). Retreat units reduced to cadre because of this result. From the other side, eliminate units so that the total strength loss at least equals the total strength loss of the eliminated side. *Example:* An attack of 15 attacking strength points against 6 defending strength points results in an EX result. The defender, being the weaker side, eliminates his 6 strength points. The attacker must eliminate at least 6 strength points.

D. Losses.

Calculate all combat losses using the printed strengths of the involved units. Terrain, supply, and support may modify strengths for combat resolution, but these factors are not considered for losses. When

determining losses, always use the attacker's attack strengths and the defender's defense strengths.

Air units and naval units may aid units in combat (Rules 20G and 33A). However, the bombing strengths of air units and the gunfire strengths of naval units are not included when determining losses. Air units and naval units are never eliminated due to ground combat resolution.

E. Cadres.

Various divisional units can take losses in combat and remain in play at reduced strengths. These units have cadres printed on the backs of their counters. When such a unit is eliminated in combat, it is reduced to its cadre instead of being removed from play. When calculating the total strength loss in a combat, the strength of a divisional unit reduced to cadre is counted fully. *Example:* A 5 strength point division reduced to a 2 strength point cadre is counted as a strength loss of 5, not 3.

F. Movement After Combat.

1. Retreats. When a unit must retreat, the owning player moves it one hex away from the hex it occupied during combat, in accordance with the following priorities:

- 1) to a hex not in any enemy ZOC and not in violation of stacking.
- 2) to a hex not in an enemy ZOC but in violation of stacking.
- 3) to a hex in an enemy ZOC (regardless of stacking). A unit that retreats to a hex in an enemy ZOC is reduced to a cadre if it has a cadre. If it does not have a cadre (or already is a cadre) it is eliminated.

When a unit violates the stacking limit, it must continue to retreat, per the above priorities, until it reaches a hex where it does not violate the stacking limit. If it cannot do this, it is eliminated.

A unit with no retreat route except into or across prohibited terrain or into enemy-occupied hexes is totally eliminated, even if it has a cadre.

Defending units retreating to a friendly-occupied hex that is subsequently attacked in the same combat phase contribute nothing to the defense of the hex: Their defense (combat) strengths are ignored during the attack and for all exchange purposes, and they are ignored for armor/antitank effects, support, AA, or anything else called into play during the attack. These units do, however, suffer all adverse effects of the subsequent attack.

German c/m units (only) may ignore enemy ZOCs when retreating if they retreat to a friendly-occupied hex. If they retreat to a hex unoccupied by friendly units, they are affected by enemy ZOCs as normal. *Note:* Only German c/m units have this special retreat capability. All other units, including units stacked with German c/m units, do not have this ability.

2. Advances. Attacking units may advance after combat into the attacked hex, up to the stacking limit,

if the attack clears the hex of enemy units. Advance after combat is voluntary. The units must advance immediately upon resolution of the attack, before any other attack is resolved.

Defending units may not advance after combat.

G. Zero Strength Units.

A unit with an attack strength of 0 may not attack by itself. It may participate in an attack made by other units, whereupon it is affected by the results of the attack (including advance after combat).

A unit with a defense strength of 0 is automatically eliminated when attacked, unless it is stacked with at least one unit with a defense strength greater than 0.

A unit with a combat strength of 0 is subject to all limitations of this rule.

H. Terrain Effects.

The terrain of the defender's hex and the terrain of the hexsides across which an attack is made may affect combat resolution. The combat effects column on the terrain effects chart summarizes these effects. AEC refers to armor capabilities, as explained in Rule 10. In general, terrain may affect combat by halving or quartering some or all of the attacking units or by applying modifications (such as -1) to the die roll used to resolve the attack.

I. Required Losses.

Certain units with special combat abilities are required to take losses under some circumstances if their special abilities are used. (The special abilities and whether required losses are incurred are covered in later rules.) If such units use their special abilities in a combat that results in losses to their side, at least half of all losses must be taken from these units, if possible.

Example: In an attack against a hex containing a fort, the attacker used combat engineers to modify the attack and obtained an EX. The defender lost 8 strength points; the attacker loses the same amount. Since required losses are incurred when combat engineers are used (per Rule 14A2), half of the losses (4 strength points) must be taken from combat engineer units that participated in the attack.

Rule 10—Armor and Antitank Effects

Various unit types have armor and antitank capabilities as shown on the unit identification chart.

A. Categories.

1. AECA: Armor Effects Capability in the Attack. AECA expresses the ability of an attacking unit to use armor effects.

2. AECD: Armor Effects Capability in the Defense. AECD expresses the ability of a defending unit to use armor effects.

3. ATEC: Antitank Effects Capability. ATEC expresses the ability of a defending unit to use antitank effects when the attacker has armor effects.

B. Values.

Armor and antitank effects are calculated on a proportional basis, using regimental equivalents. To calculate the proportion, a player must know the value of each of his involved REs. A unit may have one of four possible values.

1. Full. Each RE of the unit is counted as fully capable. For example, a British tank brigade (1 RE) has 1 RE of AECA.

2. Half. Each RE of the unit is counted as one half capable. For example, a Spanish light armored regiment (1 RE) is counted as 1/2 RE of AECD; its remaining 1/2 RE is counted as having no AECD.

3. Neutral. The REs of the unit are not counted when determining the proportion. For example, the 1 RE of a German artillery regiment is not counted when determining ATEC.

4. None. All REs of the unit are counted in the proportion as having no capability.

C. Proportions.

To calculate the proportion in a category, total the number of REs that have a capability. Divide this number by the number of non-neutral REs involved. Express the resulting proportion as a fraction. For example, if two German infantry divisions (6 REs, no AECA), one panzer division (3 REs, full AECA), and one motorized infantry regiment (1 RE, neutral, and hence not counted) are attacking, then three out of a total of 9 REs have AECA, for a fraction of 1/3.

Use the proportion to determine the die roll modification to combat. If the proportion is less than one seventh (1/7), there is no die roll modification. AEC and ATEC die roll modifications are listed below and on the armor/antitank summary.

Weather affects AEC, but not ATEC, as listed on the terrain effects chart. There is no AEC at all in mud weather. AEC is reduced in winter and snow weather.

1. AECA. When the AECA proportion of the attacking units is at least 1/7 but less than 1/2, the die roll modification is +1 (0 for reduced AECA). When the AECA proportion is at least 1/2 but less than one, the die roll modification is +2 (+1 for reduced AECA). When the AECA proportion is one, the die roll modification is +3 (+1 for reduced AECA).

2. AECD. When the AECD proportion of the defending units is at least 1/7 but less than 1/2, the die roll modification is -1 (0 for reduced AECD). When the AECD proportion is 1/2 or greater, the die roll modification is -2 (-1 for reduced AECD). The defender may not use AECD in a combat if the attacking units have (or are capable of) 1/2 or more AECA. In this situation, the defender must use ATEC, and not AECD.

3. ATEC. ATEC is used only when the attacking units have (or are capable of) 1/2 or more AECA. Note that ATEC is used if the attacking units are capable of 1/2 or more AECA, even if the attacking units do not (or cannot) use AECA. When the ATEC proportion is at least 1/7 but less than 1/2, the die roll modification is -1.

When the ATEC proportion is at least 1/2 but less than one, the die roll modification is -2. When the ATEC proportion is one, the die roll modification is -4.

Example 1: A panzer division, two infantry divisions, and three artillery regiments (all units are German) are attacking in clear weather. The artillery units are AECA neutral and are not counted. Of the nine REs for the proportion, three are AECA. The proportion is 1/3, which is over 1/7 but less than 1/2; thus, 1 is added to the die roll.

Example 2: One light armor regiment and one infantry cadre (both units are Spanish) are defending in clear weather. The light armor regiment is 1/2 AECD, giving a total of 1/2 RE of AECD. There are two REs for the proportion, 1/2 RE of which is AEC. The proportion is 1/4; thus, 1 is subtracted from the die roll.

D. Cumulative Effects.

In an attack where the attacker has AECD and the defender has AECD or ATEC, the modifications to the die roll are cumulative. For example, if the attacker is full AECA (+3) and the defender is full ATEC (-4), the net modification is -1.

E. Half Capability.

Any unit listed as half capable in a category may be treated as neutral in that category, at the owning player's option. **Example:** A panzer regiment (full AECD) and two light armor regiments (half AECD) are defending together in clear weather. By treating the light armor units as neutral, their REs are not counted. The defense has 1 RE of AECD out of total of 1 RE, for an AECD modification of -2. Otherwise, the defense would have 1 RE of AECD out of 3 REs total, for an AECD modification of +1.

F. Neutral Restriction.

A player may have up to twice the number of neutral REs as he has of full and half capable units. Neutral units in excess of this limit are treated as having no capability instead of being neutral.

Example: One panzer division, one motorized division, three motorized heavy AA regiments, and three artillery regiments are attacking. Of the total of twelve REs, three are AECA and the remaining are nine neutral. However, only six (twice three) of these are counted as neutral; the remaining three are counted as having no capability. Thus, there are six REs for the proportion, of which three are AECA. The proportion is 1/2.

Note that for this rule, all REs of half-capable units are counted. For example, 2 REs of neutral units may be used without penalty to armor effects in conjunction with a 1 RE unit having half AECA.

G. Terrain.

The terrain effects chart lists several terrain types as *no AEC*. This means that AECA may not be used by a unit attacking into such a hex or across such a hexside; AECD may not be used by a unit when defending in such a hex. ATEC is unaffected and is used in such a

hex if the attackers are capable of one half or more AECA, even though AECA may not be used due to the terrain.

Example: A British tank brigade is attacking a German heavy antiaircraft regiment in a dot city. Due to the dot city, the attacking unit may not use AECA. Since the tank brigade is capable of one half or more AECA, the defender uses ATEC. Thus, the die roll is modified by -4, due to the full ATEC capability of the defending unit.

H. Required Losses.

If the attacker used 1/2 or more AECA in an attack, at least half of all losses to the attacker as a result of the attack must be taken from units capable of at least 1/2 AECA. If the defender used 1/2 or more AECD or ATEC defending against an attack, at least half of all losses to the defender as a result of the attack must be taken from units capable of at least 1/2 AECD or ATEC, respectively.

Rule 11—Support

All units possess an intrinsic combat ability as given by their printed combat strengths. However, certain units are unable to use their strengths fully by themselves, due to a lack of supporting arms. These units are unsupported units.

The following are supported units:

- All divisional units.
- All artillery units.
- All divisional headquarters.
- All units with the self-supported indicator (a black dot) in the upper left area of their counters.

All other units are unsupported. An unsupported unit has its combat strength halved as long as it remains unsupported. A supported unit provides support to all unsupported units in its hex, unless the supported unit has the self-supported indicator.

A unit with the self-supported indicator supports itself but no other units. Note that some divisions have self-supported indicators and thus cannot support other units.

When defending, a unit providing support to other units must be stacked in the same hex with the units it is supporting. When attacking, a unit providing support must participate in the same attack as the units it is supporting, as well as being stacked in the same hex with them.

Rule 12—Supply

Supply affects the abilities of units in movement and combat. Units operate to their full extent if they are in supply; they operate less effectively if they are out of supply.

A. Supply Lines.

The supply conditions of units depend upon the tracing of supply lines. A supply line may not be traced into a hex occupied by an enemy unit, into a hex in an

enemy ZOC unless the hex is occupied by a friendly unit, into a prohibited terrain hex, or across a prohibited terrain hexside.

B. Tracing Supply.

Both sides check the supply status of their units during the initial phase of each player turn. Units out of supply at this time are out of supply throughout the entire player turn.

A unit is in supply if a supply line can be traced from the unit to a supply source. Supply lines may have up to four elements: overland, road, railroad (using both high and low volume railroads), and naval. The elements must be traced in the following order: overland, road, railroad/naval. A naval element may be traced in any combination with a railroad element.

The supply line summary lists the maximum lengths, in hexes, of the different elements.

1. Overland. The overland element of a supply line may be traced to a road, a railroad, a port, or a supply source. An overland supply line may be traced through both friendly and enemy-owned hexes.

2. Road. The road element of a supply line must be traced to a railroad, port, or a supply source. A road supply line may only be traced along roads through friendly-owned hexes.

3. Railroad. The railroad element of a supply line must be traced to a port or supply source. It may only be traced through friendly-owned hexes, and only along rail lines of the same gauge which may be used for rail movement by that player. It may be traced an unlimited length along high-volume rail hexes, but it may be traced through only a maximum of 7 low-volume rail hexes. Rail breaks do not block the tracing of the rail element.

If a player has less than 4 REs of capacity on a rail net (see Rule 7A4), he may not trace a rail element supply line on that net. *Exception:* The Axis player may not trace a rail element supply line on a rail net for German units if he has less than 10 REs of capacity on that net.

4. Naval. The naval element of a supply line is traced through sea hexes. It may start at any functioning, friendly-owned major or great port and be traced through any number of hexes to any other functioning, friendly-owned major or great port. (Ports are covered in Rule 30A.) Various naval considerations may affect the tracing of a naval-element supply line. These considerations are defined in the naval rules, and their impact on naval-element supply lines is summarized in Rule 34H.

C. Supply Sources.

Each side has its own supply sources, as listed below. A supply source may be used only by its own side and only if that side owns it.

1. Full Supply Sources. Any and all units of the appropriate forces (as listed below) may use a full supply source, without restriction.

a. Axis. Any Axis units may use Axis full supply sources. They are:

- Any rail hex on the east map edge in France.

b. Allied. Any Allied units may use Allied full supply sources. They are:

- Any major port in the Britain holding box.

c. Portuguese. Portuguese units (only) may use Lisboa (23A:1828) as a full supply source. If Lisboa (23A:1828) is ever owned by the enemy player, it may no longer be used as a full supply source.

Note that if Portugal joins the Allies, Portuguese units may also use Allied supply sources.

d. Spanish. Spanish units (only) may use Spanish full supply sources. They are:

- Any two connected major cities in mainland Spain. Cities are connected if a rail line of any length can be traced between them. Once a Spanish city has been owned by the enemy, it may no longer be used in this manner, even if the player controlling Spain regains ownership of the city.

Note that if Spain joins a side, Spanish units may also use that side's supply sources.

2. Limited Supply Sources. Only a limited number of units may use a limited supply source.

- *Standard Port:* Up to 30 REs of units.
- *Minor Port:* Up to 15 REs of units.

To use a minor or standard port as a limited source of supply, it must be friendly-owned and functioning, and a naval-element supply line must be traced from the port to a full supply source. For limited supply (only) the naval-element supply line may be traced from a minor or standard port.

3. Supply Points. A unit may draw supply from supply points, instead of using a supply source. A unit may use friendly points if it can trace an overland supply line to them. Each supply point provides supply for 1 RE of units. For example, 2 supply points in a hex provides supply for up to 2 REs of units.

A unit drawing supply from supply points is treated as being in supply for the entire player turn. However, using supply points does not negate or defer the number of turns a unit has been out of supply. *Example:* A Spanish unit has been out of supply for three turns, and would now be starting its fourth turn out of supply. However, the unit draws supply from a supply point; it is in supply for the current player turn but still has started its fourth turn out of supply for supply purposes. If isolated, it would not be checked for elimination, as it is in supply.

Supply points are generated at supply sources (as explained below). They are generated in the initial phase, after both players have checked the supply status of their units. (Note that this means a unit cannot draw on a supply point in the initial phase in which the point was generated.) Use status markers to denote the presence and amount of supply points in a hex.

Once generated, a supply point remains in play for three initial phases: the initial phase in which it was generated and the next two initial phases. It is removed at the end of the third initial phase. For example, if an Axis supply point was generated in the initial phase of the Dec I 40 Axis player turn, it remains in play throughout initial phase (and player turn) of the Axis Dec I 40 player turn and to the end of the initial phase of the Axis Dec II 40 player turn.

If an enemy unit gains ownership of a hex containing friendly supply points, the supply points there are immediately eliminated.

See section 12F below for common features of supply points and resource points.

Note: Some rules specify that a supply line must be traced to a full or limited supply source. Such a line cannot be traced to a supply point; it must be traced only to a full or limited supply source.

a. Supply Points from Supply Sources. During a player's initial phase, his supply sources may generate supply points. A supply source (full or limited) generates up to 3 supply points. From this total, subtract 1 supply point for each RE (or fraction thereof) that used the hex as a limited supply source.

Note: A player is not required to generate supply points at his supply sources. In many cases, the player will have no need for these points, and will simply waste time in calculating and placing his allotment.

D. Supply Effects.

A unit out of supply has its abilities restricted, depending upon the number of consecutive turns the unit is out of supply. A turn out of supply consists of two player turns. (*Example:* An Allied unit is first judged to be out of supply in the Axis initial phase of the May I 41 game turn. Its first turn out of supply consists of the May I 41 Allied game turn and the May II 41 Axis game turn.) Use supply status markers to mark the turns units are out of supply.

On the first turn out of supply, a unit has its attack halved if (and only if) the unit is isolated. On the first turn out of supply, a c/m unit (regardless of isolation status) has its movement rating halved. A unit's defense and AA strengths, armor/antitank capabilities, and (for a non c/m unit) movement rating are unaffected.

On the second and subsequent turns out of supply, a unit (whether isolated or not) has its attack strength, defense strength, AA strength, and movement rating halved. A unit with a ZOC has a reduced ZOC. The unit is no longer capable of armor/antitank effects; it is treated as having no capability for AEC and ATEC calculations.

During each initial phase starting with the fourth turn out of supply, the unit is checked for elimination if it is both out of supply and isolated at that time. (It need not have been isolated in the preceding turns.) For each unit, roll one die and modify the die roll as follows:

+3 if the unit is in a major city hex or an improved fortress.

-1 during frost, winter, or snow weather. (This modifier is not used if the unit is in a major city hex or improved fortress.)

Using the modified die roll, consult the success table:

- *Success* means the unit survives the check and remains in play.
- *Failure* means the unit is eliminated.

E. Resource Points.

Resource points are used for various purposes, such as the construction of forts and airfields and to increase a player's rail capacity. A resource point counter is used as a marker for resource points. The owning player may freely build up or break down his resource point counters at any time, as long as the total number of resource points in each hex does not change. For example, a player may break a 5-point resource point counter down to five 1-point counters.

See section 12F below for common features of supply points and resource points.

F. Common Features of Supplies and Resources.

Supply points and resource points are termed *supply/resource items* for the purposes of this rule.

A supply/resource item does not count against stacking, does not have a combat strength, and does not have a ZOC. Such an item in a hex is ignored when combat or overrun occur; it is never eliminated or retreated as a result of such actions.

All friendly-owned supply/resource items in a hex captured by the enemy are automatically destroyed.

A supply/resource item may move by rail by itself, moving the same as a rail-only unit. It has no intrinsic overland movement ability. Instead, a supply/resource item may be carried by ground units or transported by air and/or naval units.

a. Cartage by Ground Units. A ground unit may carry up to twice its RE size (*e.g.*, a division may carry 6 resource points) in supply/resource items. A unit carrying supply/resource items up to its RE size has 1 MP deducted from its movement rating. A unit carrying supply/resource items greater than its RE size has 2 MPs deducted from its movement rating. When a movement rating is to be halved, these MPs are deducted first. Note that a unit can carry a supply/resource items and use admin movement.

When retreating, units may carry supply/resource items up to their maximum limits.

b. Air and Naval Transport. Transport air units may transport supply/resource items, as covered in Rule 20F. Naval units may transport supply/resource items to ports and beaches, as covered in Rule 30.

Rule 13—Overruns

Phasing units may overrun enemy units in the movement and exploitation phases. The phasing

player performs an overrun by moving units into a single hex adjacent to the enemy units to be overrun; the overrunning units may not exceed the stacking limit of the hex. All overrunning units must be able to enter the hex being overrun. The overrunning units must have a total attack strength sufficient to achieve at least 10:1 odds against the enemy units. Overrun odds are computed in the same way that combat odds are, taking all terrain, supply, stacking, and support modifications into account.

Units being overrun lose their ZOCs at the instant of overrun. Each overrunning unit must then spend MPs sufficient to enter the hex being overrun, paying all terrain, ZOC, and overrun MP costs. (Note that ZOC costs are not paid due to units in the hex being overrun, but are paid due to enemy units in adjacent hexes.) Each unit participating in an overrun must pay overrun MP costs, as given on the overrun movement costs table. A unit with insufficient MPs to pay the full MP costs for an overrun may not participate in the overrun, even if it has not moved at all in the phase.

Overrunning units may use the road movement rate when executing an overrun if all other considerations for road movement are met.

The units in the hex being overrun are completely eliminated and removed from play (even if they have cadres), and the overrunning units may advance into the hex. This advance is optional, but each overrunning unit must spend the required MPs to enter the hex even if it does not advance. After executing an overrun, the units may continue moving if they have sufficient MPs remaining.

A unit with a defense strength of 0 may be overrun at 12:1 odds by any unit with an attack strength greater than zero.

Rule 14—Special Ground Units

A. Engineers.

1. Construction. Construction engineers and other construction units have a variety of construction abilities, as described below.

A construction unit may build a fort in any hex except prohibited terrain or a hex already containing a fort or fortress. The unit begins building a fort during its initial phase and must be in supply. (Place a fort under construction marker on the unit to show the construction.) It takes one game turn to build a fort in clear or rough terrain and two game turns in any other terrain. For example, if a fort in a woods hex is begun during the Allied initial phase of the Jul 1 41 turn, then it will be completed in the Allied initial phase of the Aug 1 41 turn. (When completed, flip the fort marker to its completed side.) If the construction unit leaves the hex at any time before the fort is built, the fort counter is removed from the map.

A construction unit may build a 3-capacity permanent airfield in any hex except mountain, forest, prohibited terrain, or a hex already containing a per-

manent airfield (Rule 17 covers airfields in detail). The airfield is built in the same manner as a fort, taking one game turn to build in a clear or rough hex and two game turns in any other terrain.

A construction unit may augment (increase) the capacity of an existing permanent airfield by 3. The unit must be in the same hex as the permanent airfield and follow the same procedure as building a permanent airfield. When complete, the permanent airfield has its capacity increased by 3. A permanent airfield may have its capacity augmented several times, as long as the maximum air basing capacity in the hex never exceeds 12. *Example:* A construction unit augments the capacity of a 3-capacity permanent airfield in a hex. When complete, the capacity of the airfield increases to 6. If the hex contained a full hex city (with its own airbase capacity of 6), then total capacity of the hex is 12, and the airfield could not be augmented further.

The owning player must spend one resource point for each fort he builds, for each 3-capacity permanent airfield he builds, and for each time he augments the capacity of a permanent airfield by 3. To begin construction, the player must trace an overland supply line from the construction unit to the resource points being used for construction. The resource points are spent when the unit begins construction. If construction is not completed, for any reason, the resource points are not recovered.

During the movement phase, a construction unit may build a temporary airfield anywhere a permanent airfield may be built, except in a hex already containing a temporary or permanent airfield. The unit must be in supply, and the airfield costs 6 MPs to build in clear or rough terrain; 12 MPs in any other terrain. Unlike a permanent airfield, a temporary airfield remains on the map only if there is a construction unit in its hex at all times. (The unit need not be the same one that built the airfield.) If there is no construction unit in the hex, the airfield is removed from play. Note that a permanent airfield may be built in a hex containing a temporary airfield. In this case, the temporary airfield is removed from the map when the permanent one is completed.

A construction unit may demolish the capacity of a port. For every 3 MPs the unit spends in the port's hex, one hit of damage is applied to the port.

A construction unit may repair damaged ports, airbases, and rail lines. In all cases, the general procedure is the same: the unit must spend a number of MPs in the hex of the item to be repaired. It costs a construction unit 2 MPs to remove one hit from an airbase, 4 MPs to remove one hit from a port, and 4 MPs to remove a hit from a broken rail line.

a. Weather. Poor weather (mud, frost, winter, and snow) affects construction abilities. All MP construction costs are doubled. For example, 4 MPs are required to repair a hit on an airbase in poor weather. All construction costs based on turns are doubled. For ex-

ample, 2 turns are required to build a permanent airfield in clear terrain during poor weather.

Temporary airfields may not be built or repaired during mud weather.

b. Quick Construction. A player may use two construction units in conjunction in order to speed construction. The construction units must be stacked together at the time when their construction abilities are to be used together. In this case, each construction pays half the construction cost. For example, when two construction units are used to repair a rail line, each spends 2 MPs (half of 4) during good weather and 4 MPs (half of 8) in poor weather. When two construction units are used to build an item requiring one turn to build, then each spends one half its movement allowance for the construction. For example, if two Spanish 0-5 construction regiments are used to build a fort in a rough hex during clear weather, then each unit spends 2 1/2 MPs for the construction.

Construction costs cannot be further decreased, even if the player uses three or more construction units in conjunction, two construction units plus civilian labor (see below), or any other combination of construction abilities.

Note: Construction of forts and permanent airfields must always be begun in the initial phase, even if quick construction is used.

c. Civilian Labor. If a Spanish or Portuguese construction unit can trace a line no more than 4 hexes in length to a friendly-owned major city in their home country, then the unit may use the quick construction rule (above) without a second construction unit being present. The 4-hex line is traced the same as an overland supply line.

Only one construction unit may use this ability per major city hex. For example, only one Spanish construction unit may use Valencia's civilian labor ability.

2. Combat Engineers. Combat engineers are construction units. Combat engineers also have the following ability.

When at least 1/7 of the REs attacking a major city or any fortification with a combat die roll modifier of -1, -2, or -3 (per the fortification effects chart) are combat engineers, the combat resolution die roll is modified by +1. The REs of attacking artillery units are not counted in this calculation. If this special ability is used, then required losses (see Rule 9I) are incurred for the combat engineers.

3. German Railroad Engineers. A railroad engineer may repair a rail line in the same manner as a construction engineer. In addition, a railroad engineer may regauge a rail line, changing the gauge from Iberian to standard. To regauge a rail hex, the railroad engineer must be in supply and must spend 2 MPs in the hex. If a rail line is broken, it must be repaired before it can be regauged.

A railroad engineer has no other construction abilities.

B. Artillery.

Artillery units do not defend with their full strength unless the number of non-artillery REs in their hex at least equals the number of artillery REs there. All artillery units in excess of this number defend with a total strength of 1.

Example: The Axis player has three 2-3-8 artillery regiments and one 2-8 combat engineer regiment defending in a hex. Since only one RE of non-artillery units is in the hex, only one artillery regiment may defend using its full defense strength. The other two artillery units defend with a total strength of 1. Thus, the defense strength of the hex is 6.

Artillery units do not attack with their full strength unless the number of non-artillery REs participating in the attack at least equals the number of artillery REs. All artillery units in excess of this number attack with a total strength of 1.

1. Siege Artillery Units. A siege artillery unit has its attack strength doubled when attacking a major city hex or when attacking certain types of fortifications, as listed on the fortification effects chart.

2. Long-Range Siege Artillery. A long-range siege artillery unit is a siege artillery unit (per above), with an attack range of two hexes. When firing at two-hex range, it is not subject to any combat results, may not advance after combat, and may not be included in any exchange calculations. Long-range siege artillery may not attack by itself when firing at two-hex range; it may attack only if units adjacent to the defending hex are attacking the hex as well. When firing at one hex range (i.e., adjacent to the defending hex), long-range siege artillery is subject to combat results.

C. Headquarters.

A headquarters unit has only a movement rating; its combat strength is 0. A headquarters unit is 1 RE in size, has heavy equipment, and does not have a ZOC. A headquarters is c/m if its unit type symbol is a c/m one. A headquarters is automatically AEC and ATEC neutral, regardless of the AECA, AECD, and ATEC capabilities of its unit type symbol.

D. Combination Unit Types.

Certain units combine two different unit type symbols and have the abilities of both.

1. Mountain Units. Any unit with the mountain symbol is a mountain unit. Mountain units have movement and combat advantages in certain types of terrain, as summarized on the terrain effects chart. These abilities are in addition to any other abilities of the unit.

2. Motorized Units. Units of other types that have the supplementary motorized symbol are combat/motorized. For such units, any AEC/ATEC capability listed as none (—) for the non-motorized unit becomes neutral when the unit is combat/motorized, and the unit has heavy equipment.

A motorized unit always uses the c/m movement costs, regardless of its unit type. Except for motorized

artillery units, a motorized unit also uses the c/m combat effects of terrain.

E. Restricted Movement Units.

1. Rail-Only Units. A unit with a printed movement rating of "R" may not move except by rail movement. In combat, it may attack an adjacent hex per the standard rules; however, it may not advance after combat. A rail-only unit required to retreat may retreat only to a hex it could enter using rail movement. If there is no such hex available, the unit is eliminated instead. Note that if a rail-only unit is in a hex when the rail line there is broken, the unit may not leave the hex until after the line is repaired. If required to retreat from such a hex due to combat, the rail-only unit is eliminated instead.

2. Zero Movement Units. A unit with a movement rating of 0 cannot move from the hex it occupies. It cannot be transported by air or naval transport. It cannot retreat and is eliminated if required to do so.

F. Transport Counters.

Transport counters enhance the movement abilities of units. Transport counters, in place of the unit size symbol, list the maximum number of REs they may carry. For example, a 1-RE capacity transport counter may carry up to 1 RE of units.

The units to be carried by a transport counter in a phase must start the phase stacked with the counter. The counter and all units being carried are then treated as a single unit during the phase. A transport counter may carry non-motorized and artillery units. A transport counter is combat/motorized itself and may carry units in the movement and exploitation phases.

Transport counters have movement ratings, which are used in place of the movement ratings of the units being carried. The units being carried cannot use their own movement ratings.

A transport counter does not have to carry units and may move independently of any unit. It does not count against the stacking limit. For rail capacity, supply, and naval transport purposes, transport counters have heavy equipment and have the following RE size: A 1 RE-capacity counter is 1/2 RE in size. Note that the counter's size, for all transport purposes, is always in addition to the size of any units it may be carrying.

For combat purposes, a transport counter is a zero-strength unit.

Rule 15—Unit Breakdowns

Various divisional units may break down into component units. These component units may subsequently assemble to form the divisional unit.

A. Procedure.

A phasing divisional unit may break down into its component units at the start of any movement or exploitation phase. There is no MP cost to break down. Remove the unit from the map and place its breakdown components in its hex. The stacking limit may be

violated when a unit breaks down, as long as the limit will not be violated at the end of the phase.

A phasing divisional unit may be assembled at the end of any movement or exploitation phase, if its component units are stacked in the same hex at that time. Remove the component units from the map and place the unit in the hex. If a unit is assembled from components at different supply states (Rule 12D), the assembled unit assumes the supply state of the most-out-of-supply component. Similarly, if an airborne unit is assembled with one or more disrupted components (Rule 24A), the assembled unit is disrupted.

Note that phasing divisional units may break down and assemble during the exploitation phase, even if they are not c/m.

B. Game Charts.

Each player's game charts show which divisional units may break down and lists their component units. The charts detail, by nationality, unit type, and unit ratings, all allowed breakdowns. Divisional units not listed on these charts may not break down. A player may not break down more units than there are breakdown counters provided in the game.

A divisional unit breaks down into supported components or into a headquarters and unsupported components. For instance, a British 8-8 infantry division may break down into one 3-8* and two 2-8* infantry brigades, with all three brigades being supported, or into the same units—flipped to their unsupported sides—and an infantry division headquarters.

Each chart has a number of labeled boxes. When a unit is broken down, place its counter in the appropriate box on the game charts.

C. Breakdown Combinations.

1. General. Most divisional units do not have specific breakdown counters. Instead, the lettered breakdown counters of the appropriate force and unit type are used. Each specifically lettered set of breakdown counters may be used to break down one divisional unit at a time, and the unit broken down is placed in the corresponding lettered box on the chart.

2. Specific. Certain divisional units have specific breakdown counters; these units are identified on the unit breakdown charts. Such a unit may break down using only its specific breakdown counters, and these breakdown counters may not be used to break down any other unit.

Rule 16—Air Rules Introduction

A. Air Units.

Air units are illustrated on the unit identification chart.

1. Types. There are three basic categories of air units: fighters, bombers, and transports. Each category contains several specific air unit types, as shown on the unit identification chart. For example, the fighter cate-

gory contains both fighters (type F) and heavy fighters (type HF).

Unless otherwise noted in the rules, rules about "fighter," "bomber," and "transport" pertain to all air unit types within their respective categories. For example, a rule describing the abilities of fighters applies to all fighter types.

2. Prefixes. Air unit types may have a prefix, as listed on the unit identification chart. For example, a type NB is a night bomber: type B (bomber) and prefix N (night). A prefix modifies, but does not change, the category of an air unit. For instance, a night bomber (type NB) is still a bomber. Unless indicated otherwise in the rules, any ability of a category in general or a type in specific includes all prefixes for that type or category. For example, a rule applying to type B air units applies to B and NB.

3. Codes. Air units may have one or more codes, as listed on the unit identification chart. Codes define certain specific or special capabilities of air units. For example, a type F with a code C is a fighter trained and equipped to operate from a carrier.

B. Concepts.

1. Operational Status. An air unit may be at one of four operational statuses:

- **Operative:** The air unit is capable of flying a mission during the current player turn. An operative air unit will be "face up" (ratings side up) at an airbase.
- **Inoperative:** The air unit cannot fly a mission. It has flown a harassment mission in the previous player turn, has already flown a mission during the current player turn, or cannot fly a mission due to airbase capacity limits. An inoperative air unit will be "face down" (with "Inop." displayed) at an airbase. An inoperative air unit will usually become operative in the next initial phase.
- **Aborted:** The air unit has been aborted (due to damage from such causes as air combat or anti-aircraft fire) and cannot become operative again until regrouped or repaired. An aborted air unit will be placed off-map in the aborted air units box on the owning player's game chart.
- **Eliminated:** The air unit has been eliminated (due to extensive damage from such causes as air combat or anti-aircraft fire) and cannot become operative again until replaced. An eliminated air unit will be placed off-map in the eliminated air units box on the owning player's game chart.

Note: Unlike some previous *Europa* games, "inoperative" and "aborted" are separate statuses.

2. Terms. The following general terms are used:

- **Target Hex:** The target hex of an air unit is the hex in which it is to perform its mission. For example, the target hex of a bomber flying the

ground support mission is the hex occupied by the enemy units to be bombed.

- **Movement Group:** A movement group consists of one or more air units flying missions to a target hex in an air operation.
- **Escort:** An escort is a fighter flying an escort mission.
- **Interceptor:** An interceptor is a fighter flying an interception mission.
- **Air Operation:** An air operation consists of one player flying one or more missions to a particular target hex, together with all activities that may occur when resolving the air operation: patrol attacks and interception by the enemy player, air combat, anti-aircraft fire, mission resolution, and air units returning to base.
- **Mission Force:** A mission force consists of all air units flying missions in a target hex other than those flying escort (the escorts) or interception (the interceptors).

C. Air Activities Phasing.

Unlike most previous *Europa* games, air missions occur "on demand" in individual air operations, and not grouped together in a separate air phase. The air missions rule (Rule 20) lists, by individual mission, which missions are eligible to be flown in air operations that can occur in the various phases of the player turn.

Air operations occur in each player turn, as follows:

1. Initial Phase. The following occurs in the initial phase of each player turn, in this sequence:

- 1) The phasing player performs all air replacement actions: regrouping, reinforcements, and replacements (Rule 25).
- 2) After permanent airfields are built or augmented (Rule 14A), all inoperative air units (of both players) become operative. *Exception:* Air units that flew harassment bombing missions in the previous player turn do not become operative; see Rule 20G2d.
- 3) For each airbase, the owning player checks its current capacity. If the number of air units present at the base exceeds its current capacity, the player immediately makes inoperative sufficient air units so that the base's capacity is not exceeded. For example, if an airbase currently has a capacity of 1, and there are 2 air units there, the owning player makes 1 air unit there inoperative.
- 4) Both players may fly CAP air operations. The non-phasing player may fly harassment bombing air operations. Both players may assign air units to naval patrol air operations.

2. Movement Phase. Players fly any eligible air operations during this phase "on demand:" at any time during the phase they wish.

3. Combat Phase. Before any ground combat is resolved, the following occurs in the combat phase, in this sequence:

- 1) The non-phasing player flies defensive air support (DAS) air operations.
- 2) The phasing player flies ground support (GS) air operations.

Ground combat is resolved after all DAS and GS air operations are initiated. As players resolve ground combat, GS and DAS air units resolve their missions and return to base.

4. Exploitation Phase. Players fly any eligible air operations during this phase "on demand:" at any time during the phase they wish. At the end of this phase (which is the end of the player turn), both players return to base all of their fighters still flying CAP air operations.

D. Air Operation Sequence.

Unless otherwise stated for a particular mission, air operations are resolved as they are initiated, in the following air operation sequence. In general, one player, the initiating player, initiates an air operation and flies one or more missions to a target hex, and the other player, the reacting player, will fly patrol attack and interception missions. The following general restrictions govern air operations:

- One player, the initiating player, announces that he is initiating a specific air operation. The air operation consists of the player flying one or more missions to a particular target hex. Until the initiating player's air units reach the target hex, the player is not required to reveal the target hex to the opposing player.
- The initiating player flies one or more missions to the air operation's target hex and may fly escort missions for his movement groups. The player may not fly missions to any other target hex during this air operation. The particular missions the player may fly in an air operation are restricted by mission type and phase. For example, in the combat phase, the phasing player may fly ground support air operations (only). In a GS air operation, only air units flying the GS bombing mission and fighters flying the escort mission may fly.
- The other player, the reacting player, may fly patrol attack and interception missions against the initiating player's air units. The reacting player may also have eligible fighters already flying combat air patrol missions to patrol attack or intercept the initiating player's air units. The reacting player may not fly any other missions during this air operation.
- After the missions are resolved and air units return to base (see below), the air operation is over. Once the operation is over, a player may initiate a new air operation. (Note that the same player could initiate a new air operation, and

could even select the same target hex as the previous operation.)

- Unless specifically stated otherwise in a rule below, the following conditions apply to air operations: 1) Only one air operation can occur at the same time. 2) Once an air operation is initiated, all other game activities are paused until the air operation is resolved.

An air operation is resolved in the following sequence.

1. Mission Movement Step. The initiating player initiates the air operation and flies all air units that will fly missions in the air operation. In general, these air units will fly to the operation's target hex. (Escorts do not necessarily fly all the way to the target hex, as explained in the escort mission, Rule 20B.) The reacting player may fly patrol attack missions and resolve patrol attacks against the initiating player's air units.

2. Interceptor Movement Step. The reacting player may fly interception missions to the operation's target hex.

3. Air Combat Resolution Step. Players resolve air combat between their air units.

4. AA Fire Step. The reacting player resolves any anti-aircraft (AA) fire against the initiating player's air units.

5. Mission Resolution Step. The initiating player resolves transport and bombing missions.

6. Air Unit Return Step. Both players return to base all air units flying missions. Air units returning to base immediately become inoperative (unless stated otherwise in the rules for specific missions).

Rule 17—Airbases

Air units take off from and land at airbases. When not flying a mission, an air unit must be on the ground at a friendly-owned airbase.

A. Capacity.

The capacity of an airbase is the number of air units that may become operative at that airbase in each initial phase (see Rule 16C1). There is no limit to the number of operative air units that may take off from an airbase. There is no limit to the number of air units that may land or be present at an airbase. *Exception:* Air units may not take off from or land at an airbase if its capacity is currently 0.

Airbase capacities are shown on the airbase summary. The total airbase capacity of a hex is the sum of the capacities of all the features in the hex. For instance, the capacity of a hex containing an improved fortress, a reference city, and a 3-capacity permanent airfield is 5.

B. Air Unit Escape.

When an enemy ground unit gains ownership of an airbase hex, each air unit there (whether operative or inoperative) attempts to escape. Roll a die for each air unit attempting to escape:

- On a roll of 1, 2, or 3, the air unit escapes, flying a transfer mission (see below).
- On a roll of 4, 5, or 6 the air unit does not escape. The air unit is eliminated; place it in the eliminated box on its air chart.

After rolling for all air units at the airbase, the owning player immediately conducts a series of air operations for the escaping air units. Each escaping air unit may have its own air operation, or several may fly in the same operation (if they all have the same target hex). The air operation follows the standard air operation sequence (Rule 16D), with the escaping air units flying transfer missions (Rule 20A).

An operative air unit which escapes becomes inoperative upon landing during the air return step. An inoperative air unit which escapes becomes aborted upon landing during the air return step; place it in the aborted box on its air chart.

If there is no friendly-owned airbase within transfer range, an escaping air unit is automatically eliminated.

C. Airbase Capture.

All enemy airbases (except temporary airfields) may be captured and used. An enemy airbase is captured when a friendly ground unit gains ownership of the hex. A captured airbase immediately becomes a friendly airbase and may be used from the instant of its capture.

A temporary airfield is immediately destroyed when an enemy unit gains ownership of its hex.

D. Airbase Damage.

Airbases may be damaged due to a variety of causes. Use hit markers to show airbase damage. Each hit of damage on an airbase reduces its capacity by 1. No airbase may be damaged beyond its capacity. Damaged airbases may be repaired (Rule 14A).

Ground units may damage the capacity of an airbase by spending MPs to do so in the airbase's hex. For every 2 MPs spent by a ground unit, the airbase takes one hit of damage.

Airbases may also be damaged due to bombing (Rule 20G).

At any time during his player turn, the phasing player may abandon any airfield (permanent or temporary) at zero capacity, removing it from play.

Rule 18—Movement of Air Units

Air units fly to their target hexes using movement points. An air unit's movement rating is the basic number of MPs the air unit has. The air unit's movement rating may be modified, depending on its mission. This modified movement rating is the air unit's *range* for the mission: the maximum number of MPs the air unit may use when flying to its target hex.

An air unit always spends 1 MP for each hex it enters.

Air units flying missions fly in movement groups. A group can consist of one or more air units. As a group

moves to its target hex, other movement groups (which are flying missions to the same target hex) can merge with the group. In any hexes along the path to the target hex, movement groups may join with or split off from the movement group. All air units flying in a movement group move together as a stack. Air units may fly to their target hex in any number of movement groups; it is not required that all air units flying to the same target hex fly in a single group.

Note that air units may have spent differing amounts of MPs when they join a particular movement group. If necessary (although it should rarely be needed), use status markers to keep track of MPs for individual air units in a movement group.

Air units flying missions return to base during the air unit return step of the air mission sequence. Unless stated otherwise, an air unit has the same range (modified movement rating) when returning to base as it did when flying to its target hex. If for any reason there is no friendly-owned airbase within range when an air unit must return to base, the air unit is immediately eliminated.

Rule 19—Patrol Zones

Each operative fighter air unit at an airbase has a patrol zone. The patrol zone covers every hex within one half the printed movement rating (rounded down) of the exerting fighter. For example, an Me 109E fighter (movement rating of 7) has a patrol zone extending out to 3 hexes.

Rule 20—Air Missions

Operative air units may fly any of several missions, depending upon their air unit types. The missions are described in detail below. Each mission lists which air unit types may fly the mission, what their ranges are, when the mission may be flown, and what the effects of the mission are. An air unit may fly only one mission per player turn.

A player announces the mission of each of his air units when it takes off. For a transport or bombing mission, the player simply announces that the mission is transport or bombing; he does not have to announce (or even decide upon) the specific type of bombing or transport mission at this time. He decides (and announces) which specific bombing and transport mission is being flown as he resolves the air operation.

A. Transfer.

Any air units may fly transfer missions during the movement and exploitation phases. An air unit's transfer range is three times its printed movement rating.

An air transfer mission is flown in a series of legs from airbase to airbase, until the final destination is reached.

Each leg has its own target hex and is resolved using the air operation sequence (Rule 16D). The target hex of a leg is a friendly-owned airbase within transfer

range. In the air return step of a leg, transferring air units land at the airbase in the target hex, and may immediately fly another leg. The air units continue to fly legs until the final destination is reached, whereupon the air units land there and become inoperative in the air return step.

B. Escort.

Fighters may fly escort missions during any air operation initiated by their owning player. A fighter's escort range is its printed movement rating.

During an air operation, the initiating player may fly escort missions. Escorts (fighters flying this mission) guard friendly air units flying other missions in the operation from patrol attack and interception.

An escort flies to any hex within its escort range. It may fly by itself or by joining a movement group. While flying with a movement group, it guards the group against patrol attacks.

An escort does not have to fly to the target hex of the air operation (and the target hex may be outside its escort range). If it does not fly to the target hex, it immediately returns to base and becomes inoperative when it reaches the limit of its range. If it does fly to the target hex of the operation, it participates in the rest of the air operation sequence, guarding friendly air units there.

C. Interception.

Fighters may fly interception missions during any air operation initiated by the enemy player. A fighter's interception range is one half its printed movement rating (round fractions down).

During an air operation, the reacting player may fly interception missions. Interceptors (fighters flying this mission) fly to the air operation's target hex, to engage enemy air units in air combat.

D. Patrol Attack.

Fighters may fly patrol attack missions during any enemy air operation. A fighter's patrol attack range is the same as its patrol zone (see Rule 19).

During an air operation, the reacting player may announce that he is making a patrol attack whenever an enemy movement group takes off from or enters any hex in any patrol zone of the reacting player's operative fighters. The movement of the group is temporarily halted until the patrol attack is resolved. The reacting player then flies one or more fighters on patrol attack missions to the hex.

Once all patrol attack fighters have flown to the hex, the players immediately resolve the patrol attack, as explained in Rule 21C.

After the patrol attack is resolved, the reacting player's fighters immediately return to base (within their patrol attack range) and become inoperative. The movement group then resumes its movement. If the group subsequently enters another hex in an operative fighter's patrol zone, the reacting player may make another patrol attack against the group.

E. Combat Air Patrol (CAP).

Fighters may fly combat air patrol missions during any initial, movement, or exploitation phase. A fighter's CAP range is its printed movement rating. The target hex of a CAP mission can be any hex within CAP range of the fighter.

For fighters flying CAP missions, follow the standard air operation sequence (Rule 16D) until the mission resolution step is reached. At this time, the air operation is suspended. The CAP fighter remains in its target hex, and the owning player may assign it to another air operation later in the same player turn. During the mission movement step of a subsequent air operation, the owning player may (but is not required to):

- Switch the CAP fighter to the escort mission (Rule 20B), if the fighter's hex is the target hex of an air operation by the owning player. *Example:* During the initial phase of a player turn, the Allied player flies a CAP fighter to Cartagena (23A:4410), which is currently owned by the Axis player. During the exploitation phase of the same player turn, the Allied player initiates a bombing air operation, with Cartagena as the target hex. He may thus switch the fighter in Cartagena's hex from CAP to escort.
- Switch the CAP fighter to the interception mission (Rule 20C), if the fighter's hex is the target hex of an air operation by the enemy player.
- Switch the CAP fighter to the patrol attack mission (Rule 20D), if during an air operation by the enemy player an enemy movement group takes off in or enters the fighter's hex.

Once a CAP fighter switches missions (per above), it participates in the rest of the air operation using the appropriate mission rules. *Exception:* When returning to base, the fighter uses its CAP range.

If a CAP fighter is in the target hex of an air operation, and the owning player does not switch it to escort or interception (per above), then the CAP fighter is ignored for all purposes for the rest of the air operation.

At the end of each player turn, the players return to base all of their fighters still flying CAP missions.

F. Transport.

Transport air units may fly transport missions, during their phasing player's movement and exploitation phases. *Exception:* The air drop transport mission may only be flown during friendly movement phases.

An air unit's transport range is its printed movement rating.

Transports may carry ground units, resource points, and supply points as their cargo. Transports cannot, however, carry any ground unit which has heavy equipment. Each transport has a cargo capacity of 1 RE.

Weather affects transports' cargo capacities. When flying in mud, winter, or snow weather, a transport has its cargo capacity halved.

The cargo to be carried must be present at the transport's airbase when the transport mission is initiated.

Since transport missions can occur in the movement phase, note that the cargo may move to the airbase prior to its air transport in that phase. Once an item of cargo is air transported in a player turn, however, it may not move for the remainder of that player turn.

All air combat, patrol attacks, and antiaircraft fire that affects a transport also affect its cargo. If a transport is eliminated, its cargo also is eliminated. If a transport is aborted or turned back, its cargo returns to base with the transport.

Two or more transports may combine to carry an item of cargo. When doing so, a result to any one of the transports also affects the cargo. Always use the most severe result to the transports as the effect upon the cargo. For example, if one transport is turned back and the other eliminated, then the cargo is eliminated.

There are two types of transport missions.

1. Regular Transport. The target hex of a regular transport mission can be any friendly-owned airbase within transport range. The mission is resolved per the standard air operation sequence. The transport lands its cargo at the target hex during the mission resolution step. It returns to base in the air return step, and cannot carry cargo at this time.

Alternately, a transport may fly a one-way regular transport mission, with a range twice its printed movement rating. In this case, the target hex of the mission can be any friendly-owned airbase within the one-way transport range. During the mission resolution step, the transport ends its mission at the airbase, landing there with its cargo. It cannot fly during the air return step.

2. Air Drop. Transports may air drop supply points and air-droppable units (air-droppable units and airborne landings in general are covered in Rule 24). *Note:* Resource points cannot be air dropped.

The target hex of an air drop involving a ground unit may be any hex within transport range except for the following terrain types: prohibited terrain, mountain, or wooded swamp. The target hex may be in enemy ZOCs or occupied by enemy units.

The target hex of an air drop involving supply points may be any hex within transport range except all-sea or all-lake hexes.

Ground units, but not supply points, count at double their RE size for this mission. Thus, two transports are required to carry a 1-RE unit on an air drop.

A transport air drops its cargo during the mission resolution step of the air operations sequence.

G. Bombing.

Any air unit with a bombing strength greater than 0 may fly bombing missions. Air units may fly bombing missions as follows:

- During their phasing player's movement and exploitation phases: any bombing mission ex-

cept ground support (GS), defensive air support (DAS), or harassment.

- During their phasing player's combat phase: GS bombing missions.
- During the enemy player's initial phase: harassment bombing missions.
- During the enemy player's combat phase: DAS bombing missions.

Unless stated otherwise, an air unit's bombing range is its printed movement rating.

The target hex of a bombing mission is any hex within bombing range that contains a bombing target. Bombing targets vary by bombing mission, as explained below.

Air units bombing a target in a hex may bomb it individually, or some (up to all) may combine their bombing strengths to make a single bombing attack. Exceptions to this general case are given in the specific bombing missions.

Unless otherwise stated below, bombing missions are resolved during the mission resolution step, after air combat and antiaircraft fire in the hex is resolved. Immediately before resolving each bombing attack, the phasing player announces the specific bombing mission, specifying the target and bombing air unit (or air units). Note that a player announces bombing attacks in a hex one at a time as they are resolved, and is not required to announce all his attacks before resolving any.

Several bombing missions require the use of the bombing table to resolve bombing attacks. For each such attack, use the bombing strength column that most closely matches (without exceeding) the bombing strength of the attacking air units. (If the bombing strength is less than 1, the attack automatically misses.) For example, a bombing attack with a strength of 8 points would use the 5 column. Roll one die and modify the number rolled with the appropriate modifiers on the bombing table. Cross-index the bombing strength column with the modified die roll to obtain a result. There are two possible results: M (miss) and H (hit). A miss has no effect on the target. A hit affects the target, as described in each bombing mission.

Weather (Rule 36), terrain, and bombing mission type may affect bombing strengths. In mud, winter, and snow weather, air units bombing land targets have their bombing strengths (tactical and strategic) halved. In rough and stormy sea conditions, air units bombing naval targets have their bombing strengths (tactical and strategic) halved.

1. Strategic Bombing. The following missions may be flown by air units with strategic bombing strengths greater than 0.

a. Rail Marshaling Yards. The target of this mission is an enemy-owned, functioning rail marshaling yard (rail marshaling yards are defined in Rule 7A). A yard is functioning if a rail-element supply line can be traced

from the yard to a full or limited supply source of the owning player at the time the mission is flown.

Consult the bombing table for each bombing attack made against the target. Each hit reduces by 1 the rail capacity of the enemy rail net containing the yard, for the enemy player's next player turn. Also, a hit on a yard breaks the rail line in the hex, if it is not already broken.

The rail-capacity decrease is only for the enemy player's next player turn; it is not permanent. The rail break, however, is permanent until repaired (Rule 14A).

Only a limited number of hits are allowed per yard in a player turn: 1 per dot city and 2 per major-city hex. Hits in excess of a yard's limit have no effect.

b. Ports. The target of this mission is any enemy-owned port. Consult the bombing table for each bombing attack made against the target. Each hit damages the port. Mark each hit achieved on the port with a hit marker. (Ports are covered in detail in Rule 30A.)

c. Terror Bombing. Axis air units (only) may fly this mission. The target of this mission is any Allied-owned major city hex in Spain or Portugal, if that country has joined the Allies. (Note that Allied-owned major city hexes in Spain may not be terror bombed if Spain has joined the Axis). Consult the bombing table for each terror bombing attack. Each hit yields the Axis player victory points as listed on the victory point chart.

2. Tactical Bombing. The following missions may be flown by air units with tactical bombing strengths greater than 0.

a. Airbases. The target of this mission is any enemy-owned airbase. A fighter's tactical bombing strength is increased by 1 (prior to any other modifications) when flying this mission. For example, a fighter with a tactical bombing strength of 0 would have a strength of 1 when flying this mission.

Consult the bombing table for each bombing attack made against the target. Each hit hits both the airbase and any one air unit (bombing player's choice) on the ground there.

A hit on the airbase decreases the capacity of the airbase by 1. When the capacity of an airbase is reduced to 0, all further hits against the airbase (but not air units at that airbase) are ignored. Mark each hit achieved on the airbase with a hit marker.

A hit on an air unit aborts it; place it in the aborted box on its air chart.

b. Ground Support (GS). Air units may fly GS bombing missions to aid attacks made by friendly ground units. The target of this mission is the hex containing the enemy units the player intends to attack.

The phasing player initiates and flies GS air operations in his combat phase, after the enemy player flies DAS missions and before any ground combat is resolved. Each GS operation follows the standard air sequence, until the mission resolution step is reached. At this point, the mission is suspended until the players resolve the ground combat in the hex.

When the players are to resolve ground combat in a hex containing a GS operation, the remainder of the air operation occurs in conjunction with the ground combat, in this sequence:

- 1) When ready to resolve the combat, the attacking player declares the attack, indicating the attacking units.
- 2) The GS mission resolution step occurs. Total the bombing strength delivered to the target hex by effective GS bombing (see below). GS bombing strengths may be modified due to terrain or fortifications, as shown on the terrain effects chart and the fortifications effects chart. (If there is a DAS air operation in the hex, the DAS mission resolution step also occurs at this time.)
- 3) Resolve the ground combat, adding the modified GS bombing strength to the total attack strength in the combat. Implement the combat result.
- 4) The air return step occurs. All air units involved in the GS operation return to base. (If there is a DAS air operation also in the hex, the DAS air return step occurs first.)

Only a limited number of air units may effectively provide GS bombing in a combat. For each RE of attacking units, excluding artillery, one air unit (owning player's choice) may provide GS bombing. For example, if 7 REs, including 2 REs of artillery, are attacking a hex, up to 5 GS air units are effective in the attack. GS air units in excess of this limit have no effect; ignore their bombing strengths.

It is possible that the phasing player will fly a GS operation to a hex during the combat phase, intending to attack the units there, and then subsequently decide not to make the attack. In this case, the GS air units do not bomb, and the air units in the GS operation return to base at the end of the combat phase.

c. Defensive Air Support (DAS). Air units may fly DAS missions to aid friendly units that may be attacked. The standard bombing range is used for the flying air units, except for types B and T. The DAS bombing range of a type B or T air unit is one half its printed movement rating (round fractions down).

The target hex of the mission is any hex containing friendly ground units which the enemy player might attack in the combat phase. (Note that when the player flies DAS, he will not know which, if any, of his units the enemy player will attack.)

The non-phasing player initiates and flies DAS air operations in the phasing player's combat phase, before the phasing player flies GS missions and before any ground combat is resolved. Each DAS operation follows the standard air sequence, until the mission resolution step is reached. At this point, the mission is suspended until the players are to resolve the ground combat in the hex.

When the players are to resolve ground combat in a hex containing a DAS operation, the remainder of the air operation occurs in conjunction with the ground combat, in this sequence:

- 1) When ready to resolve the combat, the attacking player declares the attack, indicating the attacking units.
- 2) The DAS mission resolution step occurs. Total the bombing strength delivered to the target hex by effective DAS bombing (see below). The tactical bombing strengths of all air units flying DAS are halved. Unlike GS, however, terrain and fortifications do not further modify DAS bombing strengths. (If there is a GS air operation in the hex, the GS mission resolution step also occurs at this time.)
- 3) Resolve the ground combat, adding the modified DAS bombing strength to the total defense strength in the combat. Implement the combat result.
- 4) The air return step occurs. All air units involved in the DAS operation return to base. (If there is a GS air operation also in the hex, the DAS air return step occurs first.)

As with GS bombing, only a limited number of air units may effectively provide DAS bombing in a combat. For each RE of defending units, excluding artillery, one air unit (owning player's choice) may provide DAS bombing. For example, if 9 1/2 REs, including 2 REs of artillery, are defending in a hex, up to 7 DAS air units are effective in the attack. DAS air units in excess of this limit have no effect; ignore their bombing strengths.

It is possible that the non-phasing player will fly a DAS operation to a hex which the phasing player does not attack. In this case, the DAS air units do not bomb, and the air units in the DAS operation return to base at the end of the combat phase.

d. Harassment. The target hex of a harassment bombing mission is any land hex. A player flies harassment missions during the enemy player's initial phase.

During the mission resolution step, determine the effects of the mission by totaling the number of bombing points delivered in the hex for harassment bombing:

- Less than 2 bombing points: No effect.
- At least 2, but less than 4: Place a level-1 harassment hit marker in the hex; the hex has one harassment hit.
- 4 more bombing points: Place a level-2 harassment hit marker in the hex; the hex has two harassment hits.

A player marks the harassment hits his air units achieve as they achieve them. The harassment hits last until the start of the player's next initial phase; the markers are removed from the map at this time.

A hex can have a maximum of 2 harassment hits; ignore any hits in excess of 2. Harassment hits affect the movement of enemy ground units during the enemy player's movement and exploitation phases:

- Each unit using regular, admin, or operational rail movement to leave a hex with harassment hits must spend 1 MP for each harassment hit in the hex.
- Each enemy ground unit that starts a phase in hex with harassment hits and does not move from that hex also must spend 1 MP for each harassment hit in the hex. (Note that this can affect actions various units can take, such as spending MPs to break a rail line in the hex.)
- Each enemy ground unit using strategic rail movement to leave a hex with harassment hits loses 20 hexes of its rail movement ability for each harassment hit in the hex.
- Each enemy "R" movement unit using operational rail movement to leave a hex with harassment hits loses 7 hexes of its rail movement allowance.

An air unit which flies a harassment mission during a player turn does not become operative at the start of the next player turn (and thus cannot fly a mission in that player turn). Place a marker of your choice on such an air unit when it returns to base at the end of its harassment air operation. During the next player turn when air units become operative, remove the marker from the air unit but do not flip the air unit to its operative side.

e. Rail Lines. The target of this mission is any enemy-owned rail line hex. Consult the bombing table for each bombing attack on the target. A hit breaks the line in the target hex. Once a rail line in a hex is broken, any further rail line hits in the hex are ignored.

f. Ports. The target of this mission is any enemy-owned port. Consult the bombing table for each bombing attack made against the target. Each hit damages the port. Mark each hit achieved on the port with a hit marker. (Ports are covered in detail in Rule 30A.)

g. Naval Units in Port. The target hex of this mission is any hex containing enemy naval units in port (but not naval units at sea). The actual bombing targets are the enemy naval units in port in the hex (any naval units at sea in the same hex are ignored).

During the mission resolution step, each bombing air unit makes a number of 1-point bombing attacks equal to its bombing strength (round fractions down). For example, if a bombing air unit has a bombing strength of 2, it may make two bombing attacks.

For each bombing attack, consult the bombing table, using the "1" bombing strength column. Each hit does one hit of damage to a naval unit in port in the hex.

For each air operation, resolve all bombing attacks of air units flying this mission before applying any hits achieved. (Keep track of the total number of hits achieved.) Apply the hits after all air units on this

mission have finished bombing. Since several naval concepts are used when applying hits, the method of applying hits and the effects of the hits are described in the naval rules (see Rule 27A3).

h. Naval Patrol. The target of this mission is any hex containing enemy naval units at sea (but not naval units in port).

In each initial phase, both players may assign air units to naval patrol missions. Air units are assigned this mission at this time, but do not actually fly the mission until later, if at all. Once assigned, they may not fly any other mission in the player turn, even if they do not fly the naval patrol mission. Indicate air units assigned to this mission in an agreed-upon manner, such as marking them with a hit marker.

An air unit assigned to this mission has a naval patrol zone, which covers every all-sea and partial-sea hex within the air unit's bombing range. For example, a Ju 87B (movement rating of 8) assigned to this mission has a naval patrol zone extending out to 8 hexes.

When an enemy naval group (naval groups are covered in Rule 27B2) begins a movement step in, or enters, any hex within an air unit's naval patrol zone, the owning player may announce an air operation against the enemy naval group. The movement of the naval group is temporarily suspended while the air operation is resolved.

The air operation consists of one or more air units, all taking off from the same airbase, flying the naval patrol mission in a single movement group to the naval group (the target hex). Operative fighters from the same airbase may fly escort missions in the operation. Friendly air units at other airbases cannot participate in this operation.

Upon reaching the target hex during the mission movement step, the movement group attempts to contact the enemy naval group. Consult the success table for the contact attempt; roll one die, modify the roll as appropriate, and find the result.

Only one attack force from any given airbase may attempt contact per hex. *Note:* Attack forces from different airbases may attempt contact in the same hex. One die is rolled for each attack force and the success table is consulted. Results are:

- **Failure:** The movement group fails to contact the enemy naval group. The air operation immediately proceeds to the air return step, with air units returning to base and becoming inoperative.
- **Success:** The movement group contacts the enemy naval group. The air operation sequence continues as normal.

During the mission resolution step, air units on this mission bomb the naval units in the enemy naval group. Bombing is resolved the same as for bombing naval units in port (Rule 20G2g above).

At the end of a naval patrol operation, the player may immediately initiate another naval patrol operation against the same enemy naval group in the same hex, if he has any naval patrol air units capable of doing so. Once the player stops initiating these naval patrol operations, the enemy naval group resumes its movement.

i. Coast Defenses. The target hex of this mission is any hex containing enemy coast defenses. The tactical bombing strength of an air unit flying this mission is halved. Consult the bombing table for each coast defenses bombing attack. For every two bombing hits against the coast defenses in the hex mark the coast defenses with a hit marker. (Coast defenses and the effects of hits on them are covered in Rule 33B.)

Rule 21—Air Combat

Air combat occurs when fighters fly interception missions to hexes containing enemy air units flying missions. (Patrol attacks, which are similar to air combat, are described at the end of this rule.)

In each air operation, air combat in the target hex is resolved during the air combat resolution step. There are two stages to air combat: preparation and resolution.

A. Preparation.

Follow these steps to prepare for air combat:

1. Mission Force and Screen Preparation. The initiating player separates his air units into two groupings: the escort screen and the mission force. All escorts are placed in the screen. Fighters flying bombing missions may jettison their bombs at this point but remain as part of the mission force.

2. Interceptor Preparation. The reacting player then separates his air units into two groupings: those that will attack the screen (the engaging group) and those that will try to bypass the screen to attack the mission force (the bypassing group). The player divides his interceptors between these two groups as he wishes.

B. Resolution.

In air combat, opposing air units fire upon one another. An air unit with a printed air attack strength of 0, however, may never fire in air combat.

1. Sequence. Follow these steps to resolve air combat.

a. Screen Allocation Step. Interceptors allocated to attack the escort screen engage the screen in air combat. (Ignore all other air units in the hex during this step.) The intercepting player randomly selects one escort in the screen and randomly allocates one interceptor against it. ("Randomly selects" and "randomly allocates" do indeed mean the player chooses at random, such as putting the air units in a cup and drawing them out without looking.) Repeat this procedure, allocating an interceptor against each escort, to the extent possible.

If one side has more air units than the other, the owning player allocates these extra air units against enemy air units, distributing them as evenly as possible. (For example, no enemy air unit can have three air units allocated against it until each enemy air unit has two air units allocated against it.) To allocate extra air units, the owning player chooses (not at random) one enemy air unit and then randomly selects one of his extra air units, allocating it against the enemy air unit. Repeat this procedure until all extra air units are allocated.

If there are more escorts than interceptors, the owning player need not allocate them against the interceptors attacking the screen. Instead, he may have these unengaged escorts attack the bypassing group of interceptors (step c below).

b. Firing Step. Resolve air combat between the allocated air units.

When one air unit is allocated against one air unit, each air unit fires once upon the other air unit. Implement the combat results after both air units have fired.

When several air units engage a single air unit, the engagement is conducted in a series of firing rounds. Randomly select the order in which the several air units, one per round, engage the single air unit. Resolve each round in order; the two air units in the round fire upon one another. Implement the combat results after both air units have fired. The owner of the several air units may voluntarily end an engagement at the end of any firing round. The engagement automatically ends when:

- The first combat result (return, abort, or elimination) is achieved against the single air unit, even if all the several air units have not fired.
- All of the several air units have engaged the single air unit.

Example: Three interceptors engage one escort. The first interceptor fires on the escort, for a result of no effect; the escort returns fire against the first interceptor and achieves an eliminated result against it. The owner of the interceptors elects to continue the engagement. The second interceptor fires on the escort and achieves an abort result against it; the escort returns fire but to no effect. The engagement automatically ends at this point, before the third interceptor fires. In the engagement, one interceptor was eliminated, and the escort was aborted.

When this firing step is completed, all air units involved in air combat during this step have finished air combat and are ignored for the rest of the air combat resolution in the hex.

c. Bypass Allocation Step. Resolve air combat between the unengaged escorts and the interceptors attempting to bypass the screen. The owning player randomly allocates his escorts against the interceptors as in step a.

d. Firing Step. Resolve air combat as in step b, except the interceptors may not fire. Interceptors that

survive this step attack the mission force. *Example:* Three interceptors attempt to bypass the screen, and there are two unengaged escorts. The owning player randomly allocates his escorts against the interceptors. Each escort attacks, one turning back an interceptor and the other achieving no effect. The interceptors may not attack the escorts. One interceptor is turned back and two get through.

e. Mission Force Allocation Step. Interceptors successfully bypassing the escort screen attack the mission force. The owning player randomly allocates his interceptors against air units in the mission force as in step a. Mission force air units not attacked by interceptors are ignored; they neither attack nor are attacked.

f. Firing Step. Resolve air combat as in step b. *Exception:* When several interceptors are allocated against one air unit of the mission force, follow the procedure in step b. However, the air unit of the mission force may only fire once during the engagement; if the air unit has not fired at the start of a round, the owning player decides whether or not it will fire in the round.

