

Standard Combat Series:

Guadalajara ver 1.1

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Note: Version 1.1 incorporates errata and clarifications up through April 2017.

Introduction

Guadalajara 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.

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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.

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 Ardità (VI and VIII Group of *Banderas*); it is also the case of Republican Battalion Thaelmann (I Bis 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)

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

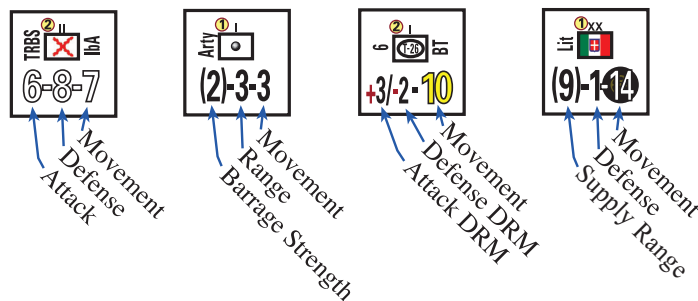


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Unit Symbols and Markers

Internationalist Units

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



Map Notes

The orange line extending from 19.35 to 62.08 is the Start Line. Italian and Nationalist units set up north and east of the Start Line. Republican units set up south and west of the Start Line.

Only **Infantry** (not MG, Engineer, Railroad or Worker) may cross a River hexside. Some roads and tracks cross minor rivers without a bridge depiction. These are treated in every way as though there was a bridge depiction. Railroad bridges are treated exactly the same as regular bridges for movement and combat purposes.

The defensive benefit of Palacios is not cumulative with the defensive benefit of other terrain in the hex (i.e. the defensive benefit for these hexes is 'D x2').

1.0 General Special Rules

1.1 Stacking.

Up to 6 steps can stack in a hex. Game markers have no effect on 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, 1.16d, 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 Flamethrower Engineer units 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. Armored and Flamethrower Engineer units have a stacking value of 0, regardless of number of steps.

Unit counter errata: The back of the Gen/CRS counter is printed on the back of the BRS/CRS counter and vice versa.

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. This rule supersedes 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/track hexes. For these purposes, a hex that contains a road or track is considered a non-road/track hex if the supply trace does not follow along a road or track where the trace enters the hex. Mark any units found to be Out of Supply (OOS) 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 in a hex on the Nationalist side of the Start line or 6 hexes or less from a hex on the Nationalist side of the Start line that is also on the Italian side of the Separation 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 number of **hexes**. 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 the terrain along the path—but is blocked if any hex of the path contains an enemy unit or 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. Attack, Barrage, Defense, and Movement 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 barrage, 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. A friendly unit adjacent to the target functions as a spotter and avoids the ‘not spotted’ penalty on the Barrage Table. A firing artillery unit can spot for its own barrage if it is adjacent to the barraged hex. 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. OOS 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 have **no effect** on a unit’s ability to qualify as “adjacent” for spotting 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 and the Italian Anti-Tank unit may be used as AT weapons. Artillery with a range greater than 3 may **not** 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 a +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. These Air Points remain available until the start of the next Air Point Determination Phase. They

can be used in any of a number of different phases, but each Air Point can only be used once. (See 4.5)

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 Barrage and one Air Barrage in the same Phase. The effects of a barrage can be observed before deciding whether or not to follow up with the other type of barrage.

Level bombers without a spotter suffer the unspotted barrage penalty unless the target hex contains a road or track. If the target hex contains a road or track 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 and track hexes within a radius of two hexes are Interdicted. All Interdicted road and track hexes have their movement cost doubled for enemy movement. Furthermore, all **Motorized** units (except HQs) moving **into** the hex **occupied** by an Interdictor may be attacked according to the Interdiction Attacks Table. Motorized units staying in the hex or leaving the hex occupied by the Interdictor can not be attacked. Each Air Point can attack any one unit using the Interdiction Attacks Table (**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. A DG result due to Interdiction Attack, halves any **remaining** movement allowance. Air Interdiction has no effect on tracing supply. Interdiction Air Point Markers remain on the map until the start of the next Republican Air Point Determination Phase.

