

# Crusade and Revolution

## The Spanish Civil War 1936-1939



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Año 1936

EL PRECIO DE LA VICTORIA  
ES LA VICTORIA

EL GOBIERNO HABLA  
AL PAÍS POR «RADIO»  
DE UN MOVIMIENTO  
MILITAR EN MARRUE-  
COS

Texto de la nota

Alas doce y media de la mañana, por medio de la radio, fue dirigida al país una nota del Gobierno que dice así:

«Se ha tratado un nuevo intento criminal contra la República. El Gobierno no ha querido dioxina ni barbitúrica tener conocimiento exacto de lo sucedido y poner las medidas para contenerlo. Una parte del Ejército que representa a España en Marruecos se ha levantado en armas contra la República, sublevándose contra su propia Patria, restando alto, vergonzoso, contra el Poder Nacional. El Gobierno declara que el movimiento es un complot a determinados traidores de la causa del Poder Nacional y que nadie, absolutamente nadie, se ha sustraído en la Península a tan abominable intento. Por el contrario, los españoles han reaccionado inmediatamente y con la más profunda indignación contra la desventura frustrada en su nacimiento. El Gobierno se dirige a los mandatarios que tienen grupos de elementos traidores dentro de la selección en las plazas del Poder Nacional, desafiando con su preaviso, el Ejército y la autoridad de la República. En este momento, las fuerzas de aire mar y tierra - sólo la más excepción

interior radicales y urgentes medidas, ya conocidas de años, y continuando las otras en la detención de varas generales, así como de jefes y oficiales comprometidos en el movimiento.

La Policía ha conseguido también apoderarse de un avión extranjero que, según indicios, tenía el cometido de introducir en España a uno de los cabecillas de la revuelta.

Estas medidas, unidas a las otras cursadas a las fuerzas que en Marruecos trabajan para dominar la sublevación, permiten afirmar que la acción del Gobierno será suficiente para restablecer la normalidad.

CUESTIONES SOCIALES Y CONFLICTOS DE TRABAJO

Se resuelve la huelga mercantil de Las Palmas

Las Palmas. 18. 16 mañana. Mediante acuerdo entre el Gobierno y la Federación de Trabajadores se ha resuelto la huelga mercantil. Las ventas sólo podrán realizarse los viernes y los sábados. Duración de cinco días extraordinarios. Autorizan a los locales

La huelga mercantil de Gijón

Gijón. 18. 16 mañana. Se ha reunido la Federación Patronal y acuerda conceder a los

Grid, domingo 1 noviembre 1936

Número suscrito: 15 centimos

Teléfono de suscripción: Madrid, 12666  
tuta el país: Francia, 12226  
país: Estados Unidos, 12226

Teléfono 18340

ZONA OCCIDENTAL DE

TRÁNSITO AL GRUESO DE LA

TO ES MAYOR CADA DÍA

S REPUBLICANAS EN LA ZONA

DE MIGRACIONES ENEMIGO

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se han establecido los cuarteles de las

tradiciones y las costumbres de la gente

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Rules of Play

Compass Games

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# CRUSADE and REVOLUTION

## The Spanish Civil War 1936-1939



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## **1.0 INTRODUCTION**

On July 17<sup>th</sup>, 1936, a military uprising started in the Spanish Protectorate of Morocco, spreading to the Peninsula on the 18<sup>th</sup> and 19<sup>th</sup>. The uprising, which had been planned for many months by a group of military officers and rightist civilians, spread quickly but was not decisive. After a few days, the failure of the coup to seize power was evident; but equally evident was the Government's inability to suffocate the rebellion. Moreover, additional revolutionary movements began in the Government controlled areas, propelled by leftist political parties and trade unions.

The rebels (the self-styled "Nationalists") controlled the Army of Africa, 30,000 professional soldiers that could tilt the balance of power in the Peninsula. However, the Government (or "Republicans") controlled most of the Spanish fleet and blocked the Strait of Gibraltar, preventing their arrival in the Peninsula by sea. Thus began the first military "air bridge" in history. Initially, the Nationalists only had a few planes, but these were quickly reinforced with German and Italian aircraft. Army of Africa columns advanced rapidly towards the Spanish capital of Madrid, the main objective of the rebels. The fall of the capital seemed imminent, but against the odds, in November 1936 the Republicans were able to stop the Nationalist advance in the outskirts of the city.

As it became apparent that a rapid end of the war was unlikely, both sides hastened to mobilize their military, economic and diplomatic resources. After the first skirmishes between irregular columns in the early months of the war, large armies were mobilized to fight in bloody battles. Although Britain and France encouraged the creation of a "Non-intervention Committee", the Republicans would receive abundant aid from the Soviet Union and the Nationalists from Italy and Germany.

After nearly three years of fighting, on April 1<sup>st</sup> 1939, General Franco issued the last communiqué of the war announcing the end of the conflict in victory for the Nationalists. Spain had suffered a great tragedy and would need many years to recover. In addition to the immense economic loss, the human toll was at least a half a million dead. Not all had died fighting on the battlefields; many died in rear areas away from the front, where both sides used terror tactics and campaigns against their enemies.

*Crusade and Revolution* is a wargame for two players that seeks to simulate the Spanish Civil War (1936-1939). One player controls the Nationalist forces, the other the forces of the Republican Government. The Nationalist Player has qualitative superiority and must adopt an aggressive approach - attacking incessantly to break Republican morale in a race against the clock. The Republican Player controls more territory and has more units, but the units are of lower quality. The Republican Player must try to contain the enemy and launch counteroffensives to stop his advance. Both players must successfully manage all aspects of the war if they wish to win: mobilization of reinforcements, replacements for depleted troops, movement of troops, offensives, construction of defensive lines, and diplomacy.

**NOTE:** Rule citations will be given in two formats: those rule citations located in this rulebook will simply recite the rule number; e.g. "(see 2.1.2)". For rule citations located in the playbook, the letters "PB" will precede any rule number; e.g. "(see PB 18.2.3)".

## **2.0 COMPONENTS**

- One Game Map.
- One 1/2" units Countersheet.
- One 5/8" units Countersheet.
- One Rulebook.
- One Playbook.
- Two Player Aid Cards (two copies of the same Card).
- Two Markers Cards (two copies of the same Card).
- 110 Strategy Cards (two decks of 55 Cards each).
- One Six-Sided Die.

Game components are briefly described below. Their use and effects are explained in detail through this Rulebook.

### **2.1 The Game Map**

The game map consists of a map of Spain superimposed with squared spaces that are connected to one another by different types of lines, representing the key geographical areas and communication links where the war was fought.



#### **2.1.1 Spaces**

Each space on the map shows:

- The initial controlling side (Republican spaces in red and Nationalist spaces in blue).
- The majority terrain type of the space: Open or Mountain.
- Whether it is a VP Space that counts for Victory purposes (gold border around the space and a gold star near the space) or is a Main City (same as a VP Space, but also with a graphic in the center of the space).
- Whether it is a Province Capital (silver border around the space and a silver star near the space).
- Whether it is a Nationalist (blue color) or Republican (red color) Supply Source.
- Whether it belongs to a region of the Northern Front (Asturias

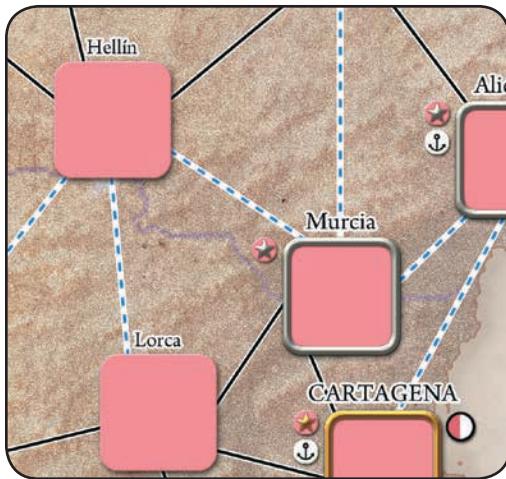
# Crusade and Revolution: The Spanish Civil War 1936-1939

- = blue, Santander = yellow, or Basque Country = green).
- Whether it is a coastal space (space intersects the coast of Spain and either body of water).
- Whether it is a Mediterranean (white) or Atlantic (black) Port (in case of being a coastal space).

The Terrain Key (printed on the map) also shows the meaning of the symbols present on the map.

## 2.1.2 Connections

Connections between spaces are usually solid lines. River connections (as between Hellín and Murcia), are shown as a solid “blue and white” line and are considered solid line connections for all purposes. Two spaces connected by a single line (of any type) are said to be Adjacent to each other. Two spaces connected by one or more connection lines crossing only friendly-controlled spaces are said to be Connected to each other.



**NOTE:** This means that all Adjacent spaces are “Connected”, but Connected spaces are not necessarily ‘Adjacent’. E.g. Madrid is Connected to Barcelona at the start of the Campaign Game since the Republican Player can trace from Madrid to Barcelona along connection lines going only through friendly-controlled spaces, but Madrid is not Adjacent to Barcelona.

There are also some special connections:

- The possible invasion Beach Head on Mallorca is Adjacent to Mallorca with an arrow. This Beach Head space is only available after the appropriate Republican Event Card is played. Otherwise, ignore this space; it may not be used.
- Connections to France and Portugal are shown by dotted lines. These connections are only used for limited supply (see 13.4.2).
- The Oviedo and Puerto de Leitariegos spaces are connected with a line of blue circles, which is only used if playing with the Optional Rule “The Corridor of Grado” (see PB 18.2.3).

## 2.1.3 Charts and Boxes

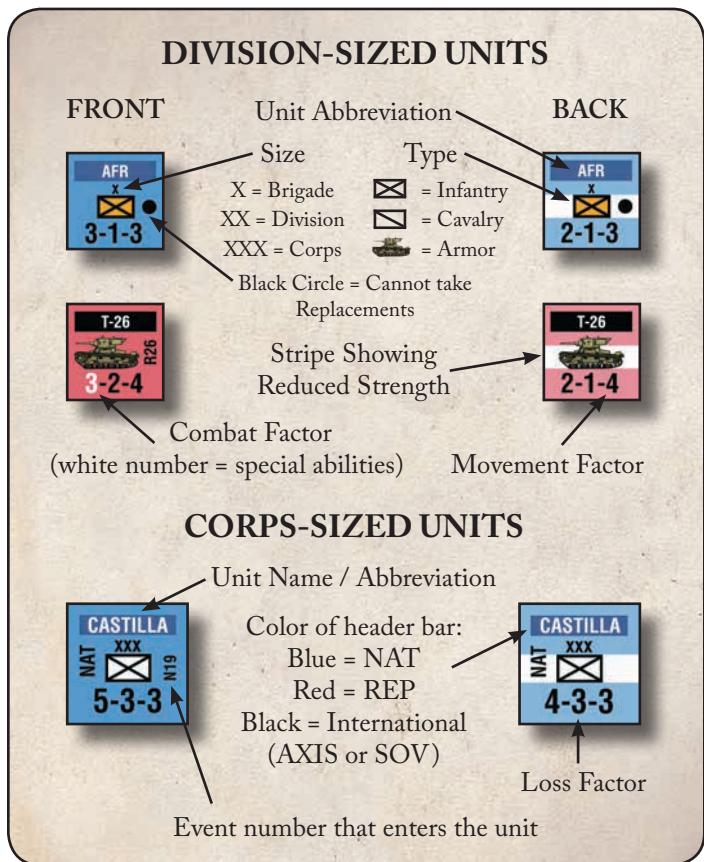
The game map also contains a wide range of information, as well as a number of charts and boxes where units are placed and various game functions are tracked.

## 2.2 The Playing Pieces

### 2.2.1 Combat Units

There are two types of Combat Units: Division-sized Units and Corps-sized Units.

- Division-sized Units represent forces of between 1,000 and 10,000 men (columns, regiments, brigades or divisions, depending on the War Phase) and are 1/2” counters.
- Corp-sized Units represent large bodies of troops (Army Corps with up to 35,000 men) supported by artillery, air units, support services, etc., and are 5/8” counters.



All Division-sized and Corps-sized Units are printed on both sides of the counter. Each side is called a step, and almost all Combat Units have two steps. The front side represents the unit at full strength, and the reverse side represents the unit at reduced strength. Note that, for most units, the reduced strength side has a weaker Combat Factor than the full strength side of the unit, while the Loss Factor and Movement Factor remain the same. If a counter has only one side with factors, that side is its full strength (i.e. it is a one step unit). The number of Combat Units is limited to those provided.

A Combat Unit with a N## or R## on the right side of the counter is a *reinforcement* that only enters play when the corresponding Card is played for the Event. Of these, the various armor units (T-26, PZ-I and CV-33) are special in that they can gain a Die Roll Modifier (DRM) when attacking if they meet certain conditions (see 16.6) – this special ability is denoted by the WHITE combat factor for these units on their full strength sides.

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## 2.2.2 Game Markers

There are several different types of Game Markers (on both large and small counters) that are placed on the game map or on the Markers Card. Markers with a R## or N## on the right side of the marker only enter play when the specified Card is played for the Event.

### 2.2.2.1 General Information Markers

These are used to record general game data such as the current Turn, Victory Point (VP) and Republican Morale (RM) levels, number of Replacement Points (RP's) for each side, etc.



### 2.2.2.2 Specific Rules Markers

These are used to record specific game data on the map such as the current Republican Government, which side controls the Strait of Gibraltar, whether Ammunition Shortage continues to affect the Nationalist Player, etc.



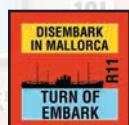
### 2.2.2.3 VP and RM Markers

These are placed on the Markers Card to remind the Players of played Events and actions that modify VP and/or RM. If associated with an Event, they have the corresponding Card number across the top (as in Marker "31" for the *Pact of Santoña* Event, below).



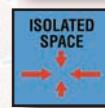
### 2.2.2.4 Reminder Markers

These are helpful in remembering the ongoing effects of key Events when they are played. They have the corresponding Card number (R## for Republican; N## for Nationalist) on the right side of the counter.



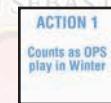
### 2.2.2.5 Siege and Isolated Space Markers

Siege Markers are used to denote both the location of important sieges that resulted from the outbreak of war, as well as to represent how close the besieged location is to being conquered (see 16.1). Isolated Space Markers start on two Nationalist enclaves within Republican territory and are reminders of their limited capabilities (see 16.2).



### 2.2.2.6 Action Markers

These are used to record the Action choice for each Player during each Action Round.



### 2.2.2.7 Move/Attack Markers

These are used to designate spaces that a Player intends to Activate either for Movement, or for Combat



### 2.2.2.8 Control Markers

These are used to help designate hexes where control has changed from that of the original owner.



### 2.2.2.9 Supply Markers

These are placed on spaces that are Out of Supply or are supplied through the French or Portuguese border to indicate the units therein have restricted capabilities (see 13.3 and 13.4).



### 2.2.2.10 Position/Trench (and Modifier) Markers

These are used to mark the location of on-map Positions and Trenches (see 10.2). The "DRM modifier" Markers aids in subsequent placement attempts. Position/Trench Markers are a strict counter limit and some only become available upon play of specific Events.



### 2.2.2.11 Beach Head Marker

This is used when the Republican Player invades either Mallorca (see 8.5.4) or a coastal hex via the Event Plan "P" (see 8.5.6). It is a temporary space that can be Activated for Movement and/or Combat and is treated like a regular, Open terrain space for all purposes (unless noted otherwise).



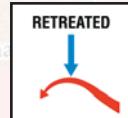
### 2.2.2.12 Bonus VP and RM Markers

These are placed per the Republican Strategic Counterattack rules (see 8.5.5) to represent extra RM or VP modifiers to specific spaces on the map.



### 2.2.2.13 Retreated and Victorious Attack Markers

Retreated Markers are used to mark Combat Units that have retreated in that Action Round (they may be destroyed if retreated to a space subsequently attacked in the same Action Round, see 11.4.6). Victorious Attack Markers are used to indicate the winner in a Combat, either the Nationalists (blue side) or Republicans (red side). This is particularly useful for Republican Counterattacks (see 8.5.5).



## 2.3 The Strategy Cards

Each player has his own deck of 55 Strategy Cards, subdivided into three groups: 18 War of the Columns Cards, 20 Mobilization Phase Cards, and 17 War of the Armies Cards.

## 2.4 The Player Aid Card

There are two copies of the Player Aid Card (PAC), one for the Nationalist Player and one for the Republican Player. The PAC includes most, if not all, of the important charts that are frequently consulted during the game. It also includes a summary of the main rules of the game, as well as a Sequence of Play.

## 2.5 The Markers Card

There are two copies of the Markers Card. Use one to place Event Markers that reflect changes in Victory Points and/or Republican Morale. These markers are associated with specific Events or circumstances of the game, and serve to help remember any changes. The back of the Markers Card has a list with most of the Combat Units and Markers used in the game.

## 2.6 Unit Abbreviations

A.C.	- Army Corps
AFR	- Army of Africa
AST	- Asturian
BAS	- Basque Country
CAV	- Cavalry
CNT	- Confederación Nacional del Trabajo (Anarchists)
CTV	- Corpo di Truppe Volontarie (Italian Army Corps)
CV-33	- Italian Carro Veloce 33 light tanks
ERC	- Esquerra Republicana de Catalunya (Catalanian Nationalists)
INF	- Infantry
INS	- Insurrection
INT	- International Brigades
ITA	- Italians
MIL	- Militias
NAT	- Nationalists
NAV	- Militias from Navarre (Carlist Militias called Requetés)
POL	- Police Forces (Civil Guard, Assault Guard and Carabineers)
POUM	- Partido Obrero Unificado Marxista (anti-Stalinist Marxists)
PSUC	- Partido Socialista Unificado de Cataluña (unified Socialists and Communists)
PZ-I	- German Panzer I light tanks
REP	- Republicans
RPA	- Republican Popular Army (Regular Troops)
SAN	- Santander
SOV	- Soviets
T-26	- Soviet T-26 tanks

## 3.0 SYMBOLS AND TERMINOLOGY

**\* (Asterisk):** If a Strategy Card with an asterisk is played as an Event (even as a CC Event), it is permanently removed from the game after resolution of the Event effects. It is not removed from the game if it is played for Operations, Strategic Redeployment, or Replacement Points (instead place it in the Discard Pile).