2. Combat Results. Air combat results are:

–: **No Effect.** The fire had no effect.

R: Turn Back. A turned back air unit immediately returns to base and becomes inoperative.

A: Abort. An aborted air unit immediately returns to base and then becomes aborted; remove the air unit from play and place it in the aborted box on its air chart.

K: Eliminated. An eliminated air unit is immediately removed from play. Place it in the eliminated box on its air chart.

Air units returning to base due to combat results follow the same procedure as returning to base in the air return step.

3. Differentials. When an air unit fires on an opposing air unit, calculate the attack differential by subtracting the air defense strength of the air unit being fired upon from the air attack strength of the firing unit. *Example:* In an exchange of fire between a Me 109E (7F5) and a Hurri 1 (5F5), the Me 109E would have an attack differential of +2 (the Me 109E's 7 attack strength minus the Hurri 1's 5 defense strength), and the Hurri 1 would have an attack differential of 0.

The attack differential determines the column used on the air combat results table. For each attack, roll two dice and modify the roll as indicated on the table. Cross-index the modified roll with the correct column to obtain the air combat result.

Air Combat Example: An Axis force of one Me 109F1 fighter (6F6) and one Me 109E fighter (7F5) intercept an Allied force of two Whitley bombers (3NB3) escorted by one Hurri 1 fighter (5F5), one Spit 1 fighter (6F5), and one Mixed fighter (3F3).

Step a: The Axis player allocates the Me 109F1 fighter against one of the Allied fighters; it is randomly allocated against the Hurri 1. The Me 109E tries to by-

pass the screen. The Allied player elects to send both remaining escorts against the bypassing Me 109E.

Step b: The Hurri 1 fires with a differential of -1; a 9 is rolled, for no effect. The Me 109F1 fires at +1; a 5 is rolled, aborting the Hurri 1.

Step c: The Allied player randomly selects the order in which his unengaged escorts will engage the bypassing interceptor. The first escort to engage is the Mixed fighter.

Step d: In the first round, the Mixed fighter attacks the bypassing Me 109E. The differential is -2; a 7 is rolled, for a no effect. (The Me 109E may not fire.) Since there was no result from the first round, the Spit 1 fires, in the second round. The differential is a +1; an 8 is rolled, for no effect. (As before, the Me 109E may not fire.)

Step e: The Axis player randomly allocates the successfully bypassing Me 109E against one of Whitley bombers in the mission force. The other Whitley is ignored.

Step f: The Me 109E fires at +4, a 5 is rolled and modified to 4 (due to type F attacking type B), eliminating the Whitley. The Whitley fires at -2; a 7 is rolled and modified to an 8 (due to a type B attacking type F), for a no effect result.

C. Patrol Attacks.

Fighters fly patrol attack missions, as covered in Rule 20D. Patrolling fighters make patrol attacks against the initiating player's air units, in a procedure similar to air combat. Unlike air combat, however, the initiating player's air units do not attack the patrolling fighters.

When resolving patrol attacks made by the patrolling fighters in a hex, the initiating player prepares for the patrol attack as for air combat (Rule 21A above), forming the escort screen and mission force. The reacting player, however, does not form an engaging or bypassing group. Instead, the reacting player allocates his patrolling fighters as follows:

- 1) Randomly select one fighter from the screen, and then randomly allocate one patrolling fighter against it. Repeat this step, until each fighter in the screen has a patrolling fighter allocated against it, or until either player runs out of air units to allocate.
- 2) If the reacting player has any unallocated fighters remaining, randomly select one air unit from the mission force, and randomly allocate one patrolling fighter against it. Repeat this step, until each air unit in the mission force has a patrolling fighter allocated against it, or until either player runs out of air units to allocate.
- 3) If the reacting player has any unallocated fighters remaining, he allocates these extra fighters against enemy air units, distributing them as evenly as possible. (For example, no enemy air unit can have three fighters allocated against it until each enemy air unit has two fighters allocated against it.) To allocate extra

fighters, the reacting player chooses (not at random) one enemy air unit and then randomly selects one of his extra fighters, allocating it against the enemy air unit. Repeat this procedure until all extra fighters are allocated.

The reacting player resolves the individual patrol attacks. Calculate the attack differential (per Rule 21B3, above) of the patrolling fighter against its target. Roll one die and consult the patrol attack table for a result. Results are identical to those of air combat (per Rule 21B2) and are implemented immediately.

Example: An Me 109E fighter (7F5) patrol attacks a Whitley bomber (3NB3). The attack differential is +4; the reacting player rolls a 4, turning back the Whitley.

Rule 22—Antiaircraft

Air units may undergo enemy antiaircraft (AA) fire when they fly certain missions. Various ground units, naval units, and map features have AA strengths.

(There are two types of AA, heavy and light. This distinction is used for ATEC purposes but not for AA fire in this game.)

A. Capabilities.

1. **Combat AA Units.** A combat AA unit is any unit with the AA unit type symbol, a unit size, and a printed combat strength (even if that printed strength is 0). A combat AA unit has its AA strength printed in the upper left corner of its counter.

2. **Position AA Units.** A position AA unit has neither a printed combat strength nor a unit size; its AA strength is printed in the upper left corner of its counter. Position AA units function somewhat differently than do regular combat units:

- Each has a combat strength of 0, regardless of the number of AA strength points it possesses.
- Any number of these counters may be in a hex; the stacking limit does not affect them.
- For transport purposes, each position AA strength point counts as 1/2 RE and has heavy equipment.
- A position AA unit never has any ATEC capability. Position AA units are not included in AEC or ATEC calculations.

During his player turn, the phasing player may freely break down and build up his position AA units as long as the total AA strength in the hex does not change. For example, a 2-point position AA unit may break down into two 1-point position AA units.

3. **Ground Units AA.** Various ground units have intrinsic AA strengths, as listed on the intrinsic AA summary. For example, a British division has 1 point of AA.

4. **Naval AA.** Naval units have AA strengths, as printed on their counters.

5. **Other AA.** Certain map features have intrinsic AA strengths, as listed in the intrinsic AA section of the initial conditions portion of the appropriate OB. *Note:* The intrinsic AA strength of a hex is the sum of all features with intrinsic AA in it.

B. Resolution.

1. Restrictions. During the AA fire step of an air operation, the reacting player may fire AA against enemy air units flying air transport and bombing missions in the operation's target hex. The player may not fire AA against enemy air units flying any other missions. For example, a player may not fire AA against enemy fighters flying escort missions.

In general, all AA strength in a hex, except that of naval units, may fire upon the appropriate air units. The exceptions are:

- *Against air units flying the naval patrol bombing mission:* Only the naval unit at sea in the hex with the highest AA strength may fire. No other AA in the hex may fire. For example, if Axis air units fly a naval patrol bombing mission against an Allied naval group consisting of a British task force (AA of 7) and several naval transports (AA of 2 each), the task force fires AA.
- *Against air units flying the naval-unit-in-port bombing mission:* All non-naval unit AA in the hex may fire, and the naval unit in port with the highest AA strength may fire. No other naval unit may fire AA. For example, if Axis air units fly a naval-unit-in-port bombing mission against an Allied port containing 3 points of position AA, and several naval transports (AA of 2 each) in port, the position AA and one transport may fire, for a total of 5 AA strength points.
- *Against air units flying the port bombing mission:* All non-naval unit AA in the hex may fire, and the naval unit in port with the highest AA strength may fire. No other naval unit may fire AA.
- *Against air units flying DAS bombing missions:* Ground units attacking an enemy hex may fire AA against enemy air units flying DAS in the hex. Only ground units participating in the attack on the hex may fire. Total the AA strengths of the attacking units and divide this total by the number of hexes containing units attacking the hex. The resulting number is the strength of the AA fire. *Example:* Axis air units are flying DAS over a hex. The Allied player is attacking Axis units in the hex with units in three hexes: these units have 4 AA strength points in one hex, 0 in the second hex, and 2 in the third. The Allied player's total of 6 AA points is divided by 3 (since the attacking units occupy 3 hexes); thus, the Allied player fires on the DAS air units with an AA strength of 2.

Each AA strength point in a hex may fire upon each enemy air unit it is eligible to attack. *Example:* Three Axis type B air units are bombing a hex containing a British 5-point heavy AA brigade. The AA may fire three times, making a 5-point attack upon each air unit.

2. Procedure. For each AA attack, follow this procedure to resolve AA fire:

- Total the AA strength eligible to fire at the target air unit.
- Find the appropriate AA strength column on the antiaircraft fire table. Use the column that most closely matches (without exceeding) the strength of the AA attack. For example, 9 points of AA firing would use the 7 column. *Note:* If the firing AA strength is less than 1, the AA fire automatically has no effect.
- Roll two dice and modify the dice roll with the modifiers given on the antiaircraft fire table.
- Cross-index the modified dice roll with the AA strength column to obtain a result. Results are identical to those of air combat (per Rule 21B2) and are implemented immediately.

Rule 23—Special Air Rules**A. Fighter Capabilities.**

1. Fighters-Bombers. A type F air unit flying a bombing mission has its air attack and defense strengths each reduced by 2 (but never below 1). For example, a Me 109E fighter (7F5) flying a bombing mission would have an air attack strength of 5 and an air defense strength of 3.

In the air combat step, a fighter flying a bombing mission may jettison its bomb load during air combat preparation, at the option of the owning player. If this is done, the fighter reverts to its printed air attack strength, but has its bombing strength reduced by 2/3rds for the rest of the air operation. (Note that a fighter jettisoning its bomb load retains a minimal bombing strength, representing its strafing ability.)

2. Scramble. If an airbase is in the target hex of an air operation, the reacting player's fighters at that airbase may scramble during the interceptor movement step of the operation. Both operative and inoperative fighters at the base may scramble.

A scrambling fighter flies a 1-leg air transfer mission (per Rule 20A). (It cannot be patrol attacked while scrambling.) Upon arriving at its destination airbase, the air unit becomes inoperative.

B. Staging.

During the mission movement step of an air operation, the initiating player's air units may stage before flying their missions. An air unit stages by flying a 1-leg air transfer mission (per Rule 20A). (It may be patrol attacked while staging.) Upon arriving at its staging airbase, the air unit then starts flying its mission. For example, the initiating player intends to fly a fighter on an escort mission. He first stages it to an airbase within transfer range. From that staging airbase, he then starts the escort mission. Note that: 1) a transport cannot carry cargo while staging (since it has not started its transport mission yet); 2) air units only stage in the mission movement step, and never in the interceptor movement or air return steps.

An air unit may not stage if it is to fly a DAS or naval patrol bombing mission.

C. Extended Range.

Air units may fly at extended range on various missions:

- Bomber and transport air units may fly most bombing missions at extended range by carrying reduced bomb loads. DAS bombing missions, however, may not be flown at extended range. A bomber or transport flying an extended range bombing mission has its mission range doubled, but its bombing strengths are reduced by 2/3rds. *Example:* A bomber with bombing strengths of 1-2 would have a tactical bombing strength of 1/3 and a strategic bombing strength of 2/3.
- Transports may fly extended-range transport missions. A transport flying an extended range regular transport or air drop mission has its mission range doubled, but its cargo capacity is halved.

Alternately, a transport may fly a one-way regular transport mission at extended range, with a range three times its printed movement rating, but its cargo capacity is halved.

Note that, unlike some previous *Europa* games, fighters may not fly extended range escort and CAP missions. (The required drop tanks are not in general service at the time covered by these scenarios.)

An air unit flying at extended range may also return to base using its extended range.

D. Gliders.

Type GT are glider transports, with the same cargo capacity as type T. Gliders have a printed movement rating of "T;" they cannot fly by themselves but must be towed. One non-glider transport air unit may tow one glider air unit; the transport may carry a normal load of cargo when doing so. Stack the glider with the towing air unit. These two air units are treated as one for all purposes. Modify the air defense strength of the towing air unit by the air defense strength of the glider. For example, a Ju 52 (1T2) towing a DFS 230 (0GT-1) has an air defense strength of 1. Any combat result (from patrol attacks, air combat, or antiaircraft fire) affects both the towing air unit and the glider equally.

A transport may not fly at extended range when towing a glider.

A glider never counts against the capacity of an airbase.

A glider air unit is eliminated (removed from play and placed in the eliminated box on the player's game chart) immediately following its use in an air drop mission.

When a glider is used in a regular transport mission, roll one die whenever the glider lands at an airbase. On a roll of 5 or 6, the glider is eliminated. *Note:* A glider may be eliminated only for transport; it may transfer without risk of elimination.

E. Dive Bombers.

When using the bombing table, type D air units have their bombing die rolls modified by +1. This die roll modification is not used if any other air unit type combines its bombing strength with these units to make a bombing attack.

F. Night Air Operations.

An air operation occurs either during daytime or at night. (The preceding rules describe daytime air operations.) At the start of an air operation, the initiating player declares whether it is a day or night operation.

For the purposes of this rule, a night air unit is any air unit with an "N" prefix before its air unit type letter (such as NB); all other air units are day air units. The presence of the N prefix does not change the general abilities of an air unit. For example, a type NB air unit is treated the same as a type B air unit in air combat and for AA fire. Night air units are not restricted to night operations and may participate in day operations without penalty. Day air units may participate in night air operations, but day air units are penalized when operating at night.

The following missions may be flown at night:

- Air units may fly transfer and transport missions at night.
- Air units may fly strategic bombing missions at night; air units may not fly tactical bombing missions at night.

Day air units are penalized when flying at night:

- A day air unit has its bombing strength halved when flying a night bombing mission.
- A day air unit flying at night may crash-land whenever it lands at an airbase: Roll one die and consult the success table. A *success* result means the air unit lands safely. A *failure* result means the air unit crashes on landing and immediately becomes aborted—remove the air unit from play and place it in the aborted air units box on the owning player's game chart.

G. Air Unit Codes.

Air units may have one or more codes, as listed on the unit identification chart. Codes define certain specific or special capabilities of air units, and these capabilities often modify the bombing or AA fire die rolls, as listed on the appropriate table. In addition, air units with codes have the following abilities.

1. C: Carrier Capable. Code C air units are equipped and trained to operate from aircraft carriers. Code C air units (only) may base at and fly missions from carrier groups (carrier groups are covered in Rule 27A). A code C air unit is not required to base at a carrier group; it may use any airbase.

2. V: Anti-Shipping/Torpedoes. Code V air units are specially trained to attack naval units, as shown in the modifiers to the bombing table.

When a code V air unit flies a naval patrol bombing mission, it carries torpedoes and thus has its tactical

bombing strength is doubled. (Due to port defenses such as anti-torpedo nets, a code V air unit flying the naval-units-in-port bombing mission would carry bombs and thus does not have its tactical bombing strength doubled.)

H. Allied Special Basing.

For game purposes, the Britain holding box has an unlimited airbase capacity which the Allied player may use in place of a specific airbase. The off-map port summary lists the distance in hexes between this holding box and a number of on-map hexes.

Rule 24—Airborne Landings

The air drop mission (Rule 20F2) details how supply points and air-droppable units are transported to and dropped in target hexes. Ground units with the parachute or air landing symbols are air-droppable units.

Units and supplies may air drop in any land hexes, including hexes occupied by enemy units.

A. Disruption.

An air-droppable unit may suffer disruption when making an air drop. A supply point may be scattered when air dropped. During the mission resolution step, roll one die for each unit or supply point making an air drop and consult the air drop disruption table. Modify the die roll as indicated on the table, find the result, and immediately implement it. Results are:

- **No Effect:** The unit or supply point lands safely.
- **Scattered:** The supply point is hopelessly scattered and is removed from play.
- **Disrupted:** The unit is disrupted and has its combat strength halved.
- **Badly Disrupted:** The unit is disrupted. Its defense strength is halved. Its attack strength is zero.
- **Eliminated:** The unit is immediately eliminated.

A unit that becomes disrupted remains so until the start of its next friendly initial phase. For example, an Axis parachute unit disrupted during the Axis player turn would remain disrupted throughout the rest of the Axis player turn and throughout the entire following Allied player turn.

B. Ground Operations.

1. Hex Ownership. An undisrupted airborne unit gains immediate ownership of the hex it dropped in, if the hex is not occupied by enemy units. A disrupted airborne unit cannot gain ownership of a hex. *Example:* An Axis parachute unit air drops in an unoccupied Allied-owned hex that contains an airbase. The unit becomes disrupted when dropping in the hex. Therefore, it does not gain ownership of the hex, and the Axis player is unable to use the airbase there.

2. Airborne Overrun. Units dropping in an enemy-occupied hex may overrun enemy units there, if the dropping units achieve overrun conditions (per Rule 13, ignoring MP costs). The overrun occurs in the

mission resolution step of the air operation, after all units dropping in the air operation have landed. Only units dropping in that air operation may participate in the airborne overrun of the hex; other friendly units may not join in this overrun.

3. Combat. Units dropping in an enemy-occupied hex must attack the enemy units there during the combat phase, if both sides still occupy the hex at this time. Friendly units in other hexes may also join in the attack, per the standard combat rules.

If dropping units are badly disrupted (attack strength of 0) but are required to attack, and there is no ground unit in the attack with an attack strength greater than zero, the attacking units are automatically eliminated (Note that this occurs even if there is ground support or naval gunfire support available for the attacking units.)

When differing sides occupy the same hex, combat is resolved as normal except for AS results. On an AS result, the units which dropped in the enemy-occupied hex treat the result as an AR. All other units treat the result as an AS.

Retreating units are subject to the effects of all ZOCs they enter, including the ZOCs of enemy units in the hex from which the retreat is conducted. *Example:* a parachute regiment drops in a hex occupied by an enemy division. During the combat phase, the parachute regiment must attack, and the combat result requires it to retreat. Since any hex it can enter is in the ZOC of the division in the drop hex, the parachute regiment is eliminated.

3. Supply Points. A supply point may be dropped in an enemy owned hex in a player turn. However, if the hex is enemy owned at the end of that player turn, the supply point there is removed from play.

C. Planning and Preparation.

Airborne landings involving units (but not supply points) must be planned in advance: the target hex of an air drop mission and the unit to be dropped there must be planned at least one turn in advance.

During the player's initial phase at least one game turn prior to an air drop operation, the player writes down the identity of the unit involved in the operation and the target hex of the operation. A unit may have only one operation planned for it at a time. Once planned, an operation may be canceled at the player's option in a subsequent friendly initial phase, and a new operation for the unit may be planned at that time. A player may also cancel an operation during the phase in which it is to occur.

During an initial phase, an operation may not be planned for a unit that is in an enemy ZOC at that time. Once an operation is planned for a unit, it must be canceled if the unit is in an enemy ZOC, attacks, or is attacked at any time between the planning and the execution of the operation. If for any reason the unit is not able to participate in the operation during the phase in which it is to take place, the operation must

be canceled. An air drop operation may be planned in advance to occur for a unit on the turn it arrives as a reinforcement.

D. Air Landing Units.

A unit with the air landing symbol may make an air drop only if solely transported by gliders. For example, an air landing regiment would use two type GT air units to make an air drop.

Rule 25—Air Replacement System

During the course of the game, players regroup air units and receive reinforcements and replacements. A player performs these air replacement activities within the framework of the air replacement cycle. A player's air replacement cycle consists of four consecutive game turns beginning with his 1 player turn of each odd-numbered month (Jan I, Mar I, May I, Jul I, Sep I, Nov I). All air replacement activities are performed during the player's initial phase. The OBs list the air unit reinforcements and replacements in the game.

The various activities occur as detailed below. Each player follows these procedures separately for each nationality under his control.

A. Regrouping.

During the initial phase, the phasing player may regroup pairs of aborted air units. For each pair, the air units must have identical ratings. *Example:* A pair of 7F5 Me 109E 1/7 may regroup.

For each pair that is regrouped, place one in the eliminated air units box on the owning player's game chart and receive the other one as a reinforcement (Rule 25B below).

A player is not required to regroup any air units. Regrouping does not require the expenditure of air replacement points (ARPs; Rule 25C below).

B. Reinforcements.

Players receive air reinforcements during the game. A player places his reinforcements on the map during his initial phase, as operative air units at any friendly-owned, unisolated airbases with a capacity of 1 or more that meets the specifications in the appropriate OB. For example, if the OB specifies the air reinforcement as being placed at "Any Airbases in Axis-occupied France" then the air reinforcement may be placed at any friendly-owned, unisolated airbase in Axis-occupied France with a capacity of 1 or more.

Air reinforcements unable to enter play for any reason are eliminated instead.

C. Replacements.

Players receive air replacement points (ARPs) in the initial phases at the start of each air cycle as listed in the replacements section of their OBs. The player uses ARPs to replace eliminated air units and to repair aborted air units.

A player may spend or accumulate ARPs as follows:

- In an initial phase, the phasing player may spend ARPs up to his ARP allowance for the cur-

rent air cycle, if he has sufficient ARPs remaining. However, he may never spend more ARPs in an initial phase than his air replacement limit allows (air replacement limits are specified in the replacements section of each OB). *Example:* The Allied player has 5 Spanish ARPs available to spend on Spanish air units during his initial phase. The Spanish air replacement limit is 2. The Allied player may, therefore, spend ARPs to replace or rebuild a maximum of two Spanish air units during this initial phase.

- If a player has any unspent ARPs at the end of an air cycle, he may accumulate up to 1 ARP for use during the next air cycle. He loses all unspent ARPs in excess of 1.

1. Replacement. A player may spend two ARPs to replace an air unit in his eliminated air units box. Place the replaced air unit on the map during the initial phase, as an operative air unit at any friendly-owned, unisolated airbase with a capacity of 1 or more.

2. Repair. A player may spend one ARP to repair an aborted air unit. Place the repaired air unit on the map during the initial phase, as an operative air unit at any friendly-owned, unisolated airbase with a capacity of 1 or more.

D. Foreign Aid.

There is no foreign aid for air units in the context of these scenarios, and ignore the conditional reinforcements sections of the OBs that detail reequipping air units with foreign aid aircraft.

Rule 26—The Strategic Air War

This rule is not used in these scenarios.

Rule 27—Naval Rules Introduction

A. Naval Units.

Naval units are shown on the unit identification chart. There are five categories of naval units used in these scenarios: task forces (TFs), carrier groups (CGs), submarine squadrons (SSs), naval transports (NTs), and landing craft (LCs).

1. Strength and AA. Each naval unit has a strength printed on the counter. Strengths are used for several purposes:

- The strength of a TF is its gunnery strength for surface naval combat, its submarine warfare strength for submarine naval combat, its naval gunfire support strength for ground combat, and its damage strength. Note that the TF has no cargo capacity.
- The strength of a CG is its gunnery strength for surface naval combat, its submarine warfare strength for submarine naval combat, and its damage strength. Note that the CG has no naval gunfire support strength for ground combat (its strength is in parentheses to denote this), and has no cargo capacity.

- The strength of a SS is its submarine warfare strength for submarine naval combat and its damage strength. Note that the SS has no gunnery strength for surface naval combat, no naval gunfire support strength for ground combat, and no cargo capacity (its strength is marked with a "S" for "submarine" to denote this).
- The strength of a NT or LC is its cargo capacity and its damage strength. Note that a NT or LC has no gunnery strength for surface naval combat, no submarine warfare strength for submarine naval combat, and no naval gunfire support strength for ground combat (its strength is marked with a "C" for "cargo only" to denote this).

Naval units have separate AA strengths, as printed on their counters. Note that SSs have no AA strengths.

2. Stacking. Any number of friendly naval units may be in a coastal or all-sea hex. (A coastal hex is any hex containing both land and sea.) The presence of a naval unit in a coastal hex does not prohibit enemy ground units from entering the hex, and naval units may enter coastal hexes occupied by enemy units. A naval unit is affected by the presence of enemy naval units, as covered below.

3. Damage. Each bombing or gunfire hit on a naval unit does one hit of damage to the naval unit. Use hit markers to denote damage to naval units. Each hit of damage on a naval unit reduces its overall strength by 1. For example, a TF with a printed strength of 3 has taken 2 hits of damage. It thus has a strength of 1 for naval combat and naval gunfire support.

A naval unit is sunk when it takes hits at least equal to its damage strength. When sunk, remove the naval unit from play and place it in its replacement pool.

The bombing mission rules describe how the air units achieve hits against naval units in port or at sea (Rules 20G2g and h). When naval units take bombing hits in an air operation, distribute the hits among the target naval units as follows:

- 1) For each category of naval units present, allocate one hit to each category in the following order: SS, TF, NT, LC, CG.
- 2) Apply the allocated hits. For each category, choose a naval unit at random and apply the hit against it.
- 3) If any hits remain unallocated, repeat the above procedure. Continue repeating steps 1 and 2 until all hits are allocated and applied.

Example: Air units bombed and achieved 4 hits against a naval group, consisting of a strength-3 TF, one strength-1 NT, and two strength-1 LCs. In step 1, one hit each is allocated to the TFs, NTs, and LCs there. In step 2, the TF receives one hit (which reduces its strength to 2), the NT receives one hit (and sinks), and one LC chosen at random receives one hit (and sinks). Since 1 hit remains unallocated, the procedure is repeated. This time, there are only TFs and LCs remain-

ing. The hit is applied to the TF, reducing its strength again. Thus, at the end of the bombing, the naval group consists of a strength-1 TF and one strength-1 LC.

Note: The above procedure is simple and handles many situations adequately. See Rule 44G1 for a more accurate but more complex option for allocating bombing hits.

4. Assembly and Breakdown of Naval Transports. Subject to the limits of the counter mix, naval transports in a hex may assemble and break down at any time during a turn. For example, a 2-point NT could break down into two 1-point NTs.

5. Carriers and Carrier Aircraft. Code C air units (only) may base on CGs. An undamaged CG has an airbase capacity of 3; each hit of damage on a CG reduces its airbase capacity by 1. When a CG's airbase capacity is reduced due to damage, immediately eliminate any air units there in excess of the CG's capacity; randomly select which air units are eliminated.

B. Concepts.

1. Sea Zones. There are 2 separate sea zones on the map: the Atlantic Ocean and the Mediterranean Sea. The Atlantic Ocean is the body of water to the north and west of Spain. The Mediterranean Sea is the body of water to the south and east of Spain. The dividing line between the two sea zones runs along the 3728/3827, 3827/3828, 3828/3928, and 3928/3929 hexsides on map 23A.

2. Naval Group. A naval group consist of one or more friendly naval units at sea. All naval units in a naval group move together. There are four types of naval groups:

- A surface combat naval group consists only of TFs/CGs.
- A cargo naval group consists only of NTs/LCs.
- A mixed naval group consists of any combination of TFs and NTs/LCs.
- A submarine naval group consists only of SSs. Only SSs may be in a submarine naval group, and SSs may not be in any other naval group.

3. Cargo. Naval transports and landing craft (but not task forces, carrier groups, or submarine squadrons) may transport ground units, resource points, and supply points. *Exception:* LCs cannot carry rail-only units. Cargo is carried based on its RE size; the RE size of cavalry and c/m units is doubled for naval transport purposes.

4. In Port/At Sea. A naval group will either be in port or at sea. A naval group may be in port when in the hex of a friendly-owned port (of any size). Note that a naval group can be at sea in a port hex.

5. All-Sea Route/Adjacent. Naval groups must move along an all-sea route and may not cross land at any time. *Examples:* A naval group in hex 23A:4409 cannot move directly to hex 23A:4410, due to the intervening land hexside between the two hexes. Similarly, a naval group in hex 23A:0417 cannot move 23A:0417-0517-

0617, due to the land in hex 23A:0517. *Note:* If a naval group stops or pauses in a hex like 23A:0517, which blocks its naval movement in certain directions, keep track of "which side" of the hex the group is in. (There are very few of these hexes on the map.)

For naval purposes, a hex or naval group is adjacent to another hex if there is an all-sea route directly between in the two hexes. A naval group is adjacent to another naval group if they are in adjacent hexes. Note that two naval groups could be in adjoining hexes but not be adjacent, due to the lack of an all-sea route. For example, a naval group in 23A:4409 is not adjacent to 23A:4410, since there is no all-sea route between the two adjoining hexes.

6. Amphibious Ability. Any unit with the marine symbol is intrinsically amphibious. In addition, any non-motorized unit without heavy equipment that is embarking, disembarking, or being transported by an LC is amphibious.

C. Naval Activities Phasing.

Naval activities occur in each player turn, as follows:

1. Initial Phase. The phasing player may repair and replace damaged and eliminated naval units.

2. Movement Phase. The movement phase is divided into two sub-phases:

- **Naval Movement Sub-Phase.** This sub-phase consists of a series of naval movement steps. During a step, the phasing player may move naval groups, embark and disembark cargo, make amphibious landings, and replenish naval units. The non-phasing player may move naval groups in reaction movement. Both players may initiate air operations (per the air rules). There are five identical steps:

1st Naval Movement Step
2nd Naval Movement Step
3rd Naval Movement Step
4th Naval Movement Step
5th Naval Movement Step

- **Ground Movement Sub-Phase.** The phasing player moves his ground units, including those units which underwent naval transport and have movement points remaining. Both players may initiate air operations.

3. Combat Phase. Both players may allocate naval gunfire support.

4. Exploitation Phase. The exploitation phase is divided into two sub-phases:

- **Naval Movement Sub-Phase.** This sub-phase consists of a series of naval movement steps. These steps are the same as those in the movement phase, except amphibious landings may not be made. There are five identical steps:

1st Naval Movement Step
2nd Naval Movement Step
3rd Naval Movement Step
4th Naval Movement Step
5th Naval Movement Step

- **Ground Exploitation Sub-Phase.** The phasing player moves his c/m units, including those c/m units which underwent naval transport and have movement points remaining. Both players may initiate air operations.

5. End of Player-Turn. The phasing player checks the supply status of his naval units.

D. Naval Movement Sequence.

During each naval movement step, the following actions may take place. If more than one of these actions occurs at the same time, resolve them in the following sequence:

- Bombing attacks on naval units by air units.
- Reaction movement by non-phasing player's naval groups.
- Submarine naval combat.
- Surface naval combat.

When the phasing player disembarks cargo during a step, the following landing sequence is followed:

- Resolve any surface naval combat between phasing naval units and enemy coast defenses.
- Disembark cargo.
- If cargo was disembarked at a beach by landing craft, the phasing player checks for LC damage.
- The non-phasing player resolves any attempts by his ground units to react to a landing.

Rule 28—Movement of Naval Units

Naval units move in naval groups.

A player moves his naval groups in the naval movement steps of his player turn. A player cannot move his naval units in the enemy player turn, except for reaction movement.

Naval groups move through the expenditure of movement points. A phasing naval group has a movement allowance of 30 MPs per naval movement step. Reacting naval groups have a movement allowance of 15 MPs per naval movement step.

Naval groups spend MPs to enter adjacent hexes:

- 1 MP to enter an all-sea hex.
- 2 MPs to enter a coastal hex.

A naval group may only move in all-sea or coastal hexes. It cannot enter a restricted waters hex. A naval group must move along an all-sea route (per Rule 27B5).

Naval groups also spend MPs for other activities, such as to embark and disembark cargo, to provide naval gunfire support, and to replenish, as detailed later in the rules.

At any point when moving in a naval movement step, two or more phasing naval groups in the same hex may combine into one naval group. When naval groups combine, the combined group assumes the movement allowance of the group that has spent the most MPs. *Example:* A naval group spends 6 MPs to move to a hex containing another naval group which has already spent 20 MPs. The groups combine, and

the combined group has spent 20 MPs, having 10 remaining for the step.

At any point when moving in a naval movement step, a single naval group may split into two or more naval groups. Separate the naval units into their new naval groups. Each group assumes the movement allowance of the original group. *Example:* A naval group of three naval units spends 14 MPs to move to a hex. There, the group splits into three naval groups, each of which has spent 14 MPs, having 16 remaining for the step.

At the end of each player turn, naval groups combine as follows:

- **Naval Groups at Sea:** All phasing combat, cargo, and mixed naval groups at sea in the same hex combine into one naval group. All phasing submarine naval groups at sea in the same hex combine into one naval group.
- **Naval Groups in Port:** All phasing combat, cargo, and mixed naval groups in port at the same port combine into one naval group. All phasing submarine naval groups in port at the same port combine into one naval group.

A naval group may not move through a narrow straits unless the hexes on both sides of the narrow straits are friendly owned. For example, if hexes 33:1223 and 1224 enemy owned, a naval group in hex 33:1225 cannot move 33:1225-1224-1324, due to the narrow straits on the 33:1223/1224 hexside.

In general, a naval group may not move along a river or canal. However, a cargo naval group may move along rivers and canals between the coast and inland ports. A group may enter a river or canal hexside only if both hexes adjacent to the hexside are friendly owned. Entering a river or canal hexside costs 1 MP. A group may move no further upriver than the first hexside adjacent to the inland port. *Example:* A cargo naval group is in hex 23A:3228 (all land hexes in the vicinity are friendly owned). The group moves to 23A:3227 (2 MPs, coastal hex), to 23A:3227/3327 (1 MP, river hexside), to 23A:3327/3226 (1 MP), and so on to 23A:3224/3225 (4 MPs). At this point, it has arrived at the inland port of Sevilla, and cannot move further upriver.

A naval group at sea ignores the presence of enemy naval groups in port. The moving group may move adjacent to the port containing the enemy naval group; it may even enter the port's hex. If a naval group is in the hex of an enemy-owned port, the port and all naval units in port there are blockaded.

In general, a naval group may not enter a hex containing an enemy combat or mixed naval group at sea. *Exception:* A naval group blockaded in port may leave port and put to sea in the hex containing the enemy naval group. (This will initiate naval combat, per Rule 28C below.)

Naval groups (and their cargo) may end their movement at sea. A naval group which ends its movement

in a hex containing a friendly-owned port may enter the port or remain at sea in the port hex.

A. Reaction Movement.

When a phasing naval group moves within 15 hexes (traced by sea) of a non-phasing naval group during a naval movement step, the non-phasing player may attempt to have his naval group react.

A non-phasing naval group may attempt to react only once per naval movement step. It may attempt to react at any time while a phasing naval group is moving within 15 hexes. When the non-phasing naval group attempts to react, the movement of the phasing naval group is temporarily suspended. For the reaction attempt, the non-phasing player rolls one die, applies all appropriate die roll modifiers, and consults the success table. Results are:

- **Success:** The reaction attempt succeeds. The non-phasing naval group may immediately move, with a maximum movement allowance of 15 MPs. The non-phasing player moves the group per the naval movement rules (such as sailing to a friendly port, or moving adjacent to an enemy naval group to initiate naval combat). MPs may be spent only for movement and for no other purpose (such as disembarking cargo). At any time during reaction movement, the moving group may split into two or more naval groups, all of which continue reaction movement. A reacting naval group must end its reaction movement when it has spent 15 MPs or when it initiates naval combat.
- **Failure:** The attempt fails. The naval group may not move, nor may it attempt to react again during the current naval movement step.

Only one non-phasing naval group may attempt to react at a time. After the group has reacted (or if its reaction attempt fails), the non-phasing player may attempt to have another eligible group react. Once the non-phasing player is finished with all reaction, the phasing player resumes naval movement.

B. Combat Zones.

Various naval groups and all coast defenses have combat zones.

A surface combat, mixed, or submarine naval group at sea has a combat zone consisting of the hex it occupies and all adjacent (per Rule 27B5) hexes; if the naval group is at sea in a holding box its combat zone consists of the holding box. A cargo naval group does not have a combat zone. Any naval group in port does not have a combat zone.

A level-2 or greater coast defense (CD) has a combat zone consisting of its hex and all adjacent hexes. A level-1 CD has a combat zone consisting of its hex only. (Coast Defenses are covered in Rule 33B.) If the coast defenses are at an island in a holding box their combat zone consists of the island in the holding box.

C. Movement and Combat.

The movement of naval groups may initiate submarine and/or surface naval combat.

1. Submarine Naval Combat. Submarine naval combat occurs during naval movement steps. Submarine combat is initiated when:

- A non-submarine naval group (phasing or non-phasing) enters a hex in the combat zone of an enemy submarine naval group.
- A phasing non-submarine naval group starts the step in a hex in the combat zone of an enemy submarine naval group, and the phasing group spends any MPs in its hex without leaving the hex.

Note that submarine naval combat is initiated only through the activity of non-submarine groups.

Whenever submarine naval combat is initiated, naval movement is temporarily suspended while the combat is resolved between the moving group and the enemy submarine naval group. Once combat is over, naval movement resumes.

A submarine naval group ignores the presence of enemy submarine naval groups for all purposes. A submarine naval group can move adjacent to or even enter the hex of an enemy submarine naval group, and doing this does not initiate submarine naval combat.

2. Surface Naval Combat. Surface naval combat occurs during naval movement steps. Surface naval combat is initiated when:

- A non-submarine naval group (phasing or non-phasing) enters a hex in the combat zone of an enemy naval group or CD.
- A phasing non-submarine naval group starts the step in a hex in the combat zone of an enemy naval group or CD, and the phasing group spends any MPs in its hex without leaving the hex.

Note that submarine naval groups never participate in surface naval combat.

Whenever surface naval combat is initiated, naval movement is temporarily suspended while the combat is resolved between the moving group and the enemy group or coast defenses. Once combat is over, naval movement resumes.

A cargo naval group ignores the presence of enemy cargo naval groups for all purposes. A cargo naval group can move adjacent to or even enter the hex of an enemy cargo naval group, and doing this does not initiate surface naval combat.

Rule 29—Naval Combat

Naval combat is initiated between a naval group and enemy naval groups or coast defenses, as described in Rule 28C. Once naval combat begins, all other naval activities cease until the naval combat is resolved. If a naval group initiates more than one naval combat at the same time, resolve all initiated naval combat in the following order:

First: Submarine Naval Combat:

- 1) Between the moving group and any enemy submarine naval group in the moving group's hex.
- 2) Between the moving group and any enemy submarine naval group (moving player's choice) in any one adjacent hex. Repeat this step until all submarine naval combat with adjacent enemy groups is resolved.

Second: Surface Naval Combat:

- 1) Between the moving group and any appropriate enemy naval group in the moving group's hex.
- 2) Between the moving group and any appropriate enemy naval group (moving player's choice) in any one adjacent hex. Repeat this step until all surface naval combat with adjacent enemy groups is resolved.
- 3) Between the moving group and any enemy coast defenses in the moving group's hex.
- 4) Between the moving group and any enemy CD (moving player's choice) in any one adjacent hex. Repeat this step until all surface naval combat with adjacent CDs is resolved.

A. Submarine Naval Combat.

In submarine naval combat, task forces and carrier groups use their submarine warfare strengths to fire upon enemy submarine naval units; and submarine squadrons use their submarine warfare strengths to fire upon enemy naval units.

SSs, CGs, and TFs have submarine warfare strengths (Rule 27A1). Increase the submarine warfare strength of a CG by 4 for each operative air unit with a printed tactical bombing strength of 1 or greater based on the CG. Submarine warfare strengths are halved in rough sea conditions and quartered in stormy sea conditions. (Round fractions down.)

A naval unit that may fire its submarine warfare strength in submarine naval combat is not required to do so. In each round, the owning player decides if it will fire or not. If a naval unit does not fire, its submarine warfare strength is ignored for the round.

1. Pre-Combat Disengagement. Once submarine naval combat is initiated, the submarine naval group involved in the combat may attempt to disengage, before the combat is resolved. Follow the procedure of the disengagement rule (Rule 29C below), with the submarine naval groups attempting to disengage and the other group not attempting to disengage.

2. Combat Resolution. Submarine naval combat is resolved in a series of rounds. A naval unit may fire its submarine warfare strength no more than once per round. Follow these steps to resolve the combat.

a. CGs attack SSs Step. Only CGs may fire in this step. The player with the CGs may make as many firing attacks on the enemy as his total submarine warfare strength allows. For example, a player with 4 submarine warfare strength points may make one 4-point

attack, four 1-point attacks, or any combination of 1-, 2-, and 3-point attacks he desires, so long as the total submarine warfare strength he fires does not exceed 4. The target of each fire is an enemy SS. A naval unit may be the target of more than one fire.

For each fire, the firing player consults the naval combat table, as appropriate: roll one die, modify the roll as indicated on the table, and note the result.

After all firing attacks have been made, implement the results. Results are covered in section A3 below.

b. SS versus TF Step. Only SSs and TFs may fire in this step. Each player fires on the enemy with his submarine warfare strength. A player may make as many firing attacks on the enemy as his total submarine warfare strength allows. The target of each fire is an enemy TF or SS. A naval unit may be the target of more than one fire.

Resolve the fire and implement its results as in step a, except that implementation takes place after both players have fired.

c. SSs attack CGs/LCs/NTs Step. Submarine warfare strength of SSs (only) that survived step a may attack any enemy CG, LC, or NT naval units. Note that CGs may not fire in this step. A player may make as many firing attacks as his surviving submarine warfare strength allows. The target of each fire must be an enemy CG, LC, or NT naval unit. A naval unit may be the target of more than one fire.

Submarine warfare strength firing on NTs or LCs is tripled.

Resolve the fire and implement its results as in step a, except that implementation takes place after both players have fired.

c. Final Step. If either player has no forces remaining in submarine naval combat (such as having all the naval units of his naval group sunk), then naval combat ends. If both players have forces remaining, but one player decides to disengage (see Rule 29C below), then proceed with disengagement. Otherwise, begin another round of submarine naval combat, per step a.

3. Naval Combat Results. Results are:

- **Miss.** The fire missed and has no effect.
- **Hit.** The fire hit its target. The naval unit takes one hit of damage.

B. Surface Naval Combat.

In surface naval combat, task forces and coast defenses use their gunnery strengths to fire upon enemy naval units and coast defenses.

TFs and CGs have gunnery strengths (per Rule 27A1). The gunnery strength of naval units is halved in rough sea conditions and quartered in stormy sea conditions. (Round fractions down.)

A CD has a gunnery strength equal to its level. Its gunnery strength is halved (round fractions down) when firing at naval units in adjacent hexes. (It is not halved when firing at naval units in its own hex.) Sea conditions do not affect CDs' gunnery strengths.

A naval unit that may fire its gunnery strength in surface naval combat is not required to do so. In each round, the owning player decides if it will fire or not. If a naval unit does not fire, its gunnery strength is ignored for the round.

1. Preparation. For each player with a naval group in surface combat, the player separates that group's naval units into two groupings:

- **The Main Body:** The player must place the NTs, LCs, and CGs in the main body. He may (but is not required to) place TFs in the main body.
- **The Task Force Body:** The player may (but is not required to) place TFs in the TF body. (Each TF must be placed in either the main body or TF body, owning player's choice.)

2. Combat between Naval Units. Combat between naval units is resolved in a series of rounds. A naval unit may fire its gunnery strength no more than once per round. Follow these steps to resolve the combat.

a. Gunnery Allocation Step. Each player totals the gunnery strength of the TFs in his TF body. (TFs in the main body are ignored.) Both players simultaneously allocate their TF gunnery strengths into two groupings: those (the engaging group) that will attack the enemy TF body and those (the bypassing group) that will attempt to bypass the enemy TF body and attack the enemy main body. (Note that the owning player may divide a TF's gunnery strength between these two tasks.) *Example:* A player with 4 gunnery strength points could allocate 2 points to attack the TF body and 2 points to attack the main body.

Compare the gunnery strengths allocated to each engaging group. If a player has more gunnery strength allocated to this task than his opponent, the player may (but is not required to) reallocate it against the enemy bypassing group. All other gunnery strengths of each engaging group fire on the enemy engaging group.

b. Engaging Group Firing Step. Each player fires on the enemy TF body with the gunnery strength he allocated to his engaging group. A player may make as many firing attacks on the enemy engaging group as his allocated gunnery strength allows. For example, a player with 10 gunnery strength points may make one 10-point attack, ten 1-point attacks, or any combination of 1-, 2-, 3-, 5-, and 7-point attacks he desires, so long as the total gunnery strength he fires does not exceed 10. The target of each fire is a naval unit in the enemy TF body. A naval unit may be the target of more than one fire.

For each fire, the firing player consults the naval combat table, as appropriate: roll one die, modify the roll as indicated on the table, and note the result.

After both players have fired in this step, implement the results. Results are covered in section B4 below.

c. Bypass Firing Step. If a player allocated gunnery strength against an enemy bypassing group in step a, double that strength, which now fires on the bypassing

group. Gunnery strength of the bypassing group cannot fire in this step.

A player may make as many firing attacks on the enemy bypassing group as his allocated gunnery strength allows. The target of each fire is a naval unit in the enemy TF body. A naval unit may be the target of more than one fire.

Resolve the fire as in step b, and implement the results. In addition to the standard hit result (see section B4 below), a hit on a naval unit also reduces by 1 the gunnery strength, as appropriate, of the enemy bypassing group. For example, an enemy bypassing group of 5 gunnery strength points receives three hits in this step. The TFs in the enemy TF body receive 3 hits of damage (per the standard hit result), and the bypassing group has its gunnery strength reduced to 2 points.

d. Main Body Firing Step. A bypassing group's gunnery strength that survived step c may attack the enemy main body. The gunnery strength of TFs and CGs in the main body may fire on the bypassing group. (Note that the NTs and LCs have no gunnery strength.) A player may make as many firing attacks as his allocated gunnery strength allows. The target of each fire must be an enemy naval unit in the main body (for the player with the bypassing group) or in the TF body (for the player with the main body). A naval unit may be the target of more than one fire.

Gunnery strength firing on NTs or LCs (but not TFs or CGs) is doubled.

Resolve the fire and implement its results as in step b.

e. Final Step. If either player has no forces remaining in surface naval combat (such as having all the naval units of his naval group sunk), then naval combat ends. If both players have forces remaining, but one player decides to disengage (see Rule 29C below), then proceed with disengagement. Otherwise, begin another round of surface naval combat, per step a.

3. Combat between Naval Units and CDs. Combat between naval units and CDs is resolved in a single round. Follow the steps listed above (preparation and resolution) to resolve the combat between the naval player (the player with the naval units) and the CD player (the player with the coast defenses).

a. Gunnery Allocation Step. The naval player totals the gunnery strength of the TFs in his TF body. (TFs in the main body are ignored.) The CD player allocates his gunnery strength into two groups: the general group and the reserve group.

b. TF versus CD Firing Step. The CD player fires on the enemy TF body with the gunnery strength of his general group; its targets are any TFs in the enemy TF body. The gunnery strength of the reserve group does not fire in this step. The naval player fires on the enemy CD with the gunnery strength of his escort body; its targets are any CD strength points in the hex. (Note that the naval player is not required to fire on the

general group, but may instead fire on non-firing CD strength points of the reserve group, but with an adverse modifier as given on the naval gunnery table.)

A player may make as many firing attacks on eligible enemy targets as his gunnery strength allows. For each fire, the firing player consults the naval combat table: roll one die, modify the roll as indicated on the table, and note the result.

After both players have fired in this step, implement the results. Results are covered in section B4 below.

c. CD versus Main Body Step. The CD player fires on the enemy main body with the surviving gunnery strengths of his general and reserve groups; their targets are any naval units in the enemy main body. Gunnery strength points firing on NTs or LCs are tripled. The naval player cannot fire in this step.

Resolve naval combat and implement its results as in step b.

At the end of this step, combat between the naval units and coast defenses is over.

3. Naval Combat Results. Results are the same as in submarine naval combat (Rule 29A3) with the addition that if the target of the fire is a CD, it takes one hit of damage for every two firing hits it receives.

C. Disengagement.

At the end of a round of naval combat between naval units, both players simultaneously announce if they will attempt to disengage:

- If neither player attempts to disengage, another round of naval combat occurs.
- If both attempt to disengage, disengagement is automatic. Both player's naval groups are disengaging.
- If only one player attempts to disengage, each player rolls a die, modifying his roll by +1 if he has a mixed naval group, by +2 if he has a surface combat naval group, and by +3 if he has a submarine naval group. If the roll of the player attempting to disengage is higher than the roll of the other player, his attempt succeeds. His naval group is disengaging. If the player's disengagement attempt fails, another round of naval combat occurs.

A disengaging naval group immediately moves, per the rules of naval movement. If a non-phasing group disengages, it makes a reaction movement, with a movement allowance of 15 MPs, per the reaction movement rules. If a phasing group disengages, it resumes (or begins) its naval movement in the current naval movement step. If both sides disengage at the same time, the non-phasing group moves first. Note that a disengaging naval group could subsequently initiate combat during its move.

The only special restrictions on a disengaging naval group are:

- It must, if it has sufficient MPs remaining, immediately either move from the hex it occupies

or enter port if there is a friendly-owned port in its hex.

- If it initiated combat by putting to sea from a blockaded port, it must return to that port and end its movement there for the current movement step.

Rule 30—Ports and Beaches

A. Ports.

All ports are listed in the port summary. A player may use a port in a turn only if he owns it at the start of his initial phase.

1. Capacity. There are three types of ports: minor, standard, and major. Each type of port has an RE capacity, which is the number of REs of cargo that may embark/disembark at the port in a player turn. The capacities of ports are listed on the port summary.

2. Damage. Ports may be damaged due to bombing (Rule 20G) or demolition (Rule 14A). Each hit of damage on a port reduces its capacity by 1 RE. Each type of port may take a maximum number of hits of damage, as listed on the port summary.

3. Functioning. Various rules depend upon whether a port is functioning or not. A port is functioning unless it has maximum damage.

4. Off-Map Ports. Each player has off-map ports for various of his holding boxes, as listed on the off-map port summary.

Each off-map port is listed by name, type of port, and the distance in hexes from the off-map port to one or more map entry hexes or holding boxes. For example, the major port of Las Palmas in the Canary Islands holding box is 42 hexes by sea from hexes 23A:3033, 23A:3133, 23A:3233, 23A:3333, 23A:3433, 23A:3533, and 23A:3633; and 18 hexes by sea from the Madeira holding box.

A player may move his naval groups (and any cargo) between the map and his holding boxes (or between two of his holding boxes), by using the off-map ports. To do so, a naval group exits or enters the map at the indicated map entry hexes (or moves from one holding box to another). A naval group may not move to an enemy off-map port (for the exceptions see Rule 37C).

It may take more than one movement step for a naval group to move between the map and an off-map port (or to move from one off-map port to another off-map port). Use status markers or make a note to keep track of the progress of the moving naval group.

5. Artificial Harbor. Any port marked with an artificial harbor symbol has an artificial harbor. Each hit of damage on a port with an artificial harbor reduces its capacity by 2 REs, not 1.

6. Inland Ports. Several ports are located inland, on rivers or canals. In order for a player to use an inland port, he must own the port and all hexes on both sides of the river or canal hexsides from the port to the sea (as shown by the arrow next to the inland port).

7. Naval Bases. Naval units require naval bases for replenishment (Rule 34B). The naval base summary lists which ports are naval bases. (All major ports and some other ports are naval bases.)

B. Beaches.

A coastal hex of any terrain type except mountain is a beach. A beach has an unlimited capacity of REs of cargo that may embark/disembark there in a player turn. Some hexes contain a port and a beach, both of which may be used.

Various naval transport and amphibious landing rules make a distinction based upon which player owns a beach hex. When units gain ownership of an enemy beach hex, the beach is not friendly owned for the purposes of naval transport or amphibious landings during the phase of its capture. It is friendly owned starting with the phase following the phase in which it was captured. For example, if units capture an enemy beach during the movement phase, it is friendly owned for the purposes of naval transport or amphibious landings starting with the combat phase.

Rule 31—Naval Transport

The phasing player may use naval transport during his naval movement steps, moving cargo (per Rule 27B3, ground units, air units, resource points, and supply points) between friendly-owned ports or beaches.

Naval transports and landing craft carry cargo using their cargo capacities (Rule 27A1). Two or more NTs and/or LCs may combine their capacities to carry large cargoes (such as divisions), as long as they all move in the same naval group while transporting the cargo. An NT or LC may move both prior to and after transporting cargo if it has the MPs to do so.

Whenever an LC or NT takes hits of damage, its cargo can be affected:

- If the LC/NT is sunk, any cargo it is carrying is eliminated.
- If the LC/NT has its cargo capacity reduced, cargo in excess of its remaining cargo capacity is eliminated.
- If two or more NTs/LCs combine to carry cargo and any are sunk or damaged, cargo in excess of the remaining cargo capacity is eliminated.

Whenever cargo is eliminated and there is a choice of what can be eliminated, randomly choose one item of cargo and eliminate it. If the remaining cargo still exceeds the remaining cargo capacity, repeat this procedure. Continue repeating this procedure until the cargo no longer exceeds the remaining cargo capacity. *Example:* NTs with a total strength of 6 are carrying an infantry division (3 REs of cargo), a light armor regiment (2 REs of cargo), and an infantry brigade (1 RE of cargo). The division is full strength and has a cadre side. The NTs take four hits of damage, reducing their cargo capacity to 2. Randomly choosing one of the items of cargo, the division is selected and eliminated.

Since the division has a cadre, it is reduced to a cadre upon elimination (Rule 9E). This leaves 4 REs of cargo (an infantry cadre, a light armor regiment, and an infantry brigade), exceeding the remaining cargo capacity of 2. Randomly choosing one item of cargo, the infantry cadre is selected and eliminated. This leaves 3 REs of cargo, still over the remaining capacity. Randomly choosing one item of cargo, the light armor regiment is selected and eliminated. This leaves 1 RE of cargo, which no longer exceeds the remaining capacity.

A unit is under no special restriction in the player turn it undergoes naval transport. For example, a unit transported to a port during a naval movement step may move (if it has MPs remaining) in the ground movement sub-phase, attack in the combat phase, and move (if c/m) in the exploitation phase.

A. Transport Costs.

NTs and LCs move as part of naval groups, per the naval movement rules. A naval group containing NTs/LCs must spend MPs to embark or disembark cargo as follows:

- 30 MPs to embark or disembark cargo at a port.
- 60 MPs to embark or disembark amphibious cargo at a friendly-owned beach.
- 90 MPs to embark or disembark non-amphibious cargo at a friendly-owned beach.

The above MP costs must be paid both when the cargo is embarked and when the cargo is disembarked. It may take more than one movement step for a naval group to embark/disembark cargo. Use status markers or make a note to keep track of the embarking/disembarking.

A ground unit must spend MPs to be transported. It spends 1 MP to embark and 1 MP to disembark. (For an "R" movement unit or a resource point, 1 MP is equal to 7 hexes of its rail movement allowance.) Double the MP costs for c/m units. Double the MP cost for non-amphibious units embarking or disembarking at a beach. *Note:* This procedure is simple and handles many situations adequately. See Rule 44F2 for a more accurate but more complex option regarding transport costs.

The MPs required to embark/disembark are spent from the transported unit's movement allowance in the movement or exploitation phase the unit embarks/disembarks. If a unit has insufficient MPs to embark/disembark, it may embark/disembark by spending all of its MPs remaining in the current phase. During the exploitation phase, a non-c/m unit may disembark; it may not, however, embark during this phase.

A unit may (if possible) move after disembarking. A resource point may be carried by a unit or moved by rail after disembarking.

B. Beaches.

Any amphibious unit (as defined in Rule 27B6) may land at a beach. A non-amphibious unit may also land at a beach, if it is solely on board LCs at the time of its

landing. (*Note:* A non-amphibious unit on board NTs or on a combination of NTs and LCs may not land at a beach.)

A naval unit may not embark or disembark cargo at a beach during stormy sea conditions.

C. Transfer of Cargo at Sea.

Naval transports may transfer cargo to landing craft rather than disembarking the cargo at a beach or a port. The NT carrying the cargo, and the LC to receive the cargo, must be at sea in the same naval group and in a beach or port hex. Both the NT transferring the cargo, and the LC receiving the cargo must spend 30 MPs. Once transferred, the cargo is embarked aboard the LC. The LC may subsequently land the cargo at a beach or port, or transport it elsewhere.

Rule 32—Amphibious Landings

The phasing player may make amphibious landings during his naval movement steps, using landing craft to land amphibious cargo at enemy-owned beaches. In general, the rules of naval transport (Rule 31) are used, with the following restrictions on amphibious landings:

- Amphibious landings may occur only in the naval movement steps of the movement phase; landings cannot occur in the exploitation phase.
- Amphibious landings may not be made during stormy sea conditions.
- Only amphibious cargo (per Rule 27B6) may make an amphibious landing.

A. Transport Costs.

A naval group must spend MPs to disembark cargo making an amphibious landing:

- 90 MPs to disembark cargo at an enemy-owned beach.

An amphibious ground unit must spend all its remaining MPs to make an amphibious landing.

B. Ground Operations.

A unit making an amphibious landing is affected in several ways. During the movement and combat phases of the player turn in which a unit makes an amphibious landing:

- An intrinsically amphibious unit has its attack strength halved.
- Any other unit making an amphibious landing has its attack strength quartered.
- In addition to the above effects, a unit landing during rough sea conditions has its attack strength halved.
- A unit landing in a hex containing coastal cliffs has its attack strength halved in addition to all other modifications.

During the exploitation phase of the player turn in which a c/m unit makes an amphibious landing:

- The unit has its movement allowance halved.

In the player turn following the turn in which a supplied unit makes an amphibious landing:

- The unit is automatically in supply.

Units may make an amphibious landing in an enemy-occupied hex. In this case, overruns and combat in the hex are conducted the same as overruns and combat due to an airborne landing in an enemy-occupied hex (see Rules 24B2 and 24B3).

C. Planning and Preparation.

An amphibious landing must be planned in advance, similar to an airborne landing (Rule 24C). Use Rule 24C for planning an amphibious landing, with these modifications:

- A player may plan an amphibious landing for each of his intrinsically amphibious units (that is, any Marine unit type).
- For all other units, a player has a maximum RE planning limit equal to the cargo capacity of LCs currently in play (not sunk). *Example:* A player has in play a total LC cargo capacity of 2 and may plan amphibious landings for only 2 REs of units in that initial phase (in addition to any plans for intrinsically amphibious units).

D. Enemy Reaction.

If a player makes any amphibious landings during his naval movement steps, the enemy player reacts to the landing at the end of the naval movement sub-phase (after all naval movement steps are done).

For each hex in which an amphibious landing was made, the reacting player rolls one die and consults the success table. Results are:

- *Failure:* No reaction occurs.
- *Success:* One of the player's ground units may react. It must be within 3 hexes of the landing hex; it cannot be in an enemy ZOC. The reacting player immediately moves the reacting unit.

A reacting unit moves as follows:

- It may spend up to 1 MP (if non-c/m) or 3 MPs (if c/m) to move.
- A unit may always move a single hex (except into or across prohibited terrain), by spending all of its reaction MPs.
- It may enter a hex occupied by both friendly and enemy units. If it does so, it must stop its movement in that hex.
- If in a hex containing enemy units (such as due to an enemy amphibious landing), it may leave the hex. Alternately, it may overrun (if possible) the enemy units in the hex. Follow the rules of overrun (Rule 13), including spending MPs for the overrun.
- It may not end its movement in violation of the stacking limits.
- It may not break down or assemble during reaction movement.

Rule 33—Naval/Land Interaction

A. Naval Gunfire Support.

Task forces may support friendly ground units in combat through naval gunfire support (NGS).

To provide NGS, the TF must first prepare for the fire by spending at least 90 MPs in a hex during a friendly movement or exploitation phase. Once prepared, it remains prepared through the next combat phase (only), as long as it remains in the same hex and does not fire during any naval combat. *Note:* When a TF is prepared for fire, place a marker of your choice on the TF to note this.

During a subsequent combat phase a prepared TF may provide NGS as follows:

- To provide NGS for friendly attacking units, the hex being attacked must be in or adjacent to the TF's hex.
- To provide NGS for friendly defending units, the units must be in or adjacent to the TF's hex.

A TF has an NGS strength equal to its current strength. The NGS strength of naval units is halved in rough sea conditions and quartered in stormy sea conditions. (Round fractions down.)

When firing, the owning player may divide the TF's NGS strength among any eligible hexes within range. *Example:* During a friendly combat phase, a prepared TF with an NGS strength of 4 is within range of 3 hexes being attacked. The owning player decides to have the TF provide 3 points of NGS to one hex, 1 to the second hex, and none to the third.

Each NGS strength point has a ground combat strength of 1 and is treated as a 1/4 RE field artillery unit for the purposes of Rules 11 (Support) and 14B (Artillery).

TFs may fire NGS only in support of attacking or defending ground units. NGS strength is ignored when calculating losses due to ground combat, and a TF providing NGS is not affected by ground combat results.

In each combat phase, after GS and DAS air operations are flown but before any ground combat is resolved, the non-phasing player must allocate his NGS to specific hexes. NGS allocated to a specific hex may not be switched to another hex that phase, even if its assigned hex is not attacked. There is no similar requirement for the phasing player to allocate NGS; the phasing player decides on and announces the amount of NGS in an attack only when he resolves the attack.

B. Coast Defenses.

Various hexes contain coast defenses. Coast defenses engage in naval combat with enemy naval units in the CD's combat zone (per Rule 28C).

Coast defenses are rated in levels (e.g., level-1, level-2, etc.). The coast defenses summary lists the coast defense levels intrinsic to various map features, units, and markers. The total level of coast defenses in a hex is the sum of the various levels present. For example, a hex containing the port of Vigo (level 1) and a fort marker (level 1), would have a total coast defense strength of level 2.

The coast defense level in a hex is the hex's gunnery strength. For example, a hex with a level-2 coast de-

fense has a gunnery strength of 2. A CD's gunnery strength is halved when firing at naval units in adjacent hexes (per Rule 29B).

The coast defenses in a hex may be damaged due to bombing (Rule 20G2i) or by naval combat (Rule 29B2). For every hit of damage, the coast defenses in a hex are reduced by 1 level. Hits of damage to coast defenses are temporary, lasting only for the player turn in which they were incurred. All CD hits are removed at the start of each player turn.

All coast defenses due to the presence of ports are eliminated in a hex if the enemy player gains ownership of the hex. Once destroyed, the coast defenses of a port may not be rebuilt within the context of the game.

Rule 34—Special Naval Rules

A. Naval Movement.

1. Protected Waters. Cargo and submarine naval groups (only) may use protected, inshore waters to screen their movement from enemy naval units. Each friendly-owned coastal hex is a protected waters hex. A cargo or submarine naval group that enters a protected waters hex:

- Does not trigger any reaction movement by enemy naval groups.
- Does not initiate naval combat with enemy naval groups or CDs in *adjacent* hexes.

2. Movement at Night. During each naval movement step, phasing naval groups may make part of their movement at night. In a step, a phasing group may spend any 10 continuous MPs as night movement. *Exception:* During a naval movement sub-phase, once a naval group uses night movement, it may not do so again (in a subsequent step) until it has spent at least 20 MPs.

Night movement affects naval units as follows:

- Air units cannot fly naval patrol missions.
- Amphibious landings may not be made.
- A combat or mixed naval group or a CD has a combat zone only in the hex it occupies.
- A CD has its gunnery strength halved.
- A naval unit has its gunnery strength quartered.

Night also affects naval units in various ways, per the success table die roll modifiers.

B. Replenishment.

The phasing player replenishes his naval units during his player turn. The player must dedicate any one of his naval movement steps to replenishment. In this step, the player's naval units do not move or spend any MPs (and thus no reaction movement, naval combat, or other naval activity may occur). Each of the player's naval units is replenished:

- If there is a friendly owned functioning naval base (Rule 30A7) present anywhere on the sea zone containing the naval unit.
- If the naval unit is off map at a holding box.

A naval unit unable to replenish has low fuel. Place a U-1 supply status marker on the naval unit to note this state.

A naval unit with low fuel at the beginning of a naval movement step has its movement allowance halved during the step (its gunnery and AA strengths are unaffected.)

If a naval unit with low fuel is unable to replenish in its next player turn, it must be scuttled (Rule 34D below) at the end of that player turn.

C. Ammo Depletion.

A task force has its ammunition depleted when it provides naval gunfire support in a combat phase. Place a U-3 supply status marker on the TF to note this. An ammo-depleted TF has its NGS strength halved when providing NGS in subsequent combat phases.

A TF has its ammunition replenished when the TF itself replenishes. Remove the U-3 marker at this time.

Note: Ammo depletion only occurs due to NGS and only affects NGS. Naval combat does not deplete ammunition, and the gunnery strength of an ammo-depleted TF is unaffected for naval combat.

D. Scuttling.

When an enemy unit gains ownership of a port containing naval units in port, the naval units there must try to escape to sea. The owning player rolls one die for each strength point of each naval unit attempting to escape. On a roll of 1 through 4, the strength point escapes to sea (and is at sea in the hex); on a roll of 5 or 6, the strength point fails to escape and is scuttled to prevent its capture by the enemy. Each scuttled strength point places one hit of damage on its naval unit. If all of a naval unit's strength points are scuttled, the naval unit sinks.

A naval unit at an inland port cannot escape and automatically has all its strength points scuttled.

When a naval unit is on a river/canal hexside and an enemy unit gains ownership of a hex adjoining the hexside, the naval unit cannot escape and automatically has all its strength points scuttled.

E. Danger Zones.

Due to naval defense forces not directly shown in the game (such as mines and patrol craft), naval units risk damage in certain areas.

Danger zones consist of all hexes:

- Within 1 hex of an enemy-owned naval base.

Check a naval group for enemy contact:

- The first time it *enters* or *puts to sea* in a danger zone during *any* naval movement step.
- If it *starts a friendly* naval movement step *at sea* in a danger zone.

To check for enemy contact, roll one die and consult the success table:

- *Failure* means enemy forces did not contact the naval group; the group may operate for the rest of the naval movement step without risk of damage due to danger zones.

- *Success* means enemy forces made contact with the naval group. Immediately check for damage to the group.

To check for damage, use the 1-strength column on the naval gunnery table. For each strength point of each naval unit in the naval group, roll one die and consult the table. For example, if there were 6 strength points of naval units in the group, roll once against each of the 6 strength points. Each hit result places one hit of damage on the affected naval unit.

A player may not trace a naval-element supply line (Rule 12B4) from, into, or through any hex that is in a danger zone.

F. Landing Craft Damage.

Landing craft which disembark cargo at a beach risk being damaged due to wear and tear from surf and beach conditions.

When an LC disembarks cargo at a beach, the owning player checks for damage. Roll one die and consult the success table, applying all applicable modifiers. Immediately implement the result:

- *Success* means the LC disembarked without incurring damage.
- *Failure* means the LC is damaged and cannot be used for naval transport or amphibious landings until repaired. Flip the LC counter so the damaged side is face up.

Damaged LCs may be repaired. During a player's initial phase, roll a die for each damaged LC: it is repaired on a roll of 1 or 2.