1.11 Armored Units

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. An Armored unit 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** end a phase alone in a hex. Armored units must **always** end a phase stacked 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 destroyed as a result of Combat, Barrage, Retreat, Interdiction or Attrition and all loss results have been satisfied; the Armored unit must immediately retreat to the nearest friendly occupied hex with no Armored units. It retains any DG or OOS Marker if applicable. 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 destroyed 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 one die 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 Flamethrower Tanks are treated as any other Armored unit, use their modifier when desired, as explained in 1.11.

1.12b The Flamethrower Engineer unit can never end a phase alone in a hex. It must **always** end a phase stacked 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. Flamethrower Engineers **can** be used in combination with regular 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 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 1.16e). For advance after combat purposes, units with a Yellow Box around their values may advance as many hexes as the defender's retreat result.

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 Reserve. Reserve Markers listed as reinforcements can be used immediately on any unit. Artillery units can change mode before being put in Reserve.

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

1.13c Remove any remaining Reserve Markers during the Clean Up Phase. Reserve Markers are never lost or used up; they can be used each turn until the end of the game.

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** (not MG, Engineer, Railroad or Worker) unit is destroyed by Combat, Barrage, Retreat or Interdiction, 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. Infantry units removed due to Supply Attrition may not reconstitute.

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) from the hex in which they are destroyed 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. They make no

roll. 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 Armored Unit Repair

Whenever an Armored unit is Disabled remove it from 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 reconstituted unit in the **next** turn (2.2b, 2.2c, 3.1b). If such a reconstituted Armored unit cannot reach a non-Armored unit on its first turn of entry, it may still enter the map but must try and stack with a non-Armored unit as soon as possible.

1.16 Trucks

1.16a Trucks are pseudo-markers representing transport capability; they are not actual units. During the Movement or Exploitation phases, the phasing player's Infantry, Workers, MG and Engineer (including Flamethrower Engineer) units can be transported by Trucks. Each Truck can transport **one** unit. A Truck can load and unload units, at a cost of 2 MPs, at any point in its movement during the Movement Phase. Show that a unit is loaded by putting it **under** the Truck counter. Loading and unloading does not cost the transported unit any MPs, but a unit that is transported by a Truck **to a new hex** cannot also move using its own MPs in the same player turn (**Exception:** 2.7e). While a Truck is transporting a unit, the pair is considered a Motorized unit with a stacking value of 2. Both units move together using the Truck's Exploitation-capable MA.

1.16b Trucks are either on the map or held off to the side of the map. At the start of a player's Movement Phase, all unloaded Trucks may be picked up from their current location and placed in any other non-prohibited location to transport units. They can also be placed off to the side of the map for safe keeping. Trucks that start the turn off map can be placed in any non-prohibited location to transport units. All loaded Trucks must unload in place before being removed and used in another place; in this case 2 MPs have already been used by the Truck to unload, so the corresponding Truck's MA is accordingly reduced. The recently unloaded unit may move normally and is not considered to have spent 2 MPs to unload. A unit can remain loaded from one turn to another.

1.16c Once a Truck has moved at least one hex it cannot be removed from the map and placed in another location until the start of the next Movement Phase.

1.16d Restrictions. Trucks may **never voluntarily** enter or be placed in hexes adjacent to enemy units. Italian Trucks can only be used to transport Italian units. Trucks of the Littorio Division can only be used to transport units of the Littorio Division. Unloaded Trucks have no stacking value, but they still count as a Motorized unit for Traffic Jam purposes (2.5). Trucks and Truck movements are never affected by DG or OOS (**Exception:** 1.16f), although the units they are transporting may be DG or OOS. While loaded, units have no ZOC and may not attack.

1.16e 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. Loading is prohibited during the Exploitation Phase, but unloading is allowed. Reinforcements may load on to trucks and be marked as Reserves.

1.16f 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 result of the Interdiction Attack. Truck movement is affected by Interdiction "DG" and "Stop" results.

1.16g Truck Reinforcements. Trucks listed as reinforcements can be used with any unit, not just other reinforcements entering that same turn. If reinforcement Trucks are used to transport other reinforcements entering that same turn they do **not** have to spend 2 MPs to load. Trucks not arriving with reinforcements must spend 2 MPs to load reinforcements.

