

Standard Combat Series:

Guadalajara

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Introduction

Guadalajara 1937 portrays the operations launched by the Italian CTV (*Corpo Truppe Volontarie*—Corps of Volunteer Troops) towards Guadalajara with the ultimate objective of taking Madrid and putting a rapid end to the Spanish Civil War. The unexpected and dogged resistance of the Republican Army, which was fully involved in a deep reorganization, caused the failure of this offensive, forcing the Nationalists to give up trying to storm the capital and making them take the long road by capturing the whole country before being able to declare themselves victorious.

General Information Scale

Each game-turn represents one or two days, and each hex equals 1 kilometer. Units range in size from companies through battalions (Italian and Falange *Banderas* are equivalent to battalions). Artillery units represent groups of batteries, but are not necessarily equivalent to the official Italian denomination of Gruppo Artiglieria. Cavalry units are in squadrons.

Cardinal Directions

True North is not oriented to the top of

the sheet. To simplify direction listings, Orient the map normally (Caspueñas is bottom left). Then use the following simplified descriptions:

- ‘North’ is the top edge
- ‘South’ is the bottom edge
- ‘East’ is the right edge
- ‘West’ is the left edge

Counter Colors and Ownership

The Nationalist player controls all Spanish Nationalist Army (Grey), Falangist (Blue), Carlist (Red on White), Mixed (Black on White), Italian Army (Pale Green), Italian volunteer (Grass Green) and Italian Air Force (Blue-Green) units.

The Republican player controls all Republican People’s Army (Brown), Communist (Bright Red), Anarchist (Black), International Brigades (Dark Red) and Republican Air Force (Orange) units.

Unit Symbols

Falangist, Carlist, Mixed, Communist and Anarchist infantry units are represented by their political symbol instead of the usual unit types. All these units are considered infantry.

Infantry units of the International Brigades are represented by the flag of the country from which most of their members were nationals. All these units are considered infantry.

Unit Symbols and Markers

	Carlist Infantry		Arm. Car Motorized MA		Internationalist Units
	Falangist Infantry		Machine Gun		French Infantry
	Communist Cavalry		Anti-Tank Motorized MA		Italian Infantry
	Anarchist Infantry		Motorcycle Motorized MA		Polish Infantry
	International Artillery Group		Engineer		French-Belgian Infantry
	HQ Motorized MA		Flame-Thrower Tank Tank MA		Communist Infantry
	Infantry		Railroad		Truck Motorized MA
	Cavalry		Artillery		Out of Supply Marker
	Tank Tank MA		Workers		Disorganized Marker
	T-26 Tank Tank MA		Armored Train		Morale Marker
	Air Point		Reserve Marker		Panic Marker
	Movement Defense Attack		Movement Range Barrage Strength		Movement Defense DRM

Repeated Name Units

You will find some names are shared by two different units. This is not a mistake as some units really did have the same name. To differentiate them you will have to look to the right of the unit symbol as their higher echelon units are different. This is the case, for example, of Italian Banderas Uragano (III and IX Group of Banderas), Tempesta (III and IX Group of Banderas) and Ardita (VI and VIII Group of Banderas); it is also the case of Republican Battalion Thaelmann (1Bis Brigade and XI International Brigade). Be sure you don't pick the wrong one!

Other units such as cavalry squadrons, fortification groups and some artillery units share not only their names but also all other information shown on the counter. In this case these units are totally interchangeable.

Sequence of Play

Pre-Game Barrage (first turn only)
Reinforcement Phase

Nationalist Turn (all phases Nationalist & Italian)

Movement and Reserve Designation Phase
Tank Repair Phase
Barrage Phase
Combat Phase
Supply Phase
Exploitation Phase
Clean-up Phase

Republican Turn (All phases Republican, except for the Italian Morale Phase)

Air Point Determination Phase
Air Interdiction Phase
Movement and Reserve Designation Phase
Tank Repair Phase
Barrage Phase
Combat Phase
Italian Morale Phase
Supply Phase
Exploitation Phase
Clean-up Phase

Turn End Phase

Turn Marker Advance

Most scenarios follow this play order (Nationalist then Republican player turns). For the one scenario that has the Republican player moving first, simply reverse to the two player turns (keep the Reinforcement Phase first, the Turn End Phase last, and the sequence of steps within the player turn the same).

1.0 General Special Rules

1.1 Stacking.

Up to 6 steps can stack in a hex. Game markers have no effect in stacking.

1.2 Units.

1.2a Steps. All units have either one or two steps (as noted by the number on each counter). Show step losses of two-step units by flipping the counter to its one step side. One step units that take a step loss are destroyed. Note that artillery units have a special side notation system that does not have anything to do with step size (all artillery units have one step, even though the counters have printing on both sides)

1.2b Unit Subordination. Many Italian units have a colored horizontal stripe across the counter. The stripe indicates that the unit is rigidly subordinated to a divisional headquarters and must operate under the restrictions shown below (See 1.6b, 1.14a, 1.16a, 2.2d, 2.3b, 2.7). All other units, those without the horizontal stripe, operate freely. Their subordination only shown for historical interest.

1.2c Armored and Flamethrower Units. Tank, Flamethrower Tank, and Armored Car units are 'Armored'. Armored and non-armored Flamethrower Engineers have Attack and Defense Die Roll Modifiers (DRMs) instead of an Attack and Defense Strength (see 1.11, 1.12). Flamethrower units of either type are identified by the flame symbol on the counter.

1.3 Movement

There are three types of movement:

- Motorized: Used by units with a small tire in back of their MA.
- Tank: Used by units with a Yellow MA.
- Leg: Used by all other units.

Note some units use leg or motorized movement depending on the side showing.

1.4 Step Loss Preference (Italian Volunteers)

Whenever Italian Volunteer units are stacked with Regular Italian Army units and a step loss is required, the first step loss **must** come from an Italian volunteer unit (See 2.8b). This rule supercedes SCS rule 8.0a. After the first loss, or in any other case not involving both Italian Regulars and Italian Volunteers, SCS rule 8.0 applies normally.

1.5 Weather

The weather was terrible during this battle. There is no need to roll for weather as the effects of weather are built into the game.

1.6 Supply

1.6a Any Italian HQ, Spanish Nationalist and Republican unit is "supplied" if it can trace (per SCS rule 12.1) from an appropriate supply source to the unit. This path can be any length but cannot include **more** than 4 non-road, non-track hexes. Mark any units found to be Out of Supply with an Out of Supply marker and that status remains until the next friendly Supply Phase (regardless of changing circumstances).

1.6b Italian non-HQ units must be supplied by a supplied Italian HQ (**Exception:** Italian units 6 hexes or less from the start line can trace without an HQ). Each Italian HQ unit has a "Supply Range" which is the left number at the bottom of the counter (in parenthesis) and is **not** an attack strength. Units are in supply if they are at or within a friendly HQ's range (counting from the HQ to the unit) using the HQ's range in **leg MPs**. An HQ successfully traces to a unit if the hex count can make it into a hex adjacent to the unit—the trace *need not* make it all the way into the unit's hex. A trace made into a hex adjacent to friendly units is successful regardless of terrain—but is blocked if any hex of the path contains a non-negated EZOC. Italian HQs can supply any unit of their own division or any Italian independent unit, but not units of other divisions (See also exceptions in each Scenario Special Rules).

1.6c Out of Supply Effects. Attack, Defense and Movement are x1/2. All combat results suffer an additional retreat hex. Out of Supply artillery cannot make Barrage Attacks.

1.6d Attrition. Units already marked Out of Supply that are Out of Supply in the next friendly Supply Phase suffer Attrition. Retain the Out of Supply Marker and check the unit for Attrition on the Attrition Table. Roll for each **stack** (not each unit) on the Attrition Table and apply the result.

1.7 Disorganized (DG) Units

Units become DG only as a Barrage Table result. When the Barrage Table gives a DG or numeric result, mark all units in the target hex with a DG Marker. Non-DG units can move through or stack with DG units with no effect.

1.7a Effects of DG. DG units have their Attack, Barrage, Defense, and Movement Allowance are x1/2. Armor and Flamethrower DRMs are reduced by one. DG units **cannot** conduct overruns. DG units **do not have** a ZOC. A DG unit **loses** its Exploitation Capability. DG has no effect on HQ supply ranges. There are no additional effects for multiple DG results.

1.7b Recovery of DGs. During his Clean Up Phase, the phasing player removes all DG markers from his units (including any Out of Supply units).

1.8 Artillery & Barrage Combat

1.8a Artillery Modes. All artillery units have two modes (shown by the side of the counter showing). One mode is better for barage, the other is better for moving. Depending on the counter's values, units in either mode can do **both** functions—it will just be better at one than the other.

You can change an artillery unit's mode only during the regular Movement Phase before that unit expends any Movement Points.

1.8b Artillery units have Barrage Strength and Range. The Barrage Strength can **only** be used in Barrage attacks, it can never be "added in" on ground attacks. Artillery units can apply their Barrage Strength to any enemy unit within range (in hexes). There is no Line of Sight requirement. Having a friendly unit adjacent to the target helps. Resolve Barrages in the player's Barrage Phase. If attacked, all Artillery units defend with **one** strength point, regardless of the number of artillery units in the hex.

1.8c An artillery unit can fire one Barrage per turn. Artillery units cannot split their fires. A given hex can be the target of one Barrage in a phase (Exception, see 1.10b). Any number of artillery units can engage in a single Barrage. Out of Supply Artillery **cannot** Barrage. DG Artillery Barrage at half strength.

1.8d Make Barrages against enemy hexes using the Barrage Table. The possible results of a Barrage are: No Effect, Disorganized (DG), and Step Loss. Step loss results automatically DG the target. Apply the applicable shifts or modifications listed on the Barrage Table. Only the target's terrain affects a Barrage. Terrain and unit type has **no effect** on a unit's ability to qualify as "adjacent" for modification purposes. Resolve Barrages shifted off either end of the table on the last available column.

1.8e Units **cannot** advance or attack into hexes that no longer contain enemy units due to a Barrage result, even if the phasing player intended to attack the hex.

1.8f When the Barrage Table calls for a step loss, the owning player may select any non-Armored unit in the stack to take the loss. The selected unit need not be the strongest. After exacting the loss, mark all remaining units DG. If no non-Armored unit exists, ignore the step loss portion of the result.

1.9 Anti-Tank (AT) Defense

Design Note: Due to the lack of specific anti-tank weapons in the early stages of the Spanish Civil War both armies turned to their light guns firing over open sights as an emergency measure. As these tanks were not precisely a

marvel, this stop-gap measure was more effective than one might think, if it did not destroy the tanks, it at least immobilized them.

1.9a All Artillery with a range of 3 or more and the Italian Anti-Tank unit may be used as AT weapons. AT capability only applies to defense.

1.9b Stacks with AT weapons have an additional -1 DRM when attacked by Armor and apply an +1 DRM in the Tank After-Combat Roll.

1.9c Artillery units in Move Mode **cannot** be used as AT weapons.

1.10 Airpower

The Republican player can receive one or more Air Points each turn. The player rolls one die during the Air Point Determination Phase to determine the number of Air Points available. Air Points are available for that turn only and **cannot** be saved from turn to turn. They can be used in any of a number of different phases in each turn, but each Air Point can only be used once. (See 4.6)

Note: The Air Point Markers show various types of aircraft available during the battle, but the type on the counter has no effect. The image is for color only.

1.10a Close Air Support. Each Air Point expended shifts a combat (Regular or Overrun, attack or defense) one column in the owning player's favor. Identify Air Points used at the moment of use, always before determining the odds. Air Points can be used in any phase containing regular or overrun combats.

1.10b Level Bombers. Air Points can attack during the Republican player's Barrage Phase. Any number of Air Points can affect a single barrage. Each Air Point gives 5 Barrage points.

Artillery and Air Points **cannot** be combined in the same Barrage **but** a single hex may be attacked by one Artillery and one Air Barrage in the same Phase.

If the target hex of level bombers contains a road, then the barrage can be made **without** any negative modifier being triggered for not having a spotter.

1.10c Air Interdiction. Air Points can also be used for Interdiction. Place an Air Point Marker in any desired hex and all road hexes within a radius of two hexes are interdicted. All interdicted road hexes have their movement cost doubled. Furthermore, all Motorized units moving through the hex **occupied** by an interdictor may be attacked according to the Interdiction Attacks Table. Each Air Point can attack only one unit using the Interdiction Chart (Exception: See 2.7e). Show that an interdictor has

already attacked by flipping the marker to its back side. Other than not being able to make a second attack, all other interdiction effects remain unchanged.

1.11 Tank Combat

Design Note: For the first time in history, the Spanish Civil War saw the intervention in combat of modern, fast, armored vehicles in relatively significant amounts. In spite of all the shortcomings of their experimental use (wrong tactics and formations, lack of reliability, weak armament and armor, & crew inexperience) tanks often had an important effect out of all proportion to their actual numbers. Portraying them as any other unit (as most games do), would make it impossible to see the effect of 'penny packets' of tanks in Spanish Civil War combat. This is why tank units enjoy special combat rules here.