G. Landing Craft as Ferries.

A landing craft may operate as a ferry, allowing the owning player to treat one sea hexside as a major river hexside for supply, ground movement, and ground combat purposes. To serve as a ferry, an undamaged LC must start the initial phase adjacent to the hexside and may not move at all that turn. If there is more than one eligible sea hexside in the LC's hex, the player indicates which hexside has the ferry.

As long as the LC is present, friendly ground units treat the hexside as a major river hexside for supply, movement, and combat purposes during the player turn. The LC can operate as a ferry in either player turn. Note that during the enemy player turn, this will allow friendly units to retreat across its hexside if required to retreat. If the LC is eliminated for any reason, the player immediately loses its ferrying services.

Example: An Allied LC is in hex 23A:3927 (Gibraltar) in an Allied initial phase, and it does not move. The LC may serve as a ferry for either the 23A:3927/3928 or 23A:3927/4027 hexside, with Allied ground units treating the hexside as a major river hexside.

H. Naval Supply Lines.

A player may not trace a naval-element supply line from, into, or through any hex that is: 1) in the combat zone (Rule 28B) of an enemy naval group or CD, or 2) in a danger zone (Rule 34F).

Any 10 continuous hexes of a naval-element supply line may be traced at night. Note that night affects combat zones, per Rule 34A4.

Rule 35—Naval Reinforcements and Repair

During the course of the game, players receive naval reinforcements, and repair and replace naval units.

A. Reinforcements.

Players receive naval reinforcements during these scenarios. A player places his reinforcements on the map during his initial phase, at the location specified in his order of battle.

B. Repair.

Neither player receives any naval repair points during these scenarios, and thus may not repair any damaged naval units.

Rule 36—Weather

A. Definitions.

1. **Weather Zones.** There are two weather zones used in the game:

- Zone D, consisting of all hexes on or north of the D weather line and the Britain holding box.
- Zone E, consisting of all hexes south of the D weather line and all other holding boxes. (The Angola and Mozambique holding boxes are actually in a different weather zone, but ignore this for these scenarios).

2. **Weather Conditions.** There are five possible weather conditions. From fairest weather conditions to most severe, they are: clear, mud, frost, winter, and snow.

Mud, frost, winter, and snow conditions collectively are called poor weather.

Frost, winter, and snow conditions collectively are called cold weather.

3. **Weather Charts.** The weather rule uses the following charts:

- The weather table is divided into sections, one for each weather zone, which are used to determine the weather conditions for their zones each turn. The weather table also contains a sea conditions section, which is used for all sea zones.
- The weather conditions and sea conditions displays are used to show the weather condition in each zone and sea conditions in each sea zone. For each zone or sea zone, place a marker in the box corresponding to its conditions.

B. Weather Conditions.

At the start of each game turn, the Allied player rolls one die to determine weather conditions in each zone. (Note that the die is rolled only once, not once per

zone.) For each zone, cross-index the roll with the current turn to obtain a result. Results are:

C: Clear.

M: Mud.

F: Frost.

W: Winter.

S: Snow.

N: No Change. A result of no change means the weather result for the zone is the same as that of the zone on the previous turn. For example, if for zone D the weather on Oct II was clear and the weather result for Nov I is no change, then the weather for zone D on Nov I is clear.

Example: On the Nov I 40 turn, the Allied player rolls a 4 for weather conditions. For each zone, cross-index the roll with the Nov I column to obtain the zone's weather condition: mud in zone D; clear in zone E.

Weather affects the movement and combat effects of terrain, as shown on the terrain effects chart. Note that, as listed on the chart, mud, winter, and snow weather conditions have the following general effects, which are in addition to the effects of each type of terrain:

- *Mud:* -2 for all attacks; AEC may not be used (ATEC is unaffected).
- *Winter and Snow:* -1 for all attacks; only reduced AEC may be used (ATEC is unaffected). See Rule 10 and the armor/antitank summary for the effects of reduced AEC.

Weather affects other game conditions, as described in their specific rules. In general, weather affects:

- Supply considerations (Rule 12).
- Construction (Rule 14A).
- Transport and bombing missions of air units (Rules 20F and G).

C. Sea Conditions.

At the start of each game turn, the Allied player rolls one die per sea zone to determine sea conditions in that sea zone. (Note that, unlike weather conditions the die is rolled once per sea zone.) Modify the die roll as indicated on the weather table; treat rolls above 6 as 6 and below 1 as 1. Using the sea conditions section of the weather table, cross-index the modified roll with the current turn to obtain a result. Results are:

C: Calm.

R: Rough.

S: Stormy.

Sea conditions affect various game conditions, as described in their specific rules. In general, sea conditions affect:

- The gunnery, submarine warfare, and naval gunfire support strengths of naval units (Rules 29 and 33A).
- Bombing strengths of air units bombing naval units (Rule 20G).
- Naval transport to beaches (Rule 31B).
- Amphibious landings (Rule 32B).

D. Effects Between Zones/Sea Zones.

The weather or sea condition of a hex being entered or attacked is always that of the hex's weather zone or sea zone, even if the hex is being entered or attacked from a hex that has different weather or sea conditions.

A hexside falling between two zones or sea zones is treated as having the worse weather of the two zones or sea zones.

When tracing supply lines through zones with differing weather, the specific supply line element being traced is affected by the worse weather of the zones.

Rule 37—Special Rules

A. Fortifications.

Fortifications have combat effects as listed on the fortifications effects chart.

A fortification has differing combat effects based on its condition, as specified on the fortifications effects chart as listed below.

1. Forts. When a hex containing a fort is captured by enemy units, the fort is destroyed and is immediately removed from play.

2. Fortresses. A fortress may be at either of two conditions: improved or unimproved. When a rule does not mention the condition of a fortress, it applies to all fortresses, regardless of condition. When a rule does mention the condition of a fortress, it applies only to those fortresses at that condition. For example, a rule on "fortresses" applies to all fortresses, both improved and unimproved, while a rule on "improved fortresses" applies to improved fortresses but not unimproved fortresses.

When a hex containing an improved fortress is captured by enemy units, the fortress immediately becomes unimproved. Place a fort in a hex containing an unimproved fortress to distinguish it from an improved fortress.

An unimproved fortress cannot become improved in the context of the game.

B. Garrisons.

Each player has garrison forces listed on his OB. These forces represent the garrisons of districts and are available for operations in an emergency. Normally, these forces are not under control of the player and are kept off-map in the garrison holding boxes of their districts. These forces may come under a player's control, as follows:

- A player may activate the garrison of a district immediately whenever any enemy unit enters any hex of the district. He may immediately place all air units and ground units in the garrison.
- A player may activate the garrison of a district in his initial phase if an enemy unit is anywhere in the district or in any adjacent district. (For example, if enemy units are in the Catalonia district

of Spain in a friendly initial phase, the player may activate the garrisons of Cataluna, Aragon, and Valencia.) He may receive all of the garrison's forces at this time.

When a garrison is activated, the owning player places the garrison's units in any cities in its district. He places air units at any airbases in the district. If a specific hex is listed for a unit in a garrison, that unit is placed in the indicated hex upon activation. If the hex is enemy-owned, the unit is eliminated instead.

A player is not required to activate all the forces in a garrison when the garrison's activation is triggered. He may leave any (or all) forces in the garrison. If he does so, he may activate any of them in any of his subsequent initial phases, but only if the requirements for garrison activation are still met.

If the enemy player gains ownership of all cities in a district, any unactivated forces in the district's garrison are immediately eliminated.

The player controls the forces activated from garrison upon their activation. These forces need not stay in the district. They are not required to re-enter the garrison, even if the conditions for its activation are no longer met. A player may, however, return forces to garrison. Units may return to garrison if in any city in the district; air units if at any airbase in the district.

C. Off-Map Holding Boxes.

Both players have off-map holding boxes on their game charts. A player may move his units in and out of his holding boxes as he desires subject to the normal rules governing air and naval transport.

The off-map port summary lists the distance between ports in the off-map holding boxes and specified map entry hexes and other off-map holding boxes. This is the number of hexes the holding box is distant by both sea and air.

Normally, a player's forces may not enter an enemy holding box. However, some off-map holding boxes may be entered by enemy forces if they are flying an air mission against a target in the holding box or making an airborne or amphibious landing into the holding box. These holding boxes are: the Azore Islands, Madeira, the Canary Islands, Ifni, Spanish Sahara, and the Cape Verde Islands. On the game charts, holding boxes which enemy forces may enter have the following information printed in the holding box: the name, size, and port type of the largest city in the holding box, and the terrain type applicable to the holding box. Note that holding boxes which enemy forces may not enter do not contain this information.

Some holding boxes are subdivided into a number of smaller holding boxes. (These are the Azore islands, the Canary Islands, and the Cape Verde Islands.) The distance from each of these subdivisions to a location is the same as the distance from the larger, overall holding box to the same location. Further, the distance between subdivisions in the same holding box is always 8 hexes. *Example:* The distance from the Azore

Islands holding box to map hex 23A:3033 is 42 hexes. It is, therefore, also 42 hexes from each of the three Azore Islands subdivision holding boxes (the islands of Faial, Terceira, and Sao Miguel) to map hex 23A:3033. Further, the distance between any two island subdivisions in the greater Azore Islands holding box is 8 hexes.

D. Governments.

The governments of Portugal and Spain are shown in these scenarios. The OBs specify where the governments are located; use the nation's capital marker to mark its location.

1. Relocation. The phasing player may relocate any of his governments during his initial phase. When relocated, the player simply moves the capital marker from its present location to any city, (including a point city) or any off-map holding box that he owns. *Note:* This relocation uses special transport resources not represented in the game, so it does not cost the player any rail capacity or transport resource to relocate a government.

If a government relocates to a hex or holding box outside its home country's mainland (i.e., mainland Spain or mainland Portugal, respectively), the government is in exile. (To show exile, use the side of the capital marker with the nation's name in brackets.)

2. Capture. If the enemy player gains ownership of the hex containing a government, roll a die. On a roll of 1 or 2, the government escapes capture, and its owning player must relocate it in his next initial phase. On any other roll, the enemy player captures the government. Remove the capital marker. The owning player reestablishes the government in his next initial phase, by placing its capital marker in any city, (including a point city) or any off-map holding box that he owns.

3. Morale. A nation's units have their combat strengths halved:

- For the remainder of the game turn in which their government is captured by the enemy.
- Throughout the game turn their government is reestablished after being captured.

A government's forces may be further penalized when its government relocates. (Any effects are described, per nation, in Rule 38).

Rule 38—Nations

A. Germany.

1. Occupation Forces in France. Due to Axis defensive forces not represented in the game, Allied units may not enter or attack any hexes in France (including Vichy France).

2. Gibraltar Assault Forces. Due to specialized training, the 1x 8-8 Inf XX Grp "G zvb" is treated as a mountain unit when attacking Gibraltar (23A:3927). At all other times, it is treated as an infantry unit.

The Germans planned to concentrate a numerous artillery assets for the attack on Gibraltar. These assets are represented in the game by the following two units: 1x 15-5 Art XX Grp "44" and 1x 12-6-4 Siege Art X "105." The unwieldy organization of these units would have restricted their abilities for general field operations, and each unit is subject to the following limitations:

- If such a unit moves, otherwise spends MPs, or retreats during a player turn, it has its combat strength halved for the remainder of the player turn and throughout the following player turn.
- Such a unit cannot advance after combat.

B. Vichy France.

Vichy France is technically independent and neutral territory, although in reality it is dominated by the Axis. At the start of the scenarios, the Axis player does not own Vichy French territory. Axis air units, however, may move through Vichy French territory (although they may not use airbases there). Other Axis forces may not enter Vichy French territory until the Axis player occupies Vichy France.

1. Occupation. The Axis player may announce that he is occupying Vichy France at any time during his player turn. Once the announcement is made, any Axis forces may enter Vichy French territory. Axis units may gain ownership (per the standard rules) of Vichy French territory. In addition, the Axis player automatically gains ownership of all Vichy French territory at the end of his player in which he announces the occupation. (Axis forces not represented in the scenarios are assumed to occupy Vichy France.)

Note that Axis occupation of Vichy France will trigger the arrival of some Allied conditional reinforcements and may affect Spanish mobilization.

2. French Morocco. French Morocco is a colony of Vichy France. At the start of the scenarios, French Morocco is neutral territory; neither side's forces may enter or pass through any hex of French Morocco.

If the Axis player occupies Vichy France, the Allied player determines the status of French Morocco during his initial phase that immediately follows the Axis player turn in which the occupation was announced. The Allied player rolls a die and consults the success table. Results are:

- **Success:** French Morocco joins the Allies, and all territory in French Morocco is Allied-owned. The Allied player has a 1 RE capacity on the French Moroccan rail net. Forces from either side may enter French Moroccan territory. The Allied player
- **Failure:** French Morocco remains loyal to the Vichy French government (which the Axis would maintain as a puppet state following occupation). French Moroccan territory is neutral for the remainder of the scenario.

C. Spain.

1. Neutrality and Activation. Spain is neutral initially, but is sympathetic to the Axis cause. While neutral, forces of either side may not enter, attack, or pass through Spanish territory.

In the Operation Felix scenario, Spain automatically declares for the Axis (see below) during the Axis initial phase of the Aug I 40 turn.

In the Invasion of Spain scenario, the Axis player must check for Spanish participation, using the following procedure: Up to three times per scenario, the Axis player may request that Spanish participate on the Axis side. The Axis player *must* request Spanish participation in his initial phase of the Aug I 40 turn. If Spain denies the Aug I 40 request, the Axis player *may* request Spanish participation up to two more times, once in his initial phase of the Nov I 40 turn and once in his initial phase of the Mar I 41 turn. When Axis player requests Spanish participation, he rolls two dice. Results are:

- **12: Spain declares for the Axis.** Spain immediately joins the Axis. All Spanish territory becomes Axis-owned. Spain orders full mobilization beginning with this turn.
- **11 or less: Spain denies the request and remains neutral.** German pressure on Spain, however, may provoke Spain to take defensive measures. To determine this, the Axis player rolls a die: On a roll of 1 or 2 Spain conducts one turn of general mobilization in the next Allied initial phase. (For example, if Spain was at neutrality watch, it carries out turn 1 of general mobilization; if turn 1 of general mobilization has already occurred, then it carries out turn 2 of general mobilization, and so on.) On a roll of 3 or greater, no action results.

If the Axis occupies Vichy France, Spain conducts one turn of general mobilization in the Allied initial phase following the Axis player turn in which occupation was announced. This turn of mobilization is in addition to any cause by German pressure on Spain (see above).

While Spain is neutral, the Allied player may move Spanish forces. These forces may move within Spanish territory. They may not attack or enter any hex outside Spain, spend MPs to break rail lines, damage airbases, or demolish ports, use naval transport except as mandated on the Spanish OB, or fly any air missions except transfer. (Once Spain joins a side, these restrictions are no longer in force.)

If Spain is neutral, the Axis player may announce that he is invading Spain at any time during his player turn. Once the announcement is made, Axis forces may enter and attack Spanish territory. Upon the announcement of Axis invasion, Spain immediately joins the Allies and all Spanish territory become Allied-owned. Spain orders full mobilization in the Allied ini-

tial phase immediately following the announcement of invasion.

Note: In these scenarios, Spain may only order general mobilization. Ignore the conditional mobilization section of the Spanish OB.

2. Morale. In addition to the effects of enemy capture of the Spanish government (Rule 37E3), the following effects may occur:

- All Spanish units have their combat strengths halved throughout the game turn in which the Spanish government relocates to any hex except a Madrid hex.
- If the Spanish government is captured by the enemy, all Spanish units out of supply in the next initial phase are demoralized throughout that player turn. A demoralized unit may not move or attack.

3. Surrender. In any Axis initial phase, Spain surrenders if all Spanish major city hexes are enemy owned.

When Spain surrenders, any accumulated Spanish replacement points are lost. The player controlling Spain then checks each Spanish ground and air unit in any hexes in Western Europe to see if it surrenders or continues fighting. (Note that Spanish forces outside Western Europe automatically continue fighting.) Roll a die is rolled for each unit: the unit surrenders (and is immediately eliminated from play, without providing special replacements per Rule 40B2) on a roll of 1 through 5 and continues fighting on a roll of 6 or greater. Die roll modifiers are:

- 0 if surrender occurs during the turn Spain enters the war (whether through a declaration for the Axis or through Axis invasion).
- +1 if surrender occurs during the second or third turn after Spain enters the war.
- +2 if surrender occurs during the four or fifth turn after Spain enters the war.
- +3 if surrender occurs during the six or seventh turn after Spain enters the war.
- +4 if surrender occurs during the eighth or ninth turn after Spain enters the war.
- +5 if surrender occurs during the tenth or subsequent turns after Spain enters the war.

When Spain surrenders, mainland Spain is considered occupied by the enemy player. At this time, all hexes in mainland Spain become owned by the enemy player, except those hexes occupied by units of the other player.

Starting four game turns after Spain is occupied, a district in mainland Spain is liberated if the other player has ownership of all cities in the district. Occupation and liberation may affect certain Spanish OB conditions.

4. Moroccan Garrison. Spain must maintain a minimum garrison in Spanish Morocco of 6 REs of Spanish units. This garrison requirement is reduced to 0 REs if enemy units enter any hex in Spanish Morocco.

D. Portugal.

1. Neutrality and Activation. Portugal is neutral initially. While neutral, Axis forces may not enter, attack, or pass through Portuguese territory. While neutral, Allied forces may not enter, attack, or pass through Portuguese territory, unless Portugal grants entry to Allied forces.

Portugal orders general mobilization (but remains neutral) if either of the following occurs:

- In the Allied initial phase immediately following the player turn in which the Axis player announced an invasion of Spain.
- In the Allied initial phase immediately following the player turn in which Spain joins the Axis.

The Allied player may move neutral Portuguese forces. These forces may move within Portuguese territory. They may not attack or enter any hex outside Portugal, spend MPs to break rail lines, damage airbases, or demolish ports, use naval transport except as mandated on the Portuguese OB, or fly any air missions except transfer. (Once Portugal joins a side, these restrictions are no longer in force.)

Due to Portugal's long-standing ties with Britain, Portugal may allow Allied entry and presence in the country upon Allied request. Once per scenario in any Allied initial phase, the Allied player may request entry into Portugal. To determine this, he rolls two dice and modifies the roll by +1 for each Spanish major city hex he owns at the time. Results are:

- **9 or less:** Portugal denies Allied entry.
- **10 or more:** Allied forces may enter and operate in Portugal, including using Portuguese ports, airbases, and rail capacity. Portugal, however, officially remains neutral. For game purposes, the Allied player owns Portuguese territory but does not gain control of Portuguese forces. (He may move these neutral forces, per the restrictions given above.)

The Axis player may announce that he is invading Portugal at any time during his player turn. Once the announcement is made, Axis forces may enter and attack Portuguese territory. (Before then, these forces may not—even if Allied forces have entered Portugal and are attacking Axis forces from Portuguese territory.) Upon the announcement of Axis invasion, Portugal immediately joins the Allies and all Portuguese territory become Allied-owned. Portugal orders full mobilization in the Allied initial phase immediately following the announcement of invasion (if it has not already ordered general mobilization).

Note: In these scenarios, Portugal may only order general mobilization. Ignore the conditional mobilization section of the Portuguese OB.

2. Morale. In addition to the effects of enemy capture of the Portuguese government (Rule 37E3), the following effects may occur:

- All Portuguese units have their combat strengths halved throughout the game turn in

which the Portuguese government relocates to any hex except Lisboa.

- If the Portuguese government is captured by the enemy, all Portuguese units out of supply in the next initial phase are demoralized throughout that player turn. A demoralized unit may not move or attack.

3. Surrender. In any Axis initial phase, Portugal surrenders if both Lisboa (23A:1828) and Porto (23A:1020) are enemy owned.

When Portugal surrenders any accumulated Portuguese replacement points are lost. All Portuguese forces in any hexes in Western Europe surrender and are immediately eliminated from play (they do not provide special replacements). Portuguese forces outside in any hexes in Western Europe are unaffected.

When Portugal surrenders, mainland Portugal is considered occupied by the enemy player. At this time, all hexes in mainland Portugal become owned by the enemy player, except those hexes occupied by units of the other player.

Starting four game turns after Portugal is occupied, a city in mainland Portugal is liberated if the other player owns it. Occupation and liberation may affect certain Portuguese OB conditions.

4. African Garrison. Portugal must maintain a minimum garrison of 1 RE each in the Angola and Mozambique holding boxes.

E. Andorra.

Andorra is neutral. However, due to its non-existent military capability and potentially important position on the French-Spanish border, either side's ground and air units may freely enter, attack into, or pass through Andorra.

Rule 39—Guerrillas

Given the divided political nature of Spain (however suppressed by the victors of the Spanish Civil War) and the traditional Spanish hostility to the presence of foreign troops in Spain, it seems likely that guerrilla movements could quickly develop in Spain following Spanish entry into the war. Starting with the third turn of Spanish activation, players may make a number of guerrilla attacks:

- The player whose side Spain has joined may make up to two guerrilla attacks per turn against enemy-owned rail lines or airbases in Spain. For example, if Spain joined the Axis, the Axis player may make up to two guerrilla attacks against Allied-owned targets in Spain.
- The other player may make up to one guerrilla attack per turn against enemy-owned rail lines or airbases in Spain. For example, if Spain joined the Axis, the Allied player may make up a guerrilla attack against an Axis-owned target in Spain.
- Regardless of which side Spain joined, the Allied player may make up to one guerrilla

attack per turn against Axis-owned rail lines or airbases in the Spanish region of Catalonia. (This is in addition to any guerrilla attacks he may make per above.)

Guerrilla attacks are resolved during the player's initial phase. For each attack the player is allowed to make, he may make either a rail attack, attacking one enemy-owned rail line hex, or one airbase attack, attacking one enemy-owned airbase hex. The player may make no more than one rail attack and one airbase attack per enemy-owned hex. (Note that the player may make up to two guerrilla attacks per enemy-owned hex; one rail attack and one airbase attack.)

Use the success table to resolve each partisan attack. Roll one die and consult the table for a result. If a guerrilla rail attack succeeds, the rail line in the hex is broken. If a guerrilla airbase attack succeeds, the airbase in the hex takes one hit. The effects of this hit are the same as those of an airbase bombing hit, per Rule 20F2b.

A player may not make a guerrilla attack in a hex occupied by an enemy unit with a defense strength greater than 0, or in a hex adjacent to any enemy security unit.

Rule 40—Ground Reinforcements and Replacements

During the course of the game, each player receives reinforcements and replacements, mobilizes units, and may convert or disband units. Players receive reinforcements and replacements during their initial phases.

If a unit enters play (as a reinforcement or replacement) at a city that is out of supply, the unit's supply status is the same as that of the city. For example, if Bilbao has been out of supply for three turns and a replacement unit appears there, the unit is in its third turn out of supply. *Note:* Units appearing in a city that is isolated and has been out of supply for at least four turns are not checked for elimination (per Rule 12D) on the player turn they arrive.

The orders of battle specify all reinforcements and replacements in the game. On the OBs, unit identifications are given for historical interest and may be ignored except for breakdown purposes.

A. Reinforcements.

Players receive reinforcements during the course of game, as given on their orders of battle. A player's reinforcements are placed on the map during his initial phase. Reinforcements may be placed only in friendly-owned hexes; these hexes may be in enemy ZOCs.

Unless otherwise specified, reinforcements that are unable to enter play as specified have their appearance delayed until they are able to enter play.

1. Concepts. The OBs use the following terms and general definitions:

- *Reinforcements* are specified mostly by city. When a city is specified, place the reinforcements at that city. Some reinforcements are specified by holding box; place these reinforcements in the indicated holding box. (Note that some holding boxes are subdivided; in some instances the OB specifies which subdivision the reinforcement is placed in.) If a reinforcement has specific entry conditions listed on the OB other than the above, follow those instructions.
- *Mobilize* specifies when certain cadres mobilize to full strength divisions. The player must mobilize the indicated cadre during his initial phase on the turn the mobilization is specified or he forfeits the mobilization. To be mobilized, the cadre must be able to trace a supply line to a full or limited source of supply. Flip the cadre over to its full divisional strength side.
- *Convert* specifies when a unit (or units) converts into another unit (or units). The player must convert a unit in his initial phase on the conversion is specified, if possible. To be converted, the unit must be in general supply, be able to trace a supply line to a friendly-owned source of infantry replacements of its force, and may not be in an enemy ZOC. Remove the original unit from play and put the new unit in its place. If it is not possible to convert the unit when specified, it must be converted in the first friendly initial phase in which it can be converted. Units removed from play through conversion are out of play; they are not eliminated and may not be replaced.
- *Reorganize* specifies when a unit (or units) reorganizes into another unit (or units). The player may reorganize the unit in any of his initial phases on or after the turn the reorganization is specified. To be reorganized, the unit must meet the same requirements as for a cadre to be rebuilt. (See Section B below: it must be in a city, be able to trace a supply line to a full or limited source of supply, and may not be in an enemy ZOC.) Remove the original unit from play and put the new unit in its place. Units removed from play through reorganization are out of play; they are not eliminated and may not be replaced.
- *Forming/Full*: Certain German units which require a considerable amount of time to form, equip, and train go through a two-step process when appearing as reinforcements. Initially, the unit is listed as "forming". At this time place it in the "forming" box on the German game chart. When the OB then lists the unit as "full", remove it from the forming box and receive it as a

reinforcement at any friendly-owned city in France.

- *Withdraw* specifies when units must be withdrawn from play. Any unit of the indicated size, type, and strength may be withdrawn. If possible, the withdrawing unit should not be isolated. If no on-map unit can be withdrawn, then an eliminated unit is removed from the replacement pool; the player then forfeits RPs (per section B1 below) equal to the unit's replacement cost. If the player does not have sufficient RPs (of the correct types) to meet this cost, then the player maintains a deficit until he has RPs available. Simply remove the withdrawn from the map or replacement pool; it is out of play. (It is not eliminated.)
- *Other*: Follow whatever OB instructions appear for special reinforcement events.

2. Conditional Reinforcements. Each player may receive conditional reinforcements. A player receives a conditional reinforcement in his initial phase in which he meets the conditions for its appearance for the first time. These reinforcements and their conditions for arrival are listed in the players' OBs.

B. Replacements.

1. Production. Replacement points and resource points are collectively called production. Players receive and use production during their initial phases. Unused production may be accumulated for use in later turns.

Players receive production on the 1 turn of each month. A player receives his production in his initial phase as follows:

- The production sections of each player's OBs list all production.
- All production for each nation may be pooled by type and then used together. For example, all Spanish infantry RPs may be pooled. Once pooled, the production can be accumulated or spent as the owning player wishes.
- RPs in a nation's pool may be used to replace units in a player's replacement pool. Replaced units are placed as follows:
 - German*: at any friendly-owned unisolated city in France, mainland Spain, or mainland Portugal.
 - British*: at any friendly-owned unisolated city or fortress or in the Britain holding box.
 - Spanish*: at any friendly-owned unisolated city in mainland Spain.
 - Portuguese*: at any friendly-owned unisolated city in mainland Portugal.
- Pooled resource points may be placed at any friendly-owned unisolated cities.
- If a city which the OB lists as producing replacements becomes enemy-owned, it ceases to produce replacements for the remainder of the

scenario. When such a city is isolated it ceases to produce replacements until such time as it is no longer isolated.

a. Replacement Points. Players receive replacement points (RPs), which are used to replace eliminated units and to rebuild cadres to full strength.

Each replacement point replaces one strength point of a unit. A unit with an attack strength of 0 has its replacement cost based on its defense strength. A unit with a 0 strength is replaced at a cost of 1 RP.

pool.

Replacement points may be used to replace an eliminated unit at its cadre strength. The RP cost is equal to the strength of the cadre. RPs may be used to replace a unit at its full strength; the cost is equal to the full strength of the unit.

RPs may be used to rebuild a unit at cadre strength to its full strength. The cost for this is equal to its full strength minus its cadre strength. For example, a 7-6 division at its 3-6 cadre strength requires 4 RPs. To be rebuilt, a cadre must be in a city, be able to trace a supply line to a full or limited source of supply, and may not be in an enemy ZOC.

Each player receives infantry (inf) and armor (arm) RPs. *Note:* The labels infantry and armor are terms of convenience, as each of these types of RP actually represents more than just its name.

Infantry and armor RPs are based on nationality, and RPs of one nationality may not be used for other nationalities. For example, German infantry RPs cannot be used to replace Spanish units. Armor RPs, however, can be given in foreign aid from one nationality to another, per section C2 below.

In general, armor RPs are used to replace c/m units. Various c/m units use both armor and infantry RPs; these units and their arm and inf RP costs are listed on the replacement uses section of the OBs. If a c/m unit is not listed on this chart, then it is replaced using only arm RPs. *Example:* A Spanish Colonial 1-8 motorized infantry battalion is listed on the OB and requires 1/2 arm and 1/2 colonial inf RPs for replacement. A Spanish 2-1-8 light armor regiment is not listed on the chart and thus requires 2 arm RPs for replacement.

Units and certain counters without printed combat strengths require RPs for replacement:

- Position AA is replaced at a cost of 1/2 inf RP per AA strength point.
- A divisional headquarters is replaced at a cost of 1 art RP. A c/m HQ requires 1/2 arm and 1/2 inf RP; a non-c/m HQ requires 1 inf RP.
- A transport counter is replaced at a cost of 1/2 arm RP.

Infantry RPs are used to replace all other units (such as infantry, antitank, field artillery, etc.).

Each player may replace only a limited number of units of certain unit types. The limits are:

- Only 1 combat engineer RE may be replaced per month.

- Only 1 artillery RE may be replaced per month.
- Only 1 parachute RE may be replaced per three-month (six-turn) period.
- Only 1 marine RE may be replaced per three-month (six-turn) period.

b. Resource Points. Players may maintain resource points in pools, as described above. A resource point must be placed on the map, however, before it can be used. It may be used immediately upon placement.

2. Special Replacements. When unisolated units are eliminated due to combat or overrun, the owning player receives infantry RPs. (Note that eliminated c/m and artillery units yield infantry RPs. Armor RPs are never received as special replacements.) All nationalities receive special replacements, and they may receive these replacements any time from the start of the game.

When an unisolated unit is eliminated, the owning player places the unit to one side. When an unisolated unit is reduced to cadre, the owning player notes the actual attack strength point loss (i.e., full attack strength minus cadre attack strength). In his initial phase, the phasing player determines his total losses by calculating the total attack strength loss of his units eliminated since his last initial phase (and he may then place these units in his replacement pool) and adding this to the total attack strength loss of his units reduced to cadres since his last initial phase. The losses for each nationality are each counted separately.

The player determines the number of infantry RPs received as special replacements, based on his losses. To calculate these RPs, divide German loss totals by 4, and divide all other loss totals by 5. The resulting number is the number of infantry RPs the nationality receives due to special replacements. These RPs are added to their national RP pools.

C. Special Considerations.

1. Disbanding. Players may disband their units, receiving RPs for doing so. Players may disband any of their units. A player disbands units in his initial phase, receiving the RP cost of the unit. A unit may be disbanded if it can trace a supply line to a full or limited source of supply, and is not in an enemy ZOC. When disbanded, its RPs are added to its national pool. These RPs may not be used on the turn they are generated but may be used thereafter.

A disbanded unit is removed from play. It is not considered eliminated and is not placed in a replacement pool.

2. Foreign Aid. A player may give armor RPs from one force to another. During a player's initial phase, the player may transfer armor RPs, as long as he can trace a supply line from a full supply source of the donating force to any full supply source of the receiving force. An armor RP may not be spent in the initial phase in which it is transferred but may be used thereafter.

The Axis player may give German armor RPs to Spain. The Allied player may give British armor RPs to Spain or Portugal.

3. Coast Defense RPs. The Axis player receives coast defense RPs, per his OB. These RPs are used to activate the coast defenses of certain locations, as explained in the Axis OB.

Rule 41—Preparing for Play

Assemble maps 23A and 33 to form the game map. (The east edge of map 23A overlaps the west edge of map 33.)

A. Initial Deployment.

The orders of battle list the initial forces and deployments for both sides. (Note: The OBs denote self-supported units by placing asterisks following the units' movement ratings. For example, 1-2-6* indicates a self-supported 1-2-6 unit.) Sort the counters as needed. The following OBs are used (all are located in the Europa OBs booklet): Spain 1939-45 (for Spanish forces), Portugal 1939-45 (for Portuguese forces), Operation Felix and Invasion of Spain Scenarios (for German and British forces).

Players deploy forces and prepare for play in the following sequence:

- The Allied player deploys all forces listed in the British initial forces section of the Operation Felix and Invasion of Spain Scenarios OB.
- The Allied player deploys all Portuguese and Spanish forces listed in the initial forces and neutrality watch sections of the Portugal 1939-45 and Spain 1939-45 OBs. *Note:* Use the task forces OB option for both Spain and Portugal.
- The Axis player deploys all forces listed in the German initial forces section of the Operation Felix and Invasion of Spain Scenarios OB.

See the scenarios (below) for scenario-specific instructions.

B. Scenarios.

1. Operation Felix Scenario. This scenario starts on the Aug I 40 turn and ends upon the conclusion of the Mar I 41 turn.

Use the Aug I 40 initial forces and the reinforcements starting from Aug I 40. (Note that the Spanish reinforcements of Jan I 40 are ignored.)

At the start of this scenario, the Allied player owns Gibraltar (23A:3927) and the Britain holding box. The Axis player owns all hexes in Axis-occupied France. All other hexes begin the game owned by neither side.

Spain automatically declares for the Axis on the Aug I 40 turn (per Rule 38C1). There are no other special conditions at the start of this scenario.

See Rule 42 for the victory conditions.

2. Invasion of Spain Scenario. This scenario is the same as the Operation Felix scenario except that:

- It ends upon conclusion of the Sep II 41 turn.

- Spain does not automatically declare for the Axis. The Axis player must request Spanish participation, per Rule 38C1.
- There are different victory conditions (see Rule 42).

Rule 42—Victory

The victory conditions judge which player wins the game. During play, both players will score victory points (VPs). The victory chart lists the VP awards in each scenario. The chart also lists the final victory levels for each scenario.

VPs are awarded at the end of the scenario (Mar I 41 for Operation Felix and Sep II 41 for the Invasion of Spain). Certain VPs are awarded immediately upon the occurrence of special events.

VPs are awarded for control of territory, enemy losses, exile forces, and events:

- **Territory:** VPs for territory are awarded at the end of the scenario. Both players gain VPs for owning on-map reference cities, dot cities, and major city hexes in Spain and Portugal, for owning Gibraltar, and for owning certain off-map holding boxes.
- **Enemy Losses:** VPs for enemy losses are awarded only at the end of the scenario. Note that VPs are awarded only for British and German losses, and are not awarded for Spanish or Portuguese losses.
- **Exile Forces:** VPs for exile forces are awarded only at the end of the scenario. Note that VPs are awarded only to the Allied player and only if the country in question has surrendered.
- **Events:** VPs for events are awarded upon the occurrence of the event. (Note that some events are player-specific, yielding VPs only to that player.):

Spanish Surrender: This occurs per Rule 38C3. Note that it can only occur once per scenario.

Portuguese Surrender: This occurs per Rule 38D3. Note that it can only occur once per scenario.

Capture of an Enemy Government: This occurs if a player captures an enemy government. Note that this can occur up to twice per scenario if both Spain and Portugal are on the enemy side: Once for capturing the Spanish capital and once for capturing the Portuguese capital.

Enemy Government Goes into Exile: This occurs if an enemy government relocates to any hex or holding box outside of its home country's mainland (i.e., mainland Spain or mainland Portugal, respectively).

Each Hit on a Naval Unit: This occurs each time an enemy naval unit takes damage.

Each Terror Bombing Hit: This occurs per Rule 20G1c.

Each Turn from Jul 1 41 Allied Ground Units are Present in Mainland Spain or Portugal: This occurs each turn on and after Jul 1 41 that Allied ground units are present anywhere in mainland Spain or mainland Portugal. The ground units must be able to trace a supply line to an Allied full supply source.

At the end of the scenario calculate the final VP total for each player. Subtract the Allied VP total from the Axis VP total to determine the VP differential. Consult the level of victory table to see what level of victory this VP differential results in.

If the scenario played was Operation Felix, adjust the level of victory one level in favor of the Allied player. For example, if the VP differential was +260, adjust what would be an Axis decisive victory down one level in the Allied player's favor, yielding an Axis substantial victory.)

- **Marginal Victory:** The player wins a marginal victory. His overall performance is slightly better than his opponent's.
- **Substantial Victory:** The player wins a substantial victory. His performance is significantly better than his opponent's.
- **Decisive Victory:** The player wins a decisive victory. His performance greatly surpasses his opponent's.

Rule 43—Advanced Rules

The following rules cover certain game mechanics in greater detail than presented in the previous rules. For players gaining experience with the game system, these rules can be disregarded. These rules should be used by experienced players.

A. Retreats and Overruns.

During the combat phase, a unit or stack required to retreat due to a combat result (Rule 9F1) may retreat into an enemy-occupied hex if able to overrun (Rule 13) the hex. The overrun odds are calculated as normal, but movement point costs are ignored. The effects of enemy ZOCs on retreats are implemented before the overrun odds are calculated. *Example:* A stack of three German 7-6 infantry divisions is attacked and a DR is achieved. The stack is surrounded, but one of the adjacent hexes is occupied by a British 2-8 unsupported regiment, and no Allied ZOC is exerted into that hex. Accordingly, the divisions retreat into this hex, overrunning the regiment. If an Allied ZOC was exerted into this hex, the divisions would be reduced to their 3-6 cadre strengths first and thus be too weak to overrun the regiment.

B. Antiaircraft Fire.

1. Harassment Abatement. Phasing units may use their AA strengths to attempt to abate the effects of enemy harassment during the movement and exploitation phases. To fire AA, units must start in or enter the harassment hex, ending their movement for the

phase in that hex. Only one AA attack may be made in a harassment hex per movement or exploitation phase. Only c/m units may fire AA during the exploitation phase. Position AA, naval units, and intrinsic AA may not fire AA for the purposes of this rule.

For each AA fire, the firing player rolls two dice, adding the eligible AA strength to the roll, to determine whether the harassment in the hex is affected. Results are:

- 12 or less: No effect on the harassment.
- 13-18: Ignore one harassment hit in the hex for the rest of the current phase.
- 19 or more: Ignore all harassment hits in the hex for the rest of the current phase.

Note that the results of this AA fire do not actually affect any air units, but simply the harassment hits.

Example: During the movement phase, phasing units with an AA strength of 4 attempt to abate harassment in a hex having two harassment hits. The phasing player rolls a 10 and adds 4 (for the AA strength) to produce a 14 result, negating one of the harassment hits in the hex for the rest of that movement phase.

C. Advanced Game Mechanics.

1. Ownership. ZOCs alone do not gain ownership of enemy-owned cities or airbases. To gain ownership of a hex containing an enemy-owned city or airbase, a friendly unit must occupy the hex.

By itself, a 1/2 RE-sized unit cannot gain permanent ownership of a hex. When entering an enemy-owned hex, such a unit owns the hex only as long as it occupies the hex; upon leaving the hex, ownership reverts to the other player. It takes at least 1 RE of units (including, for example, two battalions operating together) or an uncontested ZOC to gain permanent ownership of a hex.

2. Supply Lines. Each mountain, wooded swamp, wooded rough, and swamp hex counts as 2 hexes when tracing overland supply lines. When tracing an overland supply line across a narrow strait hexside, this hexside itself counts as 1 hex against the length of the supply line. These penalties do not apply if the overland supply line is traced along a road.

D. Advanced Replenishment.

Instead of the phasing player allocating a naval movement step for replenishment, each phasing naval unit replenishes during naval movement by spending 30 MPs at a friendly-owned functioning naval base.

Rule 44—Optional Rules

The following optional rules may be used upon agreement by both players. Players should decide which optional rules will be used before choosing sides.

A. Terrain and Weather.

1. Bridges. A road or rail line crossing a river hexside is a bridge. A player owns a bridge if he owns both

hexes adjacent to the bridge hexside or if he was the last to do so. Bridges may be demolished.

Air units may demolish a bridge by bombing. (This is a tactical bombing mission.) The target hex of the mission is either hex adjacent to an unowned or enemy-owned bridge hexside. Air units on this mission may be intercepted by enemy interceptors able to fly to the target hex. During the AA fire step, AA fire may come from either (but not both) of the two hexes adjacent to the bridge hexside, firing player's choice. During the mission resolution step, air units bomb the bridge, using the bombing table. Three bombing hits demolishes the bridge.

A ground unit may demolish a bridge by spending 4 MPs in either hex adjacent to the bridge to do so. The bridge must be friendly owned or unowned.

A player may make guerrilla attacks on bridges in the same manner as attacks on rail lines and airbases (Rule 39). Note that there is a die roll modifier of -1 when the success table is consulted for this type of attack. If the attack succeeds the bridge is demolished.

A demolished bridge may not be used for any movement purposes, such as road movement, rail movement, admin movement, etc. For example, a unit using a road to cross a river and enter a woods hex normally pays 1 MP to do so; it must spend 3 MPs to do so if the bridge is destroyed (1 MP for the river and 2 MPs for the woods hex). Supply lines may be traced across a demolished bridge without penalty.

A construction unit may repair a demolished bridge or a bridge that has taken bombing hits. A bridge may be repaired only if the player owns both hexes adjacent to the bridge. Repairing a bridge costs the construction unit 4 MPs. Repairing a bridge that has bombing hits but is not demolished is the same as repairing a demolished bridge, except that a resource point is never required.

2. Spring Thaw. When a zone's weather changes from cold to non-cold, all rivers in the zone are flooding. The MP costs to cross flooding river hexsides is +2 MP.

B. Ground Mechanics.

1. Isolation and Ownership. The standard rules for determining isolation and ownership of territory (Rules 3D and 3F) are simple to use and adequately cover most situations that arise. The following rules cover these aspects in greater detail and require extra effort and time to use.

The following rules require the tracing of a line of communications (LOC). An LOC may be up to 14 hexes in length (regardless of weather) and is traced the same as an overland supply line.

a. Isolation. When isolation is checked, a unit or hex is isolated if an LOC cannot be traced from it to a hex from which a supply line can be traced to a full or limited source of supply.

b. Ownership of Territory. In addition to the cases in Rule 3D, a player may gain ownership of territory in

the following manner. At the start of each player turn, check the ownership of all isolated hexes except for major city hexes and hexes occupied by enemy units. When checked, a friendly-owned hex becomes enemy owned if an LOC cannot be traced from the hex to a friendly unit but can be traced to an enemy unit.

2. Supply/Resource Items. A player may voluntarily destroy his supply/resource items (supply points and resource points) at any time in his player turn only. During a player turn, whenever a unit gains ownership of a hex containing enemy supply/resource items, half (round down) of each item left behind in the hex is captured, and the remainder is immediately destroyed. Captured supply/resource items are treated in all respects the same as the player's own supply/resource items. Captured supply points are removed from play at their usual time (per Rule 12C3).

Example: During the Allied combat phase, Allied units attack a hex occupied by an Axis infantry regiment, 5 resource points, and 2 supply points. The result of the combat is a DR, and the infantry regiment retreats from the hex, carrying 2 resource points with it (Rule 12F). Allied units advance after combat into the hex, gaining ownership of the hex. One resource point (half of the 3 points there, rounded down) and 1 supply point are captured; the remaining 2 resource points and 1 supply point are immediately destroyed.

A player may recover resource points by dismantling forts and permanent airfields. A construction unit may dismantle an unisolated fort or permanent airfield. It takes the unit one turn (two turns in poor weather) to dismantle a fort or permanent airfield. (Dismantling is similar to construction, starting and finishing in initial phases. See Rule 14A1.) For every three items dismantled, the player receives one resource point. The resource point is received as a reinforcement in the turn following the dismantling of the third item, and is placed at any friendly-owned unisolated city.

C. Ground Units.

1. Heavy Antiaircraft. A heavy AA unit does not have its attack strength halved when attacking fortifications if a field artillery unit would not be halved attacking the same fortification (per the fortifications effects chart).

D. Air Mechanics.

1. Airbase Supply. Supply status affects airbases and air units there. During each initial phase, determine the supply status of all airbases; the supply status of the airbase affects all operative air units at the airbase. Air units have their abilities reduced depending upon how many consecutive turns their airbase has been out of supply:

- *First Turn:* Each air unit there may not fly at extended range.
- *Second and Third Turns:* Each air unit there has its bombing strengths halved and its attack and defense strengths reduced by 2 each (but never below 1).

- **Fourth and Subsequent Turns:** Each air unit there may fly only a transfer mission.

Supply effects are cumulative. Unlike ground units, air units are not eliminated due to supply status, even if isolated.

When air or naval transport of supply points is used to supply airbases, each air unit counts as 1 RE.

E. Air Units.

1. Bombers as Transports. He 111H4 type B air units may be used as transport air units, at the owning player's option.

When used as a transport, the air unit has its air attack and air defense strengths each reduced by 2 (but never below 1), and is considered to be a type T for air combat and AA fire. In addition, bombers used as transports treat ground units (but not supplies) as double their RE size for transport purposes.

F. Naval Mechanics.

1. Proportional Losses from Bombing Hits. Follow this procedure when assigning bombing hits to naval units:

- Calculate the relative proportion of each category of naval unit in the target group, based on strength.

Example: A naval group has received 3 bombing hits. In the group are 5 strength points of TFs, 4 of NTs, and 1 of LCs; the relative proportions are .5 TF (5 points out of a total of 10), .4 NT, and .1 LC. (For ease of calculation, use a calculator to determine percentages; they do not always come out as evenly as in this example!)

- Apply hits to the category with the highest proportion number. If two or more are tied, apply hits in this order: TF-NT-LC. To apply hits, multiply the proportion number by the total number of hits. Always round fractions up. Randomly select naval units from that category to take the hits

Example: From above, the TFs have the highest proportion number. Multiplying their .5 by 3 (the total number of hits) yields 1.5, which rounds to 2. Two hits are randomly applied to TFs in the group.

- If any hits remain unassigned, repeat the above step for the next highest proportion. Continue this process for each proportion until all hits are assigned.

Example: From above, one of the three hits remains unassigned. The NTs have the next highest proportion number. Multiplying their .4 by 3 (the total number of hits) yields 1.2, which rounds to 2. Since only one hit remains unassigned, the NTs receive one hit. After this step, all hits are assigned, and the LC takes no hits.

2. Naval Transport Costs. A unit does not spend MPs to embark. Instead, it only spends MPs when it disembarks. The unit spends MPs for each naval movement step it was at sea during the movement or exploitation

phase in which it lands: 1 MP per step if non c/m, and 2 MPs per step if c/m. However, a unit may always disembark by spending all its MPs. Note that a unit which is at sea in more than one phase only spends MPs for the steps it was at sea in the phase it disembarks.

3. CD Combat Strengths. Coast defenses intrinsic to port cities have a defense strength for ground combat and overrun purposes equal to half their CD level (round fractions down). If the city's CD in a hex has a defense strength of 1 or greater, it is treated the same as a 1-RE field artillery unit (see Rules 11 and 14B), for purposes of ground combat and overruns.

F. Order of Battle Additions.

In addition to the standard OBs used for the scenarios, players may also use these OBs:

- **Iberian Pro-Axis Forces:** Use the Spanish Collaborationist Forces and the Portuguese Collaborationist Forces sections of this OB. (The Spanish Volunteers sections is not used.) Forces listed as appearing in Spain or Portugal may appear in any Axis-owned unisolated cities in Spain or Portugal, respectively. (Note that collaborationist forces appear only if the Axis occupied Spain or Portugal, per Rule 38C3 and D3. Also note that few of these forces will be able to appear, given the short lengths of the scenarios.)
- **Spanish Pro-Allied Forces:** Use this OB if Spain joins the Axis. Forces listed as appearing in a district may appear in any Allied-owned unisolated cities in the district. For the purposes of this OB, treat a district as liberated if the Allied player owns of all cities in the district in any Allied initial phase. (Note that this "liberation" differs slightly from the definition in Rule 38C3, which is still used for the other OBs. Also note that few of these pro-Allied forces will be able to appear, given the short lengths of the scenarios.)

Rule 45—The Spanish Torch Scenario

The *Spanish Torch* scenario combines the games *Torch* and *For Whom The Bell Tolls*. It uses the War in the Desert rules from *Torch* as a base. Modifications and additions to these rules are covered in the following sections, with the rules numbers referring to the appropriate *War in the Desert* rules sections.

Torch Rule 2—Game Components

Spanish Torch uses the rules, counters, and charts (except the terrain effects chart, the armor/antitank effects summary, the weather table, and the victory conditions chart), from *Torch*; plus the maps, *Europa* master terrain key, *Europa* terrain effects chart, *Europa* weather table, armor/antitank effects summary, *Spanish Torch* scenario order of battle, and Spanish and Portuguese counters from *For Whom The Bell Tolls*. Order of battle options allow for the use of some addi-

tional German and British counters from *For Whom The Bell Tolls*.

Note: Players may photocopy any game components for their personal use.

Torch Rule 3—Basic Game Concepts

B. Sides. Spain and Portugal begin the scenario neutral. Spain joins the Axis as soon as it is invaded. Portugal joins the Allies if the Axis invades it.

C. Geography. France is divided into two zones, as shown by the dashed gray border lines inside France.

- **German-Occupied France:** all French territory to the north/northwest of the gray border running from 33:2131 to 33:1319.
- **Vichy France:** All remaining French territory on map 33 outside the German occupation zone.

Mainland Europe consists of all hexes on the European continent on maps 23A and 33, including Spain, Portugal, France, Andorra, and Gibraltar. Axis-occupied Europe consists of all mainland Europe except Portugal, Spain, Andorra, and Gibraltar. (Note that Vichy France is considered part of Axis-occupied Europe for game purposes.)

Torch Rule 5—Zones of Control

Only divisions have ZOCs on mainland Europe.

Torch Rule 7—Transportation Lines

A. Railroads.

3. Gauge. Mainland Europe has two different rail gauges; standard and Iberian. Rail lines in Spain and Portugal are Iberian gauge; all other rail lines in mainland Europe are standard gauge.

4. Capacity. The rail capacities of the systems in mainland Europe are: 25 REs for Axis-occupied Europe, 18 REs for Spain, and 4 REs for Portugal.

On mainland Europe, major ports are not rail depots.

5. Baghdad. Not applicable.

6. Low-Volume Railroads (added rule). The rail lines on maps 23A and 33 are divided into low-volume and high-volume lines. (The *Europa* master terrain key shows the different map symbols used to depict each type of rail line.) For this scenario, the only difference between a high-volume rail line and a low-volume rail line counts at double its normal rail capacity.

Torch Rule 10—Armor and Antitank Effects

Interpret "one fifth" to mean "one seventh" every place it appears.

Weather affects AEC, but not ATEC, as listed on the terrain effects chart. There is no AEC at all in mud weather. AEC is reduced in winter and snow weather.

Torch Rule 12—Supply

B. General Supply.

2. Supply Terminals. All major city hexes in Spain and all ports in Spanish Morocco are supply terminals for Spanish units. Lisboa (23A:1828) is a supply terminal for Portuguese units. In Axis-occupied Europe, all major city hexes, major ports, and rail lines on the

east edge of map 33 are supply terminals for Axis units. Gibraltar is a supply terminal for Allied units.

The Axis player may not open any supply terminals during the course of the game; the Allied player may.

C. Attack Supply. Interpret "A unit may attack using its full attack strength only if in attack supply" to mean "An Allied unit may attack using its full strength only if in attack supply."

Axis units on mainland Europe are automatically in attack supply if they are in general supply.

D. Supply Counters. The Axis player does not use supply counters. (The Allied player does.)

Ignore the paragraph about the Allied player having three SMP pools; in *Spanish Torch* he has only one general SMP pool (usable anywhere on maps 23A and 33).

Torch Rule 14—Special Unit Types

A. Engineers.

1. Construction Engineers.

a. Weather. Interpret "rain weather" to mean "poor weather".

D. Mixed. Not applicable.

Torch Rule 15—Breakdowns

C. Breakdown Combinations.

4. 2nd New Zealand Division. Not applicable.

Torch Rule 20—Air Missions

F. Bombing.

1. Strategic Bombing.

b. Naval Harassment. Do not use this rule.

Torch Rule 22—Antiaircraft

A. Capabilities.

1. Intrinsic (replacement rule). Each division, headquarters, and cadre has a light AA strength of 1. Each Axis airbase in Axis-occupied Europe has an intrinsic heavy AA strength of 3.

4. San Giorgio. Not applicable.

Torch Rule 23—Air Unit Repair

Spanish air units are repaired on a die roll of 1 or 2. Portuguese air units are repaired on a die roll of 1.

Torch Rule 26—Naval Transport

A. Ports. Each port on maps 23A and 33 has its port type (major, standard, or minor) shown on the map by the use of a port symbol. Refer to the *Europa* master terrain key for an explanation of these symbols.

2. Damage.

a. Strong Natural Harbor. Not applicable.

b. Artificial Harbors (replacement rule). A port with an artificial harbor has an artificial harbor indicator (see the *Europa* master terrain key) printed on the map directly under the port symbol. Each hit on a port with an artificial harbor reduces its capacity by 2, not 1.

B. Transport Procedure and Limits.

2. On-Map Shipping (replacement rule). The Allied player has an on-map shipping capability of 10 REs per Allied player-turn. This increases to 12 REs if Portugal joins the Allies. This capability may be used anywhere on the game map.

The Axis player has an on-map shipping capability of 8 REs per Axis player-turn. This capability may only be used in the Mediterranean.

On-map shipping takes place during a player's movement phase. A unit or supply counter may move to a port, be shipped to another friendly-owned port, and then continue moving.

4. **Suez Canal.** Not applicable.

5. **Persian Gulf.** Not applicable.

C. Allied Naval Superiority. All Axis naval transport is subject to interference. Use the 0 status number on the naval table. In addition, it is assumed that Spanish Morocco is under tight naval blockade, and all Axis shipments to or from ports in Spanish Morocco receive a die roll modifier of -2 when the shipping results table is used.

1. **Malta.** Not applicable.

2. **The Eastern Mediterranean.** Not applicable.

3. **The Western Mediterranean.** Not applicable.

D. Axis Anti-Shipping Forces. Ignore all references to Sardinia, Sicily, Lampedusa, or the Malta status number in this rule.

Allied shipping within 15 hexes of Axis ports or airbases in Axis-occupied Europe are subject to interference, using the 9 status number column of the naval table.

The restricted waters between the Balearic Islands and the Spanish mainland constitute a special anti-shipping area. Allied naval transport (or invasion) is not allowed to any hexes or ports on the Mediterranean coast of Spain from 23A:4204 through 33:3521 unless all hexes of the Balearic Islands are Allied-owned.

Torch Rule 27—Special Operations

B. Axis Special Operations. Not applicable.

C. Allied Invasion of Spain. Use the "Allied Invasion of French North Africa" rule, with the following changes:

- Interpret references to "French North Africa" and "Vichy North African colony" as meaning "Spain"; interpret references to "Vichy French" as meaning "Spanish".
- Ignore all references to French Morocco.
- The Allied player chooses an air drop hex anywhere in Spain for his airborne invasion force.
- Ignore the section on Vichy redeployment. However, see the rules on possible Spanish increased preparedness, below.
- The Allied player may select any British units from his Nov II 42 reinforcements and place them at Gibraltar. (The stacking limit may not be exceeded.) Units at Gibraltar may operate during the special invasion turn (may move/overrun in the movement phase and attack in the combat phase).

Torch Rule 28—Special Rules

A. Axis. Not applicable.

B. Allied.

2. **Garrisons.** Not applicable.

3. **Surprise.** Not applicable.

4. **Allied Raiding Forces.** Not applicable.

C. French Territory. Replace the "Vichy Territory" rule with the following.

Due to Axis garrison forces, potential reactions, and political considerations outside the scope of the scenario, Allied ground forces may not enter any hex of France.

Vichy France is technically independent and neutral territory, although in reality it is dominated by the Axis. It is assumed that the Axis will occupy Vichy France following Allied landings in Spain, gaining full control. On the first two turns of the game, the Axis does not have full control of Vichy France, and the following rules are in effect:

- Axis reinforcements may not appear in Vichy France.
- Axis air units may not use air bases in Vichy France.

D. Malta. Not applicable.

E. Neutrals.

1. **Egypt.** Not applicable.

2. **Iraq.** Not applicable.

3. **Iran.** Not applicable.

4. **Other Neutrals (replacement rule).** French Morocco is neutral and may not be entered by either side's forces. Andorra is neutral, but forces of either player may enter it without penalty.

5. **Portugal (added rule).** Portugal is neutral initially. While neutral, Axis forces may not enter, attack, or pass through Portuguese territory. While neutral, Allied forces may not enter, attack, or pass through Portuguese territory, unless Portugal grants entry to Allied forces.

Portugal orders general mobilization (but remains neutral) when the Allied player invades Spain. When this occurs, Portugal orders general mobilization in the Allied initial phase of the following game turn. The Allied player may move neutral Portuguese forces once mobilization is ordered. These forces may move within Portuguese territory. They may not attack or enter any hex outside Portugal, spend MPs to break rail lines, damage airbases, or demolish ports, use naval transport except as mandated on the Portuguese OB, or fly any air missions except transfer. (Once Portugal joins a side, these restrictions are no longer in force.)

Due to Portugal's long-standing ties with Britain, Portugal may allow Allied entry and presence in the country upon Allied request. Once per scenario in any Allied initial phase, the Allied player may request entry into Portugal. To determine this, he rolls two dice and modifies the roll by +1 for each Spanish major city hex he owns at the time. Results are:

- *9 or less:* Portugal denies Allied entry.
- *10 or more:* Allied forces may enter and operate in Portugal, including using Portuguese ports,

airbases, and rail capacity. Portugal, however, officially remains neutral. For game purposes, the Allied player owns Portuguese territory but does not gain control of Portuguese forces. (He may move these neutral forces, per the restrictions given above.)

The Axis player may announce that he is invading Portugal at any time during his player turn. Once the announcement is made, Axis forces may enter and attack Portuguese territory. (Before then, these forces may not—even if Allied forces have entered Portugal and are attacking Axis forces from Portuguese territory.) Upon the announcement of Axis invasion, Portugal immediately joins the Allies and all Portuguese territory become Allied-owned. Portugal orders full mobilization in the Allied initial phase immediately following the announcement of invasion (if it has not already ordered general mobilization).

In any Axis initial phase, Portugal surrenders if both Lisboa (23A:1828) and Porto (23A:1020) are enemy owned. When Portugal surrenders, all Portuguese forces are removed from play.

F. Weather (replacement rule).

1. Definitions. There are two weather zones used in the scenario:

- Zone D, consisting of all hexes on or north of the D weather line.
- Zone E, consisting of all hexes south of the D weather line.

There are five possible weather conditions. From fairest weather conditions to most severe, they are: clear, mud, frost, winter, and snow.

Mud, frost, winter, and snow conditions collectively are called poor weather.

Mud, winter, and snow conditions collectively are called cold weather.

The weather table is divided into sections, one for each weather zone, which are used to determine the weather conditions for their zones each turn.

2. Procedure. During the Nov I 42 game turn the weather is automatically clear in both zones. At the start of each game turn after that, the Allied player rolls one die to determine weather conditions in each zone. (Note that the die is rolled only once, not once per zone.) For each zone, cross-index the roll with the current turn to obtain a result. Results are:

C: Clear.

M: Mud.

F: Frost.

W: Winter.

S: Snow.

N: No Change. A result of no change means the weather result for the zone is the same as that of the zone on the previous turn. For example, if for zone D the weather on Oct II was clear and the weather result for Nov I is no change, then the weather for zone D on Nov I is clear.

Example: On the Nov II 41 turn, the Allied player rolls a 3 for weather conditions. For each zone, cross-index the roll with the Nov I column to obtain the zone's weather condition: mud in zone D; clear in zone E.

3. Effects. Weather affects the movement and combat effects of terrain, as shown on the terrain effects chart. Note that, as listed on the chart, mud, winter, and snow weather conditions have the following general effects, which are in addition to the effects of each type of terrain:

- *Mud:* -2 for all attacks; AEC may not be used (ATEC is unaffected).
- *Winter and Snow:* -1 for all attacks; only reduced AEC may be used (ATEC is unaffected). See Rule 10 and the armor/antitank summary for the effects of reduced AEC.

Weather affects other game conditions, as follows:

- *Poor Weather:* Construction costs are doubled (per Rule 14A1a).
- *Cold Weather:* All SMP costs are doubled; the cargo capacity of transport air units are halved; and the bombing strengths (tactical and strategic) of air units are halved.

G. Fortifications.

3. The Mareth Line. Not applicable.

H. Spain.

1. Preparedness. Before the start of play of the scenario, the Axis player determines if Spain detected the possibility of an invasion and reacted to it. He rolls two dice and modifies the roll by +2 if there are more than 3 REs of Allied units (not counting AA) in Gibraltar. Results are:

- 9 or less: No effect.
- 10 or 11: Limited Mobilization. The Axis player receives a special pre-game Spanish player turn preceding the first game turn. This turn consists of an initial phase, a movement phase, and an air phase. In the initial phase any three Spanish neutrality watch cadres may be mobilized to full strength divisions. In the movement phase up to five Spanish units may move (and use rail and naval movement), but no construction or demolition is allowed. In the air phase Spanish air units may fly transfer missions.
- 12 or more: Augmented Limited Mobilization. This is the same as limited mobilization except that six cadres may be mobilized to full strength divisions and up to ten units may move.

Spain orders full mobilization when invaded.

2. Moroccan Garrison. The Axis player must keep a minimum garrison in Spanish Morocco of 6 REs of Spanish units. He may not voluntarily move units in such a way as to reduce this garrison below 6 REs. However, if the garrison is involuntarily reduced below 6 REs (for example, through combat with Allied invaders in Spanish Morocco), the Axis player is not required to send additional units to Spanish Morocco to keep the garrison at 6 REs.

The Tangier International Zone is an integral part of Spanish Morocco at the time of this scenario.

3. Surrender. The Allied player checks for Spanish surrender at the end of each game turn. If all Spanish major city hexes are Allied-owned at this time, Spain surrenders. When Spain surrenders, each Spanish ground and air unit is checked to determine if it surrenders or continues fighting. A die is rolled for each unit: the unit surrenders on a roll of 1 through 5 and continues fighting on a roll of 6 or greater. Die roll modifiers are:

- 0 if surrender occurs in Nov 42
- +1 if surrender occurs in Dec 42
- +2 if surrender occurs in Jan 43
- +3 if surrender occurs in Feb 43
- +4 if surrender occurs in Mar 43
- +5 if surrender occurs in Apr 43

Spanish air and ground units which surrender are placed in the replacement pool. Once Spain surrenders all Spanish production of ground and air RPs ceases and Spanish units may no longer be scrapped.

Torch Rule 29—Reinforcements and Replacements

A. Reinforcements.

1. Allied (replacement rule). The Allied order of battle specifies the locations where reinforcements arrive, as detailed below:

- *North Africa.* Allied reinforcements listed as arriving in North Africa arrive instead as follows: Units and supplies arrive by naval transport, at any Allied-owned ports in Spain or Portugal, at neutral Portuguese ports if Portugal allows Allied entry, or at Gibraltar if Allied-owned. Air units arrive at any Allied-owned airbases, or at neutral Portuguese airbases if Portugal has allowed Allied entry.
- *Libya.* These reinforcements are not received in *Spanish Torch*.

2. Axis (replacement rule). The Axis order of battle specifies the locations where reinforcements arrive, as detailed below:

- *Europe.* Units arrive at any Axis-owned reference, dot, or major cities in Axis-occupied Europe. Air units arrive at any Axis-owned airbases in Axis-occupied Europe. (But note Rule 28C.)
- *Libya.* These reinforcements are not received in *Spanish Torch*.

3. Other. Not applicable.

4. Spanish and Portuguese (added rule). These reinforcements arrive during the initial phase (Spanish in the Axis initial phase, Portuguese in the Allied initial phase), per the Spain 1939-45 and Portugal 1939-45 OBs. If the appearance hex of a reinforcement is enemy-owned, the reinforcement does not enter play and is eliminated instead.

B. Replacements. Ignore the reference to the British mixed division.

1. Axis (replacement rule). Axis RPs go into a general pool (i.e., the Axis player does not have to keep track of where they are at on the map). Replaced Axis ground units are placed at any Axis-owned reference, dot, or major cities which are in general supply and not in a ZOC. Replaced Axis air units are placed at any Axis-owned airbase in general supply. Axis RPs may only be spent to rebuild cadres to full divisional strength if the cadre is in a city (reference, dot, or major), is in general supply, and not in a ZOC.

2. Allied. Ignore the references to multiple replacement pools; the Allied player has a single replacement pool for all his eliminated air and ground units in *Spanish Torch*.

Ignore the reference to replacing Indian armored units with British armor RPs.

3. Free French. Not applicable.

4. Vichy French. Not applicable.

5. Other. Not applicable.

6. Spanish and Portuguese (added rule). Spain and Portugal receive ground and air RPs per the production sections of the Spain 1939-45 and Portugal 1939-45 orders of battle. These RPs go into general pools the same as Axis RPs. (The naval replacements and resource points portions of the production sections of these countries OBs are not used in *Spanish Torch*.)

Spanish and Portuguese ground RPs are based on attack factors, not REs. For example, a Spanish ground RP does not replace one RE of Spanish units; instead it replaces one attack factor of a Spanish unit. But note that a unit with a 0 attack strength requires 1 RP to replace. Certain Spanish units require a mixture of various types of Spanish ground RPs as listed in the replacement uses section of the Spanish OB. *Example:* To replace a 6-6 Spanish infantry division at full strength would require 2 Spanish infantry RPs and 4 Colonial infantry RP.

It costs 3 air RPs to replace an eliminated Spanish or Portuguese air unit. (*Note:* the air RPs listed in the Spanish and Portuguese OBs are based on the *Grand Europa* system, which differs substantially from the one used in the War in the Desert rules.)

Replaced units are placed at any friendly-owned reference, dot, or major cities which are in general supply, and not in a ZOC. Replaced air units are placed at any friendly-owned airbase in general supply. RPs may only be spent to rebuild cadres to full divisional strength if the cadre is in a city (reference, dot, or major), in general supply, and not in a ZOC. Forces may only be replaced or rebuilt in their home country: Spain for Spanish forces; Portugal for Portuguese forces.

C. Withdrawals. Ignore the reference to Allied units which are withdrawn and return to play at a later time.

1. Greece. Do not use this rule.

D. Conversions. Ignore the reference to units that have been sent to Greece.

1. Armor Conversions. Not applicable.

2. Armored Brigade Upgrades. Not applicable.**Torch Rule 30—Preparing for Play (replacement rule)**

Assemble maps 23A and 33 to form the game map. (The east edge of map 23A overlaps the west edge of map 33.)