1.16h Destruction. *Unloaded* Trucks are destroyed if an enemy unit enters their hex (there is no overrun combat). *Loaded* Trucks must be attacked (see 1.16f and if the units are destroyed, the Trucks are 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 could 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 the 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 Republican 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 these benefits.

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 (i.e. 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. Column shifts to the right due to any Close Air Support committed to the combat cannot be used to avoid this penalty.

1.18b All combats with rounded odds better than 4:1 are resolved on the 4:1 column. For example, a 10:1 attack with a one column shift to the left for a Minor Village would be resolved on the 3:1 column.

1.19 Mandatory Retreats

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

1.20 Overrun Combat

All units, regardless of type, can overrun hexes with a Leg movement entry cost of 2MPs or less provided movement is not prohibited into the hex. Roads, tracks and railroads can not be used. [**Exception:** a road or track (not crossing a bridge) can be used to allow a Motorized unit to overrun an Open hex]. The cost of the overrun is 2MPs for units using Leg movement and 6 MPs for units using Motorized or Tank movement.

1.21 Surprise Attack

The following rules apply during the first game-turn:

1.21a Pre-Game Barrage. The Nationalist player has a special Barrage Phase at the beginning of Turn 1. Each **Italian** artillery unit can fire at any target in range. Artillery units can combine to make these attacks. These attacks are considered spotted.

1.21b Republican Surprise. The Republican player is under the following restrictions:

- 1) Movement allowance of all units is halved.
- 2) Barrage strength of all artillery units is halved.
- 3) No unit can be put in reserve.
- 4) Republican units south of the Separation Line have no ZOC.

1.21c Italian Preparation. All Italian units which are not adjacent to Republican units can move their full MA during the first turn's Exploitation Phase. This includes units that have moved in the Movement Phase and units that are not exploitation-capable. There is no need to mark units as Reserves.

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 Jadraque (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 with 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. The spotter unit in this case does not have to be from the same regiment.

2.3c Spanish Nationalist artillery units can fire unspotted barrages. 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 (not track) 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. This means that the only Italian Supply Sources are 56.21 and 62.16.

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. Traffic jams are **not** triggered by units moving with each other as a stack; they are only triggered when moving into a hex containing other non-moving friendly units. Apply the MP penalty for Traffic Jams before applying any applicable double movement cost for Air Interdiction.

2.6 Separation Line

The Separation Line is the line formed by the Badiel River and the red line extending up to the Start Line. Although the Separation Line depiction ends at the Start Line, assume that it continues on its northeast trajectory to the map edge between hexes 53.23 and 54.22. It follows the rigid sector boundary between Spanish and Italian units.

2.6a Italian units can never move, attack or barrage north of the Separation Line. Spanish units can never move, attack or barrage south of the Separation Line (See 4.3). (**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. They can attack any Republican units that may be blocking the road). Spanish and Italian ZOCs **do** extend across the Separation Line.

2.6b Collaboration between Spanish and Italian units is impossible. Spanish and Italian units can never stack or attack together. Spanish units may not spot for Italian barrages and Italian units may not spot for Spanish barrages.

2.6c The Separation Line 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:** Reconstituted HQs do not provide a Morale Level reduction, but do count for an increase in Morale Level when destroyed.

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 the division's Panic Marker on the first square of the Morale Track.

—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 artillery 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 (in hexes) 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.

—An Armored unit left alone in a hex due to a Forced Retreat must retreat following the procedure in 1.11d.

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 3.5b).

3.1b Reconstituted Republican units 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. Emergency Groups can arrive in any Entry Area.

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 (not track) 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:

—It can only move along Railroad hexes.

—It **cannot** enter an enemy EZOC hex and it must move out of an EZOC 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 may not enter the map if Entry Area A (1.24) is enemy occupied or contains an EZOC. It may enter on a later turn if the entry hex becomes free of enemy units and EZOCs.

—It only has one mode.

—It does not count for stacking.

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

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.