1.11a Armored units cannot stack with other Armored units. No more than one armored unit per side may be involved in a given combat. Armored units can move through a hex containing another Armored unit, but it must not end a phase in such a hex.

1.11b Armored units can **never** be alone in a hex. Armored units must **always** stack with non-armored units.

1.11c Armored units can **never** be used to absorb losses called for by the Combat or Barrage Table; their losses come from the Tank vs. Tank Combat Table and/or the Tank After-Combat Roll.

1.11d When all other units stacked with an Armored unit are *killed* as a result of Combat, Barrage or Retreat and all loss results have been satisfied; the armored unit must immediately retreat to the nearest friendly occupied hex with no armored units. The retreat can be as long as necessary but cannot cross prohibited terrain or enemy occupied hexes. It can move through EZOC hexes. If the move is not possible because of prohibited terrain or enemy occupied hexes, the armored unit is "Disabled" and placed into the Disabled Tanks Box on the map.

1.11e When all units stacked with an armored unit are killed as a result of Combat or Barrage and one or more losses **cannot** be satisfied, the armored unit must immediately retreat to the nearest friendly occupied hex and become "Disabled". This retreat can be as long as necessary and cannot cross prohibited terrain nor enemy occupied hexes; it can cross EZOC hexes. If the move is not possible because of prohibited terrain or enemy occupied hexes, destroy the Armored unit.

1.11f When armored units are involved in combat, follow this procedure:

- If **both** sides have armored units: Armored units from both sides fight a separate Tank vs. Tank Combat and all non-Armored units fight an ordinary combat. The Armored

units do not affect the ordinary combat and will **not** make a Tank After-Combat Roll.

• If only one side has armored units: An ordinary combat is fought. DRMs shown by the armored unit are used to modify the Combat Table die roll. After this ordinary combat, the participating armored unit **must** roll on the Tank After-Combat Table.

1.11g If the stack an Armored unit is stacked with suffers a retreat result, the Armored unit must retreat with its stack.

1.11h Tank vs. Tank Combat. When a Tank vs. Tank Combat takes place, the attacking player rolls two dice on the Tank vs. Tank Combat Table. The red die will give the result for the Republican armored unit. The white die will give the result for the Nationalist Armored unit. Apply the modifiers and results listed on the table.

1.12 Flamethrowers

1.12a Flamethrowers tanks are treated as any other Armored unit, use their modifier when needed, as explained in 1.11.

1.12b The Flamethrower Engineer unit can **never** be alone in a hex. They must **always** stack with a non-Armored unit.

1.12c Flamethrower Engineers **can** be used to absorb losses called for by the Combat or Barrage Tables.

1.12d Flamethrower Engineers in Combat. Whenever the Flamethrower Engineers are used in combat they add a +3 DRM (or -3 if defending) to the Combat Table roll. Flamethrower Engineers **cannot** be used in combination with flamethrower tanks.

1.12e Depletion. Whenever Flamethrowers (Engineers and Tanks) are used in combat, the unit must lose one step (in addition to other steps that might be required from other sources). If the unit has already lost a step, it is **permanently** removed from play. This loss is made instead of any roll required by any tank combat the unit may be involved in.

Design Note: The Italian supply system could not up support the simultaneous operation of four divisions. Flamethrowers were used a few times in this battle with good results both against infantry and tanks; however the supply system failed to refill the stocks of flamethrower fuel so these units become non-operative upon expending their original fuel allotment.

1.12f The Nationalist player is never **forced** to use Flamethrowers. If he declines to do so, ignore Flamethrowers for all combat purposes (**Exception:** Flamethrower tanks must fight Tank vs. Tank Combat if attacked by enemy armor, even when not firing their Flamethrowers). They can still be used to fill losses (engineers only) and must retreat with the units they are stacked with.

1.13 Reserves & Reserve Markers

Reserve Markers allow units access to the Exploitation Phase. Each scenario specifies the number of Reserve Markers available to each player.

1.13a NO unit in the game is intrinsically Exploitation-Capable. A unit must be marked in Reserve to access the Exploitation Phase. A unit **cannot** be marked as Reserve if it has no Yellow Box around its values. (*Exception:* Units loaded on Exploitation-Capable trucks; see 1.16c)

Place Reserve Markers on any friendly unit or stack at any time during the owning player's regular Movement Phase. Only units that have **not** moved in the current movement phase, not DG, have the Yellow Box, and are **not** adjacent to any enemy unit can be marked. Any number of units in a stack can be placed into Reserve. Place the Reserve Marker above those in Reserve and below those which are not in a stack.

1.13b Units, while under a Reserve Marker, cannot move, or conduct any sort of Barrage or Combat.

1.13c Remove any remaining Reserve markers during the Clean Up Phase

1.13d A player can release any of his Reserve Marked stacks at the beginning of his Exploitation Phase. Units so released can Move and Overrun normally during that Phase.

1.14 Unit Reconstitution

1.14a Every time an infantry unit is destroyed (by combat or barrage), roll one die. Place the unit as a reinforcement that number of turns in the future. However, if the unmodified roll is one (1), the unit is **permanently** destroyed (it does not reconstitute). Units whose rolls place them after the end of the game do not return.

Additionally, Italian Volunteer units are permanently destroyed if they cannot trace a path (free of non-negated EZOC's or enemy units of any length) to their own HQ. Other forces do not have this requirement.

1.14b Apply a -1 modifier for *Communist, International Brigades* and *Spanish Nationalist* units. Apply a +1 modifier for *Italian Volunteers*. All other units roll **without** modifiers.

1.14c Two step units return reduced.

1.14d HQ Reconstitution. Italian HQs immediately reconstitute as reinforcements the turn after they are destroyed. Make no roll (and they are never permanently destroyed). They reenter the game stacked

with any unit of their division. If no such unit is in play, the HQ returns with the first of that division's units that returns.

1.14e Non-infantry, non-HQ units never reconstitute.

1.15 Tank Repair

Whenever an Armored unit is Disabled remove it from the play and place it in the Disabled Tank Box. In that player's Tank Repair Phase, roll one die for each friendly Armored unit in the Disabled Tank Box. On a roll of 5-6, the unit is repaired and returns as a one-step reinforcement unit in the next turn.

1.16 Trucks

1.16a Carrying Ability. During the Movement and/or Exploitation phases, the phasing player's Infantry, Workers, MG or Engineer (including Flamethrower Engineers) units can be carried by Trucks. While doing so, the pair is a motorized unit with a stacking value of 2. Both units move together using the Truck's Exploitation-capable MA. Trucks carrying units can **never** enter hexes adjacent to enemy units voluntarily (Exception: Truck and their load retreat as per the normal rules). Trucks of the Littorio Division can only carry units of its own division. Unloaded trucks have no stacking value, but they still count as a Motorized unit for Traffic Jams purposes (2.5).

1.16b Load Capability. Each Truck can carry **one** unit. A Truck can load and unload units, at a cost of 2 MPs, at any point of their movement during the Movement Phase. *Loading* is prohibited during the Exploitation Phase, but *unloading* is allowed. The unit loaded/unloaded cannot move any further during that Phase. Show a unit is loaded by putting its counter **under** the Truck. While loaded, units have no ZOC. A unit can remain loaded from one turn to another.

1.16c Exploitation Ability. To access the Exploitation Phase loaded, a unit must start the **Movement** Phase stacked (loaded or not) with a Truck and the only thing they can do in that Phase is to load (if not yet loaded) and be put in Reserve. Non-exploitation capable units can be transported this way in the Exploitation Phase.

1.16d Automatic Unloading. If a loaded Truck is attacked or barraged, it automatically unloads **before** the execution of the combat or barrage. The formerly transported unit is DG, before the execution of the attack or barrage against it. Interdiction attacks do not trigger Automatic Unloading, but the transported unit suffers the fate of the Truck.

1.16e Destruction. *Unloaded* Trucks are destroyed if an enemy unit enters their hex (there is no overrun combat). *Loaded* trucks must be attacked (see 1.16d and if the units are destroyed, the Truck is as well). If trucks are stacked with friendly units, trucks **cannot** absorb step losses caused by Combat, **but** they **can** absorb step losses caused by Barrage. Trucks **cannot** retreat if the other units retreat.

1.17 Brihuega (18.03)

Design Note: Brihuega was an important communications junction for the Italian plans of advance. Brihuega was one of the worst defensive positions imaginable. Sunk deep in a valley and almost completely surrounded by overlooking hills. The village could be mercilessly battered by artillery and all movements can be seen from above. If you are the Italian player, keep this deep in your mind: You **must** take the hills overlooking Brihuega as soon as you take the village. Your historical counterpart failed to do so and result was the greatest disaster suffered by the Italians in the entire Spanish Civil War.

1.17a Italian units cannot move west of hex column 16.xx until Brihuega has been taken. This rule is voided when the Italians take Brihuega and does not return if later retaken by the Republicans.

1.17b Units in the hills surrounding Brihuega can spot for artillery and air barrages out to two hexes into the Brihuega valley. Also, such spotters cancel any defensive benefit of the village against barrage. The hexes giving these benefits are: 16.03, 16.04, 17.05, 18.05, 19.05, 18.01 and 19.02 and are marked on the map with the binocular symbol. Only Republican units enjoy this benefit.

1.17c If at least four out of the seven hexes listed above are occupied by Republican units and an attack is launched on Brihuega, the village loses any defensive bonus it may have against attack (ie. Defending units are not doubled) and the attack enjoys a +2 DRM.

1.17d If an Italian volunteer division with units placed in or adjacent to Brihuega panics and any stack is forced to retreat passing adjacent to an enemy occupied 20.03 hex, then each stack doing so must lose one step.

1.18 Extreme Combats

1.18a All combats with rounded odds worse than 1:2 apply an automatic result of A2r2

1.18b All combats with rounded odds better than 4:1 are resolved in the 4:1 column.

1.19 Mandatory Retreats

All retreats called for by the Combat Table **cannot** be exchanged for step losses. SCS Rule 9.2 does not apply to this game.

2.0 Nationalist Special Rules

2.1 Headquarters

Italian HQ units must be used to supply Italian units as explained in the Supply Rules. Otherwise they act as any other unit in the game. See Special HQ Reconstitution rule, 1.14d.

2.2 Reinforcements

2.2a Nationalist Reinforcements enter play in the areas specified in each scenario.

2.2b Reconstituted Spanish units reenter play in Jdraque (23.22), Cogolludo (10.30) or adjacent to the Start Line north of the Separation Line. The cities can only be used if they are controlled by the Nationalist player.

2.2c Reconstituted *independent* Italian units reenter play stacked or adjacent to any Italian HQ or adjacent to the Start Line south of the Separation Line.

2.2d Reconstituted *divisional* Italian units reenter play stacked or adjacent to their **own** divisional HQ.

2.3 Artillery Spotters

2.3a Independent Nationalist artillery can use any spotter unit of their own nationality.

2.3b Divisional Italian artillery must use a spotter unit of their own division.

2.3c Nationalist artillery units **can** fire unspotted barrages, **but** these halve their barrage strength. Italian artillery units **cannot** fire unspotted barrages.

2.3d To qualify as a correct spotter, a unit must be adjacent to the barraged hex. Armored units cannot be used as spotters.

2.4 Nationalist Supply Sources

Any road hex exiting the map North-Northeast of the Start Line can be used as a Supply Source. Supply Sources for Spanish units must be north of the Separation Line; Supply Sources for Italian units must be south of the Separation Line.

2.5 Traffic Jams

Italian units using Motorized or Tank movement along a road or track may experience traffic jams. Whenever a Motorized or Tank unit moving along a Road or Track enters a hex containing one or more other friendly units a Traffic Jam occurs; the moving unit pays +1 MP if all the units in the hex are not Motorized or Tank, and +2 MP if one or more are Motorized or Tank.

2.6 Separation Line

The Separation Line is the line formed by river Badiel and the red line extending up to the Start Line. It follows the rigid sector boundary between Spanish and Italian units.

2.6a Italian units can never move or attack north of the Separation Line. Spanish units can never move or attack south of the Separation Line (See 4.4). (EXCEPTION: Italian units entering the map via 52.23 **can** use the road to 38.13. They cannot exit that road until they reach the Italian zone).

2.6b As a consequence, collaboration between Spanish and Italian units is impossible. Spanish and Italian units can never stack or attack together.

2.6c The Line of Separation has no effect on Republican units.

2.7 Morale and Panic

Italian Volunteer Divisions are subject to morale effects. To show the Morale Level of each division use the Division Morale Track.

2.7a Unless scenarios specify some other value, all divisions start the game with Morale Level 0

2.7b Each time a Volunteer Division suffers a step loss, increase Morale Level of that division by one. Each time a unit from a volunteer division reenters the map after reconstitution, decrease the Morale Level of that division by one. Exception: Rebuilding HQs provides no Morale Level reduction, but do count for an increase in Morale Level.