The orders of battle list the initial forces and deployments for both sides. (Note: The OBs denote self-supported units by placing asterisks following the units' movement ratings. For example, 1-2-6* indicates a self-supported 1-2-6 unit.) Sort the counters as needed.

Players deploy forces and prepare for play in the following sequence:

- The Axis player deploys the Spanish forces per the neutrality watch section of the Spain 1939-45 OB. Do not deploy Spanish naval forces as they are not used in this scenario.
- The Axis player places three airfields anywhere in Axis-occupied France.
- The Allied player deploys the Portuguese forces per the neutrality watch section of the Portugal 1939-45 OB. Do not deploy Portuguese naval forces as they are not used in this scenario.
- The Allied player deploys his initial forces, including those units which may begin the game at Gibraltar.
- The Axis player determines if Spain reacts to the possibility of an invasion and takes the pre-game Spanish player turn if Spain does react.

This scenario starts on the Nov I 42 turn and ends upon the conclusion of the Apr II 43 turn.

The weather on the Nov I 42 turn is automatically clear in both weather zones D and E. The Spanish "Tangier Special Reinforcement" is available as a General Mobilization Turn 3 reinforcement.

At the start of this scenario, the Axis player controls Axis-occupied Europe and the Allied player controls Gibraltar; all other hexes begin the scenario uncontrolled by either side.

Torch Rule 31—Victory (replacement rule)

The Allied player receives victory points (VPs) at the end of the Apr II 43 turn (only) for unisolated Allied-owned cities as follows: 1 VP for each dot city, 2 VPs for each partial city hex, and 3 VPs for each full city hex; he receives half of these VPs for each city which is Allied-owned but isolated.

<i>Allied Victory Points</i>	<i>Level of Victory</i>
16 or more	Allied Decisive
13 to 15	Allied Substantial
10 to 12	Allied Marginal
7 to 9	Axis Marginal
4 to 6	Axis Substantial
3 or less	Axis Decisive

If one side ends the game with excessive losses, shift the level of victory one level in his opponent's favor. Excessive losses are determined at the end of the game by each player totaling the forces in his replacement pool—counting each RE of ground units as

1 point, each air unit as 2 points, and each RE of scrapped ground units as 3 points—and comparing his total to his opponent's. If a player's losses are twice as much or more than his opponent he has suffered excessive losses. For example, if the Allies achieve a marginal victory, but the Axis also have excessive losses, the final level of victory would be shifted to an Allied substantial victory.

Torch Rule 32—Advanced Rules**C. Supply (12).**

2. Special Cases. Ignore the references to the Allied garrisons of Habbaniya and Shaibah airfields and the Habforce unit.

D. Construction Abilities (14A1).

3. Divisional Engineers. Do not use this rule.

F. Allied Co-Operation (28.B.1).

2. British Contingent Limits. Not applicable.

G. Allied Garrisons (28.B.2). Not applicable.

H. French Morocco (28.C.2). Not applicable.

I. Unprepared Airbases (28.F). Not applicable.

J. Malta Replacement Pool (29.B.2). Not applicable.

Torch Rule 33—Optional Rules (replacement rule)

The following optional rule may be used upon agreement by both players.

A. Guerrillas. Given the divided political nature of Spain (however suppressed by the victors of the Spanish Civil War) and the traditional Spanish hostility to the presence of foreign troops in Spain, it seems likely that guerrilla movements could quickly develop in Spain following an invasion. Starting with the third turn after Spain is invaded, players may make a number of guerrilla attacks:

- The Axis player may make up to two guerrilla attacks per turn against Allied-owned rail lines or airbases in Spain.
- The Allied player may make up to one guerrilla attack per turn against Axis-owned rail lines or airbases in Spain. In addition, the Allied player may make up to one guerrilla attack per turn against Axis-owned rail lines or airbases in the Spanish region of Catalonia.

Guerrilla attacks are resolved during the player's initial phase. For each attack the player is allowed to make, he may make either a rail attack, attacking one enemy-owned rail line hex, or one airbase attack, attacking one enemy-owned airbase hex. The player may make no more than one rail attack and one airbase attack per enemy-owned hex. (Note that the player may make up to two guerrilla attacks per enemy-owned hex; one rail attack and one airbase attack.)

Use the success table to resolve each partisan attack. Roll one die and consult the table for a result. If a guerrilla rail attack succeeds, the rail line in the hex is broken. If a guerrilla airbase attack succeeds, the airbase in the hex takes one hit. The effects of this hit are the same as those of an airbase bombing hit, per Rule 20F2b.

A player may not make a guerrilla attack in a hex occupied by an enemy unit with a defense strength greater than 0, or in a hex adjacent to any enemy security unit.

Torch Rule 34—Other Scenarios

Not applicable.

Master Sequence of Play

The following lists the activities that occur during the course of a game turn. Within each phase, activities are numbered in the order they should be conducted. Activities within a numbering may be done in any order. Some activities are applicable only to a single side. The rules sections for the activities are given in parentheses. Activities due to optional rules appear in italics; ignore these unless using the appropriate optional rules.

Start of Game Turn

- 1 Determine weather (36).

Initial Phase

- 1 Check for Portuguese and/or Spanish activation (38C1, 38D1) and/or surrender (38C3, 38D3).
If Axis occupied Vichy France, check status of French Morocco (38B2).
- 2 Check the isolation (3F and 44B1) and supply (12) status of units and hexes, and *airbases* (44D1).
- 3 Activate eligible garrisons (37B).
- 4 Perform reinforcement/ replacement activities (25, 35, 40).
Relocate governments (37D1).
- 5 Build capacity on rail nets (7A5c).
Build forts, and build/augment permanent airfields (14A1).
Dismantle forts and permanent airfields (44B2).
Remove damage from coast defenses (33B).
- 6 Various air units become operative (16B/C).
- 7 Make inoperative at each airbase air units in excess of the base's capacity (16C, 17A).
- 8 Make guerrilla attacks (39).
- 9 Fly combat air patrol air operations (20E).
Fly harassment air operations (20G2d).
Assign air units to naval patrol air operations (20G2h).
- 10 Plan airborne operations (24C).
Plan amphibious operations (32C).

Movement Phase

At any Time during the Phase:

- Fly appropriate air operations (16C, 16D, 20).
- Resolve airborne landings (24).

Naval Movement Sub-Phase:

- 1 Move naval groups (28).
Resolve aerial bombing of naval units (20G2g/h).
Reaction move naval groups (28A).
Resolve naval combat (29).
Embark and disembark cargo (30, 31).
Make amphibious landings (32).
Carry out landing sequence (27C) when cargo disembarked:
 - a. Resolve naval combat between naval units and coast defenses (29, 33B).
 - b. Disembark cargo (31, 32).
 - c. Check for landing craft damage (34F).
 - d. Resolve enemy reaction to landing (32B).
 Prepare task forces for naval gunfire support (NGS) (33A).
Resolve damage from danger zones (34E).

Ground Movement Sub-Phase:

- 2 Break down units (15).
- 3 Move units, including admin, road, and rail movement (6, 7).
Execute overruns (13).
Temporarily increase capacity on rail nets (7A5b).
Break rail lines, damage airbases and ports (7A5, 17D, 30A2), and *demolish bridges* (44A1).

Use the abilities of construction units (14A1).

Fire AA against harassment (43B1).

- 4 Assemble broken down units (15).

World War II Scenarios

Combat Phase

- 1 Check the isolation status of units and hexes (3F and 44B1).
- 2 Fly defensive air support operations (20G2c).
- 3 Fly ground support air operations (20G2b).
- 4 Allocate NGS to potentially-defending hexes (33A).
- 5 Resolve combat hex by hex (9, many other rules).

Exploitation Phase

At any Time during the Phase:

Fly appropriate air operations (16C, 16D, 20).

Naval Movement Sub-Phase:

- 1 Same as the naval movement sub-phase of the movement phase except amphibious landings (32) may not be made.

Ground Movement Sub-Phase (c/m units only):

- 2 Same as the ground movement sub-phase of the movement phase except: a) rail movement may not be used, b) rail nets can not have their capacity temporarily increased, and c) the abilities of construction units may not be used.

End of Axis Player Turn

If Axis announced occupation of Vichy France during turn, occupation is complete (38B1).

End of Game Turn

Check the supply status of naval units (34B).

Combine naval groups (28).

When Appropriate

Announce invasion of Spain or Portugal (38C1/D1).
Resolve air unit escape (17B).
Abandon 0-capacity airfields (17D).
Resolve naval unit escape (34D).
Activate eligible garrisons (37B).
Destroy supply/resource items (44B2).
Capture rail capacity (7A5a).
Capture supply/resource items (44B2).
Award victory points upon occurrence of specific events (42).

When Air Operation Initiated (16D):

- 1 Mission Movement Step: Fly missions to operation's target hex; fly escort missions (18, 20).
Fly patrol attack missions (20D).
Resolve patrol attacks (21C).
- 2 Interceptor Movement Step: Fly interception missions (20C).
- 3 Air Combat Resolution Step: Resolve air combat (21).
- 4 AA Fire Step: Resolve antiaircraft fire (22).
- 5 Mission Resolution Step: Resolve transport and bombing missions (20F/G).
- 6 Air Unit Return Step: Return air units to base and flip to inoperative status (16B).

GENERAL INFORMATION**Unit Color Codes****Spanish Civil War:***Insurgents:*

Nationalist	Black on yellow
Colonial	White on yellow
Falangist	White/Black on yellow
Requete	Black/White on yellow
German	Black on light blue
Italian	Black on light gray-green
Mixed	White on light gray-green

Loyalists:

People's Army	Black on purple
International	White on purple
Asturian	Black/White on light brown
Basque	White on light brown
Catalan	Black on light brown
Santander	White/Black on light brown
Anarchist	Black on light rust
POUM	White on light rust

World War II Scenarios:*British:*

British Army	Black on brown
Canadian	Black on brown
RAF	Black on light brown
Royal Navy	Black on light gray
Fleet Air Arm	Black on light gray
Royal Marines	Black on light gray

German:

German Army	Black on gray-green
Luftwaffe	Black on light blue
Waffen-SS	White on black
Foreign Contingents	White on gray-green

Portuguese:

Portuguese Regulars	Black on rust
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Spanish:

Spanish Regulars	Black on yellow
Colonial	White on yellow

Chart List*General:*

- Master Terrain Key
- Terrain Effects Chart (x2)
- Corps/Wing Marker Display
- Game Calendar
- Unit Identification Chart (x2)
- Combat Charts and Tables (x2)
- Game Play Chart 1/Game Play Chart 2
- Game Play Chart 3/SCW Master Sequence of Play

Used in Spanish Civil War Scenarios:

- Insurgent Game Chart
- Loyalist Game Chart
- Spanish Civil War Victory Chart
(on the back of the Spanish Civil War rules booklet)

Used in World War II Scenarios:

- WWII Master Sequence of Play
(on page 59 of the WWII Scenarios rules booklet)
- Portuguese Game Chart
- Spanish Game Chart
- British Game Chart
- German Game Chart
- WWII Scenarios Victory Chart
(on the back of the WWII Scenarios rules booklet)

**WORLD WAR II SCENARIOS
VICTORY CHART****Victory Point Awards****Awarded at the End of the Scenario:****Territory:**

Each reference city	+2 VPs
Each dot city	+5 VPs
Each major city hex	+10 VPs
Gibraltar	+100 VPs

Each island holding box in the:

Azore Islands	+25 VPs
Canary Islands	+10 VPs
Cape Verde Islands	+10 VPs

Each of the following holding boxes:

Madeira	+25 VPs
Ifni	+5 VPs
Spanish Sahara	+5 VPs

Enemy Losses:*British Losses:*

Each non-c/m unit RE in repl. pool	+1 VP
Each c/m unit RE in repl. pool	+2 VPs
Each air unit in aborted box	+2 VPs
Each air unit in eliminated box	+4 VPs

German Losses:

Each non-c/m unit RE in repl. pool	+2 VP
Each c/m unit RE in repl. pool	+4 VPs
Each air unit in aborted box	+4 VPs
Each air unit in eliminated box	+8 VPs

Exile Forces:*Spanish or Portuguese Forces still in Play:*

Each RE of Units still in Play	+2 VPs
Each Air Unit still in Play	+4 VPs
Each Task Force still in Play	+8 VPs

Awarded upon Occurrence of Events:*Both Players:*

Spanish Surrender	+50 VPs
Portuguese Surrender	+15 VPs
Capture of Enemy Government	+10 VPs
Enemy Government Goes into Exile	+5 VPs
Each Hit on a Naval Unit	+8 VPs

Axis Player Only:

Each Terror Bombing Hit	+2 VPs
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Allied Player Only:

Each Turn from Jul I 41 Allied Ground Units are present in mainland Spain or Portugal	+50 VPs
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Levels of Victory*VP Differential*

+251 or more
+201 to +250
+151 to +200
+101 to +150
+51 to +100
+50 or less

Level of Victory

Axis Decisive Victory
Axis Substantial Victory
Axis Marginal Victory
Allied Marginal Victory
Allied Substantial Victory
Allied Decisive Victory

SPANISH CIVIL WAR INSURGENT ORDERS OF BATTLE

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INTRODUCTION

The following general abbreviations and concepts are used in the text of the orders of battle:

ARP	Air Replacement Point
NRP	Naval Repair Point
RP	Replacement Point

Each year has 6 *air cycles* (Jan I-Feb II, Mar I-Apr II, etc.). The first turn of each air cycle is thus: Jan I, Mar I, May I, Jul I, Sep I, Nov 1.

Forces.

Insurgent. All forces are Rebel Nationalist (Nat) unless indicated as:

Rebel:

Col	Colonial
Fal	Falangist
Req	Requete

Interventionist:

Mxd	Mixed Spanish & Italian
CTV	Italian
KL	German

Breakdowns, Assemblies, & Substitutions

Breakdowns and Assemblies

Nationalist:

6-6 Inf XX	5-6 Inf XX
1x 6 Inf XX HQ	1x 6 Inf XX HQ
2x 2-6 Inf III	1x 2-6 Inf III
1x 1-6 Inf III	2x 1-6 Inf III
4-6 Art [X]	or: 4-6 Art [X]
1x 2-6 Art III	1x 2-3-6 Art III
1x 2-6 Art III	1x 1-2-6 Art III

Note: No other Insurgent units break down.

Substitutions for Fragile Divisions

Nationalist:

4-8 Cav XX	6-8 Lt Inf XX
3x 1-8 Cav III	6x 1-8 Lt Inf II

Note: No other Insurgent units are fragile.

Available Breakdown Components

5x 6 Inf XX HQ	A, B, C, D, E
10x 2-6 Inf III	A, A, B, B, C, C,
	D, D, E, E
10x 1-6 Inf III	A, A, B, B, C, C,
	D, D, E, E

Units Available for Assembly. None.

Units Available for Substitution. None.

Corps Markers

10x Inf XXX HQ	1 Mad, 2 And,
	3 Est, 4 Urg, 5 Ara, 6 Nav, 7 Cas, 8 Gal,
	9 Mar, 10 Cor
1x Inf XXX HQ	Ceu (Col)
1x Inf XXX HQ	CTV (CTV)

1936-39 GRAND CAMPAIGN AND EARLY-WAR SCENARIOS

Note.

All initial forces in mainland Spain and the Balearic and Canary Islands are backprinted with the same counter in Loyalist People's Army colors. Ignore the backprinted Loyalist sides of the counters, unless the optional rule "Variable Beginning to the Rebellion" is used.

INITIAL FORCES, JUL II 36

Initial Conditions

Capital.

Place at any city in Mainland Spain.

Fortifications.

Improved Fortress: El Ferrol (23A:0313).

Unimproved Fortress: Cadiz (23A:3428).

Fort: Oviedo (23A:1007).

Miscellaneous.

Factories: At Oviedo (23A:1007) and Sevilla (23:3224). Both are in production; neither are upgraded.

Rail Capacity, Iberian Gauge Rail Net of Mainland Spain: 7 REs per turn. *Note:* This capacity is initially divided in four separate sections of the net: 3 REs in the Sevilla-Cordoba area, 2 REs in the Valladolid-La Coruna area, 1 RE in the Granada area, and 1 RE in the Zaragoza area.

Rail Capacity, Standard Gauge Rail Net of Spanish Morocco: None.

Airfields. None.

Intrinsic AA: 1 point at each friendly-owned fortress.

Amphibious Repair: 1.

Accumulated Resource Points and Steps of Supply: As listed below.

Accumulated Replacements: None.

Conditional Reinforcements: The Insurgent player has received no conditional reinforcements.

Active Army

Mainland Spain

La Coruna (23A:0314):

1x 1-6 Inf III	29
1x 1-6 Bdr III	9 Car
1x 1-6 Sec III	6 GC
1x 1-6 Art III	16 L

El Ferrol (23A:0313):

1x 1-6 Inf III	35
1x 1-2-0 Art X	EF
1 step of supply	

Pontevedra (23A:0517):

1x 1-6 Art III 15 L

Lugo (23A:0612):

1x 1-6 Inf III 30

Oviedo (23A:1007):

1x 1-2-6* Inf III 32

1x 1-6 Sec III 10 GC

1 step of supply

1 resource pt

Leon (23A:1409):

1x 1-6 Inf III 31

Zamora (23A:1713):

1x 1-6 Inf III 26

1x 1-6 Bdr III 8 Car

Palencia (23A:1808):

1x 1-8 Cav III 1

1x 1-6 MG II 2

Burgos (23A:1906):

1x 1-8 Cav III 5

1x 1-6 Inf III 22

1x 1-6 Sec III 12 GC

1x 1-6 Art III 11 L

1 step of supply

Salamanca (23A:2014):

1x 1-8 Cav III 2

1x 1-6 Inf III 28

1x 1-6 Bdr III 7 Car

1x 1-6 Sec III 21 GC

Medina del Campo (23A:2011):

1x 2-6 Art III 4 P

Valladolid (23A:2009):

1x 1-8 Cav III 10

1x 1-6 Inf III 25

1x 1-6 Sec III 9 GC

1x 1-6 Art III 14 L

Vitoria (23A:2001):

1x 1-8 Cav III 6

1x 1-8 Mtn II 5

1x 1-8 Mtn Art III 2

Logrono (23A:2201):

1x 1-6 Inf III 24

1x 1-6 Art III 12 L

Hex 33:2233:

1x 1-8 Mtn II 7

Pamplona (33:2232):

1x 1-6 Inf III 23

1x 1-6 Sec III 13 GC

1x 1-6 Eng III ZC

1x 1-8 Mtn II 8

Caceres (23A:2320):

1x 1-6 Inf III 27

Segovia (23A:2409):

1x 1-6 Art III 13 L

Hex 33:2629:

1x 1-6 Inf III 19

Calatayud (23A:2702):

1x 1-8 Cav III 9

1x 1-6 Art III 10 L

Huesca (33:2731):

1x 1-6 Inf III 20

1x 1-6 Sec III 7 GC

Toledo (23A:2812):

1x 1-6 Sec III 2 GC

Zaragoza (33:2833):

1x 1-5 Mech III 2

2x 1-6 Inf III 17, 18

1x 1-6 Art III 9 L

1x 1-6 Eng III 5

1 step of supply

Sevilla (23A:3224):

1x 1-8 Cav III 7

1x 1-6 Inf III 6

1x 1-6 Bdr III 6 Car

1x 1-6 Sec III 17 GC

1x 1-6 Art III 3 L

1x 1-6 Eng III 2

1 step of supply

1 resource pt

Cordoba (23A:3320):

1x 2-6 Art III 1 P

1 step of supply

Teruel (23A:3304):

1x 1-6 Sec III 20 GC

Cadiz (23A:3428):

1x 1-6 Inf III 33

1x 1-0 Art X Cadiz

1 step of supply

Algeciras (23A:3827):

1x 1-6 Inf III 7

Granada (23A:3919):

1x 1-6 Inf III 5

1x 1-6 Sec III 8 GC

1x 1-6 Art III 4 L

1 step of supply

Balearic Islands**Palma (33:4530):**

1x 1-2-6* Inf III 36

1x 0-1-5 Cons III Bal

1 step of supply

Spanish Morocco**Arcilah (23A:3930):**

1x 2-6 Inf III 1 Tet (Col)

Ceuta (23A:4027):

1x 3-2-6 Inf III 2 LE

1x 2-6 Inf III 3 Ceu (Col)

1x 2-1-8 Art III 0

1x 1-6 Eng III ZMO

1x 1-8 Lt Inf II 5

2 steps of supply

Tetuan (23A:4028):

1x 1-6 Inf III 1 MT (Col)

1x 1-8 Lt Inf II 4

Larache (23A:4031):

1x 1-6 Inf III 3 ML (Col)

1x 1-8 Lt Inf II 2

1x 1-6 MG II 0

Alcazarquivar (23A:4131):

1x 2-6 Inf III 4 Lar (Col)
 1x 1-8 Lt Inf II 1

Xauen (23A:4229):

1x 2-1-8 Cav III 2 O (Col)

Hex 23A:4429:

1x 1-6 Inf III 4 MG (Col)

Hex 23A:4628:

1x 1-6 Inf III 5 MR (Col)

Villa Sanjurjo (23A:4625):

1x 1-6 Eng III ZME

1x 1-8 Lt Inf II 6

Hex 23A:4726:

1x 1-6 Inf III 6 MK (Col)

Hex 23A:4824:

1x 2-6 Inf III 5 Alh (Col)

Melilla (23A:4822):

1x 1-8 Cav III 2 MM (Col)

1x 2-1-8 Art III E

1x 1-6 MG II E

2 steps of supply

Hex 23A:4923:

1x 3-2-6 Inf III 1 LE

1x 2-6 Inf III 2 Mel (Col)

Hex 23A:5021:

1x 2-1-8 Cav III 1 E (Col)

1x 1-8 Lt Inf II 3

Canary Islands Holding Box

2x 1-2-6* Inf III 38, 39

1x 1-6 Sec III 24 GC

1x 0-1-5 Cons III Can

1 step of supply

Other Cities Initially Insurgent-Owned

Santiago de Compostela (23A:0415)

Vigo (23A:0617)

Orense (23A:0815)

Monforte de Lemos (23A:0813)

Ponferrada (23A:1112)

Miranda de Ebro (23A:1903)

Avila (23A:2312)

Soria (23A:2403)

Carmona (23A:3223)

Sanlucar de Barrameda (23A:3328)

Utrera (23A:3325)

Moron de la Frontera (23A:3424)

San Fernando (23A:3528)

Puente-Genil (23A:3522)

Albacete (23A:3609)

La Linea de la Concepcion (23A:3826)

Ibiza (23A:4501)

Air Force**Sevilla (23A:3224):**

1x Bre.19 0A1 1/8

Ceuta (23A:4027):

1x Mxd OT1 1/12

Navy**El Ferrol (23A:0313):**

1x 3-pt Task Force (1 hit) BBTF-1

1 pt naval transport NT-1

Canary Islands Holding Box:

1 pt naval transport NT-2

Intrinsic Coast Defenses:**Level 1:**

• Vigo (23A:0617)

• Cadiz (23A:3428)

• Ceuta (23A:4027)

• Palma (33:4530)

• Melilla (23A:4822)

• Canary Islands Holding Box

Level 2:

• La Coruna (23A:0314)

• El Ferrol (23A:0313)

PRODUCTION**Ground Replacements**

Armor and Artillery Replacement Points. Arm RPs and art RPs are received on the I turn of every even-numbered month (Feb, Apr, Jun, Aug, Oct, and Dec) at friendly-owned factories in production. The number of arm RPs and art RPs received at each factory is listed on the Factory Production Table. Additional arm RPs and art RPs may be received per the reinforcements section of this OB.

Infantry Replacement Points. Rebel inf RPs are received at friendly-owned replacement cities on the following turns:

Jul II 36 to Aug II 36

• No inf RPs are received on these turns.

Sep I 36 to Aug II 37

• On the I turn of each month.

Sep I 37 to Aug II 38

• On the I turn of each odd-numbered month (Sep, Nov, Jan, Mar, May, Jul).

Sep I 38 to Jul II 39

• On the I turn of every third month (Sep, Dec, Mar, Jun).

Rebel replacement cities and the number and type of inf RPs received are as follows:

Region	Force			
	Nat	Col	Fal	Req
Andalucia				
Almeria	0.5	-	-	-
Cadiz	-	-	0.5	-
Cordoba	0.5	-	0.5	-
Granada	0.5	-	0.5	-
Huelva	0.5	-	-	-
Jaen	0.5	-	-	-
Jerez	0.5	-	-	-
Malaga	0.5	-	-	-
Sevilla	1.0	-	0.5	-
Aragon				
Zaragoza	0.5	-	0.5	-
Asturias				
Gijon	0.5	-	-	-
Oviedo	0.5	-	-	-

Region City	Force			
	Nat	Col	Fal	Req
Balearic Islands				
Palma	0.5	-	-	-
Castilla la Neuva				
Madrid	1.5	-	0.5	-
Toledo	0.5	-	-	-
Castilla la Vieja				
Burgos	-	-	-	0.5
Logrono	0.5	-	-	-
Valladolid	0.5	-	0.5	-
Cataluna				
Barcelona	1.5	-	0.5	-
Extremadura				
Badajoz	-	-	0.5	-
Caceres	0.5	-	-	-
Euzkadi				
Bilbao	0.5	-	-	-
San Sebastian	0.5	-	-	-
Vitoria	-	-	-	0.5
Galicia				
Ferrol	0.5	-	-	-
La Coruna	1.0	-	-	-
Vigo	0.5	-	-	-
Leon				
Leon	-	-	0.5	-
Salamanca	-	-	-	0.5
Murcia				
Albacete	0.5	-	-	-
Cartagena	0.5	-	-	-
Lorca	0.5	-	-	-
Murcia	0.5	-	-	-
Navarra				
Pamplona	-	-	-	0.5
Santander				
Santander	0.5	-	-	-
Valencia				
Alicante	0.5	-	-	-
Valencia	1.0	-	-	-
Spanish Morocco				
Ceuta	-	0.5	-	-
Melilla	-	0.5	-	-
Tetuan	-	0.5	-	-
Canary Islands				
Las Palmas	0.5	-	-	-

Notes:

1) Beginning with the May I 37 turn, all Fal inf RP listings are received as Nat inf RPs instead.

2) Beginning with the Nov I 37 turn, all Req inf RPs listings are received as Nat inf RPs instead.

3) Beginning with the turn Moroccan Unreliability is triggered, the Col inf RP listings for Melilla and Tetuan are reduced to zero.

Portuguese Volunteers

In addition to the above inf RPs, the Insurgent player receives 0.5 Nat inf RP at any one friendly-owned Nationalist replacement city on the I turn of each odd-numbered month (Jan, Mar, May, Jul, Sep,

Nov), beginning with the Jan I 37 turn, if the Insurgent player can trace a line of communications from the replacement city to any city in Portugal.

Composite (Com) Replacements

The Insurgent player receives Interventionist com RPs at any operational, insurgent-owned ports in mainland Spain as follows:

CTV:

Jul II 36 to Jan II 37

- No com RPs are received on these turns.

Feb I 37 to Dec I 37

- 1.0 com RP on the I turn of each month.

Dec II 37 to Jul II 39

- 0.5 com RP on the I turn of each month.

KL:

Jul II 36 to Dec II 36

- No com RPs are received on these turns.

Jan I 37 to Jul II 39

- 0.5 com RP on the I turn of each month.

Air Replacements**Air Replacement Limit.**

Nationalist: 1.

Interventionist: None.

Air Replacement Points. The Insurgent player receives ARPs on the first turn of each air cycle at the following rate:

Nationalist: 1 ARP for every four air units in play.

KL: 1 ARP for every two air units in play.

CTV: 1 ARP for every three air units in play.

Notes: 1) Air units in play include all those on the map and in the aborted or eliminated boxes of the Air Chart. 2) When calculating the above, round fractions down for Nationalist air units and round fractions up for KL and CTV air units.

Naval Replacements

Naval Repair Points. These are received per the reinforcements section of the OB.

Steps of Supply

Production. The Insurgent player receives steps of supply on the I turn of every even-numbered month (Feb, Apr, Jun, Aug, Oct, and Dec) at friendly-owned factories in production. The number of steps of supply received at each factory is listed on the Factory Production Table. Additional steps of supply may be received per the reinforcements section of this OB.

Supply Movement Points (SMPs). The number of SMPs available to the Insurgent player varies from turn to turn as follows:

Jul II 36:	0 SMPs
Aug I 36 to Sep II 36:	5 SMPs per turn
Oct I 36 to Feb II 37:	10 SMPs per turn
Mar I 37 to Feb II 38:	15 SMPs per turn
Mar I 38 to Jul II 39:	20 SMPs per turn

Resource Points

The Insurgent player receives 1 resource point on the I turn of every even-numbered month (Feb, Apr, Jun,

Aug, Oct, and Dec) at each friendly-owned factory in production. Additional resource points may be received per the reinforcements section of this OB.

REINFORCEMENTS

Conditional Reinforcements

Completion of Ships under Construction. Three cruisers, Canarias, Baleares, and Cervera, and seven Churruca-class destroyers were under construction when the civil war began and were quickly pressed into service. For each of the following naval units or naval repair points to be received as a reinforcement, the specified port city must currently be friendly- owned. If the port city was at any prior time enemy-owned, the naval reinforcement must not have been destroyed on the ways. (Whenever a port city changes ownership, roll a die once for each naval reinforcement scheduled to appear there. On a roll of 1-5 construction continues, on a roll of 6 the naval reinforcement is destroyed on the ways and is immediately eliminated.

AUG 1 36

El Ferrol (23A:0313):

1x 3-pt Task Force (2 hits) CATF

SEP 1 36

El Ferrol (23A:0313):

1 naval repair point

Cartagena (23A:4410):

1 naval repair point

DEC 1 36

El Ferrol (23A:0313):

1 naval repair point

FEB 1 37

Cartagena (23A:4410):

1 naval repair point

Factory Upgrades. During the course of the game, factories may be upgraded, as specified below. In order to be upgraded, the specified factory must be in production and unisolated; if not, the upgrade is delayed until these conditions are met. If the factory has changed ownership prior to the scheduled upgrade, delay the upgrade by the number of turns the factory was out of production as a result of the change of ownership. To denote the factory's upgraded status, flip the factory counter to its upgraded back side.

Turn	Factory	Upgraded Production
Feb 1 37	Mad	1/0/.5
Jun 1 37	Sev	3/0/.5
Aug 1 37	Bar	2/.5/1.5
Aug 1 37	Bil	2/.5/1
Oct 1 37	Gij	1/0/.5
Feb 1 38	Mur	1/0/.5
Feb 1 38	Ovi	1/0/.5

Note: The "Val" factory is never upgraded.

Italian Naval Intervention. The Insurgent player may use Italian naval forces for on-map operations.

ONE TURN EACH GAME-YEAR

Release from the Italian Naval Intervention Holding Box:

3x 6-pt Task Forces RMTF-1, RMTF-2,
RMTF-3 (CTV)

Italian Response to a Loyalist Attack on Mallorca. If the Loyalist player makes an amphibious landing anywhere on the island of Mallorca, take the following actions.

TURN AFTER LOYALIST AMPHIBIOUS LANDING ON MALLORCA

Release from the Italian Naval Intervention Holding Box:

3x 6-pt Task Forces RMTF-1, RMTF-2,
RMTF-3 (CTV)

2x landing craft LC-1, LC-2 (CTV)

4 pts naval transport any (CTV)

1x 2-6* Inf X CR (Mxd)

1x Mxd 1A1 1/F/10 (CTV)

1 pt pos AA (4 MPs) (CTV)

1 step of supply

TURN AFTER THERE ARE NO LOYALIST UNITS REMAINING ON MALLORCA

Transfer to the Mallorca Garrison:

1x 2-6* Inf X CR (Mxd)

1 pt pos AA (4 MPs) (CTV)

Transfer to the Italian Naval Intervention Holding Box:

3x 6-pt Task Forces RMTF-1, RMTF-2,
RMTF-3 (CTV)

Withdraw:

4 pts naval transport any (CTV)

The Mallorca Garrison. The Mallorca garrison (see above) is activated if the Loyalist player makes a second amphibious landing anywhere on Mallorca. The units of the garrison are placed at Palma (33:4530), immediately after the Loyalist player announces an amphibious landing on Mallorca.

Moroccan Unreliability. Take the following action on the turn Moroccan Unreliability is triggered.

Disarm:

1x 2-1-8 Cav III any (Col)
1x 1-8 Cav III 2 MM (Col)
5x 2-6 Inf III any (Col)
5x 1-6 Inf III 1 MT, 3 ML,
4 MG, 5 MR, 6 MK (Col)

Regular Reinforcements

JUL II 36

Any cities in mainland Spain:

2x 2-5 Inf X 1, 2 (Req)

Zaragoza (33:2833):

1x 1-5 Inf X 1 Zar (Fal)

Sevilla (23A:3224):

1x 1-5 Inf X 1 Sev (Fal)

Cordoba (23A:3320):

1x 1-5 Inf X 1 Cord (Fal)

Granada (23A:3919):

1x 1-5 Inf X 1 Gran (Fal)

AUG I 36*Any Mediterranean Ports:*

2x 2-pt Submarine Squadrons SS-1, SS-2 (CTV)

Any ports:

1 step of supply

1 resource pt

0.5 art RP

Form:

2x 3-6* Inf XX 1 Cas, Van

*Italian Naval Intervention Holding Box:*3x 6-pt Task Forces RMTF-1, RMTF-2,
RMTF-3 (CTV)

2x landing craft LC-1, LC-2 (CTV)

4 pts naval transport any (CTV)

1x 2-6* Inf X CR (Mxd)

1x Mxd 1A1 1/F/10 (CTV)

1 pt pos AA (4 MPs) (CTV)

1 step of supply

SEP I 36*Any cities in mainland Spain:*

2x 2-5° Inf XX Cac, Ov

2x 2-5 Inf X 3, 4 (Req)

La Coruna (23A:0314):

1x 1-5 Inf X LC (Fal)

Leon (23A:1409):

1x 1-5 Inf X Leon (Fal)

Valladolid (23A:2009):

1x 1-5 Inf X Vald (Fal)

Badajoz (23A:2422):

1x 1-5 Inf X Bad (Fal)

Sevilla (23A:3224):

1x 1-8 Cav X VMS (Fal)

Cadiz (23A:3428):

1x 1-5 Inf X Cadiz (Fal)

Any Atlantic port:

1x 2-pt Submarine Squadron SS-3 (CTV)

Any ports:

4 steps of supply

1 resource pt

1 art RP

Any Mediterranean or Atlantic port with an airbase:

1x CR.32bis 3F2 0/9 (CTV)

OCT I 36*Any cities in mainland Spain:*

2x 2-3-6° Int XX 2 Sor, 3 Sor

2x 2-5° Inf XX Hue, 1 Sor

2x 2-5 Inf X 5, 6 (Req)

Any standard or major port:

1 pt naval transport NT-4

Zaragoza (33:2833):

1x 1-5 Inf X 2 Zar (Fal)

Sevilla (23A:3224):

1x 1-5 Inf X 2 Sev (Fal)

Cordoba (23A:3320):

1x 1-5 Inf X 2 Cord (Fal)

Granada (23A:3919):

1x 1-5 Inf X 2 Gran (Fal)

Any city in Spanish Morocco:

1x 2-6 Inf III 6 Xau (Col)

Any Atlantic or Mediterranean ports:

1x 1-8 lt Arm II Bab (CTV)

1x 1-8 Art III Ter (CTV)

1x 0-1-8 lt AA II AA=1 Ricci (CTV)

Any ports:

1 pt pos AA (4 MPs)

6 steps of supply

1 resource pt

3 art RPs

Any port with an airbase:

1x Mxd 1B2 1-1/F/10

Withdraw:

1x Mxd 1A1 1/F/10 (CTV)

Add to General Replacement Pool:

1x 1-6 Art III Redon (Req)

NOV I 36*Any cities in mainland Spain:*

3x 2-3-6° Inf XX 1 Av, 2 Av, 2 Cas

3x 2-5° Inf XX 1 Mad, 2 Mad,

3 Mad

2x 0-5 Cons III 1, 2

Any city in Spanish Morocco:

1x 1-6 Inf III I-S (Col)

Any Atlantic or Mediterranean ports:

1x 1-10 lt Arm II Dro (KL)

1x 0-1-10 mot lt AA II AA=1 88 (KL)

1 pt pos AA (4 MPs) (KL)

Any ports:

8 steps of supply

1 resource pt

2 art RPs

Any Atlantic or Mediterranean ports with an airbase:

1x He 51 1F1 1/5 (KL)

1x Ju 52 1B2 1-1/15 (KL)

Available for Assembly:

1x 4-6 Art [X] 1 RG

DEC I 36*Any city in mainland Spain:*

1x 3-6° Inf XX Mov

1x 2-5° Inf XX Pos

1x 2-5 Inf X AGM (Fal)

Any ports:

1 pt pos AA (4 MPs)

6 steps of supply

4 art RPs

Add to General Replacement Pool:

1x 1-6 Art III 1

JAN I 37*Rail capacity increase, Iberian Gauge rail net of mainland Spain:*

+1 RE

Any cities in mainland Spain:

1x 2-6 Eng X M
1x 0-1-5 Cons X 1 (Fal)

Any cities in Spanish Morocco:

1x 3-2-6 Inf III 3 LE
1x 2-6 Inf III 7 LAm (Col)

Any Atlantic or Mediterranean ports:

1x 3-6 Inf XX 1 DLV (CTV)
1x 1-8* Inf X 23 Mar (CTV)
1x 1-8 MG II Ard (CTV)

Any ports:

4 steps of supply
11.5 art RPs

Any port with an airbase:

1x CR.32 2F2 0/8

Convert: 1x 0-1-10 mot lt AA II 88 (KL) to:

1x 2-10 mot hv AA II AA=2 88 (KL)

Disband: 1x 1-0 Art X Cadiz to:

1 art RP

Note: Reduce Intrinsic Coast Defenses of Cadiz (23A:3428) from Level 1 to none when the Cadiz Art X is disbanded.

Add to General Replacement Pool:

1x 2-3-6 Art III 61
2x 1-2-6 Art III 42, 43
1x 1-6 Art III 2

JAN II 37*Upgrade: 1x 3-6* Inf XX Van (1 art RP) to:*

1x 5-6 Inf XX 11

Disband 1x 1-2-0 Art X EF to:

1 art RP
0.5 Nat inf RP

Note: Reduce Intrinsic Coast Defenses of El Ferrol (23A:0313 and La Coruna (23A:0314) from Level 2 to Level 1 when the EF Art X is disbanded.

FEB I 37*Any cities in mainland Spain:*

2x 3-4* Inf XX 12, 14
2x 2-6* Inf X FA, FN (Mxd)

Canary Islands Holding Box:

1x 1-6 MG II IMExp

Any standard or major port:

1 pt naval transport NT-5

Any Atlantic or Mediterranean Ports:

1x 3-8 Inf XX 4 Lit (CTV)
2x 3-6 Inf XX 2 FN, 3 PN (CTV)
1x 4-3-6 Art X Leg (CTV)
1x 3-1-2 Siege Art III Man (CTV)
1x 1-8 Aslt Eng II G (CTV)
1 pt pos AA (4 MPs) (CTV)

Any ports:

4 steps of supply
1 resource pt
4 art RPs

Form:

1x 7-6 Inf XX 13

FEB II 37*Convert: 1x 2-5 Inf X 1 (Req) to:*

1x 3-6* Inf XX 1 (Req)

Convert: 1x 2-5 Inf X 2 (Req) to:

1x 3-6* Inf XX 2 (Req)

Convert: 1x 2-5 Inf X 3 (Req) to:

1x 3-6* Inf XX 3 (Req)

Upgrade: 1x 2-5 Inf X 4 (Req) (1 art RP) to:

1x 5-6 Inf XX 4 (Req)

MAR I 37*Any cities in mainland Spain:*

4x 3-5* Inf XX 21, 22, 31, 32

Replace at any standard or major port:

1 pt naval transport any

Canary Islands Holding Box:

1x 2-6 Inf III Tdl (Col)

Any ports:

1 pt pos AA (4 MPs)
6 steps of supply
2 art RPs
1 arm RP

Any ports with an airbase:

1x He 51 1F1 1/5

Any Atlantic or Mediterranean ports with an airbase:

1x He 45 1A1 1/10 (KL)
1x SM.81 2NB2 1-4/17 (CTV)

Add to General Replacement Pool:

1x 1-8 lt Arm II LE

MAR II 37*Upgrade: 1x 3-6* Inf XX 2Av (1 art RP) to:*

1x 5-6 Inf XX 71

APR I 37*Any cities in mainland Spain:*

1x 3-5* Inf XX 72
2x 0-5 Cons III 3, 4

Any city in Spanish Morocco:

1x 2-6 Inf III 8 Rif (Col)

Any Atlantic or Mediterranean ports:

1x 1-8 M/C II B (CTV)
1x 1-8 hv AA III AA=2 Vian (CTV)
1 transport counter (8 MPs) (CTV)

Any ports:

8 steps of supply
0.5 art RP

Form:

1x 6-6 Inf XX 52
1x 5-6 Inf XX 51

Available for Assembly:

1x 4-6 Art [X] 2 RG

APR II 37*Convert: 1x 2-5 Inf X 5 (Req), and 1x 1-6 Art III Redon (Req) to:*

1x 5-6 Inf XX 5 (Req)

Convert: 1x 2-5 Inf X 6 (Req) to:

1x 3-6° Inf XX 6 (Req)

MAY I 37

Special: All accumulated Fal inf RPs convert to Nat inf RPs.

Any city in mainland Spain:

1x 3-5° Inf XX 73

Any ports:

8 steps of supply

1 resource pt

1.5 art RP

Any ports with an airbase:

1x Ro 37 1A2 1/11

Any Atlantic or Mediterranean port with an airbase:

1x CR.32bis 3F2 0/9 (CTV)

Withdraw:

1x Bre.19 0A1 1/8

Disband: 1x 1-5 Inf X any (Fal) to:

1.5 Nat inf RPs

Disband: 1x 1-5 Inf X any (Fal) to:

1.5 Nat inf RPs

Add to General Replacement Pool:

1x 1-8 Lt AA III 71

MAY II 37

Disband: 1x 1-5 Inf X any (Fal) to:

1.5 Nat inf RPs

Disband: 1x 1-5 Inf X any (Fal) to:

1.5 Nat inf RPs

JUN I 37

Any cities in mainland Spain:

1x 3-6° Inf XX 83

2x 3-5° Inf XX 23, 33

Any ports:

6 steps of supply

2 art RPs

Upgrade: 6x 1-8 Lt Inf II 1, 2, 3, 4, 5, 6 (1 art RP) to:

1x 6-8 Lt Inf XX 150

Substitutions for Fragile Divisions, 150th Lt Inf XX

Box:

6x 1-8 Lt Inf II 1, 2, 3, 4, 5, 6

Disband: 1x 1-5 Inf X any (Fal) to:

1.5 Nat inf RPs

Disband: 1x 1-5 Inf X any (Fal) to:

1.5 Nat inf RPs

Form:

2x 6-6 Inf XX 102, 108

3x 5-6 Inf XX 81, 82, 105

JUN II 37

Convert: 1x 1-8 Lt Arm II Bab (CTV) to:

1x 2-1-8 Lt Arm III Bab (CTV)

Disband: 1x 1-5 Inf X any (Fal) to:

1.5 Nat inf RPs

Disband: 1x 1-5 Inf X any (Fal) to:

1.5 Nat inf RPs

JUL I 37

Any cities in Spanish Morocco:

2x 3-6° Inf XX 107, 151

1x 2-6 Inf III 9 Arc (Col)

Any ports:

6 steps of supply

1 resource pt

3 art RPs

1 arm RP

2 ARPs

Disband: 1x 1-5 Inf X any (Fal) to:

1.5 Nat inf RPs

Disband: 1x 1-5 Inf X any (Fal) to:

1.5 Nat inf RPs

Form:

1x 6-6 Inf XX 152

JUL II 37

Disband: 1x 1-5 Inf X any (Fal) to:

1.5 Nat inf RPs

Disband: 1x 1-5 Inf X any (Fal) to:

1.5 Nat inf RPs

AUG I 37

Any ports:

4 steps of supply

2 art RPs

AUG II 37

Withdraw:

1x 3-6 Inf XX any (CTV)

Receive at the General RP Pool:

1 art RP

Note: This art RP is not received if the unit withdrawn this turn was isolated when withdrawn.

Upgrade: 1x 1-8* Inf X 23 Mar (CTV) (1 com RP) to:

1x 3-8 Inf XX 23 Mar (CTV)

Convert: 1x 3-8 Inf XX 4 Lit (CTV) to:

1x 4-8 Inf XX Lit (CTV)

Convert: 2x 2-6* Inf X FA, FN (Mxd) to:

1x 6-6 Inf XX F (Mxd)

SEP I 37

Any city in mainland Spain:

1x 3-6° Inf XX 112

Any ports:

8 steps of supply

15.5 art RPs

Any port with an airbase:

1x Mxd 1A1 1/6

Any Atlantic or Mediterranean ports with an airbase:

1x SM.79-1 2B3 1-5/22 (CTV)

1x He 111B 2B3 1-2/15 (KL)

Withdraw:

1x Ju 52 1B2 1-1/15 (KL)

Any airbase in mainland Spain:

1x Ju 52g4e (inop.) 1B2 1-1/15

Add to General Replacement Pool:

5x 1-2-6 Art III 44, 45, 46, 47, 48

SEP II 37*Upgrade:* 1x 3-6* Inf XX 1 Cas (0.5 art RP) to:

1x 5-6 Inf XX 61

Upgrade: 1x 3-6* Inf XX 2 Sor (0.5 art RP) to:

1x 5-6 Inf XX 54

Upgrade: 1x 3-6* Inf XX 2 Cas (0.5 art RP) to:

1x 5-6 Inf XX 62

Convert: 1x 4-6 Inf XX Mov to:

1x 5-6 Inf XX 53

Convert: 1x 4-6 Inf XX 6 (Req) to:

1x 6-6 Inf XX 63

OCT I 37*Any cities in mainland Spain:*

1x 3-6° Inf XX 15

2x 3-5° Inf XX 74, 75

Replace at any standard or major port:

1 pt naval transport any

Any city in Spanish Morocco:

1x 2-6 Inf III 10 BT (Col)

Any ports:

2 pts pos AA (4 MPs)

4 steps of supply

1 resource pt

2 art RPs

1 arm RP

1 NRP

Add to General Replacement Pool:

1x 1-8 Mech II S

OCT II 37*Withdraw:*

1x 4-6 Inf XX 2 (Req)

1x 3-6 Inf XX any (CTV)

Receive at the General RP Pool:

3 art RPs

Note: Deduct 1 art RP for each unit withdrawn this turn which was isolated when withdrawn.*Convert:* 1x 4-6 Inf XX 1(Req) to:

1x 6-6 Inf XX 1

Convert: 1x 4-6 Inf XX 3 (Req) to:

1x 6-6 Inf XX 3

Convert: 1x 5-6 Inf XX 4 (Req) to:

1x 6-6 Inf XX 4

Convert: 1x 5-6 Inf XX 5 (Req) to:

1x 6-6 Inf XX 5

Upgrade: 1x 2-3-5* Inf XX Ov (0.5 art RP) to:

1x 5-6 Inf XX 84

NOV I 37*Special:* Accumulated Req RPs convert to Nat RPs.*Any city in mainland Spain:*

1x 1-8 Eng II GG

Any ports:

4 steps of supply

13.5 art RPs

Any port with an airbase:

1x CR.32 2F2 0/8

Any Atlantic or Mediterranean port with an airbase:

1x Me 109B 3F4 0/8 (KL)

Withdraw:

1x He 51 1F1 1/5 (KL)

Add to Accumulated Replacements:

2 ARPs

Add to General Replacement Pool:

3x 2-3-6 Art III 62, 63, 64

2x 1-8 hv AA III AA=2 72, 73

NOV II 37*Upgrade:* 3x 1-8 Cav III 1, 2, 5 (1 art RP) to:

1x 4-8 Cav XX 1

Substitutions for Fragile Divisions, 1st Cav XX Box:

3x 1-8 Cav III 1, 2, 5

DEC I 37*Any city in mainland Spain:*

1x 2-8 Mtn X Guad

Any ports:

1 pt pos AA (4 MPs)

4 steps of supply

1 art RP

JAN I 38*Rail capacity increase, Iberian Gauge rail net of mainland Spain:*

+1 RE

Any city in mainland Spain:

1x 3-6° Inf XX 85

Any ports:

6 steps of supply

1 art RP

Any port with an airbase:

1x Mxd 1A2 2/6

FEB I 38*Any ports:*

1 transport counter (8 MPs)

8 steps of supply

0.5 art RP

1 arm RP

FEB II 38*Upgrade:* 1x 2-3-5* Inf XX Hue (0.5 art RP) to:

1x 4-5-5 Inf XX 55

Convert: 1x 2-3-5* Inf XX Pos to:

1x 3-4-5* Inf XX 24

MAR I 38*Any cities in mainland Spain:*

1x 2-8 Mtn X Pir

Any ports:

8 steps of supply
1.5 art RPs

Available for Assembly:

1x 4-6 Art [X] 3 RG

Add to General Replacement Pool:

1x 1-2-6 Art III 49

MAR II 38**Convert: 1x 2-3-5* Inf XX Cac to:**

1x 3-4-5* Inf XX 16

Convert: 1x 2-3-5* Inf XX 1 Mad to:

1x 3-4-5* Inf XX 17

Convert: 1x 2-3-5* Inf XX 2 Mad to:

1x 3-4-5* Inf XX 18

Convert: 1x 2-3-5* Inf XX 3 Mad to:

1x 3-4-5* Inf XX 19

Convert: 1x 1-8 Lt Arm II LE to:

1x 2-1-8 Lt Arm III 2

Remove from General Replacement Pool:

1x 1-5 Mech III 2

APR I 38**Any cities in mainland Spain:**

1x 3-6° Inf XX 122

1x 3-5° Inf XX 40

Any ports:

10 steps of supply
3 art RPs

APR II 38**Upgrade: 1x 3-6* Inf XX 1 Av (0.5 art RP) to:**

1x 4-6 Inf XX 60

Upgrade: 1x 3-6* Inf XX 3 Sor (0.5 art RP) to:

1x 4-5-5 Inf XX 50

Convert: 1x 3-6* Inf XX 1 Sor to:

1x 3-4-5* Inf XX 20

MAY I 38**Any city in mainland Spain:**

1x 0-5 Cons III 5

Any ports:

8 steps of supply
1 resource pt
2 art RPs

Any port with an airbase:

1x CR.32bis 3F2 0/9

Withdraw:

1x CR.32 2F2 0/8

JUN I 38**Any ports:**

6 steps of supply
2 art RPs

JUL I 38**Any ports:**

6 steps of supply
1 art RP

Any ports with an airbase:

1x Mxd 2B3 1-3/19

1x Do 17E 1B3 1-2/14

Withdraw:

1x Mxd 0T1 1/12

1x He 45 1A1 1/10 (KL)

JUL II 38**Upgrade: 3x 1-8 Cav III 6, 7, 9 (1 art RP) to:**

1x 4-8 Cav XX 2

Substitutions for Fragile Divisions, 2nd Cav XX Box:

3x 1-8 Cav III 6, 7, 9

AUG I 38**Any ports:**

2 steps of supply
1 art RP

SEP I 38**Any Atlantic or Mediterranean port with an airbase:**

1x Me 109D 5F4 0/6 (KL)

Withdraw:

1x Me 109B 3F4 0/8 (KL)

Any airbase in mainland Spain:

1x Me 109B/D (inop.) 4F4 0/7

SEP II 38**Withdraw:**

1x 3-8 Inf XX 23 Mar (CTV)

1x 3-6 Inf XX any (CTV)

Receive at the General RP Pool:

2 art RPs

Note: Subtract 1 art RP from the above allotment for each unit withdrawn this turn which was isolated when withdrawn.

Upgrade: 1x 6-6 Inf XX F (Mxd) (2 art RPs) to:

3x 4-6 Inf XX FA, FN, FV (Mxd)

Convert: 1x 4-8 Inf XX Lit (CTV) to:

1x 5-8 Inf XX LA (CTV)

OCT I 38**Replace at any standard or major port:**

1 pt naval transport any

Any ports:

4 steps of supply
1 art RP

OCT II 38**Convert: 1x 1-10 Lt Arm II Dro (KL) to:**

1x 3-2-8 Lt Arm III N

NOV I 38**Any city in mainland Spain:**

1x 3-5° Inf XX 34

Any ports:

12 steps of supply
2 art RPs
1 arm RP

Any Atlantic or Mediterranean port with an airbase:

1x SM.79-1 2B3 1-5/22 (CTV)

Withdraw:

1x SM.81 2NB2 1-4/17 (CTV)

Convert: 1x Mxd 1B2 1-1/F/10 to:

1x SM.81 2B2 1-4/17

NOV II 38

Convert: 1x 1-8 Mech II S to:

1x 2-1-8 lt Arm III 3

DEC I 38

Any cities in mainland Spain:

3x 3-5° Inf XX 56, 57, 58

Any Atlantic or Mediterranean port:

1x 1-8 mot Art III L (CTV)

Any ports:

14 steps of supply

4 art RPs

JAN I 39

Rail capacity increase, Iberian Gauge rail net of mainland Spain:

+1 RE

Any city in mainland Spain:

1x 3-6° Inf XX 117

Any ports:

16 steps of supply

3 art RPs

Any Atlantic or Mediterranean ports with an airbase:

1x Me 109E 7F5 1/7 (KL)

1x He 111E 2B3 2-5/17 (KL)

Withdraw:

1x Me 109D 5F4 0/6 (KL)

1x He 111B 2B3 1-2/15 (KL)

Convert: 1x Ju 52g4e 1B2 1-1/15 to:

1x He 111B 2B3 1-2/15

Upgrade: 1x 1-6 Art III any (0.5 art RP) to:

1x 1-2-8 Art III 50

FEB I 39

Any ports:

14 steps of supply

3 art RPs

MAR I 39

Any ports:

10 steps of supply

2 art RPs

APR I 39

Replace at any standard or major port:

1 pt naval transport any

Any ports:

8 steps of supply

2 art RPs

1 arm RP

MAY I 39

Any city in mainland Spain:

1x 3-6° Inf XX 106

Any ports:

4 steps of supply

2 art RPs

Any port with an airbase:

1x SM.79-1 2B3 1-5/22

JUN I 39

Any city in mainland Spain:

1x 3-6° Inf XX 154

Any ports:

4 steps of supply

2 art RPs

JUL I 39

Any ports:

4 steps of supply

2 art RPs

Any Atlantic or Mediterranean port with an airbase:

1x G.50 3F3 0/6 (CTV)

Sevilla (23A:3224):

2 ARPs

1937-39 GRAND CAMPAIGN AND MID-WAR SCENARIOS

Note.

Units marked in bold italics (such as ***3x 1-8 Mtn II*** ***5, 7, 8***) are backprinted with the same unit in Loyalist People's Army colors. Ignore the backprinted sides of these counters when using this OB.

INITIAL FORCES, APR I 37

Initial Conditions.

Insurgent Front Lines and Territory.

Northern Front Line: 33:1933, 33:1934, 23A:1901, 23A:1902, 23A:1802, 23A:1703, 23A:1603, 23A:1704, 23A:1705, 23A:1605, 23A:1506, 23A:1507, 23A:1407, 23A:1308, 23A:1208, Mieres (23A:1108), Oviedo (23A:1007), 23A:0908.

Main Front Line: 33:2629, 33:2730, Huesca (33:2731), 33:2831, 33:2832, 33:2933, 33:2934, 33:3034, 23A:3101, 23A:3201, 23A:3302, 23A:3303, Teruel (23A:3304), 23A:3204, 23A:3104, 23A:3004, 23A:2905, 23A:2805, 23A:2706, 23A:2606, 23A:2507, 23A:2407, 23A:2408, Segovia (23A:2409), 23A:2410, 23A:2411, 23A:2512, 23A:2612, 23A:2712, Toledo (23A:2812), 23A:2813, 23A:2714, 23A:2614, Talavera de la Reina (23A:2515), 23A:2516, 23A:2517, 23A:2617, 23A:2618, 23A:2619, 23A:2620, 23A:2721, 23A:2821, 23A:2921, 23A:3020, Penarroja-Pueblonuevo (23A:3120), 23A:3219, 23A:3319, 23A:3419, 23A:3519, 23A:3619, 23A:3719, 23A:3818, Granada (23A:3919), 23A:4019, Motril (23A:4120).

Insurgent Territory: All of mainland Spain on or south of the North Front Line and on or west of the Main Front Line, Spanish Morocco, the Canary Islands, and the islands of Formentera, Ibiza, and Mallorca are Insurgent-owned.

Capital.

Place at any city in Mainland Spain.

Fortifications.

Improved Fortress: El Ferrol (23A:0313).

Unimproved Fortress: Cadiz (23A:3428).

Forts: Huesca (33:2731), 33:2831, 33:2832, Zaragoza (33:2833), 33:2933, 33:2934, 33:3034, Teruel (23A:2833), 23A:2612, 23A:2712, Toledo (23A:2812), 23A:2813, and Oviedo (23A:1007).

Miscellaneous.

Factories: At Oviedo (23A:1007) and Sevilla (23:3224). Both are in production and not upgraded.

Rail Capacity, Iberian Gauge Rail Net of Mainland Spain: 9 REs per turn.

Rail Capacity, Standard Gauge Rail Net of Spanish Morocco: None.

Airfields: Place 1 3-capacity permanent airfield in hex 23A:2613.

Intrinsic AA: 1 point at each friendly-owned fortress.

Amphibious Repair: 1.

Accumulated Steps of Supply: 10 anywhere in mainland Spain.

Accumulated Resource Points: 1 anywhere in mainland Spain.

Accumulated Replacements:

- **In the General RP Pool:**

- 2 art RPs

- 4 Nat inf RPs

- 2 Fal inf RPs

- 2 Req inf RPs

- 1.5 KL com RP

- 2.5 CTV com RP

- **At Palma (33:4530):**

- 1.5 Nat inf RPs

- **At Las Palmas (Canary Islands Holding Box):**

- 1.5 Nat inf RPs

- **At Ceuta (23A:4027):**

- 1 Col inf RP

- **At Melilla (23A:4822):**

- 1 Col inf RP

Conditional Reinforcements: The Insurgent player has received the Completion of Ships under Construction and Italian Response to a Loyalist Attack on Mallorca conditional reinforcements. The Italian Naval Intervention conditional reinforcement has not been taken for game-year 1937.

Active Army

Army of the North

Within three hexes of the front line from hex 33:1933 to hex 23A:0908:

1x 5-6 Inf XX

4 (Req)

1x 4-6 Inf XX

Mov

3x 4-6 Inf XX

2x 3-6* Inf XX

1x 2-6* Inf X

2x 2-5 Inf X

1x 1-8* Inf X

2x 3-2-6 Inf III

2x 2-6 Inf III

3x 1-6 Inf III

3x 1-8 Mtn II

1x 1-6 MG II

2x 2-6 Art III

1x 1-8 Mtn Art III

Army of Aragon

Within three hexes of the front line from hex 33:2629 to hex 23A:3004:

2x 2-3-5* Inf XX

1x 2-5 Inf X

8x 1-5 Inf X

2x 1-8 Cav III

1x 3-2-6 Inf III

2x 2-6 Inf III

3x 1-2-6* Inf III

5x 1-6 Inf III

1x 1-6 Inf III

1x 1-6 Bdr III

2x 1-6 MG II

4x 1-6 Art III

1x 1-6 Art III

1x 0-1-5 Cons X

1x 0-1-5 Cons III

1x 0-5 Cons III

Army of the Center

Within three hexes of the front line from hex 23A:2905 to hex 23A:2721:

1x 7-6 Inf XX

2x 5-6 Inf XX

2x 3-4-5* Inf XX

3x 3-6* Inf XX

5x 2-3-5* Inf XX

2 Mad, 3 Mad, 1 Sor

3x 1-5 Inf X

2x 1-8 Cav III

2x 2-6 Inf III

3x 1-6 Inf III

5x 1-8 Lt Inf II

1x 1-8 Art III

4x 1-6 Art III

1x 2-6 Eng X

1x 0-5 Cons III

Army of the South

Within three hexes of the front line from hex 23A:3821 to Motril (23A:4120):

4x 3-4-5* Inf XX

1x 2-6* Inf X

1x 1-5 Inf X

1x 1-8 Cav X

2x 2-1-8 Cav III

3x 1-8 Cav III

1, 2, 3 (Req)

1 Cas, 2 Cas

FN (Mxd)

5, 6 (Req)

23 Mar (CTV)

1LE, 2 LE

any (Col)

any (Col)

5, 7, 8

any

1 P, 4 P

2

Hue, Pos

AGM (Fal)

any (Fal)

any

3 LE

any (Col)

32, 38, 39

any

any (Col)

any

any

any

Redon (Req)

CT (Fal)

Bal

any

13

11, 71

12, 14

1 Av, 2 Sor, 3 Sor

Cac, 1 Mad,

any (Fal)

any

any (Col)

any

any

Ter (CTV)

any

AM

any

21, 22, 31, 32

FA (Mxd)

any (Fal)

VMS (Fal)

1 E, 2 O (Col)

any

1x 2-6 Inf III	any (Col)
7x 1-6 Inf III	any
1x 1-8 Lt Inf II	6
1x 1-6 MG II	IMExp
2x 2-1-8 Art III	E, O
4x 1-6 Art III	any
1x 0-1-5 Cons III	Can
General Reserve	
<i>Within three hexes of Soria (23A:2403):</i>	
1x 3-8 Inf XX	4 Lit (CTV)
1x 3-6 Inf XX	2 FN (CTV)
1x 1-8 Lt Arm II	Bab (CTV)
1x 1-8 MG II	Ard (CTV)
1x 4-3-6 Art X	Leg (CTV)
1x 0-1-8 Lt AA II	Ricci (CTV)
<i>Anywhere in mainland Spain:</i>	
1x 1-8 Lt Arm III	LE
1x 1-10 Lt Arm III	Dro (KL)
1x 1-5 Mech III	2
12x 1-6 Sec III	2 GC, 6 GC, 7 GC,
	8 GC, 9 GC, 10 GC, 12 GC, 13 GC, 17 GC,
	20 GC, 21 GC, 24 GC
1x 4-6 Art [X]	1 RG
1x 3-1-2 Siege Art III	Man (CTV)
1x 1-2-6 Art III	43
1x 1-8 Aslt Eng II	G (CTV)
3x 1-6 Eng III	2, 5, ZC
2x 1-6 Eng III	ZME, ZMO
1x 1-10 mot hv AA II	AA=2 88 (KL)
1x 0-1-10 mot lt AA II	AA=1 88 (KL)
Anywhere on Mallorca	
1x 1-2-6* Inf III	36
Mallorca Garrison	
1x 2-6* Inf X	CR (Mxd)
1 pt pos AA	(4 MPs) (CTV)
In the General Replacement Pool	
2x 3-6 Inf XX	1 DLV, 3 PN (CTV)
1x 1-8 Cav III	2 MM (Col)
1x 2-6 Inf III	any (Col)
4x 1-6 Inf III	any
2x 1-6 Inf III	any (Col)
3x 1-6 Bdr III	any
In the 1 RG Breakdown Box	
1x 2-3-6 Art III	61
1x 1-2-6 Art III	42
Available for Deployment as "Any" Units	
12x 1-5 Inf X	1 Cord, 1 Gran,
	1 Sev, 1 Zar, 2 Cord, 2 Gran, 2 Sev, 2 Zar,
	Bad, Cadiz, Leon, Vald
7x 1-8 Cav III	1, 2, 5, 6, 7, 9, 10
8x 2-6 Inf III	1 Tet, 2 Mel,
	3 Ceu, 4 Lar, 5 Alh, 6 Xau, 7 LAm, Tdl (Col)
19x 1-6 Inf III	5, 6, 7, 17, 18, 19, 20, 22,
	23, 24, 25, 26, 27, 28, 29, 30, 31, 33, 35
6x 1-6 Inf III	1 MT, 3 ML,
	4 MG, 5 MR, 6 MK, I-S (Col)
4x 1-6 Bdr III	6 Car, 7 Car,
	8 Car, 9 Car

6x 1-8 Lt Inf II	1, 2, 3, 4, 5, 6
2x 1-6 MG II	E, O
1x 1-6 MG II	2
12x 1-6 Art III	1, 2, 3 L, 4 L, 9 L,
	10 L, 11 L, 12 L, 13 L, 14 L, 15 L, 16 L

Air Force*Any friendly-owned airbases in mainland Spain:*

1x CR.32	2F2	0/8
1x CR.32bis	3F2	0/9 (CTV)
1x He 45	1A1	1/10 (KL)
1x He 51	1F1	1/5
1x He 51	1F1	1/5 (KL)
1x Ju 52g4e	1B2	1-1/15 (KL)
1x Mxd	1B2	1-1/F/10 (CTV)
1x Mxd (inop.)	0T1	1/12
1x SM.81	2NB2	1-4/17 (CTV)
1 pt pos AA	(4 MPs)	(CTV)
1 pt pos AA	(4 MPs)	(KL)
3 pts pos AA	(4 MPs)	

In the Eliminated Box of the Air Chart:

1x Bre.19	0A1	1/8
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Navy*Any friendly-owned ports:*

1x 3-pt Task Force (2 hits)	BBTF-1
1x 3-pt Task Force (1 hit)	CATF
3x 2-pt Submarine Squadrons (CTV)	SS-1, SS-2, SS-3

2x landing craft	LC-1, LC-2 (CTV)
3 pts naval transport	any

Italian Naval Intervention Holding Box:

3x 6-pt Task Forces	RMTF-1, RMTF-2,
	RMTF-3 (CTV)

Intrinsic Coast Defenses:

- Level 1:*
- La Coruna (23A:0314)
 - El Ferrol (23A:0313)
 - Vigo (23A:0617)
 - Ceuta (23A:4027)
 - Palma (33:4530/27:0728)
 - Melilla (23A:4822)
 - Canary Islands Holding Box

PRODUCTION

This section is the same as that specified in the 1936-39 Campaign Game OB.

REINFORCEMENTS

This section is the same as that specified in the 1936-39 Campaign Game OB, except that this OB begins with the Apr I 37 turn.

LATE-WAR SCENARIO

Note.

Units marked in bold italics (such as **3x 1-8 Mtn II** 5, 7, 8) are backprinted with the same unit in Loyalist People's Army colors. Ignore the backprinted sides of these counters when using this OB.