—It may not enter the map if Entry Area A (1.24) and hexes 1.23 and 1.25 are all enemy occupied. It may enter on a later turn if one or more of these hexes becomes free of enemy units.

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 on turn 4 may re-enter the map on turn 6 or later) and may afterwards enter the map through any Entry Area. To exit the map through an Entry Area a unit must expend the equivalent of one more hex of movement on that road, track or railroad.

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 rear guard 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 Republican Political Incompatibility

Design Note: The Republican Army was reorganizing when the Guadalajara operation launched. All politically oriented columnas 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.

4.2 Cavalry Screens

4.2a 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.

4.2b 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.

4.3 Softer Separation Line

Design Note: Playtest games showed a tendency of Republican players to abandon the north in front of the Spanish Nationalist units. 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!

4.3a After Turn 5, whenever there are less than four Republican units north of the Separation Line, Spanish Nationalist units can cross the Line at a maximum rate of two units per turn. If the time comes when four or more Republican units are again North of the line, this transfer is interrupted, but units that have already crossed south can remain there if desired.

4.3b In spite of this, collaboration between Spanish and Italian units is still prohibited.

4.3c As an alternate, the Separation Line 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.

4.4 Variable Reinforcements

Design Note: Republican rate of reinforcement was heavily influenced by operations on 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 (4.6).

At the beginning of each Republican Movement and Reserve Designation 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.

4.5 Better Italian Air bases

Design Note: The Aviazione Legionaria was based in areas with poor air bases 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 air bases 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.

4.6 Better Fog of War

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

4.6a Interdicted hexes are kept secret by the owner. Whenever a unit enters an Interdicted hex, the 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.

4.6b Off map movements are secret.

4.6c Variable reinforcements, Reconstitution Rolls, Attrition Rolls, Volunteer losses, Morale Levels and Panic Status are kept secret.

4.7 Intensive Combat

4.7a 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.

4.7b Intensive combat cannot be declared in a Tank vs. Tank Combat.

4.8 Simplified Panic Rules

4.8a Ignore all rules regarding Italian Morale, Panic and Forced Retreat (mainly 2.7) and combat modifiers for Panicked units.

4.8b 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, 35.14:

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)

41.16

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

w/i 4 37.16 (north of Separation Line):

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

w/i 4 37.16 (south of Separation Line):

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

w/i 1 23.22:

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

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

East of 50.xx (inclusive):

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

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

59.01:

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 Anarcist 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 Group:

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 Group:

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 its 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 Flamethrower 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 Flamethrower Eng Co (Gen/CRS)
 0-1-14 Italian AT Co (AT/CRS)
 10x Italian 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 controlled by the Italian/Nationalist player at the end of the game give him their value in VPs. A village is considered controlled by a side if that side occupies

the village with a unit or was the last to move a unit through the village.

+1 VP for each Emergency Group activated by the Republican player.

-5 VP for each Italian Volunteer Division that has Forced Retreat during the game.

Sudden Death Italian-Nationalist Victory: If the Italian player manages to move 9 infantry battalions off 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) the game immediately ends with a Nationalist victory. It costs half a Movement Point to exit the map from 1.07.

Major Italian-Nationalist Victory: 46 VPs or more

Minor Italian-Nationalist Victory: 36-45 VPs
Draw: 31-35 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 Separation Line.

Start Turn: 1

End Turn: 4

Game Length: 4 Turns

Republican player *sets up* first.

Nationalist player *moves* first.

Republican Information:

Set Up:

Note: Only units setting up south of the Separation Line can be used in this scenario.

36.08, 35.14:

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

3.08:

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

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

41.16

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

w/i 4 37.16 (south of Separation Line):

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

East of 50.xx (inclusive):

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

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

59.01:

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 Anarcist 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:

Special Rule: MG/Lit MG Bn is subordinated to DLV HQ for supply purposes.