2.7c During each Italian Morale Phase, check the Morale Level of all three Italian Volunteer Divisions. If the Morale Level of a volunteer division is 11 or more, that division Panics. If the Morale Level of a Panicked division is below 11, that division ceases to be Panicked.

2.7d When a division Panics, do the following:

- Put a Panic marker on the first square of the Morale Track of the division.

- Immediately execute a Forced Retreat (only first time, see below)

- While in Panic Status, all divisional units are subjected to the following restrictions: they **cannot** attack (but arty units **can** barrage), a DRM on the Combat Table when they defend, all retreat results are increased by one hex, and reduce their HQ Supply Range by 2.

2.7e Forced Retreat Procedure. The first time a volunteer division Panics it must execute a Forced Retreat. A division only does this once, even if it Panics again later in the game.

- All divisional units must move their full MA (DG and OOS units also move their full MA, not half) towards the Start Line. Units must choose the path leaving them the nearest possible to the Start Line. If a Truck can be reached, the unit must move into the Truck hex, mount for free and move the full MA of

the Truck towards the Start Line.

—Ignore all EZOCs to make a Forced Retreat for movement and loss requirements (Exception: Brihuega; see rule 1.17d)

—Motorized units (including loaded trucks) retreating through an interdiction marker suffer an immediate Interdiction Attack. This attack is not counted against the one attack per marker limit of the interdictor.

—If a unit cannot move its full MA (because of Prohibited terrain or by being surrounded), it remains in place and losses one step.

—All divisional units become DG at the end of a Forced Retreat.

2.7f When a division ceases to be Panicked remove the Panic marker from the Morale Track. The division no longer suffers the effects of Panic (unless it Panics again later).

2.7g Panic and Forced Retreat are called for or removed during the Italian Morale Phase only, not at the moment the Morale Level raises or lowers.

3.0 Republican Special Rules

3.1 Reinforcements

3.1a Republican Reinforcements enter play in the areas specified in each scenario (See 4.5).

3.1b Reconstituted Republicans reenter play either in Torija (3.08), Brihuega (18.03) or in any Reinforcement entry area west of 13.xx. The cities can only be used if controlled by the Republican player.

3.1c Some scenarios may call for the withdrawal of Republican units. Just remove required units, whatever their status or situation.

3.1d The Republican player can activate Emergency Groups by paying 1 VP per group. All Emergency Reinforcements arriving the same turn form an Emergency Group and can be activated on that turn or any later turn.

3.2 Artillery Spotters

3.2a Republican artillery units can **never** fire unspotted barrages.

3.2b All Republican artillery units can use any Republican unit as a spotter.

3.2c To qualify as a correct spotter, a unit must be adjacent to the barraged hex (Exception 1.17b). Armored units cannot be used as spotters.

3.3 Republican Supply Sources

Any road hex exiting the map South-Southwest of the Start Line can be used as a Supply Source.

3.4 Railroad Units

3.4a Armored Train. The Armored Train is like any other Republican artillery unit except:

—Its can only move in Railroad hexes.

—It **cannot** enter an enemy EZOC hex and it must move out of it as soon as possible if enemy units move adjacent to it. No friendly unit can negate EZOCs for this purpose.

—Its movement is unlimited provided it follows the above.

—It does not count for stacking.

—It is destroyed if forced to retreat out of Railroad hexes.

The Armored Train has a defense strength of 1 and can be used normally to absorb any loss caused by combat.

3.4b Railroad Battalion. The Railroad Battalion is like any other Republican infantry unit except:

—It must always be on or adjacent to the Railroad. If it is forced to retreat further, it must move back adjacent to the rail line as soon as possible.

—It cannot be reconstituted.

—Its Movement Allowance is x2 if all its movement is made through contiguous Railroad hexes.

3.5 Off Map Movement

3.5a Republican units can leave the map through any Entry Area. Such units are kept off of the map for at least a full turn (i.e. units leaving the map in turn 4 may re-enter the map in turn 6 or later) and may afterwards enter the map through any Entry Area.

Design Note: Movement off map gives the Republican player a lot of flexibility against the rigid plans of the Italian command. It will keep the Italians from committing all their troops to the front as rearward garrisons will be essential to counter Republican advances from off map.

3.5b Reinforcements specified to enter the map in a specific area can be delayed two turns and enter the map through any Entry Area.

3.5c Exploitation capable units may be put in reserve, load or unload while off map.

3.5d Off Map Movement is prohibited for Nationalist units. **EXCEPTION:** Units leaving the map for Sudden Death Victory purposes.

4.0 Optional Rules

4.1 Surprise Attack

The following rules apply during the **first** game-turn:

4.1a Pre-Game Barrage. The Nationalist player has a special Barrage Phase before Turn 1. Each Italian artillery unit can fire at any target in range. Artillery units can combine to make these attacks.

4.1b Republican Surprise. Republican player is under the following restrictions:

1) Movement allowance of all units is halved.

2) Barrage strength of all arty units is halved.

3) No stack can be put in reserve.

4) No Air Point is available.

4.1c Italian Preparation. All Italian units which are not adjacent to Republican units can move their full MA during the first turn's Exploitation Phase, **even** those **not** exploitation-capable or marked as reserves.

4.2 Republican Political Incompatibility

Design Note: The Republican Army was reorganizing when the Guadalajara operation launched. All politically oriented *columns* were theoretically integrated in the Mixed Brigades of the Republican Army. Nevertheless, several units retained a Communist or Anarchist identity including a strong mutual mistrust. Communist and Anarchist units still had serious problems working together, problems that sometimes led to open fighting between them.

Communist and Anarchist units are politically incompatible and cannot *collaborate*. Communist and Anarchist units cannot stack together and cannot attack the same hex.

4.3 Cavalry Screens

4.3a Whenever a non-Cavalry enemy unit moves adjacent to a hex containing only Cavalry units, the cavalry can retreat two non-EZOC hexes. Friendly units do not negate EZOCs for this purpose. Terrain has no effect (with the exception of Prohibited terrain). The Cavalry must retreat two hexes each time this is done.

4.3b When a cavalry unit does this screening retreat, the enemy units involved can continue moving paying +1MP for the Cavalry ZOC (if any), instead of the usual +2MPs. This does not change the EZOC cost if units other than the Cavalry contribute a ZOC to the hex in question.

4.4 Softer Line of Separation

Design Note: Playtest games showed a tendency of Republican players to abandon the north in front of the Spanish Nationalist units. Choosing to defend against them, the Republican player devoted all his efforts to smash the Italians and recover in the south all which had been lost in the north. To prevent this, this rule makes the Republican player keep a somewhat creditable defense of the north unless he wants to see his enemy crossing the Badiel!

4.4a After Turn 5, whenever there are *less than four* Republican units north of the Line of Separation, Spanish Nationalist units **can** cross the Line at a maximum rate of two units per turn. If the time comes when Republican units are again North of the line, this transfer is interrupted, but units that have already crossed south can remain there if desired.

4.4b In spite of this, collaboration between Spanish and Italian units is still prohibited.

4.4c As an alternate, the Line of Separation can be completely ignored. All rules regarding cooperation and spotting are still valid. In this case, shift victory conditions one level in favor of the Republican player.

4.5 Variable Reinforcements

Design Note: Republican rate of reinforcement was heavily influenced by operations in other fronts. This rule gives the Nationalist player some uncertainty about what he has to face each turn, especially when combined with the Better Fog of War rule (4.7).

In each turn's Reinforcement Phase roll one die for each Republican reinforcing unit arriving the next turn (i.e. reinforcements for turn 6 are rolled for on turn 5). On a roll of 6 the unit arrives one turn in advance; on a roll of 1 the unit arrives one turn later; on any other roll, the unit arrives as expected. Units which are delayed are rolled for again. This rule only affects newly arriving units, not reconstituted units.

4.6 Better Italian Airbases

Design Note: The *Aviazione Legionaria* was based in areas with poor airbases unable to operate during bad weather. This is why their intervention in this battle was sporadic and had little effect. This option assumes Italian planes were based in better airbases and could fly more often in support of their units.

Italian Air Units are available according to the Air Point Table. Italian Air units can execute Close Air Support and Bombing missions, but not Interdiction.

4.7 Better Fog of War

If players can be trusted, the game is greatly improved by the use of this rule.

4.7a Interdicted hexes are kept secret by the owner. Whenever a unit enters an interdicted hex, owning player decides if interdiction is uncovered and interdiction effects are enforced. If he decides to keep interdiction hidden, no interdiction effect is suffered by the moving unit.

4.7b Off map movements are secret.

4.7c Variable reinforcements, Reconstitution Rolls, Attrition Rolls, Volunteer losses, Morale Levels and Panic Status are kept secret.

4.8 Intensive Combat

4.8a Before rolling the dice of an ordinary combat, the attacking player can declare intensive combat. In this case, a NE result will be treated as an A1r1D1r1.

4.8b Intensive combat cannot be declared in a Tank vs. Tank Combat.

4.9 Simplified Panic Rules

4.9a Ignore all rules regarding Italian Morale, Panic and Forced Retreat (mainly 2.7) and combat modifiers for panicked units.

4.9b Italian Volunteer units do not roll for reconstitution, they are always **permanently** destroyed. **EXCEPTION:** HQs reconstitute following rule 1.14d.

Scenario 1: Spain is not Abyssinia

When the Italians sent the *CTV* to Spain they did so convinced that their units would put the war to an end. Underestimating the Spanish soldier and the resistance the Republican Army could offer, *CTV* commanders were sure they would advance almost unmolested through Guadalajara to Madrid bypassing a useless mass of Republican soldiers terrified by the power and efficiency of fascist legions. But Spain was not Abyssinia, and the Italians were to find the dogged resistance of the Spanish soldier (and the Internationals, of course), who used his courage and obstination whenever organization and means were lacking. This scenario is the big banana portraying the full battle. Enjoy!

Play Area: All

Start Turn: 1

End Turn: 11

Game Length: 11 Turns

Republican player *sets up* first.

Nationalist player *moves* first.

Republican Information:

Set Up:

36.08:
3-5-6 Inf Bn (Dmi/48)

3.08:
3-5-6 Inf Bn (Ter/48)
3-5-6 Inf Bn (Pue 4/50)

w/i 2 17.33:
4-6-6 Inf Bn (PI/49)
5-8-6 Inf Bn (Gua 1/49)

10.30:
5-7-6 Inf Bn (Tri/49)

w/i 4 37.16:
3-5-6 Inf Bn (LR/50)
2-4-6 Communist Inf Bn (Gua 5/50)
2-4-6 Inf Bn (20 J/50)

w/i 1 23.22:
3-4-6 Inf Bn (AR 1/71)
3-4-6 Inf Bn (AR 2/71)

East of 45.xx:
4-6-6 Inf Bn (Ara/72)
5-7-6 Inf Bn (Mal/72)

Off Map:

4-7-6 Inf Bn (Zar/72)

41.07:
+2/-2 -6 Tank Co
1-1-9 Cav Co (Cav/12 Div)

33.13:
(7)-3-3 Arty Grp

34.07:
1-1-6 Inf Det (GC)

1x Reserve Marker

Reinforcements:

Turn 1:

Entry Area B
4-6-6 Inf Bn (PyM/48)
3-5-6 Anarcast Inf Bn (Esp/71)
2-3-6 Inf Bn (-) (GAL)
1-1-6 Inf Co (Din)

Turn 2:

Entry Area A:
5-7-6 Inf Bn (Gua 2/49)

Entry Area B:
3-5-6 Inf Bn (PdM/48)
6-8-7 German Inf Bn (Tha/XI)
7-9-7 German Inf Bn (EA/XI)
6-8-7 French Inf Bn (CdP/XI)
+3/-2-10 T-26 Tank Co (1/BT)
(13)-5-2 Arty Grp
(14)-7-2 International Arty Grp
3x Truck

Any Entry Area:
1-2-6 MG Co (1)
2x Reserve Markers

Turn 3:

Entry Area B:
4-7-6 Inf Bn (Pas/35)
4-7-6 Inf Bn (Mad/35)
3-5-6 Inf Bn (Apo/71)
9-12-7 Italian Inf Bn (Gar/XII)
6-8-7 Polish Inf Bn (Dom/XII)
7-9-7 Mixed French/Belgian Inf Bn (AM/XII)
+3/-2-10 T-26 Tank Co (2/BT)
+3/-2-10 T-26 Tank Co (3/BT)
+3/-2-10 T-26 Tank Co (4/BT)
+2/-2-14 Arm Car Co (1/BT)
1-2-9 International Cav Co (Cav/XII)
(12)-3-3 Arty Grp
3x Truck
4x Reserve Markers

Turn 4:

Entry Area B:
+2/-2-14 Arm Car Co (2/BT)
+2/-2-14 Arm Car Co (3/BT)
3-4-6 Inf Bn (-) (GAB)
1x Reserve Marker

Turn 5:
 Entry Area B:
 5-8-6 Inf Bn (Man/33)
 6-8-7 Communist Inf Bn (Cam/MCC)
 5-7-7 Communist Inf Bn (JC/MCC)
 +3/-2-10 T-26 Tank Co (5/BT)
 +3/-2-10 T-26 Tank Co (6/BT)
 2-4-4 Workers Grp (For)