INITIAL FORCES, MAR 1 38

Initial Conditions.

Insurgent Front Line and Territory.

Front Line: 33:2629, 33:2730, Huesca (33:2731), 33:2831, 33:2832, 33:2933, 33:2934, 33:3034, 23A:3101, 23A:3201, 23A:3302, 23A:3303, Teruel (23A:3304), 23A:3204, 23A:3104, 23A:3004, 23A:2905, 23A:2805, 23A:2706, 23A:2606, 23A:2507, 23A:2407, 23A:2408, Segovia (23A:2409), 23A:2410, 23A:2411, 23A:2512, 23A:2612, 23A:2712, Toledo (23A:2812), 23A:2813, 23A:2714, 23A:2614, 23A:2615, 23A:2616, 23A:2717, 23A:2817, 23A:2918, 23A:3018, 23A:3119, 23A:3219, 23A:3319, 23A:3419, 23A:3519, 23A:3619, 23A:3719, 23A:3818, Granada (23A:3919), 23A:4019, Motril (23A:4120).

Insurgent Territory: All of mainland Spain on or west of the Front Line, Spanish Morocco, the Canary Islands, and the islands of Formentera, Ibiza, and Mallorca are Insurgent-owned.

Capital.

Place at any city in Mainland Spain.

Fortifications.

Improved Fortress: El Ferrol (23A:0313).

Improved Forts: 23A:2712 and Toledo (23A:2812).

Unimproved Fortress: Cadiz (23A:3428).

Forts: Huesca (33:2731), 33:2831, 33:2832, Zaragoza (33:2833), 33:2933, 33:2934, 33:3034, 23A:2706, 23A:2606, Segovia (23A:2409), 23A:2512, 23A:2612, 23A:2813, 23A:2714, 23A:2614, 23A:3319, 23A:3419, 23A:3519, Granada (23A:3919) and Oviedo (23A:1007).

Miscellaneous.

Factories: At Bilbao (23A:1701), Gijon (23A:1006), Oviedo (23A:1007) and Sevilla (23:3224). All are in production and upgraded.

Rail Capacity, Iberian Gauge Rail Net of Mainland Spain: 11 REs per turn.

Rail Capacity, Standard Gauge Rail Net of Spanish Morocco: None.

Airfields: Place 1 3-capacity permanent airfield each in hexes 23A:3002, 23A:2704, and 23A:2613.

Intrinsic AA: 1 point at each friendly-owned fortress.

Amphibious Repair: 1.

Accumulated Steps of Supply: 10 steps anywhere in mainland Spain.

Accumulated Resource Points: 2 anywhere in mainland Spain.

In the General RP Pool:

- 3 art RPs
- 2.5 Nat inf RPs
- 2 KL com RPs
- 1 CTV com RP

At Las Palmas (Canary Islands Holding Box):

- 1.5 Nat inf RPs

At Cueta (23A:4027):

- 1.5 Col inf RPs

Conditional Reinforcements: The Insurgent player has received the Completion of Ships under Construction, Italian Response to a Loyalist Attack on Mallorca, and Factory Upgrades conditional reinforcements. The Italian Naval Intervention conditional reinforcement has not been taken for game-year 1938.

Active Army

Army of the North

Within three hexes of the front line from hex 33:2629 to hex 23A:2905:

- | | |
|---------------|----------------------|
| 6x 6-6 Inf XX | 1, 3, 4, 52, 63, 108 |
| 9x 5-6 Inf XX | 51, 53, 54, 61, 62, |
| | 81, 82, 84, 105 |

- | | |
|---------------------|----------------|
| 3x 4-6 Inf XX | 15, 83, 85 |
| 1x 4-5-5 Inf XX | 55 |
| 1x 2-1-8 Lt Arm III | Bab (CTV) |
| 1x 1-8 M/C II | B (CTV) |
| 2x 2-1-8 Cav III | 1 E, 2 O (Col) |
| 1x 1-8 Cav III | 2 MM (Col) |
| 2x 3-2-6 Inf III | 1 LE, 2 LE |
| 2x 2-6 Inf III | any (Col) |
| 2x 1-8 Mtn II | any |
| 3x 1-2-6 Art III | any |
| 1x 1-8 Art III | Ter (CTV) |
| 2x 1-6 Eng III | any |
| 1x 0-1-5 Cons X | CT (Fal) |
| 2x 1-8 hv AA III | 72, 73 |

Within three hexes of Calatayud (23A:2702):

- | | |
|------------------|-----------------|
| 1x 4-8 Cav XX | 1 |
| 1x 6-8 Lt Inf XX | 150 |
| 1x 7-6 Inf XX | 13 |
| 1x 6-6 Inf XX | 5 |
| 1x 6-6 Inf XX | F (Mxd) |
| 1x 4-8 Inf XX | Lit (CTV) |
| 1x 3-8 Inf XX | 23 Mar (CTV) |
| 1x 1-8 MG II | Ard (CTV) |
| 1x 4-3-6 Art X | Leg (CTV) |
| 1x 1-8 hv AA III | AA=2 Vian (CTV) |

Army of the Center

Within three hexes of the front line from hex 23A:2805 to hex 23A:2616:

- | | |
|------------------|------------------------|
| 1x 6-6 Inf XX | 152 |
| 2x 5-6 Inf XX | 11, 71 |
| 1x 4-6 Inf XX | 107 |
| 6x 3-4-5* Inf XX | 12, 14, 72, 73, 74, 75 |
| 2x 3-6* Inf XX | 1 Av, 3 Sor |
| 4x 2-3-5* Inf XX | 1 Mad, 2 Mad, |
| | 3 Mad, 1 Sor |

1x 2-8 Mtn X	Guad
1x 2-5 Inf X	AGM (Fal)
1x 1-8 Cav III	any
1x 3-2-6 Inf III	3 LE
4x 2-6 Inf III	any (Col)
1x 1-8 Mtn II	any
2x 1-6 Mg II	any
1x 2-1-8 Art III	any (Col)
2x 2-6 Art III	1 P, 4 P
1x 1-2-6 Art III	any
1x 1-8 Mtn Art III	2
2x 1-6 Art III	any
1x 2-6 Eng X	AM
1x 1-8 Lt AA III	AA=2 71

Army of the South

Within three hexes of the front line from hex 23A:2717 to Motril (23A:4120):

1x 6-6 Inf XX	102
1x 4-6 Inf XX	112
7x 3-4-5* Inf XX	21, 22, 23, 24, 31, 32, 33
1x 2-3-5* Inf XX	Cac
1x 1-8 Mech II	S
1x 1-8 Cav X	VMS (Fal)
1x 1-8 Cav III	any
5x 2-6 Inf III	any (Col)
3x 1-2-6* Inf III	32, 38, 39
2x 1-6 MG II	any
1x 2-1-8 Art III	any (Col)
4x 1-6 Art III	any
1x 0-1-8 Lt AA II	AA-1 Ricci (CTV)

General Reserve

Anywhere in mainland Spain:

1x 1-8 Lt Arm III	LE
1x 1-10 Lt Arm III	Dro (KL)
12x 1-6 Sec III	2 GC, 6 GC, 7 GC, 8 GC, 9 GC, 10 GC, 12 GC, 13 GC, 17 GC, 20 GC, 21 GC, 24 GC

2x 4-6 Art [X]	1 RG, 2 RG
2x 2-3-6 Art III	any
2x 1-2-6 Art III	any
1x 3-1-2 Siege Art III	Man (CTV)
1x 1-8 Aslt Eng II	G (CTV)
3x 1-6 Eng III	any
1x 1-8 Eng II	GG
4x 0-5 Cons III	1, 2, 3, 4
1x 1-10 mot hv AA II	AA=2 88 (KL)
1x 0-1-10 mot Lt AA II	AA=1 88 (KL)
1x transport counter	(8 MPs)
1x transport counter	(8 MPs) (CTV)

Anywhere on Mallorca

1x 1-2-6* Inf III	36
--------------------------	-----------

Mallorca Garrison

1x 2-6* Inf X	CR (Mxd)
1 pt pos AA	(4 MPs) (CTV)

In the General Replacement Pool

1x 4-6 Inf XX	151
1x 3-6 Inf XX	2 FN (CTV)

1x 1-5 Mech III	2
2x 1-8 Cav III	any
19x 1-6 Inf III	5, 6, 7, 17, 18, 19, 20, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 33, 35
6x 1-6 Inf III	1 MT, 3 ML, 4 MG, 5 MR, 6 MK, I-S (Col)
4x 1-6 Bdr III	6 Car, 7 Car, 8 Car, 9 Car
6x 1-6 Art III	any
2x 0-1-5 Cons III	Bal, Can
1x He 45	1A1 1/10 (KL)
1x Mxd	OT1 1/12

In each of the 1 RG and 2 RG Breakdown Boxes

1x 2-3-6 Art III	any
1x 1-2-6 Art III	any

Substitutions for Fragile Divisions**1st Cav XX Box:**

3x 1-8 Cav III	1, 2, 5
----------------	---------

150th Lt Inf XX Box:

6x 1-8 Lt Inf II	1, 2, 3, 4, 5, 6
------------------	------------------

Available for Deployment as "Any" Units

4x 1-8 Cav III	6, 7, 9, 10
11x 2-6 Inf III	1 Tet, 2 Mel, 3 Ceu, 4 Lar, 5 Alb, 6 Xau, 7 LAm, 8 Rif, 9 Arc, 10 BT, Tdl (Col)

3x 1-8 Mtn II	5, 7, 8
2x 2-1-8 Art III	E, O
4x 2-3-6 Art III	61, 62, 63, 64
7x 1-2-6 Art III	42, 43, 44, 45, 46, 47, 48

2x 1-6 Art III	1, 2
10x 1-6 Art III	3 L, 4 L, 9 L, 10 L, 11 L, 12 L, 13 L, 14 L, 15 L, 16 L

2x 1-6 Eng III	2, 5
3x 1-6 Eng III	ZC, ZME, ZMO

Air Force

Place at any friendly-owned airbases in mainland Spain:

2x CR.32	2F2	0/8
2x CR.32bis	3F2	0/9 (CTV)
1x He 51	1F1	1/5
1x He 111B	2B3	1-2/15 (KL)
1x Ju 52g4e	1B2	1-1/15
1x Me 109B	3F4	0/8 (KL)
1x Mxd	1A2	2/6
1x Mxd	1A1	1/6
1x Mxd	1B2	1-1/F/10
1x Ro 37	1A2	1/11
1x SM.79-1	2B3	1-5/22 (CTV)
1x SM.81	2NB2	1-4/17 (CTV)
1 pt pos AA	(4 MPs) (CTV)	
1 pt pos AA	(4 MPs) (KL)	
6 pts pos AA	(4 MPs)	

Navy

Any friendly-owned ports:

1x 3-pt Task Force (2 hits)	BBTF-1
1x 3-pt Task Force (2 hits)	CATF

3x 2-pt Submarine Squadrons (CTV) SS-1, SS-2, SS-3
 2x landing craft LC-1, LC-2 (CTV)
 3 pts naval transport any
Italian Naval Intervention Holding Box:
 3x 6-pt Task Forces RMTF-1, RMTF-2,
 RMTF-3 (CTV)

Intrinsic Coast Defenses:**Level 1:**

- La Coruna (23A:0314)
- El Ferrol (23A:0313)
- Vigo (23A:0617)
- Ceuta (23A:4027)

NAMES AND ABBREVIATIONS**Capital**

Sp Spain

Factories

Bar Barcelona
 Bil Bilbao
 Gij Gijon
 Mad Madrid
 Ovi Oviedo
 Sev Sevilla
 Val Valencia

Rebel**Colonial:**

Alh Alhucemas [city]
 Arc Arcilah [city]
 BT Bab-Tazza [city]
 Ceu Ceuta [city]
 E Este [East]
 I-S Ifni-Sahara [Spanish colonial possessions in NW Africa]
 LAM Llano Amarillo [city]
 Lar Larache [city]
 Mel Melilla [city]
 MG Mejalifiana de Gomara [(Soldiers) of the Caliphate (of Morocco) of (the city of) Gomara]

MK Mejalifiana de Kert [(Soldiers) of the Caliphate (of Morocco) of (the city of) Kert]
 ML Mejalifiana de Larache [(Soldiers) of the Caliphate (of Morocco) of (the city of) Larache]

MM Mejalifiana de Melilla [(Soldiers) of the Caliphate (of Morocco) of (the city of) Melilla]
 MR Mejalifiana de Rif [(Soldiers) of the Caliphate (of Morocco) of (the mountains of the) Rif]

MT Mejalifiana de Tetuan [(Soldiers) of the Caliphate (of Morocco) of (the city of) Tetuan]
 O Oeste [West]
 Rif Rif [mountain region in Morocco]

Tdl Tiradores de Ifni [Ifni Sharpshooters]
 Tet Tetuan [city]
 Xau Xauen [city]

Falangist:

AGM Asalto y Golpes de Mano [Assault and Hand-to-Hand]

Bad Badajoz [city]
 Cadiz [city]
 Cord Cordoba [city]

CT Centurias de Trabajo [Labor Centuries]
 Gran Granada [city]
 LC La Coruna [city]
 Leon [city and province]
 Sev Sevilla [city]
 Vald Valladolid [city]
 VMS Voluntarios Montados de Sevilla [Mounted Volunteers of Seville]
 Zar Zaragoza [city]

Nationalist:

And Andalucia [region]
 Ara Aragon [region]
 Av Avila [city]
 Bal Baleares [Balearic Islands]
 BBTF Battleship Task Force [BB Espana & CL Cervera plus light forces]
 Cadiz [city]
 CATF Heavy Cruiser Task Force [CAS Baleares, Canarias & CL Navarra plus light forces]
 Car Carabineros [Frontier Guards]
 Cac Caceres [city]
 Can Canarias [Canary Islands]
 Cas Castilla [Castile, region in central Spain]
 Cor Cordoba [city]
 E Este [East]
 EF El Ferrol [city]
 Est Extremadura [region]
 Gal Galicia [region]
 GC Guardia Civil [Civil Guard]
 GG Grupo de Gastadores [Pioneer Group]
 Guad Guadarrama [mountain range]
 Hue Huesca [city]
 IMExp Infanteria de la Marina de Expedicionario [Marine Expeditionary]

L Ligera [light]
 LE Legion Extranjera [Foreign Legion]
 M Minadores [Miners]
 Mad Madrid [city]
 Mar Marroqui [Morocco]
 Mov Movil [Mobile]
 Mxd Mixed
 N Norte [North]
 Nav Navarra [region]
 NT Naval Transport
 O Oeste [West]
 Ov Oviedo [city]
 P Pesada [Heavy]
 Pir Pirineos [Pyrenean, referring to mountain range]
 Pos Posicion [Position]
 RG Reserva General [General Re-

- Palma (33:4530/27:0728)
- Melilla (23A:4822)
- Canary Islands Holding Box

PRODUCTION

This section is the same as that specified in the 1936-39 Campaign Game OB.

REINFORCEMENTS

This section is the same as that specified in the 1936-39 Campaign Game OB, except that this OB begins with the Mar I 38 turn.

S Sur [South]
 Sor Soria [city]
 Urg Urgel [city]
 Van Vanguardia [Vanguard, forefront]
 ZC Zapadores de la Caballeria [Cavalry Sappers]
 ZME Zapadores de Marruecos Este [East Moroccan Sappers]
 ZMO Zapadores de Marruecos Oeste [West Moroccan Sappers]

Requete:
 Redon Redondo [commander's name]

Interventionist**German:**

Dro Drohne [commander's name]
 KL Kondor Legion

Italian:

Ard Arditi [Commando]
 B Bersaglieri [elite infantry]
 Bab Babini [commander's name]
 CTV Corpo di Truppi Volontari [Volunteer Troop Corps]
 DLV Dio lo Vuole [The Lord's Will]
 FN Fiamme Nere [Black Blazes, after the facings on the uniform collars]
 G Gustatori [elite engineers]
 L Leggera [Light]
 LA Littorio d'Assalto [Assault Guards]
 LC Landing Craft
 Leg Legionaria [Legionary]
 Lit Littorio [Guards]
 Man Mancini [commander's name]
 Mxd Mixed
 NT Naval Transport
 PN Penne Nere [Black Feathers, after the feathers worn in the uniform caps]

Ricci [commander's name]
 RMTF Regia Marina [Italian Navy] Task Force
 SS Submarine Squadron
 Ter Tercio [a fighting square]
 Vian Vianni [commander's name]
 23 Mar 23 Marzo [23 March]

Mixed:

CR Conde Rossi [Count Rossi, commander's name]
 F Flechas/Frecce [Arrows]
 FA Flechas Azules/Frecce Azzurre [Blue Arrows]
 FN Flechas Negras/Frecce Nere [Black Arrows]
 FV Flechas Verdes/Frecce Verdi [Green Arrows]

SPANISH CIVIL WAR LOYALIST ORDERS OF BATTLE

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INTRODUCTION

The following general abbreviations and concepts are used in the text of the orders of battle:

ARP Air Replacement Point
NRP Naval Repair Point
RP Replacement Point

Each year has 6 *air cycles* (Jan I-Feb II, Mar I-Apr II, etc.). The first turn of each air cycle is thus: Jan I, Mar I, May I, Jul I, Sep I, Nov 1.

Forces.

Loyalist. All forces are Republican People's Army (PA) unless indicated as:

Republican:

Int International

Separatist:

Ast Asturian
 Bas Basque
 Cat Catalan
 San Santandero

Radical:

An Anarchist
 P POUM

Breakdowns, Assemblies, & Substitutions

Breakdowns and Assemblies

People's Army and International:

6-6 Inf XX	5-6 Inf XX
1x 6 Inf XX HQ	1x 6 Inf XX HQ
2x 2-6 Inf X	1x 2-6 Inf X
1x 1-6 Inf X	2x 1-6 Inf X
3-6 Art [X]	or: 3-6 Art [X]
1x 2-6 Art III	2x 1-2-6 Art III
1x 1-6 Art III	

Note: No other Loyalist units break down.

Substitutions for Fragile Divisions

People's Army:

6-4-8 Tank XX
 2x 2-1-8 Tank X
 1x 1-8 Arm Car X

Catalan:

4-7 Mtn XX
 1x 2-7* Mtn X

Note: No other Loyalist units are fragile.

Available Breakdown Components

People's Army:

2x 6 Inf XX HQ	A, B
4x 2-6 Inf X	A, A, B, B
4x 1-6 Inf X	A, A, B, B

International:

1x 6 Inf XX HQ	C
2x 2-6 Inf X	C, C
2x 1-6 Inf X	C, C

Units Available for Assembly. None.

Units Available for Substitution. None.

Corps Markers

10x Inf XXX HQ	1, 2, 3, 4, 5, 6, 7, 8, 9, 13
1x Inf XXX HQ	16 (Ast)
2x Inf XXX HQ	14, 17 (Bas)
3x Inf XXX HQ	10, 11, 12 (Cat)
1x Inf XXX HQ	15 (San)

1936-39 GRAND CAMPAIGN AND EARLY-WAR SCENARIOS

Note.

All initial forces in mainland Spain and the Balearic Islands are backprinted with the same counter in Insurgent Nationalist colors. Ignore the backprinted Insurgent sides of the counters, unless the optional rule "Variable Beginning to the Rebellion" is used.

INITIAL FORCES, JUL II 36

Initial Conditions

Capital.

Place in Madrid (23A:2710).

Fortifications.

Improved Fortresses: Cartagena (23A:4410) and Mahon (33:4625).

Miscellaneous.

Factories: At Gijon (23A:1006), Bilbao (23A:1701), Madrid (23A:2710), Barcelona (33:3625), and Murcia (23A:4209). All are in production; none are upgraded.

Rail Capacity, Iberian Gauge Rail Net of Mainland Spain: 17 REs per turn. **Note:** This capacity is initially divided in three separate sections of the net: 12 REs in the Barcelona-Valencia-Madrid-Murcia-Cartagena area; 4 REs in the Gijon-Santander-Bilbao-San Sebastian area; and 1 RE in the Malaga area.

Airfields. None.

Intrinsic AA: 1 point at each friendly-owned fortress.

Amphibious Repair: 1.

Accumulated Resource Points and Steps of Supply: As listed below.

Accumulated Replacements: None.

Conditional Reinforcements: The Loyalist player has received no conditional reinforcements.

Active Army

Mainland Spain

Gijon (23A:1006):

1x 1-6 Inf III	40
1 resource pt	

Santander (23A:1403):

1x 1-6 Inf III	21
1x 1-6 Sec III	22 GC

Bilbao (23A:1701):		2 resource pts	
1x 1-8 Mtn II	6	Tarragona (33:3628):	
1x 1-6 Eng III	6	1x 1-6 Inf III	15
1 step of supply		Castellon de la Plana (23A:3701):	
1 resource pt		1x 1-6 Bdr III	2 Car
San Sebastian (33:1932):		1x 1-6 Sec III	5 GC
1x 1-6 Bdr III	10 Car	1x 1-6 MG II	1
1x 2-6 Art III	3 P	Valencia (23A:3803):	
Badajoz (23A:2422):		1x 1-8 Cav III	8
1x 1-6 Inf III	3	2x 1-6 Inf III	9, 10
1x 1-6 Sec III	11 GC	1x 1-6 Art III	5 L
Hex 23A:2709:		1x 1-6 Eng III	3
1x 1-6 Sec III	14 GC	1 step of supply	
1x 1-8 Bike II	1	1 resource pt	
1x 1-6 Eng III	7	Malaga (23A:3822):	
Madrid (23A:2710 or 23A:2711):		1x 1-6 Inf III	8
1x 1-5 Mech III	1	1x 1-6 Bdr III	5 Car
3x 1-6 Inf III	1, 2, 4	1x 1-6 Sec III	16 GC
1x 1-6 Sec III	1 GC	1 step of supply	
1x 1-8 Inf II	GP	Alcoy (23A:4106):	
1x 1-8 Art III	Cab	1x 1-6 Inf III	12
2x 1-6 Art III	1 L, 2 L	Alicante (23A:4206):	
1x 2-6 Eng III	ZM	1x 1-6 Inf III	11
1x 1-6 Eng III	1	1x 1-6 Bdr III	3 Car
2 steps of supply		Murcia (23A:4209):	
2 resource pts		1x 1-6 Sec III	15 GC
Aranjuez (23A:2911):		1x 1-6 Art III	6 L
1x 1-0-8 Arm Car III	AAC	1 step of supply	
1x 1-6 Sec III	4 GC	1 resource pt	
Hex 33A:2930:		Almeria (23A:4317):	
1x 1-8 Mtn II	4	1x 1-6 Bdr III	4 Car
Hex 33:3225:		1x 1-6 MG II	3
1x 1-8 Mtn II	3	Cartagena (23A:4410):	
Lerida (33:3229):		1x 1-6 Inf III	34
1x 1-6 Inf III	16	1x 1-2-0 Art X	Cart
1x 1-6 Sec III	3 GC	1 step of supply	
Ciudad Real (23A:3214):		Balearic Islands	
1x 1-6 Sec III	23 GC	Mahon (33:4625):	
Manresa (33:3425):		1x 1-2-6* Inf III	37
1x 1-6 MG II	4	1x 1-0 Art X	Mahon
Hex 33:3521:		1 step of supply	
1x 1-8 Mtn II	1	Other Cities Initially Loyalist-Owned	
Gerona (33:3523):		Tineo (23A:0909)	
1x 1-8 Mtn II	2	Aviles (23A:0907)	
1x 2-6 Art III	2 P	Mieres (23A:1108)	
Jaen (23A:3617):		Laredo (23A:1502)	
1x 1-6 Sec III	18 GC	Guernica (33:1734)	
Hex 33:3623:		Merida (23A:2521)	
1x 1-6 Eng III	8	Talavera de la Reina (23A:2515)	
Barcelona (33:3624 or 3625):		Almendralejo (23A:2722)	
2x 1-8 Cav III	3, 4	Don Benito (23A:2720)	
2x 1-6 Inf III	13, 14	Guadalajara (23A:2708)	
1x 1-6 Bdr III	1 Car	Huelva (23A:3027)	
1x 1-6 Sec III	19 GC	Penarroja-Pueblonuevo (23A:3120)	
2x 1-6 Art III	7 L, 8 L	Puertollano (23A:3215)	
1x 1-8 Mtn Art III	1	Alcazar de San Juan (23A:3211)	
1x 1-6 Eng III	4	Cuenca (23A:3207)	
2 steps of supply		Ecija (23A:3322)	

Tomelloso (23A:3312)
 Jerez de la Frontera (23A:3427)
 Valdepenas (23A:3413)
 Osuna (23A:3523)
 Lucena (23A:3521)
 Linares (23A:3517)
 Tortosa (33:3531)
 Reus (33:3529)
 Tarrasa (33:3526)
 Sabadell (33:3525)
 Ronda (23A:3624)
 Martos (23A:3618)
 Ubeda (23A:3616)
 Antequera (23A:3722)
 Loja (23A:3820)
 Hellin (23A:3809)
 Velez-Malaga (23A:3922)
 Guadix (23A:3917)
 Yecla (23A:3908)
 Alzira (23A:3905)
 Cieza (23A:4009)
 Motril (23A:4120)
 Gandia (23A:4105)
 Lorca (23A:4212)
 Orihuela (23A:4208)
 Elche (23A:4207)
 Aguilas (23A:4314)

Air Force

Madrid (23A:2710 or 23A:2711):

1x N.52 1F1 0/4
 1x Bre.19 0A1 1/8

Cartagena (23A:4410):

1x Vild 1A1 1/F/9

Navy

Santander (23A:1403):

1x 3-pt Task Force BBTF-2
 1 pt naval transport NT-3

Cartagena (23A:4410):

1x 3-pt Task Force CLTF
 2x landing craft (1 is damaged) LC-1, LC-2

Either Cartagena (23A:4410) or Mahon (33:4625):

1x 1-pt Submarine Squadron SS-1

Intrinsic Coast Defenses:

Level 1:

- Gijon (23A:1006)
- Bilbao (23A:1701)
- Barcelona (33:3625)
- Valencia (23A:3803)

Level 2:

- Cartagena (23A:4410)
- Mahon (33:4625)

PRODUCTION

Ground Replacements

Armor and Artillery Replacement Points. Arm RPs and art RPs are received on the I turn of every even-numbered month (Feb, Apr, Jun, Aug, Oct, and Dec)

at friendly-owned factories in production. The number of arm RPs and art RPs received at each factory is listed on the Factory Production Table. Additional arm RPs and art RPs may be received per the reinforcements section of this OB.

Infantry Replacement Points. All Loyalist inf RPs, except Int inf RPs, are received at friendly-owned replacement cities on the following turns:

Jul II 36 to Aug II 36

- No inf RPs are received on these turns.

Sep I 36 to Aug II 37

- On the I turn of each month.

Sep I 37 to Aug II 38

- On the I turn of each odd-numbered month (Sep, Nov, Jan, Mar, May, Jul).

Sep I 38 to Jul II 39

- On the I turn of every third month (Sep, Dec, Mar, Jun).

Loyalist replacement cities and the number and type of inf RPs received are as follows:

Region City	Force						
	PA	Ast	Bas	Cat	San	An	P
Andalucia							
Almeria	-	-	-	-	-	0.5	-
Cadiz	-	-	-	-	-	0.5	-
Cordoba	0.5	-	-	-	-	0.5	-
Granada	0.5	-	-	-	-	0.5	-
Huelva	-	-	-	-	-	0.5	-
Jaen	0.5	-	-	-	-	-	-
Jerez	-	-	-	-	-	0.5	-
Malaga	-	-	-	-	-	1.0	-
Sevilla	1.0	-	-	-	-	0.5	-
Aragon							
Zaragoza	0.5	-	-	-	-	0.5	-
Asturias							
Gijon	-	1.0	-	-	-	-	-
Oviedo	-	0.5	-	-	-	-	-
Balearic Islands							
Palma	-	-	-	0.5	-	-	-
Castilla la Neuva							
Madrid	2.5	-	-	-	-	0.5	-
Castilla la Vieja							
Logrono	0.5	-	-	-	-	-	-
Valladolid	0.5	-	-	-	-	-	-
Cataluna							
Barcelona	0.5	-	-	1.0	-	1.0	0.5
Lerida	-	-	-	-	-	-	0.5
Tarragona	-	-	-	-	-	0.5	-
Extremadura							
Badajoz	0.5	-	-	-	-	-	-
Caceres	0.5	-	-	-	-	-	-
Euzkadi							
Bilbao	-	-	1.0	-	-	-	-
S. Sebastian	-	-	0.5	-	-	-	-
Galicia							
Ferrol	0.5	-	-	-	-	-	-
La Coruna	0.5	-	-	-	-	0.5	-
Vigo	0.5	-	-	-	-	-	-

Region City	Force						
	PA	Ast	Bas	Cat	San	An	P
Leon							
Leon	0.5	-	-	-	-	-	-
Murcia							
Albacete	0.5	-	-	-	-	-	-
Cartagena	0.5	-	-	-	-	-	-
Lorca	0.5	-	-	-	-	-	-
Murcia	0.5	-	-	-	-	0.5	-
Navarra							
None.							
Santander							
Santander	-	-	-	-	0.5	-	-
Valencia							
Alicante	0.5	-	-	-	-	-	-
Valencia	1.0	-	-	-	-	0.5	-
Spanish Morocco							
None.							
Canary Islands							
None.							

Notes:

1) Jerez: Jerez de la Frontera, S. Sebastian: San Sebastian.

2) Beginning with the turn of the Barcelona Revolt, Barcelona and Lerida no longer produce P (POUM) inf RPs and Tarragona no longer produces An inf RPs.

3) Beginning with the turn following completion of the Ideological Repurification of the Barcelona Revolt cities, the P and An inf RPs listed for the cities of Barcelona, Lerida, and Tarragona are received as PA inf RPs instead.

International Inf RPs

There are two International replacement cities: one in the France holding box, and one in Spain. The replacement city in Spain is initially Albacete (23A:3609), but this may change during the game. Int inf RPs are only received at the replacement city in the France holding box and are received as follows:

Jul II 36 to Nov II 36

- No Int inf RPs are received on these turns.

Dec I 36 to Sep I 38

- 1.0 Int inf RP on the I turn of each month.

Sep II 38 to Jul II 39

- No Int inf RPs are received on these turns.

Air Replacements**Air Replacement Limit.**

People's Army: 1.

Air Replacement Points. The Loyalist player receives ARPs on the first turn of each air cycle at the following rate:

People's Army: 1 ARP for every 3 air units in play.

Notes: 1) Air units in play include all those on the map and in the aborted or eliminated boxes of the Air Chart. 2) When calculating the above, round fractions up.

Naval Replacements

Naval Repair Points. These are received per the reinforcement section of the OB.

Steps of Supply

Production. The Loyalist player receives steps of supply on the I turn of every even-numbered month (Feb, Apr, Jun, Aug, Oct, and Dec) at friendly-owned factories in production. The number of steps of supply received at each factory is listed on the Factory Production Table. Additional steps of supply may be received per the reinforcements section of this OB.

Supply Movement Points (SMPs). The number of SMPs available to the Loyalist player varies from turn to turn as follows:

Jul II 36:	0 SMPs
Aug I 36 to Oct II 36:	5 SMPs per turn
Nov I 36 to Jun II 37:	10 SMPs per turn
Jul I 37 to Jul II 39:	15 SMPs per turn

Resource Points

The Loyalist player receives 1 resource point on the I turn of every even-numbered month (Feb, Apr, Jun, Aug, Oct, and Dec) at each friendly-owned factory in production. Additional resource points may be received per the reinforcements section of this OB.

REINFORCEMENTS**Conditional Reinforcements**

Gobernito Garrisons. The Loyalist player has three garrisons which may be released: Asturias, Santander, and Euzkadi. A garrison is released if any of the conditions listed below occur.

Asturias Garrison:

- A Loyalist unit in Asturias is attacked or overrun.
- Both Gijon (23A:1006) and Oviedo (23A:1007) are Loyalist owned.
- More than 4 REs of Insurgent units are inside Asturias.
- Any Gobernito has collapsed.

Santander Garrison:

- A Loyalist unit in Santander is attacked or overrun.
- More than 4 REs of Insurgent units are inside Santander.
- Any Gobernito has collapsed.

Euzkadi Garrison:

- A Loyalist unit in Euzkadi north of hex row 20xx is attacked or overrun.
- More than 4 REs of Insurgent units are inside Euzkadi north of hex row 19xx.
- Any Gobernito has collapsed.

Completion of Ships under Construction. Three cruisers, Canarias, Baleares, and Cervera, and seven Churruca-class destroyers were under construction when the civil war began and were quickly pressed into service. For each of the following naval units or naval repair points to be received as a reinforcement, the specified port city must currently be friendly-owned. If the port city was at any prior time enemy-owned, the naval reinforcement must

not have been destroyed on the ways. (Whenever a port city changes ownership, roll a die once for each naval reinforcement scheduled to appear there. On a roll of 1-5 construction continues, on a roll of 6 the naval reinforcement is destroyed on the ways and is immediately eliminated.

AUG I 36

El Ferrol (23A:0313):

1x 3-pt Task Force (2 hits) CATF

SEP I 36

El Ferrol (23A:0313):

1 naval repair point

Cartagena (23A:4410):

1 naval repair point

DEC I 36

El Ferrol (23A:0313):

1 naval repair point

FEB I 37

Cartagena (23A:4410):

1 naval repair point

Factory Upgrades. During the course of the game, factories may be upgraded, as specified below. In order to be upgraded, the specified factory must be in production and unisolated; if not, the upgrade is delayed until these conditions are met. If the factory has changed ownership prior to the scheduled upgrade, delay the upgrade by the number of turns the factory was out of production as a result of the change of ownership. To denote the factory's upgraded status, flip the factory counter to its upgraded back side.

Turn	Factory	Upgraded Production
Feb I 37	Mad	1/0/.5
Jun I 37	Sev	3/0/.5
Aug I 37	Bar	2/.5/1.5
Aug I 37	Bil	2/.5/1
Oct I 37	Gij	1/0/.5
Feb I 38	Mur	1/0/.5
Feb I 38	Ovi	1/0/.5

Note: The "Val" factory is never upgraded.

The Barcelona Revolt. Take the following actions the turn the Barcelona Revolt occurs.

Disarm:

1x 3-4-5* Inf XX 29 Le (P)

2x 1-2-5 Inf X AN, Maur (P)

Reduce any accumulated P inf RPs to zero

Regular Reinforcements**JUL II 36**

Gijon (23A:1006) or Oviedo (23A:1007):

2x 1-2-4 Inf X 1, 2 (Ast)

1x 1-4 Inf X 3 (Ast)

Santander (23A:1403):

3x 1-4 Inf X 1, 2, 3 (San)

Bilbao (23A:1701) or San Sebastian (33:1932):

2x 1-2-4 Inf X 1, 2 (Bas)

Any city in Andalucia:

1x 1-5 Inf X AmL (An)

Malaga (23A:3822):

1x 1-5 Inf X RIM (An)

Murcia (23A:4209):

1x 1-2-5 Inf X TL (An)

Valencia (23A:3803):

1x 1-5 Inf X RN (An)

Barcelona (33:3624 or 3625):

1x 2-5 Inf X Durr (An)

1x 2-5 Inf X Le (P)

2x 1-2-5 Inf III 1, 2 (Cat)

AUG I 36

Gijon (23A:1006) or Oviedo (23A:1007):

1x 1-2-4 Inf X Di (Ast)

1x 0-1-4 Cons X 1 (Ast)

Bilbao (23A:1701) or San Sebastian (33:1932):

1x 0-1-4 Cons X 1 (Bas)

1x 1-pt Task Force LtTF-1 (Bas)

Barcelona (33:3624 or 3625):

1 pt naval transport NT-1 (Cat)

Any Biscay or Mediterranean ports:

1 step of supply

2 art RPs

Asturias Garrison, Available:

8x 1-4 Inf X 4, 5, 6, 7, 8, 9, 10, 11 (Ast)

Santander Garrison, Available:

3x 1-4 Inf X 4, 5, 7 (San)

1x 0-1-4 Cons X 1 (San)

Euzkadi Garrison, Available:

2x 1-4 Inf X 3, 4 (Bas)

1x 0-1-4 Cons X 2 (Bas)

Add to General Replacement Pool:

1x 0-1-6 Art III CNT (An)

1x 0-1-6 Art III AD (Ast)

1x 0-1-6 Mortar III Ortiz (Bas)

1x 0-1-6 Mortar III AD (San)

SEP I 36

Any cities in mainland Spain:

2x 0-1-5 Cons X 1, 2

Any city in Andalucia:

1x 1-5 Inf X Lar (An)

Malaga (23A:3822):

1x 1-5 Inf X LM (An)

Murica (23A:4209):

1x 1-5 Inf X Asc (An)

Cartagena (23A:4410):

1 pt naval transport NT-4

Valencia (23A:3803):

1x 1-5 Inf X Agui (An)

Barcelona (33:3624 or 3625):

1x 1-8 Cav III Buxo (Cat)

2x 1-2-5 Inf III 3, 4 (Cat)

2x 1-5 Inf III 5, 6 (Cat)

Barcelona (33:3624 or 3625) or Tarragona (33:3628):

1x 1-5 Inf X Fan (An)

Any Biscay or Mediterranean ports:

2 pts pos AA (4 MPs)

2 steps of supply

1 art RP

Asturias Garrison, Release from Garrison:

4x 1-4 Inf X 4, 5, 6, 7 (Ast)

Euzkadi Garrison, Release from Garrison:

2x 1-4 Inf X 3, 4 (Bas)

Asturias Garrison, Available:

1x 1-6 Eng III 1 (Ast)

Santander Garrison, Available:

2x 1-2-4 Inf X 8, 9 (San)

Euzkadi Garrison, Available:

4x 1-4 Inf X 5, 6, 7, 8 (Bas)

France Holding Box:

1x D.371 (inop.) 2F1 0/5

4.5 art RPs

Add to General Replacement Pool:

2x 1-2-6 Art III 1, 2

1x 1-2-6 Art III 10 (Cat)

OCT I 36*Any city in mainland Spain:*

1x 2-6 Inf X 1 V

Bilbao (23A:1701) or San Sebastian (33:1932):

1x 1-6 Eng III 1 (Bas)

Any cities in Andalucia:

2x 1-5 Inf X Met, PI (An)

Murcia (23A:4209):

1x 1-2-5 Inf X Jou (An)

Int Replacement City in Spain:

1x 2-6 Inf X 11 Th (Int)

Valencia (23A:3803):

2x 1-5 Inf X LV, Muer (An)

Barcelona (33:3624 or 3625) or Tarragona (33:3628):

1x 1-5 Inf X 19 Jul (An)

Any Biscay or Mediterranean ports:

1 pt pos AA (4 MPs)

3 steps of supply

5 art RPs

2 arm RPs

Asturias Garrison, Release from Garrison:

1x 1-4 Inf X 8, 9, 10, 11 (Ast)

Santander Garrison, Release from Garrison:

1x 1-4 Inf X 4 (San)

Euzkadi Garrison, Release from Garrison:

2x 1-2-4 Inf X 5, 6 (Bas)

1x 0-1-4 Cons X 2 (Bas)

Asturias Garrison, Available:

1x 1-4 Inf X 12 (Ast)

1x 0-1-4 Cons X 2 (Ast)

Santander Garrison, Available:

1x 1-2-4 Inf X 10 (San)

1x 1-4 Inf X 11 (San)

Euzkadi Garrison, Available:

3x 1-2-4 Inf X 9, 10, 11 (Bas)

1x 1-4 Inf X 12 (Bas)

France Holding Box:

1 art RP

Add to General Replacement Pool:

1x 1-8 Tank II 1

1x 1-8 Tank II N (Bas)

1x 1-6 Art III 14 (Bas)

1x 1-6 Art III 11 (Cat)

1x 1-6 It AA III AA=2 1 AM

OCT II 36*Upgrade: 1x 2-6 Inf X 1 V (0.5 art RP) to:*

1x 2-6* Inf X 1 V

Upgrade: 1x 2-6 Inf X 11 Th (Int) (0.5 art RP) to:

1x 2-6* Inf X 11 Th (Int)

Upgrade: 1x 1-6 Inf III (any) (0.5 art RP) to:

1x 2-6* Inf X 2 Ch

Upgrade: 1x 1-6 Inf III (any) (0.5 art RP) to:

1x 2-6* Inf X 4 Ch

Upgrade: 1x 1-6 Inf III (any) (0.5 art RP) to:

1x 2-6* Inf X 6 Ch

Upgrade: 1x 1-6 Bdr III (any) (0.5 art RP) to:

1x 2-6* Inf X 3 Car

Upgrade: 1x 1-6 Bdr III (any) (0.5 art RP) to:

1x 2-6* Inf X 5 Car

Convert: 1x 1-6 Inf or Sec III any to:

1x 1-2-6 Sec X 1 GA

NOV I 36*Any cities in mainland Spain:*10x 1-2-6 Inf X 16, 17, 18, 19, 20,
21, 22, 23, 24, 25*Replace at any standard or major port:*

1 pt naval transport any (PA or Cat)

Bilbao (23A:1701) or San Sebastian (33:1932):

1x 1-6 Eng III 2 (Bas)

Any cities in Andalucia:

2x 1-5 Inf X Cast, Mej (An)

Murcia (23A:4209):

1x 1-5 Inf X AgL (An)

Int Replacement City in Spain:

1x 2-6 Inf X 12 Gar (Int)

Valencia (23A:3803):

1x 1-5 Inf X Conf (An)

Barcelona (33:3624 or 3625):

2x 1-2-5 Inf X An, Maur (P)

1x 1-0-R Art II 1 (Cat)

Barcelona (33:3624 or 3625) or Tarragona (33:3628):

1x 1-5 Inf X Hi (An)

Any Biscay or Mediterranean ports:

4 steps of supply

8.5 art RPs

1.5 arm RPs

Any Biscay or Mediterranean ports with an airbase:

1x I-16/t6 3F3 0/8

1x I-15/t22 2F1 0/6

Withdraw:

1x N.52 1F1 0/4

Asturias Garrison, Release from Garrison:

1x 1-6 Eng III 1 (Ast)

Euzkadi Garrison, Release from Garrison:

2x 1-2-4 Inf X 7, 8 (Bas)

Asturias Garrison, Available:

2x 1-2-4 Inf X 13, 14 (Ast)

1x 1-6 Inf X 1 Exp (Ast)

1x 1-6 Eng III 2 (Ast)

Santander Garrison, Available:

1x 1-2-4 Inf X 14 (San)

1x 1-4 Inf X 13 (San)

Euzkadi Garrison, Available:

3x 2-4 Inf X 13, 14, 15 (Bas)

France Holding Box:

1x Po.540 (inop.) 1B2 1-2/13

Add to General Replacement Pool:

1x 2-1-8 Tank X 1

1x 1-2-6 Art III 3

1x 1-6 Art III 16 (Ast)

Remove from General Replacement Pool:

1x 1-5 Mech III 1

NOV II 36*Upgrade: 1x 1-2-6 Inf X 16 (0.5 art RP) to:*

1x 1-2-6* Inf X 16

Upgrade: 1x 1-2-6 Inf X 17 (0.5 art RP) to:

1x 1-2-6* Inf X 17

Upgrade: 1x 1-2-6 Inf X 18 (0.5 art RP) to:

1x 1-2-6* Inf X 18

Upgrade: 1x 1-2-6 Inf X 19 (0.5 art RP) to:

1x 1-2-6* Inf X 19

Upgrade: 1x 1-2-6 Inf X 20 (0.5 art RP) to:

1x 1-2-6* Inf X 20

Upgrade: 1x 1-2-6 Inf X 21 (0.5 art RP) to:

1x 1-2-6* Inf X 21

Upgrade: 1x 1-2-6 Inf X 22 (0.5 art RP) to:

1x 1-2-6* Inf X 22

Upgrade: 1x 1-2-6 Inf X 23 (0.5 art RP) to:

1x 1-2-6* Inf X 23

Upgrade: 1x 1-2-6 Inf X 24 (0.5 art RP) to:

1x 1-2-6* Inf X 24

Upgrade: 1x 1-2-6 Inf X 25 (0.5 art RP) to:

1x 1-2-6* Inf X 25

Upgrade: 1x 2-6 Inf X 12 Gar (Int) (0.5 art RP) to:

1x 2-6* Inf X 12 Gar (Int)

DEC I 36*Any city in mainland Spain:*

1x 3-5° Inf XX 27 CM

*Activate Intrinsic Coast Defenses:**Level 1:*

• Tarragona (23A:3628)

• Alicante (23A:4206)

• Almeria (23A:4317)

Santander (23A:1403):

1x 1-6 Inf X 6 M (San)

Madrid (23A:2710 or 23A:2711):

1x 2-1-R Art X TB

Int Replacement City in Spain:

2x 2-6 Inf X 13 Dom, 14 Mar (Int)

Barcelona (33:3624/3625):

1x 1-2-6 Eng III S (Cat)

Any city in Cataluna:

1x 2-7 Mtn X 130 (Cat)

Any Biscay or Mediterranean ports:

4 steps of supply

5.5 art RPs

1 arm RP

Asturias Garrison, Release from Garrison:

1x 1-4 Inf X 12 (Ast)

Santander Garrison, Release from Garrison:

1x 1-4 Inf X 5 (San)

1x 0-1-4 Cons X 1 (San)

Euzkadi Garrison, Release from Garrison:

2x 1-2-4 Inf X 9, 10 (Bas)

Asturias Garrison, Form:

1x 3-4-4* Inf XX 3 (Ast)

3x 2-3-4* Inf XX 1, 2, 4 (Ast)

Euzkadi Garrison, Available:

1x 1-4 Inf X 16 (Bas)

Euzkadi Garrison, Form:

2x 3-4-4* Inf XX 3, 4 (Bas)

2x 2-3-4* Inf XX 1, 2 (Bas)

Form:

1x 4-6 Inf XX 6

1x 3-4-5* Inf XX 30 (Cat)

1x 3-4-5* Inf XX 26 (An)

7x 3-6* Inf XX 1, 2, 3, 4, 5, 7, 8

2x 2-3-5* Inf XX 25, 28 (An)

Add to General Replacement Pool:

1x 1-8 Tank II 6

1x 1-2-6 Art III 4

1x 1-6 Art III 15 (San)

1x 1-6 Art III 17 (Bas)

DEC II 36*Upgrade: 1x 2-6 Inf X 13 Dom (Int) (0.5 art RP) to:*

1x 2-6* Inf X 13 Dom (Int)

Upgrade: 1x 2-6 Inf X 14 Mar (Int) (0.5 art RP) to:

1x 2-6* Inf X 14 Mar (Int)

Upgrade: 1x 2-7 Mtn X 130 (Cat) (0.5 art RP) to:

1x 2-7* Mtn X 130 (Cat)

Upgrade: 1x 2-5 Inf X Le (P) (0.5 art RP) to:

1x 3-4-5* Inf XX 29 Le (P)

Convert: 1x 1-6 Inf or Sec III any to:

1x 1-2-6 Sec X 2 GA

JAN I 37*Any cities in mainland Spain:*

1x 2-3-6° Inf XX 10

1x 2-5° Inf XX 9

3x 2-5° Inf XX 31, 32, 33 (Cat)

1x 0-1-5 Cons X 3

Bilbao (23A:1701):

1x 1-6 It Tank III CAO (Bas)

Any Biscay or Mediterranean ports:

1 pt pos AA (4 MPs)

2 steps of supply

4 art RPs

Any Biscay or Mediterranean ports with an airbase:

1x R-5 1A1 1/10

2 ARPs

Disband: 1x 1-0 Art X Mahon to:

1 art RP

Asturias Garrison, Release from Garrison:

1x 3-4-4* Inf XX 3 (Ast)

3x 2-3-4* Inf XX 1, 2, 4 (Ast)

2x 1-2-4 Inf X 13, 14 (Ast)

1x 0-1-4 Cons X 2 (Ast)

1x 1-6 Eng III 2 (Ast)

Santander Garrison, Release from Garrison:

1x 1-4 Inf X 7 (San)

Euzkadi Garrison, Release from Garrison:

1x 2-4 Inf X 13 (Bas)

1x 1-2-4 Inf X 11 (Bas)

1x 1-4 Inf X 12 (Bas)

Asturias Garrison, Available:

1x 3-4° Inf XX 5 (Ast)

1x 1-6 Inf X 2 Exp (Ast)

Santander Garrison, Form:

3x 2-3-4* Inf XX 1, 2, 3 (San)

Euzkadi Garrison, Form:

1x 2-3-4* Inf XX 5 (Bas)

Form:

1x 5-6 Inf XX 11 Ch

Add to General Replacement Pool:

1x 1-6 It AA III AA=2 2 AM

JAN II 37*Disband: 1x 1-2-0 Art X Cart to:*

1 art RP

0.5 PA inf RP

FEB I 37*Any cities in mainland Spain:*

3x 2-5° Inf XX 12, 13, 16

Int Replacement City in Spain:

1x 2-6 Inf X 15 AL (Int)

Barcelona (33:3624/3625):

1x 1-2-5 MG X Pos (Cat)

Any Biscay or Mediterranean ports:

1 pt pos AA (4 MPs)

3 steps of supply

4 art RPs

Asturias Garrison, Release from Garrison:

1x 3-4-4* Inf XX 5 (Ast)

Santander Garrison, Release from Garrison:

1x 1-2-4 Inf X 8 (San)

Euzkadi Garrison, Release from Garrison:

2x 2-4 Inf X 14, 15 (Bas)

1x 1-4 Inf X 16 (Bas)

Asturias Garrison, Available:

2x 2-4° Inf XX 6, 7 (Ast)

2x 1-6 Inf X 3 Exp, 4 Exp (Ast)

Form:

1x 5-6 Inf XX 15 (Int)

FEB II 37*Convert: 1x 1-6 Inf or Sec III any to:*

1x 1-2-6 Sec X 3 GA

MAR I 37*Any cities in mainland Spain:*

2x 3-5° Inf XX 17, 18

1x 2-3-6° Inf XX 14 (An)

Any Biscay or Mediterranean ports:

2 steps of supply

3 art RPs

Any Biscay or Mediterranean ports with an airbase:

1x Mxd F 2F1 0/6

1x R-Z 1A2 1/10

Withdraw:

1x Vild 1A1 1/F/9

Asturias Garrison, Release from Garrison:

2x 2-3-4* Inf XX 6, 7 (Ast)

Santander Garrison, Release from Garrison:

2x 1-2-4 Inf X 9, 10 (Bas)

1x 1-4 Inf X 11 (San)

Euzkadi Garrison, Release from Garrison:

2x 3-4-4* Inf XX 3, 4 (Bas)

2x 2-3-4* Inf XX 1, 2 (Bas)

Euzkadi Garrison, Available:

1x 2-4° Inf XX 6 (Bas)

Santander Garrison, Form:

1x 2-3-4* Inf XX 4 (San)

Add to General Replacement Pool:

1x 1-6 It AA III AA=2 3 AM

APR I 37*Any cities in mainland Spain:*

1x 3-6° Inf XX 34

3x 2-3-6° Inf XX 19, 22, 24

4x 2-5° Inf XX 20, 21, 23, 37

1x 2-6 Inf X 8 Car

Santander (23A:1403):

1x 1-6 Inf X 12 M (San)

Bilbao (23A:1701) or San Sebastian (33:1932):

1x 1-8 Police III Ert (Bas)

Valencia (23A:3803):

Val Factory (not upgraded)

Any Biscay or Mediterranean ports:

2 steps of supply

7 art RPs

2.5 arm RPs

Asturias Garrison, Release from Garrison:

4x 1-6 Inf X 1 Exp, 2 Exp,

3 Exp, 4 Exp (Ast)

Form:

1x 6-6 Inf XX 35 (Int)

Add to General Replacement Pool:

1x 2-1-8 Tank X 2

1x 1-8 Arm Car X 1

1x 2-6 Art III 5

Remove from General Replacement Pool:

1x 1-0-8 Arm Car III AAC

APR II 37*Convert: 1x 1-6 Inf or Sec III any to:*

1x 1-2-6 Sec X 4 GA

MAY I 37*Any cities in mainland Spain:*

1x 2-3-6° Inf XX 40
 5x 2-5° Inf XX 36, 38, 39, 41, 42
 1x 2-6 Nvl Inf X 151
 1x 2-6 Inf X 152 C

Any city in Andalucia:

1x 1-2-5 Inf X 147 (An)

Murcia (23A:4209):

1x 1-2-5 Inf X 149 (An)

Valencia (23A:3803):

1x 1-2-5 Inf X 148 (An)

Barcelona (33:36245 or 3625) or Tarragona (33:3628):

1x 1-2-5 Inf X 153 (An)

Any Biscay or Mediterranean ports:

4 steps of supply

5.5 art RPs

1 arm RP

Any Biscay or Mediterranean ports with an airbase:

1x SB-2 2A2 1-1/16

1x A-101 1A1 1/9

1x I-15/t25 2F2 0/6

Withdraw:

1x D.371 2F1 0/5

Santander Garrison, Release from Garrison:

1x 1-2-4 Inf X 14 (San)

1x 1-4 Inf X 13 (San)

Euzkadi Garrison, Release from Garrison:

1x 2-3-4* Inf XX 5 (Bas)

Available for Assembly:

1x 3-6 Art [X] 1 Man

Add to General Replacement Pool:

1x 1-8 Tank II 10

1x 1-2-6 Art III 6

1x 1-6 Lt AA III AA=2 4 AM

JUN I 37*Any cities in mainland Spain:*

1x 3-6° Inf XX 47
 1x 2-5° Inf XX 44 (Cat)
 1x 2-6 Inf X 86 Ch

Int Replacement City in Spain:

1x 2-6 Inf X 150 (Int)

Any Biscay or Mediterranean ports:

6 steps of supply

6.5 art RPs

Santander Garrison, Release from Garrison:

3x 2-3-4* Inf XX 1, 2, 3 (San)

Euzkadi Garrison, Release from Garrison:

1x 2-3-4* Inf XX 6 (Bas)

Form:

1x 6-6 Inf XX 45 (Int)

1x 5-6 Inf XX 46 Ch

Add to General Replacement Pool:

1x 2-6 Art III 18

1x 1-2-6 Art III 7

JUN II 37*Upgrade: 1x 2-7* Mtn X 130 (Cat) (0.5 art RP) to:*

1x 4-7 Mtn XX 43 (Cat)

Convert: 1x 1-8 Cav III (any) to:

1x 2-1-8 Cav X 1

Convert: 1x 1-6 Inf or Sec III any to:

1x 1-2-6 Sec X 5 GA

JUL I 37*Any cities in mainland Spain:*

1x 3-6° Inf XX 65
 4x 2-3-6° Inf XX 66, 67, 68, 70
 2x 2-5° Inf XX 64, 69
 2x 0-1-5 Cons X 4, 5

Any Biscay or Mediterranean ports:

4 steps of supply

4 art RPs

1 arm RP

Any Biscay or Mediterranean port with an airbase:

1x R-Z 1A2 1/10

Withdraw:

1x Bre.19 0A1 1/8

Santander Garrison, Release from Garrison:

1x 2-3-4* Inf XX 4 (San)

Add to General Replacement Pool:

1x 1-6 Art III Esl (Int)

JUL II 37*Convert: 1x 1-6 Inf or Sec III any to:*

1x 1-2-6 Sec X 6 GA

AUG I 37*Any city in mainland Spain:*

1x 0-1-5 Cons X 6

Any Biscay or Mediterranean ports:

3 steps of supply

4 art RPs

1.5 arm RPs

Add to General Replacement Pool:

1x 2-1-8 Tank III P

2x 1-2-6 Art III 8, 9

AUG II 37*Convert: 1x 1-6 Inf or Sec III any to:*

1x 1-2-6 Sec X 7 GA

SEP I 37*Any Biscay or Mediterranean ports:*

2 steps of supply

1 art RPs

Any Biscay or Mediterranean port with an airbase:

1x I-16/t6 3F3 0/8

Withdraw:

1x Mxd 2F1 0/6

SEP II 37

Convert: 1x 1-8 Cav III (any) to:

1x 2-1-8 Cav X 2

Convert: 1x 1-6 Inf or Sec III any to:

1x 1-2-6 Sec X 8 GA

OCT I 37

Any cities in mainland Spain:

2x 0-1-5 Cons X 7, 8

Any Biscay or Mediterranean ports:

3 steps of supply

2.5 art RPs

Add to General Replacement Pool:

1x 1-2-6 Art III 13

OCT II 37

Convert: 1x 1-6 Inf or Sec III any to:

1x 1-2-6 Sec X 9 GA

NOV I 37

Any city in mainland Spain:

1x 2-1-8 Cav X 3

Replace at any standard or major port:

1 pt naval transport any (PA or Cat)

Any Biscay or Mediterranean ports:

1 pt pos AA (4 MPs)

3 steps of supply

5.5 art RPs

1.5 arm RPs

Any Biscay or Mediterranean port with an airbase:

1x I-15/t25 2F2 0/6

Withdraw:

1x I-15/t22 2F1 0/6

Add to General Replacement Pool:

1x 2-1-8 Tank X 3

1x 2-6 Art III 1 Res

1x 1-2-6 Art III 12 (Cat)

1x 1-6 It AA II AA=2 5 AM

NOV II 37

Convert: 1x 1-6 Inf or Sec III any to:

1x 1-2-6 Sec X 10 GA

DEC I 37

Any cities in mainland Spain:

1x 2-4° Inf XX 29

1x 2-6 Inf X 87 C

Any Biscay or Mediterranean ports:

1 pt pos AA (4 MPs)

2 steps of supply

3 art RPs

Add to General Replacement Pool:

1x 1-2-6 Art III 19

DEC II 37

Convert: 1x 2-6 Inf X 86Ch to:

2x 2-6 Inf X 211 C, 222 C

Convert: 1x 1-6 Inf or Sec III any to:

1x 1-2-6 Sec X 11 GA

Add to General Replacement Pool:

1x 2-6 Inf X 86 (Int)

JAN I 38

Any cities in mainland Spain:

1x 2-5° Inf XX 71

1x 2-1-8 Cav X 4

1x 2-6 Nvl Inf X 95

Any Biscay or Mediterranean ports:

3 steps of supply

3 art RPs

Barcelona (33:3625):

2 ARPs

Any Biscay or Mediterranean ports with an airbase:

1x I-16/t10 4F3 0/9

1x SB-2 2A2 1-1/16

Withdraw:

1x Po.540 1B2 1-2/13

Add to General Replacement Pool:

1x 1-2-6 Art III RL (Int)

JAN II 38

Convert: 1x 1-6 Inf or Sec III any to:

1x 1-2-6 Sec X 12 GA

FEB I 38

Any cities in mainland Spain:

1x 2-3-6° Inf XX 72

1x 2-5° Inf XX 73

1x 2-6 Nvl Inf X 94

Int Replacement City in Spain:

1x 2-6 Inf X 129 Eu (Int)

Any Biscay or Mediterranean ports:

3 steps of supply

1 art RP

MAR I 38

Barcelona (33:3625):

1x 1-8 Arm Car X 2

Any Biscay or Mediterranean ports:

1 pt pos AA (4 MPs)

2 steps of supply

2.5 art RPs

1 arm RP

Add to General Replacement Pool:

1x 1-2-6 Art III 20

APR I 38

Any cities in mainland Spain:

1x 2-3-6° Inf XX 61

7x 2-5° Inf XX 48, 49, 50, 51, 52,

53, 54

1x 2-5° Inf XX 60 (Cat)
 1x 2-6 Inf X 65 C
Any Biscay or Mediterranean ports:
 4 steps of supply
 5 art RPs
 1.5 arm RPs
Add to General Replacement Pool:
 1x 2-1-8 Tank X O
 1x 1-6 Lt AA III AA=2 6 AM

MAY I 38

Any cities in mainland Spain:

1x 3-5° Inf XX 56 (Cat)
 1x 2-5° Inf XX 62 (Cat)
 2x 2-5° Inf XX 55, 63
Barcelona (33:3625):
 2 ARPs
Any Biscay or Mediterranean ports:
 6 steps of supply
 2 art RPs
Available for Assembly:
 1x 3-6 Art [X] GERO

JUN I 38

Any Biscay or Mediterranean ports:
 8 steps of supply
 3 art RPs
 1 arm RP

JUL I 38

Barcelona (33:3625):
 1x 1-15/t25 2F2 0/6
Any Biscay or Mediterranean ports:
 6 steps of supply
 1 art RP

AUG I 38

Any Biscay or Mediterranean ports:
 3 steps of supply
 1 art RP

AUG II 38

Upgrade: 3x 1-2-6 Sec X 4 GA, 5 GA, 6 GA (1 art RP) to
 1x 6-6 Inf XX 2 A

SEP I 38

Barcelona (33:3625):
 1x 1-8 Arm Car X 3
Any Biscay or Mediterranean port with an airbase:
 1x 1-16/t10 4F3 0/9
Withdraw:
 1x 1-16/t6 3F3 0/8

OCT I 38

Any cities in mainland Spain:
 1x 2-8 mot Inf X ACGA
 1x 2-6 Marine X 1 ED
 1x 2-6 Nvl Inf X 56

Any Biscay or Mediterranean ports:

5 art RPs

Add to General Replacement Pool:

1x 2-6 Art III 2 Res
 2x 1-2-6 Art III 21, 22

Withdraw:

7 REs of Int units

Receive at the General RP Pool:

Art RPs equal to art RP cost of Int units withdrawn this turn. *Note:* Art RPs are not received for units withdrawn while isolated.

NOV I 38

Replace at any standard or major port:

1 pt naval transport any (PA or Cat)

Any Biscay or Mediterranean ports:

1 step of supply

1 art RP

Any Biscay or Mediterranean port with an airbase:

1x GE.23 1F2 1/12

Withdraw:

1x R-5 1A1 1/10

DEC I 38

Any Biscay or Mediterranean ports:
 2 steps of supply
 1 art RP

JAN I 39

Any cities in mainland Spain:

1x 3-5° Inf XX 77

1x 3-5° Inf XX 74 (Cat)

Barcelona (33:3625):

2 ARPs

Any Biscay or Mediterranean ports:

2 steps of supply

1 art RPs

Any Biscay or Mediterranean port with an airbase:

1x 1-152 3F2 0/6

FEB I 39

Any Biscay or Mediterranean ports:

1 pt pos AA (4 MPs)

1 step of supply

3 art RPs

Add to General Replacement Pool:

1x 1-2-6 Art III 23

MAR I 39

Any Biscay or Mediterranean ports:

2 steps of supply

2.5 art RPs

Any Biscay or Mediterranean port with an airbase:

1x SB-2bis 2A2 1-2/18

Add to General Replacement Pool:

1x 1-2-6 Art III 15

APR I 39*Any cities in mainland Spain:*

3x 3-5° Inf XX 57, 58, 59

Any Biscay or Mediterranean ports:

2 steps of supply

1 art RP

Any cities in mainland Spain:

3x 3-5° Inf XX 57, 58, 59

MAY I 39*Alicante (23A:4206):*

2 ARPs

Any Biscay or Mediterranean ports:

2 steps of supply

1 art RP

JUN I 39*Any Biscay or Mediterranean ports:*

2 steps of supply

1 art RP

1 arm RP

JUL I 39*Barcelona (33:3625):*

1x 1-15/t25 2F2 0/6

Any Biscay or Mediterranean ports:

2 steps of supply

2.5 art RPs

Add to General Replacement Pool:

1x 1-2-6 Art III 16

OPTIONAL

Additional Assault Divisions. The People's Army officially had four assault divisions, but only the 2nd Division operated as a combat unit. The brigades assigned to the other divisions operated independently in security roles to the end of the war. Assuming a lesser need for security troops, the other three divisions would likely have been used in combat. Accordingly, add the following to the OB.

APR II 38*Upgrade:* 3x 1-2-6 Sec X 1 GA, 2 GA, 3 GA (1 art RP) to:

1x 6-6 Inf XX 1 A

JUN II 38*Upgrade:* 3x 1-2-6 Sec X 7 GA, 8 GA, 9 GA (1 art RP) to:

1x 6-6 Inf XX 3 A

OCT II 38*Upgrade:* 3x 1-2-6 Sec X 10 GA, 11 GA, 12 GA (1 art RP) to:

1x 6-6 Inf XX 4 A

People's Army Tank Divisions. The two People's Army tank divisions are not shown as combat units—since the Loyalists never mastered large-scale armor operations, neither division was ever used *en masse*. Assuming the Loyalists do master large-scale armor operations, add the following to the OB. *Note:* This

option significantly improves the Loyalist player's chance of winning the game.

APR II 37*Upgrade:* 2x 2-1-8 Tank X 1, 2 and 1x 1-8 Arm Car X 1 (1 art RP) to:

1x 6-4-8 Tank XX 1

Substitutions for Fragile Divisions, 1st Tank XX Box:

2x 2-1-8 Tank X 1, 2

1x 1-8 Arm Car X 1

APR II 38*Upgrade:* 2x 2-1-8 Tank X 3, O and 1x 1-8 Arm Car X 2 (1 art RP) to:

1x 6-4-8 Tank XX 2

Substitutions for Fragile Divisions, 1st Tank XX Box:

2x 2-1-8 Tank X 3, O

1x 1-8 Arm Car X 2

Additional Aircraft. The Loyalists had 70 Fokker XXI aircraft—modified to accept an improved Spanish engine, six heavy MGs, and bomb racks—nearing completion at the end of the war. Assuming a different production schedule at the factory, make the following changes to the order of battle.

JAN I 39*Delete:**Barcelona (33:3625):*

2 ARPs

MAY I 39*Add:**Barcelona (33:3625):*

1x D.XXI 5F4 1/6

JUL I 39*Delete:**Barcelona (33:3625):*

1x 1-15/t25 2F2 0/6

1937-39 GRAND CAMPAIGN AND MID-WAR SCENARIOS

Note.

Units marked in bold italics (such as **1x 2-6 Art III 3 P**) are backprinted with the same unit in Insurgent Nationalist colors. Ignore the backprinted sides of these counters when using this OB.

INITIAL FORCES, APR I 37**Initial Conditions.****Loyalist Front Lines and Territory.**

Northern Front Line: 33:1833, 33:1834, 23A:1801, 23A:1702, 23A:1602, 23A:1503, 23A:1504, 23A:1604, 23A:1505, 23A:1405, 23A:1406, 23A:1307, 23A:1207, 23A:1107, Gijon (23A:1006), Aviles (23A:0907).