**Activated:** When a space is Activated for Movement or Combat during an Action Round, all units in the space are considered Activated and can conduct the action indicated by the Activation Marker (Move or Attack).

**Active Player:** The Player who is taking an action during an Action Round.

**Adjacent:** Two spaces are considered Adjacent if Connected by a single solid, river or Beach Head connection line (see 2.1.2).

**Atlantic Sea Zone:** Any of the coastal spaces between and inclusive of Pontevedra and San Sebastián.

**Balearic Islands:** The spaces of Mallorca, Menorca and the Beach Head space Adjacent to Mallorca.

**Coastal Space:** Any space on the map that borders the sea, with or without a port. The following are coastal spaces on the Atlantic Ocean: San Sebastian, Bilbao, Santoña, Santander, San Vicente de la Barquera, Gijón, Pto. de la Espina, Castropol, La Coruña, and Pontevedra. The following are coastal spaces on the Mediterranean Sea: Cádiz, Algeciras, Málaga, Vélez Málaga, Motril, Adra, Almería, Garrucha, Águilas, Cartagena, Alicante, Gandía, Valencia, Castellón, Vinaroz, Tortosa, Tarragona, and Barcelona.

**Column Left (CL) Shift / Column Right (CR) Shift:** The shifting of one or more columns in the indicated direction before resolving fire on the Fire Tables. Shifts to the left (CL) favor the defender and shifts to the right (CR) favor the attacker. Determine the net total shifts, then apply them. Attacks cannot be shifted off the Fire Table – use the lowest or highest column, as appropriate.

**Combat Card (CC):** A Strategy Card with a special type of Event that can only be played during the Combat Phase. Most CC's can last more than one Action Round, provided the owning Player wins the Combat in which they are used. However, CC's that contain the phrase "Only affects one Combat per Turn" are immediately discarded after use; i.e. they may not affect more than one Combat per Turn. CC's with an asterisk also may not affect more than one Combat, but unlike the above, they are permanently removed from the game after they are used.

**Combat Factor(CF):** A measure of a unit's ability to inflict damage in combat. It is used to resolve combat on the Fire Tables.

**NOTE:** *A Division-sized Unit may be weaker in combat than a Corps-sized Unit with a lower CF number because Corps-sized Units execute their Offensive or Defensive Fire on a better Fire Table than*

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*Division-sized Units.*

**Connected:** Two spaces are considered Connected if an unbroken line of Adjacent, friendly-controlled spaces can be traced from one space to the other (see 2.1.2).

**Control (of a Space):** Each space on the map is initially controlled by either the Republican Player (red) or the Nationalist Player (blue). Players gain control of a space when they move into an enemy controlled space, or if an enemy controlled space is Out of Supply when checking Attrition (see 6.0 C).

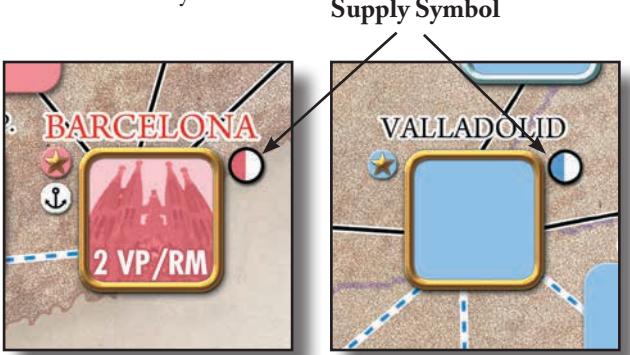
**Die Roll Modifier (DRM):** The number that is added, or subtracted, from a die roll.

**Discard Pile:** The pile of Strategy Cards where each Player places his Cards that have been played as Operations (OPS), Strategic Redeployment (SR), Replacement Points (RP), or Events (without asterisk), or those discarded from his hand at the beginning of the Turn. The exception is certain CC's, which might last multiple Action Rounds. Discard Piles may never be inspected by either Player (only the top Card may be seen).

**Draw Pile:** The pile of Strategy Cards from which each Player takes his Cards at the start of a Turn.

**Event Name:** The title, or name, of each Strategy Card. If the Card is played as an Event, the effects described in the Card's text are applied. An underlined Event Name indicates the Event is a prerequisite for another Event of that same Player. An underlined Card Number indicates that the Event is a prerequisite for another Event of the *enemy* Player.

**Friendly Supply Source:** A Nationalist Supply Source (blue symbol) is Friendly for the Nationalist side, and a Republican Supply Source (red symbol) is Friendly for the Republican side. A Player may only use his own Friendly Supply Sources, and only if that space is not under enemy control. A Supply Line must finish at a Friendly Supply Source. Note that Madrid is not a Supply Source for either Player.



**Isolated Space:** A Nationalist space completely surrounded by Republican spaces at the beginning of the game (see 16.2). There are two Isolated Spaces: Oviedo and Granada.

**Loss Factor (LF):** The ability of a unit to withstand damage. The Loss Number obtained by the opponent in Combat must be equal to or greater than a unit's LF for it to be damaged.

**Loss Number:** The result from the Fire Table during Combat. Each side rolls to determine the Loss Number inflicted on his opponents' units.

**Main City:** A space with its name in red capital letters with a graphic in the center of the space is a Main City; it also has a gold star to the left. The control of these spaces affects Victory Points (VP's), Republican Morale (RM) and Replacement Points (RP's). There are six Main Cities on the map: Barcelona, Bilbao, Madrid, Sevilla, Valencia, and Zaragoza. All but Sevilla and Zaragoza begin the game under Republican control.

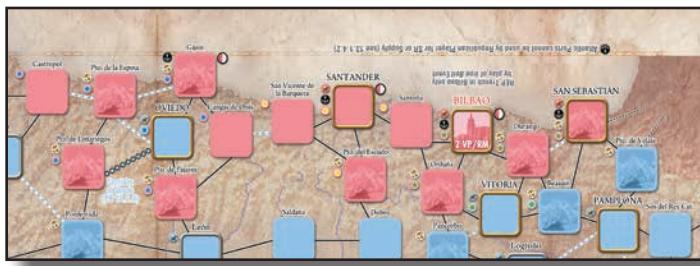


**Mediterranean Sea Zone:** Any of the coastal spaces between Huelva and Barcelona (inclusive), including the spaces of the Balearic Islands.

**NOTE:** *Huelva, Cádiz and Algeciras are technically Atlantic coastal spaces, but they are included in this zone for all game purposes.*

**Movement Factor (MF):** The maximum number of spaces a unit may move to during an Action Round when it is Activated for Movement.

**Northern Front:** The spaces near the Atlantic coast controlled by the Republican Player at the beginning of the game. It starts separated from the main Republican zone and includes the Asturias, Santander and Basque Country regions.



**Northern Zone:** The spaces Connected to La Coruña, Valladolid and Zaragoza controlled by the Nationalist Player at the beginning of the game. It starts separated from the Nationalist Southern zone and suffers from the Ammunition Shortage rule until linked with the Southern zone (see 17.1).

**Operations Points (OPS):** The number of spaces that a Player may Activate for Movement and/or Combat when he plays a Card for OPS.

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**Out of Supply (OOS):** A unit is OOS when it cannot trace a Supply Line to a Friendly Supply Source. An OOS unit is severely restricted, and is permanently eliminated during the Attrition Phase if still OOS. A space changes control to the enemy if OOS during the Attrition Phase.



**Province Capital:** Any space bordered in silver with a silver star next to the space. When a Player gains control of any of these spaces, Republican Morale is adjusted per the Republican Morale Table (generally +1/-1 RM for Republican/Nationalist capture).



**Regional Units:** Republican Division-sized or Corps-sized Units that pertain to each one of the three regions of the Northern Front: Asturias, Santander and Basque Country.

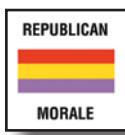


**NOTE:** Catalonian units are NOT considered Regional units.

**Replacement Points (RP's):** These are used to return on-map reduced strength units to full strength and to recreate eliminated units.

**Replacement Point (RP) Value:** The number of RP's that a player records when he plays a Card for Replacement Points.

**Republican Morale (RM):** RM reflects the Republican side's confidence in victory and the general will to continue the war.



**Siege:** Each Siege represents Nationalist resistance forces that are besieged in Republican territory at the beginning of the game. There are three Sieges: the Alcázar of Toledo (in Toledo), the Santa María de la Cabeza Sanctuary (in Pto. de Valderrepiso) and the Simancas Quarter (in Gijón).

**Strategic Redeployment (SR):** The movement of units over great distances, by land or by sea, or from the Reserve Box to the map (and vice versa). A Corps-sized Unit costs three SR Points to move and a Division-sized Unit costs one SR Point.

**SR Value:** The number of SR Points that a Player may use when he plays a Card for Strategic Redeployment.

**Supply Line:** A string of contiguous, friendly-controlled spaces leading from a unit to a Friendly Supply Source. A Supply Line may be traced across a single Sea Zone via friendly controlled ports.

**Victory Points (VP):** Victory points are the measure by which victory in the game is determined. VP's are gained by the capture of key cities/towns, various Events, and other (generally beneficial) actions. They abstractly measure the success of the Nationalists in winning the war; so pro-Nationalist Events or control changes will result in an increase in the VP marker (while pro-Republican Events or control changes will result in a decrease in the VP marker).

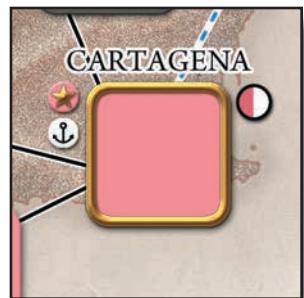


**NOTE:** VP's move in the opposite direction of RM! I.e. a pro-Nationalist occurrence (e.g. capturing Madrid) will lead to a **decrease** in RM and an **increase** in VP's.

**VP Space:** A space with its name in black capital letters and surrounded by a gold border, with a gold star located to the left. When a Player gains control of one of these spaces, the VP Marker and the RM Marker should be adjusted per the Victory Point Table (generally +1/-1 VP and -1/+1 RM for Nationalist/Republican capture).



**NOTE:** All VP spaces are also Province Capitals, which is why there is also a -1/+1 RM benefit for their capture (caveat - even though Cartagena is not technically a Province Capital, it is marked as a VP space on the map to signify its importance as the main port of the Republican Fleet).



**War Phase:** Determines which group(s) of Strategy Cards may be in each Player's Draw Pile. There are three phases in the game: the War of the Columns Phase (Turns 1-5), the Mobilization Phase (Turns 6-11) and the War of the Armies Phase (Turns 12-18).

## 4.0 GAME SET-UP

There are four scenarios in *Crusade and Revolution*. Two begin on Game Turn 1: the **War of the Columns** scenario (covering Turns 1-5) and the full **Campaign** scenario (Turns 1-18). The **Collapse of the Northern Front** scenario (Turns 6-11) and the **Two Years of War** scenario (Turns 6-18) both begin on Game Turn 6. Initial set-ups for all scenarios are listed in the appropriate scenario description in the Playbook.

### 4.1 Marker Set-Up

**4.1.1** Each Player places his six Action Markers, numbered from 1 to 6, near his Action chart.

**4.1.2** Place five Move/Attack markers near the Nationalist Player. He will take the first action.

**4.1.3** Place all other markers not specified in the scenario set-up rules within easy reach for later use.

## 4.2 Unit Set-Up

**4.2.1** Place the initial units for both the Nationalist and the Republican Players in the spaces listed in the Initial Units Set-Up in their respective scenario description.

**NOTE:** *The back page of this Rulebook includes a summarized set-up for the Campaign scenario. One Player can set up using the listing in the Playbook, while the other consults the back of this Rulebook.*

**4.2.2** Place all other units within easy reach for later use.

## 4.3 Initial Strategy Cards

**4.3.1** In scenarios that begin on Turn 1, the Nationalist Player starts the game with the *Air Bridge* Strategy Card (Card N1) in his hand and *must* play that Card for its Event on the 1<sup>st</sup> Action Round of the 1<sup>st</sup> Turn.

In other scenarios, there is no restriction on the first Card play.

**4.3.2** In scenarios that begin on Turn 6, remember that both Players must start with at least one Corps-sized Unit Reinforcement Card in their Hand (see 15.1.2).

# 5.0 DETERMINING VICTORY

## 5.1 General Rules

**5.1.1** At the end of the last Turn of each scenario, victory is determined by comparing the current Victory Point (VP) total with the scenario requirements. Each scenario lists its VP requirements (see scenario descriptions).

**5.1.2** The VP number changes when key enemy towns, cities and spaces are taken, as well as by the play of certain Events. The exact effects of all actions that impact the VP number are listed on the Player Aid Card. Pro-Nationalist actions increase VP number, while pro-Republican ones reduce it. If an action is not listed on the Player Aid Card as impacting the VP number, its effect is +/- 0 (i.e. no effect).

## 5.2 Automatic Victory

**5.2.1** All scenarios have Automatic Victory conditions based on Republican Morale (RM) level (see 16.3). Automatic Victory is checked in the War Status Phase of each Turn. Should either Player achieve an Automatic Victory, the game ends immediately, regardless of the VP number.

**5.2.2** The following table lists the Republican Morale levels required for an Automatic Victory for each Player in each Game Turn.

Automatic Victory									
Turn	1	2	3	4	5	6	7	8	9
REP		NO		28+	27+	27+	26+	25+	24+
NAC		NO		15-	14-	12-	10-	9-	8-
Turn	10	11	12	13	14	15	16	17	18
REP	23+	21+	19+	18+	17+	16+	NO		
NAC	7-	6-	5-	4-	3-	3-	NO		

The Republican Player achieves an Automatic Victory if the RM is at the indicated level or above, and the Nationalist Player achieves it if the RM is the indicated level or below. There are several Turns on which it is not possible to achieve an Automatic Victory based on RM level.

**EXAMPLE 1:** On Turn 5, the Republican Player has a RM of 28. Since this is equal to or above the "27+" listed in the table, the Republican Player has achieved an Automatic Victory.

**EXAMPLE 2:** In the middle of Turn 15, the Nationalist Player reduces the RM to 3. If the Republican Player can't increase to 4 or higher, the Nationalist Player will win an Automatic Victory at the end of Turn 15 as his requirement is "3-", or "three or less". Assuming the Republican Player captures a Province Capital and the Turn ends with a RM of 4, there will be no additional chance for either Player to achieve Automatic Victory as Turns 16–18 have no Automatic Victory conditions listed.

**5.2.3** In addition to the above, either Player can win an Automatic Victory during the War Status Phase by controlling ALL Main Cities.

**5.2.4** The Nationalist Player can also achieve an immediate Automatic Victory during an Action Round by playing the *Casado's Coup* Event.

**5.2.5** If both sides qualify for Automatic Victory during a War Status Phase, the side gaining Automatic Victory via RM limits (5.2.2) is the winner.

## **6.0 GAME SEQUENCE**

*Crusade and Revolution* is played in a series of Game Turns, each of which is subdivided into Phases and Segments which must be conducted in the order listed below.

### **A. Draw Strategy Cards Phase**

**A.1 Check War Phase** (see 15.1): If the War Phase has changed, new Cards are added to the Draw Piles and then the Draw Piles and Discard Piles are shuffled together to form new Draw Piles.

**A.2 Discard:** A Player may discard any Combat Cards (CC's) he is holding before drawing new Cards. Non-CC's may not be discarded.

**A.3 Draw Cards:** Each Player draws Cards from his Draw Pile to fill his hand; hand size is usually seven Cards but may vary depending on the Republican Morale level (see below). Whenever a Player draws the last Card from his Draw Pile before filling his hand, shuffle the Discard Pile and continue drawing Cards. If a Player has insufficient Cards in his deck (even after reshuffling the Discard Pile) to fill his hand, he takes all available Cards and begins the next Turn with less than a full hand (do not add Cards from the next War Phase!).

#### **Republican Morale and Card hand:**

- If Republican Morale is 15 or lower, the Nationalist Player increases his hand to eight Cards.
- If Republican Morale is 10 or lower, in addition to the above, the Republican Player reduces his hand to six Cards.

Changes to hand size based on RM level only impact the starting hand size for the Players. Cards are not lost or gained in the middle of an Action Round for any RM changes.

**EXAMPLE:** RM drops to 10 in the middle of an Action Round. The Republican Player does not lose a Card then, but if he cannot increase RM above 10 by the start of next Turn his hand size will be six, while the Nationalist hand size will be eight!

### **B. Action Phase**

Each Action Phase is divided into twelve identical Action Rounds: six for the Nationalist Player and six for the Republican Player. Each Action Round allows the Active Player to take one Action (see 7.1.3). The Nationalist Player takes his Action first in each Action Phase.

### **C. Attrition Phase**

**C.1** The Nationalist Attrition Segment takes place immediately upon the conclusion of the 6<sup>th</sup> Nationalist Action Round (i.e. before the Republican Player has conducted his 6<sup>th</sup> Action Round).

**C.2** The Republican Attrition Segment takes place immediately upon the conclusion of the 6<sup>th</sup> Republican Action Round.

Each Player eliminates all of his Out of Supply (OOS) Division-sized and Corp-sized Units in his corresponding Attrition Segment. OOS Division-sized and Corp-sized Units eliminated due to Attrition are **permanently** removed from the game. Control of spaces unable to trace a Supply Line can also change (see 13.3.6).

### **D. War Status Phase**

**D.1** Check the Victory Point and Republican Morale tables and make any changes that are called for under the "During War Status Phase" section of the table.

**D.2** Determine if either Player has won an Automatic Victory (see 5.2).

### **E. Replacement Phase**

**E.1.** Republican Segment: The Republican Player spends any RP's accumulated through play of RP Cards this Turn, as marked on the General Records Track. Any RP's not spent are lost.

**E.2.** Nationalist Segment: The Nationalist Player spends any RP's accumulated through play of RP Cards this Turn, as marked on the General Records Track. Any RP's not spent are lost.

### **F. End of Turn**

**F.1** Both players may voluntarily eliminate any of his own Position or Trench Markers.

**F.2** If Turn 5, remove any Isolated Space Marker and replace it with an OOS Marker.

**NOTE:** As this is after the Attrition segment, the Nationalist Player has the following Turn to establish a Supply Line to previously Isolated Spaces.

**F.3** If Turn 6 or later, subtract one from the number of assaults each Siege can resist on the General Records Track (see 16.1).