 2x Reserve Markers

 Emergency :
 2 x 2-3-9 Communist Cav Det (JH)
 2-4-4 Workers Grp (For)

 1x Reserve Marker

Turn 5 (Exploitation Phase)
 Entry Area B:
 7-10-7 Communists Inf Bn
 (MPG/1 Bis)
 7-10-7 Communist Inf Bn
 (Com/1 Bis)
 7-10-7 Communist Inf Bn
 (JD/1 Bis)
 7-10-7 Communist Inf Bn (Tha/1 Bis)

 2x Reserve Markers

Turn 6:
 Entry Area B:
 5-7-6 Inf Bn (Edi/35)
 4-6-6 Inf Bn (LC/35)
 4-6-6 Inf Bn (7 Div)
 2-4-4 Workers Grp (For)

 Entry Area C:
 4-6-6 Inf Bn (G-S/65)
 6-9-6 Inf Bn (Ort/65)
 4-6-6 Inf Bn (Sub/65)
 5-7-6 Inf Bn (Cor/65)

Any Entry Area:
 1-2-6 MG Co (2)

2x Reserve Markers

Emergency:
 1-2-6 MG Co (3)
 1-2-6 MG Co (4)

Turn 7
 Entry Area A:
 (2)-5-rr Arm Train
 1-2-5 RR Bn

Entry Area B:
 4-6-6 Anarchist Inf Bn (Con 1/70)
 4-6-6 Anarchist Inf Bn (Con 2/70)
 5-8-6 Anarchist Inf Bn (Con 3/70)
 5-7-6 Anarchist Inf Bn (Con 4/70)
 5-7-7 Communist Inf Bn (CdH/MCC)
 4-6-6 Inf Bn (6 Div)
 3-5-6 Inf Bn (9 Rgt)

Entry Area C:
 4-6-6 Inf Bn (Goy/65)

1 Reserve Marker

Turn 8
 Entry Area A:
 2-2-9 Cav Det (1 Cav)
 1-2-9 Cav Det (1 Cav)

Entry Area B:
 3-5-6 Inf Bn (11 Rgt)
 3-5-6 Inf Bn (12 Rgt)

Remove:
 1/BT, 2/BT, 3/BT Arm Car Companies

Nationalist Information:

Special Rule: MG/Lit MG Bn is subordinated to DLV HQ for supply purposes during Turns 3, 4 and 5. It returns to their own HQ on Turn 6.

Set Up:
 Morale Levels: 0 All Divisions

Fiamme Nere Division
w/i 2 46.16:
 5-8-6 Italian Vol Inf Bn (Ardi/VI)
 5-8-6 Italian Vol Inf Bn (Int/VI)
 5-8-6 Italian Vol Inf Bn (Aud/VI)
 (2)-3-3 Italian Arty Co (Arty/VI)

w/i 1 52.15:
 5-8-6 Italian Vol Inf Bn (Inf/VII)
 5-8-6 Italian Vol Inf Bn (Ine/VII)
 5-8-6 Italian Vol Inf Bn (Inv/VII)
 (2)-3-3 Italian Arty Co (Arty/VII)
 2-2-6 Italian Eng Co (Gen/FN)
 (7)-1-12 Italian Vol Div HQ (FN)

w/i 2 49.13:
 5-8-6 Italian Vol Inf Bn (Ardi/VIII)
 5-8-6 Italian Vol Inf Bn (Imp/VIII)
 5-8-6 Italian Vol Inf Bn (Tem/VIII)
 (2)-3-3 Italian Arty Co (Arty/VIII)

Commando Reparti Specializzata
w/i 2 49.13:
 +2/-1-12 Italian Tank Co (3/CRS)
 +2/-1-12 Italian Tank Co (4/CRS)

Francisci Group
w/i 2 49.13:
 5-8-6 Italian Vol Inf Bn (Tor/IV)
 5-8-6 Italian Vol Inf Bn (Bis/IV)
 5-8-6 Italian Vol Inf Bn (Buf/IV)
 (2)-3-3 Italian Arty Co (Arty/IV)

w/i 4 53.08:
 5-8-6 Italian Vol Inf Bn (Impl/V)
 5-8-6 Italian Vol Inf Bn (Lup/V)

5-8-6 Italian Vol Inf Bn (Ard/V)
 (2)-3-3 Italian Arty Co (Arty/V)

With any group above:
 6x Italian Arty Grp (All CTV Arty units, various values)
 2x Italian Truck (no stripe)

Sotelo Group
w/i 5 38.19:
 8-11-7 Spanish Inf Bn (6 Vic/Sot)
 8-11-7 Spanish Inf Bn (8 Vic/Sot)
 8-11-7 Spanish Inf Bn (8 Bai/Sot)
 8-11-7 Spanish Inf Bn (3 Tol/Sot)

42.18:
 8-11-7 Spanish Inf Bn (2 Ame/Sot)

Villalba Group
w/i 3 27.25:
 8-11-7 Spanish Inf Bn (6 Ara/Vil)
 8-11-7 Spanish Inf Bn (3 SQ/Vil)
 6-9-7 Falange Inf Bn (BFBA/Vil)

Ibáñez de Aldecoa Group
w/i 5 22.31:
 8-11-7 Spanish Inf Bn (Ger/IbA)
 7-10-7 Falange Inf Bn (2 BFB/IbA)
 6-8-7 Carlist Inf Bn (TRBS/IbA)
 1-2-7 Spanish MG Co (Arap/IbA)

Pita da Veiga Group
w/i 3 31.21:
 4x 1-2-9 Cav Co (Cav/PdV)

With any Spanish group above:
 6-8-7 Carlist Inf Bn (Mix)
 +2/-1-12 Tank Co (Tank)
 3-5-7 Eng Bn (Ing)
 (10)-3-3 Arty Grp (Arty)
 (5)-5-2 Arty Grp (Arty)
 9x Reserve Markers

Reinforcements:
 Turn 2
 62.16
 (7)-1-12 Italian Vol Div HQ (PN)
 2-2-6 Italian Eng Co (Gen/PN)
 4-7-5 Italian Vol Inf Bn (Lu/IX)
 4-7-5 Italian Vol Inf Bn (Ura/IX)
 4-7-5 Italian Vol Inf Bn (Temp/IX)
 (2)-3-3 Italian Arty Bn (Arty/IX)
 4-7-5 Italian Vol Inf Bn (Sci/X)
 4-7-5 Italian Vol Inf Bn (Temb/X)
 4-7-5 Italian Vol Inf Bn (Car/X)
 (2)-3-3 Italian Arty Bn (Arty/X)
 4-7-5 Italian Vol Inf Bn (Mon/XI)
 4-7-5 Italian Vol Inf Bn (Pasu/XI)
 4-7-5 Italian Vol Inf Bn (AU/XI)
 (2)-3-3 Italian Arty Bn (Arty/XI)
 +2/-1-12 Italian Tank Co (1/CRS)
 +2/-1-12 Italian Tank Co (2/CRS)
 +3/-2-12 It Flame-Thrower Tank Co (LF/CRS)
 +1/-1-14 Italian Arm Car Co (AB/CRS)
 2-2-14 Italian Motorcycle Co (Brs/CRS)

+3/-3-6 It Flame-Thrower Eng Co (Gen/CRS)
 0-1-14 Italian AT Co (AT/CRS)
 10x Truck (no stripe)
 6x Reserve Markers

Turn 3

52.23
 (7)-1-12 Italian Vol Div HQ (DLV)
 2-2-6 Italian Eng Co (Gen/DLV)
 4-7-5 Italian Vol Inf Bn (Aqu/I)
 4-7-5 Italian Vol Inf Bn (Leo/I)
 4-7-5 Italian Vol Inf Bn (Carr/I)
 (2)-3-3 Italian Arty Co (Arty/I)
 4-7-5 Italian Vol Inf Bn (Ind/II)
 4-7-5 Italian Vol Inf Bn (Fol/II)
 4-7-5 Italian Vol Inf Bn (Fal/II)
 (2)-3-3 Italian Arty Co (Arty/II)
 4-7-5 Italian Vol Inf Bn (Fre/III)
 4-7-5 Italian Vol Inf Bn (Ura/III)
 4-7-5 Italian Vol Inf Bn (Temp/III)
 (2)-3-3 Italian Arty Co (Arty/III)
 4-4-6 Italian MG Bn (MG/Lit)

Turn 4

62.16
 (9)-1-14 Italian Div HQ (Lit)
 (8)-3-3 Italian Arty Rgt (Arty/Lit)
 2-2-6 Italian Eng Co (Gen/Lit)
 4-4-14 Italian MC Bn (Brs/Lit)
 6-9-6 Italian Inf Bn (1/1)
 6-9-6 Italian Inf Bn (2/1)
 6-9-6 Italian Inf Bn (3/1)
 (2)-3-3 Italian Arty Co (Arty/1)
 6-9-6 Italian Inf Bn (1/2)
 6-9-6 Italian Inf Bn (2/2)
 6-9-6 Italian Inf Bn (3/2)
 (2)-3-3 Italian Arty Co (Arty/2)
 8x Italian Truck (Blue stripe)
 7x Reserve Markers

Turn 6

4-4-6 Italian MG Bn (MG/Lit) returns to Littorio subordination

Turn 10

At a village of any size controlled by the Nationalist player and not adjacent to Republican units
 8-11-7 Spanish Inf Bn (Gal)
 8-11-7 Spanish Inf Bn (Sic)

Turn 11

At a village of any size controlled by the Nationalist player and not adjacent to Republican units
 8-11-7 Spanish Inf Bn (CC)
 (2)-3-3 Spanish Arty Co (Arty)

Victory Conditions:

Only the Italian/Nationalist player counts Victory Points in this scenario. Certain Republican actions give or take VPs from the Italian/Nationalist player, but only one total is counted.

Villages occupied by the Italian/Nationalist player at the end of the game give him their value in VPs.

+1 VP for each Emergency Group activated by the Republican player.
 -5 VP for each Italian Volunteer División that has Forced Retreat during the game.

Sudden Death Italian-Nationalist Victory: If the Italian player manages to move 9 infantry battalions out of the map through 1.07 and the main road is in that moment free of Republican units or EZOCs (friendly units negate EZOC for this purpose)

Major Italian-Nationalist Victory: 46 VPs or more

Minor Italian-Nationalist Victory: 36-45 VPs

Draw: 30-35 VPs

Minor Republican Victory: 21-30

Major Republican Victory: 20 VPs or less

Scenario 2: The Italian offensive

This scenario portrays the main Italian push by the volunteer divisions during the first days of battle. Had it succeeded in breaking the Republican line of International Brigades the way to Guadalajara would have been open to the CTV.

Play Area: South of the Badiel River and the Line of Separation.

Start Turn: 1

End Turn: 4

Game Length: 4 Turns

Republican player *sets up* first.

Nationalist player *moves* first.

Republican Information:

Set Up:

36.08:

3-5-6 Inf Bn (Dmi/48)

3.08:

3-5-6 Inf Bn (Ter/48)

3-5-6 Inf Bn (Pue 4/50)

w/i 2 17.33:

4-6-6 Inf Bn (PI/49)

5-8-6 Inf Bn (Gua 1/49)

10.30:

5-7-6 Inf Bn (Tri/49)

w/i 4 37.16:

3-5-6 Inf Bn (LR/50)

2-4-6 Communist Inf Bn (Gua 5/50)

2-4-6 Inf Bn (20 J/50)

w/i 1 23.22:

3-4-6 Inf Bn (AR 1/71)

3-4-6 Inf Bn (AR 2/71)

East of 45.xx:

4-6-6 Inf Bn (Ara/72)

5-7-6 Inf Bn (Mal/72)

Off Map:

4-7-6 Inf Bn (Zar/72)

41.07:

+2/-2 -6 Tank Co

1-1-9 Cav Co (Cav/12 Div)

33.13:

(7)-3-3 Arty Grp

34.07:

1-1-6 Inf Det (GC)

1x Reserve Marker

Reinforcements:

Turn 1:

Entry Area B:

4-6-6 Inf Bn (PyM/48)

3-5-6 Anarclist Inf Bn (Esp/71)

2-3-6 Inf Bn (-) (GAL)

1-1-6 Inf Co (Din)

Turn 2:

Entry Area B:

3-5-6 Inf Bn (PdM/48)

6-8-7 German Inf Bn (Tha/XI)

7-9-7 German Inf Bn (EA/XI)

6-8-7 French Inf Bn (CdP/XI)

+3/-2-10 T-26 Tank Co (1/BT)

(13)-5-2 Arty Grp

(14)-7-2 International Arty Grp

3x Truck

2x Reserve Markers

Turn 3:

Entry Area B:

4-7-6 Inf Bn (Pas/35)

4-7-6 Inf Bn (Mad/35)

3-5-6 Inf Bn (Apo/71)

9-12-7 Italian Inf Bn (Gar/XII)

6-8-7 Polish Inf Bn (Dom/XII)