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 (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 Flamethrower 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 Flamethrower Eng Co (Gen/CRS)

0-1-14 Italian AT Co (AT/CRS)

10x Italian 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 Italian controlled

Minor Italian Victory: Trijueque, Brihuega, Gajanejos and Almadrones are Italian controlled

Draw: Brihuega, Gajanejos and Almadrones are Italian controlled

Minor Republican Victory: Gajanejos and Almadrones are Italian controlled

Major Republican Victory: Torija, Trijueque, Brihuega, and Gajanejos are Republican controlled

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 Separation Line

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 Markers

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 Nationalist controlled

Minor Nationalist Victory: All VP villages north of the Henares and/or east of 19.xx (inclusive) are Nationalist controlled.

Draw: All other conditions

Minor Republican Victory: Either Cogolludo or Jadraque is Republican controlled

Major Republican Victory: Both Cogolludo and Jadraque are Republican controlled (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 Separation Line.

Start Turn: 9 *

End Turn: 11

Game Length: 3 Turns

Nationalist player *sets up* first.

Republican player *moves* first.

* Note: For this scenario the Nationalist player turn is skipped on the first turn (turn 9). Start the scenario with the Republican player turn of turn 9.

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 Markers

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 Markers

Victory Conditions:

Major Italian Victory: Brihuega is Italian controlled

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

Draw: Any other condition

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

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

Abbreviations

20J	20 de Julio	Gua	Guadalajara
AB	Autoblinda	HQ	Headquarters
AM	André Marty	IbA	Ibáñez de Aldecoa
Ame	América	Imp	Impavida
Apo	Apoyo	Impl	Implacabile
Aqu	Aquila	Ind	Indomita
AR	Alicante Rojo 1	Ine	Inesorabile
Ara	Aragón	Inf	Inflexibile
Arap	Arapiles	Ing	Ingenieros
Ard	Ardente	Int	Intrepida
Ardi	Ardita	Intl	Internacional
Arty	Artillery	Inv	Invencible
AT	Anti-Tank	JC	Juventud Campesina
AU	Amba Uork	JD	José Díaz
Aud	Audace	JH	Jesús Hernández
Bai	Bailén	LC	Largo Caballero
Bat	Battery	Leo	Leone
BFB	Bandera de Falange de Burgos	LF	Lanciafiamme
BFBA	Bandera de Falange de Burgos y Álava	Lit	Littorio
Bis	Bisonte	LR	Leones Rojos
Brs	Bersaglieri	Lu	Lupi
BT	Brigada de Tanques	Lup	Lupo
Buf	Bufalo	Mad	Madrid
Cam	Campesino	Mal	Malcasta
Car	Carso	Man	Mangada
Carr	Carroccio	MC	Motorcycle
Cav	Cavalry	MCC	Móvil de Choque del Campesino
CC	Cazadores de Ceriñola	MG	Machine-Gun
CdH	Choque de Huelva	Mix	Mixto
CdP	Commune de Paris	Mon	Montenero
Com	Comuneros	MPG	Milicias Populares Gallegas
Con	Confederales	MSVN	Milizia Volontaria per la Sicurezza Nazionale
Cor	Corchado	Ort	Ortuña
CRS	Commando Reparti Specializzata	OOS	Out of Supply
CRT	Combat Results Table	Pas	Pasionaria
CTV	Corpo Truppe Volontarie	Pasu	Pasubio
Det	Detachment	PdM	Primero de Mayo
DG	Disorganized	PdV	Pita da Veiga
Din	Dinamiteros	PI	Pablo Iglesias
Div	Division	PN	Penne Nere
DLV	Dio Lo Vuole	Pue	Pueblonuevo
Dmi	Dmitroff	PyM	Pi y Margall
Dom	Dombrowski	Rgt	Regiment
DRM	Die Roll Modifier	RR	Railroad
EA	Edgar André	Sci	Scire
Edi	Edificación	Sic	Sicilia
Esp	Espartacus	Sot	Sotelo
Fal	Falco	SQ	San Quintín
FN	Fiamme Nere	Sqn	Squadron
Fol	Folgore	Sub	Subirana
For	Fortificación	TEC	Terrain Effects Chart
Fre	Freccia	Tem	Temeraria
GAB	Grupo de Asalto Bárceno	Temb	Tembien
GAL	Grupo de Asalto Lozano	Temp	Tempesta
Gal	Galicia	Ter	Teruel
Gar	Garibaldi	Tha	Thaelmann
GC	Guardia Civil	Tol	Toledo
Gen	Genio	Tor	Toro
Ger	Gerona	TRBS	Tercio de Requetés de Burgos- Sangüesa
Goy	Goy	Tri	Triunfo
Grp	Group	Ura	Uragano
G-S	García-Santos		

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, especially fluid in Andalucia 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, especially 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 on 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 WWII. No major German unit was sent to Spain; neither Franco asked for it nor Hitler would have accepted.