**F.4** If the war has not ended and the last Turn of the scenario has not been reached, advance the Game Turn Marker to the next Turn on the Turn Record Track and begin the Sequence of Play again with the Draw Strategy Cards Phase (A., above).

## 7.0 ACTION PHASE

### 7.1 General Rules

**7.1.1** There are twelve Action Rounds per Action Phase (six for the Nationalist Player and six for the Republican Player), and in each one of them the Active Player is allowed to take one action.

**7.1.2** The Nationalist Player always conducts the first action in a Turn, with Players alternating actions thereafter.

**7.1.3** Each Player *must* take one of two possible actions:

- Play a Strategy Card as OPS, SR, RP, or Event.
- Take an Automatic Operation with one OPS Point without the play of a Strategy Card.

**7.1.4** A Player places the numbered Action Marker corresponding to this Action Round on his Action Chart to indicate which action he conducted.

**EXAMPLE:** On the first Game Turn, the Nationalist Player places his “1 Action Marker” on the “Event” spot on his Action Chart to indicate that during Action Round 1, he played a Strategy Card as an Event.

**7.1.5** Players continue to alternate taking actions until each Player has taken six actions.

**7.1.6** Some action choices (SR, RP or Reinforcement Events) are limited on how often they can be played during a Game Turn.

**OPS Points / SR Value**

**Event's Name**  
(Underline means it is a pre-requisite for another Event of that Player)

**Restrictions on playing the Event**

**Event's effects**

**RP Value**

**CC** indicates this Card is a Combat Card

\*\* means permanently removed if played as an Event

Which War Phase the Card belongs to

Card Number  
(Underline means it is a pre-requisite for another Event of the enemy Player, as in Munich Agreement, shown at left)

**STRATEGY CARD EXAMPLES**

**MUNICH AGREEMENT\*** (War of the Armies, Value 4)

May not be played before Turn 14.

Prevents play of the Republican French Intervention Threat Event. Allows play of the France and Great Britain Recognize Nationalist Spain Event. +1 VP and -1 RM.

NAT: 3      N42      AXIS: 2

**ARMORED TRUCKS\*** (War of the Columns, Value 2)

May only be played in the War of the Columns Phase.

A Republican attack adds a +1 DRM.

REP: 1      R17      SOV: 0

## 8.0 STRATEGY CARDS

### 8.1 General Rules

**8.1.1** In *Crusade and Revolution*, the Strategy Cards are the engine of the game. The Players initiate all actions, including movement and combat, through the play of Strategy Cards.

**EXCEPTION:** Automatic Operations (see 7.1.3).

**8.1.2** Each Player has his own deck of Strategy Cards that is divided into three groups: War of the Columns Cards, Mobilization Cards, and War of the Armies Cards. Each scenario will specify which Strategy Cards the Players begin with. The other groups of Cards are added to each Player’s deck as the game progresses (see 15.1).

**8.1.3** Each Strategy Card can be used in one of four ways: for Operations (OPS), for Strategic Redeployment (SR), for Replacement Points (RP), or as an Event. A Card can only be used in one way each time it is played, but the Card may be used differently on subsequent plays.

**EXCEPTION:** Certain Events allow the same Card to also be used for OPS during the same Action Round.

**8.1.4** Players are not allowed to look at the Draw Piles, nor the contents of the Discard Piles (though in the latter case, they can always see the top discarded Card). Players may count the number of Cards remaining in the Draw Piles and may always look at permanently removed Cards.

## 8.2 Operations

**8.2.1** If a Strategy Card is played as an OPS Card, the Player may Activate a number of spaces equal to the OPS Points of the Card.

**8.2.2** Only spaces occupied by friendly units may be Activated.

**8.2.3** A space may be Activated for either Movement or Combat, but not both. A Move or Attack Marker must be placed on each space as it is Activated corresponding to whether the friendly units in that space are going to Move or Attack.



**8.2.4** After all Activated spaces are marked, the Active Player may move his units situated in spaces marked with a Move Marker (see 10.0).

**8.2.5** After all movement is completed, the Active Player conducts any Combats that he wishes from spaces marked with an Attack Marker (see 11.0).

## 8.3 Strategic Redeployment

**8.3.1** If a Strategy Card is played as a SR Card, the Player may use Strategic Redeployment to move Division-sized and/or Corps-sized Units (see 12.0 for the exact procedure to conduct a SR move).

**8.3.2** The Player receives a number of SR Points equal to the SR Value of the Card.

**EXCEPTION:** In Turns 1 and 2 subtract one Point from the SR Value of any Card (see 17.2).

**8.3.3** A Player may not play Strategy Cards as SR Cards in consecutive Action Rounds of the same Turn.

**NOTE:** *A Player may play a SR Card in the last Action Round of one Turn and in the first Action Round of the next Turn.*

**EXAMPLE:** For the Republican 3<sup>rd</sup> Action of Turn 2, the Republican Player plays a Strategy Card for SR. He places the "3 Action Marker" on the "SR" space of his Action Chart. He cannot play another SR Card until the 5<sup>th</sup> Action Round, since SR Cards cannot be played on consecutive Action Rounds of the same Turn.

## 8.4 Replacement Points (RP's)

**8.4.1** If a Strategy Card is played as a RP Card, the Player adds the number of Replacement Points listed on the Card to his current total on the General Records Track (GRT).

**EXCEPTION:** Axis and Soviet RP may not be recorded until the Axis Military Aid and the Soviet Military Aid Events are played, respectively.

**8.4.2** The Player conducts no other actions besides marking the RP's during this Action Round.

**8.4.3** A Player may not play Strategy Cards for RP in consecutive Action Rounds of the same Turn.

**NOTE:** *As with SR Cards, a Player may play a RP Card in the last Action Round of one Turn and in the first Action Round of the next Turn.*

**8.4.4** Replacement Points are spent during the Replacement Phase of each Turn (see 14.0).

## 8.5 Events

### 8.5.1 General Rules

**8.5.1.1** If a Strategy Card is played as an Event, the instructions on the Card must be followed.

**8.5.1.2** Some Events have restrictions on when they can be played and/or prerequisite Events that must have been previously played. It does not matter if the prerequisite Event was played in a previous Turn or a previous Action Round of the current Turn. A Card cannot be played as an Event if all of its restrictions and prerequisites are not met. Cards that are prerequisites for other Events of the same side have their Event Name underlined. Cards that are prerequisites for other Events of the opposing side have the Card Number underlined.

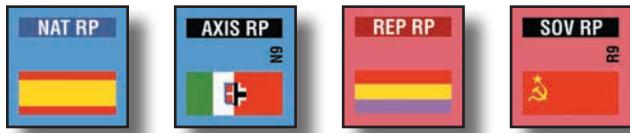
**EXAMPLE:** The "Munich Agreement" Event (Card N42) has both its Event Name underlined and its Card Number underlined, as it is a prerequisite Event for both Players.

**8.5.1.3** If a Strategy Card with an asterisk (\*) symbol is played as an Event, that Card is permanently removed from the game after this Action Round. The Card is **not** removed from the game if it is played as an OPS, SR, or RP Card.

**EXCEPTION:** In certain circumstances, several Cards without asterisk are permanently removed from the game if played as OPS, SR or RP. Those particular cases are specifically indicated on the text of each Card in red font at the bottom of the Card.

**8.5.1.4** Some Event Cards contain a Victory Point or Republican Morale modifier (positive or negative). When such an Event Card is played, the corresponding marker on the General Records Track is increased or decreased a number of spaces equal to the listed modifier.

**8.5.1.5** There are several Event Cards that have additional rules regarding their play. They are detailed in the following sections.



## 8.5.2 Reinforcement Events

**8.5.2.1** Each Player may bring new units (Reinforcements) into play through the play of Reinforcement Events. The Republican Player may only play one Republican Reinforcement Card and one Soviet Reinforcement Card per Turn. The Nationalist Player may only play one Nationalist Reinforcement Card and one Axis Reinforcement Card per Turn. In other words, no more than one Reinforcement Card of the same type can be played per Turn.

**NOTE:** *Neither Player may play any Reinforcement Cards on Turn 1 (see 17.5.3).*

**8.5.2.2** A Player may only play a Reinforcement Card if he can legally place all the specified reinforcements on the map.

**8.5.2.3 Reinforcing Division-sized Units:** Reinforcing Division-sized Units are placed as explained in the text of the Card: some are deployed on the map and others to the Player's Reserve Box. Units that go to the map must be deployed in controlled and supplied spaces. In cases where multiple reinforcing Division-sized Units are entered from a single Card play, they do not have to enter at the same space (though they may, if the controlling Player so desires, without exceeding stacking limits).

**8.5.2.4. Reinforcing Corps-sized Units:** When the war reaches the Mobilization Phase, the first Corps-sized Units (Army Corps) enter the game via special deployment rules (see 15.2).

For Corps-sized Units received later through the play of Reinforcement Cards, and for those recreated from the Eliminated Units Box via RP expenditure, use the following deployment rules (that is, Corps-sized Units recreated with RP's follow the same deployment rules as those received with a Reinforcement Card):

### General Rule:

Reinforcing Corps-sized Units are deployed in any Friendly Supply Source and/or in Madrid. The space must be friendly-controlled and supplied. In cases where multiple reinforcing Corps-sized Units are entered on a single Card play, they do not have to enter at the same space (though they may, if the controlling Player so desires, without exceeding stacking limits).

### THERE ARE SEVERAL EXCEPTIONS:

#### Northern Front (Republican Player only):

- The Basque Euzkadi Corps-sized Unit must be deployed in Bilbao.
- The Santander Corps-sized Unit must be deployed in Santander.
- The Asturian Corps-sized Units must be deployed in any friendly-controlled and supplied space in Asturias (blue dot).
- No Non-Regional Republican Corps-sized Units may be deployed in the Northern Front. This limitation is ignored while the Northern Front is connected with the main Republican zone (see 16.4.3.1).

#### CTV:

- The CTV Corps-sized Unit must be deployed in a friendly-controlled and supplied Port space.

#### Balearic Islands (Menorca, Mallorca and Beach Head):

- Corps-sized Units and armor Division-sized Units (CV-33, PZ-I and T-26) may not be deployed in any space in the Balearic Islands, nor may they be moved to those spaces via SR.

**8.5.2.5 Removal of Division-sized Units:** Each time a Player plays a Reinforcement Event Card that introduces Corps-sized Units into the game, he must **permanently** eliminate from the game (before or after deploying the reinforcements) one Division-sized Unit. The unit must be removed from the map (it has to be supplied) or from the Reserve Box. If this is not possible, a Division-sized Unit is taken from the Eliminated Units Box instead. Units that may be removed are:

- Nationalists: MIL, POL, CAV, INF and AFR units.
- Republicans: Non-Regional MIL (except POUM, which may not be removed), POL (though not from the Northern Front) and RPA units.
- Other types of Division-sized Units may not be removed to fulfill this rule.

If a Player cannot remove an appropriate Division-sized Unit, the Strategy Card may not be played as a Reinforcement Event.

## 8.5.3 Combat Cards (CC's)

**8.5.3.1** CC's are a special form of Event Cards that are played during Combat, first by the Attacker and then by the Defender. CC's are the only Cards that can be played during the opponent's Action Round (see 11.2.4).

**8.5.3.2** If a Player plays one or more CC's and wins the Combat, the Player places any CC's used in that combat face-up in front of him as "retained CC's". Such retained CC's can be used in other Combats in future Action Rounds of the same Turn. CC's are considered played even if their DRM's are not applied (e.g. if an opposing CC such as *Bad Weather* (R37) cancels a DRM).

**EXCEPTIONS:** CC's that state "Only affects one Combat per Turn" must be **discarded** after the Combat in which they are used, even if the Player wins. CC's with an asterisk (\*) must be **permanently removed** from the game immediately after the Combat in which they are used, even if the Player wins.

**EXAMPLE:** *In a Combat over Oviedo, the Nationalist Player plays both the "García Morato" and "Militia's Lack of Discipline" CC Events. Regardless of whether they win or lose the Combat, the "Militia's Lack of Discipline" Event will be permanently removed after the Combat.*

**8.5.3.3** A Player discards any used CC's in a Combat where he is not the winner. This affects Cards played from the Player's hand, and also those saved from previously won Combats (assuming they were committed to the current Combat).

**8.5.3.4** A CC may be used a maximum of once per Action Round until it is discarded.

**EXAMPLE (cont):** *If the Nationalist Player loses the Combat over Oviedo, then the "García Morato" CC will be discarded (not permanently removed, as it is not an \*\* Card). However, if the Nationalist Player*

wins the Combat, he would keep the “García Morato” CC face-up in front of him to use in one additional Combat each subsequent Action Round, until the end of the Turn, or until he does not win a Combat in which the “García Morato” CC was committed.

**8.5.3.5** At the end of each Turn, all CC’s that remain face-up in front of either Player must be discarded. Place the Cards in the Player’s Discard Pile.

**8.5.3.6** Note that in the Draw Strategy Cards Phase (at the very beginning of each Turn), both Players have the opportunity to discard any or all CC’s in their hand immediately before they draw new Cards. Place the discarded Cards in the Player’s Discard Pile. CC’s are the only Strategy Cards that may be voluntarily discarded.

## 8.5.4 Disembark in Mallorca (Republican Event)

**8.5.4.1** When the Republican Player plays the *Disembark in Mallorca* Event, place the Beach Head Marker (with its “Mallorca” side face-up) in the space connected to Mallorca via the arrow. This space (hereafter “the Beach Head space”) is treated as a normal space for Movement and Combat, is considered to have a Port in it, and is Adjacent (Connected) to the Mallorca space. The Republican Player also deploys two Republican MIL units in the Beach Head space. The *Disembark in Mallorca* Event is not considered a Reinforcement Event Card play.

**8.5.4.2** On subsequent Action Rounds, the Republican Player may send additional units to the Beach Head space using SR, if desired.

**NOTE:** *Catalonian MIL units can be sent from the Reserve Box to the Beach Head space even if it does not contain another Catalonian unit. This is an exception to the rule that limits their SR (see 12.1.8).*

**8.5.4.3** If the Beach Head space is occupied by any Nationalist unit, it is permanently eliminated and no longer considered a space. Remove the Beach Head Marker from the map, and immediately move the Nationalist unit(s) that eliminated it to Mallorca.

**8.5.4.4** Once the *Disembark in Mallorca* Event is played, the Republican Player has two Turns to gain simultaneous control of the Mallorca and Beach Head spaces. The Republican Player must fulfill this objective before the War Status Phase of the Turn after the one in which he played the Event (place the “Turn of Embark” Marker on the Game Turn track as a reminder). For example, if he plays the Event on Turn 2, he has until the end of Turn 3 to meet the above objectives.

**NOTE:** *The Event can be played on Turn 5, giving the Republican Player until the end of Turn 6, even though the game has reached Mobilization Phase.*

**8.5.4.5 Embarking of the Republican Forces:** If the above objective is not met by the Turn indicated, Republican units in the Beach Head space are embarked and moved to the Reserve Box. The Beach Head Marker is removed and the Beach Head space is considered permanently eliminated.

**8.5.4.6** If the Republican Player has conquered Mallorca, the Beach Head Marker is also removed, but any Republican units on it are moved to the Mallorca space. If the stacking limit is exceeded, move any surplus units (Republican Player’s choice) to the Reserve Box. The Beach Head space is considered permanently eliminated.

## 8.5.5 Strategic Counterattacks (Republican Events)

**8.5.5.1** The Republican Player has four *Strategic Counterattack* Cards. Three of them (*Brunete*, *Belchite* and *Teruel*) give him the possibility of increasing Republican Morale (RM) by one point each, and the fourth one (*El Ebro*) allows him to obtain an additional Victory Point (VP) so long as the prerequisites indicated on the Card’s text are fulfilled. Only one *Strategic Counterattack* Event may be played per Turn.

**8.5.5.2** When the Republican Player plays a *Strategic Counterattack* Event, he conducts OPS with the Card’s value and adds a +1 DRM to all attacks he makes during that Action Round, as indicated in the Card’s text.

**8.5.5.3** In ONE (and only ONE) attack in which he was the winner (see 11.2.9), if any Republican unit advanced, the first conquered space will add an additional point to RM or subtract one from the VP total, according to the Card. The Republican Player chooses the attack taking into account the following restrictions:

- *Brunete* and *Belchite*: The Republican Player may choose any attack made during this round in which he was the winning Player (the choice is made after all attacks are resolved – use the “Victorious Attack” Markers to aid in remembering who won each battle).
- *Teruel* and *El Ebro*: The Republican Player must choose the attack that had the terrain effects cancelled, as indicated in the Card’s text. If the Republican Player did not win in this attack, then no bonus RM or VP is obtained, even if the Republican Player is able to advance into the attacked space.

**NOTE:** *Remember that to be the winner in a Combat, the Republican Player must generate a higher Loss Number result than his opponent. Eliminating his opponent and advancing into the hex is not considered “winning” if the Nationalist Loss Number was equal to or greater than the Republican Loss Number.*

**8.5.5.4** The corresponding RM or VP Marker is deployed in the first space advanced into by the Republican units in the chosen attack, and the RM or VP value is changed accordingly (+1 RM or -1 VP). Additionally the usual changes are applied if it is a VP Space, Province Capital or Main City.



**8.5.5.5** The Nationalist Player will recover the RM or VP if he recaptures the space. In that case, the RM or VP Marker is permanently eliminated from the game and the space no longer is worth one additional RM or VP.

## 8.5.6 Plan P (Republican Event)

**8.5.6.1** When the Republican Player plays the *Plan "P"* Event, he places the Beach Head Marker (on its “Plan P” side) next to any Nationalist coastal space within three spaces from a supplied Republican controlled space (see 8.5.6.2). The Beach Head Marker cannot be deployed next to a coastal space in the Atlantic Sea Zone; nor next to a space from Algeciras (included) to the west if the Strait of Gibraltar is under Nationalist control (see 16.7). This space (hereafter “the Beach Head space”) is treated as a normal space for Movement and Combat, is considered to have a Mediterranean Port in it, and is Adjacent (connected) to the chosen coastal space.

**8.5.6.2** The three-space range is counted through land connections and from any supplied Republican space. Count the target Nationalist space, but not the originating Republican space.