7-9-7 Mixed French/Belgian Inf Bn

(AM/XII)

+3/-2-10 T-26 Tank Co (2/BT)

+3/-2-10 T-26 Tank Co (3/BT)

+3/-2-10 T-26 Tank Co (4/BT)

+2/-2-14 Arm Car Co (1/BT)

1-2-9 International Cav Co (Cav/XII)

(12)-3-3 Arty Grp

3x Truck

4x Reserve Markers

Turn 4:

Withdraw all 50 Bde units

Italian Information:

Set Up:

Morale Levels: 0 All Divisions

Fiamme Nere Division

w/i 2 46.16:

5-8-6 Italian Vol Inf Bn (Ardi/VI)
5-8-6 Italian Vol Inf Bn (Int/VI)
5-8-6 Italian Vol Inf Bn (Aud/VI)
(2)-3-3 Italian Arty Co (Arty/VI)

w/i 1 52.15:

5-8-6 Italian Vol Inf Bn (Inf/VII)
5-8-6 Italian Vol Inf Bn (Ine/VII)
5-8-6 Italian Vol Inf Bn (Inv/VII)
(2)-3-3 Italian Arty Co (Arty/VII)
2-2-6 Italian Eng Co (Gen/FN)
(7)-1-12 Italian Vol Div HQ (FN)

w/i 2 49.13:

5-8-6 Italian Vol Inf Bn (Ardi/VIII)
5-8-6 Italian Vol Inf Bn (Imp/VIII)
5-8-6 Italian Vol Inf Bn (Tem/VIII)
(2)-3-3 Italian Arty Co (Arty/VIII)

Commando Reparti Specializzata

w/i 2 49.13:

+2/-1-12 Italian Tank Co (3/CRS)
+2/-1-12 Italian Tank Co (4/CRS)

Francisci Group

w/i 2 49.13:

5-8-6 Italian Vol Inf Bn (Tor/IV)
5-8-6 Italian Vol Inf Bn (Bis/IV)
5-8-6 Italian Vol Inf Bn (Buf/IV)
(2)-3-3 Italian Arty Co (Arty/IV)

With any group above:

6x Italian Arty Grp (All CTV Arty units, various values)
2x Italian Truck (no stripe)
3x Reserve Markers

Reinforcements:

Turn 2:

62.16
(7)-1-12 Italian Vol Div HQ (PN)
2-2-6 Italian Eng Co (Gen/PN)
4-7-5 Italian Vol Inf Bn (Lu/IX)
4-7-5 Italian Vol Inf Bn (Ura/IX)
4-7-5 Italian Vol Inf Bn (Temp/IX)
(2)-3-3 Italian Arty Bn (Arty/IX)
4-7-5 Italian Vol Inf Bn (Sci/X)
4-7-5 Italian Vol Inf Bn (Temb/X)
4-7-5 Italian Vol Inf Bn (Car/X)
(2)-3-3 Italian Arty Bn (Arty/X)
4-7-5 Italian Vol Inf Bn (Mon/XI)
4-7-5 Italian Vol Inf Bn (Pasu/XI)
4-7-5 Italian Vol Inf Bn (AU/XI)
(2)-3-3 Italian Arty Bn (Arty/XI)
+2/-1-12 Italian Tank Co (1/CRS)
+2/-1-12 Italian Tank Co (2/CRS)
+3/-2-12 Italian Flame-Thrower Tank Co (LF/CRS)

+1/-1-14 Italian Arm Car Co (AB/CRS)
2-2-14 Italian Motorcycle Co (Brs/CRS)
+3/-3-6 Italian Flame-Thrower Eng Co (Gen/CRS)
0-1-14 Italian AT Co (AT/CRS)
10x Truck (no stripe)
6x Reserve Markers

Turn 3:

52.23
(7)-1-12 Italian Vol Div HQ (DLV)
2-2-6 Italian Eng Co (Gen/DLV)
4-7-5 Italian Vol Inf Bn (Aqu/I)
4-7-5 Italian Vol Inf Bn (Leo/I)
4-7-5 Italian Vol Inf Bn (Carr/I)
(2)-3-3 Italian Arty Co (Arty/I)
4-7-5 Italian Vol Inf Bn (Ind/II)
4-7-5 Italian Vol Inf Bn (Fol/II)
4-7-5 Italian Vol Inf Bn (Fal/II)
(2)-3-3 Italian Arty Co (Arty/II)
4-7-5 Italian Vol Inf Bn (Fre/III)
4-7-5 Italian Vol Inf Bn (Ura/III)
4-7-5 Italian Vol Inf Bn (Temp/III)
(2)-3-3 Italian Arty Co (Arty/III)
4-4-6 Italian MG Bn (MG/Lit)

Victory Conditions:

Major Italian Victory: Torija, Trijueque, Brihuega, Gajanejos and Almadrones are in Italian hands

Minor Italian Victory: Trijueque, Brihuega, Gajanejos and Almadrones are in Italian hands

Draw: Brihuega, Gajanejos and Almadrones are in Italian hands

Minor Republican Victory: Gajanejos and Almadrones are in Italian hands

Major Republican Victory: Torija, Trijueque, Brihuega, and Gajanejos are in Republican hands

Scenario 3: Spanish Paella

This scenario portrays the fight north of the Badiel river. In spite of the heavy involvement of foreign units in this battle, only Spanish units operated north of the Badiel. The strong Nationalist units must take almost the whole play area against desperate Republican resistance, which they did historically, to win this scenario.

Play Area: North of the Badiel River and the Line of Separation

Start Turn: 1

End Turn: 11

Game Length: 11 Turns

Republican player *sets up* first.

Nationalist player *moves* first.

Republican Information:

Set Up:

w/i 2 17.33:

4-6-6 Inf Bn (PI/49)
5-8-6 Inf Bn (Gua 1/49)

10.30:

5-7-6 Inf Bn (Tri/49)

35.18:

3-5-6 Inf Bn (LR/50)

w/i 1 23.22:

3-4-6 Inf Bn (AR 1/71)
3-4-6 Inf Bn (AR 2/71)

Reinforcements:

Turn 1:

4.16
3-5-6 Anarchist Inf Bn (Esp/71)

Turn 2:

Entry Area A:
5-7-6 Inf Bn (Gua 2/49)

Turn 4:

4.16:
2-4-6 Communist Inf Bn (Gua5/50) (1 step)
2-4-6 Inf Bn (20J/50) (1 step)
3-5-6 Inf Bn (Pue4/50) (1 step)
(7)-3-3 Arty Grp (Arty)

Turn 5:

4.16:
2-4-4 Workers Grp (For)

Turn 6:

4.16:
5-7-6 Inf Bn (Edi/35)
4-6-6 Inf Bn (LC/35)
2-4-4 Workers Grp (For)
+3/-2-10 T-26 Tank Co (1/BT)

Entry Area A:

1-2-6 MG Co (2)
1x Reserve Marker

Turn 7

Entry Area A:
(2)-5-rr Arm Train
1-2-5 RR Bn

Turn 8

Entry Area A:
2-2-9 Cav Det (1 Cav)
1-2-9 Cav Det (1 Cav)

4.16:

3-5-6 Inf Bn (PdM/48)

Nationalist Information:

Set Up:

Sotelo Group

w/i 5 38.19:

8-11-7 Spanish Inf Bn (6 Vic/Sot)
8-11-7 Spanish Inf Bn (8 Vic/Sot)
8-11-7 Spanish Inf Bn (8 Bai/Sot)
8-11-7 Spanish Inf Bn (3 Tol/Sot)

42.18:

8-11-7 Spanish Inf Bn (2 Ame/Sot)

Villalba Group

w/i 3 27.25:

8-11-7 Spanish Inf Bn (6 Ara/Vil)
8-11-7 Spanish Inf Bn (3 SQ/Vil)
6-9-7 Falange Inf Bn (BFBA/Vil)

Ibáñez de Aldecoa Group

w/i 5 22.31:

8-11-7 Spanish Inf Bn (Ger/IbA)
7-10-7 Falange Inf Bn (2 BFB/IbA)
6-8-7 Carlist Inf Bn (TRBS/IbA)
1-2-7 Spanish MG Co (Arap/IbA)

Pita da Veiga Group

w/i 3 31.21:

4x 1-2-9 Cav Co (Cav/PdV)

With any Spanish group above:

6-8-7 Mixed Army-Falange-Carlist Inf Bn (Mix)
+2/-1-12 Tank Co (Tank)
3-5-7 Eng Bn (Ing)
(10)-3-3 Arty Grp (Arty)
(5)-5-2 Arty Grp (Arty)
6x Reserve Marker

Reinforcements:

All reinforcements arrive in any village of any size controlled by the Nationalist player and non adjacent to Republican units

Turn 10

8-11-7 Spanish Inf Bn (Gal)
8-11-7 Spanish Inf Bn (Sic)

Turn 11

8-11-7 Spanish Inf Bn (CC)
(2)-3-3 Spanish Arty Co (Arty)

Victory Conditions:

Major Nationalist Victory: Cogolludo, Jadraque and all but three VP minor villages are in Nationalist hands.

Minor Nationalist Victory: All VP villages north of the Henares and/or east of 18.xx (excluded) are in Nationalist hands.

Draw: All other conditions.

Minor Republican Victory: Either Cogolludo or Jadraque is in Republican hands.

Major Republican Victory: Both Cogolludo and Jadraque are in Republican hands (my hat is off to you if you manage to do this).

Scenario 4: Bolognese Sauce

This scenario portrays the Republican counteroffensive that broke the spine of the attacking Italian divisions and put them on the run allowing the Republican Air Force to act as a meat grinder of the retreating columns.

Play Area: South of the Badiel River and the Line of Separation.

Start Turn: 9 (2nd Player Turn)

End Turn: 11

Game Length: 3 Turns

Nationalist player *sets up* first.
Republican player *moves* first.

Republican Information:

Special Rule: Only one Republican unit can set up in 20.03. This unit is immobilized and cannot attack during the first turn of this scenario. Its ZOC is fully operational both for ordinary and forced retreats. The unit is free to move and attack from the second turn on.

Set Up:

10.12:

3-5-6 Inf Bn (Apo/71)
4-7-6 Inf Bn (Pas/35)

10.11, 10.10, 10.09:

7-10-7 Communist Inf Bn (MPG/1Bis)
7-10-7 Communist Inf Bn (Com/1Bis)
7-10-7 Communist Inf Bn (JD/1Bis)
7-10-7 Communist Inf Bn (Tha/1Bis)
+3/-2-10 T-26 Tank Co (6/BT)

11.09, 12.08, 13.09:

7-9-7 German Inf Bn (EA/XI) (1 step)
6-8-7 French Inf Bn (CdP/XI)
3-5-6 Inf Bn (12 Rgt)

14.08:

6-8-7 German Inf Bn (Tha/XI)
5-8-6 Inf Bn (Man/33)

15.08, 15.07, 16.06:

4-6-6 Anarchist Inf Bn (Con1/70)
4-6-6 Anarchist Inf Bn (Con2/70)
5-8-6 Anarchist Inf Bn (Con3/70)
5-7-6 Anarchist Inf Bn (Con4/70)
+3/-2-10 T-26 Tank Co (2/BT)
+3/-2-10 T-26 Tank Co (3/BT) (1 step)

16.06, 16.05:

6-8-7 Communist Inf Bn (Cam/1Bis)
5-7-7 Communist Inf Bn (JC/1Bis)
5-7-7 Communist Inf Bn (CdH/1Bis)
4-6-6 Inf Bn (6 Div)
4-6-6 Inf Bn (7 Div)
+3/-2-10 T-26 Tank Co (4/BT)

16.04, 16.03:

9-12-7 Italian Inf Bn (Gar/XII) (1 step)
6-8-7 Polish Inf Bn (Dom/XII)
7-9-7 Mixed French/Belgian Inf Bn (AM/XII)
4-7-6 Inf Bn (Mad/35)
+3/-2-10 T-26 Tank Co (5/BT)

16.02, 17.02, 18.01, 19.02, 20.02, 20.03:

4-6-6 Inf Bn (G-S/65)
6-9-6 Inf Bn (Ort/65)
4-6-6 Inf Bn (Sub/65)
5-7-6 Inf Bn (Cor/65)
4-6-6 Inf Bn (Goy/65)

10.07:

3-5-6 Inf Bn (9 Rgt)

3.08:

3-5-6 Inf Bn (11 Rgt)
1x Truck

Anywhere behind the Republican frontline:

5x Truck
(13)-5-2 Arty Grp
(14)-7-2 International Arty Grp
(12)-3-3 Arty Grp
1-2-9 International Cav Co (Cav/XII)

12x Reserve Marker

Reinforcements:

Turn 10

Entry Area D:
4-6-6 Inf Bn (Ara/72)
5-7-6 Inf Bn (Mal/72)
4-7-6 Inf Bn (Zar/72)

Italian Information:

Special Rule 1: *Fiamme Nere* and *Penne Nere* Divisions will suffer panic penalties if their morale level raises enough, but they will not suffer a Forced Retreat (EXCEPTION: *Fiamme Nere* units around Brihuega will force retreat if *Dio lo Vuole* Division does, regardless of their own División morale level).