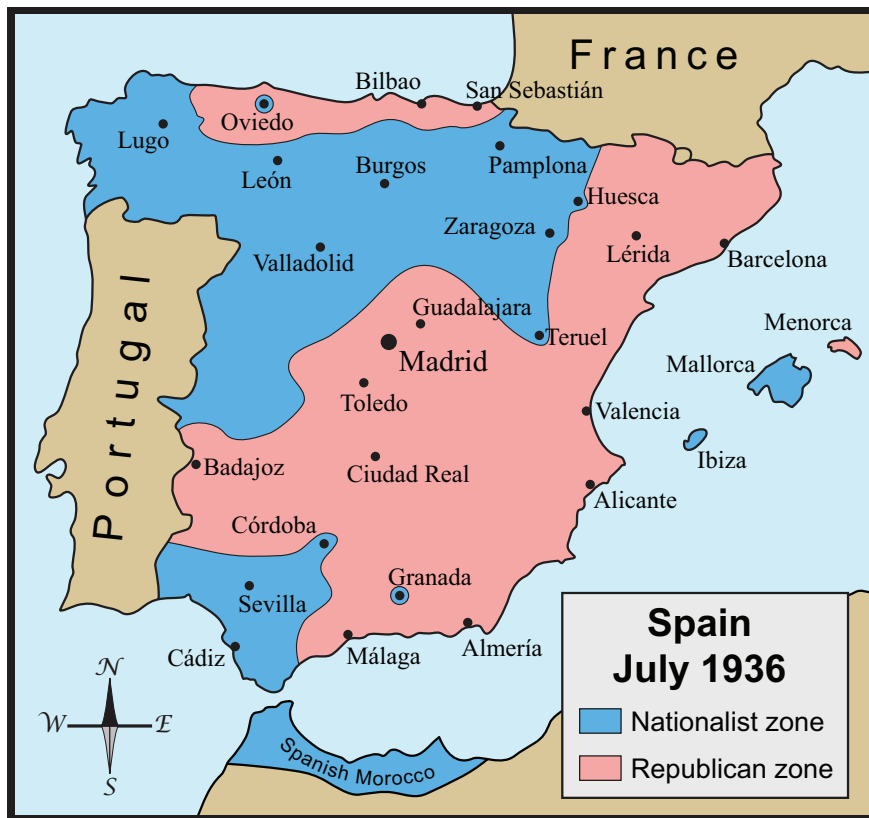
The Italian commitment in the Spanish Civil War was far wider, at least from a numeric point of view. Drunk with success after the Abyssinian campaign, Mussolini was eager to show the Italian power in Europe and more than happy to intervene in Spain when help was called for. Tons of guns, planes, personal 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 6,000 and 8,000 men, but they were lavishly equipped with heavy weapons and supported by the Commando 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 minute 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 these 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 0700 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 struck 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 on

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 Bujaloro, 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 air bases around Madrid and could operate but with limited effect.