**EXAMPLE:** *Cartagena is Republican controlled, so the Republican Player can place the Beach Head Marker next to Águilas, Garrucha, or Almería. If Baza was also Republican controlled, he could place it next to Motril or Vélez Málaga, but would still be out of range of Málaga itself.*

**8.5.6.3** The Republican Player deploys an RPA Division-sized Unit (full or reduced strength, his choice) from his Reserve Box to the Beach Head space. If there is no RPA Division-sized Unit in the Republican Reserve Box, the Event may not be played.

**8.5.6.4** If the Beach Head space is entered by any Nationalist unit(s), it is removed from the game and is no longer considered a space (remove the Beach Head Marker from the map). Immediately move the Nationalist unit(s) that eliminated it to the space connected to the Beach Head Marker. If this results in the stacking limit being exceeded, move any excess Nationalist unit(s) to the Reserve Box (taken from any unit(s) entering via this immediate deployment).

**8.5.6.5** Unlike in the *Disembark in Mallorca* Event, in this case there is no time restriction on conquering the space connected to the Beach Head space.

**9.1.3** Units of opposing sides may never be stacked together.

**9.1.4** If the stacking limit is exceeded, the opposing Player eliminates units in that space until the stacking limit of three is reached. If the space is OOS, or in a situation where the units could not perform a legal retreat if forced to retreat in Combat (see 11.4), the units are instead permanently eliminated.

## 10.0 MOVEMENT

### 10.1 General Rules

**10.1.1** Combat Units may move when their space is Activated for Movement during an Operation. You must complete the Movement of one stack before moving another. A “stack” in this case is one or more units, moving together.

**10.1.2** All units in a space marked with a Move marker need not move; some may move while others stay in the Activated space. In fact, one may wish to Activate a space for Movement and not move units from the space (see Positions and Trench building – 10.2).

**10.1.3** The Movement Factor of a unit is the number of Movement Points that the unit can spend entering new spaces when activated for Movement. All spaces cost one Movement Point to enter, regardless of terrain type.

**10.1.4** Movement is made from one space to an Adjacent space via a solid line connection. Spaces may not be skipped.

**EXCEPTION:** After playing the *Disembark in Mallorca* Event, the arrow that connects the Beach Head space with the Mallorca space is considered a solid line connection, as long as the Beach Head Marker is on the map.

**10.1.5** Dotted lines indicate border connections with France and Portugal and cannot be used for movement.

**10.1.6** A unit may never move more than its Movement Factor in a single Action Round.

**EXCEPTION:** This limitation does not affect Strategic Redeployment (SR), as it is a special type of unit movement (see 12.0).

**10.1.7** Units may never enter a space containing an enemy Combat Unit.

**10.1.8** Units may not move between the Beach Head and Mallorca spaces unless the Beach Head Marker is in the Beach Head space (see 8.5.4).

**10.1.9** Players immediately gain control of each vacant space their units enter or move through.



**10.1.10** Unused Movement Points cannot be accumulated for future Action Rounds, nor transferred to other units.

**NOTE:** *The next two rules are IMPORTANT to remember.*

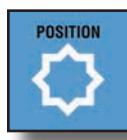
**10.1.11 Units may move through, but not end their Movement in, a space containing an Attack Marker.**

**10.1.12 A unit may enter or pass through a maximum of two unique spaces that were enemy-controlled spaces at the beginning of that Action Round.** A unit may pass through the same enemy space multiple times, but the total number of unique enemy-controlled spaces it moves through may not be more than two (see example below).

## 10.2 Positions and Trenches

### Positions:

**10.2.1** If a space is Activated for Movement, one (and only one) Division-sized or Corps-sized Unit in the Activated space may attempt to construct a Position instead of moving. Other units in the space may move freely, if desired.

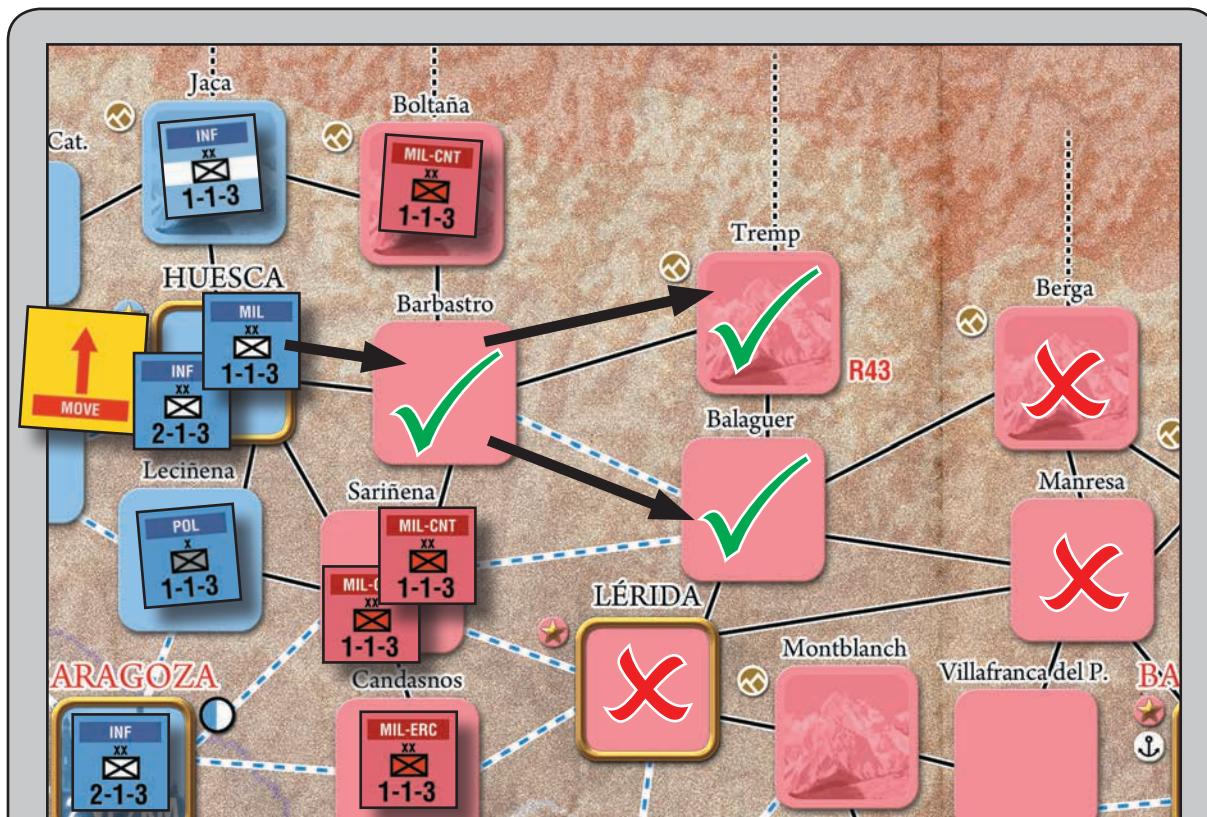


**10.2.2** After all units are done moving, the Active Player checks for construction of Positions:

- A Corps-sized Unit automatically constructs a Position. Place a Position Marker in that space.
- If a Division-sized Unit is attempting to construct a Position, the Active Player makes a Position Construction Roll (one D6) for each such space. If the modified die roll is 1, 2 or 3, place a Position Marker in that space.

If a Division-sized Unit fails a Position Construction Roll, place a “-1 DRM Modifier” Marker on that space to show that the next attempt to construct a Position will gain a -1 DRM. If this subsequent attempt is again unsuccessful, the modifier increases to -2 (flip the Marker over). If, at the end of an Action Round, the space is vacant of friendly units, or if a Position is successfully placed in the space, remove the “DRM Modifier” Marker. Position Construction Rolls are never modified by more than a -2 DRM.

**EXAMPLE:** *The Nationalist Player wishes to Activate Granada to attempt a Position Construction Roll, even though it is currently an Isolated Space (see 16.2). Since it can be Activated for Movement, this is allowed. The Nationalist Player Activates the space and does all other*



**EXAMPLE OF RULE 10.1.12:** *Each of the two Nationalist units Activated for Movement have a Movement Factor of 3. However, they can only move through a maximum of two spaces that begin the Action Round as enemy-controlled spaces, although they may pass through the same space multiple times (for example, a unit could advance two spaces to Tremp and then return back to Barbastro). Even though one unit moves after another, it must be taken into account which spaces were enemy controlled at the beginning of the Action Round. That is, even if one of the units moves to Balaguer, thereby gaining control of the enemy spaces it passes through, the other unit would not be able to move beyond Balaguer. This is because that would suppose moving through more than two spaces that were enemy controlled at the beginning of the Action Round.*

movement. Then he rolls for the Position and gets a '4', failing. A "-1 DRM Modifier" Marker is placed on Granada and the next time the Nationalist Player Activates Granada for Movement, if he decides to attempt a Position Construction Roll he will succeed on a 1-4 (and if he rolls a '5' or '6', the "-1 DRM Modifier" will become a "-2 DRM Modifier").

## Trenches:

**10.2.3** If a space already containing a Position Marker is Activated for Movement, one (and only one) Corps-sized Unit in the Activated space may attempt to construct a Trench instead of moving. Division-sized Units cannot attempt to construct a Trench. As with Position construction, other units in the space may move freely if desired.



**EXCEPTION:** No Republican unit may attempt to construct a Trench in the BILBAO space. Playing the *Iron Belt* Event is the only way to place a Republican Trench Marker in Bilbao. However, after the Nationalist Player plays the *Plans of the Iron Belt* Event, neither a Republican Position nor Trench may be constructed in Bilbao for the duration of the game.

**10.2.4** After all units are done moving, the Active Player rolls one die for each space that has a Corps-sized Unit attempting a Trench Construction Roll. If the modified die roll is 1, 2 or 3, replace the Position Marker in that space with a Trench Marker (flip the Marker over).

If a Corps-sized Unit fails a Trench Construction Roll, place a "-1 DRM Modifier" Marker on that space to show that the next attempt to construct a Trench will gain a -1 DRM. If this subsequent attempt is again unsuccessful, the modifier increases to -2 (flip the Marker over). If, at the end of an Action Round, the space is vacant of friendly units, or if a Trench is successfully placed in the space, remove the "DRM Modifier" Marker. Trench Construction Rolls are never modified by more than a -2 DRM.

**NOTE:** A Division-sized Unit can "hold" the -1/-2 DRM on failed Trench Construction Rolls if the Corps-sized Unit leaves the space. It just can't complete the Trench on its own.

**10.2.5** A space may contain a maximum of one Position or Trench (not one of each).

**10.2.6** Positions and Trenches remain in a friendly space even if the space is vacant.

**10.2.7** If a Combat Unit enters a space containing an enemy Position or Trench, or if the space changes control for being OOS, that Position or Trench Marker is removed and returned to the owning Player for possible future deployment.

**10.2.8** All units in a space receive the combat benefits of Positions and Trenches, as listed on the Terrain Effects Chart: a one column left shift to the Attacking units, and (for a Trench) a one column right shift for the Defending units. Units in a Trench also have the option of canceling a retreat result (see 11.4.3).

**10.2.9** The number of available Position and Trench Markers is limited to the counters provided. The Republican Player has twelve markers, and the Nationalist eight. Note that each marker has a Position on one side and a Trench on the other.

**EXCEPTION:** There are six additional Republican Trench Markers for Madrid (two), Bilbao and the *Fortifications* Event (three). Once removed from the map, these extra Trench Markers cannot be used again.

**10.2.10** In the End of Turn Phase of each Turn, Players can voluntarily remove any friendly Position and/or Trench Markers from the map, if desired.



## 11.0 COMBAT

### 11.1 General Rules

**11.1.1** Only Combat Units in an Activated space with an Attack Marker (see 8.2.3) may initiate Combat. Combat is voluntary and all units in an Activated space need not attack. A Player may even decide not to attack from an Activated space.

**11.1.2** The Active Player is the Attacker and the Non-Active Player is the Defender.

**11.1.3** Each Combat involves only one defending space. Any number of units that are Activated for Attack can participate in a Combat against a defending space, but all attacking units must be in spaces Adjacent to the defender (i.e. connected by a solid line – see 10.1.4 for Beach Head space Adjacency). All units in the defending space *must* take part in the Combat.

**11.1.4** Activated units in a single space do not have to participate in the same Combat; they may attack different Adjacent spaces.

**11.1.5** Each unit may participate in only one Combat per Action Round. A unit's Combat Factor (CF) cannot be divided between multiple Combats. A space can be attacked only once each Action Round.

**11.1.6** Combat Units with a CF of 0 may attack by themselves or with other units. If they attack with other units, they will add nothing to the Combat Strength of the Combat, but they can be used to absorb losses.

**11.1.7** Only attacking units participating in a Combat may take losses, or advance (see 11.5). If there are non-participating units in the space Activated for the Combat, they may not take losses or advance (i.e. they are ignored for all purposes when resolving the Combat).

**EXAMPLE:** The Republican Player has a Corps-sized Unit and a Division-sized Unit in Madrid. The Nationalist Player has a single INF Division-sized Unit adjacent to Madrid in Illescas. Assuming Madrid is Activated for Combat, the Republican Player can choose to only attack with the Corps-sized Unit. This way, the Division-sized Unit is protected from taking any losses... But it also cannot advance if the INF in Illescas is killed or forced to retreat.

## 11.2 Combat Resolution

**11.2.1** Each Combat is resolved using the following procedure (in sequential order):

1. Designate the Combat
2. Determine Combat Strengths
3. Play Combat Cards
4. Determine DRMs
5. Determine Fire Columns
6. Determine Results
7. Take Losses
8. Determine Combat Winner
9. Defender Retreats
10. Attacker Advances

**11.2.2 Designate the Combat:** The Active Player designates which space is being attacked, and all Adjacent units that are attacking the space. Remember, units can only attack if they have been Activated for Combat this Action Round.

**11.2.3 Determine Combat Strengths:** Each Player totals the Combat Factors (CF's) of his units involved in the Combat to determine his Combat Strength. This step is conducted simultaneously.

**11.2.4 Play Combat Cards (CC's):** The Attacker may play any number of CC's whose conditions are met in this Combat. The Attacker also announces which (if any) CC's that are already face up in front of him will be used; such CC's may be used if their conditions are met in this Combat and they have not been used in a previous Combat during this Action Round. After the Attacker designates CC's, the Defender has the opportunity to play and select CC's using the same procedure outlined for the Attacker.

**11.2.5 Determine Die Roll Modifiers (DRM):** Both Players examine all played CC's to determine the final DRM's for this Combat. Attacks with Republican MIL units on Turn 1 (see 17.5), with armor against certain spaces (see 16.6), or versus Mountain spaces in Winter Turns (see 16.5), also incur a DRM.

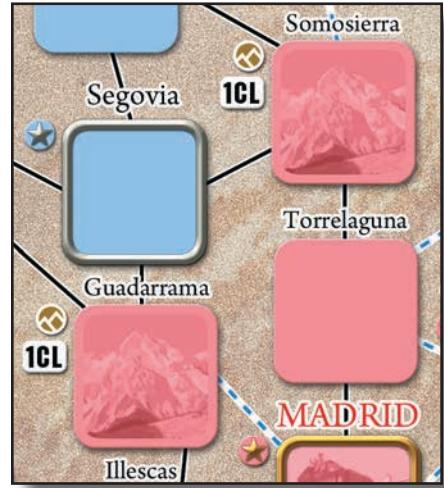
**11.2.6 Determine Fire Column:** Each Player determines which Fire Table he will use. **If the Player's units include one or more Corps-sized Units, the Player fires on the Corps-sized Units Table;** otherwise, the Player uses the Division-sized Units Table. Each Player finds his Combat Strength on the appropriate Fire Table and, if necessary, shifts a number of columns depending upon the Terrain Effects of the defending space and any played CC's. All column shifts are cumulative, but cannot cause the Fire Column to be off the Table. Any shift above the rightmost, or below the leftmost, column is ignored. This step is conducted simultaneously; determine the net column shifts before applying.

**EXAMPLE 1:** The Nationalist Player has three 2-1-3 Division-sized INF Units attacking a reduced strength Republican 2-3-3 Corps-sized Unit. The Nationalist Player will roll on the '6' column of the Division-sized Units Table and the Republican Player will roll on the '2' column of the Corps-sized Units Table.

**EXAMPLE 2:** If the Nationalist Player also had a single 2-2-3 reduced strength Corps-sized Unit attacking, even though this unit only adds an additional two Combat Strength, it would allow the Nationalist Player to now roll on the '6-8' column of the Corps-sized Units Table; resulting in, on average, a Loss Number two higher than in the previous example where he had to roll on the Division-sized Units Table!

### Sierra of Madrid:

In the two spaces representing the Mountains (Sierra) of Madrid (Somosierra and Guadarrama), any attack INTO or OUT OF those spaces incurs a one column shift left penalty in addition to any other terrain effects. These spaces are marked with a "1CL" as a reminder of that penalty.



**EXAMPLE:** An attack from Segovia to Somosierra is shifted two columns left (one for the Mountain and one for the Sierra of Madrid penalty). An attack from Somosierra to Aranda de Duero is shifted two columns left (one for the River and one for the Sierra of Madrid penalty).

**11.2.7 Determine Results:** Each Player rolls a die, modifies it by any applicable DRM, and cross-references it with his Fire Column to determine the result he inflicts on his opponent. This result is the Loss Number. A die roll can never be less than one or greater than six; treat any modified die roll below one as a one and any modified die roll above six as a six. This step is conducted simultaneously.

**11.2.8 Take Losses:** Each Player must now apply the combat losses required by his opponent's result (see 11.3). The Defender must assign losses before the Attacker, but the losses do not affect the Loss Number he achieved when he threw the die.

**NOTE:** This can be done simultaneously if desired.

**11.2.9 Determine Combat Winner:** The Player who inflicts the higher Loss Number on his opponent wins the Combat. He is allowed to keep on the table before him any played CC's that are not single use per Turn, or that do not contain an asterisk (see 8.5.3). The other Player discards all designated CC's. If both Loss Numbers are the same, both Players are considered to have lost and both must discard all CC's designated for that Combat.

**EXAMPLE 1:** The Nationalist Player inflicts a Loss Number of '3' on a defending Republican stack. The Republican Player inflicts a Loss Number of '1'. The Nationalist Player is the victorious Player in the Combat and can keep any designated CC's that are multi-use CC's. The Republican Player would need to discard any designated CC's.

**EXAMPLE 2:** The Republican Player attacks a single Division-sized Unit and achieves a '2' Loss Number, eliminating it. However, the Nationalist Player also achieves a '2' Loss Number. Even though the Nationalist Player's units were completely eliminated, both Players are considered to have lost the Combat, as both Loss Numbers were the same.