Special Rule 2: *Fiamme Nere* units around Brihuega are subordinated to *Dio lo Vuole* Division for supply purposes until they suffer a Forced Retreat. Once they do they return to their own HQ subordination.

Special Rule 3: Italian units setting up East of 20.xx cannot move West of this line.

Set Up:

Morale Levels: 6 All Divisions

Design Note: Morale level does not match losses suffered up to date by the *Dio Lo Vuole* Division. The higher morale level portrayed here shows demoralization suffered by Italian units once they realized their dreams to enter Madrid almost unmolested were just that, dreams, and they were doomed to a cruel fight for their lives. Yes, yes, this morale level almost condemns the Division to panic in the first turn. I'm sorry, this is what happened...

Littorio Division

w/i 3 16.11:

- (9)-1-14 Italian Div HQ (Lit)
- (8)-3-3 Italian Arty Rgt (Arty/Lit)
- 2-2-6 Italian Eng Co (Gen/Lit)
- 4-4-14 Italian MC Bn (Brs/Lit)

w/i 2 13.11:

- 6-9-6 Italian Inf Bn (1/1)
- 6-9-6 Italian Inf Bn (2/1)
- 6-9-6 Italian Inf Bn (3/1)
- (2)-3-3 Italian Arty Co (Arty/1)
- +2/-1-12 Italian Tank Co (1/CRS)

w/i 1 15.09:

- 6-9-6 Italian Inf Bn (1/2)
- 6-9-6 Italian Inf Bn (2/2)
- 6-9-6 Italian Inf Bn (3/2)
- (2)-3-3 Italian Arty Co (Arty/2)

With any above:

- 8x Italian Truck (Blue stripe)
- 4-4-6 Italian MG Bn (MG/Lit) (1 step)

Dio lo Vuole Division

w/i 2 18.06:

- 4-7-5 Italian Vol Inf Bn (Fre/III) (1 step)
- 4-7-5 Italian Vol Inf Bn (Ura/III)
- 4-7-5 Italian Vol Inf Bn (Temp/III)
- (2)-3-3 Italian Arty Co (Arty/III)
- 4-7-5 Italian Vol Inf Bn (Fol/II)
- 4-7-5 Italian Vol Inf Bn (Fal/II)

18.03:

- (7)-1-12 Italian Vol Div HQ (DLV)
- 2-2-6 Italian Eng Co (Gen/DLV)
- +2/-1-12 Italian Tank Co (2/CRS)
- 6x Italian Truck (no stripe)

w/i 1 18.03, North of the Tajuña River:

- 4-7-5 Italian Vol Inf Bn (Aqu/I)
- (2)-3-3 Italian Arty Co (Arty/I)

18.02:

- 4-7-5 Italian Vol Inf Bn (Leo/I) (1 step)
- 4-7-5 Italian Vol Inf Bn (Carr/I)

With or adjacent to any above:

- 3x Italian Truck (no stripe)

Fiamme Nere Division

w/i 1 18.03, North of the Tajuña River:

- 5-8-6 Italian Vol Inf Bn (Ardi/VI) (1 step)
- 5-8-6 Italian Vol Inf Bn (Int/VI) (1 step)
- 5-8-6 Italian Vol Inf Bn (Aud/VI)
- (2)-3-3 Italian Arty Co (Arty/VI)

w/i 3 33.08:

- 5-8-6 Italian Vol Inf Bn (Inf/VII) (1 step)
- 5-8-6 Italian Vol Inf Bn (Ine/VII) (1 step)
- 5-8-6 Italian Vol Inf Bn (Inv/VII)

- (2)-3-3 Italian Arty Co (Arty/VII)

- 2-2-6 Italian Eng Co (Gen/FN)

- (7)-1-12 Italian Vol Div HQ (FN)

- 5-8-6 Italian Vol Inf Bn (Ardi/VIII) (1 step)

- 5-8-6 Italian Vol Inf Bn (Imp/VIII) (1 step)

- 5-8-6 Italian Vol Inf Bn (Tem/VIII)

- (2)-3-3 Italian Arty Co (Arty/VIII)

Penne Nere Division

w/i 3 24.12:

- (7)-1-12 Italian Vol Div HQ (PN)
- 2-2-6 Italian Eng Co (Gen/PN)
- 4-7-5 Italian Vol Inf Bn (Lu/IX) (1 step)
- 4-7-5 Italian Vol Inf Bn (Ura/IX) (1 step)
- 4-7-5 Italian Vol Inf Bn (Temp/IX)
- (2)-3-3 Italian Arty Co (Arty/IX)
- 4-7-5 Italian Vol Inf Bn (Sci/X)
- 4-7-5 Italian Vol Inf Bn (Temb/X) (1 step)
- 4-7-5 Italian Vol Inf Bn (Car/X) (1 step)
- (2)-3-3 Italian Arty Co (Arty/X)
- 4-7-5 Italian Vol Inf Bn (Mon/XI) (1 step)
- 4-7-5 Italian Vol Inf Bn (Pasu/XI) (1 step)
- 4-7-5 Italian Vol Inf Bn (AU/XI)
- (2)-3-3 Italian Arty Co (Arty/XI)

Independent Units

w/i 3 39.03

- 5-8-6 Italian Vol Inf Bn (Tor/IV)
- 5-8-6 Italian Vol Inf Bn (Bis/IV)

Anywhere behind the Italian frontline:

- (11)-3-3 Italian Arty Grp (Arty/CTV)
- 2x (15)-5-2 Italian Arty Grp (Arty/CTV)
- (18)-7-2 Italian Arty Grp (Arty/CTV)

12x Reserve Marker

Victory Conditions:

Major Italian Victory: Brihuega is in Italian hands

Minor Italian Victory: All VP villages east of xx.20 are in Italian hands

Draw: Any other condition

Minor Republican Victory: All VP villages west of 32.xx and Masegoso de Tajuña are in Republican hands

Major Republican Victory: All VP villages on or west of 36.xx are in Republican hands.

Abbreviations

- 20J 20 de Julio
- AB Autoblinda
- AM André Marty
- Ame América
- Apo Apoyo
- Aqu Aquila
- AR Alicante Rojo 1
- Ara Aragón
- Arap Arapiles
- Ard Ardente
- Ardi Ardita
- Arty Artillery
- AT Anti-Tank
- AU Amba Uork

- Aud Audace
- Bai Bailén
- Bat Battery
- BFB Bandera de Falange de Burgos
- BFBFA Bandera de Falange de Burgos y Álava
- Bis Bisonte
- Brs Bersaglieri
- BT Brigada de Tanques
- Bu Bufalo
- Cam Campesino
- Car Carso
- Carr Carroccio
- Cav Cavalry
- CC Cazadores de Ceriñola
- CdH Choque de Huelva
- CdP Commune de Paris
- Com Comuneros
- Con Confederales
- Cor Corchado
- CRS Commando Reparti Specializzata
- CRT Combat Results Table
- CTV Corpo Truppe Volontarie
- Det Detachment
- DG Disorganized
- Din Dinamiteros
- Div Division
- DLV Dio Lo Vuole
- Dmi Dmitroff
- Dom Dombrowski
- DRM Die Roll Modifier
- EA Edgar André
- Edi Edificación
- Esp Espartacus
- Fal Falco
- FN Fiamme Nere
- Fol Folgore
- For Fortificación
- Fre Freccia
- GAB Grupo de Asalto Bárceno
- GAL Grupo de Asalto Lozano
- Gal Galicia
- Gar Garibaldi
- GC Guardia Civil
- Gen Genio
- Ger Gerona
- Goy Goy
- Grp Group
- G-S García-Santos
- Gua Guadalajara
- HQ Headquarters
- IbA Ibáñez de Aldecoa
- Imp Impavida
- Impl Implacable
- Ind Indomita
- Ine Inesorable
- Inf Inflexible
- Ing Ingenieros
- Int Intrepida
- Intl Internacional
- Inv Invincible
- JC Juventud Campesina
- JD José Díaz
- JH Jesús Hernández
- LC Largo Caballero
- Leo Leone
- LF Lanciamfiamme
- Lit Littorio
- LR Leones Rojos
- Lu Lupi
- Lup Lupo
- Mad Madrid
- Mal Malcasta
- Man Mangada
- MC Motorcycle
- MCC Móvil de Choque del Campesino
- MG Machine-Gun
- Mix Mixto
- Mon Montenero
- MPG Milicias Populares Gallegas
- MSVN Milizia Volontaria per la Sicurezza Nazionale
- Ort Ortuña
- OOS Out of Supply
- Pas Pasionaria
- Pasu Pasubio
- PdM Primero de Mayo
- PdV Pita da Veiga
- PI Pablo Iglesias
- PN Penne Nere
- Pue Pueblonuevo
- PyM Pi y Margall
- Rgt Regiment
- RR Railroad
- Sci Scire
- Sic Sicilia
- Sot Sotelo
- SQ San Quintín
- Sqn Squadron

Sub	Subirana
TEC	Terrain Effects Chart
Tem	Temeraria
Temb	Tembien
Temp	Tempesta
Ter	Teruel
Tha	Thaelmann
Tol	Toledo
Tor	Toro
TRBS	Tercio de Requetés de Burgos-Sangüesa
Tri	Triunfo
Ura	Uragano
Vic	Victoria
Vil	Villalba
Wrk	Workers
Zar	Zaragoza

History Notes

These notes constitute a general overview of military operations of the Spanish Civil War. Only the battle for Guadalajara, for obvious reasons, has been explained in great detail. The rest of the war has been summarized just to give you an idea about the general outcome of the war so you can put this battle in its context. I've limited this summary to military operations, almost fully ignoring political or social affairs that were extremely important in the Spanish Civil War. If you want a more complete view of this war you should read some of the books I mention below.

Previous Operations

A couple of weeks after the military rising known as the Alzamiento (July 18th, 1936), when the initial chaos had been more or less overcome and some kind of order could be imposed, Spain found herself divided in two enemy zones limited by still not-well defined boundaries, specially fluid in Andalucía and Extremadura (Southwestern Spain). The rising had been successful in Mallorca Island, Zaragoza, Pamplona, Vitoria, Burgos, Valladolid, Oviedo, La Coruña, Sevilla, Cádiz, Northern Morocco and the Canarias Islands; Córdoba and Granada also looked to support the Alzamiento but were still wavering. The Republican government kept the allegiance of Madrid, Barcelona, Menorca Island, Bilbao, San Sebastián, Gijón, Santander, Málaga, Almería, Cartagena and Valencia. Most of the Spanish Army supported the Nationalist, specially the most professional and valuable forces: the Army of Africa, which included the elite Legión and the Regulares. Most of the Air Force and the Navy supported the Republican government although a lot of their officers had to be removed from their posts, either by imprisonment or direct execution, to prevent important units joining the rebellion.

As can be seen in the map, both zones were cut in two and the first military operations were directed to unify the different areas. The Army of Africa crossed the Gibraltar strait during the first week of August and consolidated Nationalist positions in Córdoba, Granada and Huelva before proceeding northwards to take Badajoz on August 14th, thus linking both Nationalist areas. Meanwhile, Republican forces attacked Aragón from Catalunya, with the far-reaching objective of linking with the northern Republican stripe. But the nationalists resisted and this offensive was stopped cold in front of the three Aragonese capitals: Zaragoza, Huesca and Teruel. The Nationalists crowned the isolation of the Northern stripe taking San Sebastián and Irún in September, which fully separated the Republican zone from France.

The main objective for the Nationalists was Madrid; if the capital could be taken the Republican resistance was thought to crumble in a few days and the war would reach a rapid end; this was not to happen. The first try against Madrid was made by two columns from Navarra and Valladolid, but they were stopped by strong militia forces in the mountains north of the city. Meanwhile, the Army of Africa, after taking Extremadura advanced consistently along the Tajo reaching the defensive lines of the capital during October. A massive attack to the city started on November 7th. The fight was extremely hard as the Nationalist troops fought not only against untrained militias, but also the first better organized mixed brigades, both Spanish and International. This frontal attack was repulsed with horrific losses in both sides and the Nationalists engaged in different flanking offensives trying to surround Madrid before assaulting again. These led to the inconclusive battle on the road to La Coruña (Dec 36-Jan 37) and the bloodbath on the Jarama River (Feb 37). At the end of these battles Madrid had prevented isolation and both armies were almost exhausted. A respite was needed.

The Italians Arrive

From the start of the Spanish Civil War both sides asked for foreign aid to help them reach a total victory. Western democracies, friendly in principle to the Republican government, were deeply divided about the path to follow and finally, fearing a dangerous escalation towards global war, they forced a non-intervention agreement which had to keep all powers from sending troops or selling weapons to any side. Totalitarian powers signed the agreement but completely ignored it.