Main Front Line: 33:2628, 33:2729, 33:2829, 33:2830, 33:2931, 33:2932, 33:3032, 33:3033, 33:3134, 33:3234, 23A:3301, 23A:3401, 23A:3402, 23A:3403, 23A:3404, 23A:3305, 23A:3205, 23A:3105, 23A:3005, 23A:2906, 23A:2806,

23A:2707, 23A:2607, 23A:2508, 23A:2509, 23A:2510, 23A:2511, 23A:2611, Madrid (23A:2711), 23A:2811, 23A:2912, 23A:2913, 23A:2914, 23A:2814, 23A:2715, 23A:2615, 23A:2616, 23A:2717, 23A:2718, 23A:2719, Don Benito (23A:2720), 23A:2820, 23A:2920, 23A:3019, 23A:3119, 23A:3218, 23A:3318, 23A:3418, 23A:3518, Martos (23A:3618), 23A:3718, 23A:3817, 23A:3918, 23A:4018, 23A:4119.

Loyalist Territory: All of mainland Spain on and north of the North Front Line, all of mainland Spain on and east of the Main Front Line, and the island of Menorca is Loyalist-owned.

Capital.

Place in Valencia (23A:3803).

Fortifications.

Improved Fortresses: Cartagena (23A:4410) and Mahon (33:4625).

Forts: Guernica (33:1734), 33:1834, 23A:1801, 23A:1702, 23A:1601, 23A:1107, Gijon (23A:1006), 33:2830, 33:2931, 33:2932, 33:3032, 33:3033, 33:3134, 23A:2707, 23A:2607, 23A:2511, 23A:2611, Madrid (23A:2711), 23A:2811, 23A:2912, Martos (23A:3618).

Miscellaneous.

Factories: At Gijon (23A:1006), Bilbao (23A:1701), Madrid (23A:2710), Barcelona (33:3625), and Murcia (23A:4209). All are in production; Madrid's is upgraded, the others are not.

Rail Capacity, Iberian Gauge Rail Net of Mainland Spain: 14 REs per turn. *Note:* This capacity is initially divided between 2 sections of the net isolated from each other: 12 REs in the Main Front, and 2 REs in the North Front.

Airfields: Place 1 permanent airfield in Alcazar de San Juan (23A:3211).

Intrinsic AA: 1 point at each friendly-owned fortress.

Amphibious Repair: 1.

Accumulated Steps of Supply: 2 steps in any hexes in the Main Front. 3 steps in any hexes in the North Front. 1 step in the France Holding Box.

Accumulated Resource Points: 2 in any hexes in the North Front.

Accumulated Replacements:

- At Santander (23A:1403):

3.5 San inf RPs

- In the General RP Pool:

2 PA inf RPs

0.5 Int inf RP

2 An inf RPs

1 Cat inf RP

1 P inf RP

- At the France Holding Box:

1 art RP

1 Int inf RP

Conditional Reinforcements: The Loyalist player has received the Asturias and Euzkadi Garrisons and

the Completion of Ships under Construction conditional reinforcements.

Active Army

Army of the North

Anywhere in Euzkadi:

2x 3-4-4* Inf XX

3, 4 (Bas)

4x 2-3-4* Inf XX

1, 2, 5, 6 (Bas)

3x 2-4 Inf X

13, 14, 15 (Bas)

5x 1-2-4 Inf X

1, 2, 9, 10, 11 (Bas)

4x 1-4 Inf X

5, 6, 7, 8

1x 1-6 Lt Tank III

CAO (Bas)

1x 1-8 Tank II

N (Bas)

2x 1-6 Art III

14, 17 (Bas)

2x 1-6 Eng III

1, 2 (Bas)

2x 0-1-4 Cons X

1, 2 (Bas)

Anywhere in Santander:

3x 1-2-4 Inf X

8, 9, 10 (San)

7x 1-4 Inf X

1, 2, 3, 4, 5, 7, 11 (San)

1x 1-6 Art III

15 (San)

1x 0-1-6 Mortar III

AD (San)

1x 0-1-4 Cons X

1 (San)

Anywhere in Asturias:

2x 3-4-4* Inf XX

3, 5 (Ast)

5x 2-3-4* Inf XX

1, 2, 4, 6, 7 (Ast)

5x 1-2-4 Inf X

1, 2, 13, 14, Di (Ast)

4x 1-4 Inf X

any (Ast)

1x 1-6 Art III

16 (Ast)

2x 1-6 Eng III

1, 2 (Ast)

2x 0-1-4 Cons X

1, 2 (Ast)

Army of the North Reserves

Anywhere in the North Front:

4x 1-6 Inf X

1 Exp, 2 Exp,

3 Exp, 4 Exp (Ast)

1x 1-6 Inf X

6 M (San)

1x 1-8 Police III

Ert (Bas)

1x 2-6 Art III

3 P

Santander Garrison

Available:

1x 1-2-4 Inf X

14 (San)

1x 1-4 Inf X

13 (San)

Form:

4x 2-3-4* Inf XX

1, 2, 3, 4 (San)

Army of the East

Within three hexes of the front line from hex 33:2628 to hex 23A:3305:

1x 3-4-5* Inf XX

27 CM

1x 3-4-5* Inf XX

26 (An)

1x 3-4-5* Inf XX

30 (Cat)

1x 3-4-5* Inf XX

29 Le (P)

2x 2-3-5* Inf XX

25, 28 (An)

3x 2-3-5* Inf XX

31, 32, 33 (Cat)

1x 2-7* Mtn X

130 (Cat)

1x 2-5 Inf X

Durr (An)

1x 2-5 Inf X

Le (P)

1x 1-2-6* Inf X

22

2x 1-2-5 Inf X

AN, Maur (P)

1x 1-2-5 MG X

Pos (Cat)

2x 1-5 Inf X

19 Jul, RN (An)

1x 1-8 Cav III	Buxo (Cat)
4x 1-2-5 Inf III	1, 2, 3, 4 (Cat)
2x 1-6 Sec III	any
2x 1-8 Mtn II	any
1x 1-2-6 Art III	10 (Cat)
1x 1-6 Art III	any
1x 1-0-R Art II	1 (Cat)
1x 1-2-6 Eng III	S (Cat)
1x 0-1-5 Cons X	any
1x 1-6 Lt AA III	AA=2 any

Army of the Center

Within three hexes of the front line from hex 23A:3205 to Don Benito (23A:2720):

1x 5-6 Inf XX	11 Ch
1x 5-6 Inf XX	15 (Int)
1x 4-6 Inf XX	6
2x 3-4-5* Inf XX	17, 18
8x 3-6* Inf XX	1, 2, 3, 4, 5, 7, 8, 10
4x 2-3-5* Inf XX	9, 12, 13, 16
1x 2-1-8 Tank X	1
2x 2-6* Inf X	12 Gar, 14 Mar (Int)
1x 1-2-6* Inf X	21
2x 1-5 Inf X	Agui, Muer (An)
1x 1-8 Cav III	any
3x 1-6 Sec III	any
3x 1-8 Mtn II	any
2x 1-6 MG II	any
1x 3-6 Art [X]	AIAP
1x 2-1-R Art X	TB
1x 1-2-6 Art III	any
1x 1-8 Mtn Art III	1
1x 1-6 Eng III	any
1x 0-1-5 Cons X	any
1x 1-6 Lt AA III	AA=2 any

Army of the South

Within three hexes of the front line from hex 23A:2820 to 23A:4119:

1x 2-6* Inf X	6 Ch
1x 2-6* Inf X	13 Dom (Int)
3x 1-2-6* Inf X	16, 20, 25
4x 1-5 Inf X	AmL, Fan, Mej, PI
(An)	
1x 1-8 Cav III	any
1x 1-6 Bdr III	any
2x 1-6 Sec III	any
1x 1-6 MG II	any
1x 1-2-6 Art III	any
3x 1-6 Art III	any
1x 1-6 Eng III	any
1x 0-1-5 Cons X	any
1x 1-6 Lt AA III	AA=2 any

Coastal Defense

Almeria (23A:4317):

1x 1-6 Inf III	any
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Cartagena (23A:4410):

1x 1-5 Inf X	Conf (An)
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Alicante (23A:4206):

1x 1-5 Inf X	AgL (An)
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Valencia (23A:3803):

1x 1-2-6* Inf III	37
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High Command Reserves

Anywhere in the Main Front:

1x 1-8 Tank II	any
1x 1-8 Cav III	any
1x 1-8 Inf II	GP
1x 1-8 Bike II	1
5x 1-6 Sec III	any
1x 2-6 Art III	2 P
1x 1-8 Art III	Cab
1x 2-6 Eng III	ZM
4x 1-6 Eng III	any

Balearic Islands

Mahon (23A:4625):

1x 1-2-5 Inf X	TL (An)
1x 1-5 Inf X	LV (An)

In the General Replacement Pool

1x 1-8 Tank II	any
1x 1-0-8 Arm Car III	AAC
5x 2-6* Inf X	1 V, 2 Ch, 3 Car,
4 Ch, 5 Car	
1x 2-6* Inf X	11 Th (Int)
5x 1-2-6* Inf X	17, 18, 19, 23, 24
1x 1-2-5 Inf X	Jou (An)
7x 1-5 Inf X	Asc, Cast, Hi, Lar,
LM, Met, RIM (An)	
6x 1-4 Inf X	any (Ast)
4x 1-4 Inf X	3, 4, 12, 16 (Bas)
12x 1-6 Inf III	any
3x 1-5 Bdr III	any
2x 1-6 Art III	any
1x 1-6 Art III	11 (An)
1x 0-1-6 Art III	CNT (An)
1x 0-1-6 Art III	AD (Ast)
1x 0-1-6 Mortar III	Ortiz (Bas)

In the AIAP Breakdown Box

2x 1-2-6 Art III	any
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Available for Deployment as "Any" Units

2x 1-8 Tank II	1, 6
3x 1-8 Cav III	3, 4, 8
10x 1-4 Inf X	3, 4, 5, 6, 7, 8, 9,
10, 11, 12 (Ast)	
13x 1-6 Inf III	1, 2, 3, 4, 8, 9, 10,
11, 12, 13, 14, 15, 16	
4x 1-6 Bdr III	1 Car, 2 Car,
3 Car, 4 Car	
12x 1-6 Sec III	1 GC, 3 GC, 4 GC,
5 GC, 11 GC, 14 GC, 15 GC, 16GC, 18 GC,	
19 GC, 22 GC, 23 GC	
5x 1-8 Mtn II	1, 2, 3, 4, 6
3x 1-6 MG II	1, 3, 4
4x 1-2-6 Art III	1, 2, 3, 4
6x 1-6 Art III	1 L, 2 L, 5 L, 6 L,
7 L, 8 L	
6x 1-6 Eng III	1, 3, 4, 6, 7, 8
3x 0-1-5 Cons X	1, 2, 3
3x 1-6 Lt AA III	AA=2 1 AM, 2 AM, 3 AM

Air Force*Any friendly-owned airbases in the Main Front:*

1x D.371	2F1	0/5
1x I-15/t22	2F1	0/6
1x I-16/t6	3F3	0/8
1x Po.540	1B2	1-2/13
1x R-5	1A1	1/10
1x R-Z	1A2	1/10
2 pts pos AA	(4 MPs)	

In the Aborted box of the Air Chart:

1x Mxd (inop.)	2F1	0/6
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In the Eliminated box of the Air Chart:

1x <i>Bre.19</i>	<i>0A1</i>	<i>1/8</i>
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Navy*Any friendly-owned ports in the North Front:*

1x 1-pt Task Force	LtTF-1 (Bas)
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Any friendly-owned ports in the Main Front:

1x <i>3-pt Task Force (2 hits)</i>	<i>BBTF-2</i>
1x <i>3-pt Task Force (1 hit)</i>	<i>CLTF</i>
1x <i>1-pt Submarine Squadron</i>	<i>SS-1</i>
2x landing craft	LC-1, LC-2
1 pt naval transport	NT-4
1 pt naval transport	NT-1 (Cat)

In the General Replacement Pool:

1 pt <i>naval transport</i>	<i>NT-3</i>
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*Intrinsic Coast Defenses:**Level 1:*

- Gijon (23A:1006)
- Bilbao (23A:1701)
- Barcelona (33:3625)
- Valencia (23A:3803)
- Tarragona (23A:3628)
- Alicante (23A:4206)
- Almeria (23A:4317)

Level 2:

- Cartagena (23A:4410)
- Mahon (33:4625)

PRODUCTION

This section is the same as that specified in the 1936-39 Campaign Game OB.

REINFORCEMENTS

This section is the same as that specified in the 1936-39 Campaign Game OB, except that this OB begins with the Apr I 37 turn.

LATE-WAR SCENARIO**Note.**

Units marked in bold italics (such as *1x 2-6 Art III 3 P*) are backprinted with the same unit in Insurgent Nationalist colors. Ignore the backprinted sides of these counters when using this OB.

INITIAL FORCES, MAR I 38**Initial Conditions.****Loyalist Front Lines and Territory.**

Front Line: 33:2628, 33:2729, 33:2829, 33:2830, 33:2931, 33:2932, 33:3032, 33:3033, 33:3134, 33:3234, 23A:3301, 23A:3401, 23A:3402, 23A:3403, 23A:3404, 23A:3305, 23A:3205, 23A:3105, 23A:3005, 23A:2906, 23A:2806, 23A:2707, 23A:2607, 23A:2508, 23A:2509, 23A:2510, 23A:2511, 23A:2611, Madrid (23A:2711), 23A:2811, 23A:2912, 23A:2913, 23A:2914, 23A:2814, 23A:2715, 23A:2716, 23A:2816, 23A:2917, 23A:3017, 23A:3118, 23A:3218, 23A:3318, 23A:3418, 23A:3518, Martos (23A:3618), 23A:3718, 23A:3817, 23A:3918, 23A:4018, 23A:4119.

Loyalist Territory: All of mainland Spain on and east of the Front Line, and the island of Menorca is Loyalist-owned.

Capital.

Place in Barcelona (33:3625).

Fortifications.

Improved Fortresses: Cartagena (23A:4410) and Mahon (33:4625).

Improved Forts: 23A:2611, 23A:2811.

Forts: 33:2830, 33:2931, 33:2932, 33:3032, 33:3033, 33:3134, 33:3234, 23A:3503, 23A:2707, Guadalajara (23A:2708), 23A:2607, 23A:2511, Madrid (23A:2711), 23A:2912, 23A:2913, 23A:2914, 23A:3418, 23A:3518, Martos (23A:3618).

Miscellaneous.

Factories: At Barcelona (33:3625), Madrid (23A:2710), Murcia (23A:4209), and Valencia (23A:3803). All are in production and all are upgraded.

Rail Capacity, Iberian Gauge Rail Net of Mainland Spain: 12 REs per turn.

Airfields: Place 1 permanent airfield each in hex 33:3029 and in Alcazar de San Juan (23A:3211).

Intrinsic AA: 1 point at each friendly-owned fortress.

Amphibious Repair: 1.

Accumulated Steps of Supply: 1 step anywhere in mainland Spain.

Accumulated Resource Points: 1 in any hex in mainland Spain.

Accumulated Replacements:

• *In the General RP Pool*

- 0.5 art RP
- 0.5 arm RP
- 2 PA inf RPs
- 1 Int inf RP
- 2 An inf RPs
- 1 Cat inf RP

Conditional Reinforcements: The Loyalist player has received the Garrisons, Completion of Ships under Construction, Factory Upgrades, and Barcelona Revolt conditional reinforcements.

Active Army**Army of the East**

Within three hexes of the front line from hex 33:2628 to hex 33:3033:

1x 4-7 Mtn XX	43 (Cat)
1x 3-4-5* Inf XX	26 (An)
1x 3-4-5* Inf XX	30 (Cat)
3x 3-6* Inf XX	24, 68, 72
3x 2-3-5* Inf XX	31, 32, 44 (Cat)
1x 2-6 Inf X	211 C
1x 1-2-5 Inf X	153 (An)
1x 1-2-5 MG X	Pos (Cat)
1x 1-8 Cav III	Buxo (Cat)
1x 1-8 Mtn II	any
2x 1-2-6 Art III	10, 12 (Cat)
1x 1-6 Art III	11 (An)
1x 1-0-R Art II	1 (Cat)
1x 1-2-6 Eng III	S (Cat)
1x 0-1-5 Cons X	any

Army of Maniropa

Within three hexes of the front line from hex 33:3134 to 23A:3404:

1x 6-6 Inf XX	35 (Int)
1x 5-6 Inf XX	11 Ch
2x 4-6 Inf XX	34, 47
1x 3-4-5* Inf XX	27 CM
3x 3-6* Inf XX	19, 66, 70
2x 2-3-5* Inf XX	25, 28 (An)
2x 2-1-8 Tank X	any
1x 1-8 Arm Car X	1
1x 2-1-8 Cav X	2
1x 2-6 Inf X	15 AL (Int)
2x 2-6 Nvl Inf X	94, 95
1x 2-6 Art III	5
1x 3-6 Art [X]	1 Man
2x 1-6 Eng III	any
2x 0-1-5 Cons X	any
1x 1-6 Lt AA III	AA=2 any

Army of Levante

Within three hexes of the front line from hex 23A:3305 to 23A:2906:

1x 3-6* Inf XX	40
3x 2-3-5* Inf XX	39, 41, 64
1x 2-6 Inf X	87 Car
1x 2-6 Nvl Inf X	151
2x 1-2-6* Inf X	16, 22
1x 1-6 MG II	any
2x 1-2-6 Art III	any
1x 0-1-5 Cons X	any

Army of the Center

Within three hexes of the front line from hex 23A:2806 to 23A:2716:

1x 4-6 Inf XX	6
2x 3-4-5* Inf XX	17, 18
8x 3-6* Inf XX	1, 2, 3, 4, 5, 7, 8,
	10
1x 3-6* Inf XX	14 (An)
6x 2-3-5* Inf XX	9, 12, 13, 16, 69, 73

1x 2-3-5* Inf XX	33 (Cat)
1x 2-1-8 Cav X	1
1x 2-6* Inf X	14 Mar (Int)
2x 2-6 Inf X	8 Car, 152 C
3x 1-2-6* Inf X	17, 18, 23
1x 1-2-5 Inf X	149 (An)
1x 1-8 Tank II	any
4x 1-8 Mtn II	any
1x 3-6 Art [X]	AIAP
2x 2-6 Art III	2 P, 3 P
1x 1-2-6 Art III	any
1x 1-8 Mtn Art III	1
2x 1-6 Eng III	any
2x 0-1-5 Cons X	any

Army of Estremadura

Within three hexes of the front line from hex 23A:2816 to 23A:3418:

1x 3-6* Inf XX	67
4x 2-3-5* Inf XX	29, 36, 37, 38
2x 2-1-8 Cav X	3, 4
2x 1-2-6* Inf X	20, 25
1x 1-6 MG II	any
2x 1-2-6 Art III	any
1x 1-6 Art III	Esl (Int)
1x 0-1-5 Cons X	any
1x 1-6 Lt AA III	AA=2 any

Army of Andalucia

Within three hexes of the front line from hex 23A:3305 to 23A:2906:

1x 3-6* Inf XX	22
4x 2-3-5* Inf XX	20, 21, 23, 71
1x 2-6 Inf X	222 Car
1x 1-2-6* Inf X	21
2x 1-2-5 Inf X	147, 148 (An)
1x 1-8 Cav III	3
1x 1-6 MG II	any
2x 1-2-6 Art III	any
1x 0-1-5 Cons X	any
1x 1-6 Lt AA III	AA=1 any

Internal Security

Anywhere in mainland Spain, but not on the front line

11x 1-2-6 Sec X	1 GA, 2 GA, 4 GA,
	5 GA, 6 GA, 7 GA, 8 GA, 9 GA, 10 GA,
	11 GA, 12 GA

Coastal Defense

Almeria (23A:4317):

1x 1-2-5 Inf X	Jou (An)
----------------	----------

Cartagena (23A:4410):

1x 1-6 Inf III	any
----------------	-----

Alicante (23A:4206):

1x 1-5 Inf X	AgL (An)
--------------	----------

Valencia (23A:3803):

1x 1-2-6* Inf X	37
------------------------	-----------

Tarragona (33:3628):

1x 1-6 Inf III	any
----------------	-----

Barcelona (33:3624/3625):

1x 1-2-5 Inf X	any (Cat)
----------------	-----------

Mahon (23A:4625):

1x 1-2-5 Inf X	TL (An)
1x 1-5 Inf X	LV (An)

High Command Reserves**Anywhere in mainland Spain:**

1x 6-6 Inf XX	45 (Int)
1x 5-6 Inf XX	46 Ch
1x 4-6 Inf XX	65
1x 2-1-8 Tank X	any
1x 2-1-8 Tank III	P
1x 1-8 Inf II	GP
1x 1-8 Bike II	1
1x 2-1-R Art X	TB
2x 2-6 Art III	18, 1 Res
1x 1-8 Art III	Cab
1x 2-6 Eng III	ZM
1x 1-6 Eng III	any

In the General Replacement Pool

1x 5-6 Inf X	15 AL (Int)
1x 2-3-5* Inf XX	42
2x 1-8 Tank II	any
6x 2-6* Inf X	1 V, 2 Ch, 3 Car,
4 Ch, 5 Car, 6 Ch	
3x 2-6* Inf X	11 Th, 12 Gar,
13 Dom (Int)	
1x 2-5 Inf X	Durr (An)
2x 1-2-6* Inf X	19, 24
1x 1-2-6 Sec X	3 GA
1x 1-2-5 Inf III	any (Cat)
16x 1-5 Inf X	Agui, AmL, Asc,
Cast, Conf, Fan, Hi, 19	Jul, Lar, LM, Mej,
Met, Muer, PI, RIM, RN	(An)
11x 1-6 Inf III	any
2x 1-5 Inf III	5, 6 (Cat)
4x 1-6 Bdr III	1 Car, 2 Car,
4 Car, 10 Car	
6x 1-6 Art III	1 L, 2 L, 5 L, 6 L,
7 L, 8 L	
1x 0-1-6 Art III	CNT (An)

In the AIAP Breakdown Box

2x 1-2-6 Art III	any
------------------	-----

In the 1 Man Breakdown Box

1x 1-2-6 Art III	19
1x 1-2-6 Art III	RL (Int)

Available for Deployment as "Any" Units

3x 2-1-8 Tank X	1, 2, 3
3x 1-8 Tank II	1, 6, 10
4x 1-2-5 Inf III	1, 2, 3, 4 (Cat)
13x 1-6 Inf III	3, 8, 9, 10, 11, 12,
13, 14, 15, 16, 21, 34, 40	
5x 1-8 Mtn II	1, 2, 3, 4, 6
3x 1-6 MG II	1, 3, 4
9x 1-2-6 Art III	1, 2, 3, 4, 6, 7, 8,
9, 13	
6x 1-6 Eng III	1, 3, 4, 6, 7, 8
8x 0-1-5 Cons X	1, 2, 3, 4, 5, 6, 7, 8
5x 1-6 Lt AA III	1 AM, 2 AM,
3 AM, 4 AM, 5 AM	

Air Force

Place at any friendly-owned airbases in mainland Spain:

2x I-15/t25	2F2	0/6
2x I-16/t6	3F3	0/8
1x I-16/t10	4F3	0/9
1x R-5	1A1	1/10
2x R-Z	1A2	1/10
2x SB-2	2A2	1-1/16
4 pts pos AA	(4 MPs)	

In the Eliminated box of the Air Chart:

1x Mxd	1A1	1/9
--------	-----	-----

Navy

Any friendly-owned ports in the Main Front:

1x 3-pt Task Force (2 hits)	BBTF-2
1x 3-pt Task Force (1 hit)	CLTF
1x 1-pt Submarine Squadron	SS-1
2x landing craft	LC-1, LC-2
1 pt naval transport	NT-4
1 pt naval transport	NT-1 (Cat)

In the General Replacement Pool:

1x 1-pt Task Force	LtTF-1 (Bas)
1 pt naval transport	NT-3

Intrinsic Coast Defenses:

Level 1:

- Barcelona (33:3625)
- Valencia (23A:3803)
- Tarragona (23A:3628)
- Alicante (23A:4206)
- Almeria (23A:4317)

Level 2:

- Cartagena (23A:4410)
- Mahon (33:4625)

PRODUCTION

This section is the same as that specified in the 1936-39 Campaign Game OB.

REINFORCEMENTS

This section is the same as that specified in the 1936-39 Campaign Game OB, except that this OB begins with the Mar I 38 turn.

NAMES AND ABBREVIATIONS**Capital**

Sp Spain

Factories

Bar Barcelona

Bil Bilbao

Gij Gijon

Mad Madrid

Ovi Oviedo

Sev Sevilla

Val Valencia

Republican**People's Army:**

A Asalto [Assault]

AAC Auto Ametralladora-Canones [Self-Propelled Machinegun and Cannon]

ACGA Agrupacion de Choque de la Guardia de Asalto [Assault Guard Shock Group]

AIAP Agrupacion Internacional de Artilleria Pesada [International Group of Heavy Artillery]

AM Agrupacion Movil [Mobile Group]

BBTF Battleship Task Force [BB Jaime I plus light forces]

C Carabineros [Frontier Guard]

Car Carabineros [Frontier Guard]

Cab Caballeria [Cavalry]

Cart Cartagena [city]

CATF Heavy Cruiser Task Force

Ch Choque [Shock]

CLTF Light Cruiser Task Force [CLs Libertad Cervantes & Nunez plus light forces]

CM Carlos Marx [Karl Marx]

ED Especial de Desembarco [Special Landing]

GA Guardia de Asalto [Assault Guard]

GC Guardia Civil [Civil Guard]

GERO Grupo de Ejercitos de Region Oriental [Eastern Region Army Group]

GP Guardia Presidential [Presidential Guard]

L Ligera [Light]

LC Landing Craft

Mad Madrid [city]

Mahon [city on Menorca, Balearic Islands]

Man Maniropa [maneuver]

Mxd Mixed

NT Naval Transport

O Oriental [Eastern]

P Pesada [Heavy]

Res Reserva [Reserve]

SS Submarine Squadron [B & C classes]

TB Trenes Blindados [Armored Trains]

V Victoria [Victory]

Vild Vildebeest [Wildebeest]

ZM Zapadores-Minadores [Sapper-Miners]

International:

AL Abraham Lincoln

Dom Dombrowski [19th Century Polish revolutionary]

Esl Eslavo [Slavic]

Eu Europa Central [Central Europe]

Gar Garibaldi [19th Century revolutionary who united Italy]

Mar Marseillaise [French revolutionary anthem]

RL Rosa Luxemburg [German radical socialist leader of early 20th century]

Th Thalmann [Leader of German communist party]

Separatist**Asturian:**

AD Apoyo Directo [Direct Support]

Di Dinamiteros [Dynamiters]

Exp Expedicionario [Expeditionary]

Basque:

CAO Carros de Asalto-Orugas [Tracked Assault Vehicles]

Ert Ertzana [Guardians of the People]

LtTF Light Task Force

N Norte [North]

Ortiz [commander's name]

Catalan:

Buxo [commander's name]

NT Naval Transport

Pos Posicio [Positional]

S Sapadors [Sappers]

Santander:

AD Apoyo Directo [Direct Support]

M Movil [Mobile]

Radical**Anarchist:**

AgL Aguilas de la Libertad [Eagles of Liberty]

Agui Aguiluchos [Ospreys]

AmL Amor y Libertad [Love and Liberty]

Asc Ascaso [Anarchist leader killed in first few days of Civil War]

Cast Castuos [Outcasts]

CNT Confederacion National de Trabajadores [National Federation of Workers, Anarchist labor union]

Conf Confederales [Confederates]

Durr Durruti [commander's name]

Fan Fantasma [Phantom]

Hi Hierro [Iron Brand]

Jou Joubert [French Anarchist]

19 Jul 19 de Julio [19th of July, beginning of Civil War]

Lar Lardinez [?]

LM Libres de Malaga [Free Men of Malaga]

LV Leones de Valencia [Lions of Valencia]

Mej Mejico [Mexico]

Met Metralla [Hail of Stones, evokes peasant rebellions]

Muer Muerte [Death]

PI Pablo Iglesias [Spanish leftist writer]

RIM Republica Independiente de Malaga [Independent Republic of Malaga]

RN Rojo y Negro [Red and Black, Anarchist colors]

TL Tierra y Libertad [Land and Liberty, motto on Anarchist flag]

POUM:

AN Andreu Nin [leader of POUM until its (and his) liquidation in 1937]

Le Lenin

Maur Maurin [founder of POUM]

POUM Partido Obrero de Unifaccion Marxista
[Workers' Party of Marxist Unification,
anti-Stalin anti-authoritarian communists]

EUROPA ORDERS OF BATTLE

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INTRODUCTION

The following general abbreviations and concepts are used in the text of the orders of battle:

<i>ARP</i>	Air Replacement Point
<i>NRP</i>	Naval Repair Point
<i>RP</i>	Replacement Point

Each year has 6 *air cycles* (Jan I-Feb II, Mar I-Apr II, etc.). The first turn of each air cycle is thus: Jan I, Mar I, May I, Jul I, Sep I, Nov I.

PORTUGAL, 1939-45

Forces.

Portuguese. All forces are Portuguese.

INITIAL FORCES, SEP I 39

Initial Conditions.

Capital: Place in Lisboa (23A:1828).

Fortifications: None.

Rail Capacity, Iberian Gauge Rail Net of Portugal: 4 REs per turn.

Airfields: None.

Intrinsic AA: 1 point AA per major city hex, 1 point AA at Ponto Delgado in the Azore Islands.

Accumulated Resource Points: 1.

Accumulated Replacements: None.

Conditional Reinforcements: Portugal has received no conditional reinforcements.

NEUTRALITY WATCH

Active Army

Mainland Portugal

Porto (23A:1020):

1x 1-6* Inf Cadre (4-5-6) 1

Coimbra (23A:1422):

1x 1-6* Inf Cadre (4-5-6) 2

Santarem (23A:1724):

1x 1-6* Inf Cadre (4-5-6) 3

Lisboa (23A:1828):

1x 1-6* Inf Cadre (4-5-6) Lis

1x 0-8 It Arm II 1

Beja (23A:2427):

1x 1-6* Inf Cadre (4-5-6) 4

Any Airbases in mainland Portugal:

2 pts pos AA (4 MPs)

Azore Islands

1x 1-2-6* Inf III 17

2 pts pos AA (4 MPs)

Madeira

1 pt pos AA (4 MPs)

Cape Verde Islands

1 pt pos AA (4 MPs)

Angola

1x 0-1-6 Inf III Angola

Mozambique

1x 1-6 Inf III Mozam

Garrisons

When the garrison of Portugal is activated, place the following unit in Lisboa (23A:1828).

1x 1-2-6 Pol X GNR

Breakdowns

Portuguese units do not break down.

Corps Markers

2x Inf XXX HQs 1, 2

Air Force

Place at any airbases in mainland Portugal:

1x Mxd B 1B2 1-1/20

1x Mxd F 3F3 0/8

Place at any airbase in the Azore Islands:

1x Mxd F 3F2 0/8

Navy

Place at any ports in mainland Portugal:

Dour-1 10/DD/C 1-10/9

Nun-1 2/DE/C 1-0/4

Vel-1 3/DE/D 1-0/4

Del-1 0/SS/E 2/2 4

2 pts naval transport any ID

Place at any overseas ports:

Alb-1 4/DE/B 1-0/5

2 pts naval transport any ID

Intrinsic Coast Defenses:

Level 1:

• The Azore Islands

• Madeira

Level 2:

• Porto (23A:1020)

• Lisboa (23A:1828)

PRODUCTION

Ground Replacements

Armor Replacement Points. Portugal produces no arm RPs and depends upon foreign aid (if any).

Infantry Replacement Points. Portugal receives inf RPs at cities on the I turn of each month, beginning no sooner than the sixth turn of full mobilization.

City	Inf RPs
------	---------

Porto (23A:1020)	1
------------------	---

Lisboa (23A:1828)	2
-------------------	---

Ponto Delgado (Azore Islands)	0.5
-------------------------------	-----

Replacement Uses. Arm RPs are used for It Arm or Arm units. Inf RPs are used for all other units.

Air Replacements

Air Replacement Limit: 1.

Air Replacement Points. Portugal receives 1 ARP on the first turn of each air cycle at Lisboa (23A:1828), beginning no sooner than the sixth turn of general mobilization.

Naval Replacements

Naval Repair Points. Portugal produces no NRPs and depends upon foreign aid (if any).

Resource Points

Portugal receives one resource point on the Jan I and Jul I turns of each year, beginning no sooner than the sixth turn of full mobilization. Resource points are placed in any cities in mainland Portugal

MOBILIZATION FORCES

General Mobilization

General mobilization may occur in up two stages: partial and full. Partial mobilization consists of general mobilization turns 1 and 2. Full mobilization consists of general mobilization turns 1 through 4. Should Portugal partially mobilize and subsequently have full mobilization triggered, mobilization resumes with general mobilization turn 3.

Units listed in *italics* can be mobilized via conditional mobilization (see below). If mobilized this way, ignore their mobilization listing if general mobilization subsequently is triggered.

General Mobilization Turn 1

Mainland Portugal

Mobilize: 5x 1-6* Inf Cadre (4-5-6) 1, 2, 3, 4, Lis to:

1x 5-6 Inf XX 1, 2, 3, 4, Lis

Azore Islands

3x 1-2-6* Inf III 18, 20, 22

Madeira

1x 1-2-6 Inf III 19

General Mobilization Turn 2

Mainland Portugal

Braga (23A:0919):

1x 1-8 Lt Inf III I

Lisboa (23A:1828):

1x 2-8* Cav X 2

Castelo Branco (23A:1821):

1x 1-8 Lt Inf III III

Elvas (23A:2323):

1x 2-8* Cav X 1

Faro (23A:2731):

1x 1-8 Lt Inf III IV

General Mobilization Turn 3

Note: No units mobilize this turn.

General Mobilization Turn 4

Mainland Portugal

Braga (23A:0919):

1x 1-8 Cav III 6

Porto (23A:1020):

1x 2-3-8 Art III 1

1x 0-1-5 Cons III 1

1x 0-1-6 MG II 3

Vila Real (23A:1217):

1x 1-6 Inf III 13

Viseu (23A:1419):

1x 1-8 Cav III 5

Coimbra (23A:1422):

1x 0-1-6 MG II 2

Lisboa (23A:1828):

1x 1-8 Cav III 4

1x 2-3-8 Art III 2

1x 0-1-5 Cons III 2

1x 0-1-8 MG II 1

Castelo Branco (23A:1821):

1x 1-8 Cav III 8

Azore Islands

1x 0-1-6 MG II *Acores*

1x 0-5 Cons II *Acores*

Cape Verde Islands

3x 1-5 Inf III 21, 23, 24

Conditional Mobilization

Azore Islands and Madeira forces may be mobilized separately from Portuguese general mobilization, per the following schedule.

Conditional Mobilization Turn 1

Azore Islands

3x 1-2-6* Inf III 18, 20, 22

Madeira

1x 1-2-6 Inf III 19

Conditional Mobilization Turn 2

Azore Islands

1x 0-1-6 MG II *Acores*

1x 0-5 Cons II *Acores*

REINFORCEMENTS

Conditional Reinforcements

Emergency Ground Replacements. Portugal may call up its home training forces, receiving them as inf RPs. If Porto is enemy-owned when these replacements are called up, subtract 2 inf RPs from the allotment. If Lisboa is enemy-owned when these replacements are called up, subtract 3 inf RPs from the allotment. Once the Portuguese emergency ground replacements are called up, inf RPs are no longer received on the I turn of each month for the cities of Lisboa and Porto.

5 inf RPs

Foreign Aid

Reequipment of the Portuguese Air Force

Any Turn on or after Great Britain provides the indicated aircraft:

Reequip: 1x any air unit to:

1x Blen 4 3B3 1-2/23

Reequip: 1x any air unit to:

1x Hurri 2 5F5 1/9

Reequip: 1x any air unit to:

1x Spit 5 7F6 1/10

Armored Forces Reorganization

Any Turn on or after Jan I 43:

Reorganize: 1x 0-8 Lt Arm II 1, 2 arm RPs, and 1 resource pt to: Any Portuguese-Selected city in Mainland Portugal, Forming:

1x 3-10* Arm X 1

Note: Portugal has no domestically-produced arm RPs and must have foreign aid arm RPs (from any source) available for the reorganization.

Twelve turns after 1x 3-10 Arm X 1 began forming: Portuguese-Selected City, Full:*

1x 3-10* Arm X 1

Supplementing Portuguese Forces in Exile

At least four turns after the Portuguese government has gone into exile:

Reorganize: 3x Inf III any, 1 arm RP, and 1-4 resource pts to: Ponto Delgado (Azore Islands), Forming:

1x 6-8 Inf XX 1

Note: 1) Choose the 3x Inf III from any available Inf III, regardless of strength, movement rating, or support status. 2) Portugal has no domestically-produced arm RPs and must have a foreign aid arm RP (from any source) available for the reorganization. 3) Portugal must withdraw a minimum of 1 resource pt, plus one additional resource pt for each unsupported Inf III withdrawn.

Example: 2x 1-2-6* Inf III and 1x 1-5 Inf III are withdrawn, so 2 resource pts must be withdrawn.

Six turns after 1x 6-8 Inf XX 1 began forming:

Ponto Delgado (Azore Islands), Full:

1x 6-8 Inf XX 1

Liberation of Mainland Portugal

At least four turns after Lisboa (23A:1828) is liberated:

Reorganize: 1x Inf III any, 1 arm RP, and 2-3 resource pts to: Lisboa (23A:1828), Forming:

1x 6-8 Inf XX 2

Note: 1) Choose the 1x Inf III from any available Inf III, regardless of strength, movement rating, or support status. 2) Portugal has no domestically-produced arm RPs and must have a foreign aid arm RP (from any source) available for the reorganization. 3) Portugal must withdraw a minimum of 2 resource pts, plus 1 additional resource pt if the withdrawn Inf III is unsupported.

Six turns after 1x 6-8 Inf XX 2 began forming:

Lisboa (23A:1828), Full:

1x 6-8 Inf XX 2

Regular Reinforcements.

None.

OPTIONAL

Task Forces. When using the task force naval rules, delete all naval units from this order of battle except for naval transports and replace the deleted units with the following:

Initial Forces:

Any ports in mainland Portugal:

1x 2-pt Task Force LtTF

SPAIN, 1939-45**Note.**

Units in ***bold italics*** (such as ***1x 1-8 Bike II 1***) are backprinted with the same unit in Spanish People's Army colors (for use in Spanish Civil War scenarios). Ignore these backprinted sides when using this OB.

Forces.

Spanish. All forces are Spanish regulars unless indicated as:

Col Colonial

INITIAL FORCES, SEP 1 39**Initial Conditions.**

Capital: Place in Madrid (23A:2710).

Fortifications: Unimproved fortresses are at Cadiz (23A:3428), Cartagena (23A:4410), El Ferrol del Caudillo (23A:0313), and Mahon (33:4625/27:0823).

Rail Capacity, Iberian Gauge Rail Net of Mainland Spain: 18 REs per turn.

Rail Capacity, Standard Gauge Rail Net of Spanish Morocco: None.

Airfields: None.

Intrinsic AA: 1 point AA per major city hex.

Amphibious Repair: 1.

Accumulated Resource Points: 2.

Accumulated Replacements: None.

Conditional Reinforcements: Spain has received no conditional reinforcements.

NEUTRALITY WATCH**Active Army****Mainland Spain**

El Ferrol del Caudillo (23A:0313):

1x 1-6 Marine III N

Santiago de Compostela (23A:0415):

1x 2-6* Inf Cadre (5-6) 81

Pontevedra (23A:0517):

1x 2-6* Inf Cadre (5-6) 82

Oviedo (23A:1007):

1x 2-6* Inf Cadre (5-6) 72

Bilbao (23A:1701):

1x 2-6* Inf Cadre (5-6) 61

Valladolid (23A:2009):

1x 2-6* Inf Cadre (5-6) 71

Vitoria (23A:2001):

1x 2-6* Inf Cadre (5-6) 62

Pamplona (33:2232/17A:3430):

1x 2-1-8 Lt Arm III 4

Caceres (23A:2320):

1x 2-6* Inf Cadre (5-6) 12

Madrid (23A:2711):

1x 3-6* Inf Cadre (7-6) 13

Madrid (23A:2710):

1x 2-6* Inf Cadre (5-6) 11

1x 1-8 Bike II 1

1x 2-1-8 Lt Arm III 1

2x 1-8 hv AA III AA=2 71, 75

Hex 23A:2709:

1x 4-8 Cav XX 1

Zaragoza (33:2833/17A:4031):

1x 2-6* Inf Cadre (5-6) 51

1x 1-8 hv AA III AA=2 73

Huelva (23A:3027):

1x 1-8 Bike II 2

Sevilla (23A:3224):

1x 2-6* Inf Cadre (5-6) 21

1x 2-1-8 Lt Arm III 2

Hex 33:3325/17A:4523:

1x 1-8* Mtn Cadre (4-5-8) 43

Jerez de la Frontera (23A:3427):

1x 1-8 hv AA III AA=2 74

Gerona (33:3523/17A:4721):

1x 2-6* Inf Cadre (5-6) 42

Barcelona (33:3625/17A:3430):

1x 2-1-8 Lt Arm III 3

1x 1-8 Bike II 3

Valencia (23A:3803):

1x 2-6* Inf Cadre (5-6) 31

La Linea de la Concepcion (23A:3826):

1x 2-6* Inf Cadre (5-6) 22

Granada (23A:3919):

1x 2-6* Inf Cadre (5-6) 23

Murcia (23A:4209):

1x 2-6* Inf Cadre (5-6) 32

Balearic Islands

Anywhere on Mallorca:

1x 1-2-6* Inf III 36

1x 1-8 Lt Arm II Bal

1x 0-6 Lt AA II AA=1 Bal

Anywhere on Menorca:

1x 1-2-6* Inf III 37

Spanish Morocco

Ceuta (23A:4027):

1x 3-2-6 Inf III 2 LE

1x 2-1-8 Lt Arm III 5

1x 1-8 hv AA III AA=2 72

1x 8 transport counter (1 RE)

Tetuan (23A:4028):

1x 5-6 Inf XX 41 Exp

1x 2-6* Inf Cadre (6-6) 91

Larache (23A:4031):

1x 3-2-6 Inf III 3 LE

1x 2-6* Inf Cadre (6-6) 92

1x 1-2-6 MG III 86

Xauen (23A:4229):

1x 2-6* Inf Cadre (6-6) 93

Villa Sanjurjo (23A:4625):

1x 5-6 Inf XX 52 Exp

Melilla (23A:4822):

1x 3-2-6 Inf III 1 LE

1x 2-6* Inf Cadre (6-6) 101

1x 2-6* Inf Cadre (6-6) 102

Canary Islands

Island of Gran Canaria:

1x 1-2-6* Inf III 39

1x 0-6 It AA II	AA=1	2
<i>Island of Tenerife:</i>		
1x 1-2-6* Inf III		38
1x 0-6 It AA II	AA=1	1
<i>Ifni</i>		
1x 2-6* Inf III		Tdl (Col)
<i>Spanish Sahara</i>		
1x 1-6 Inf III		I-S (Col)
<i>Spanish Guinea</i>		
1x 1-5 Inf III		I-G (Col)

Garrisons

When the garrison of a region is activated, place its units in friendly-owned cities in the region as follows: Place 1 unit in each major city hex. Then, place 1 unit in each dot city. Place all remaining units in any major, dot, or reference cities in the region.

Note: For game purposes, the Caudillo HQ is in the hex of the Spanish capital and is activated there when the capital's region is activated.

Mainland Spain

Andalucia:

4x 1-6 Sec III	4 GC, 8 GC,
16 GC, 18 GC	
3x 1-6 Bdr III	3 Car, 4 Car, 5 Car

Aragon:

1x 1-6 Sec III	7 GC
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Asturias:

1x 1-6 Sec III	17 GC
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Castilla la Nueva:

2x 1-6 Sec III	1 GC, 2 GC
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Castilla la Vieja:

2x 1-6 Sec III	9 GC, 12 GC
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Cataluna:

2 x 1-6 Sec III	3 GC, 14 GC
1x 1-6 Bdr III	1 Car

Caudillo HQ:

1x 1-8 mot Inf II	dCF (Col)
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Extremadura:

1x 1-6 Sec III	11 GC
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Euzkadi:

1x 1-6 Sec III	13 GC
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Galicia:

1x 1-6 Sec III	6 GC
1x 1-6 Bdr III	7 Car

Leon:

1x 1-6 Sec III	10 GC
1x 1-6 Bdr III	6 Car

Navarra:

1x 1-6 Bdr III	9 Car
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Santander:

1x 1-6 Sec III	19 GC
1x 1-6 Bdr III	8 Car

Valencia:

2x 1-6 Sec III	5 GC, 15 GC
1x 1-6 Bdr III	2 Car

Balearic Islands

Balearic Islands:

1x 1-6 Bdr III	10 Car
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Canary Islands

Canary Islands:

1x 1-6 Sec III	21 GC
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Spanish Morocco

Spanish Morocco:

1x 1-6 Sec III	20 GC
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Breakdowns and Assemblies

10-8 Arm XX

1x 8 Arm XX HQ
1x 3-8 Arm III
2x 3-8 mot Inf III

6-6 Inf XX

1x 6 Inf XX HQ
2x 2-6 Inf III (Col)
1x 1-6 Inf III

5-6 Inf XX

1x 6 Inf XX HQ
1x 2-6 Inf III
2x 1-6 Inf III

Note: No other Spanish units break down.

Available Breakdown Components

5x 6 Inf XX HQ	A, B, C, D, E
5x 2-6 Inf III	A, B, C, D, E
10x 2-6 Inf III	1 Tet, 2 Mel,
	3 Ceu, 4 Lar, 5 Alh, 6 Xau, 7 LAm, 8 Rif,
	9 Arc, 10 BT (Col)
10x 1-6 Inf III	A, A, B, B, C, C,
	D, D, E, E

Corps Markers

10x Inf XXX HQ	1 Mad, 2 And,
	3 Est, 4 Urg, 5 Ara, 6 Nav, 7 Cas, 8 Gal,
	9 Mar, 10 Cor
1x Inf XXX HQ	Ceu (Col)

Air Force

Mainland Spain

Place at any airbases in mainland Spain:

3x CR.32bis	3F2	0/9
1x He 111E	2B3	2-5/17
1x I-15/t25	2F2	0/6
1x I-16/t10	4F3	0/8
1x Me 109E	7F5	1/7
1x Mxd A	1A2	1/10
1x SM.79-1	2B3	1-5/22
1x SM.81	2B2	1-4/17

Navy

Mainland Spain

Place at any ports in mainland Spain:

Canar.	13/CA/2	4-2/8
Cerva.	9/CL/2	1-2/8
Cerve.	9/CL/2	1-2/8
Galic.	9/CL/2	1-2/8
Navar.	7/CL/1	1-0/4
Nunez	4/CL/1	1-2/7
Alse-1	4/DD/C	0-3/8
Ceut-1	4/DD/B	0-2/7
Chur-1	10/DD/B	0-6/9
Chur-2	10/DD/B	0-6/9
Chur-3	10/DD/B	0-6/9
Hues-1	3/DD/D	0-2/7
Cast-1	4/DE/C	1-0/4
Jup-1	8/DE/A	3-0/5

C-1	0/SS/E	1/3 4
Mola-1	1/SS/E	2/4 4
1x landing craft		any ID
2 pts naval transport		any ID

Intrinsic Coast Defenses:**Level 1:**

- Vigo (23A:0617)
- Gijon (23A:1006)
- Bilbao (23A:1701)
- Barcelona (33:3625/17A:3430)
- Valencia (23A:3803)
- Melilla (23A:4822)

Level 2:

- La Coruna (23A:0314)
- El Ferrol del Caudillo (23A:0313)
- Cadiz (23A:3428)
- Cartagena (23A:4410)
- Palma (33:4530/27:0728)
- Mahon (33:4625/27:0823)
- Ceuta (23A:4027)
- The island of Gran Canaria
- The island of Tenerife

PRODUCTION**Ground Replacements**

Armor Replacement Points. Spain receives 1/2 arm RP at Barcelona hex 33:3625/17A:3430 on the I turn of each month, beginning no sooner than the sixth turn of full mobilization.

Infantry Replacement Points. Spain receives inf RPs at cities on the I turn of each month, beginning no sooner than the sixth turn of full mobilization.

City	Spanish Inf RPs	Colonial Inf RPs
Barcelona	2	-
Madrid	2	-
Sevilla	1	-
Tetuan (Sp. Morocco)	-	0.5
Valencia	1	-
Las Palmas (Can. Is.)	0.5	-

Replacement Uses. Arm RPs are used for Arm and Lt Arm non-divisional units. Both arm and inf RPs are used for 10-8 Arm divisions and all motorized units.

10-8 Arm Divisions

Unit	Full Repl	Cadre Repl	Rebuild
	Arm/Sp	InfArm/Sp	Inf Arm/Sp
10-8	6/4	3/1	3/3

Units with the Motorized Symbol

Unit	Arm RPs	Sp Inf RPs	Col Inf RPs
1-8	0.5	0.5	0
1-8 (Col)	0.5	0	0.5
3-8	1	2	0

Colonial inf RPs are used for colonial units. A mixture of Colonial inf RPs and Spanish inf RPs are used for 6-6 Inf divisions (and their cadres).

6-6 Inf Divisions

Unit	Full Repl	Cadre Repl	Rebuild
	Sp/Col	Sp/Col	Sp/Col
6-6	2/4	1/1	1/3

Spanish inf RPs are used for all other units (this includes Spanish foreign legion units).

Air Replacements**Air Replacement Limit: 2.**

Air Replacement Points. Spain receives ARPs at friendly-owned replacement cities on the first turn of air cycle, beginning no sooner than the sixth turn of general mobilization.

City	ARPs
Madrid	1
Sevilla	2

Naval Replacements

Naval Repair Points. Spain receives 1 NRP on the Jan I turn of each year at El Ferrol del Caudillo (23A:0313), beginning no sooner than the sixth turn of full mobilization.

Resource Points

Spain receives resource points as indicated on the following chart. Resource points are placed at any cities in mainland Spain.

Turn	NW	CM	PM	FM
Jan I	1	1	1	1
Mar I	-	-	-	1
May I	-	-	-	1
Jul I	-	-	1	1
Sep I	-	-	-	1
Nov I	-	-	-	1

Note: NW: Neutrality Watch, CM: Conditional Mobilization, PM: Partial Mobilization, FM: Full Mobilization.

MOBILIZATION FORCES**General Mobilization**

General mobilization may occur in up two stages: partial mobilization and full mobilization. Partial mobilization consists of mobilization turns 1 and 2. Full mobilization consists of mobilization turns 1 through 4. Should Spain be partially mobilized and subsequently have full mobilization triggered, mobilization resumes with mobilization turn 3.

General Mobilization Turn 1**Mainland Spain**

Mobilize: All Neutrality Watch units at cadre strength mobilize to full strength. *Note:* The numbers and types of Neutrality Watch cadres varies over time, as noted in the order of battle. The cadres available to be mobilized as of Sep I 39 are:

1) **Mobilize:** 1x 1-8* Mtn Cadre (4-5-8) 43 to:

1x 4-5-8 Mtn XX 43

2) **Mobilize:** 1x 3-6* Inf Cadre (7-6) 13 to:

1x 7-6 Inf XX 13

3) **Mobilize:** 15x 2-6* Inf Cadre (5-6) 11, 12, 21, 22, 23, 31, 32, 42, 51, 61, 62, 71, 72, 81, 82 to:

15x 5-6 Inf XX 11, 12, 21, 22, 23,

31, 32, 42, 51, 61, 62, 71, 72, 81, 82

El Ferrol del Caudillo (23A:0313):

1x 2-1-3 Lt Inf III 35

Cadiz (23A:3428):

1x 2-1-8 Lt Inf III 33

Cartagena (23A:4410):

1x 2-1-8 Lt Inf III 34

Spanish Morocco

3) Mobilize: 5x 2-6* Inf Cadre (6-6) 91, 92, 93, 101, 102 to:

5x 6-6 Inf XX 91, 92, 93, 101, 102

Tetuan (23A:4028):

1x 2-1-8 Cav III 2 O (Col)

Melilla (23A:4822):

1x 2-1-8 Cav III 1 E (Col)

General Mobilization Turn 2**Mainland Spain***Lugo (23A:0612):*

1x 1-8 Cav III 18

Burgos (23A:1906):

1x 1-8 Cav III 16

Valladolid (23A:2009):

1x 1-8 Cav III 17

Madrid (23A:2710):

1x 1-8 Cav III 11

Zaragoza (33:2833/17A:4031):

1x 1-8 Cav III 15

Aranjuez (23A:2911):

1x 1-8 mot Inf III 5 Cab

1x 1-8 Cav III 3*Sevilla (23A:3224):*

1x 1-8 Cav III 12

Cadiz (23A:3428):

1x 0-1-5 Nvl Trps III S

Cartagena (23A:4410):

1x 0-1-5 Nvl Trps III E

Barcelona (33:3625/17A:4823):

1x 1-8 Cav III 14

Valencia (23A:3803):

1x 1-8 Cav III 13

Balearic Islands*Anywhere on Mallorca:*

1x 1-6* Inf III 60

Anywhere on Ibiza:

1x 1-6* Inf III 61

Anywhere on Menorca:

1x 0-1-5 Nvl Trps III Bal

Spanish Morocco*Larache (23A:4031):*

1x 1-8 Cav III 19

Melilla (23A:4822):

1x 1-8 Cav III 20

Canary Islands*Island of Fuerteventura:*

1x 0-1-5 Inf III 132

Island of Lanzarote:

1x 0-1-5 Inf III 133

Island of La Palma:

1x 0-1-5 Inf III 131

Island of Tenerife:

1x 0-1-5 Nvl Trps III Can

General Mobilization Turn 3**Mainland Spain***Any cities in Spain, no more than one per city:*

4x 0-5 Cons III 1, 2, 3, 4

Orense (23A:0815):

1x 1-2-6 MG III 88

Zamora (23A:1713):

1x 1-2-6 MG III 87

Guadalajara (23A:2708):

1x 1-2-6 MG III 85

Madrid (23A:2711):

1x 1-2-6 MG III 81

Jerez de la Frontera (23A:3427):

1x 1-2-6 MG III 82

Barcelona (33:3625/17A:4823):

1x 1-2-6 MG III 84

Valencia (23A:3803):

1x 1-2-6 MG III 83

Any ports in mainland Spain:

2x landing craft any ID

3 pts naval transport any ID

Balearic Islands*Anywhere on Mallorca:*

2x 1-6 Inf III 136, 160

Spanish Morocco*Larache (23A:4031):*

1x 1-6 Inf III 3 ML (Col)

Tetuan (23A:4028):

1x 1-6 Inf III 1 MT (Col)

Ceuta (23A:4027):

1x 0-5 Cons III 5

Alcazarquivir (23A:4131):

1x 1-2-6 MG III 89

Xauen (23A:4229):

1x 1-6 Inf III 4 MG (Col)

Villa Sanjurjo (23A:4625):

1x 1-6 Inf III 5 MR (Col)

Melilla (23A:4822):

1x 1-8 Cav III 2 MM (Col)

1x 1-2-6 MG III 90

Canary Islands*Island of Gran Canaria:*

2x 1-5 Inf III 139 C, 239 C

Island of Tenerife:

1x 1-5 Inf III 138

General Mobilization Turn 4**Mainland Spain***La Coruna (23A:0314):*

1x 1-2-6 Art III 48

1x 1-6 Eng III 8*San Sebastian (33:1932/17A:3130):***1x 1-6 Eng III 6***Burgos (23A:1906):*

1x 2-3-6 Art III 63

Vitoria (23A:2001):

1x 1-2-6 Art III 46

*Salamanca (23A:2014):***1x 1-6 Eng III 7**

<i>Medina del Campo (23A:2011):</i>	
1x 1-2-6 Art III	47
<i>Segovia (23A:2409):</i>	
1x 1-2-8 Art III	41
<i>Calatayud (23A:2702):</i>	
1x 1-2-6 Art III	45
<i>Hex 23A:2713:</i>	
1x 1-6 Eng III	1
<i>Zaragoza (33:2833/17A:4031):</i>	
1x 1-6 Eng III	5
<i>Ciudad Real (23A:3214):</i>	
1x 2-3-6 Art III	64
<i>Sevilla (23A:3224):</i>	
1x 2-3-6 Art III	61
<i>Cordoba (23A:3320):</i>	
1x 1-2-6 Art III	42
<i>Jerez de la Frontera (23A:3427):</i>	
1x 1-6 Eng III	2
<i>Barcelona (33:3625/17A:4823):</i>	
1x 2-3-6 Art III	62
1x 1-2-6 Art III	44
1x 1-6 Eng III	4
<i>Valencia (23A:3803):</i>	
1x 1-2-6 Eng III	43
1x 1-6 Eng III	3
Balearic Islands	
<i>Anywhere on Mallorca:</i>	
1x 0-1-5 Cons III	Bal
Spanish Morocco	
<i>Tetuan (23A:4028):</i>	
1x 1-2-6 Art III	49
1x 1-6 Eng III	ZME
<i>Melilla (23A:4822):</i>	
1x 1-2-8 Art III	50
1x 1-6 Eng III	ZMO
Canary Islands	
<i>Island of Gran Canaria:</i>	
1x 1-4 Static X	GCan
<i>Island of Tenerife:</i>	
1x 1-4 Static X	Ten
<i>Island of Fuerteventura:</i>	
1x 1-4 Static X	Fuer
<i>Island of Lanzarote:</i>	
1x 1-4 Static X	Lan
<i>Island of La Palma:</i>	
1x 1-4 Static X	LP
<i>Island of Gomera:</i>	
1x 0-1-4 Static X	Gomera
<i>Island of Hierro:</i>	
1x 0-1-4 Static X	Hierro

Conditional Mobilization

Forces assigned to the Canary Islands may be mobilized separately from general Spanish mobilization. If so, the following schedule applies. (Historically, the Spanish mobilized these forces in the fall of 1942 in anticipation of Operation Torch.)

Conditional Mobilization Turn 1

Mainland Spain

Valencia (23A:3803):

Special: 1) Mobilize: 1x 2-6 Inf Cadre (5-6) 31 to:*

1x 5-6* Inf XX 31

2) Break down 1x 5-6 Inf XX31 into the following components:*

1x 2-6* Inf III A

2x 1-6* Inf III A, A

Transfer to island of Fuerteventura:

1x 1-6* Inf III A

Transfer to island of Lanzarote:

1x 1-6* Inf III A

Special: Reduce the coast defenses of any hexes in mainland Spain by a total of three levels (keep a paper record of which coast defenses have been reduced) and receive the following:

3 coast defense RPs

Transfer to the Canary Islands:

3 coast defense RPs

Canary Islands

Mobilize all units listed under turns 1, 2, and 3 of general mobilization.

Forces arrive from mainland Spain.

Conditional Mobilization Turn 2

Canary Islands

Mobilize all units listed under turn 4 of full mobilization.

Activate Canary Islands Garrison.

Expend 3 coast defense RPs (which arrived from mainland Spain) to activate the following: Add to Intrinsic Coast Defenses:

Level 1:

- The island of Fuerteventura
- The island of Lanzarote
- The island of La Palma

REINFORCEMENTS

Conditional Reinforcements

Emergency Ground Replacements.

Mainland Spain

Spain may call up its home training forces, receiving them as inf RPs. For each partial city hex in Spain that is enemy-owned when these replacements are called up, subtract 2 inf RPs from the allotment. For each full city hex in Spain that is enemy-owned when these replacements are called up, subtract 3 inf RPs from the allotment. Once the Spanish emergency ground replacements are called up, inf RPs are no longer received on the 1st turn of each month for the cities of Barcelona, Madrid, Sevilla, or Valencia.

14 Spanish inf RPs

Air Force Schools.

Mainland Spain

Spain may call up the Spanish Air Force schools, receiving the following reinforcements at any

airbases in mainland Spain. If the schools are called up, the Spanish player deducts 2 ARPs from his allotment each time ARPs are received.

1x He 51	1F1	1/5
1x Ju 52	1T2	0/20

Tangier Special Reinforcement. Available six turns after Spain occupies the Tangier International Zone.

General Mobilization Turn 3

Spanish Morocco

Tangier (23A:3929):

1x 1-6 Inf III	6 MK (Col)
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Liberation Forces. If mainland Spain is every occupied by enemy forces, Spanish liberation forces appear following the liberation of Spanish provinces.

Mainland Spain

Andalucia:

Lib. Turn 6, Forming:

2x 2-3-6* Inf XX	any
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Lib. Turn 12, Full:

2x 2-3-6* Inf XX	any
------------------	-----

Aragon:

Lib. Turn 6, Forming:

1x 2-3-6* Inf XX	any
------------------	-----

Lib. Turn 12, Full:

1x 2-3-6* Inf XX	any
------------------	-----

Asturias:

Lib. Turn 6, Forming:

1x 2-3-6* Inf XX	any
------------------	-----

Lib. Turn 12, Full:

1x 2-3-6* Inf XX	any
------------------	-----

Castilla la Nueva:

Lib. Turn 6, Forming:

1x 2-3-6* Inf XX	any
------------------	-----

Lib. Turn 12, Full:

1x 2-3-6* Inf XX	any
------------------	-----

Castilla la Vieja:

Lib. Turn 6, Forming:

1x 2-3-6* Inf XX	any
------------------	-----

Lib. Turn 12, Full:

1x 2-3-6* Inf XX	any
------------------	-----

Cataluna:

Lib. Turn 6, Forming:

1x 2-3-6* Inf XX	any
------------------	-----

Lib. Turn 12, Full:

1x 2-3-6* Inf XX	any
------------------	-----

Estremadura:

Lib. Turn 6, Forming:

1x 2-3-6* Inf XX	any
------------------	-----

Lib. Turn 12, Full:

1x 2-3-6* Inf XX	any
------------------	-----

Euzkadi:

Lib. Turn 6, Forming:

1x 2-3-6* Inf XX	any
------------------	-----

Lib. Turn 12, Full:

1x 2-3-6* Inf XX	any
------------------	-----

Galicia:

Lib. Turn 6, Forming:

1x 2-3-6* Inf XX	any
------------------	-----

Lib. Turn 12, Full:

1x 2-3-6* Inf XX	any
------------------	-----

Leon:

Lib. Turn 6, Forming:

1x 2-3-6* Inf XX	any
------------------	-----

Lib. Turn 12, Full:

1x 2-3-6* Inf XX	any
------------------	-----

Murcia:

Lib. Turn 6, Forming:

1x 2-3-6* Inf XX	any
------------------	-----

Lib. Turn 12, Full:

1x 2-3-6* Inf XX	any
------------------	-----

Valencia:

Lib. Turn 6, Forming:

1x 2-3-6* Inf XX	any
------------------	-----

Lib. Turn 12, Full:

1x 2-3-6* Inf XX	any
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Foreign Aid

The following forces become available when the required equipment is provided by the indicated country.

From Any Country

Mainland Spain

Ground Units:

6 pts pos AA	(4 MPs)
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From Germany

Mainland Spain

Reequip: 1x any air unit to:

1x Ju 88A4	4B5	3-7/26
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Reequip: 1x any air unit to:

1x Me 109F3	6F7	1/8
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Regular Reinforcements

JAN I 40

Mainland Spain

Sevilla (23A:3224):

2 ARPs

JAN I 41

Mainland Spain

Sevilla (23A:3224):

2 ARPs

JUL I 41

Mainland Spain

Special: Either (1) Withdraw 1 arm RP, or (2) Remove from Play and Place in Replacement Pool: 1x 2-1-8 Lt Arm III any, and Receive:

1 Spanish inf RP

JUL I 42

Mainland Spain

Reequip: 1x any air unit to:

1x He 111H4	4B4	2-7/22
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Note: The above reequipment is not received if Madrid (23A:2710) is enemy-owned.

Special: Either (1) Withdraw 1 arm RP, or (2) Remove from Play and Place in Replacement Pool: 1x 2-1-8 Lt Arm III any, and Receive:

1 Spanish inf RP

SEP I 42**Mainland Spain***El Ferrol del Caudillo (23A:0313):*

S/E-1 5/DE/B 2-0/5

JAN I 43**Mainland Spain***Bilbao (23A:1701):*

1 arm RP

APR I 43**Mainland Spain***Special Reorganization: 1) Remove from play:*

1x 1-8* Mtn Cadre (4-5-8) 43

2x 2-6* Inf Cadre (5-6) 51, 82

3x 2-1-8 Lt Inf III 33, 34, 35

*Note: If Spain is at Neutrality Watch, mobilize 3x 2-1-8 Lt Inf III 33, 34, 35.**2) Receive the following forces as indicated:***Neutrality Watch***Zaragoza (33:2833/17A:4031):*

1x 1-8* Mtn Cadre (4-5-8) 51

Gerona (33:3523/17A:4721):

1x 1-8* Mtn Cadre (4-5-8) 52

Barcelona (33:3625/17A:4823):

1x 2-6* Inf Cadre (5-6) 41

General Mobilization Turn 1*Note: 1x 1-8* Mtn Cadre (4-5-8) 43 and 2x 2-6* Inf Cadre (5-6) 51, 82 are no longer available to mobilize. Instead, add the following to the mobilizing Neutrality Watch cadres:**Mobilize: 2x 1-8* Mtn Cadre (4-5-8) 51, 52 to:*

1x 4-5-8 Mtn XX 51, 52

Mobilize: 1x 2-6 Inf Cadre (5-6) 41 to:*

1x 2-6* Inf Cadre (5-6) 41

General Mobilization Turn 3*Vigo (23A:0617):*

1x 2-3-4* Static XX RB

Santander (23A:1403):

1x 2-3-4* Static XX Canta

Bilbao (23A:1701):

1x 2-3-4* Static XX Vis

Cadiz (23A:3428):

1x 2-3-4* Static XX Cadiz

Malaga (23A:3822):

1x 1-2-4* Static X Mal

Almeria (23A:4317):

1x 1-2-4* Static X Alm

Cartagena (23A:4410):

1x 2-3-4* Static XX Cart

JUL I 43**Mainland Spain***Reequip: 1x any air unit to:*

1x He 111H4 4B4 2-7/22

*Note: The above reequipment is not received if Madrid (23A:2710) is enemy-owned.**Special Reorganization: 1) Remove from play:*

1x 7-6 Inf XX 13

Note: If Spain is at Neutrality Watch, mobilize 1x

3-6* Inf Cadre 13 to 1x 7-6 Inf XX 13.

