

# 5-11 Guadalajara (5 Sep 20)

## General:

- The orange line extending from 19.35 to 62.08 is the Start Line mentioned in the rules. Italian /Nationalist units set up north and east and Republican units set up south and west of the Start Line. Used in 1.6b, 2.2b, 2.2c, 2.4, 2.6, 2.7e, and 3.3.
- Overrun terrain is restricted using SCS 6.0c and the Leg MA TEM costs. Leg MA units apply the SCS 6.0 Overrun cost, but vehicle MA units must pay 6 MPs to do so.
- In any long CRT result, such as A1r1D1r1, apply the result in order from left to right, so in this case, the Attacker will have to retreat **before** any of the Defender results occur.

## Rules:

**1.2c** Regardless of Steps, armored and flamethrower units **do not** count for Stacking.

**1.6b** Units are in supply if they are at or within a friendly HQ's range in hexes, **not** Leg MPs.

**1.8a** Being OOS does not affect the ability of Artillery to use either counter side, but apply the OOS effect on the available MA normally.

**1.9a** Only Artillery with a range 3 hex can be used as Anti-Tank weapons. Not those with a range greater than 3.

### 1.10 Air Strikes.

**Air Points Available.** Use the Air Point Chart linked on the Game's web page to determine Air Points.

#### 1.10c Air Interdiction.

- HQ range is not affected by Air Interdiction but the HQ's own movement is affected like any other unit. HQs cannot be attacked by interdictors.
- Interdictors remain in place until the next Republican Air Point Determination Phase.

**1.11f** The Tank After Combat roll uses one die.

### 1.16 Trucks.

Trucks merely represent transport capability, not actual 'truck units.'

**1.16a** Italian Trucks can assist the Spanish Nationalists.

**1.16b** At the start of each Movement Phase you can use your trucks to transport any eligible units per 1.16a. Each truck can only move one unit, but a truck can move multiple units in a phase given its MA. These trucks are now loaded and the truck and unit move the desired amount of the truck's MA before the truck is finished or goes to move another unit. Track the number of MPs the truck expends in moving each unit. A unit moved by a truck can move fully in that turn using its own MA. Continue moving eligible units with a truck in the phase until its MA is expended or you are done moving eligible units. There is no cost for the truck to move from one unit to the next. Pick up trucks at the end of each Movement Phase (or when finished) and keep them off-map until your next Movement Phase, **except** for those remaining stacked to conduct 1.16c below.

**1.16b Ignore** the loading and unloading costs as well as the provision against moving by both truck and normally in one phase in 1.16b.

**1.16c** To move by truck in the Exploitation Phase, have the truck **remain stacked** with the desired unit at the end of the

Movement Phase. Such a unit cannot move itself during the Movement Phase and cannot Attack in the Combat Phase. The unit can, however, use all of the truck's MA plus its own (and maybe Overrun, if otherwise eligible) in the Exploitation Phase. A truck cannot be used by any unit that did not start stacked with it when the Exploitation Phase began. Non-Exploit units can move by truck in the Exploitation Phase using this rule, but would not obtain any ability to move or Overrun themselves in any way.

**1.16d** Trucks cannot be destroyed and cannot be used to absorb friendly step losses.

**2.3c** Nationalist Artillery can fire unspotted Barrages. Republican and Italian Artillery cannot fire unspotted. Unspotted Barrages apply a two-column shift (the Table is correct). Ignore the rule requiring the strength to be halved.

**2.6b** Italian Air Strikes cannot be used north of the Separation Line to assist Spanish Nationalist Attacks.

### 4.1 Surprise Attack.

This rule is no longer optional.

**4.1a** Pre-Game Barrage Phase Barrages are considered spotted.

**4.1b** This rule only applies on the first turn of Scenarios 1-3 and not at all in Scenario 4. Also add a 5th item to the rule: "Republican units south of the Separation Line have no ZOC."

**4.1c** This rule **only** applies to the Italians and not to any other Nationalists.

## Scenarios:

### Scenarios 1 and 2:

- Zar/72 sets up in Entry Area E (59.01)
- The group setting up East of 45.xx must set up East of 49.xx (exclusive)
- Dmi/48 can set up in 36.08 or 35.14 (Republican player's choice)
- The group setting up w/i 4 37.16 must also follow these restrictions: a) LR/50 must set up north of the separation line; and b) 20 J/50 must set up in 41.16.
- Only use Republican units setting up south of the Separation Line in Scenario 2. Do not use any other units.

### Scenario 3:

- **Halve** Republican Air Sorties (round normally). Since play is only north of the Separation.

### Scenario 4:

- The "1Bis" units listed in 16.06, 16.05 s/b "MCC" instead.

## Counters:

- The back of the Gen/CRS counter is printed on the back of Brs/CRS and vice versa.

## Steve Rowe's House rules:

- The Nationalist player expends an Italian truck "off map" when a retreating Infantry unit first enters a road or track hex with a clear path to the start line. The unit now uses truck movement to complete its headlong rout back to the East.
- Retreating divisional artillery on a road or track hex may flip to mobile mode at this time and use their wheeled movement allowance to retreat further, even though it's not their normal movement phase.