Stalin intended to establish a Soviet satellite in Spain and authorized the shipment of weapons, pilots and military advisors which were to be essential for the Republican resistance. These shipments included T-26 tanks (the best tank used in the Spanish Civil War), SB-2, I-15 and I-16 planes. Stalin also instructed the Komintern to organize and support campaigns to recruit volunteers for the International Brigades. Publicly sold as freedom fighters, the Internationals were to be, knowingly or not, used as another tool for the communistization of Spain, as has been proved by documents recently released from Moscow archives.

Franco looked soon towards Germany and Italy. He didn't want massive international involvement but needed modern war material



and trained specialists (pilots, mechanics, AA crews) to win the war. And this is exactly what Hitler sent. The Condor Legion was to play with his fighters and bombers an extremely important role in the fight for air supremacy while training German pilots for future engagement in the Second World War. The names of Mölders, Sperrle or von Richtofen were well known in Spain far before their involvement in the WWII. No major German unit was sent to Spain; neither Franco asked for it nor Hitler would have accepted.

The Italian commitment in the Spanish Civil War was far wider, at least from a numeric point of view. Drunk with success after the Abyssinian campaign, Mussolini was eager to show the Italian power in Europe and more than happy to intervene in Spain when help was called for. Tons of guns, planes, personal weapons, ammo were sent to Spain during the whole duration of the war while the Italian Navy enforced the weapons embargo to the Republic sinking dozens of ships in the Mediterranean. But Mussolini's ambitions were not satisfied with this material help and a substantial amount of troops were sent to Spain to establish Italian ascendancy over the Western Mediterranean.

Franco had not asked for Italian troops and their arrival in Cádiz (Jan 37) was not only unwanted but also completely unexpected. Unable to reject this "generous" help, the first Italian banderas to arrive were used in the conquest of Málaga. This was an easy offensive as only minor and disorganized Republican units opposed the Spanish-Italian push and the city fell without a serious fight. This success completely misled the Italian commanders who learned the wrong lessons: the Spaniards are awful fighters and the Italian units are unstoppable, as a consequence the Italians will win this war in a short period.

More and more Italians were reaching Spain and, by the end of February, the Corpo Truppe Volontarie (CTV) was established with one regular and three volunteer divisions. These units were not real divisions for European standards, their manpower being between 6000 and 8000 men, but they were lavishly equipped with heavy weapons and supported by the Comando Reparti Specializzata, a mobile unit formed by four light tank companies and other mobile elements.

Italian commanders were eager to fight but Franco did not know what to do with the CTV as he did not want to commit it to decisive operations as this was a Spanish war and Spaniards had to decide it—otherwise Spain would lose its full independence from foreign powers. The Italian command wanted to launch a single-handed offensive from Aragón towards the Mediterranean to separate Catalunya from Valencia and Madrid. If successful, this operation would be a serious stroke to the Republic but it was an impossible endeavor for such a reduced force against a well defended sector of the front. The Spanish command finally turned down this proposal and a new operation was devised.

After the failure in the Jarama river, the Nationalist armies were exhausted and it looked like the battle for Madrid was reaching an end. Nevertheless, the insistence of the Italian command to enter combat was to give Franco a last chance to surround the capital. The CTV was sent to the Alcarria and concentrated around Sigüenza. The offensive was to take Guadalajara and proceed towards Alcalá de Henares to link with Spanish units coming from the Jarama, thus isolating

Madrid from the rest of Spain.

Plans, Plans, Plans

The Italians were so overconfident in their own ability to put an end to the war that their operational orders were general and extremely lacking in detail for such an important operation. Why worry in a conscious work if the enemies will run away whenever they are attacked?

The CTV was to make a violent attack between the Tajuña and Badiel rivers breaking the enemy defensive line on the Guadalajara-Sigüenza road. This line overrun, a motorized mass was to advance, hell on wheels, towards Guadalajara. No flanking, no maneuver—just a frontal overwhelming attack and fast exploitation.

The first assault, preceded by a 30 minutes massive barrage, was to be carried out by the 2nd Volunteer Division “Fiamme Nere”, reinforced by the 4th and 5th independent groups of banderas and a tank company. The division’s objective was to overrun enemy defensive positions and reach the line Argecilla-Hontanares-Cogollor-Masegoso. This line reached, the 3rd Volunteer Division “Penne Nere” would relieve the 2nd in the frontline and advance to Guadalajara mounted on trucks reinforced by another tank company. Part of the 3rd would be diverted to Brihuega to cover the open flank on the Tajuña while the 2nd covered the area between Abánades and Brihuega. The 1st Volunteer División “Dio lo Vuole” and Littorio would remain in reserve along with two tank companies until their intervention was required.

The Spanish plan for operations north of the Badiel was far more detailed and I’ll just outline the most prominent features here. The Spanish objective was to take the whole area north of the Badiel to threaten the communications from Madrid to the Republican defensive positions in the mountains north of the capital. To do so the 2nd Brigade would advance along the Almazán-Guadalajara road through Jadraque up to the link with the Italians in Torre del Burgo, extending its flank westwards to take Cogolludo and Beleña. Although Spanish intervention in this battle can be seen as simply a flank protection advance, the far reaching objective of this movements justifies the relatively high number of VPs north of the Badiel.

The Republican plan was simply non-existent. Completely unaware of the Italian concentration, the Republicans were completely taken by surprise in this up-to-now quiet sector. The front was guarded by the 12th Division, formed by five seriously under equipped brigades. Extensive defensive work had not been done and if the Republicans were planning for something it was a couple of local attacks to improve their line.

The Battle for Guadalajara

First Phase: The Italian Assault

The offensive started on the morning of March 8th. Italian guns opened their preliminary barrage at 07:00 completely surprising the Republicans who retreated in disorder under the fog and rain that welcomed the new day. In spite of Spanish warnings to delay operations until better weather arrived, the CTV launched the attack as expected. Alaminos and Hontanares were quickly seized, but the main

thrust along the road was stopped in front of Almadrones, where the Republicans resisted for the full day. Meanwhile, the Spaniards advanced on Castejón de Henares, stopping after taking the village until their left flank in Almadrones was cleared by the Italians. News about the new offensive stroke Madrid as a thunder; although surprised, the Republican command immediately recognized the danger of such attack and ordered all reserves available to move towards Guadalajara: in just a few hours ten battalions and one tank company were already moving to meet the Italians.

On March 9 the Italian offensive continued with great élan. Almadrones was finally taken soon in the morning and the 2nd Division fulfilled its mission reaching Argecilla and taking Cogollor, Masegoso and the bridge over the Tajuña.

The 3rd Division took the initiative as expected and its motorized infantry advanced along the main road reaching south of Muduex. A detachment was sent along the Almadrones-Brihuega road reaching the outskirts of Brihuega. The lack of proper organization caused serious delays in the main advance due to traffic jams and the Italian command failed to order cleaning operations of the forest between Brihuega and the main road. They would bitterly mourn this mistake.

The 2nd Volunteer Division, supported by the V Group of Banderas took Brihuega the following day at dawn. During the 10th both divisions were to converge into Torija but both were counterattacked and stopped by Republican troops and guns positioned in the forest, including the recently arrived XI International Brigade. These engagements meant the first serious losses for the Italians.

North of the Badiel, the Nationalists advanced solidly and took Miralrío isolating Jadraque, which fell during the evening along with Bujalaro, Castilblanco de Henares, Ledanca and Valfermoso de la Monjas. The Republican forces in this sector suffered heavy losses and had to retreat to Casas de San Galindo.

Weather and cold persisted and the Italian planes could not take off from their provisional air strips in Soria. The Republican Air Force enjoyed the best airbases around Madrid and could operate but with limited effect.

During the 11th the 3rd Volunteer Division took Trijueque against stiff Republican resistance while the 2nd advanced from Brihuega to Torija finding the strong opposition of the XII International Brigade; in spite of this opposition the Palacio de Ibarra fell on Italian hands. Seeing the deep effect that the bitter fight and weather had on the combat capability and morale of both divisions, the Italian command ordered the 1st Volunteer Division to move towards Brihuega and relieve the 2nd, which would be able to move northwards, clean the woods and establish contact with the 3rd.

But this was not to be. The Republicans reinforced their position with a continuous stream of battalions and the 4th Corps was organizing

with the 11th, 12th and 14th Divisions. During the 12th a strong counterattack was organized against Trijueque but the Italians held tight. Time and again they repulsed the Republican waves but during the evening morale began to crack and Trijueque was abandoned before the relieving Littorio could arrive. The offensive had been stopped and the Italian command realized the 2nd and the 3rd needed a refit period before being able to operate again. Littorio and the 1st took their place in the line during the night. The Italian attack on Guadalajara had failed. The Republicans were not that successful north of the Badiel and the Nationalists kept advancing. Cogolludo fell on March 11th and Copernal and Espinosa de Henares were threatened.

Second Phase: The fight for the initiative

From March 13th to 17th both sides tried to seize the initiative. Nevertheless conditions were miserable and the attrition suffered by both sides had been terrific so the engagements during this period were half hearted and indecisive. The front remained mostly static and the only relevant event was the recovery of the Palacio de Ibarra by the XII International Brigade.

But both commands had not remained idle and offensive plans had been thoroughly prepared. March 18th was to be the decisive day. You can see both sides deployment in Scenario 4. The Italians were the first to strike as Littorio took Valdearenas and some planes, finally able to operate, bombed the Republican positions without great success. After midday the Republicans launched their first important attack along the main road with strong tank support but, against all Republican expectations, Littorio resisted all along the line and launched a dangerous counterattack against the junction of the XI and XII International Brigades threatening to cut the Brihuega-Torija road. This penetration was finally stopped with great effort.

By 18.00 the battle for Guadalajara reached its climax. Strong Republican forces attacked Brihuega after a terrific air and artillery barrage. The Italian defensive position was extremely unfavorable as Brihuega was a very vulnerable place and, after suffering a severe punishment, the 1st Division crumbled and routed. In a couple of hours Brihuega was in Republican hands and the initiative had definitely abandoned the Italians.

Third Phase: The Republican offensive

Littorio was preparing a further advance to enlarge the breach between the International Brigades when an order to retreat reached the divisional HQ. This order came as a shocking surprise as there was no signal that things were going wrong. What was happening southwards? As we have seen, the 1st Volunteer Division had collapsed and the left flank of Littorio was in danger. As ordered, Littorio broke contact and retreated in full order to Gajanejos during the night. Meanwhile, the fugitives of the 1st were being decimated by the Republican aviation, that caught a fleeing column in the open and smashed it.

Regardless of what after the battle propaganda said, the CTV was far from destroyed. Two of its divisions, 2nd and 3rd had suffered serious losses but were resting some kilometers in the rearguard, Littorio was in good shape and only the 1st Division could

be considered as destroyed (although not the whole division had panicked and routed, a group of *banderas* remained in good shape and operated with the *Littorio*). The Materially speaking, the CTV could still fight, but the Italian morale was shattered. The high command had despaired and an immediate recuperation was unthinkable; a long period in the farther rearguard was needed to rebuild the shattered units. In front of them, the Republicans were jubilant, but they did not lose their head. A sector of the front had collapsed, but the rest had stubbornly resisted the general offensive and even counterattacked with danger. Attrition, terrain and lack of motorized means were seriously considered and a general smashing pursuit was not ordered. Republican units had to attack methodically to retake lost terrain and establish a good defensive line but lightning advances were discouraged as the enemy could still be dangerous.

During the following days the Republicans would advance without great exhibitions slowly pushing *Littorio* backwards and at the end of the 20th the Republicans had established a line running from *Ledanca*, through *Yela*, to *Masegoso*. The Italians still kept *Hontanares*, *Cogollor*, *Alaminos*, *Las Inviernas*, *El Sotillo*, *TorreCuadrada* and *Renales*.

During the 21st *Cogollor* and *Hontanares* were attacked but the Italians had recovered somewhat and the assault was repulsed. A general attack all along the front, was also beaten during the 22nd. At the end of the day, the Republican High Command ordered the end of the offensive and the preparation of strong defensive lines. The battle for *Guadalajara* was finished.

What had happened meanwhile north of the *Badiel*? March 15th and 16th passed without important events as both sides were expecting news from the south. During the 17th the Republicans attacked Nationalist positions in *Muduex* but the defenders hold their line and the front remained unchanged. On the 18th, Nationalist cavalry patrolled west of *Beleña* and found no enemy, thus opening a promising line of advance but the retreat of the CTV kept the nationalists from committing troops westwards as the open flank in the south forced the commitment of all reserves to fill the hole existing from *Muduex* to *Ledanca*. All Nationalist units were engaged and a couple of battalions had to be rushed from the rearguard and immediately put on the line.

From the 20th to the 22nd the Republicans attacked time and again in the area *Espinosa-Muduex-Utande* with tank and artillery support but all these attacks were repulsed. On the 22nd, Spanish troops of the 3rd Brigade started the relief of the CTV, the Republicans stopped their attacks and calm also established north of the *Badiel*.