**EXAMPLE 3:** The Nationalist Player achieves a Loss Number of '2' against a reduced strength Division-sized Unit. The Republican Player achieves a Loss Number of '1'. Even though the Republican Player can only absorb one step loss, the Nationalist Player is still the winner in the Combat as his Loss Number (2) is greater than the Republican Loss Number (1).

**11.2.10 Defender Retreat:** If the Attacker wins and has at least one surviving attacking unit, all surviving defending units must retreat (see 11.4). The Defender may have the option of canceling the retreat by taking an additional step loss (see 11.4.3). The Attacker never retreats as a result of Combat.

**11.2.11 Attacker Advance:** If the Defender retreated or was completely eliminated, the Attacker has the option to advance with any remaining units that participated in the Combat (see 11.5). The Defender may never advance after Combat.

## 11.3 Taking Losses

**11.3.1** The result obtained by each Player on the Fire Table is the Loss Number that his opponent must suffer.

**11.3.2** Losses are taken by reducing or eliminating Combat Units. Each step removed from a unit fulfills as many losses as that unit's Loss Factor (LF). A full strength unit that loses a step is flipped to its reduced side. A reduced strength unit that loses a step is eliminated and is moved to the corresponding Eliminated Units Box of the owning Player.

**IMPORTANT:** An eliminated Corps-sized Unit is immediately replaced by a Division-sized Unit from the Reserve Box (see 11.3.5).

**11.3.3 Any Out of Supply (OOS) unit** (Division-sized or Corps-sized) eliminated in Combat is **permanently** removed from the game, and may not be recreated with Replacement Points (see 13.3). An OOS Corps-sized Unit eliminated in Combat is still replaced by a Division-sized Unit from the Reserve Box (see 11.3.5).

**11.3.4** Each Player *must* fulfill as much of his Loss Number as possible, without taking more losses than his Loss Number. A Player may not take fewer losses than required if it is possible to take the exact Loss Number, but may end up taking fewer losses if unable to take the exact Loss Number (this includes taking into account Corps-sized Units being replaced with Division-sized Units when eliminated). **A Player may never take more losses than the Loss Number.**

**IMPORTANT:** This requirement supersedes any requirement for "first loss" due to using Army of Africa units (see 17.6.5) or armor units (see 16.6.2).

**EXAMPLE 1:** A full strength Nationalist Corps-sized Unit (Loss Factor (LF) of 3) and a reduced strength Nationalist Corps-sized Unit (LF 3) suffers a '5' Loss Number. The Player must eliminate the reduced strength Army Corps and replace it with a Division-sized Unit (LF 1 – using up three of the five Loss Number). The Division-sized Unit then must take two step losses and be eliminated – using up the last two of the five Loss Number. The full strength Army Corps remains at full strength. The Nationalist Player could not take a step loss from the full strength Army Corps (LF 3) and the reduced strength Army Corps (LF 3) because this would exceed his Loss Number (five).

**EXAMPLE 2:** Had both Corps-sized Units been at full strength, the Nationalist Player would have reduced one (using up three of the five Loss Number) and that is all he would have lost (as reducing either of the reduced or full strength Corps-sized Units would have required three additional Loss Number). Effectively, the Nationalist Player would have been able to ignore the additional two Loss Number by having only full strength Corps-sized Units involved in the Combat.

**11.3.5** A reduced strength Corps-sized Unit that is eliminated in Combat is immediately replaced in its current space by a full strength Division-sized Unit from the Reserve Box, if such a Division-sized Unit is available. If a full strength Division-sized Unit is not in the Reserve Box, it may be replaced by a reduced strength Division-sized Unit from the Reserve Box.

**IMPORTANT:** If no Division-sized Unit is available in the Reserve Box, the Corps-sized Unit is PERMANENTLY eliminated from the game and may not be rebuilt through Replacement Points.

**11.3.5.1** If a Player has no Division-sized Units in his Reserve box to replace Corp-sized Units, he must still calculate his losses as if he had them. This is required in order to fulfill as much of his Loss Number as possible, and for the possible permanent elimination of Corps-sized Units.

**EXAMPLE:** A Player has no Division-sized Units capable of replacing Corps-sized Units in his Reserve Box. If in one of his spaces a full strength Corps-sized Unit (LF 3) and a reduced strength Corps-sized Unit (LF 3) suffers a LN result of four or five, the reduced strength unit must be permanently eliminated, as if there was a Division-sized Unit in the Reserve box to absorb the 4<sup>th</sup> and/or 5<sup>th</sup> losses.

**11.3.5.2** Due to the variety of units, and to the different regions and nationalities, there are some restrictions on which Division-sized Units may be used to replace an eliminated Corps-sized Unit:

- Republican NON-Regional Corps-sized Units may be replaced by either RPA or Non-Regional MIL Division-sized Units.
- Republican Regional Corps-sized Units (Asturian, Santander and Basque) may only be replaced by Division-sized Units of their same region. Regional Division-sized Units may not be used to replace any other Republican Corps-sized Units.
- Nationalist Corps-sized Units may be replaced by either MIL or INF Division-sized Units.
- The CTV Corps-sized Unit may only be replaced by an ITA Division-sized Unit. ITA Division-sized Units may not be used to replace any other Nationalist Corps-sized Units.

- AFR, CAV, POL, INT and armor (T-26, CV-33, and PZ-I) Division-sized Units may not be used to replace any Corps-sized Unit.

**11.3.6 Army of Africa and armor:** In any Combat involving units from the Army of Africa as the Attacker, with or without other units, the first loss must be suffered by a unit from the Army of Africa, if doing so does not exceed the Loss Number or result in a smaller portion of the Loss Number being satisfied than all other alternatives (see 11.3.7).

Likewise, in any Combat involving armor units as the Attacker, with or without other units, when the armor unit qualifies for a +1 DRM (see 16.6.2), the first loss must be suffered by an armor unit, if doing so does not exceed the Loss Number or result in a smaller portion of the Loss Number being satisfied than all other alternatives (see 11.3.7).

**11.3.7 Loss Priority Order:** Occasionally it may happen where the Attacker has multiple “first loss” requirements. In these situations, the priority order is as follows: always attempt to meet the LN exactly, with a loss being taken by both an AFR unit and an armor unit (if both involved and requiring a “first loss”). If the LN cannot be exactly met while taking both of those required losses, meet the LN exactly while taking one of the required losses (AFR first, if involved and requiring a “first loss”). If that is not possible, then meet the LN exactly and ignore the “first loss” requirements. Finally, if it is impossible to exactly meet the LN, then repeat the above logic with “LN-1” instead of “LN” (i.e. try to meet exactly LN-1, with a loss begin taken by either/both involved “first loss” units, etc.).

**NOTE:** *The morale of the story is, a “first loss” requirement can never allow a Player to suffer fewer losses, if there is another way to take more losses (up to exactly meeting the LN). If there are multiple ways to take the same number of maximum losses, then the “first loss” requirements come into play.*

## 11.4 Retreat

**11.4.1** If the Attacker wins the Combat and any attacking units survived, all surviving defending units must retreat, regardless of the number of steps removed by each side.

**11.4.2** The number of spaces of the retreat depends upon the difference in the Loss Numbers of the Attacker and the Defender. If the difference is one, the Defender must retreat one space. Otherwise, the Defender must retreat two spaces.

**11.4.3** Defending units in a Mountain space, a space with a Trench, or in a Beach Head space may chose to cancel the retreat by taking one additional step loss. The step loss may be taken from any defending unit. One additional step loss cancels the entire retreat, regardless of the number of spaces required to be retreated, provided at least one defending step remains after that additional loss.

**EXAMPLE:** Two defending full-strength Division-sized Units (LF's of one) take a LN of two while inflicting zero losses on their opponent. If they were in an Open space, they would need to take two step losses (each satisfying a LF of one) and retreat two spaces. However, they are in a Mountain space, so they suffer the two step losses (reducing both units to reduced-strength), then chose to take a third step loss (eliminating one of the units) to cancel the two hex retreat.

**11.4.4** Units that cannot fulfill the entire retreat (see below), nor cancel the retreat by taking an extra step loss, are **permanently removed** from the game and may not be rebuilt with Replacement Points.

**11.4.5** Units retreat one by one and must follow the restrictions/conditions below:

- May not enter a space containing an enemy Combat Unit.
- May not retreat back into the original defending space.
- May end their retreat Adjacent to the original defending space if retreating two spaces as long as the units entered two different spaces during the retreat.



**EXAMPLE:** A unit retreating two spaces from Belchite could retreat to Cariñena and then end the retreat in Zaragoza.

- Multiple units required to retreat need not retreat to the same space.

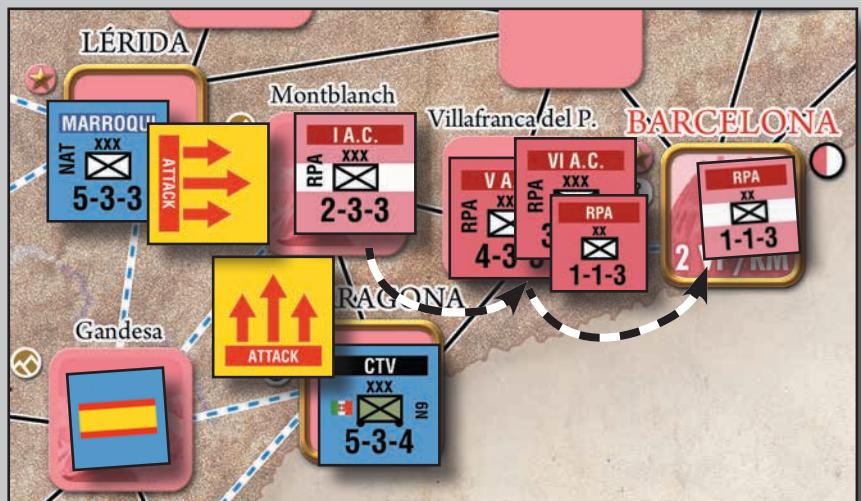
When retreating, units must retreat based on the following priority order:

- Must always retreat into friendly-controlled spaces, if possible.
- Must end their retreat without violating the stacking limits, if possible. If not possible, must retreat into a friendly-controlled space in violation of the stacking limits if they can use Extended Retreat (see 11.4.5.1) to end without violating the stacking limits.
- May retreat into empty enemy-controlled spaces if there is no alternative, or if the retreat to friendly-controlled spaces would cause their elimination (see 11.4.4). They do not gain control of enemy-controlled spaces they retreat through; but they do gain control of spaces where they end their retreat.
- Must end their retreat in supply, if possible.

**11.4.5.1 Extended Retreat:** A unit may retreat into a location where it finds itself overstacked if it may retreat one additional space, but only to a friendly-controlled space that would not be in violation of the stacking limits. If no such space exists and no other valid retreat path exists, the unit is permanently eliminated from the game (see 11.4.4).

### EXAMPLE OF EXTENDED RETREAT:

The reduced strength I.A.C. Republican Corps-sized Unit in Montblanch suffers a four LN while inflicting three losses on the Nationalist. It is removed and replaced with a full strength Division-sized Unit (satisfying 3 of the LN), then the Division-sized Unit takes a step loss (satisfying the last of the four LN). As it is only one step, it cannot cancel the retreat. Both Gandesa and Villafranca del P. are potential retreat paths, however Villafranca del P. has priority as it is a friendly-controlled space and Gandesa is not. Even though Villafranca del P. is fully stacked, it is valid due to the Extended Retreat rule. The Republican Player retreats the reduced strength Division-sized Unit to Villafranca del P., then utilizes Extended Retreat to retreat one more hex – to Barcelona.



**11.4.6** If any defending units retreat into a space that is attacked later in the same Action Round, the units which already retreated do not add their CF to the Combat against that space. In addition, if a Loss Number of at least one is achieved, the already-retreated units are immediately eliminated and do not count towards fulfilling the Loss Number.

**11.4.7** Attacking units never retreat.

**11.4.8** Retreating from a space does not cause control of that space to change to the other side. Enemy units must still occupy the space to control it.

### 11.5 Advance

**11.5.1** If the defending units retreat, or are completely eliminated, some or all of the remaining attacking units (owner's choice) may advance.

**11.5.2** If all defending units are eliminated (regardless of the difference in Loss Number, including situations where the Defender was the "Winner" in the Combat), or if they retreat one space, the advancing units may only enter the defending space.

**11.5.3** If defending units retreat two spaces, the attacking units may advance into any empty spaces that the retreating units vacate in their retreat. However, advancing units must stop upon entering a Mountain space.

**11.5.4** Advancing units may not enter a space containing enemy units.

**11.5.5** Defending units never advance.

**11.5.6** Advancing units gain control of all spaces they enter.

**11.5.7** If a unit must retreat two spaces and there is only one space available, it will be permanently removed as above (see

11.4.4). Attacking units may advance into the defending space and – if terrain allows it – to the single space where the defending units could have retreated.

## 12.0 STRATEGIC REDEPLOYMENT

### 12.1 General Rules

**12.1.1** Strategic Redeployment (SR) is used to move units long distances through friendly-controlled territory or to/from the Reserve Box.

**12.1.2** Each SR Point allows the Player to SR one full or reduced strength Division-sized Unit. It takes three SR Points to SR one full or reduced strength Corps-sized Unit.

**12.1.3** No unit may SR more than once in each Action Round.

**12.1.4** SR points may be split up among different units and spaces as a Player sees fit. A Player may SR some units from a space and not others without any penalty.

**12.1.5** Units must be in supply to use SR.

**12.1.6 SR by land:** Units may SR by land from their space to any other Connected friendly-controlled and supplied space by using solid connection lines. The route between the two spaces may be as long as desired, but it may only pass through friendly-controlled spaces. In addition:

- Units may never SR through an enemy unit or enemy-controlled space.
- Republican units may SR from, to or through spaces with a Siege (see 16.1).

**12.1.7 SR by Sea:** Division-sized Units may also SR by sea from one friendly-controlled and supplied Port space to another friendly-controlled and supplied Port space. Units that SR by sea may not combine this with SR by land. They must start and end in a friendly-controlled Port space.

**12.1.7.1** The Republican Player may only SR to or from Port spaces in the Mediterranean Sea Zone. The Nationalist Player may use any friendly-controlled Port spaces, subject to restrictions based on whether they control the Strait of Gibraltar (see 16.7).

**12.1.7.2** Corps-sized Units may never SR by sea.

**12.1.8 SR from the Reserve Box:** Units may SR out of the Reserve Box into any space containing a friendly Combat Unit, into any Friendly Supply Source, or into Madrid, within the stacking limit. The space must be friendly-controlled and supplied.

## EXCEPTIONS:

- Republican Regional Division-sized Units (Asturian, Santander and Basque) may only SR from the Reserve Box to spaces inside their respective regions (fulfilling all other conditions) or to spaces that contain at least one supplied unit of their same region, observing the Non-Cooperation rule (see 16.4.2).
- With the exception of Regional and POL Division-sized Units, no Republican Division-sized Unit may SR from the Reserve Box to the Northern Front as long as it is isolated (see 16.4.3).
- Republican Catalan MIL Division-sized Units may only SR from the Reserve box to Barcelona and/or to spaces that contain at least one supplied Catalan MIL unit. EXCEPION: *Disembark in Mallorca* (see 8.5.4.2).
- Republican T-26 armor units may only SR from the Reserve Box to a friendly-controlled and supplied Mediterranean Port space (even if there is no friendly unit in the space).
- Nationalist PZ-I and CV-33 armor units may only SR from the Reserve Box to a friendly-controlled and supplied Port space (even if there is no friendly unit in the space).

**12.1.9** Supplied Division-sized Units may SR from the map to the Reserve Box.

**12.1.10** Neither Corps-sized Units nor armor units (T-26, CV-33 and PZ-I) may ever SR to a space in the Balearic Islands (Menorca, Mallorca, or the Beach Head space).

# 13.0 SUPPLY

## 13.1 General Rules

**13.1.1** Units must be in supply to perform most actions; Out of Supply (OOS) units suffer many penalties (see 13.3).

**13.1.1.1** Supply for units and spaces is checked:

- At the instant a space is Activated by placement of a Move or Attack Marker (see 8.2).
- At the instant SR is going to be used, or RP's are applied.

- At the beginning of each Combat resolution (see 11.2).
- During the Attrition Phase of each side.

**13.1.2** To be in supply, units must trace supply through any number of friendly-controlled, Connected spaces to a Friendly Supply Source (see 13.2).

**EXCEPTION:** Nationalist units in an Isolated Space at the beginning of the game are considered supplied (see 16.2).

**13.1.3** Units may not trace supply through an enemy controlled space.

**NOTE:** *The Republican Player may trace supply through a space containing a Siege (see 16.1).*

**13.1.4** Units may also trace supply to a friendly-controlled Port space, and then by sea directly to a Friendly Supply Source Port space, or to another Port space that is Connected overland to a Friendly Supply Source space. No more than two Ports may be involved when tracing a supply line by sea.

**13.1.4.1** The sea supply line may not use Ports in two different Sea Zones. Both Ports must be in the same Sea Zone (Atlantic or Mediterranean).

**13.1.4.2** The Republican Player may only use Mediterranean Ports to trace sea supply lines (he cannot use Atlantic Ports).

**13.1.4.3** As long as the Republican side controls the Strait of Gibraltar, the Nationalist Player may not use Mediterranean Ports to trace sea supply lines. This limitation ends when the control of the Strait passes to the Nationalist side (see 16.7).

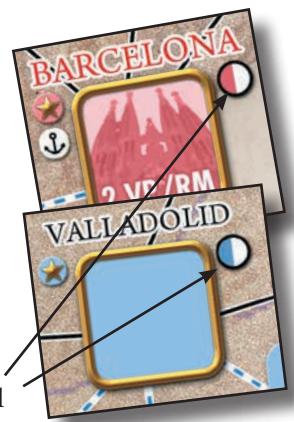
**13.1.5** For attrition (see 13.3.5) purposes only, Republican **Division-sized Units from Asturias** are always considered supplied **in Asturias**. They are not eliminated in the Attrition Phase if they are in Asturias. This does not affect the space itself, only the units, so if an OOS space is empty, it will still revert to Nationalist control in the Attrition Phase (see 13.3.6).