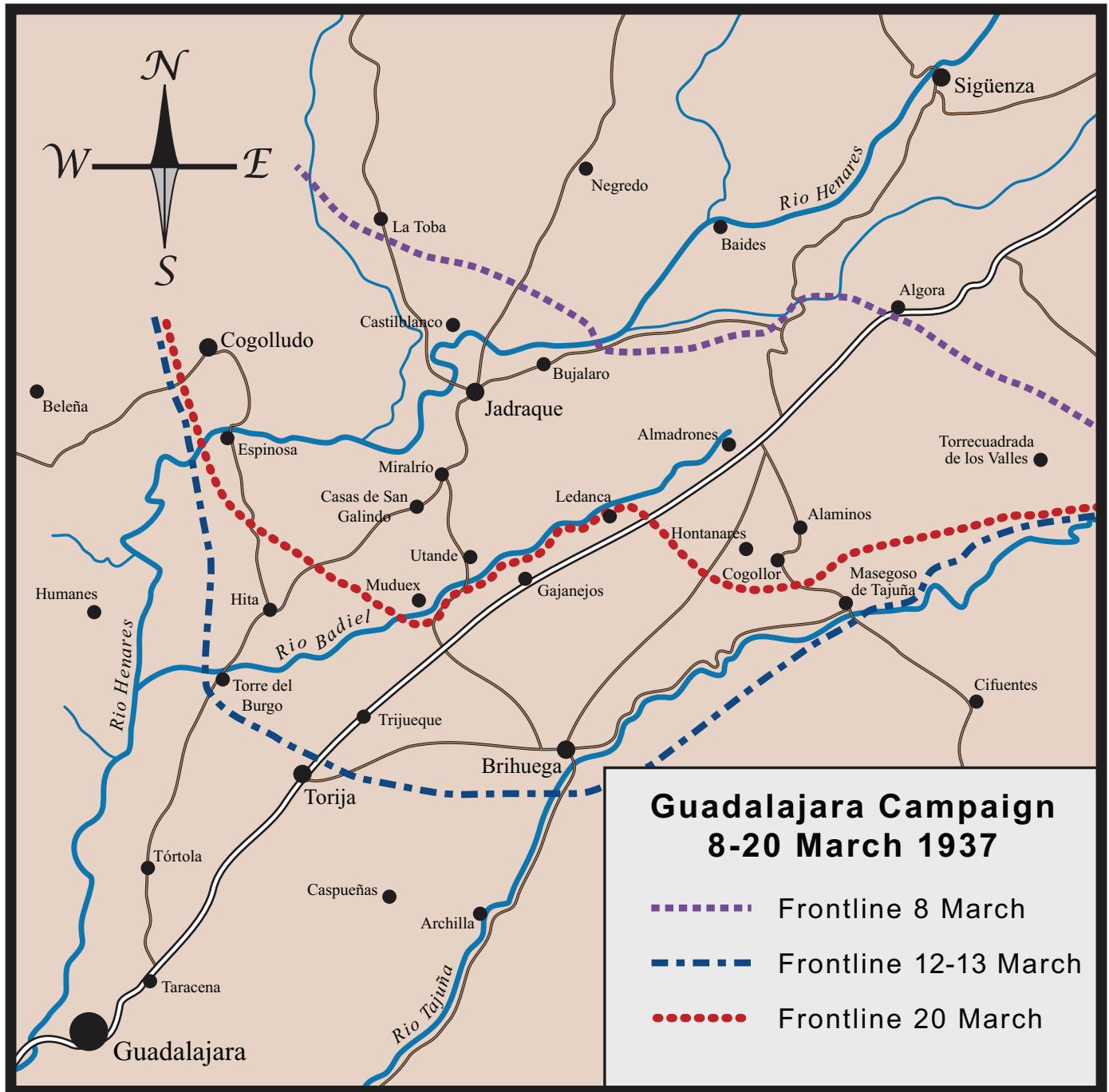
During the 11th the 3rd Volunteer Division took Trijueque against stiff Republican resistance while the 2nd advanced from Brihuega to Torija finding the strong opposition of the XII International Brigade; in spite of this opposition the Palacio de Ibarra fell on Italian hands. Seeing the deep effect 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 1800 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). 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 held 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 would they 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 strip. 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 50,000 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 out 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 32,000 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 account 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 clean 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). 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 critical of 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, Ernestino; *C.T.V. II 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 are 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, especially 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 in 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, especially 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, especially 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 uncoordinated militias, 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 impossible. Research on what equipment each unit had 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, especially 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 separation line: 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 separation line 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 relieve the *CTV* and establish a new defensive line to prevent any further exploitation by the Republicans. Optional rule 4.3 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 4.8 which tries to portray the volunteer units fragility in a far easier (design for effect) way, but the player's feeling, and surely the game evolution will be less historical. Your choice.

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