

# Terrain Effects Chart

Feature	Movement			Combat
	Leg	Motorized	Tank	
Open	2	P	6	ne
Village	1	1	1	D x2
Minor Village	ot	ot	ot	Shift 1 Col Left
Palacio	ot	ot	ot	D x2
Woods	3	P	4	D x2
Hills	3	P	4	D x2
Wooded Hills	4	P	6	D x2
Main Road	1/2	1/2	1/2	ot
Sec'dry Road	1	1/2	1	ot
Track	1	1	2	ot
Railroad	1	P	ot	ot
Minor River	+2	P	+4	A x1/2
River	All*	P	P	A x1/6
Bridge	Negates River and Minor River Effects			A x1/2

**NOTES:**  
**ot** means use Other Terrain in the hex; the listed item has no effect.  
**P** means terrain prohibits movement.  
**ne** means no effect.

\* Only Infantry units, Prohibited for others.

# Combat Table

Dice plus DRM	Odds				
	1:2	1:1	2:1	3:1	4:1
<1	A3r3	A2r2	A1r2	A1r1	A1r1
1	A2r2	A1r2	A1r1	A1r1	Ar2
2	A1r2	A1r1	A1r1	Ar1	A2
3	A1r1	A1r1	Ar1	A1	-
4	A1r1	Ar1	A1	-	-
5	Ar1	A1	-	-	Dr1
6	A1	-	-	Dr1	Dr2
7	-	-	Dr1	D1	D2
8	-	Dr1	D1	D1r1	D1r1
9	Dr1	D1	D1r1	D1r2	D1r2
10	D1	D1r1	D1r2	D2r2	D2r2
11	D1r1	D1r2	D2r2	D2r3	D2r3
12+	D1r2	D2r2	D2r3	D3r3	D3r4

## Notes:

A—Attacker Result  
 D—Defender Result  
 #—Step Loss  
 r#—Retreat Hexes  
 - — No Result

## Die Roll Modifiers (DRMs):

If only one side has armored units, use Armor DRM shown on the armored unit's counter.  
 +3 if Flamethrower Engineers attacking  
 -3 if Flamethrower Engineers defending  
 +1 Defender includes any Panic Status units  
 -1 Defender has Anti-Tank Weapons  
 +2 Brihuega attacked from above (see 1.17c)

# Tank vs. Tank Combat Table

Dice	Effect
3 or less	—
4	1
5	1
6+	D

Red Die for effects on Republican armor.

White Die for effects on Nationalist armor.

**Results:**  
 — means no result.  
 1 means two step units lose a step, one step units become Disabled.  
 D means two step units become Disabled, one step units are destroyed.

## Modifiers:

### Red Die

+2 if Nationalist armor is a Flamethrower.  
 -1 if Republican armor is a T-26 unit.

### White Die

+1 if Republican armor is a T-26 unit.

# Tank After Combat Table

Dice	Effect
5 or less	—
6+	Disabled

**Results:**  
 — means no result.  
 Disabled means tank unit(s) Disabled.

## Modifiers:

+1 if Defender using Anti-Tank Weapons.  
 +1 if Defender in a Village hex (any type).

# Attrition Table

Die	Effect
4 or less	No Effect
5 or more	Stack loses one step

## Results:

Any unit that adds a positive DRM to its stack must be the first one to take an attrition loss if one occurs. Owner's choice if more than one unit applies.

## Modifiers:

+1 if stack includes an Italian Volunteer unit.  
 +1 if the stack includes a tank unit.  
 -1 if all stack units are Communist, International Brigades, and/or Spanish Nationalists.  
 -1 if stack includes one or more HQ units.

# Interdiction Attacks

Die	Effect
1	—
2	—
3	DG
4	DG
5	Stop
6+	1

## Results:

— means no result.  
 DG means unit is Disorganized.  
 Stop means unit is Disorganized, and stop its movement.  
 1 means unit is Disorganized, must stop movement, and loses one step.

## Modifiers:

+1 if target hex is Traffic Jam  
 +2 if target unit is executing a Forced Retreat.

# Barrage Table

Dice	Total Artillery or Air Points					
	1-2	3-5	6-9	10-14	15-18	19+
5 or less	—	—	—	—	—	—
6	—	—	—	—	—	DG
7	—	—	—	—	DG	DG
8	—	—	—	DG	DG	DG
9	—	—	DG	DG	DG	DG
10	—	DG	DG	DG	DG	1
11	DG	DG	DG	DG	1	1
12	DG	DG	DG	1	1	2

## Notes:

— means no result.  
 DG means hex is Disorganized.  
 # means hex is Disorganized and loses # steps.

## Shifts:

**Right 1 column** if spotting from hills around Brihuega or target is a motorized unit on a road (any kind).  
**Left 1 column** if target is in a village or hill hex (all types), ignore if 1.17b applies  
**Left 2 columns** if barrage is not spotted.

# Air Points Table

Turn	One Die					
	1	2	3	4	5	6
1-2	—	—	—	0-1	0-1	0-1
3	—	—	—	—	1	1
4	—	—	—	—	—	1
5	3	4	4-1	5-1	5-2	5-2
6	1	1	1	1	2	2-1
7	1	2	2	2	3-1	3-1
8	1	1-1	2-1	2-1	3-2	3-2
9	3	4-1	4-1	5-2	5-2	5-2
10	3	3	4-1	4-1	5-1	5-2
11	2	3	3-1	4-1	4-1	5-2

## Notes:

— means no air points.  
 # gives that number of Republican Air Points.

If using the Optional Italian Air Force, roll a second time and give the Italians the number after the dash. Ignore this number otherwise.