**IMPORTANT:** This means that these Division-sized Units are not permanently eliminated from the game when the rest of the Northern Front is conquered. They must be attacked and eliminated by the Nationalist Player to finalize the conquest of the Northern Front.

## 13.2 Supply Sources

**13.2.1** There are Nationalist (symbol in blue) and Republican (symbol in red) Supply Sources.



**13.2.2** Units may only use a Friendly Supply Source. To be a Friendly Supply Source, the Supply Source must be that sides Supply Source and may not be enemy-controlled.

**13.2.3** When a side captures a space which is an enemy Supply Source, it may not use that captured Supply Source (neither may the enemy).

## 13.3 Out of Supply Effects

**13.3.1** Out of Supply (OOS) units may not be Activated for Movement or Combat when spending OPS Points.

**13.3.2** OOS units may not use Strategic Redeployment nor receive Replacement Points.

**13.3.3** OOS units may not build a Position or Trench, though they still receive the benefits of a Position or Trench already in their space.

**13.3.4** In Combat, OOS units may not receive the benefit of any CC's. OOS units eliminated in Combat are **permanently** removed from the game and may not be rebuilt with RP's. They are otherwise unaffected during Combat (i.e. they defend with their full Combat Factors – remember, they cannot be Activated for attacking).

**13.3.5** Units which are OOS during that side's Attrition Phase are eliminated and **permanently** removed from the game and may not be rebuilt with RP's. The space they occupy then becomes enemy controlled per 13.3.6 below. OOS Corps-sized Units eliminated during the Attrition Phase are NOT replaced by Division-sized Units, unlike OOS Corps-sized Units eliminated in Combat (see 11.3.3).

**EXAMPLE:** *A Republican Corps-sized Unit is caught OOS in the Republican Attrition Phase. It is permanently eliminated from the game and the space switches to Nationalist control; however, the Republican Player does not also have to eliminate a Division-sized Unit.*

**13.3.6** During the Attrition Phase, any vacant friendly-controlled space that cannot trace a Supply Line to a Friendly Supply Source becomes enemy-controlled.

**EXCEPTION:** Borders with France and Portugal (see 13.4).

**13.3.7** Each side's Attrition Phase occurs at the end of that Player's 6<sup>th</sup> Action Round of the Turn.

## 13.4 Borders with France and Portugal

**13.4.1** Some spaces on the map have dotted line connections to either France or Portugal. These are “border spaces” and the connections are termed “border connections”.

**13.4.1.1** Only Nationalist units may use the border connections to Portugal. Portugal is “friendly” to the Nationalist Player.

**13.4.1.2** Only Republican units may use the border connections to France. France is “friendly” to the Republican Player.

**13.4.2** France and Portugal provide limited supply to a unit that is Connected to those Countries. An otherwise OOS Republican unit Connected to France through a border connection may be Activated for Movement (ONLY) and will NOT be eliminated during the Attrition Phase. However, such a unit remains OOS and may not be Activated for Combat, receive RP's, or use SR (exception: they may use Special SR, see below). The same conditions apply to otherwise OOS Nationalist units Connected to Portugal.

**13.4.3 Special Strategic Redeployment through the border:** A Player may still SR an otherwise OOS unit that is Connected to a friendly border (French border for Republican units; Portuguese border for Nationalist units). The cost and effects of a Special SR are:

- The Special SR of a Division-sized Unit costs one-half SR Point, and the unit is moved to the Reserve Box at its reduced strength side (regardless of original facing).
- The Special SR cost for a Corps-sized Unit is two SR Points; the unit is placed on the Game Turn track two Turns ahead. During the Replacement Phase of that Turn, the unit is returned to the map at reduced strength as if rebuilt from the Eliminated Box.

**EXAMPLE:** *An OOS Corps-sized Unit conducts a Special SR on Turn 10. At the end of Turn 12, during the Replacement Phase, the unit is placed at reduced strength into any Friendly Supply Source or Madrid (if friendly-controlled and supplied).*

**NOTE:** Remember, this only applies to units that are OOS and Connected to a friendly border!

**13.4.3.1** Republican Regional units (Asturian, Santander and Basque) cannot conduct a Special SR.

**13.4.3.2** After the *France Recognizes Nationalist Spain* Event is played, no Republican unit may conduct a Special SR.

**13.4.4 OOS Spaces connected to a friendly border:** An OOS space that is Connected to a friendly country (France for the Republicans; Portugal for the Nationalists) will not change sides in the Attrition Phase.

## 14.0 REPLACEMENTS

### 14.1 General Rules

**14.1.1** During the Replacement Phase, each player can spend the number of Replacement Points (RP's) recorded on the General Records Track by the RP Markers.

**14.1.1.1** The Nationalist Player has one marker for Nationalist RP's and another for Axis RP's. The Republican Player has one marker for Republican RP's and another for Soviet RP's. The Axis RP Marker and the Soviet RP Marker are only used after the corresponding Event Cards are played.

## 14.1.1.2 Republican Side:

- A Republican RP may be spent to replace any Republican unit *except* the International Brigade Division-sized Units and T-26 armor units.
- A Soviet RP may be spent to replace *any* Republican unit, including the International Brigade Division-sized Units and T-26 armor units.
- Soviet RP's are not gained until the *Soviet Military Aid* Event is played.

## 14.1.1.3 Nationalist Side:

- A Nationalist RP may be spent to replace any Nationalist unit *except* PZ-I armor units and Italian units (ITA Division-sized Units, CV-33 armor units and CTV Corps-sized Unit). It may also be used for Sieges (see 16.1.8).
- An Axis RP may be spent to replace *any* Nationalist unit (including PZ-I armor units and Italian units), except units in Isolated Spaces (see 16.2.4.2). It may not be used for Sieges.
- Axis RP's are not generated until the *Axis Military Aid* Event is played.

**14.1.2** RP's not spent during a Replacement Phase are lost; they may not be saved for use in a future Turn. RP's may be spent on a reduced strength unit (on the map or in the Reserve Box) to replace its lost step, or to rebuild an eliminated unit – returning it to play at its reduced or full strength side.

**NOTE:** RP's are spent one of two ways; to "rebuild" an eliminated unit or to "replace" a lost step on a reduced strength unit. Keep in mind that terminology when referring to the RP rules, below.

**14.1.3** It costs one-half RP to replace a Division-sized Unit step, and one RP to replace a Corps-sized Unit step.

**14.1.4** A rebuilt Division-sized Unit is always placed in the Reserve Box. It may be rebuilt at reduced strength (for one-half a RP) or at full strength (one RP).

**14.1.5** A rebuilt Corps-sized Unit is placed as if it was a Reinforcement (see 8.5.2.4). It may be rebuilt at reduced strength (for one RP) or at full strength (two RPs).

**14.1.6** Army of Africa units and the Insurrection special unit may never take replacements. These units are marked with a black circle on the right side of the counter.

**14.1.7** Regional Corps-sized Units (Asturian, Santander and Basque) may not take replacements if they are outside their region of origin and cannot trace a supply line to the Friendly Supply Source inside their region of origin.

## 14.2 Control of Territory and Replacements

**14.2.1** Losing control of Main Cities reduces the RP's each side receives. At the start of the game, the Republican Player controls **four** Main Cities: Madrid, Barcelona, Valencia and Bilbao (Bilbao

is a special case, see below) and the Nationalist controls **two**: Sevilla and Zaragoza.

**14.2.2** During the Replacement Phase, a Player loses RP equal to the difference between the number of currently owned Main Cities and originally owned ones (i.e. four for the Republican Player and two for the Nationalist Player). Note that the specific Main Cities are not important, so if the Nationalists had lost Zaragoza but captured Madrid, neither side would lose any RP's this Turn. This modifier is applied to the NAT RP's for the Nationalist Player, and to the REP RP's for the Republican Player. Players are encouraged to use one of the appropriate RP Markers to serve as reminders of any net RP modifiers for that side.

**EXAMPLE:** If the Republican Player controls only two Main Cities (two fewer than initially controlled), two Republican RP's would be subtracted in the Replacement Phase. To serve as a reminder, the Republican Player uses the "REP RP Marker" with the "-2" side face up.

**14.2.3** Controlling a greater number of Main Cities does not increase your own RP's, but simply reduces your opponents.

**14.2.4** The RP penalty due to lost Main Cities never reduces total REP or NAT RP value to less than zero.

**14.2.5 Bilbao:** The Republican Player does not suffer the adverse affects of losing the Main City of Bilbao until the Nationalist Player controls all three Supply Sources in the Republican Northern Front (Bilbao, Santander and Gijón). If the Nationalist Player does not control all three of the Supply Sources, the Republican Player is considered to retain control of that "Main City" (even if he has lost Bilbao itself) for purposes of replacements (but changes to VP/RM are otherwise applied). Solely for the purpose of determining the number of Main Cities controlled by the Nationalist Player (see 14.2.2), the Nationalist Player is not considered to control the Bilbao Main City until he controls all three Republican Northern Front Supply Sources (see Example, below).

**EXAMPLE:** The Nationalists control Bilbao, but not Santander or Gijón, so the Republicans still suffer no adverse effects on their RP's. If the Nationalists have also lost Zaragoza, the Republicans will suffer no adverse affects on their RP's, but the Nationalist will lose one NAT RP per Turn as, effectively, they are down one Main City until they capture Santander and Gijón (or capture/recapture another Main City).

## 15.0 WAR PROGRESS

### 15.1 War Phases

**15.1.1** The Campaign scenario begins in the War of the Columns phase.

**15.1.2** At the end of Turn 5 (January/February 1937), the game enters the Mobilization Phase. Each Player adds his Mobilization Cards and his current Discard Pile (but not permanently removed

Cards) to his Draw Pile and reshuffles to form a new Draw Pile. His Draw Pile will now consist of his Mobilization Cards and his War of the Columns Cards that are not in his hand currently.

**IMPORTANT:** At the beginning of Turn 6, if a Player does not draw at least one Corps-sized Unit Reinforcement Card, he may reveal his complete hand, discard it, return those Cards to the Draw Pile, reshuffle, and draw a new hand. This may be repeated until a hand containing at least one Corps-sized Unit Reinforcement Card is drawn.

**15.1.3** At the end of Turn 11 (January/February 1938), the game enters the War of the Armies Phase. Each Player adds his War of the Armies Cards and his current Discard Pile (but not permanently removed Cards) to his Draw Pile and reshuffles it to form a new Draw Pile. His Draw Pile will now consist of his War of the Armies Cards and his War of the Columns and Mobilization Cards that are not in his hand currently.

## 15.2 Deployment of Initial Corps-sized Units

**15.2.1** At the end of Turn 5 (January/February 1937), the War of the Columns Phase ends. Before starting Turn 6 (March/April 1937), both Players must deploy to the map their initial Corps-sized Units. These units are listed below:

### Initial Nationalist Corps-sized Units:

- I Army Corps
- V Army Corps
- VI Army Corps
- VII Army Corps
- VIII Army Corps
- Aragón Army Corps
- Marroquí Army Corps
- Navarra Army Corps
- Extremadura Army Corps
- CTV (Corpo di Truppe Volontarie)\*

### Initial Republican Corps-sized Units:

- I Army Corps
- II Army Corps
- III Army Corps
- IV Army Corps
- V Army Corps
- VI Army Corps
- Euzkadi Army Corps (Basque Army Corps)
- Santander Army Corps
- I Asturian Army Corps
- II Asturian Army Corps

**\*EXCEPTION:** If the Nationalist Player has not played the *Axis Military Aid* Event during the War of the Columns Phase, he cannot deploy the CTV Corps-sized Unit now. If he later plays the Card as the Event, he will deploy that unit as if it was a Reinforcement (see 8.5.2.4).

To deploy initial Corps-sized Units to the map the Players follow the procedure explained below.

**15.2.1.1** Starting with the Nationalist, Players alternate deploying Corps-sized Units to the map one by one. Each Player may deploy the above Corps-sized Units in any order he chooses.

**15.2.1.2** Each of the initial Corps-sized Units may be placed in one of the following: in a space with at least one friendly Combat Unit, in a Friendly Supply Source, or in Madrid. The space must be friendly-controlled and supplied. **No more than one Corps-sized Unit may be placed in the same space** (though see exceptions below). If upon deploying a Corps-sized Unit the stacking limit is exceeded, one Division-sized Unit in that space must be moved to the Reserve Box.

### EXCEPTIONS:

- The Nationalist Player must deploy at least one Corps-sized Unit in, or adjacent to, each of the three regions of the Northern Front (Asturias, Santander and Basque Country). A minimum of three Corps-sized Units in total must be deployed, even if one is Adjacent to two regions (more may be deployed if desired, but remember - no more than one Corps-sized Unit per space). If there are no free spaces that fulfill this condition, the Corps-sized Unit must be deployed as near as possible to the region. If all spaces of a region are under Nationalist control, the Nationalist Player is not required to deploy a Corps-sized Unit in or adjacent to that region.

**EXAMPLE:** *The Nationalist Player has conquered Bilbao and all the Basque spaces. No Corps-sized Unit need be placed in or adjacent to a Basque Country space.*

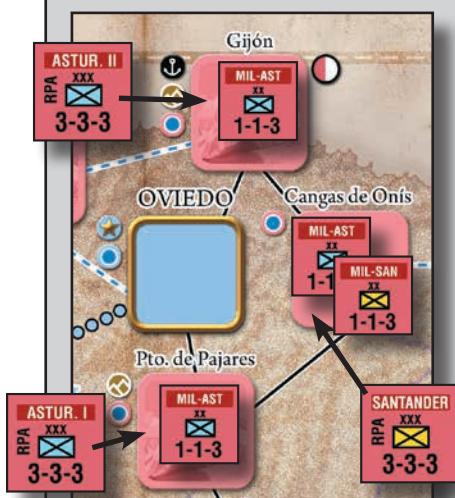
- The CTV must be deployed to a space containing at least one supplied Italian (ITA or CV-33) unit, or in a Port space controlled by the Nationalist Player.
- Republican Regional Corps-sized Units (Asturian, Santander and the Basque Euzkadi) must be deployed to a space with at least one supplied unit from its same region, or to the Friendly Supply Source inside its region of origin (if friendly-controlled). They must be deployed inside their respective region, if possible. **More than one Regional Corps-sized Unit may be deployed to the same space if there is no other option** (see below).

**NOTE:** *It may be necessary to deploy a regional Corps-sized Unit outside of its region of origin, even in another region of the Northern Front, under these circumstances: 1) The Friendly Supply Source in its region has been captured; 2) There are no supplied Division-sized Units from its same region inside that region; and 3) There is at least one supplied Division-sized Unit from its same region on the map.*

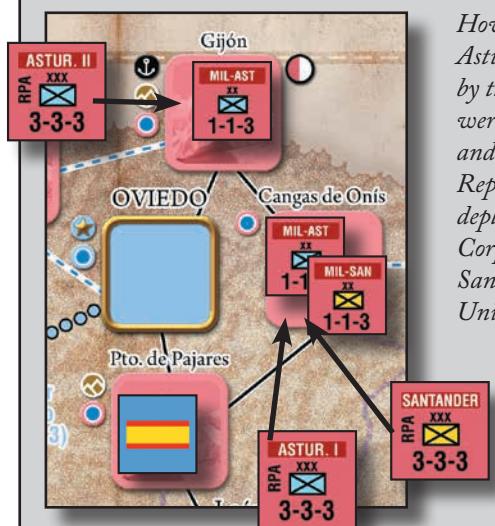
*As there are two Asturian Corps-sized Units, in their case, it may also happen that there is only one remaining available space for deployment within Asturias – requiring the other to be deployed outside of Asturias, if possible. If that is not possible, both Corps-sized Units are deployed in the same space.*

- If the above conditions are met and the only space available to deploy the Regional Corp-sized Unit is where another Corps-sized Unit of the other Region must /also/ be deployed, then both Corps-sized Units may be deployed to the same space. Similar logic may be applied to a third Corps-sized Unit forced to deploy to this same space.

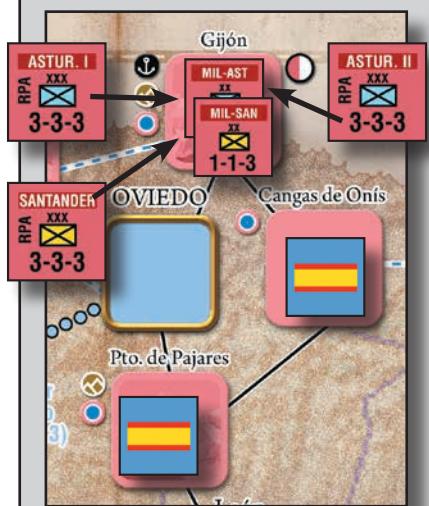
## EXAMPLE:



The Nationalists have conquered the Santander region, but a lone Santander Division-sized Unit, along with an Asturian Division-sized Unit, remains in Cangas de Onís. If there are two additional Asturias spaces controlled by the Republican Player, they may deploy the Santander Corps-sized Unit to Cangas de Onís and the two Asturian Corps-sized Units to those other spaces.



However, if the only Asturias spaces controlled by the Republican Player were Cangas de Onís and Gijón, then the Republican Player could deploy one Asturian Corps-sized Unit and the Santander Corps-sized Unit to Cangas de Onís.



Finally, if **only** Gijón was controlled by the Republican Player in Asturias, then both Asturian Corps-sized Units **and** the Santander Corps-sized Unit would be deployed to this space.

- No Republican Non-Regional Corps-sized Units may be deployed to the Northern Front while it is isolated (see 16.4.3).

If any of the initial Corps-sized Units cannot be legally deployed to the map, they are **permanently** eliminated from the game. A Player may not pass on deployment (though the Republican Player may end up deploying his ninth and tenth Corp-sized Units without a Nationalist Unit deployed between them if the CTV Corp-sized Unit is not available to be deployed).

### 15.2.2 Deployment of Corp-sized Units ends after the Republican Player deploys his tenth Corps-sized Unit. Each Player then verifies his Reserve Box (see 15.2.2.1), and if necessary, removes Division-sized Units from the map and place them in the Reserve.

#### 15.2.2.1 Each Player **must** have at least the following Division-sized Units in their Reserve Box after deployment of all of the First Corps-sized Units (additional Division-sized Units are acceptable, provided the units listed below are in the Reserve Box):

##### Nationalist Player's Reserve Box:

- One Italian ITA unit\*.
- Six Nationalist MIL/INF units.