3x 2-1-8 Lt Arm III any

1x 8 transport counter (1 RE)

*2) Receive the following forces as indicated:***Neutrality Watch***Madrid (23A:2710):*

1x 10-8 Arm XX 1 Bru

Ceuta (23A:4027):

1x 3-8 Arm X 1 Jar

Add to Available Breakdown Components:

1x 8 Arm XX HQ F

1x 3-8 Arm III F

2x 3-8 mot Inf III F, F

General Mobilization Turn 1*Note: 1x 3-6* Inf Cadre (7-6) 13 is no longer available to mobilize.***NOV I 43****Mainland Spain***Andalucia, Release from Garrison:*

4x 1-6 Sec III 4 GC, 8 GC,

16 GC, 18 GC

3x 1-6 Bdr III 3 Car, 4 Car, 5 Car

Aragon, Release from Garrison:

1x 1-6 Sec III 7 GC

Asturias, Release from Garrison:

1x 1-6 Sec III 17 GC

Balearic Islands, Release from Garrison:

1x 1-6 Bdr III 10 Car

Castilla la Nueva, Release from Garrison:

2x 1-6 Sec III 1 GC, 2 GC

Castilla la Vieja, Release from Garrison:

2x 1-6 Sec III 9 GC, 12 GC

Cataluna, Release from Garrison:

2 x 1-6 Sec III 3 GC, 14 GC

1x 1-6 Bdr III 1 Car

Extremadura, Release from Garrison:

1x 1-6 Sec III 11 GC

Euzkadi, Release from Garrison:

1x 1-6 Sec III 13 GC

Galicia, Release from Garrison:

1x 1-6 Sec III 6 GC

1x 1-6 Bdr III 7 Car

Leon, Release from Garrison:

1x 1-6 Sec III 10 GC

1x 1-6 Bdr III 6 Car

Navarra, Release from Garrison:

1x 1-6 Bdr III 9 Car

Santander, Release from Garrison:

1x 1-6 Sec III 19 GC

1x 1-6 Bdr III 8 Car

Valencia, Release from Garrison:

2x 1-6 Sec III 5 GC, 15 GC

1x 1-6 Bdr III 2 Car

Withdraw:

19x 1-6 Sec III 1 GC, 2 GC, 3 GC,

4 GC, 5 GC, 6 GC, 7 GC, 8 GC, 9 GC,

10 GC, 11 GC, 12 GC, 13 GC, 14 GC,

15 GC, 16 GC, 17 GC, 18 GC, 19 GC

10x 1-6 Bdr III	1 Car, 2 Car, 3 Car, 4 Car, 5 Car, 6 Car, 7 Car, 8 Car, 9 Car, 10 Car
<i>Andalucia Garrison, Forming:</i>	
3x 2-3-6* Inf XX	121, 122, 123
<i>Aragon Garrison, Forming:</i>	
2x 2-3-6* Inf XX	151, 152
<i>Asturias Garrison, Forming:</i>	
1x 2-3-6* Inf XX	171
<i>Castilla la Nueva Garrison, Forming:</i>	
1x 2-3-6* Inf XX	113
<i>Cataluna Garrison, Forming:</i>	
3x 2-3-6* Inf XX	141, 142, 143
<i>Extremadura Garrison, Forming:</i>	
1x 2-3-6* Inf XX	112
<i>Galicia Garrison, Forming:</i>	
2x 2-3-6* Inf XX	172, 181
<i>Valencia Garrison, Forming:</i>	
3x 2-3-6* Inf XX	111, 131, 132
<i>Viscaya Garrison, Forming:</i>	
2x 2-3-6* Inf XX	161, 162
Spanish Morocco	
<i>Spanish Morocco, Release from Garrison:</i>	
1x 1-6 Sec III	20 GC
<i>Withdraw:</i>	
1x 1-6 Sec III	20 GC

JAN I 44

Mainland Spain

Beginning with this turn, any 1x 2-3-6* Inf XX of the divisions that began forming on Nov I 43 becomes full strength and is part of its indicated garrison.

General Mobilization Turn 4 or Later: 1) Release every full strength 2-3-6* Inf XX from garrison. 2) Any forming 2-3-6* Inf XX is automatically released from garrison when the unit becomes full strength.

JAN I 45

Mainland Spain

Madrid (23A:2710):
2 ARPs

OPTIONAL

Expansion of the Spanish Armor Force.

During the World War II period, the Spanish government concentrated Spanish industrial resources on repairing the damage of the Spanish Civil War, rather than producing armored vehicles. Also, Spain had only limited success in acquiring armored vehicles from foreign countries. Finally, the majority of the armored vehicles Spain had on hand in September 1939 were old, most having seen extensive service in the 1936-39 Civil War, and many of these wore out in the following years.

These conditions meant that the Spanish armor arm had to cannibalize itself to maintain an operational armor force. Given a sufficient supply of armor vehicles—whether from foreign aid or from the increased production of a fully-mobilized Spanish war economy—the armor arm would probably have

expanded rather than shrunk. This option explores that possibility. When using this option ignore the Jul I 43 special reorganization and use the following.

JUL I 42

Mainland Spain

Special Reorganization: 1) Remove from play:

1x 7-6 Inf XX 13

Note: If Spain is at Neutrality Watch, mobilize 1x 3-6* Inf Cadre 13 to 1x 7-6 Inf XX 13.

2x 2-1-8 Lt Arm III 1, 5

1x 8 transport counter (1 RE)

2 arm RPs

2) Receive the following forces as indicated:

Neutrality Watch

Madrid (23A:2710):

1x 10-8 Arm XX 1 Bru

Ceuta (23A:4027):

1x 3-8 Arm X 1 Jar

Add to Available Breakdown Components:

1x 8 Arm XX HQ F

1x 3-8 Arm III F

2x 3-8 mot Inf III F, F

General Mobilization Turn 1

Note: 1x 3-6* Inf Cadre (7-6) 13 is no longer available to mobilize.

JAN I 43

Mainland Spain

Special Reorganization: 1) Remove from play:

1x 5-6 Inf XX 51

Note: If Spain is at Neutrality Watch, mobilize 1x 2-6* Inf Cadre 51 to 1x 5-6 Inf XX 51.

2x 2-1-8 Lt Arm III 3, 4

4 arm RPs

2) Receive the following forces as indicated:

Neutrality Watch

Barcelona (33:3625/17A:3430):

1x 10-8 Arm XX 2 GB

Pamplona (33:2232/17A:3430):

1x 3-8 Arm X 2

General Mobilization Turn 1

Note: 1x 2-6* Inf Cadre (5-6) 51 is no longer available to mobilize.

JUL I 43

Mainland Spain

Special Reorganization: 1) Remove from play:

1x 5-6 Inf XX 21

Note: If Spain is at Neutrality Watch, mobilize 1x 2-6* Inf Cadre 21 to 1x 5-6 Inf XX 21.

1x 2-1-8 Lt Arm III 2

3 arm RPs

2) Receive the following forces as indicated:

Neutrality Watch

Sevilla (23A:3224):

1x 10-8 Arm XX 3 Mae

General Mobilization Turn 1

Note: 1x 2-6* Inf Cadre (5-6) 21 is no longer available to mobilize.

Spanish Production of Me 109Gs.

Spain had contracted to begin licensed production of Me 109Gs in 1943, with engines to be delivered from Germany. However, Germany couldn't spare the engines from its own war effort and reneged on delivering them. This necessitated a redesign of the aircraft for an engine of Spanish manufacture, which delayed the aircraft's entrance into service (as the HA-1109) until 1947. Assuming the engines had been available, add the following to the order of battle.

JUL I 43**Mainland Spain**

Reequip: 1x any air unit to:

1x Me 109G2 7F6 2/9

Note: The above reequipment is not received if Madrid (23A:2710) is enemy-owned.

JAN I 44**Mainland Spain**

Reequip: 1x any air unit to:

1x Me 109G2 7F6 2/9

Note: The above reequipment is not received if Madrid (23A:2710) is enemy-owned.

JUL I 44**Mainland Spain**

Special: Increase the number of ARPs received each air cycle at Madrid to 2.

Task Forces.

When using the task force naval rules, delete all naval units from this order of battle except for landing craft and naval transports and replace the deleted units with the following:

Mainland Spain

Initial Forces:

Any ports in mainland Spain:

3x 3-pt Task Forces any
1x Submarine Squadron SS-1

IBERIAN PRO-AXIS FORCES Forces.

German. German forces are as indicated:

Spn Spanish (Foreign Contingent in German Army)

SS Waffen-SS

Other Axis. Other Axis forces are:

Port Portuguese

Sp Spanish

CONDITIONAL REINFORCEMENTS**Spanish Volunteers.**

If Germany invades the Soviet Union, the German player may receive Spanish volunteers per the following order of battle. (Dates in parentheses indicate historical dates.)

Invasion of the Soviet Union Turn 4 (Aug I 41)

Greater Germany:

Other Axis:

WK XIII, Forming:

1x 7-6 Inf XX 250 (Spn)

Note: Condition #1 (see below) is in effect, until the unit becomes full strength. When it does, Condition #2 (see below) comes into effect.

Invasion of the Soviet Union Turn 6 (Sep I 41)

Greater Germany:

Other Axis:

WK XIII, Full:

1x 7-6 Inf XX 250 (Spn)

Note: Condition #2 (see below) comes into effect.

Transfer to East:

1x 7-6 Inf XX 250 (Spn)

East:

Other Axis:

Arrive:

Forces from Greater Germany

Invasion of the Soviet Union Turn 24 (Jun I 42)

East:

Other Axis:

Replace: Rebuild at no RP cost 1x 3-6 Inf Cadre (7-6) 250 (Sp) to full strength:*

1x 7-6 Inf XX 250 (Spn)

Invasion of the Soviet Union Turn 58 (Nov I 43)

East:

Other Axis:

Special: Withdraw 1x 7-6 Inf XX 250 (Sp) as follows:

1) *If in play at full strength, withdraw the unit and receive in its place:*

1x 2-6 Inf X Sp L (Sp)

4 German inf RPs

2) *If in play at cadre strength, withdraw the unit, 1x 3-6* Inf Cadre (7-6) 250 (Spn), and receive in its place:*

1x 2-6 Inf X Sp L (Sp)

3) *If in the replacement pool, remove it from the replacement pool and add to the replacement pool:*

1x 2-6 Inf X Sp L (Sp)

Invasion of the Soviet Union Turn 66 (Mar I 44)**East:****Other Axis:**

Special: Withdraw 1x 2-6 Inf X Sp L (Sp) and
Receive:

1 German inf RP

Condition #1: Formation

The German Army does not receive the 1x 7-6 Inf XX 250 (Spn) unit if any of the following conditions have occurred:

- Spain has joined the Allies.
- There are no Axis forces in North Africa.
- Allied forces have invaded Spain or Portugal.

If any of the above conditions are met:

- On or before Invasion of the Soviet Union Turn 4, the unit does not begin forming.
- While forming (Invasion of the Soviet Union Turns 4-6), the unit is removed from play without becoming full strength.

Condition #2: Disarming

Spanish volunteer units in the German Army must be disarmed if either of the following conditions occurs:

- Spain has joined the Allies.
- Spain surrenders to the Allies.

Spanish volunteer units are:

1x 7-6 Inf XX	250 (Spn)
1x 2-6 Inf X	Sp L (Sp)

Spanish Collaborationist Forces

Had the Axis occupied Spain, it is likely that a pro-Axis puppet regime would have been set up. The regime and the German SS would both have recruited collaborationist forces from Spanish nationals, similar to what happened in other Axis-occupied countries in Europe. The following order of battle explores this hypothetical situation.

Occupation of Mainland Spain Turn 12**West:****Other Axis:****Spain:**

1x 0-5 Cons X	1 (Sp)
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Euzkadi, Add to Garrison:

1x 1-5 Sec X	1 (Sp)
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Occupation of Mainland Spain Turn 18**West:****Other Axis:****Spain:**

1x 0-5 Cons X	2 (Sp)
---------------	--------

Cataluna, Add to Garrison:

1x 1-5 Sec X	2 (Sp)
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Occupation of Mainland Spain Turn 24**West:****Other Axis:****Spain:**

2x 0-5 Cons X	3, 4 (Sp)
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Castilla la Nueva, Add to Garrison:

1x 2-3-5* Sec XX	Mad (Sp)
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Occupation of Mainland Spain Turn 48**West:****German:****Spain:**

5x 1-5 Inf X	1 Sp, 2 Sp, 3 Sp, 4 Sp, 5 Sp (SS)
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Occupation of Mainland Spain Turn 72**West:****German:**

Convert: 2x 1-5 Inf X 1 Sp, 2 Sp (SS) to:

1x 6-6 Inf XX	1 Sp (SS)
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Convert: 2x 1-5 Inf X 3 Sp, 4 Sp (SS) to:

1x 6-6 Inf XX	2 Sp (SS)
---------------	-----------

Portuguese Collaborationist Forces

Had the Axis occupied Portugal, it is likely that a pro-Axis puppet regime would have been set up. The regime and the German SS would both have recruited collaborationist forces from Portuguese nationals, similar to what happened in other Axis-occupied countries in Europe. The following order of battle explores this hypothetical situation.

Occupation of Mainland Portugal Turn 12**West:****Other Axis:****Portugal:**

1x 0-5 Cons X	1 (Port)
---------------	----------

Occupation of Mainland Portugal Turn 18**West:****Other Axis:****Portugal:**

1x 0-5 Cons X	2 (Port)
---------------	----------

Occupation of Mainland Portugal Turn 24**West:****Other Axis:****Portugal, Add to Garrison:**

1x 1-5 Sec X	1 (Port)
--------------	----------

Occupation of Mainland Portugal Turn 48**West:****Other Axis:****Portugal:**

2x 1-5 Inf X	1 Port, 2 Port (SS)
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Occupation of Mainland Portugal Turn 72**West:****Other Axis:**

Convert: 2x 1-5 Inf X 1 Port, 2 Port (SS) to:

1x 6-6 Inf XX	Port
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SPANISH PRO-ALLIED FORCES**Forces.**

Other Allied. Other Allied forces are:

Sp Spanish

CONDITIONAL REINFORCEMENTS**Spanish New Republic Forces**

The Nationalist victory in the Spanish Civil War was a bitter blow to the millions who had supported the Republican cause—untold thousands were murdered or fled into exile, while those who were left lived under a repressive police state. Had the Allies invaded Spain, it is likely that the former Republicans would have proclaimed a new republic and recruited forces to fight the Axis in Spain.

The following order of battle explores this hypothetical situation. Use the 3-6 Inf XX counters in the People's Army colors (from the Spanish Civil War scenarios) for the new Republican forces. Note that the new Spanish Republic produces no armor RPs or resource points, and must acquire such through foreign aid to form its forces.

Mainland Spain**Andalucia:**

Lib. Turn 6: Withdraw 1 arm RP and 1 resource pt;

Receive, Forming:

1x 3-6 Inf XX any

Lib. Turn 12, Full:

1x 3-6 Inf XX any

Lib. Turn 18: Withdraw 1 arm RP and 1 resource pt;

Receive, Forming:

1x 3-6 Inf XX any

Lib. Turn 24, Full:

1x 3-6 Inf XX any

Aragon:

Lib. Turn 6: Withdraw 1 arm RP and 1 resource pt;

Receive, Forming:

1x 3-6 Inf XX any

Lib. Turn 12, Full:

1x 3-6 Inf XX any

Asturias:

Lib. Turn 6: Withdraw 1 arm RP and 1 resource pt;

Receive, Forming:

1x 3-6 Inf XX any

Lib. Turn 12, Full:

1x 3-6 Inf XX any

Castilla la Nueva:

Lib. Turn 6: Withdraw 1 arm RP and 1 resource pt;

Receive, Forming:

1x 3-6 Inf XX any

Lib. Turn 12, Full:

1x 3-6 Inf XX any

Castilla la Vieja:

Lib. Turn 6: Withdraw 1 arm RP and 1 resource pt;

Receive, Forming:

1x 3-6 Inf XX any

Lib. Turn 12, Full:

1x 3-6 Inf XX any

Cataluna:

Lib. Turn 6: Withdraw 1 arm RP and 1 resource pt;

Receive, Forming:

1x 3-6 Inf XX any

Lib. Turn 12, Full:

1x 3-6 Inf XX any

Lib. Turn 18: Withdraw 1 arm RP and 1 resource pt;

Receive, Forming:

1x 3-6 Inf XX any

Lib. Turn 24, Full:

1x 3-6 Inf XX any

Estremadura:

Lib. Turn 6: Withdraw 1 arm RP and 1 resource pt;

Receive, Forming:

1x 3-6 Inf XX any

Lib. Turn 12, Full:

1x 3-6 Inf XX any

Euzkadi:

Lib. Turn 6: Withdraw 1 arm RP and 1 resource pt;

Receive, Forming:

1x 3-6 Inf XX any

Lib. Turn 12, Full:

1x 3-6 Inf XX any

Galicia:

Lib. Turn 6: Withdraw 1 arm RP and 1 resource pt;

Receive, Forming:

1x 3-6 Inf XX any

Lib. Turn 12, Full:

1x 3-6 Inf XX any

Leon:

Lib. Turn 6: Withdraw 1 arm RP and 1 resource pt;

Receive, Forming:

1x 3-6 Inf XX any

Lib. Turn 12, Full:

1x 3-6 Inf XX any

Murcia:

Lib. Turn 6: Withdraw 1 arm RP and 1 resource pt;

Receive, Forming:

1x 3-6 Inf XX any

Lib. Turn 12, Full:

1x 3-6 Inf XX any

Valencia:

Lib. Turn 6: Withdraw 1 arm RP and 1 resource pt;

Receive, Forming:

1x 3-6 Inf XX any

Lib. Turn 12, Full:

1x 3-6 Inf XX any

OPERATION FELIX & INVASION OF SPAIN SCENARIOS

GERMAN FORCES

Note.

The units assigned to Operation Felix on a contingency changed periodically. Due to counter mix limitations and for simplicity, if only the unit ID changed when units of similar type and strength were reassigned for Felix, the order of battle shows representative unit IDs rather than the specific IDs of every unit assigned to Felix at any time.

Forces.

German. All forces are German Army unless indicated:

LW Luftwaffe
SS Waffen-SS

INITIAL FORCES, AUG 1 40

Initial Conditions.

Fortifications: None.

Rail Capacity, Standard Gauge Rail Net of Western Europe: 25 REs per turn.

Airfields: None.

Intrinsic AA: None.

Accumulated Resource Points: None.

Accumulated Replacements: None.

Conditional Reinforcements: The German player has received no conditional reinforcements.

Initial Contingency Force

Within two hexes of Bordeaux (33:1625):

1x 4-10* mot Inf III	GD
1x 3-8* Mtn III	98
2x 2-8 Eng III	512, 517
1x 5-3-8 Art III	603
1x 3-8 Art III	783
3x 2-3-8 Art III	609, 610, 782
2x 1-2-8 mot Art III	110, 613
1x 2-10 mot hv AA III	88 (LW)

Any airbases in Axis-occupied France:

2x Ju 87B	2D3	4-1/8 (LW)
2x Me 109E	7F5	1/7 (LW)

Breakdowns

12-10 Pz XX	11-10 Pz XX
1x 10 Pz XX HQ	1x 10 Pz XX HQ
1x 5-3-10 Pz III	1x 4-2-10 Pz III
2x 3-10 mot Inf III	2x 3-10 mot Inf III
10-10 Pz XX	7-8 Mtn XX
1x 10 Pz XX HQ	1x 8 Mtn XX HQ
1x 4-2-10 Pz III	2x 3-8 Mtn III
1x 3-10 mot Inf III	
1x 2-10 mot Inf III	
8-6 Air Landing XX	8-6 Inf XX
1x 6 Air Lndg XX HQ	1x 6 Inf XX HQ
1x 3-6/3-5 Air Lndg III	1x 3-6 Inf III
2x 2-6/2-5 Air Lndg III	2x 2-6 Inf III

7-6 Para XX

1x 6 Para XX HQ

3x 2-6/2-5 Para III

7-6 Inf XX

1x 6 Inf XX HQ

3x 2-6 Inf III

Note: No other German units break down.

Available Breakdown Components

2x 10 Pan XX HQ	A, B
2x 8 Mtn XX HQ	C, D
2x 6 Inf XX HQ	E, F
1x 6 Air Landing XX HQ	22
1x 6 Para XX HQ	7 (LW)
2x 5-3-10 Pan III	A, B
2x 4-2-10 Pan III	A, B
4x 3-10 mot Inf III	A, A, B, B
2x 2-10 mot Inf III	A, B
4x 3-8 Mtn III	C, C, D, D
2x 3-6 Inf III	E, F
6x 2-6 Inf III	E, E, E, F, F, F
1x 3-6/3-5 Air Landing III	22/16
2x 2-6/2-5 Air Landing III	22/47, 22/65
3x 2-6/2-5 Para III	7/1, 7/2, 7/3 (LW)

Corps Markers

None are provided.

PRODUCTION

Ground Replacements

Replacement Points. Starting with the Apr 1 41 turn, the German player receives replacement points on the 1 turn of each month, at the following rate.

From Apr 1 41	Arm RPs	Inf RPs
Each 1 turn	3	6

Replacement Uses. Arm RPs are for non-divisional Pz and Aslt Gun units. Both arm RPs and inf RPs are used for Pz divisions and all units with the motorized symbol. Inf RPs are used for all other units.

Panzer Divisions

Unit	Full Repl	Cadre Repl	Rebuild
Attck Str	Arm/Inf	Arm/Inf	Arm/Inf
12	7/5	3/2	4/3
11	7/4	3/2	4/2
10	6/4	3/1	3/3

Units with the Motorized Symbol

Unit	Full Repl	Cadre Repl	Rebuild
Attck Str	Arm/Inf	Arm/Inf	Arm/Inf
9	3/6	1/3	2/3
6	2/4	1/1	1/3
4	2/2		
3	1/2		
2	1/1		
1	0.5/0.5		
0	0.5/0.5		

Air Replacements

Air Replacement Limit: None.

Air Replacement Points. The German player receives ARPs on the first turn of each air cycle at the following rate:

Prior to Mar 1 41	2 ARPs per air cycle
Mar 1 41 and after	10 ARPs per air cycle

Resource Points and Coast Defense RPs

These are received only as reinforcements.

REINFORCEMENTS**Conditional Reinforcements**

Formation of the Gibraltar Special Forces. The units assigned to assault Gibraltar were to be specially task-organized and trained for the mission.

Any Turn on or after Aug I 40:

Convert: 1x 4-10 mot Inf III GD and 1x 3-8* Mtn III 98 to: Forming:*

1x 8-8 Inf XX Grp G zbv

Reorganize: 1x 5-3-8 Art III 603, 1x 3-8 Art III 783, 3x 2-3-8 Art III 609, 610, 782, and 1 resource pt to:

Forming:

1x 15-5 Art XX Grp 44

Reorganize: 1x 4-2-6 Siege Art III 84, 4x 2-1-6 Siege Art II 624, 641, 800, 815, and 1 resource pt to:

Forming:

1x 12-6-4 Siege Art X 105

Two Turns after Above Unit began Forming: Full:

1x 8-8 Inf XX Grp G zbv

1x 15-5 Art XX Grp 44

1x 12-6-4 Siege Art X 105

Dissolution of the Gibraltar Special Forces. Once formed, this force subsequently may be dissolved.

Any Turn:

Convert: 1x 8-8 Inf XX Grp G zbv to:

1x 4-10* mot Inf III GD

1x 3-8* Mtn III 98

Convert: 1x 15-5 Art XX Grp 44 to:

1x 5-3-8 Art III 603

1x 3-8 Art III 783

3x 2-3-8 Art III 609, 610, 782

Convert: 1x 12-6-4 Siege Art X 105 to:

1x 4-2-6 Siege Art III 84

4x 2-1-6 Siege Art II 624, 641, 800, 815

Coast Defenses. German contingency plans allowed for the rapid establishment of significant coast defenses in several areas of the Spanish coastline.

Any Turn:

Special: Expend 1 coast defense RP to activate each of the following (the RP must be present in the hex):

Add to Intrinsic Coast Defenses:

Level 1:

- Bayonne (33:1931)
- San Sebastian (33:1932)
- Barcelona (33:3624)
- Cadiz (23A:3428)
- Malaga (23A:3822)

Regular Reinforcements**SEP I 40**

Bordeaux (33:1625):

1x 4-2-6 Siege Art III 84

1x 2-6 Siege Art III 814

4x 2-1-6 Siege Art II 624, 641, 800, 815

Bayonne (33:1931):

1x 8-6 Inf XX 11

2x 0-1-5 Cons III 7, 16

1x 0-6 RR Eng III 1

1x 2-10 mot hv AA III 151 (LW)

4x 2-1-R LR Siege Art II 676, 679, 681, 725

4 pts pos AA (4 MPs) (LW)

4 resource pts

Any airbases in Axis-occupied France:

2x Ju 87B 2D3 4-1/8 (LW)

2x Me 109E 7F5 1/7 (LW)

4 pts pos AA (4 MPs) (LW)

OCT I 40

Bayonne (33:1931):

1x 12-10 Pz XX 6

1x 9-10 mot Inf XX TK (SS)

1x 6-10 mot Inf XX 20

1x 3-8 mot Art III 608

1x 1-10 mot hv AA II II/36

Any airbases in Axis-occupied France:

2x Ju 88A4 4B4 3-7/V/24 (LW)

NOV I 40

Add to Accumulated Replacements:

2 coast defense RPs

MAR II 41

Anywhere in Axis-occupied France:

1x 12-10 Pz XX 7

1x 11-10 Pz XX 3

1x 10-10 Pz XX 4

1x 8-6 Air Landing XX 22

13x 8-6 Inf XX 5, 6, 8, 12, 17, 24, 28, 34, 35, 52, 57, 78, 87

2x 7-8 Mtn XX 2, 3

5x 7-6 Inf XX 251, 256, 263, 267, 296

1x 7-6 Para XX 7 (LW)

2x 2-8 Eng III 604, 674

2x 2-6 Eng III 519, 667

2x 0-1-5 Cons III 71, 108

1x 0-6 RR Eng III 4

2x 2-10 mot hv AA III 151, 164 (LW)

2x 2-1-10 Aslt Gun II 185, 210

1x 1-8 Bike II 402

4x 1-10 mot AT II 559, 563, 616, 643

4x 0-1-10 It AA II 601, 604, 605, 607

10 pts pos AA (4 MPs) (LW)

5 resource pts

Any airbases in Axis-occupied France:

1x DFS 230 0GT-1 0/T (LW)

4x He111H4 4B4 2-7/22 (LW)

8x Ju 52 1T2 0/20 (LW)

1x Ju 87B 2D3 4-1/8 (LW)

2x Me 109F1 6F6 1/8 (LW)

2x Me 110C1 5HF5 1/12 (LW)

1x Me 110C4 5HF5 3-2/10 (LW)

Add to Accumulated Replacements:

3 coast defense RPs

OPERATION FELIX & INVASION OF SPAIN SCENARIOS

BRITISH FORCES

Forces.

British. All forces are British Army unless indicated:

Can	Canadian
FAA	Fleet Air Arm
RAF	Royal Air Force
RM	Royal Marines
RN	Royal Navy

INITIAL FORCES, AUG 1 40

Initial Conditions.

Fortifications: Gibraltar (23A:3927) is an improved fortress.

Rail Capacity: None.

Airfields: One 3-capacity airfield at Gibraltar (23A:3927).

Intrinsic AA: None.

Accumulated Resource Points: None.

Accumulated Replacements: None.

Conditional Reinforcements: The British player has received no conditional reinforcements.

Gibraltar Garrison

Gibraltar (23A:3927):

2x 2-3-4* Static X	1 Gib, 2 Gib
6 pts pos AA	(5 MPs)
1x Hurri 1	5F5 1/8 (RAF)

Breakdowns

8-7-10 Arm XX

1x 2-10 mot Spt Grp

2x 3-2-10 Arm X

8-8 Inf XX

7-8 Inf XX

1x 8 Inf XX HQ

1x 8 Inf XX HQ

1x 3-8 Inf X

3x 2-8 Inf X

2x 2-8 Inf X

Note: No other British units break down.

Available Breakdown Components

1x 2-10 mot Spt Grp	1/1
2x 3-2-10 Arm X	1/2, 1/3
2x 8 Inf XX HQ	A, B
2x 3-8 Inf X	A, B
5x 2-8 Inf X	A, A, A, B, B

Corps Markers

None are provided.

PRODUCTION

Ground Replacements

Replacement Points. The British player receives replacement points on the 1 turn of each month, beginning with the turn either condition is met:

- German units enter Spain.
- Spanish units attack British units.

Replacements are received at the following rate.

Once Triggered	Arm RPs	Inf RPs
Each 1 turn	1	3

Replacement Uses. Arm RPs are for Tank, Arm, and mot Spt Grp units. Inf RPs are used for all other units.

Air Replacements

Air Replacement Limit: None.

Air Replacement Points. The British player receives ARPs on the first turn of each air cycle at the following rate:

If German units have not entered Spain and Spanish units have not attacked British Units:

1 ARP per air cycle

Once German units have entered Spain or Spanish units have attacked British Units:

5 ARPs per air cycle

Resource Points

The British player receives resource points only as indicated in the reinforcement section of this order of battle.

REINFORCEMENTS

Conditional Reinforcements

Force H. The British player may use naval forces in the Western Mediterranean for on-map operations.

For any eight consecutive turns: Place at port of Gibraltar (23A:3927):

1x 16-pt Task Force	FHTF (RN)
1x Carrier Group	CG-1 (RN)
1x Fulmar 1	4F4 1/C/13 (FAA)
1x Sword 2	1A2 3-1/VC/16 (FAA)

The Home Fleet. The British player may use part of his home fleet naval forces for on-map operations.

For any four consecutive turns: Place in the Britain Holding Box:

1x 16-pt Task Force	HFTF (RN)
1x Carrier Group	CG-2 (RN)
1x Albacore	2A2 3-1/VC/15 (FAA)
1x Fulmar 1	4F4 1/C/13 (FAA)

The Royal Marines. Britain had a limited amphibious capability during the period covered by this scenario.

Any turn on or after German units enter Spain: Place in the Britain Holding Box:

2x 3-6 Marine X 101, 102 (RM)

For any four consecutive turns: On or after German units enter Spain: Place in the Britain Holding Box:

2x Landing Craft LC-1, LC-2 (RN)

Reinforcements for Gibraltar. The British player may reinforce Gibraltar under certain conditions.

Any turn on or after German units enter Vichy France or Spain Declares for the Axis: Place in the Britain Holding Box:

1x 8-8 Inf XX	1 Can (Can)
1x 3-8 Inf X	20 Gds
1x 2-8 Inf X	25
1x 1-2-8 Eng X	3
4 pts pos AA	(5 MPs)
1 resource pt	
6 pts naval transport	any ID (RN)

2x Blen 4 3NB3 1-2/23 (RAF)
 2x Hurri 1 5F5 1/8 (RAF)

Iberian Peninsula Becomes a Theater of War. The British player receives further reinforcements when general warfare breaks out in the Iberian Peninsula. Any turn on or after 1) German units enter Spain or Portugal, or 2) Spanish units attack British Units: Place in the Britain Holding Box:

1x 8-7-10 Arm XX 1
 1x 8-8 Inf XX 3
 1x 7-8 Inf XX 43
 1x 6-4-8 Tank X 1
 2x 4-3-8 Art X 7, 8
 1x 0-2-8 hv AA X (AA=5) 1
 4 pts pos AA (5 MPs)
 2 resource pts
 1x A-22 3A3 2-1/19 (RAF)
 1x Hurri 1 5F5 1/8 (RAF)
 2x Spit 1 6F5 0/8 (RAF)
 2x Whitley 3NB3 1-6/22 (RAF)

Note: If the "Reinforcements for Gibraltar" conditional reinforcements have not yet been received, receive them at this time

Regular Reinforcements

None.

SPANISH TORCH SCENARIO

INTRODUCTION

Note.

This scenario requires the use of components from GDW/GRD's *Torch* and *For Whom The Bell Tolls* games. Use the Spain, 1939-45 and Portugal, 1939-45 orders of battle in *For Whom The Bell Tolls*. Use the Axis and Allied OBs in *Torch*, with changes as noted below.

Forces.

German. All additional forces are German Army.

British. All additional forces are British Army unless indicated:

Can Canadian

AXIS ORDER OF BATTLE CHANGES

Ignore the following items on the *Torch* OB:

- The airfields and air units listed in the Initial Forces section.
- All Jan I 43 reinforcements listed in the "Libya," "Replacement Pool," and "Breakdown Boxes" sections.
- The Feb I 43 conversion of an Me 109F (LW) to an Me 109G (LW).
- The Apr I 43 conversions of an MC.200 to an MC.205V and an Me 109F (LW) to an Me 109G (LW)
- The Mar I 43 withdrawal of a Ju 87D (LW).

Change the following item on the *Torch* OB:

- The three Luftwaffe air units listed for Sardinia

as part of the Initial Forces instead appear as Nov I 42 reinforcements.

Add the following item:

- Add the Germany Army Foreign Contingent 1x 7-6 Inf XX 250 (Spn) as a Dec I 42 reinforcement. (It is conceivable, perhaps likely, that the veteran Spanish division would have been transferred from the German eastern front to help in the defense of Spain.)

OPTIONAL: Additional German Forces to Spain. Plan Gisela, a contingency plan prepared in response to the historical Torch landings, assigned forces to counter possible Allied landings in Spain. If the initial Allied landings had occurred in Spain instead of North Africa, a number of these units might have been sent to Spain as they were assembled.

JAN I 43

German:

Arrive:

1x 6-8 PzG XX	345
1x 5-10 mot Inf XX	386
2x 5-5 Static XX	326, 338
1x 4-5* Static XX	715
1x 2-3-8 Art III	any
1x 1-2-8 mot Art III	any

ALLIED ORDER OF BATTLE CHANGES

Ignore all forces listed under the "Libya" section of the *Torch* order of battle.

Ignore the following conversions:

- 1) Feb I 43 Well 2 to B-24C
- 2) Mar I 43 Hurri 2D to Hurri 4

Allied reinforcements (as listed under the "North Africa" section of the *Torch* order of battle) arrive as follows: Units and supplies arrive (by naval transport) at any Allied-owned ports in Spain and Portugal, at neutral Portuguese ports if Portugal allows Allied entry, or at Gibraltar if Allied-owned. Air units arrive at any Allied-owned airbases, or at neutral Portuguese airbases if Portugal allows Allied entry. North Africa SMPs are SMPs for use anywhere in play.

All British "North African" reinforcements listed on the *Torch* OB from Nov II 42 through Mar II 43 (inclusive) are available as reinforcements on Nov II 42.

The Free French 6-8 Inf XX 1 FF is a Nov II 42 reinforcement.

OPTIONAL: Additional British Forces to Spain. The British could have prepared and released another corps plus additional troops for service in Spain.

NOV II 42

British:

Arrive:

1x 8-8 Inf XX	3
1x 8-8 Inf XX	1 Can (Can)
1x 7-8 Inf XX	43
2x 4-3-8 Art X	7, 8

1x 1-2-8 Eng X 3
1x 0-2-8 hv AA X (AA=5) 1

Spit Spitfire
Vel Goncalo Velho

NAMES AND ABBREVIATIONS

British:

British Army:

Gds Guards
Gib Gibraltar

Canadian:

Can Canadian

Fleet Air Arm (FAA):

Sword Swordfish

Royal Air Force (RAF):

Blen Blenheim
Hurri Hurricane
Spit Spitfire

Royal Navy (RN):

CG Carrier Group
FHTF Force "H" Task Force
HFTF Home Fleet Task Force
LC Landing Craft
NT Naval Transport

German:

German Army:

GD Grossdeutschland [Greater Germany]
G zbV Gibraltar zur besonderen Verwendung
[Gibraltar Special Purposes]

Foreign Contingents in Army:

Sp L Spanische Legion [Spanish Legion]

Waffen-SS:

Port [Portugal]
Sp Spanien [Spain]
TK Totenkampf [Death's Head]

Other Axis:

Spanish:

Mad Madrid

Portugese:

Capital:

Port Portugal

Armed Forces:

Acores Azore Islands
Alb Alfonso de Albuquerque
Angola [Portugese colony in SW Africa]
Blen Blenheim
Del Delfim [dolphin]
Dour Douro [river]
GNR Guardia Nacional Republicana
[Republican National Guard]
Hurri Hurricane
Lis Lisboa [Lisbon, city]
LtTF Light Task Force
Mozam Mozambique [Portugese colony in SE
Africa]
Mxd Mixed
NT Naval Transport
Nun Pedro Nunes

Spanish:

Capital:

Sp Spain

Colonial:

Alh Alhucemas [city]
Arc Arcilah [city]
BT Bab-Tazza [city]
Ceu Ceuta [city]
dCF del Caudillo de Ferrol [the bodyguard of
the leader of iron]
E Este [East]
I-G Ifni-Guinea [Spanish possessions in
Africa]
I-S Ifni-Sahara [Spanish possessions in
Africa]
LAm Llano Amarillo [city]
Lar Larache [city]
Mel Melilla [city]
MG Mejalifiana de Gomara [(Soldiers) of the
Caliphate (of Morocco) of (the city of)
Gomara]
MK Mejalifiana de Kert [(Soldiers) of the
Caliphate (of Morocco) of (the city of)
Kert]
ML Mejalifiana de Larache [(Soldiers) of the
Caliphate (of Morocco) of (the city of)
Larache]
MM Mejalifiana de Melilla [(Soldiers) of the
Caliphate (of Morocco) of (the city of)
Melilla]
MR Mejalifiana de Rif [(Soldiers) of the
Caliphate (of Morocco) of (the mountains
of the) Rif]
MT Mejalifiana de Tetuan [(Soldiers) of the
Caliphate (of Morocco) of (the city of)
Tetuan]
O Oeste [West]
Rif Rif [mountain range in Morocco]
Tdl Tiradores de Ifni [Ifni Sharpshooters]
Tet Tetuan [city]
Xau Xauen [city]
Spanish Regulars:
Alm Almeria [city]
Alse Alsedo [Spanish commander killed in the
Battle of Trafalgar]
And Andalucia [region]
Ara Aragon [region]
Bal Baleares [Balearic Islands]
Bru Brunete [Spanish Civil War battle]
C Costa [Coast]
Cab Caballeria [Cavalry]
Cadiz [city]
Can Canarias [Canary Islands]
Canar Canarias [Canary Islands]
Canta Cantabrica [region, N coast of Spain]
Car Carabineros [Frontier Guards]

Cart	Cartagena [city]	LC	Landing Craft
Cas	Castilla [region]	LE	Legion Extranjera [Foreign Legion]
Cast	Castillo [19th Century Spanish statesman]	LP	La Palma [island in Canaries]
CATF	Heavy Cruiser Task Force	Mad	Madrid [city]
Cerva	Miguel de Cervantes [16th Century Spanish author of <i>Don Quixote</i>]	Mae	Maestrazgo [one of two military commands in Spanish Morocco]
Cerve	Almirante Cervera [Fleet commander in 1898 Spanish-American War]	Mal	Malaga [city]
Ceut	Ceuta [city]	Mar	Marroqui [Morocco]
Chur	Churruca [late 18th Century Spanish admiral]	Mxd	Mixed
CLTF	Light Cruiser Task Force	Mola	General Mola [one of the three founders of Nationalist Spain]
Cor	Cordoba [city]	N	Norte [North]
dCF	del Caudillo Franco [(Bodyguard of) Leader Franco]	Nav	Navarra [region]
E	Este [East]	Navar	Navarra [region]
Est	Extremadura [region]	NT	Naval Transport
Exp	Expedicionario [Expeditionary]	Nunez	Mendez Nunez
Fuer	Fuerteventura [island in Canaries]	S	Sur [South]
Gal	Galicia [region]	RB	Rias Bajas [region, SW coastal Galicia]
Galic	Galicia [region]	S/E	Calvo Sotello [Spanish rightist politician whose murder precipitated the coup d'etat that began the Spanish Civil War]/Eolo
GB	Guzman el Bueno [Guzman the Good]	SS	Submarine Squadron
GC	Guardia Civil [Civil Guard]	Ten	Tenerife [island in Canaries]
GCan	Gran Canaria [island in Canaries]	Urg	Urgel [city]
Gomera	[island in Canaries]	Vis	Viscaya [a province in the Euzkadi region]
Hierro	[island in Canaries]	ZME	Zapadores de Marruecos Este [East Moroccan Sappers]
Hues	Huesca [city]	ZMO	Zapadores de Marruecos Oeste [West Moroccan Sappers]
Jar	Jarama [river]		
Jup	Jupiter		
Lan	Lanzarote [island in Canaries]		

Spanish Civil War: Rules

Rule 10B2 (Armor and Antitank Effects, Values, Half)

In the "for example" sentence the two references to "AECA" should read "AECD" instead.

Rule 10C (Armor and Antitank Effects, Proportions)

In the first paragraph: the "for example" sentence's "three tank brigades (3 REs, half AECA)" should read "three tank brigades (3 REs, full AECA)" instead.

Rule 23A1 (Special Air Rules, Fighter Capabilities, Fighters-Bombers)

In the first paragraph, the reference that a fighter on a bombing mission does not have its air defense strength modified is incorrect. (This is correct for the latter part of World War II, but not for the time period of the Spanish Civil War!) The paragraph should read:

1. Fighters-Bombers. A type F air unit flying a bombing mission has its air attack and defense strengths each reduced by 2 (but never below 1). For example, a Me 109E fighter (7F5) flying a bombing mission would have an air attack strength of 5 and an air defense strength of 3.

Rule 28C (Movement of Naval Units, Movement and Combat)

In the first paragraph, the sentence "The movement of naval groups may initiate submarine and/or naval combat" should read instead "The movement of naval groups may initiate submarine and/or surface naval combat."

Rule 34B (Special Naval Rules, Replenishment)

The sentence "(its gunnery and AA strengths are unaffected)" should read instead "(its gunnery, submarine warfare, and AA strengths are unaffected)."

Rule 38A3b (Nations, Insurgent Spain, Italian Forces, Italian Operations on Mallorca)

Mentions of the "Italian naval Intervention holding box" should read "Italian off-map ports holding box."

Rule 38D (Nations, Gobernitos)

The reference to "(per Rule 40N)" should instead read "(per Rule 40C)."

Rule 40A1 (Ground Reinforcements and Replacements, Reinforcements, Concepts)

For the section on transfers, "in the indicated holding box" should instead read "in the indicated garrison box."

Victory Chart

The Grand Campaign Scenarios, Victory Point (VP) Awards, VPs Awarded Upon Occurrence of Events, Both Players Section (only): Delete the listings for Capture of Enemy Government +50 VPs, Enemy Government Relocates +5 VPs, and Enemy government goes into Exile +25 VPs. *Note:* Do not change similar lines in the player-specific awards below this section.

Optional: Assault Engineers

An Italian assault engineer shows up during the play of the game. If you wish to use its special abilities, add

the following to Rule 44C (Optional Rules, Ground Units):

2. Assault Engineers. Assault engineers are not construction units. They have the combat abilities of combat engineers. In addition, an assault engineer attacking into or defending in a major city or improved fortress has its combat strength doubled and has its RE size doubled for the purposes of calculating the engineer proportion. For example, a 1-8 assault engineer battalion attacking an improved fortress would have an attack strength of 2 and would be counted as 1 RE for the engineer proportion.

World War II Scenarios: Europa Orders of Battle

Portugal, 1939-45

General Mobilization Turn 1, Mainland Portugal: The line "1x 5-6 Inf XX 1, 2, 3, 4, Lis" should read:

5x 5-6 Inf XX 1, 2, 3, 4, Lis

Portugal, 1939-45

General Mobilization Turn 1, Mainland Spain, Valencia: The line "1x 1-2-6 Eng III 43" should read:

1x 1-2-6 Art III 43

Operation Felix & Invasion of Spain

German Forces: "Panzer" is occasionally abbreviated as "Pan" as well as "Pz."

German Forces: The 1x 1-10 mot hv AA II II/36 is a Luftwaffe unit, not German Army.

Names and Abbreviations

Spanish Colonial: "dCF" is the abbreviation for "des Caudillo de Ferrol," not "del Caudillo de Ferrol."

World War II Scenarios: Counters

Portuguese

The 1-2-6* Inf III 19 counter should be unsupported.

Spanish Regulars

The 2-3-4* Static XX Viz counter ID should instead be "Vis."

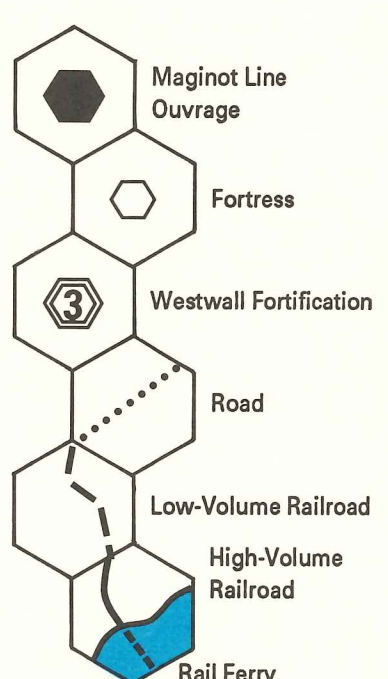
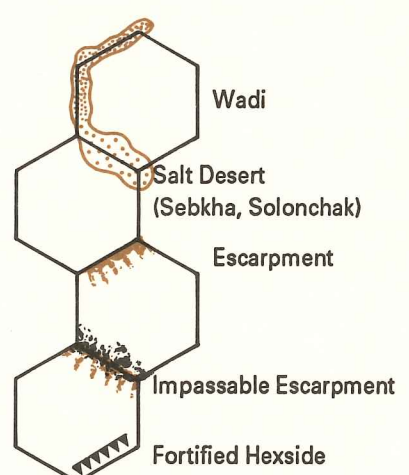
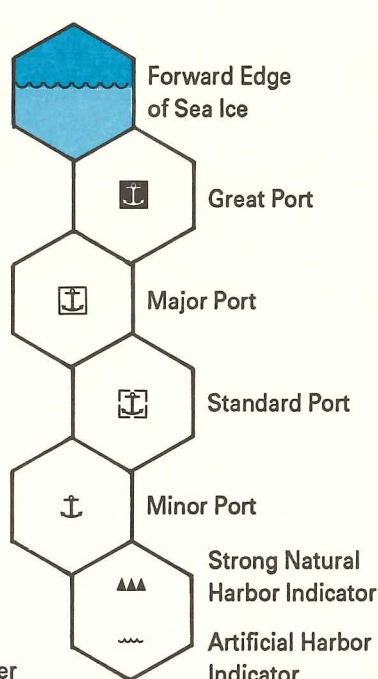
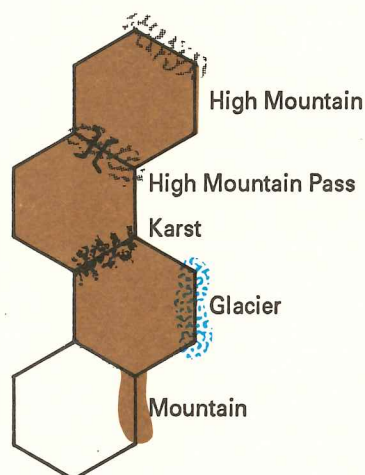
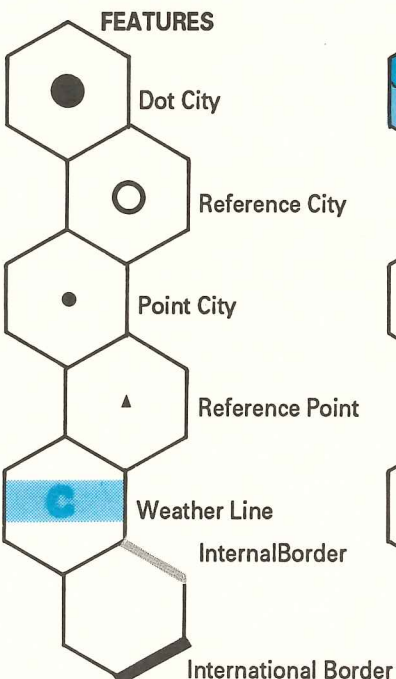
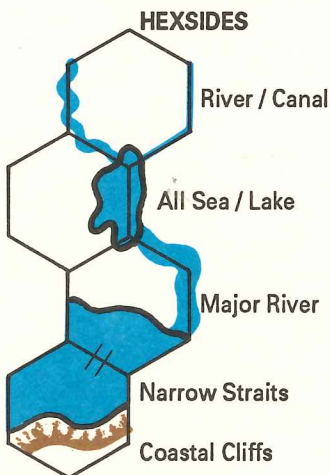
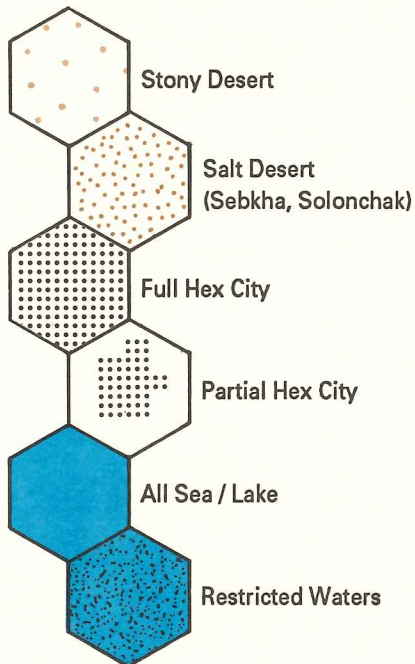
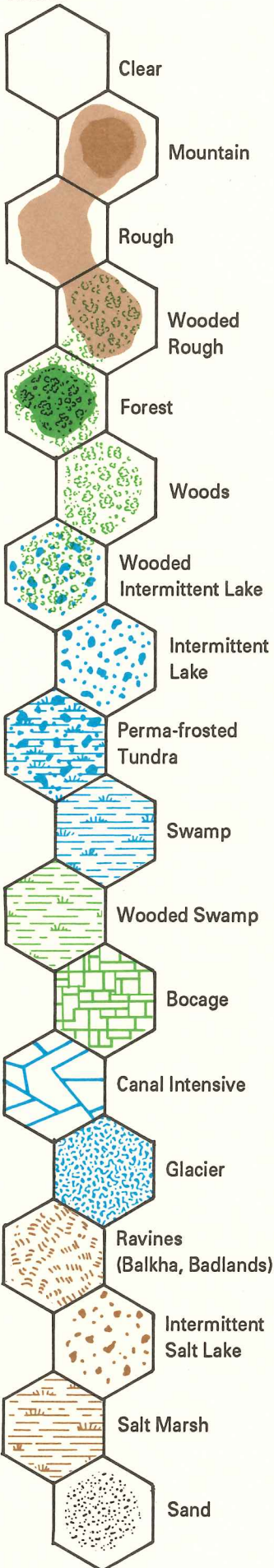
Spanish Colonials

There is one 2-6* (front)/2-6 (back) Inf III missing, the "1 Tet" counter. If you don't want to make your own counter, instead use one of the spare Spanish Regulars 2-6*/2-6 Inf III breakdowns (ten are provided for use in the Spanish Civil War, but only five are needed for the Spain 1939-45 OB).

German Army

The 15-8 Art XX Grp 44 counter should have a movement rating of 5, not 8, for both its divisional and cadre sides.

HEXES



Europa™

MASTER TERRAIN KEY

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TERRAIN EFFECTS CHART

Grand Europa

Terrain		Movement Effects	Combat Effects
Any Weather (unless otherwise indicated):			
Hexes	Partial City Hex	As clear or railroad line	(-1 Ax/Svt); No AEC; Attacker (exc art, eng) & GS halved
	Full City Hex	As clear or railroad line	-1 (-2 Ax/Svt); No AEC; Attacker (exc art, eng) & GS halved
	All Sea/Lake	Prohibited	Prohibited
	Glacier	Prohibited	Prohibited
	Salt Marsh	Prohibited	Prohibited
	Salt Desert	Prohibited	Prohibited
Hexsides	River/Canal	+1 for all units	Attacker (except artillery) halved
	River/Canal (frozen)	No Effect	No Effect
	Major River	+2 for all units	Attacker (except artillery) quartered
	Major River (frozen)	+1 for all units (exc +0 for Ski)	Attacker (except artillery) halved
	Great River	As lake hexside	As lake hexside
	Mountain	As mountain hex	Attacker (except mountain) halved
	High Mountain (clear wthr)	P for all units (exc +4 High Mtn)	Prohibited
	High Mountain (other wthr)	Prohibited	Prohibited
	High Mtn Pass (clear wthr)	P Mot/Art; +4 Non-Mot	Prohibited
	High Mtn Pass (other wthr)	P for all units (exc +4 High Mtn)	Prohibited
	Karst	As high mountain pass	Prohibited
	Glacier	Prohibited	Prohibited
	Salt Desert	Prohibited	Prohibited
	All Sea/Lake	Prohibited	Prohibited
	All Lake (frozen)	+3 Mot/Art; +2 Non-Mot; +1 Ski	Attacker (except artillery) quartered
	All Sea (frozen)	P Mot/Art; +3 Non-Mot; +2 Ski	Attacker quartered
	Narrow Straits	+2 for all units	Attacker (except artillery) quartered
	Narrow Straits (frozen)	+1 for all units (exc +0 for Ski)	Attacker (except artillery) halved
Features	Escarpment	+1 for all units	Atking up: Atkr (exc art) halved; Atking down: No Effect
	Impassable Escarpment	Prohibited	Prohibited
	Wadi	+1 for all units	No Effect
	Coastal Cliffs	No Effect	Attacker making amphibious landings (only) halved
	Road	As clear; See Rule 7B	No Effect; See Note 9
	Railroad (all types)	See Rule 7A	No Effect; See Note 9
	Rail Ferry	See Rule 37A2	No Effect; See Note 9
	Border (all types)	No Effect	No Effect
	Point City	No Effect	No Effect
	Reference City	No Effect	No Effect
	Dot City	No Effect	No AEC
	Port (all types)	No Effect	No Effect
	Fortifications (all types)	No Effect	See fortifications effects chart
	Restricted Waters	No Effect	No Effect
	Weather Line	No Effect	No Effect
	All other features	No Effect	No Effect

Notes: 9) Roads, railroads, and rail ferries do not negate the combat effects of hexes or hexsides. For example, a unit may not attack across a prohibited-terrain hexside crossed by a road, railroad, or rail ferry. 10) Ax/Svt: Use the indicated die roll modifiers only in combat between Axis and Soviet forces. 11) If a hexside has more than one type of terrain present (for example, both river and escarpment), the movement and combat effects of all types present apply.

Fortifications Effects Chart

Fortifications	Combat Effects
Fort (counter)	-1; No AEC; Eng modifier
Fortified Area (counter)	-1; No AEC; Eng modifier
Port Fortification (counter)	-1; No AEC; Attacker (except eng, art) & GS halved; Eng modifier; Sg Art doubled
Unimproved Fortified hexside	No AEC
Improved Fortified hexside	No AEC; Attacker (except eng, art) halved; Sg Art doubled
Unimproved Fortress	-1; No AEC; Eng modifier
Improved Fortress	-1; No AEC; Attacker (except eng, art) & GS halved; Eng modifier; Sg Art doubled
Unimproved Westwall	-1; No AEC; Eng modifier
Westwall [1]	-1; No AEC; Eng modifier; Defender ignores retreat
Westwall [2]	-2; No AEC; Eng modifier; Defender ignores retreat
Westwall [3]	-3; No AEC; Eng modifier; Defender ignores retreat
Unimproved Ouvrage	-1; No AEC; Eng modifier
Improved Ouvrage	-1; No AEC; Attacker (except Sg Art) & GS halved; Eng modifier; Defender ignores retreat

Notes: 1) See Notes for the terrain effects charts for common abbreviations. 2) Eng modifier: The combat engineer modifier is possible (Rule 14A2). 3) Sg Art: Siege Artillery. 4) An attack through a fortified hexside into another fortification type is affected by the combined effects of both fortification types.

TERRAIN EFFECTS CHART

Grand Europa

Terrain		Movement Effects			Combat Effects
Clear or Frost Weather:		Mot/Art	Other	Exceptions	
Hexes	Clear	1	1		No Effect
	Woods	2	2	1-Lt Inf	-1
	Rough	2	2	1-Lt Inf, Cav, Mtn	-1
	Wooded Rough	3	3	2-Lt Inf, Cav, Mtn	-2
	Mountain	6	3	2-Mtn	-2; No AEC; Attacker (except mtn) & GS halved
	Forest	6	3	2-Lt Inf, Cav	-2; No AEC; C/M attacker (exc art) & GS halved
	Swamp	6	3	2-Lt Inf, Cav	-1; No AEC; Mot/Art attacker & GS halved
	Wooded Swamp	6	3	2-Lt Inf, Cav	-2; No AEC; Mot/Art attacker & GS halved
	Intermittent Lake	2	1		Attacker (except artillery) halved
	Wooded Intermittent Lake	2	2		-1; Attacker (except artillery) halved
	Intermittent Salt Lake	2	1		Attacker (except artillery) halved
	Canal Intensive	3	1		-1; No AEC
	Bocage	3	1		-1; No AEC; C/M attacker (except artillery) halved
	Ravines	4	2		-1; No AEC
	Sand	3	2		No Effect
	Stony Desert	2	1		No Effect
	Permafrost Tundra	P	3	2-Lt Inf, Cav	-2
Mud Weather:		Mot/Art	Other	Exceptions	General: -2; No AEC
Hexes	Clear	4	2	3-Cav	No Effect
	Woods	4	3		-1
	Rough	4	3		-1
	Wooded Rough	6	3		-2
	Mountain	6	3		-2; Attacker (except mtn) & GS halved
	Forest	6	3		-2; C/M attacker (exc art) & GS halved
	Swamp	6	3		-1; Mot/Art attacker & GS halved
	Wooded Swamp	6	3		-2; Mot/Art attacker & GS halved
	Intermittent Lake	4	2	3-Cav	Attacker (except artillery) halved
	Wooded Intermittent Lake	4	3		-1; Attacker (except artillery) halved
	Intermittent Salt Lake	4	2	3-Cav	Attacker (except artillery) halved
	Canal Intensive	4	2	3-Cav	-1
	Bocage	4	2	3-Cav	-1; C/M attacker (except artillery) halved
	Ravines	6	3		-1
	Sand	3	2		No Effect
	Stony Desert	4	2		No Effect
	Permafrost Tundra	P	3		-2
Winter (Snow) Weather:		Mot/Art	Other	Exceptions	General: -1; Reduced AEC
Hexes	Clear	3	2	(1-Ski)	No Effect
	Woods	3	2	(1-Ski)	-1
	Rough	3	2	(1-Ski)	-1
	Wooded Rough	6	3	2-Mtn (2-Ski)	-2
	Mountain	P	4	3-Mtn (3-Ski)	-2; No AEC; Attacker (except mtn) & GS halved
	Forest	6	3	(2-Ski)	-2; No AEC; C/M attacker (exc art) & GS halved
	Swamp	3	2	(1-Ski)	No Effect
	Wooded Swamp	3	2	(1-Ski)	-1; GS halved
	Intermittent Lake	3	2	(1-Ski)	No Effect
	Wooded Intermittent Lake	3	2	(1-Ski)	-1
	Intermittent Salt Lake	3	2	(1-Ski)	Attacker (except artillery) halved
	Canal Intensive	3	2	(1-Ski)	-1
	Bocage	4	2	(1-Ski)	-1; No AEC; C/M attacker (except artillery) halved
	Ravines	6	3	(2-Ski)	-1; No AEC
	Sand	3	2	(1-Ski)	No Effect
	Stony Desert	6	2	(1-Ski)	No Effect
	Permafrost Tundra	3	2	(1-Ski)	No Effect

Notes: 1) Mot/Art: All combat/motorized and all artillery units. 2) P: Prohibited. 3) Combat effects of terrain features are in addition to regular hex and hexside effects. 4) Combat effects of weather are in addition to all other effects. 5) Rivers and lakes freeze in weather zones A, B, and C during cold weather; swamps and wooded swamps freeze in Snow weather. 6) Not all terrain types appear in each *Europa* game. 7) Winter (Snow) Weather: Use the parenthetical costs, if any, during Snow weather. 8) Art: Artillery; Exc: Except; GS: Ground Support Bombing; Mtn: Mountain; C/M: Combat/Motorized; Wthr: Weather; Atkr: Attacker; Atkng: Attacking.

COMBAT CHARTS AND TABLES

Ground Combat Results Table

Die Roll	Odds Ratio													Die Roll
	1:4	1:3	1:2	1:1	3:2	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1	
-1	AE	AE	AE	AE	AE	AE	AH	AR	AS	DR	DR	DR	DR	-1
0	AE	AE	AE	AE	AH	AH	AR	AS	EX	EX	HX	DR	DH	0
1	AE	AE	AE	AH	AR	AR	AS	EX	HX	DR	DR	DH	DH	1
2	AE	AE	AH	AR	AR	AS	EX	HX	DR	DR	DH	DH	DE	2
3	AE	AH	AR	AR	AS	AS	HX	DR	DR	DH	DE	DE	DE	3
4	AE	AR	AR	AS	AS	EX	DR	DR	DH	DE	DE	DE	DE	4
5	AH	AR	AS	AS	EX	HX	DR	DH	DE	DE	DE	DE	DE	5
6	AH	AS	HX	DR	DR	DR	DH	DE	DE	DE	DE	DE	DE	6
7	AR	AS	HX	HX	HX	DH	DE	DE	DE	DE	DE	DE	DE	7
8	AR	HX	DR	DH	DE	DE	DE	DE	DE	DE	DE	DE	DE	8

Note:

An attack at odds greater than 9:1 is resolved at 9:1. An attack at odds less than 1:4 is an automatic AE.

Air Combat Results Table (Roll two dice)

Dice Roll	Attack Differential													Dice Roll
	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	
1	A	A	K	K	K	K	K	K	K	K	K	K	K	1
2	A	A	A	K	K	K	K	K	K	K	K	K	K	2
3	R	A	A	A	K	K	K	K	K	K	K	K	K	3
4	-	R	R	A	A	A	K	K	K	K	K	K	K	4
5	-	-	-	R	R	A	A	A	K	K	K	K	K	5
6	-	-	-	-	R	R	R	A	A	A	A	K	K	6
7	-	-	-	-	-	-	R	R	R	A	A	A	K	7
8	-	-	-	-	-	-	-	-	R	R	R	A	A	8
9	-	-	-	-	-	-	-	-	-	-	R	R	A	9
10+	-	-	-	-	-	-	-	-	-	-	-	-	-	10+

Note:

An attack at a differential greater than +7 is resolved at +7. An attack at a differential less than -5 is an automatic No Effect.

Modifiers:

-1 type F vs type HF, B, or T
-1 type HF vs type B or T
+1 type HF, B, T vs type F

Antiaircraft Fire Table (Roll two dice)

Dice Roll	Antiaircraft Strength							
	1	2	3	5	7	10	13	17+
1	A	A	A	A	A	K	K	K
2	A	A	A	A	A	A	K	K
3	R	A	A	A	A	A	A	K
4	-	R	R	A	A	A	A	A
5	-	-	R	R	R	A	A	A
6	-	-	-	-	R	R	R	A
7	-	-	-	-	-	-	R	R
8+	-	-	-	-	-	-	-	-

Modifiers:

-1 vs code V on naval patrol bombing mission
-1 vs type B, T on air drop, GS, DAS, or harassment mission
+1 when firing at night
+1 vs type B on any mission other than airdrop, GS, DAS, harassment, naval units in port, or naval patrol

Overall Note:

On any combat table, die rolls modified above the highest or below the lowest number are treated as the highest or lowest number, respectively.
Example: A modified roll of 7 on the bombing table is treated as a 6.

For Whom The Bell Tolls

Naval Combat Results Table

Die Roll	Attack Strength					
	1	2	3	5	7	10+
0	M	M	M	M	M	M
1	M	M	M	M	M	H
2	M	M	M	M	H	H
3	M	M	M	H	H	H
4	M	M	H	H	H	H
5	M	H	H	H	H	H
6	H	H	H	H	H	H

Modifiers:

+1 CD vs any naval unit
+1 TF, SS vs NT or LC
-1 TF vs non-firing CD

Patrol Attack Table

Attack Differential	Die Roll	Result
-1 or less	1 2, 3, 4, 5 6	Attkr: A No Effect Dfndr: R
0 to +2	1 2, 3, 4 5 6	Dfndr: A No Effect Dfndr: R Dfndr: A
+3 or more	1, 2, 3 4 5, 6	No Effect Dfndr: R Dfndr: A

Notes:

Attkr (Attacker): Fighter making attack
Dfndr (Defender): Air unit being attacked

Bombing Table

Die Roll	Bombing Strength					
	1	2	5	9	13	17+
0	M	M	M	M	M	M
1	M	M	M	M	M	H
2	M	M	M	M	H	H
3	M	M	M	H	H	H
4	M	M	H	H	H	H
5	M	H	H	H	H	H
6	H	H	H	H	H	H

Modifiers:

+1 if type D
+1 if code V bombing naval units
-1 if bombing at night

UNIT IDENTIFICATION CHART

For Whom The Bell Tolls

Class	Symbol	Unit Type		AECA	AECD	ATEC	HE [1]
C/M		Tank, Armored (Arm), Panzer (Pz)	Loyalist	Full	1/2	Full	yes
			All Others	Full	Full	Full	yes
		Light Tank/Armor (Lt Tank/Arm), Armored Car (Arm Car)	Loyalist	1/2	1/2	Neut.	yes
			All Others	Full	1/2	Neut.	yes
		Mechanized (Mech), Reserve Panzergrenadier (Res PzG)	Loyalist	1/2	1/2	1/2	yes
			All Others	1/2	1/2	Full	yes
		Assault Gun (Aslt Gun)		Full	1/2	Full	yes
		Motorcycle		Neut.	Neut.	Neut.	yes
Art		Motorized Infantry (mot Inf)		Neut.	Neut.	Neut.	yes
		Other Motorized (mot) Units [Note 2]		Neut.	Neut.	Neut.	yes
		Support Group (Spt Grp)		Neut.	Neut.	Neut.	yes
		Field Artillery (Art)		Neut.	Neut.	Neut.	yes
		Mountain Artillery (Mtn Art) [Note 3]		Neut.	Neut.	Neut.	yes
		Siege Artillery (Siege Art)		Neut.	Neut.	Neut.	yes
		Long Range Siege Artillery (LR Siege Art)		Neut.	Neut.	Neut.	yes
Non-Mot		Mortar		Neut.	Neut.	Neut.	yes
		Cavalry (Cav)		-	-	-	yes
		Antitank (AT)		-	-	Full	yes
		Heavy Antiaircraft (hv AA)		-	-	Full	yes
		Position Antiaircraft (pos AA)		N/A	N/A	N/A	yes
		Assault Engineer (Aslt Eng)		-	-	1/2	yes
		Railroad Engineer (RR Eng)		-	-	-	yes
	All other non-motorized unit types have no intrinsic AECA, AECD, ATEC, or HE:						
		Infantry (Inf)		Border (Bdr)		Combat Engineer (Eng)	
		Mountain (Mtn) [Note 3]		Machinegun (MG)		Construction (Cons)	
		Light Infantry (Lt Inf)		Security (Sec)		Bicycle	
		Static		Police (Pol)		Air Landing (Air Lndg)	
		Marine		Light Antiaircraft (lt AA)		Parachute (Para)	
				Naval Troops (Nvl Trps)			

1) HE: Heavy Equipment. Unit types marked yes have heavy equipment.