The CTV, a quite small corps indeed, had been mauled but not destroyed, some but not all lost territory had been recovered by the Republicans, the Spanish Nationalists had improved their positions and controlled *Jadraque* and *Cogolludo*. The battle for *Guadalajara* was indisputably a Republican victory, a hard won one, but final results and the high number of losses suffered strongly deny what propaganda said. It was not a massive victory nor, as Hemingway said, “*Brihuega* will be considered as one of the most decisive battles in military history” someone having lived through World War I should know better. *Guadalajara* was a brilliant defensive victory that ruined Franco’s last chance to surround

Madrid. Nothing more and nothing less—from a gaming point of view it cannot be considered better than a minor victory.

The Italians were the losers of this battle, but in the long term this defeat was extremely beneficial for them. Once and for all the Italian command considered the Spanish Civil War as a serious war. Incompetent volunteer officers, promoted to command for their political merits, were removed and sent back to Italy; professionals took their place. Italian units were refitted and reorganized in mixed Spanish-Italian units which would be successful from then on. The Italians learned the correct lessons this time and never again during this war they would be defeated as they had been in *Guadalajara*.

Later operations

After the defeat of the CTV in *Guadalajara* the Nationalist High Command finally desisted from taking the capital. The dream of a rapid victory was at an end and the country was condemned to a long and costly war.

In April 1937 the Nationalists started the offensive against the isolated northern stripe. The battle for *Bilbao* was a bloodbath but the city finally fell on June 19th. The Republicans were exhausted and *Santander* would fall easily on August 26th. On September 21st the campaign would finish with the fall of *Gijón*. During this campaign the Republicans tried to distract Nationalist forces from this theater attacking north of *Madrid* (*Brunete*) and East of *Zaragoza* (*Belchite*). Both battles were terrific and the Nationalists were badly hurt, but nothing was enough to save the north.

During the following winter the Republicans tried to recover the initiative with a strong attack in *Teruel*. Initially successful, the city fell on January 7th, 1938, the offensive was carried out under extreme weather conditions. Some days later the Nationalists had recovered from the surprise and, after concentrating overwhelming forces, launched a brilliant maneuver offensive that recovered *Teruel* on February 22nd. The Republicans had been mauled and the future looked gloomy.

On March 9th, the Nationalists launched a general offensive from *Aragon* pushing the Republicans all along the front. *Lérida* fell on April 4th and south of the *Ebro* river the Nationalist forces reached the Mediterranean coast on April 15th. The Republican zone was again divided in two. Almost immediately the Nationalists turned south and advanced towards *Valencia*.

The Republican command had to stop this offensive by all means or the war would soon be lost. A new offensive would be launched with the best Republican units in *Catalunya*. The *Ebro* would be massively crossed and an offensive southwards was to reestablish the link between *Barcelona* and *Valencia*. The Nationalist advance, taken by the rear, would have to be interrupted. The *Ebro* was crossed on July 25th and the Republican units reached the outskirts of *Gandesa*. The Nationalist command acted fast and suspended the advance towards *Valencia*,

concentrating its forces against the *Ebro* salient. The bloodiest battle of the war had started. During four months a new *Verdun*-like attrition battle caused more than 50000 Republican losses. After finally repulsing the Republicans to the northern side of the *Ebro*, the Nationalists attacked the exhausted *Catalan* provinces on December 23rd. The advance was fast and the campaign finished on January 19th.

With the fall of *Catalunya* the time for great battles had finished. The Republican side entered in political turmoil. The communists pretended to fight until the bitter end. Other political forces tried to reach a negotiated peace. Socialists and communists fought themselves in the streets of *Madrid*. The Republic was doomed.

The Nationalists broke the front almost unopposed on March 26th. *Madrid* fell on the 28th and *Valencia* on the 30th. The last war communicate, officially putting an end to the Spanish Civil War was issued on April 1st.

For Further Reading

A lot has been written about the Spanish Civil War mostly in Spanish. Most sources on this war, even primary ones, commit important mistakes in portraying what really happened. Misled by personal or political interest, inaccurate sources, propaganda—anything you may read about the Spanish Civil War should be taken with a double grain of salt. As an example I’ll just point the fact that 75% of the sources I’ve checked for this game greatly exaggerate the strength of the CTV: they simply replicate the Republican propaganda after the battle. No matter what you read in any source below or in any other source, the CTV had in this battle no more than 32000 men and some 70 tanks (believe me, most sources talk about 250 tanks but they are 100% wrong).

I’ve used a lot of sources to prepare this game. Here you’ll find some of those I find most interesting for a general, non-specialist, reading about the Spanish Civil War and some of the most relevant units in *Guadalajara*. Just be aware they can be politically oriented:

Thomas, Hugh; *The Spanish Civil War* (English and Spanish). This is a good place to start to get a general overview of the war. Both political context and military operations are described with general accuracy but the author makes some big mistakes when lowering the scope to smaller details (did I say something about 250 tanks?).

Preston, Paul; *The Spanish Civil War, 1936-39* (English and Spanish). A newer and shorter than Thomas’ overview of the Spanish Civil War. Also an interesting read... just ignore the author’s pro-Republican bias.

Martínez Bande, José Manuel; *La lucha en torno a Madrid* (Spanish). Published by the Military History Service of the Spanish Army. Quite accurate and full of references to military documents. The author tends to give a Nationalist point of view of military operations.

Samojlov, P.I.; *Guadalajara* (Russian). This book is available online, but only in Russian. Translating it into Spanish has been a mighty endeavor but rewarding enough as, once clear of communist propaganda and ridiculous exaggerations, it is full of important information I found in no other source and some interesting analysis. The book was originally intended for use in the formation of Red Army officers.

Condray, Pat; *The Guadalajara Offensive* (English). This is an article appearing in *The Courier* (#84), easily accessible from www.magweb.com. There are not many English specific sources on this battle so I thought this article might be of interest

Brome, Vincent; *The International Brigades. Spain 1936-1937* (English). A glorification of the International Brigades. I include it here as, regardless of its bias, the book gives a vivid account of what being an International was.

Vidal, César; *Las Brigadas Internacionales* (Spanish). A look from the other side of the hill, this book is generally critic with the military performance and political significance of the International Brigades. Being more objective than most books on this subject the author falls, sometimes, victim of his own pro-Nationalist bias.

Radosh, Ronald and Habeck, Mary. *Spain Betrayed* (English). Richly documented from recently released Moscow archives, this book destroys a lot of myths about the Spanish Civil War and the role played by the Soviet Union, Soviet advisors, the Spanish Communist Party and the International Brigades. Extremely recommended.

Chiappa, Ernesto; *C.T.V. Il Corpo Truppe Volontarie italiano durante la Guerra Civile Spagnola* (Italian). This is a large format book full of useful information about organization, equipment and performance of the CTV in the Spanish Civil War. Maybe not the definitive source, but a very interesting one.

Designer's Notes

When I started designing this game I made a general research to see what Spanish Civil War games were available in the market. They are scarce and, in my humble opinion, generally inaccurate. There are several useful ideas out there but I think most games fail because they are too much like WWII games or too convoluted to play. The Spanish Civil War may have been a prequel to WWII but there're great differences between both wars and existing games simply fail to portray them faithfully. With *Guadalajara* I tried to portray several of the specific traits of our Civil War and doing this under the SCS jacket has not been easy. A lot of ideas that looked great on paper were too painful to play or crashed too hard against the SCS standard rules so they had to be whacked. I hope those that made the cut are enough to give you the taste of the Spanish Civil War. It would be arrogant to pretend that this is the definitive SCW game, specially after dismissing previous efforts, and I will not do it. I'm sure a long way has to be walked by a lot of designers before we can say we've managed to obtain a good simulation of this war. I'll be happy if this game represents a single pace on the correct direction.

People's Republican Army

If you look at your watch you know what time it is, if you look at two watches you're not so sure and if you look at three watches you are completely dumbfounded. This real-life lesson is also true for sources on orders of battle, specially when you try to track units of an army in the process of full re-organization as was the case with the People's Republican Army. When the Spanish Civil war broke out, a very important part of the Spanish Army joined the files of the Nationalist rebels while those units that remained mainly faithful to the government suffered important losses, specially in the officer corps, due to desertion, imprisonment or execution. The regular forces that the government could muster against the rebellion were in shambles. It was the time of the Popular Militia. Some times spontaneously, but most times organized by leftist political parties and syndicates, thousands of workers formed the militia units that stopped the first big push of the Nationalist forces. In spite of this defensive success, gained with terrific losses between the inexperienced and incoordinated militians, it was clear that a unified Republican Army had to be organized if the war was to be a long one. This re-organization was made during the last months of 1936 and the first of 1937.

By March 1937, the time of the Guadalajara operations, the battalions and mixed brigades of the People's Republican Army, formed from the former militias, were more or less well established and the re-organization was reaching an end. Nevertheless, given their origin and the lack of suitable equipment, most units were far, very far, from completing their official TO&E. Each unit had its own personnel and equipment shortages and extrapolating data to obtain a general "model" unit was imposible. Research on what equipment had each unit has been extremely painful and the values shown in the Republican counters are based as much in hard data as in educated guess. Don't try to find a trend in the Republican unit values—you won't find it as all units had to be determined one by one.

Some discussion can also be made about the composition of brigades shown in the game. While some brigades were clearly established from the start of the battle until the end others saw their battalions switch subordination several times during the battle so establishing a parent brigade was not a 100% sure either.

The CTV

The Italian OOB was easier to obtain although it also had its setbacks. There was no problem in establishing the Divisions and subordinated *Grupos de Banderas* taking part in the battle (although some sources may even miss one full division!!!) determining what *banderas* formed each group was somewhat harder. No pair of sources I've found showed the same composition, and things got worse when some sources identified *banderas* by their name while others used their number (the numbers and names didn't match either). Nevertheless, with a little work a quite consistent OOB could be built.

TO&E work was much easier. All units had recently arrived from Italy and had their full TO&E available so I could assign a uniform base of unit values. Different values shown in the counters are explained by penalizations on this base according to the historical performance of Italian divisions in this battle.

I found the real nightmare of the Italian OOB in the artillery units. Organic units were easy, but independent ones were substantially different in several sources, including a couple from the same author. In any case, the CTV was lavishly equipped in artillery and their numerical superiority over the Republicans was clear. The final groups shown in the game are a compromise between all sources, with the final values penalized for the usually incorrect use Italians made of their guns.

Spanish Nationalist Army

OOB info was quite homogeneous in all sources and most units were regular battalions directly absorbed from the pre-war Spanish Army so my work was easy here.

Rules

Besides those notes inserted into the rules I'd like to call your attention to several other aspects.

Exploitation ability

Correct exploitation of combat success is not an easy task. To get the most from it you need experienced and reliable units, well equipped for the purpose and with the correct training and doctrine. In the Guadalajara operations there were a lot of units from both sides completely unable to fulfil these conditions, specially under the extremely hard conditions under which this battle was fought. The hodge-podge of militia units recently integrated in the People's Republican Army, the well equipped, but untrained, Italian volunteer divisions, or the Falangist and Carlist volunteers might have been more or less willing to fight efficiently, but they were unable to act with the proficiency of regular Army units or the better trained and equipped International

Brigades or elite Communist formations. That's why only some units can be marked as reserves.

Separation Line

This might seem odd as the lines separating different sectors of the frontline are usually changed time after time depending on the flow of events. Nevertheless, this battle was a special case of non-cooperation between allies. No matter what the events might say, the Italians and the Spaniards agreed completely in keeping the Badiel as a strict line of separation: the Italians were absolutely sure they would enter Guadalajara against little opposition and wanted all success for themselves while the Spaniards, knowing by their own experience that the offensive would not be a cake walk, wanted no involvement in an operation they had consistently argued against, not to mention the unspoken satisfaction felt when the arrogant Italians, those who were to win the war in a couple of weeks, were beaten by the Republican Army. "They might be reds, but they are Spaniards after all". The line of separation was scrupulously respected by everybody and even when the Italians were stopped no unit came to reinforce them from the other side of the Badiel. When the Italians retreated, Spanish units came from the rearguard, but not to support a renewed Italian attack, but to relief the CTV and establish a new defensive line to prevent any further exploitation by the Republicans. Optional rule 4.4 gives more flexibility to the Nationalist player to experience what could have happened if further collaboration and alternate plans had been possible.

Alternate Treatment of Italian Volunteers

Italian morale had an extremely important role in this battle as its result was finally decided when the *Dio Lo Vuole* broke in disorganized retreat jeopardizing the whole Italian position. And forcing a general retreat. Morale and panic rules portray both this rush and the limited ability of these units to suffer serious losses. When attrition starts to be felt the Italian player must rotate his frontline units, as was done historically, until one of them suffers too much and local disaster takes place. Preventing this while securing the rearguard from Republican counterattacks from out of the map is not easy to do and morale rules start to press the Italian player when the final climax approaches.

In spite of this, some players find the whole morale and panic process too cumbersome and the rules load excessive for the results obtained. If this is your case, you can freely use optional rule 4.9 which tries to portray the volunteer units fragility in a far easier (design for effect) way, but the player's filling, and surely the game evolution will be less historical. Your choice.

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