##### Republican Player's Reserve Box:

- One Basque MIL unit.
- One Santander MIL unit.
- Two Asturian MIL units.
- Four Republican MIL/RPA units.

\* **EXCEPTION:** If the Nationalist Player has not played the *Italian Reinforcements* Event, it is not necessary to have an ITA unit in the Reserve Box.

The following Division-sized Units are NOT counted when considering the above requirements:

- Nationalists: AFR, CAV, POL, PZ-I and CV-33 units.
- Republicans: POL, T-26, and INT units.

#### 15.2.2.2 If a Player does not meet the above Division-sized Units requirement, they must remove some of his Division-sized Units from the map until they satisfy the above requirements. The only units which can be removed are those Division-sized Units which would help satisfy the above requirement, and only from supplied spaces (remember: Oviedo or Granada, if still an Isolated Space at the end of Turn 5, is no longer an Isolated Space and, as such, is NOT in supply at this point in the Turn). Beginning with the Nationalist, Players alternate removing Division-sized Units from the map to the Reserve Box, one by one. Obviously, if only one Player fails to meet the above requirements, they are the only Player that will be removing units. Units moved to the Reserve Box may be at full strength or reduced strength. When a Player reaches the requirements described above, he stops removing units from the map. A Player may not voluntarily remove extra Division-sized Units from the map.

#### 15.2.3 Republican Militarization: After the Reserve Box for both Players is set, the Republican Player may substitute up to five in-play MIL Division-sized Units (on the map, in the Reserve

Box or in the Eliminated Unit's box) for RPA Division-sized Units. If the removed unit is at reduced strength, the substitute must be deployed at reduced strength. The five MIL units are **permanently** eliminated from the game.

**IMPORTANT:** Regional MIL Units (Asturian, Santander and Basque) cannot be substituted, nor can the POUM unit. Catalonian MIL units *may* be substituted.

## 16.0 SPECIAL RULES

### 16.1 Sieges



**16.1.1** At the beginning of the game, there are three Nationalist resistance locations under siege by the Republicans. Markers represent the Sieges on the map and on the General Records Track (the back of each marker states where to place the marker). The Simancas Quarter is in Gijón space, the Santa María de la Cabeza Sanctuary in Pto. de Valderrevisor space, and the Alcázar in Toledo space. Each of these resistance locations is considered besieged, even if there is no Republican unit in the space (they were small groups that were easily contained). The only thing they can do is wait for liberation, or be forced to finally surrender.

**16.1.2** The presence of a Siege Marker has no additional effect on that space. The space is considered controlled by the Republican Player for all purposes, and the Siege Marker does not obstruct Movement, building of a Position or Trench, SR, supply lines, etc.

**16.1.3 Liberation of a Siege:** If a supplied Nationalist Combat Unit enters or passes through a space that contains a Siege Marker, the Siege is lifted and the garrison is considered liberated. The Siege Marker is removed from the space, the Siege Resist Marker is removed from the General Records Track, and the appropriate RM and/or VP effects occur (see 16.1.7). If the space is OOS in the Attrition Phase, such that it reverts to being controlled by the Nationalist side, the Siege is also considered liberated.

**16.1.4 Republican assaults:** Each besieged enclave has a resistance capacity against Republican assaults, indicating the number of successful assaults it takes to force it to surrender. The Siege Resist Marker on the General Records Track records these, and each Siege Resist Marker begins at the following numbers:

- Simancas Quarter: 1.
- Santa María de la Cabeza Sanctuary: 2.
- Alcázar of Toledo: 3.

**16.1.4.1** To launch an assault, the Republican Player must have at least one Combat Unit in the space with the Siege Marker, and he must Activate the space for Attack. At least one unit in the space must take part in the assault. If there is more than one unit, the others may attack Adjacent spaces.

**16.1.4.2** During Combat resolution, the Republican Player rolls one die. On a result of 1-3, the assault is successful. Modifiers that are applied to this die roll are:

- During Turn 1: +1 DRM.
- More than one Division-size Unit, or at least one Corps-sized Unit participating in the assault: -1 DRM.

For each successful assault, move the corresponding Siege Resist Marker on the General Records Track one space closer to 0.

**NOTE:** *Combat Cards may NOT be used in assaults against Sieges.*

**16.1.5 Surrender of a Siege:** When a Siege Resist Marker is moved to the 0 space of the General Records Track, the besieged enclave immediately surrenders and the Siege Marker is removed from the space. There are no RM or VP benefits for forcing a Siege to surrender, but the Nationalist Player is denied any gain from liberating them.

**16.1.6** Beginning on Turn 6, at the end of each Turn reduce the Siege Resist Number for each Siege by one, as if it had been successfully assaulted. This may result in the surrender of a besieged enclave.

**16.1.7 Effects of the liberation of Nationalist besieged enclaves:**

- If a Siege ends through liberation, subtract one point from Republican Morale.
- If the Alcázar of Toledo is liberated, also **add one VP** (that is, a total of -1 RM and +1 VP).

Once a Siege surrenders, it may never be liberated – remove the Siege Marker from the map and the Siege Resist Marker from the General Records Track.

**16.1.8 Sieges and Replacement Points:** In the Replacement Phase, the Nationalist Player may use Nationalist RP's (not Axis ones) to "reinforce" a besieged enclave.

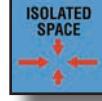
**16.1.8.1** A maximum of one RP may be used for each Siege in a given Turn. The spending of an RP on a Siege increases the Siege Resist Marker by one, but not above the initial resistance level for that enclave (per 16.1.4).

**NOTE:** *This represents superhuman will to resist, promises of an early liberation, help delivered by planes, etc.*

**16.1.8.2** Once a Siege Marker has been removed from the map (via being forced to surrender or by being liberated), the Siege can never be "resurrected" using an RP.

**16.1.8.3** Once the War of the Columns Phase ends, RP's may not be used to increase the Siege Resist Marker.

### 16.2 Isolated Spaces



**16.2.1** At the beginning of the game, there are two spaces controlled by the Nationalist Player which are completely surrounded by spaces controlled by the Republican Player: Oviedo and Granada. Both of these spaces begin the game as "Isolated Spaces" – place an Isolated Space Marker on each space.

**16.2.2** Oviedo and Granada are considered Isolated Spaces until the Nationalist Player can trace a normal supply line to them (per 13.1), or until the Republican Player conquers them. At that point, immediately remove the Isolated Space Marker and, if conquered, apply any RM or VP effects (corresponding to the type of space and/or the bonus for capturing Oviedo while isolated – see 16.2.5).

**16.2.3** Prior to removal of the Isolated Space Marker, any Nationalist unit located in an Isolated Space, or in a space Connected to an Isolated Space, is considered supplied, and may be Activated for Movement but NOT for Combat.

**16.2.4** Reinforcements, Replacements and Strategic Redeployment are seriously limited in the Isolated Spaces and in Nationalist spaces connected to Isolated Spaces, as detailed below.

**16.2.4.1 Reinforcements:** As general rule, reinforcements cannot be deployed to an Isolated Space, nor to a Nationalist space connected to an Isolated Space.

**16.2.4.2 Replacements:** In the Replacements Phase a maximum of one RP may be used in each Isolated Space or in a group of Nationalist spaces Connected to that Isolated Space, and the cost for all expenditures is doubled (i.e. replacing a Division-sized Unit step costs the full one RP). Only Nationalist RP (not Axis) may be expended.

**EXAMPLE:** Assuming the Republican Player abandons Guadix, next to the Isolated Space of Granada, the Nationalist Player could move one of the units from Granada into Guadix (perhaps attempting a Position in Granada with the other unit). During the Replacement Phase he could spend one RP (total) among the units in both Granada and Guadix, noting that the one RP would be sufficient to only restore one Division-sized Unit step.

**16.2.4.3 Strategic Redeployment:** No unit may SR from an Isolated Space, or from a Nationalist space Connected to an Isolated Space, to the Reserve box. A maximum of one Nationalist MIL Unit per Turn may be moved from the Reserve Box to each Isolated Space (including any Nationalist spaces Connected to that Isolated Space).

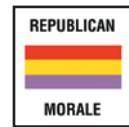
**EXCEPTION:** Militias from Navarre (MIL NAV Units) may not SR to an Isolated Space.

**16.2.5** If the Republican Player conquers Oviedo (not Granada) while it is an Isolated Space, he earns one VP *in addition* to the usual changes in VP and RM for capturing that space.

**16.2.6** If the Isolated Space Markers have not been previously removed, they are removed at the end of Turn 5, and any Isolated Spaces and Nationalist spaces connected to the Isolated Spaces are now Out of Supply (OOS). That is, if the space is still OOS at the end of the Nationalist 6<sup>th</sup> Action Round of Turn 6, any Nationalist units will be permanently eliminated and the space will pass to Republican control.

**NOTE:** Capturing Oviedo this way does not modify VP's, because it is no longer an Isolated Space.

## 16.3 Republican Morale



**16.3.1** The Republican side starts the game with a predetermined morale level depending on which scenario is being played (e.g. the Campaign Game starts at 26). The morale level represents the Republicans' confidence in final victory and the general will to execute the war.

**16.3.2** As the game goes forward, Republican Morale (RM) will change, increasing or -more often- decreasing. As the RM level decreases, it has a number of game effects such as modifying the number of Cards each Player may have in his hand (see 6.0 A) and giving the Nationalist Player the ability to play certain Events. This includes the *Casado's Coup* Event, which results in the unconditional surrender of the Republican side and ends the game. Finally, on a Turn by Turn basis, the RM level is used to determine whether either Player has achieved an Automatic Victory (see 5.2). Unless stated otherwise, any condition that results in a change to RM results in that change occurring IMMEDIATELY.

**NOTE:** The General Records Track is numbered from 0 to 29, but the RM may surpass those values. If the RM goes below zero, flip the counter over to its "NEG" side. If it exceeds 29, the Republican Player may taunt his opponent and force him to keep track of the additional morale.

### 16.3.3 Modifiers to Republican Morale:

- Nationalists capture a Province Capital/VP space<sup>1</sup>: -1.
- Nationalists capture a Main City (except Madrid): -2.
- Nationalists capture Madrid: -3.
- Nationalist liberate a Siege (see 16.1.7): -1.
- Nationalists isolate the Republican zone from the French border<sup>2</sup>: -2.
- Republicans capture a Province Capital/VP space<sup>1</sup>: +1.
- Republicans capture a Main City (except Madrid): +2.
- Republicans recapture Madrid<sup>3</sup>: +3.
- Republicans isolate the Nationalist zone from the Portuguese border<sup>4</sup>: +2.

<sup>1</sup>: A silver border denotes a Province Capital space and a gold border denotes a VP space (see Terrain Key).

<sup>2</sup>: The Nationalist Player must control ALL border spaces Adjacent to France. If he loses the control of any of these spaces, he loses the modifier (but would regain it if, later, he regains control of all the border spaces again).

<sup>3</sup>: Obviously this only applies if they had lost Madrid previously.

<sup>4</sup>: The Republican Player must control ALL border spaces Adjacent to Portugal. If he loses control of any of these spaces, he loses the modifier (but would regain it if, later, he regains control of all the border spaces again).

#### Only ONCE per game:

- Republicans connect the Northern Front with their main zone<sup>5</sup>: +2.
- End of the Northern Front<sup>6</sup>: -2.

- <sup>5</sup>: The Republican Player gains this if a Friendly Supply Source located outside the Northern Front can trace a supply line to a Friendly Supply Source inside the Northern Front. Cannot be gained after Nationalists conquer the Northern Front (see below).  
<sup>6</sup>: The Nationalist Player gains this when he controls ALL of the spaces of the Northern Front.

**NOTE:** Remember, Asturian Division-sized Units inside the Asturias region will not be automatically removed even after the Nationalist Player conquers all Republican Supply Sources in the Northern Front. These units must be eliminated via combat.

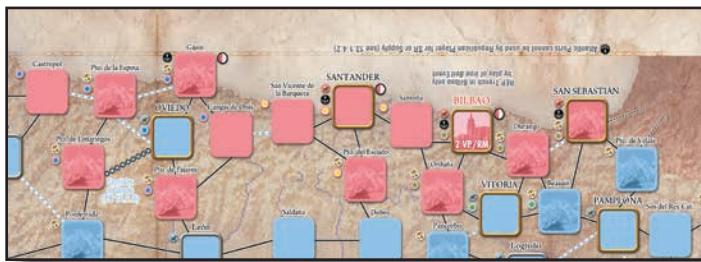
**Only after the Mobilization Phase begins, and only ONCE per game:**

- Nationalists divide the Republican zone into two<sup>7</sup>: -1.
- Republicans divide the Nationalist zone into two<sup>7</sup>: +1.

<sup>7</sup>: For a zone to be considered divided, each of the resultant two fragments must include a minimum of eight supplied spaces Connected within them.

**16.3.4 Republican Strategic Counterattacks:** The Republican Player has three Strategic Counterattack Cards that allow him an opportunity to increase the Republican Morale (see 8.5.5).

## 16.4 Northern Front



**16.4.1** At the beginning of the game, the Republican Player controls a group of spaces near the Atlantic coast separated from the main Republican zone. This territory is called the Northern Front, and it is formed by the regions of Asturias, Santander, and the part of Basque Country still Republican controlled. Units that belong to each of those three regions defend it.

There are some special rules and exceptions applied to the Northern Front.

### 16.4.2 Non-Cooperation Rule

**16.4.2.1** Other than the exceptions noted below, units from each region may only end their move in spaces that do NOT belong to another region, or that are in their own region (indicated on the map with a certain color: blue for Asturias, yellow for Santander, and green for the Basque Country). This includes SR and advance after Combat. This rule does not apply to other units (e.g. the POL unit that begin the game in the Northern Front).

**EXAMPLE:** Asturian units may move into any Asturian space (marked on the map with blue dots) or end their move in any space

not in Santander or the Basque Country: Lugo, Ponferrada, León, etc.

**16.4.2.2** A maximum of ONE Division-sized Unit from each region may end its move in a space belonging to one of the other regions. A Regional Corps-sized Unit may never voluntarily end its move in another region.

**EXAMPLE:** One (and only one) Asturian Division-sized Unit may end its move in Santander or the Basque Country.

**16.4.2.3 Retreats:** If a Regional unit is forced to retreat in Combat, it may retreat to or through spaces inside another region in the Northern Front without constraint.

**16.4.2.4** If more than the one allowed Division-sized Unit is outside its home region and inside another region, the next time a space containing one of that region's units is Activated for Movement, uses SR or advances in Combat, it must go back to its home region, if possible. If it is not possible, or if the Nationalist side controls all spaces in its home region, the Non-Cooperation rule no longer applies to that unit, and the unit can move freely (including SR and advance in Combat).

**NOTE:** Even if the above exception to the Non-Cooperation rule applies to the movement of certain units, it continues to apply for the rest of situations (i.e. the Player may not voluntarily move more units to another region using SR, etc.).

### 16.4.3 Republican Units Allowed in the Northern Front

**16.4.3.1** If a Republican Friendly Supply Source in the Northern Front (Gijón, Santander or Bilbao) cannot trace a supply line to another Friendly Supply Source outside of the Northern Front, the Northern Front is considered isolated.

**16.4.3.2** While the Northern Front is isolated the following limitations are applied to the type of Republican units that can be in that zone:

- Only Asturian, Santander and Basque units, and up to two POL Division-sized Units may be in the Northern Front. This also affects spaces not in any of the three regions if those spaces can only trace a supply line to Gijón, Santander, or Bilbao.

**NOTE:** This refers to any Nationalist spaces that the Northern Republican forces capture while the Northern Front is still isolated.

- Units received by play of a Reinforcements Card may not be placed in the Northern Front.
- Only Regional units and POL units may SR to the Northern Front from the Reserve Box. In addition to the other restrictions on SR, Regional units may only SR from the Reserve Box to spaces inside their respective regions and/or spaces that contain at least one supplied unit from their same region, observing the Non-Cooperation rule.
- Regional Corps-sized Units rebuilt with RP's are restricted on where they enter (see 8.5.2.4).

**16.4.3.3** If a Republican Friendly Supply Source in the Northern Front (Gijón, Santander or Bilbao) can trace a supply line to

another Friendly Supply Source *outside of the Northern Front*, the Northern Front is no longer considered isolated. For as long as this situation is maintained, the limitations on the types of units that can be in the Northern Front (per 16.4.3.2) are canceled. If the Northern Front is later isolated again, all the Republican units present in the Northern Front will be able to stay, even if they are now in violation of the above rules.

## 16.5 Winter

**16.5.1** January/February Turns are considered Winter Turns (denoted by a blue tint on the Game Turn Track). Accordingly, there are three winters during the game: 1937, 1938 and 1939, corresponding to Turns 5, 11, and 17.

**16.5.2** The following rules apply during a Winter Turn:

- Each Player may play a maximum of THREE Cards for OPS<sup>1</sup>. There is no limit to the number of Automatic Operations (one OPS, see 7.1.3) that may be taken.
  - Attacks to a Mountain space subtract an additional -1 DRM.
- <sup>1</sup>: Played Events which allow two or more spaces to be Activated (either through granted OPS or by placement of Attack Markers) count towards this limit (e.g. *Condor Legion*, *Strategic Counterattack*, *Offensives*, etc.). However, the *Communist Interference* Event does NOT count towards this limit because it only grants one OPS.

### 16.5.3 Severe Winter

If the Republican Player plays the *Severe Winter* Event, the following winter will be especially harsh. Instead of rule 16.5.2, the following rules apply during the next Winter Turn:



- The limit on Cards played for OPS (or Events with multiple Activations) is TWO Cards.
- Attacks into a Mountain space receive a -2 DRM, instead of the usual -1 DRM.

**EXAMPLE:** The Republican Player plays the "Severe Winter" Event in one of his Action Rounds of Turn 5 (the first Winter Turn). The "Severe Winter" Marker is then placed on Game Turn 11 (the "following Winter Turn") to serve as a reminder that Turn 11 will be restricted to only TWO Cards played for OPS and all attacks to Mountain Spaces will suffer a -2 DRM in addition to the 1CL shift associated with Mountain spaces.

## 16.6 Armor



**16.6.1** By play of Event Cards, both sides may receive armor units. The Republicans may obtain the Soviet T-26 units, and the Nationalists may obtain the Italian CV-33 and German PZ-I units. Armor units are received by play of a Reinforcements Card, and are restricted on where they may enter play (see Card text) and SR (see 12.1.8).