2) Other unit type symbols combined with the supplementary motorized symbol are c/m. Any AECA, AECD, or ATEC capability listed as none (-) for the base unit type symbol becomes neutral when the unit is c/m. A c/m unit always has HE.

3) Other unit types with the mountain symbol have mountain capability.

Unit Color Codes: Spanish Civil War

Insurgents:

Nationalist	Black on yellow
Colonial	White on yellow
Falangist	White/Black on yellow
Requete	Black/White on yellow
German	Black on light blue
Italian	Black on light gray-green
Mixed	White on light gray-green

Loyalists:

People's Army	Black on purple
International	White on purple
Asturian	Black/White on brown
Basque	White on brown
Catalan	Black on brown
Santander	White/Black on brown
Anarchist	Black on screen of rust
POUM	White on screen of rust

Unit Color Codes: World War II Scenarios

British:

British Army	Black on screen of brown
RAF	Black on screen of brown
Royal Navy	Black on gray
Fleet Air Arm	Black on gray
Royal Marines	Black on gray

German:

German Army	Black on gray-green
Luftwaffe	Black on light blue
Waffen-SS	White on black
Foreign Contingents	White on gray-green

Portuguese:

Portuguese Regulars	Black on rust
---------------------	---------------

Spanish:

Spanish Regulars	Black on yellow
Colonial	White on yellow

UNIT IDENTIFICATION CHART

For Whom The Bell Tolls

Ground Units

Self-Supported

Indicator: Unit Size: 2G10

Unit Type: Unit ID: 2G10

Attack Strength: 2-3-4 Movement Rating: 4

Defense Strength: 2-3-4

Transport Counter

Capacity: 1 RE

Type Symbol: Movement Rating: 8

Unsupported

Indicator: Unit Size: 3-5

Combat Strength: 3-5

Position Anti-aircraft

1: Anti-aircraft Strength: 4

Movement Rating: 4

Combat Anti-aircraft

4: Anti-aircraft Strength: 4

Movement Rating: 2-10

Divisional identification appears on the left side of the unit type box; identification of smaller units appears on the right side.

All headquarters are indicated by the flagstaff extending from the lower left of the unit type box. Divisional headquarters have no combat strength; only a movement rating. Corps and higher headquarters have no combat or movement rating.

Unit Size Designations

Markers:

XXX Corps

Divisional Units:

XX Division

Divisional Grouping

Non-Divisional Units:

X Brigade

III Regiment

II Battalion

Cadre Cadre

Air Units

Air Unit Types

Fighters:

- F Fighter
- HF Heavy Fighter

Bombers:

- B Bomber
- A Attack Bomber
- D Dive Bomber

Transports:

- T Transport
- GT Glider Transport

Air Unit Codes

- C Carrier Capable
- F Float Plane/Flying Boat
- V Anti-Shipping Torpedoes

Type Prefixes

- N Night Capable

Air Unit Symbol

Type: Air Attack Strength: 4

Air Defense Strength: 4

Model: Ju 88A4

Tactical Bombing Strength: 3-7 Strategic Bombing Strength: V

Movement Rating: 13

Code: 13

If only one bombing strength is present, it is the tactical bombing strength; the air unit has no strategic bombing strength

7 F 5
Me 109E
1 7

Naval Units

Task Force

5: AA Strength: 5

RM-1: Identification

12: Strength

Carrier Group

5: AA Strength: 5

CG-1: Identification

(4): Strength

Submarine Squadron

Strength: SS-1

S1

Naval Transport

2: AA Strength: 2

NT-1: Identification

C2: Strength/Cargo Capacity

Landing Craft

2: AA Strength: 2

LC-1: Identification

C1: Strength/Cargo Capacity

Damaged

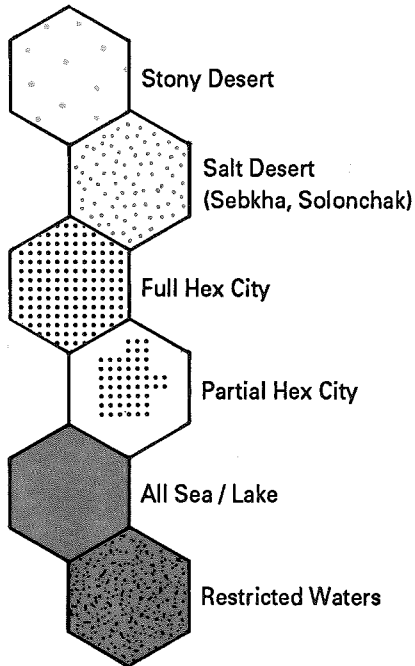
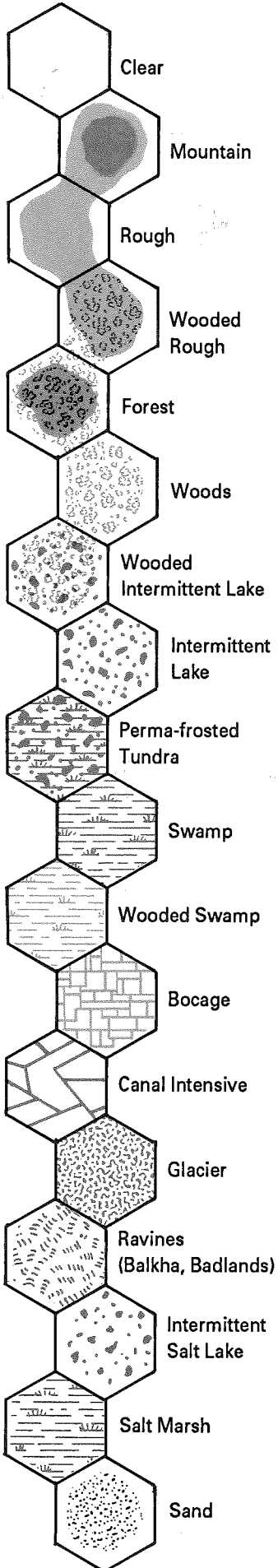
2: AA Strength: 2

LC-1: Identification

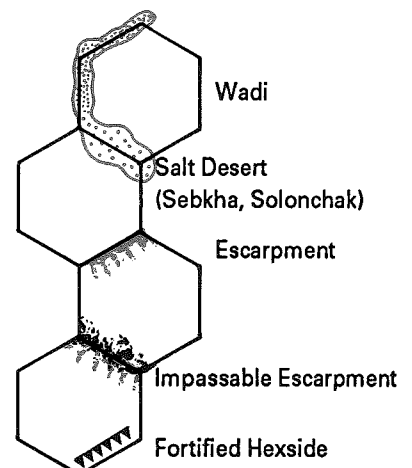
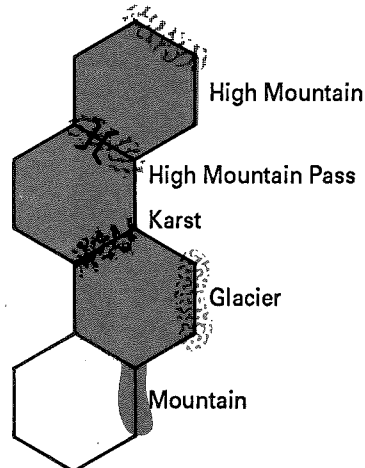
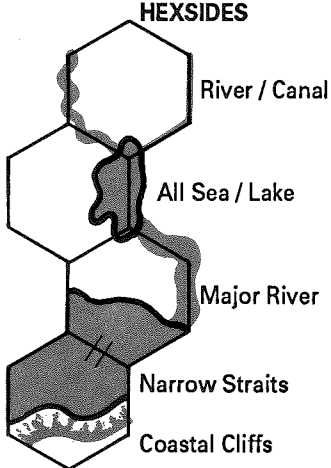
Damaged: Strength/Cargo Capacity

Markers	
Improved Fort	
Improved Fort Under Construction	
Fort	
Fort Under Construction	
Hit	
Capital	
Temporary Airfield	
Permanent Airfield	
Supply Status	
Status	
Factory	
Isolation	
Harassment	
Bridge Destroyed	
Destroyed	
Line Cut	
Supply	

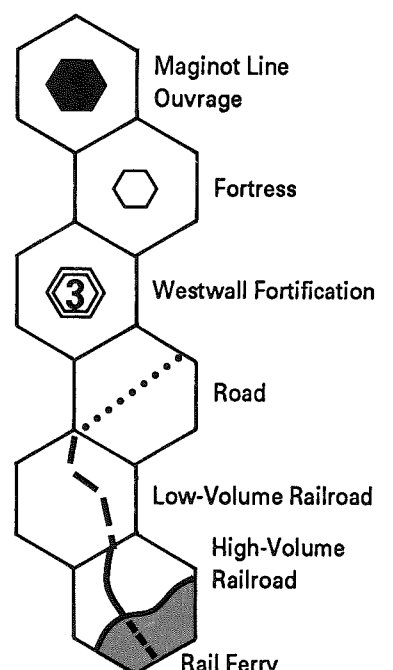
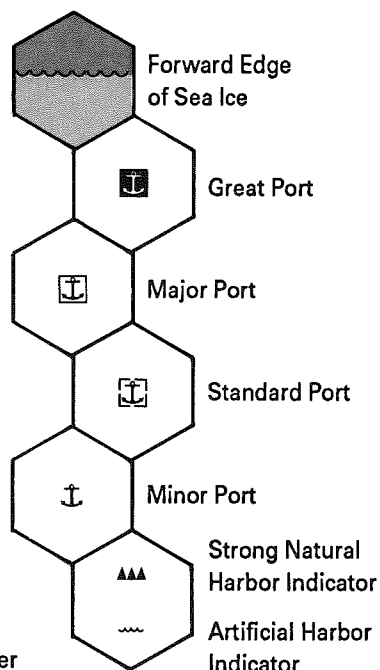
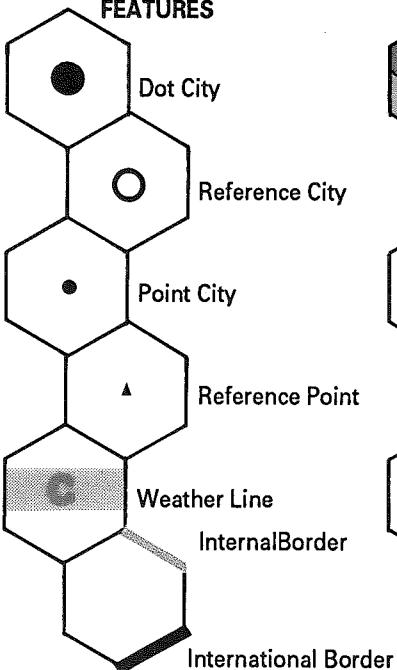
HEXES



HEXSIDES



FEATURES



EuropaTM

MASTER TERRAIN KEY

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GAME PLAY CHART (1)

For Whom The Bell Tolls

Supply Line Summary

Element	Scenarios	Weather Condition				
		Clear	Mud	Frost	Winter	Snow
Overland	Civil War	4	2	3	3	2
	WW II	7	3	6	5	4
Road	All	7	3	6	5	4
Railroad	All	Unlim.	Unlim.	Unlim.	Unlim.	Unlim.
Naval	All	Unlim.	Unlim.	Unlim.	Unlim.	Unlim.

Notes:

Civil War: All Spanish Civil War scenarios, WW II: Operation Felix and Invasion of Spain scenarios; #: Length of supply line in hexes; Unlim.: Unlimited in length.

Rail Movement Rates

Movement Rating	Hexes per MP
9,10	4
8	5
7	6
6	7
5	8
4	10
2	12
R	40

ZOC Movement Costs

<i>MP cost to leave an enemy ZOC:</i>	
German c/m units	1 (0)
All other units	2 (0)
<i>MP cost to move directly from one ZOC to another:</i>	
German c/m units	2 (0)
All other units	3 (1)

Notes:

= MP Cost; (#) Reduced ZOC MP Cost

Armor/Antitank Summary

Proportion	AECA	AECD	ATEC
Less than 1/7	+0 (+0)	-0 (-0)	-0 (-0)
1/7 up to 1/2	+1 (+0)	-1 (-0)	-1 (-1)
1/2 up to Full	+2 (+1)	-2 (-1)	-2 (-2)
Full	+3 (+1)	-2 (-1)	-4 (-4)

Note:

Use parenthetical values for reduced AEC.

Stacking Summary

Hex Type	Units (Any)	Additional REs (Any)	Additional Art REs
Regular	6	3	2/1*
Mountain	2	2	1

Notes:

Art: Artillery; *: Two REs or 1 artillery division.

Overrun Movement Costs

Unit Type	Overrun Odds	
	10:1	12:1
German c/m units:	2	1
All other units:	3	2

Note:

= MP Cost

Air Unit Escape Table

Die Roll	Result
1, 2, 3	Air Unit Escapes
4, 5, 6	Air Unit Eliminated

Air Drop Disruption Table

Die Roll	Result On:	
	Unit	Supply Point
2 or more	No Effect	No Effect
1 or 0	Disrupted	Scattered
-1 or -2	Badly Disrupted	Scattered
-3 or less	Eliminated	Scattered

Modifiers (Cumulative):

- +1 If a unit uses a glider as part or all of its transport.
- 1 For dropping into an enemy-occupied hex and/or into enemy ZOCs.
- 1 For dropping into a non-clear terrain hex or in a clear hex containing enemy fortifications.
- 1 For dropping into a major city hex. (This is in addition to the non-clear terrain modifier).
- 1 If transporting air unit flies at extended range.
- 2 If weather is Mud, Winter, or Snow.
- 2 For a drop at night.

Supply Conditions Summary (Spanish Civil War Only)

Supply Condition	Defense Strength	Attack Strength	Overrun Strength	Mvmnt Rating
Out of General Supply	Full (1/2)	1/2 (1/4)	Full (1/2)	Full (1/2)
In General Supply	Full	1/2	Full	Full
In Attack Supply	-	Full	-	-

Notes:

Mvmnt: Movement; # (#): First turn out of general supply, but not isolated (First turn out of general supply and isolated, or second and subsequent turns out of general supply, whether isolated or not).

Airbase Summary

Type	Capacity
Full/Partial Hex City	6
Dot City	3
Reference City	1
Improved Fortress	1
Permanent Airfield	3, 6, 9, or 12
Temporary Airfield	3

Note:

A permanent airfield (capacity of 3) may be augmented to a capacity of 6, 9, or 12 per Rule 14A1.

GAME PLAY CHART (2)

Success Table

Die Roll	Result
1	*F
2	*F
3	F
4	F
5	S
6 or more	S

Results:

S: Success. The attempt succeeds.

F or *F: Failure. The attempt fails.

Success Table Die Roll Modifiers (Cumulative):

Contact Attempt for Naval Patrol Bombing Missions:

- +3 During calm sea conditions.
- +2 During rough sea conditions.
- +1 If target hex is a friendly-owned coastal hex.
- 1 For every 5 hexes (or fraction thereof) after the first 5 flown to the target hex.
- 2 If target is a submarine naval group.

Naval Reaction Movement:

- +2 If phasing naval group (NG) is cargo and reacting NG is in combat.
- +1 If phasing NG is mixed and reacting NG is in combat.
- 1 If phasing NG is moving at night.
- 1 During rough sea conditions.
- 1 If phasing NG is submarine and reacting NG is mixed.
- 2 If phasing NG is submarine and reacting NG is cargo.
- 2 During stormy sea conditions.

Landing Craft Damage:

- +3 During calm sea conditions.
- +1 During rough sea conditions.
- 1 If cargo disembarked into an enemy-occupied hex.

Danger Zone Contact:

- 1 If phasing naval group is moving at night.
- 1 During rough sea conditions.
- 2 During stormy sea conditions.

Factory Production (Spanish Civil War Only):

- +4 To every factory production die roll.
- 1 For each hit on the factory.

Factory Capture Damage (Spanish Civil War Only):

- +2 If this is the Bil (Bilbao) factory.
- 2 If this is the Gij (Gijon) factory.

Expansion of Governito Operational Area (Spanish Civil War Only):

- +1 For every RE short of required Insurgent Border Forces.
- 1 To every Governito Operational Area Expansion die roll.

Governito Collapse (Spanish Civil War Only):

- +1 If Asturian.
- 1 If on or after Jul 1 37, but before Oct 1 38.
- 2 If on or after Oct 1 38.

Guerrilla Attacks:

- 1 If target of attack is a bridge.

For Whom The Bell Tolls

Militia Reliability Table (Spanish Civil War Only)

Die Roll	Affiliation			
	Anar	Fal, San	Ast, Bas, Cat, PA, POUM	Int, Req
-1	Rt	Rt	R	R
0	Rt	R	R	H
1	R	R	H	H
2	R	H	H	N
3	H	H	N	N
4	H	N	N	N
5+	N	N	N	N

Notes:

- 1) A die roll may not be modified below -1 when using this table.
- 2) Anar: Anarchist, Fal: Falangist, San: Santandero, Ast: Asturian, Bas: Basque, Cat: Catalan, PA: People's Army, Int: International, Req: Requete.

Modifiers (Cumulative):

- +2 To Defender's die roll if his units are in a major city hex.
- +1 To Defender's die roll if his units are in a non-clear terrain hex or a clear terrain hex containing a dot city.
- +1 To Defender's die roll if he has air support (DAS or GS).
- 1 To Attacker's die roll if he has air support (DAS or GS).
- 2 To Loyalist die roll if both Anarchist and People's Army units participate in the combat.
- 2 To Insurgent die roll if both Falangist and Requete units participate in the combat.

Factory Production Table (Spanish Civil War Only)

Factory	Production		
	Supply	Arm RPs	Art RPs
Bar (Barcelona)	1 (2)	0.5 (0.5)	1.0 (1.5)
Bil (Bilbao)	1 (2)	0.5 (0.5)	0.5 (1.0)
Gij (Gijon)	0 (1)	0 (0)	0.5 (0.5)
Mad (Madrid)	1 (1)	0 (0)	0 (0.5)
Mur (Murcia)	1 (1)	0 (0)	0 (0.5)
Ovi (Oviedo)	1 (1)	0 (0)	0 (0.5)
Sev (Sevilla)	2 (3)	0 (0)	0.5 (0.5)
Val (Valencia)	1	0	1

Notes:

Supply: Steps of Supply.

(#): Regular Production (Upgraded Production).

Intrinsic AA Summary (WWII Scenarios Only)

Units with Intrinsic AA	AA Strength
All British divisions and headquarters	1
All German c/m divisions and headquarters	1
All SS divisions	1

GAME PLAY CHART (3)

Port Summary

Port Type	Capacity	Damage
Major	12	14
Standard	6	8
Minor	3	5

Scuttle Table

Die Roll	Result
1, 2, 3, 4	Naval Unit Escapes to Sea
5, 6	Naval Unit is Scuttled

Naval MP Cost Summary

MP Cost	Action
1	Enter all-sea hex
1	Enter river/canal hexside
2	Enter coastal hex
30	Embark/disembark cargo at port
30	Replenish
60	Embark/disembark amphibious cargo at friendly-owned beach
90	Embark /disembark non-amphib. cargo at friendly-owned beach
90	Disembark amphibious cargo at enemy-owned beach
90	Prepare to provide NGS for next combat phase

Coast Defenses Summary

Level	Item
1 or 2	Various ports and islands as indicated in the OBs
1	Each fort marker in a coastal hex
1	Each half RE of LR Siege Art in a coastal hex

Note: Levels are cumulative.

Naval Base Summary

<i>The following are naval bases:</i>	
Any major port	
El Ferrol (del Caudillo) (23A:0313)	
Cadiz (23A:3428)	
Mahon (33:4625)	
La Maddalena (Italian Off-Map Ports Holding Box)	

For Whom The Bell Tolls

Off-Map Port Summary

Holding or Garrison Box	Ports in Box	Port Type	Dist.	To
Britain	Plymouth Swansea	Major	21	33:0125/0130
		Major	28	33:0125/0130
Italian Off-Map Ports	Cagliari	Major	20	33:4519 or 5125
	La Maddalena	Minor	14 17	33:5119 33:4519
Azore Islands	Ponto Delgado	Std.	48	23A:0133
			52	23A:0933
			56	23A:1733
			37 100	Madeira Cape Verde Is.
Madeira	Funchal	Std.	33	23A:3033/3633
			37	Azore Islands
			18	Canary Islands
			85	Cape Verde Is.
Canary Islands	Las Palmas	Major	42	23A:3033/3633
			18	Madeira
			20	Ifni
			10	Spanish Sahara
			70	Cape Verde Is.
	Santa Cruz	Major	210	Spanish Guinea
			Same as Las Palmas	
Ifni	Sidi Ifni	Minor	28	23A:3033/3633
			20	Canary Islands
Spanish Sahara	El Aiun	Minor	10	Canary Islands
Cape Verde Is.	Mindelo	Std.	100	Azore Islands
			85	Madeira
			70	Canary Islands
			150	Spanish Guinea
Spanish Guinea	Fernando Po	Minor	190	Angola
			210	Canary Islands
			150	Cape Verde Is.
Angola	Luanda	Std.	60	Angola
			190	Cape Verde Is.
			60	Spanish Guinea
Mozambique	Lourenco Marques	Std.	200	Mozambique
			200	Angola

Dist.: Distance; Std.: Standard; Cape Verde Is.: Cape Verde Islands.

Naval Interdiction Table (Spanish Civil War Only)

Die Roll	Naval Interdiction Number						
	0 or less	1	2	3	4	5	6 or more
1 or 2	-	-	-	-	-	-	-
3	-	-	-	-	-	T	T
4	-	-	-	T	T	T	T
5	-	-	T	T	T	T	E
6	-	T	T	T	E	E	E

Naval Interdiction Number Column Shifts:

- 1 If Loyalist player attempts to land the reinforcement item at a port in Asturias, Santander, Euzkadi, Valencia, or Cataluna.
- +1 If Insurgent player attempts to land the reinforcement item at a port in Asturias, Santander, Euzkadi, Valencia, or Cataluna.

MASTER SEQUENCE OF PLAY

The following lists the activities that occur during the course of a game turn. Within each phase, activities are numbered in the order they should be conducted. Activities within a numbering may be done in any order. Some activities are applicable only to a single side. The rules sections for the activities are given in parentheses. Activities due to optional rules appear in italics; ignore these unless using the appropriate optional rules.

Start of Game Turn

- 1 Determine weather (36).

Initial Phase

- 1 Award victory points on Jan I & Jul I (42).
- 2 Check for enemy surrender (38A2, 38B2).
- 3 Check for Gubernito collapse (38D).
Determine French border status (38C1).
- 4 Check the isolation (3F and 44B1) and supply (12) status of units and hexes, and *airbases* (44D1).
- 5 Generate general supply points (12C3).
- 6 Check required Insurgent Gubernito border (38D5), pacification (39A), and ideological purification (39B) forces.
Dispersed intrinsic garrison are restored (39D).
Check for Moroccan unreliability (38A4).
Check for Barcelona revolt (38B5).
- 7 Perform reinforcement/ replacement activities (25, 35, 40).
Check for reduction of factory production due to bombing (37B).
Check naval interdiction of seaborne reinforcements (34H).
Relocate governments (37E1).
- 8 Build capacity on rail nets (7A4c).
Build forts, improved forts, and build/augment permanent airfields (14A1).
Dismantle forts, improved forts, and permanent airfields (44B2).
Remove damage from coast defenses (33B).
Check for random mine damage (34E).
Check for expansion of Gubernito operational areas (38D).
Change designation of which city is the International replacement city in Spain (38B7).
- 9 Various air units become operative (16B/C).
- 10 Make inoperative at each airbase air units in excess of the base's capacity (16C, 17A).
- 11 Make guerrilla attacks (39C).
- 12 Fly combat air patrol air operations (20E).
Fly harassment air operations (20G2d).
Assign air units to naval patrol air operations (20G2h).
- 13 Plan amphibious operations (32C).

Movement Phase

At any Time during the Phase:

Fly appropriate air operations (16C, 16D, 20).

Naval Movement Sub-Phase:

- 1 Move naval groups (28).
Resolve aerial bombing of naval units (20G2g/h).
Reaction move naval groups (28A).
Resolve naval combat (29).
Embark and disembark cargo (30, 31).
Make amphibious landings (32).
Carry out landing sequence (27C) when cargo disembarked:
 - a. Resolve naval combat between naval units and coast defenses (29, 33B).
 - b. Disembark cargo (31, 32).
 - c. Check for landing craft damage (34G).
 - d. Resolve enemy reaction to landing (32B).

Spanish Civil War

Prepare task forces for naval gunfire support (NGS) (33A).
Resolve damage from danger zones (34F).

Ground Movement Sub-Phase:

- 2 Break down units (15).
- 3 Move units, including admin, road, and rail movement (6, 7).
Execute overruns (13).
Temporarily increase capacity on rail nets (7A4b).
Break rail lines, damage airbases and ports (7A5, 17D, 30A2), and *demolish bridges* (44A1).
Use the abilities of construction units (14A1).
Fire AA against harassment (43B1).
- 4 Assemble broken down units (15).

Combat Phase

- 1 Check the isolation status of units and hexes (3F and 44B1).
Check the attack supply status of attacking units (12B).
- 2 Fly defensive air support operations (20G2c).
- 3 Fly ground support air operations (20G2b).
- 4 Allocate NGS to potentially-defending hexes (33A).
- 5 Check for Militia Reliability (37D).
- 6 Resolve combat hex by hex (9, many other rules).

Exploitation Phase

At any Time during the Phase:

Fly appropriate air operations (16C, 16D, 20).

Naval Movement Sub-Phase:

- 1 Same as the naval movement sub-phase of the movement phase except amphibious landings (32) may not be made.

Ground Movement Sub-Phase (c/m units only):

- 2 Same as the ground movement sub-phase of the movement phase except: a) rail movement may not be used, b) rail nets can not have their capacity temporarily increased, and c) the abilities of construction units may not be used.

End of Game Turn

Check the supply status of naval units (34B).
Combine naval groups (28).

When Appropriate

Resolve air unit escape (17B).
Abandon 0-capacity airfields (17D).
Resolve naval unit escape (34D).
Destroy supply/resource items 44B2).
Capture rail capacity (7A4a).
Capture supply/resource items (44B2).
Capture armor RPs and artillery RPs (40B1).
Check for factory damage (37B).
Conduct local drafting (44B3).
Award victory points upon occurrence of specific events (42).

When Air Operation Initiated (16D):

- 1 Mission Movement Step: Fly missions to operation's target hex; fly escort missions (18, 20).
Fly patrol attack missions (20D).
Resolve patrol attacks (21C).
- 2 Interceptor Movement Step: Fly interception missions (20C).
- 3 Air Combat Resolution Step: Resolve air combat (21).
- 4 AA Fire Step: Resolve antiaircraft fire (22).
- 5 Mission Resolution Step: Resolve transport and bombing missions (20F/G).
- 6 Air Unit Return Step: Return air units to base and flip to inoperative status (16B).

GAME CALENDAR

For Whom The Bell Tolls

Year

1936	1937	1938	1939	1940	1941	1942	1943
------	------	------	------	------	------	------	------

Game Turn

JAN I	JAN II	FEB I	FEB II	MAR I	MAR II	APR I	APR II	MAY I	MAY II	JUN I	JUN II
JUL I	JUL II	AUG I	AUG II	SEP I	SEP II	OCT I	OCT II	NOV I	NOV II	DEC I	DEC II

Weather Conditions Display

Zone	Clear	Mud	Frost	Winter	Snow
ZONE D					
ZONE E			N/A	N/A	N/A

Sea Conditions Display

Sea Zone	Clear	Rough	Stormy
Atlantic Ocean			
Mediterranean Sea			N/A

French Border Table

DIE ROLL	Jul II 36 to Sep I 36	Sep II 36 to Mar II 37	Apr I 37 to Jul II 37	Aug I 37 to Aug II 38	Sep I 38 to Nov II 38	Dec I 38 to Mar II 39	Apr I 39 to Jul II 39
1	O	O	C	O	C	O	O
2	O	N	C	O	C	O	O
3	O	N	C	N	C	O	O
4	O	C	C	N	C	N	O
5	O	C	C	C	C	N	O
6	O	C	C	C	C	C	O

French Border Display

Open	Closed
------	--------

Notes: O: Open
N: No chage
C: Closed

Weather Table






	DIE ROLL	Sep I	Sep II	Oct I	Oct II	Nov I	Nov II	Dec I	Dec II	Jan I to Feb I	Feb II	Mar I	Mar II	Apr I	Apr II	May I	May II	Jun I	Jun II to Aug II
ZONE D	1	C	C	C	N	N	M	M	N	N	N	N	C	C	C	C	C	C	C
	2	C	C	C	N	N	M	M	M	M	M	M	M	C	C	C	C	C	C
	3	C	C	C	N	M	M	M	W	W	W	M	M	N	C	C	C	C	C
	4	C	C	C	M	M	M	F	W	W	W	M	M	M	C	C	C	C	C
	5	C	C	C	M	M	M	W	W	W	W	M	M	M	N	C	C	C	C
	6	C	C	M	M	M	W	W	S	S	S	M	M	M	N	C	C	C	C
ZONE E	1	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
	2	C	C	C	C	C	C	C	C	M	C	C	C	C	C	C	C	C	C
	3	C	C	C	C	C	C	M	M	M	M	C	C	C	C	C	C	C	C
	4	C	C	C	C	C	M	M	M	M	M	M	C	C	C	C	C	C	C
	5	C	C	C	C	M	M	M	M	M	M	M	M	C	C	C	C	C	C
	6	C	C	C	C	M	M	M	M	M	M	M	M	C	C	C	C	C	C
Sea Conditions	1	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
	2	C	C	C	C	C	R	R	R	R	R	R	C	C	C	C	C	C	C
	3	C	C	C	C	R	R	R	R	R	R	R	R	C	C	C	C	C	C
	4	C	C	C	R	R	R	R	R	R	R	R	R	R	C	C	C	C	C
	5	C	C	R	R	R	R	S	S	S	S	R	R	R	R	C	C	C	C
	6	R	R	R	R	S	S	S	S	S	S	S	S	R	R	R	R	R	R

Sea Condition Die Roll Modifier: -2 for Mediterranean Sea

SPANISH GAME CHART (WWII SCENARIOS)

For Whom The Bell Tolls

Breakdowns

XX  A	XX  B	XX  C	XX  D	XX  E
--	--	--	--	---

6-6 Inf XX

1x 6 Inf XX HQ

2x 2-6 Inf III (Col)


1x 1-6 Inf III

5-6 Inf XX

1x 6 Inf XX HQ

1x 2-6 Inf III

2x 1-6 Inf III

XX  F
--

10-8 Arm XX

1x 8 Arm XX HQ

1x 3-8 Arm III

2x 3-8 mot Inf III

Andalucia Garrison Box	Cataluna Garrison Box	Murcia Garrison Box	Caudillo HQ Garrison Box	Canary Islands Holding Box, Island of Gran Canaria
Forming	Forming	Forming		Las Palmas (dot city) (major port) (rough)
Aragon Garrison Box	Estremadura Garrison Box	Navarra Garrison Box	Spanish Morocco Garrison Box	Holding Box, Island of Tenerife
Forming	Forming	Forming		Santa Cruz (reference city) (major port) (rough)
Asturias Garrison Box	Euzkadi Garrison Box	Santander Garrison Box	Ifni Holding Box	Holding Box, Island of Fuerteventura
Forming	Forming	Forming	Sidi Ifni (point city) (minor port) (rough)	Puerto del Rosario (pt. city) (minor port) (rough)
Castilla la Nueva Garrison Box	Galicia Garrison Box	Valencia Garrison Box	Spanish Sahara Holding Box	Holding Box, Island of Lanzarote
Forming	Forming	Forming	El Aiun (point city) (minor port) (clear)	Arrecife (point city) (minor port) (rough)
Castilla la Vieja Garrison Box	Leon Garrison Box	Balearic Islands Garrison Box	Spanish Guinea Holding Box	Holding Box, Island of La Palma
Forming	Forming	Forming		Santa Cruz de la Palma (minor port) (mountain)
Eliminated Air Units	Replacement Pool			Holding Box, Island of Gomera
				San Sebastian (point city) (minor port) (rough)
Aborted Air Units				Holding Box, Island of Hierro
				Valverde (point city) (minor port) (rough)

PORTUGUESE GAME CHART (WWII SCENARIOS)

For Whom The Bell Tolls

Portugal Garrison Box		Azore Islands Holding Box, Island of Faial	Madeira Holding Box
		Horta (Point city, minor port) (Rough)	Funchal (Reference City, standard port)(Rough)
Angola Garrison Box	Holding Box	Holding Box, Island of Terceira	Cape Verde Islands Holding Box, Island of Sao Vicente
		Angro do Heroisimo (Point city, minor port) (Rough)	Mindelo (Point City, standard port) (Rough)
Mozambique Garrison Box	Holding Box	Holding Box, Island of Sao Miguel	Holding Box, Island of Santiago
		Ponto Delgado (Reference city, standard port)(Rough)	Praia (Point city, minor port) (Rough)
Replacement Pool			Forming Ponto Delgado
			Lisboa
			Eliminated Air Units
			Aborted Air Units

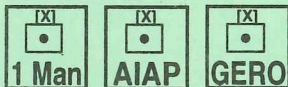
LOYALIST GAME CHART (Spanish Civil War)

For Whom The Bell Tolls

Breakdowns



6-6 Inf XX
 1x 6 Inf XX HQ
 2x 2-6 Inf III
 1x 1-6 Inf III
 5-6 Inf XX
 1x 6 Inf XX HQ
 1x 2-6 Inf III
 2x 1-6 Inf III



3-6 Art [X]
 2x 1-2-6 Art III
 3-6 Art [X]
 1x 2-6 Art III
 1x 1-6 Art III



6-4-8 Tank XX
 2x 2-1-8 Tank X
 1x 1-8 Arm Car X



4-7 Mtn XX
 2x 2-7* Mtn X

General Replacement Pool

Eliminated Air Units

Aborted Air Units

France
 Holding Box

Form

Asturias
 Garrison Box
 Available

Euzkadi
 Garrison Box
 Available

Santander
 Garrison Box
 Available

Form

Form

Form

Replacement Pool

Replacement Pool

Replacement Pool

BRITISH GAME CHART (WWII Scenarios)

For Whom The Bell Tolls

Breakdowns



8-8 Inf XX
 1x 8 Inf XX HQ
 1x 3-8 Inf X
 2x 2-8 Inf X
 7-8 Inf XX
 1x 8 Inf XX HQ
 3x 3-8 Inf X



8-7-10 Arm XX
 1x 2-10 mot Spt Grp
 2x 3-2-10 Arm X

Britain
 Holding Box

Gibraltar
 Garrison Box

Eliminated Air Units

Replacement Pool

Aborted Air Units

GERMAN GAME CHART (WWII Scenarios)

For Whom The Bell Tolls

Breakdowns



12-10 Pz XX
1x 10 Pz XX HQ
1x 5-3-10 Pz III
2x 3-10 mot Inf III

11-10 Pz XX
1x 10 Pz XX HQ
1x 4-2-10 Pz III
2x 3-10 mot Inf III

10-10 Pz XX
1x 10 Pz XX HQ
1x 4-2-10 Pz III
1x 3-10 mot Inf III
1x 2-10 mot Inf III



7-8 Mtn XX
1x 8 Mtn XX HQ
2x 3-8 Mtn III



8-6 Inf XX
1x 6 Inf XX HQ
1x 3-6 Inf III
2x 2-6 Inf III
7-6 Inf XX
1x 6 Inf XX HQ
3x 2-6 Inf III

8-6 Air Lndg XX
1x 6 Air Lndg XX HQ
1x 3-6/3-5 Air Lndg III
2x 2-6/2-5 Air Lndg III

7-6 Para XX
1x 6 Para XX HQ
3x 2-6/2-5 Para III

Replacement Pool

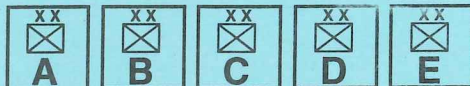
Forming

Eliminated Air Units

Aborted Air Units

INSURGENT GAME CHART (Spanish Civil War)

Breakdowns



6-6 Inf XX

1x 6 Inf XX HQ

2x 2-6 Inf III

1x 1-6 Inf III

5-6 Inf XX

1x 6 Inf XX HQ

1x 2-6 Inf III

2x 1-6 Inf III



4-6 Art [X]

1x 2-3-6 Art III

1x 1-2-6 Art III

4-6 Art [X]

2x 2-6 Art III



4-8 Cav XX

3x 1-8 Cav III



6-8 Lt Inf XX

6x 1-8 Lt Inf II

For Whom The Bell Tolls

Italian Off-Map Ports
Holding Box

Italian Naval Intervention
Holding Box

Canary Islands
Holding Box

Mallorca
Garrison Box

Eliminated Air Units

Aborted Air Units












General Replacement Pool

Form















































































































CORPS/WING MARKER DISPLAY

Grand Europa

Corps:	Corps:	Corps:	Corps:	Corps:
Overstack	Overstack	Overstack	Overstack	Overstack
Corps:	Corps:	Corps:	Corps:	Corps:
Overstack	Overstack	Overstack	Overstack	Overstack
Corps:	Corps:	Corps:	Corps:	Corps:
Overstack	Overstack	Overstack	Overstack	Overstack

 1-6	 1-6	 1-6	 1-6	 1-6	 1-6	 1-6	 1-6	 1-6	 1-6	 1-6
 1-6	 1-6	 1-6	 1-6	 1-6	 1-6	 1-6	 1-6	 1-6	 1-6	 1-6
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[illegible]

2-1-8 	2-1-8 	1-8 	1-8 	1-8 	1-8 	1-8 	1-8 	2-1-8 	2-1-8 	3-2-6 
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152 	12 	22 	31 	41 	42 	52Exp 	54 	62 	72 	72 











2 B 3	13 CA 2	9 CL 2	4 CL 1	10 DD B	10 DD B	4 DD B	4 DE C	5 DE B	1 SS E
SM-79-1	Canar.	Cerve.	Nunez	Chur-1	Chur-3	Ceut-1	Cast-1	S/E-1	Mola-1
1-5 22	4-2 8	1-2 8	1-2 7	0-6 9	0-6 9	0-2 7	1-0 4	2-0 5	2/4 4
2 B 2	9 CL 2	9 CL 2	7 CL 1	10 DD B	4 DD C	3 DD D	8 DE A	0 SS E	1
SM-81	Cerva.	Galic.	Navar.	Chur-2	Aise-1	Hues-1	Jup-1	C-1	NT-4
1-4 17	1-2 8	1-2 8	1-0 4	0-6 9	0-3 8	0-2 7	3-0 5	1/3 4	C1


























































































































































1 _{C1}	1 _{NT-5}
1 _{C1}	1 _{C2}
2-5 _{AGM}	1-8 _{VMS}
1-5 _{2Cord}	1-5 _{1Cord}
1-5 _{1Sev}	1-5 _{1Gran}
1-5 _{2Gran}	1-5 _{1Zar}
1-5 _{2Zar}	1-5 _{2Sev}
1-5 _{Cadiz}	1-5 _{Bad}
1-5 _{LC}	1-5 _{Leon}
0-1-5 ₋₁	1-5 _{Valid}

1-6	
1-8	
0-1-6	
5-6	
4-6	
4-6	
2-5	
2-5	
2-5	
Spain	
1-6	
1-5	
0-1-6	
5-6	
4-6	
4-6	
2-5	
2-5	
2-5	
Redon	



3-4-4		16	
2-3-4		3-4-4	
2-3-4		2-3-4	
2-3-4		2-3-4	
1-6		1-6	
1-6		1-6	
1-4		1-4	
1-4		1-4	
1-4		1-4	
1-4		1-4	
1-4		1-4	
1-4		1-4	

1-4	
1-2-4	
1-2-4	
0-1-4	
1-6	
1-6	
1-4	
3-4-4	
2-3-4	
2-3-4	
1-4	
1-2-4	
1-2-4	
1-2-4	
0-1-4	
1-6	
1-6	
1-7	
3-4-4	
2-3-4	

2-4		2-3-4	
2-4		2-4	
1-2-4		1-2-4	
1-2-4		1-2-4	
1-2-4		1-2-4	
1-2-4		1-2-4	
2-6		1-2-4	
1-4		1-4	
1-4		1-4	
0-1-4		0-1-4	

3-2-6  3LE	1-6  61	1-6  160	1-5  139C	0-1-5  131	0-1-5  133	0-1-5  Bal	0-1-5  E	2-1-8  E	2-3-6  61
1-6  60	1-6  136	1-5  138	1-5  239C	0-1-5  132	1-6  N	0-1-5  Can	0-1-5  S	2-1-8  O	2-3-6  62
2-3-6  63	1-2-6  42	1-2-6  44	1-2-6  46	1-2-6  48	1-2-8  41	1-6  1	1-6  ZME	0-5  1	0-5  3
2-3-6  64	1-2-6  43	1-2-6  45	1-2-6  47	1-2-6  49	1-2-8  50	1-6  2	1-6  ZMO	0-5  2	0-5  4
0-5  5	1-2-6  82	1-2-6  84	1-2-6  86	1-2-6  88	1-2-6  90	1-8  72	1-8  74	1-8  Bal	1-8  S
1-2-6  81	1-2-6  83	1-2-6  85	1-2-6  87	1-2-6  89	1-8  71	1-8  73	1-8  75	1-8  LE	1-8  S
1-8  1	1-8  3	1-8  5	1-8  2	1-8  GG	1-6  O	0-6  Bal	1  4	1  4	1  4
1-8  2	1-8  4	1-8  6	1-8  3	1-6  E	1-6  IMExp	1 RE  8	1  4	1  4	1  4
1-6  8	1-6  6	1-6  6	3-8  3-8	3-8  3-8	2-6  A	2-6  2-6	2-6  2-6	2-6  2-6	2-6  2-6
1-6  6	1-6  6	1-6  6	3-8  3-8	3-8  3-8	2-6  A	2-6  2-6	2-6  2-6	2-6  2-6	2-6  2-6
1-6  6	1-6  6	1-6  6	3-8  3-8	3-8  3-8	2-6  A	2-6  2-6	2-6  2-6	2-6  2-6	2-6  2-6
1-6  6	1-6  6	1-6  6	3-8  3-8	3-8  3-8	2-6  A	2-6  2-6	2-6  2-6	2-6  2-6	2-6  2-6
1-6  6	1-6  6	1-6  6	3-8  3-8	3-8  3-8	2-6  A	2-6  2-6	2-6  2-6	2-6  2-6	2-6  2-6
1-6  6	1-6  6	1-6  6	3-8  3-8	3-8  3-8	2-6  A	2-6  2-6	2-6  2-6	2-6  2-6	2-6  2-6
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1-6  6	1-6  6	1-6  6	3-8  3-8	3-8  3-8	2-6  A	2-6  2-6	2-6  2-6	2-6  2-6	2-6  2-6
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1-6  6	1-6  6	1-6  6	3-8  3-8	3-8  3-8	2-6  A	2-6  2-6	2-6  2-6	2-6  2-6	2-6  2-6

[illegible][illegible]

1 4	1 B 2 Mxd	3 F 3 Mxd	7 F 6 Spit 5	3 DE D Vel-1	4 DE B Alb-1	1 NT-1	1 NT-3	★ Port.		12-10
3 B 3 Blen 4 1-2 23	3 F 2 Mxd	5 F 5 Hurri 2	10 DD C Dour-1	2 DE C Nun-1	0 SSE Del-1	1 NT-2	1 NT-4	1 LITF		12-10
	1-1 20	0 8	1 10	1-0 4	1-0 5	C1	C1			

10-10	
6-10	
7-8	
8-8	
8-6	
8-6	
8-6	
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8-6	
8-6	
11-10	
6-8	
5-10	
7-8	
15-8	
8-6	
8-6	
8-6	
8-6	
8-6	

8-6	$\begin{array}{c} 57 \\ \hline \text{XX} \end{array}$	8-6	$\begin{array}{c} 52 \\ \hline \text{XX} \end{array}$
8-6	$\begin{array}{c} 87 \\ \hline \text{XX} \end{array}$	8-6	$\begin{array}{c} 78 \\ \hline \text{XX} \end{array}$
7-6	$\begin{array}{c} 256 \\ \hline \text{XX} \end{array}$	7-6	$\begin{array}{c} 251 \\ \hline \text{XX} \end{array}$
7-6	$\begin{array}{c} 267 \\ \hline \text{XX} \end{array}$	7-6	$\begin{array}{c} 263 \\ \hline \text{XX} \end{array}$
5-5	$\begin{array}{c} 326 \\ \hline \text{XX} \end{array}$	7-6	$\begin{array}{c} 296 \\ \hline \text{XX} \end{array}$
4-5	$\begin{array}{c} 715 \\ \hline \text{XX} \end{array}$	5-5	$\begin{array}{c} 338 \\ \hline \text{XX} \end{array}$
4-10	$\begin{array}{c} \bullet \\ \hline \text{GD} \end{array}$	12-6-4	$\begin{array}{c} \text{X} \\ \hline 105 \end{array}$
3-8	$\begin{array}{c} \bullet \\ \hline 608 \end{array}$	3-8	$\begin{array}{c} \bullet \\ \hline 98 \end{array}$
1-2-8	$\begin{array}{c} \bullet \\ \hline 613 \end{array}$	1-2-8	$\begin{array}{c} \bullet \\ \hline 110 \end{array}$
3-8	$\begin{array}{c} \bullet \\ \hline 783 \end{array}$	5-3-8	$\begin{array}{c} \bullet \\ \hline 603 \end{array}$

2-3-8		610
4-2-6		84
2-8		512
2-8		604
2-6		519
0-1-5		7
0-1-5		71
0-6		1
2-1-10		185
1-8		402
2-3-8		609
2-3-8		782
2-6		814
2-8		517
2-8		674
2-6		667
0-1-5		16
0-1-5		108
0-6		4
2-1-10		210

1-10 563	1-10 559
1-10 643	1-10 616
0-1-10 604	0-1-10 601
0-1-10 607	0-1-10 605
2-1-6 641	2-1-6 624
2-1-6 815	2-1-6 800
2-1-R 679	2-1-R 676
2-1-R 725	2-1-R 681
10 B XX	10 A XX
8 D XX	8 C XX

6	F	
5-3-10	B	
4-2-10	B	
3-10	B	
3-10	B	
2-10	B	
3-8	D	
3-8	D	
3-6	F	
2-6	F	
6	E	
5-3-10	A	
4-2-10	A	
3-10	A	
3-10	A	
2-10	A	
3-8	C	
3-8	C	
3-6	E	
2-6	E	

2-6	
2-6	
3-6	
2-6	
2-3-5	
1-5	
1-5	
0-5	
0-5	
0-5	
0-5	
0-5	
0-5	

2-3-5 44 XX	2-3-5 33 XX	1-4 2 X	1-4 1 X	1-8 Ert	1-6 CAO
2-3-5 62 XX	2-3-5 60 XX	1-4 4 X	1-4 3 X	1-6 17	1-6 14
1-2-5 Pos	2-7 130 X	1-4 7 X	1-4 5 X	0-1-6 Ortiz	1-8 N
1-2-5 3 X	1-2-5 1 X	1-4 13 X	1-4 11 X	1-6 2 X	1-6 1 X
1-2-5 4 X	1-2-5 2 X	1-6 15 X	0-1-4 1 X	1-5 X	1-5 1 X
1-5 5 X	1-8 Buxo	1-10 X	0-1-6 AD	2-3-4 2 X	2-3-4 1 X
1-2-6 10 X	1-5 6 X	1-12 X	1-11 X	2-3-4 4 X	2-3-4 3 X
1-NT-1 C1	1-2-6 12 X	3-4-5 36 X	4-7 43 X	1-6 12M	1-6 6M
1-0-R 1 X	1-2-6 S X	3-4-5 74 X	3-4-5 56 X	1-2-4 9 X	1-2-4 8 X
1-6 11 X	1-6 11 X	2-3-5 32 X	2-3-5 31 X	1-2-4 14 X	1-2-4 10 X

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1-2-5	<div> <div>⊗</div> </div> <div> <div>149</div> </div>
1-2-5	<div> <div>⊗</div> </div> <div> <div>Jou</div> </div>
0-1-6	<div> <div>■</div> <div>11</div> </div> <div> <div>CNT</div> </div>
1-5	<div> <div>⊗</div> </div> <div> <div>AgL</div> </div>
1-5	<div> <div>⊗</div> </div> <div> <div>AmL</div> </div>
1-5	<div> <div>⊗</div> </div> <div> <div>Cast</div> </div>
1-5	<div> <div>⊗</div> </div> <div> <div>Fan</div> </div>
3-6	<div> <div>●</div> <div>14</div> <div>XX</div> </div> <div> <div>⊗</div> </div>
2-3-5	<div> <div>●</div> <div>25</div> <div>XX</div> </div> <div> <div>⊗</div> </div>
2-5	<div> <div>⊗</div> </div> <div> <div>Durr</div> </div>
1-2-5	<div> <div>⊗</div> </div> <div> <div>148</div> </div>
1-2-5	<div> <div>⊗</div> </div> <div> <div>153</div> </div>
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1-5	<div> <div>⊗</div> </div> <div> <div>19Jul</div> </div>
1-5	<div> <div>⊗</div> </div> <div> <div>Agui</div> </div>
1-5	<div> <div>⊗</div> </div> <div> <div>Asc</div> </div>
1-5	<div> <div>⊗</div> </div> <div> <div>Conf</div> </div>

1-5		1-5	
1-5		1-5	
1-5		1-5	
1-5		1-5	
1-5		1-5	
2-5		3-4-5	
1-2-5		1-2-5	
2		1	
6-8		6-8	
4-5-6		4-5-6	

4-5-6		4-5-6	
3-10		4-5-6	
2-8		2-8	
1-8		1-2-6	
1-8		1-8	
1-8		1-8	
1-8		1-8	
1-2-6		1-2-6	
1-2-6		1-2-6	
1-6		1-2-6	

0-1-6		Angola
0-1-5		Mozam
0-1-5		Mozam
0-1-5		Mozam
2-3-8		Mozam
0-1-5		Mozam
2-3-8		Mozam
0-1-5		Mozam
0-8		Mozam
0-1-6		Mozam
0-1-6		Mozam
0-1-6		Mozam
0-1-6		Mozam
1		Mozam
4		Mozam
1		Mozam
4		Mozam
1		Mozam
4		Mozam

● CADRE 5-8	★ [Port.]	1 NT-3 C2	1 NT-1 C2		Spt 5 Inop.	Mxd Inop.	Mxd Inop.	2 4
● CADRE 5-8		1 NT-4 C2	1 NT-2 C2		5 DD C Dour-1 1-5 9	Hurri 2 Inop.	Mxd Inop.	Bien 4 Inop.

● CADRE 3-6	● CADRE 3-6	● CADRE 3-6	● CADRE 3-6	● CADRE 3-6	● CADRE 3-8	● CADRE 2-8	● CADRE 2-8	● CADRE 5-8
34 ● CADRE	24 ● CADRE	12 ● CADRE	8 ● CADRE	5 ● CADRE	3 ● CADRE	386 ● CADRE	345 ● CADRE	6 ● CADRE
3-6	3-6	3-6	3-6	3-6	3-8	2-8	2-8	5-8
35 ● CADRE	28 ● CADRE	17 ● CADRE	11 ● CADRE	6 ● CADRE	72 ● CADRE	2 ● CADRE	2 ● CADRE	4 ● CADRE
3-6	3-6	3-6	3-6	3-6	4-8	3-8	2-8	4-8

● CADRE 2-5	● CADRE 3-6	● CADRE 3-6	● CADRE 3-6	● CADRE 3-6	● CADRE 3-6	● CADRE 3-6	● CADRE 3-6	● CADRE 3-6
338 ● CADRE	296 ● CADRE	263 ● CADRE	251 ● CADRE	78 ● CADRE	25 ● CADRE	87 ● CADRE	57 ● CADRE	
2-5	3-6	3-6	3-6	3-6	3-6	3-6	3-6	
326 ● CADRE	267 ● CADRE	256 ● CADRE	25 ● CADRE	87 ● CADRE	57 ● CADRE			
2-5	3-6	3-6	3-6	3-6	3-6			

● CADRE 2-6	● CADRE 3-6	● CADRE 3-8	● CADRE 3-8	● CADRE 2-10	● CADRE 3-10	● CADRE 3-10	● CADRE 4-2-10	● CADRE 5-3-10
E ● CADRE	E ● CADRE	C ● CADRE	C ● CADRE	A ● CADRE	A ● CADRE	A ● CADRE	A ● CADRE	A ● CADRE
2-6	3-6	3-8	3-8	2-10	3-10	3-10	4-2-10	5-3-10
F ● CADRE	F ● CADRE	D ● CADRE	D ● CADRE	B ● CADRE	B ● CADRE	B ● CADRE	B ● CADRE	B ● CADRE
2-6	3-6	3-8	3-8	2-10	3-10	3-10	4-2-10	5-3-10

● CADRE 3-6	● CADRE 2-5	● CADRE 2-5	● CADRE 3-5	● CADRE 2-6	● CADRE 2-6
250 ● CADRE	22 ● CADRE	47 ● CADRE	22 ● CADRE	E ● CADRE	E ● CADRE
3-6	2-5	2-5	3-5	2-6	2-6
	22 ● CADRE	47 ● CADRE	16 ● CADRE	F ● CADRE	F ● CADRE
	2-5	2-5	3-5	2-6	2-6

● CADRE 2-5	● CADRE 3-5	● CADRE 2-6	● CADRE 2-6
22 ● CADRE	22 ● CADRE	F ● CADRE	F ● CADRE
2-5	3-5	2-6	2-6
65 ● CADRE	16 ● CADRE		
2-5	3-5	2-6	2-6

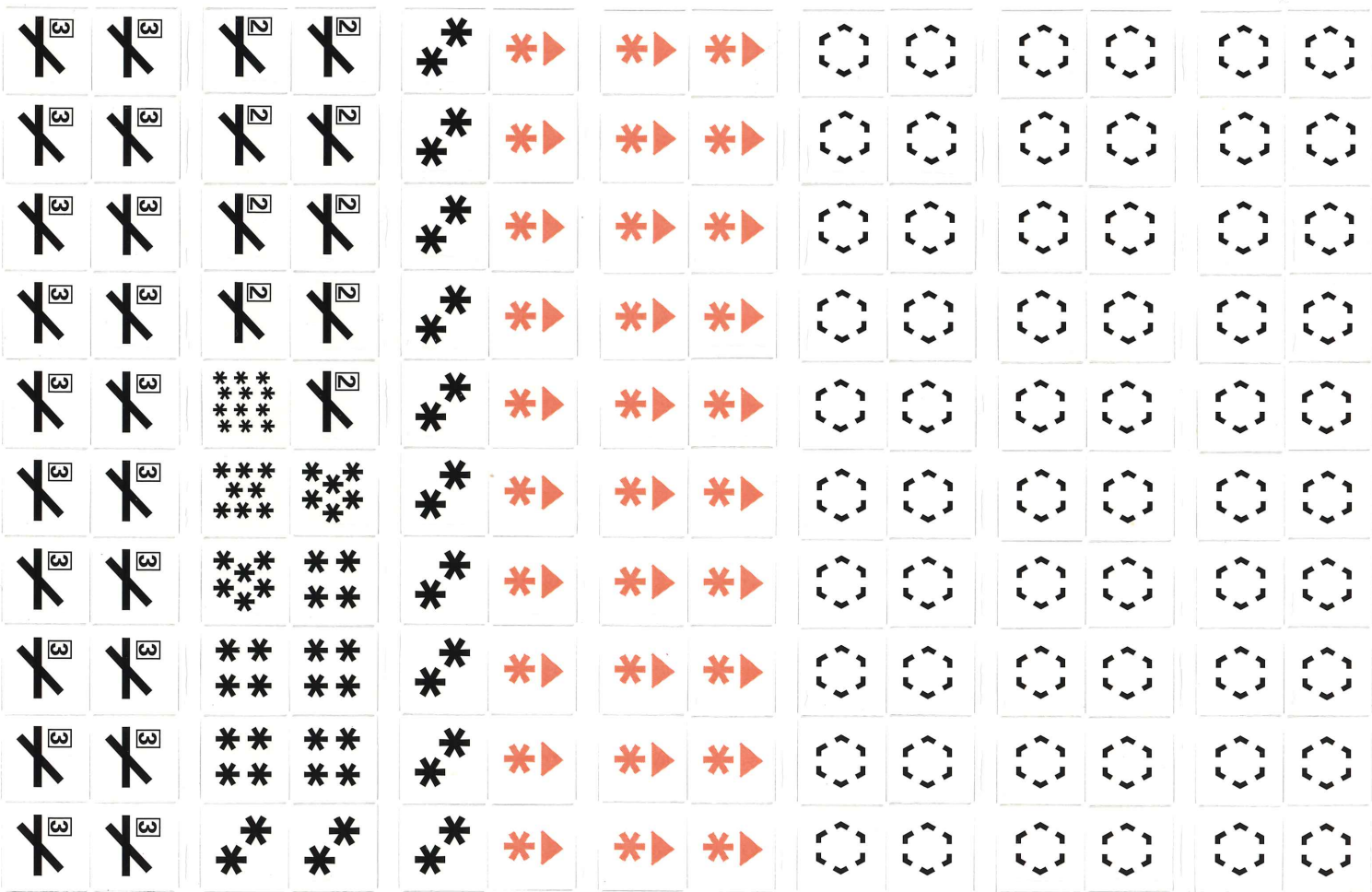
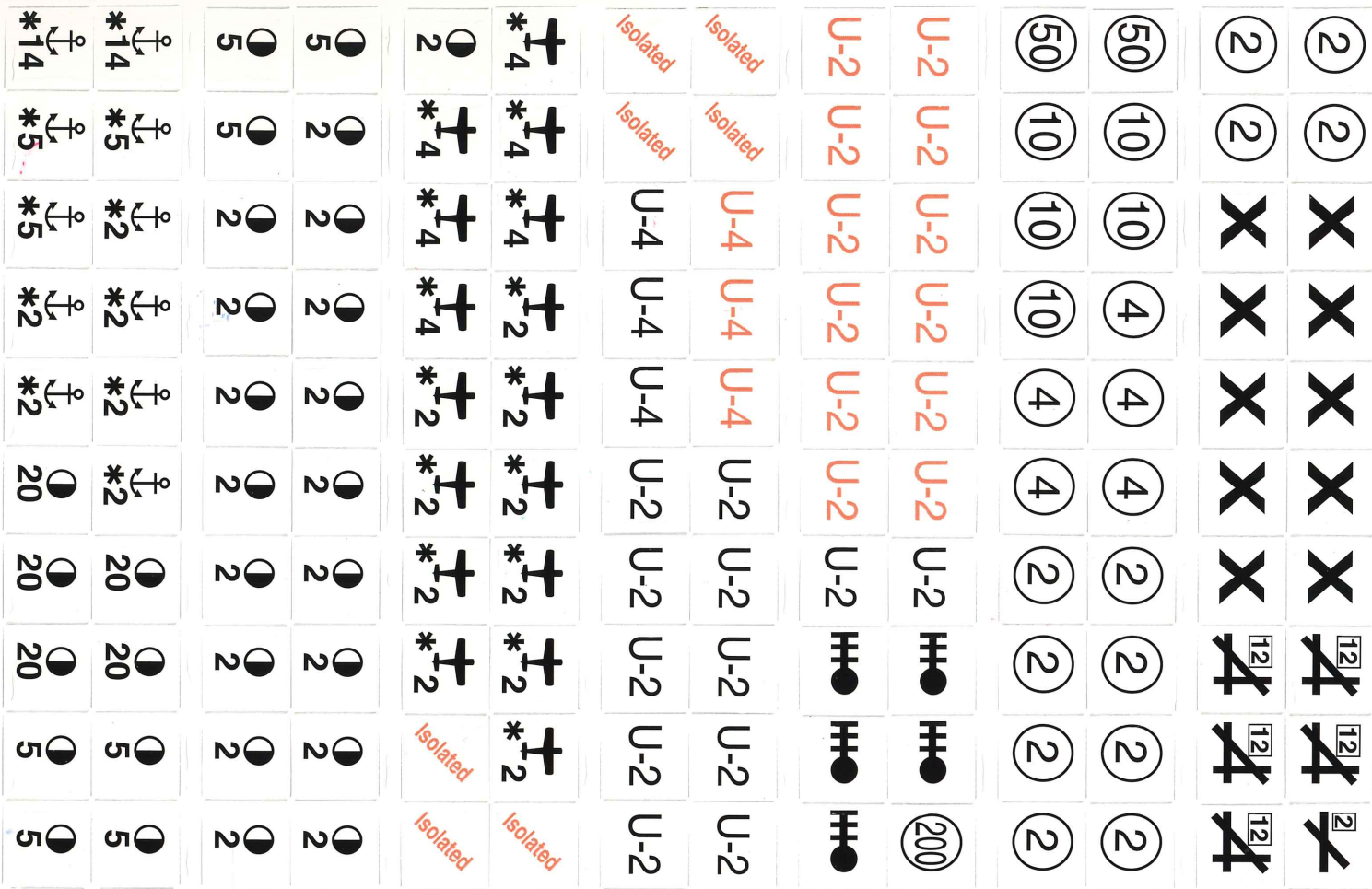
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● CADRE 2-5	● CADRE 3-5	● CADRE 1-7	● CADRE 3-5	● CADRE 3-5	● CADRE 1-2-7	● CADRE 2-5	● CADRE 2-5
31 ● CADRE	56 ● CADRE	37 ● CADRE	74 ● CADRE	96 ● CADRE	30 ● CADRE	68 ● CADRE	33 ● CADRE
2-5	3-5	1-7	3-5	3-5	1-2-7	2-5	2-5
32 ● CADRE	74 ● CADRE	37 ● CADRE	96 ● CADRE	33 ● CADRE	30 ● CADRE	68 ● CADRE	33 ● CADRE
2-5	3-5	1-7	3-5	3-5	1-2-7	2-5	2-5

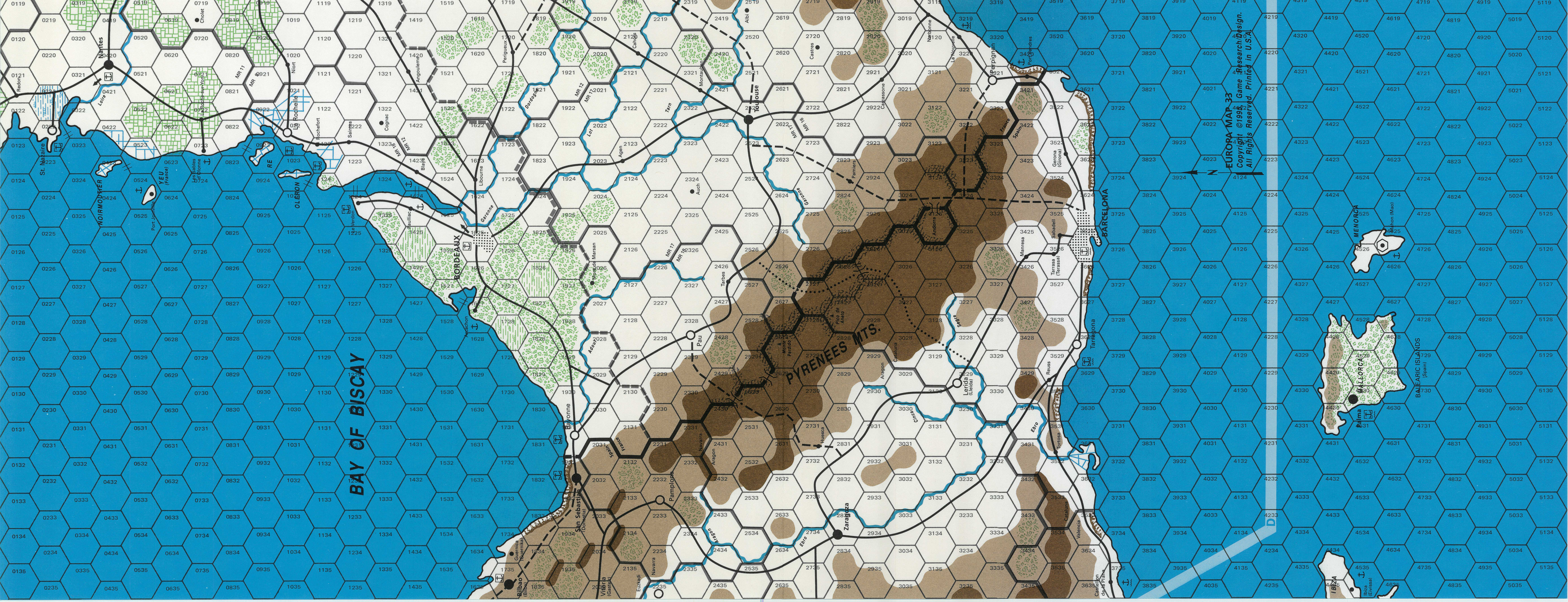
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2 ● CADRE	2 ● CADRE	2 ● CADRE	2 ● CADRE	2 ● CADRE	2 ● CADRE	2 ● CADRE	2 ● CADRE
1-6	2-8	1-6	2-8	1-6	2-8	1-6	2-8
2 ● CADRE	2 ● CADRE	2 ● CADRE	2 ● CADRE	2 ● CADRE	2 ● CADRE	2 ● CADRE	2 ● CADRE
1-6	2-8	1-6	2-8	1-6	2-8	1-6	2-8

● CADRE 1-6	● CADRE 1-6	● CADRE 1-6	● CADRE 1-6	● CADRE 1-6	● CADRE 1-6	● CADRE 1-6	● CADRE 1-6
1 ● CADRE	1 ● CADRE	1 ● CADRE	1 ● CADRE	1 ● CADRE	1 ● CADRE	1 ● CADRE	1 ● CADRE
1-6	1-6	1-6	1-6	1-6	1-6	1-6	1-6
1 ● CADRE	1 ● CADRE	1 ● CADRE	1 ● CADRE	1 ● CADRE	1 ● CADRE	1 ● CADRE	1 ● CADRE
1-6	1-6	1-6	1-6	1-6	1-6	1-6	1-6

[illegible][illegible]







EUROPA MAP 33
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