**16.6.2** The following special rules apply to the use of armor units in combat:

- An Activated, **full-strength** armor unit attacking an Open space (i.e. without Mountain, Main City, Position or Trench) not across a river may add a +1 DRM to that side's combat roll.
- If an armor unit is used to gain the +1 DRM, it may be required to suffer a first loss (see 11.3.6 – 11.3.7).
- The DRM bonus for armor can never be higher than +1 no matter how many armor units are involved in the attack.
- Use of the DRM gained by armor is not mandatory, but its use must be declared before rolling the die to resolve the combat. If the DRM is not used, the armor need not suffer a first loss.

## 16.7 Naval Blockade of the Strait of Gibraltar



**16.7.1** At the beginning of the game, the Republican side has naval control of the Strait of Gibraltar. While this control is maintained, the Nationalist Player may not trace a supply line nor SR by sea beyond the Strait; that is, he may not use the Mediterranean Ports from Algeciras (included) to the East (including Balearic Islands). The game effect of this restriction is that the Nationalist Player may only SR by sea to/from Cádiz and may NOT trace sea supply in the Mediterranean Sea (since both Ports for supply must be in the same Sea Zone – see 13.1.4.1).

**EXCEPTION:** Italian ITA Division-sized Units and all armor units (CV-33 and PZ-I) may SR to any friendly-controlled and supplied Mediterranean Port space, regardless of who controls the Strait.

**16.7.2** When the Nationalist Player plays the *End of the Strait Blockade* Event (Card N6), the Republican side loses control of the Strait and the above limitations no longer apply. Instead, from that point on the Republican Player may not trace a supply line, nor SR by sea, beyond the Strait, that is, he may not use the Mediterranean Ports from Algeciras (included) to the West.

## 17.0 WAR OF THE COLUMNS

During the first phase of the war, Turns 1-5, the following special rules apply:

### 17.1 Nationalist Ammunition Shortage (Nationalist Northern Zone Army)

**17.1.1** At the start of the game, the Nationalist forces are divided into two zones: the Northern zone (*those spaces that begin the game Nationalist-controlled and Connected to La Coruña, Valladolid and Zaragoza*) and the Southern zone (*those spaces that begin the game Nationalist-controlled and Connected to Sevilla*). This rule applies until the Nationalist Player is able to connect these two zones, or until War of the Columns Phase ends (whichever comes first). The two zones are considered connected when a Nationalist Friendly Supply Source in the Northern zone (La Coruña, Valladolid or Zaragoza) can trace a supply line to a Nationalist-controlled Sevilla. This penalty, once removed, is never reinstated, even if the Republican Player manages to again divide the Nationalist zone.



**17.1.2 Ammunition Shortage effect:** The Nationalist Player may only Activate ONE space for Combat in the entire Northern zone. There is no limit on the number of spaces in the Northern zone that may be Activated for Movement.

**17.1.3** The supply line to Sevilla must be traced via land connections (only) for the purpose of removing the Ammunition Shortage. The Mallorca space is not affected by the Ammunition Shortage rule.

### 17.2 Railroad Lines and Initial Disorder

**17.2.1** During the first two Game Turns the following penalty is applied to both sides: If a Strategy Card is played for SR, one SR Point must be subtracted from it.

**EXAMPLE:** If a Player plays a three value Card for SR, he may only use two SR Points.

**17.2.2** For each Card played for SR, the Nationalist Player may SR a maximum of one Army of Africa unit.

**17.2.3** These restrictions are lifted on Turn 3.

### 17.3 Madrid: Priority Objective



**17.3.1** At the start of the war, Madrid was the primary objective for the Nationalist side. As such, if the Nationalist Player does not conquer Madrid before the end of the War of the Columns Phase he will suffer a Victory Points penalty.

**17.3.2** At the end of the War of the Columns Phase (i.e. the end of Turn 5) the effort of the Nationalist Player in taking Madrid is assessed, and the VP Marker is adjusted accordingly. Only a

single VP adjustment is made, that being the most favorable to the Nationalist Player of the following:

- The Nationalist Player has occupied Madrid, even if the Republican Player has retaken the space: 0 VP.
- The Nationalist Player has attacked the Madrid space: -1 VP (*note: this was the historical result*).
- The Nationalist Player has not attacked Madrid, but has attacked or occupied a space Adjacent to Madrid (attacks to Guadarrama do not count for this purpose, but the occupation of the space does): -2 VP's.
- The Nationalist Player has not attacked or occupied any space Adjacent to Madrid: -3 VP's.

### 17.4 Republican Militias' Lack of Coordination

**17.4.1** Until the militarization of the Republican Militias by play of the Event *Largo Caballero's Government*, or at the end of Turn 5, the Republican Player may not attack an enemy space from more than one Adjacent space with only Militia (MIL) units (including the Regional ones).

**17.4.2** To attack an enemy space from more than one Adjacent space, there must be a minimum of one non-MIL unit taking part in the attack in each of the additional spaces. That is, there can be only MIL units in one attacking space, but in each of the other spaces there must be at least one non-MIL unit.



**EXAMPLE:** If Republican units attack an enemy space from three Adjacent spaces, two of those spaces must contain at least one non-MIL attacking unit (POL, RPA, INT or T-26). In the Figure above, since both Ademuz and Rubielos de Mora have MIL units, only one of those spaces could join the POL in Barracas in attacking Teruel.

**17.4.3 Catalonian Militias:** Catalonian Militias (all MIL units with a red filled symbol: MIL-CNT, MIL-ERC, MIL-POUM and MIL-PSUC) were slow to militarize (especially the CNT and POUM units). Rules 17.4.1 and 17.4.2 apply to the above Catalonian MIL units until the end of the War of the Columns Phase, even if the Republican Player plays the *Largo Caballero's Government* Event previously.



## 17.5 First Game Turn Special Rules

**17.5.1** During Turn 1, any Republican attack (not defense) that includes at least one MIL unit has a -1 DRM.

**17.5.2** During Turn 1, any Republican assault on a Siege has a +1 DRM (see 16.1.4.2).

**17.5.3** Neither Player may play a Strategy Card as a Reinforcement Event in the first Game Turn. The Army of Africa units that the Nationalist Player receives do not count for this rule.

**NOTE:** Unless stated on the Card, no other restrictions are in effect for Card play; e.g., each Player may play Strategy Cards for OPS, RP, SR or Events.

## 17.6 Army of Africa



**17.6.1** Once the mandatory *Air Bridge* Event has been played, the Nationalist Player begins receiving reinforcements from the Army of Africa. These units are deployed on the map in a different way than normal reinforcements.

**17.6.2** Game Turn 1 begins with the first unit from the Army of Africa (AFR) deployed on the map (in Sevilla). The following AFR units (until a total of seven) arrive at the specified time, one by one (this is also printed on the map):

- Turn 1 (August 1936), NAT Round 2: One unit.
- Turn 1 (August 1936), NAT Round 5: One unit.
- Turn 2 (September 1936), NAT Round 2: One unit.
- Turn 2 (September 1936), NAT Round 5: One unit.
- Turn 3 (October 1936), NAT Round 2: One unit\*.
- Turn 3 (October 1936), NAT Round 5: One unit\*.

\* **EXCEPTION:** If the Nationalist Player plays the *End of the Strait Blockade* Event before his 2<sup>nd</sup> Action Round of Turn 3, AFR reinforcements that arrive on Turn 3 are accelerated and arrive, respectively, in NAT Rounds 1 and 2 of that Turn.

**17.6.3** In an Action Round when AFR reinforcements arrive, the Nationalist Player deploys the unit on the map before doing any other action (**EXCEPTION:** if the *End of the Strait Blockade*

Event is played on the NAT 1<sup>st</sup> Action Round of Turn 3, the accelerated AFR unit is deployed after resolving the Event). This is a free placement and he may play a Card as OPS, SR, RP or Event without restriction. The newly arrived AFR unit may be Activated normally and move, attack or SR.

**EXCEPTION:** In Turns 1 and 2 only ONE unit from the Army of Africa may be moved with each SR action (see 17.2.2).

**17.6.4 Deployment of AFR reinforcements:** The Nationalist Player may deploy arriving units only to a friendly controlled and supplied Sevilla or Cádiz. If neither of these spaces are controlled by Nationalist Player, or if the reinforcement would exceed the stacking limit in the space, the unit that is scheduled to arrive in that Round may not be deployed. It will stay in Morocco (leave it in its deployment box printed on the map), and may be moved to the Peninsula later by SR, but only to Sevilla or Cádiz.

**17.6.5** AFR units may NOT receive RP's, and if destroyed they are **permanently eliminated** from the game. In addition, in any **attack** (not defense) that includes at least one AFR unit, the AFR may be required to suffer the first loss (see 11.3.6 – 11.3.7).

## RULES CLARIFICATIONS

### Map

**Terrain effects and Events:** Even if an Event cancels terrain effects, the terrain still exists in the space, that is, a space with Mountain, Main City, Position or Trench is NOT considered an Open space. This applies to combat events like Artillery Concentration and to armor units, which cannot gain a +1 DRM against non-Open spaces. Note that the Captured Bridge Event does allow an armor unit to gain a +1 DRM if attacking an Open Space. In Winter Turns attacks to Mountain spaces have a negative DRM even if terrain effects are cancelled.

### Map Errata

A small piece of map errata was found after the map was printed but before these rules were completed. The "MADRID: PRIORITY OBJECTIVE" table on the left side of the map is wrongly referenced as rule 16.7. The correct reference should be 17.3.

## CARD CLARIFICATIONS

**Operation Orders Captured (R7):** If after assigning losses the Nationalist Players does not have at least one full-strength armor unit, he may not add the DRM for armor (however, the first loss rule for AFR and armor units would have still applied when applying the losses incurred by the Nationalist Player).

**Nyon Conference (R31):** This Event cancels the -1 Soviet RP per Turn effect, however this Event is NOT retroactive. If played the same Turn as *Italian Submarines*, the Republican Player still does

not receive any Soviet RP's for that Turn.

**Limited Offensive (R45):** If the Attacker can allocate his losses in different ways, he must start with the loss of Division-sized Units steps before Corps-sized Units steps, in such a way that he cancels a Division-sized Unit step before a Corps-sized Unit step.

**French Intervention Threat (R51):** The four space radius is determined counting from French territory, through the dotted line connection that indicates a border connection and through normal connections. Only spaces in Spanish territory are counted.

**Interruption of Axis Aid (R52):** The Event applies retroactively. That is, the Nationalist Player does NOT receive any Axis RP's this Turn, even if he played Card(s) as RP's before this Event was played. Place the AXIS "NO RP" Marker side face-up as a reminder.

**Defection (N14):** Once declared, the Republican attack MUST be resolved. Eliminating the POL unit does not incur the Republican Militias' Lack of Coordination effects – i.e., the attack continues with all Activated spaces, even if there are now multiple spaces containing only MIL units.

**Molotov Cocktail (N18):** If the Republican Player declares that he is applying the +1 DRM associated with armor attacking an Open space, the T-26 unit must still suffer the first loss if possible (even though it is cancelled by this Event).

**Italian Submarines (N30):** The Event applies retroactively. That is, the Republican Player does NOT receive any Soviet RP's this Turn, even if he played Card(s) as RP's before this Event was played.

**Pact of Santoña (N31):** The Republican Player chooses which MIL-BAS Division-sized Unit is permanently eliminated, following the priority order.

**Insurrection (N48):** At the end of the Turn, if the Insurrection unit is OOS, it is removed and the space becomes controlled by the other Player, as usually.

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## Crusade and Revolution: The Spanish Civil War 1936-1939

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Dedicated to my grandfather David and my grandmother Juana, who lived the Spanish Civil War from opposed sides. They told me their memories of those terrible years, and they always preferred to remember the least unpleasant events, without ever showing any hate or resentment.

My memory of Aintzane Sánchez, who left us one morning in November 2007, and who also contributed to making this game possible.

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Loss Number: 3.0, 11.2.7, 11.2.9, 11.3.1, 11.3.4, 11.4.2  
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Replacements (Control of Territory): 14.2  
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Restrictions (on playing Events): 8.5.1.2  
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Trench (construction DRM): 10.2.4  
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# CAMPAIGN SCENARIO DEPLOYMENT SUMMARY

## INITIAL INFORMATION MARKER DEPLOYMENT

### General Records Track (GRT):

**VP Marker:** in the 7 box of the GRT.  
**RM Marker:** in the 26 box of the GRT.  
**RP Markers:** the NAT and REP RP Markers on the “0” box of the GRT.

### Siege and Isolated Space Markers:

- **Simancas Siege Markers:** in Gijón space and in the 1 box of the GRT
- **Sta. M<sup>a</sup> Cabeza Siege Markers:** in Pto. de Valderrepiso space and in the 2 box of the GRT
- **The Alcázar Siege Markers:** In Toledo space and in the 3 box of the GRT
- **Isolated Space Markers:** in the Oviedo and Granada spaces

### Other Markers:

- Game Turn Marker:** in the Turn 1 box of the Turn Record Track.
- Ammo Shortage Marker:** with the “Active” side face-up.
- Madrid Priority Objective Marker:** on the “-3 VP” box on its track.
- Control of the Strait:** with the “Republican Control” side face-up.
- Government of the Republic:** “José Giral”, as printed on map (no marker).
- Nationalist Command:** with the “No Single Command” side face-up.

## INITIAL UNIT DEPLOYMENT

### Notes:

- A unit in ( ) is at reduced strength
- All units are Division-sized Unit
- All REP units are Non-Regional Units unless explicitly stated otherwise

## NATIONALISTS

### Reserve Box: 1 MIL

#### Northern Front

Villalba: 1 INF  
Lugo: 1 INF  
Ponferrada: 1 INF  
León: 1 INF  
Oviedo: 1 INF, 1 MIL, Trench  
Dobro: 1 INF  
Pancorbo: 1 MIL  
Vitoria: 1 CAV  
Beasain: 2 MIL-NAV  
Pto. Velate: 1 MIL-NAV  
Pamplona: (1 MIL-NAV)

#### Aragon

Jaca: (1 INF)  
Huesca: 1 INF  
Leciñena: 1 POL  
Zaragoza: 1 INF  
Belchite: 1 MIL

Vivel del Río: 1 CAV

Teruel: 1 POL  
Albarracín: 1 MIL  
Molina: 1 CAV

#### Castile / Extremadura

Ariza: 1 MIL  
Almazán: (1 INF)  
Aranda de Duero: 1 INF  
Valladolid: 1 POL  
Segovia: 1 INF  
Arévalo: 1 CAV  
Ávila: 1 MIL  
Béjar: 1 CAV  
Navalmoral de la Mata: 1 INF  
Trujillo: 1 CAV  
Cáceres: 1 INF

#### Southern Front

Huelva: 1 CAV  
Sevilla: 1 INF, 1 POL, 1 AFR  
Écija: 1 MIL  
Córdoba: 1 POL  
Priego de Córdoba: 1 INF  
Granada: 1 INF, (1 MIL)  
Arcos de la Frontera: (1 INF)

#### Balearic Islands

Mallorca: 1 INF

#### Army of Africa Display

Army of Africa: 6 AFR

## REPUBLICANS

### Reserve Box: 2 MIL

#### Northern Front

Castropol: 1 MIL-AST  
Pto. de la Espina: 2 MIL-AST  
Pto. de Leitariegos: 1 MIL-AST  
Pto. de Pajares: 2 MIL-AST  
Gijón: 2 MIL-AST  
Pto. del Escudo: 2 MIL-SAN  
Santander: 1 MIL-SAN  
Orduña: 1 MIL-BAS  
Bilbao: 1 POL  
Durango: 2 MIL-BAS  
San Sebastián: 2 MIL-BAS

#### Aragon / Catalonia

Boltaña: (1 MIL-ERC)  
Barbastro: 1 MIL-POUM  
Sariñena: 1 MIL-PSUC, 1 MIL-CNT  
Candasnos: 1 MIL-CNT  
Caspe: 2 MIL-CNT  
Barcelona: 1 POL

#### Valencia / La Mancha

Morella: 1 MIL  
Rubielos de Mora: 1 MIL  
Barracas: 1 POL

Valencia: 1 RPA

Ademuz: 1 MIL

Cuenca: 1 MIL

#### Castile / Extremadura

Brihuega: 1 MIL  
Somosierra: 1 MIL

Guadarrama: 1 MIL

Madrid: 2 POL  
Cebreros: 1 MIL  
Toledo: 1 MIL  
Talavera de la Reina: 1 MIL, 1 POL  
Guadalupe: 1 MIL  
Don Benito: 1 MIL  
Mérida: 1 POL  
Badajoz: (1 RPA), 1 MIL, Position

#### Southern Front

Riotinto: 1 MIL  
Santa Olalla: 1 MIL  
Peñarroya: 1 MIL  
Montoro: 1 RPA  
Jaén: 1 POL  
Guadix: 1 MIL  
Ronda: 1 MIL  
Antequera: 1 MIL  
Loja: 1 MIL  
Vélez Málaga: 1 MIL  
Motril: 1 MIL

## VICTORY CONDITIONS

The Campaign Scenario ends:

- On the turn in which any player achieves an Automatic Victory (see 5.2); otherwise
- At the end of Turn 18 (March/April 1939).

If an Automatic Victory has *not* been achieved, the VP number at the end of the Campaign Scenario determines which side (if any) has won:

- Nationalist Victory: 20 or more VP.
- Draw: 19 VP.
- Republican Victory: 18 or fewer VP.

## STRATEGY CARD DECKS

**Eliminated Cards:** None.

### Initial Nationalist Deck and Hand:

The Nationalist Player starts the game with the *Air Bridge* Strategy Card (Card N1) in his hand. Shuffle the remaining 17 Nationalist War of the Columns Cards to create the Nationalist Draw Pile. The Nationalist Player randomly draws six Cards from his Draw Pile to create his initial hand (totaling seven Cards, including the *Air Bridge* Card).

**Note:** The Nationalist Player **must** play the *Air Bridge* Strategy Card for its Event on the 1<sup>st</sup> Action Round of the 1<sup>st</sup> Turn.

### Initial Republican Deck and Hand:

Shuffle the 18 Republican War of the Columns Cards to create the Republican Draw Pile. The Republican Player randomly draws seven Cards to create his initial hand.