CONTENTS

CREDITS

SPANISH CIVIL WAR BATTLES:
Belchite, Teruel & Alfambra

NOTE: To remove the rules from this magazine, carefully and slowly peel them from the subscription card they are attached to by peeling from the top and then the bottom meeting in the middle. The card is not intended to be removed.

These rules use the following color system: Red for critical points such as errata and exceptions, Blue for examples of play. Check for e-rules updates to this game @ www.worldatwarmagazine.com

FIRE & MOVEMENT SYSTEM RULES

1.0 INTRODUCTION
Each game represents an actual or hypothetical battle, as included at the end of the Standard Rules section (known as the Exclusive Rules). The map included with the game represents that actual battle's terrain, and the pieces represent the actual units which participated in the battle. The System Rules are rules that generally fit all games using the F&M system, and the Exclusive Rules are specific to each battle represented.

Important: The F&M rules have been updated to correct errata and clarify some concepts.

2.0 GAME EQUIPMENT
The components include these rules, a 22 x 34 inch map and a counter sheet of 180 counters. Players will need to provide themselves at least one six-sided die.

2.1 The Game Map
The map sheet portrays the battle area. A hexagonal grid is superimposed over the terrain features to regulate the movement and positioning of the game pieces throughout the game.

Important: River hexsides are assumed to be bridged wherever a road is printed across a river. Such theoretical bridges cannot be destroyed in this game, and any attack across a river hexside that is crossed by a road symbol is assumed to be an attack across a bridge (not across a river) when resolving an attack on the Combat Results Table (CRT).

2.2 Charts & Tables
Various visual aids are provided for the players to aid, simplify and illustrate certain game
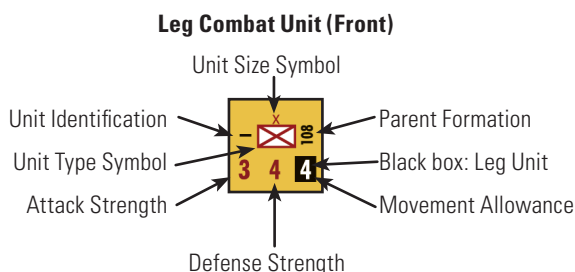
functions. They are the Combat Results Table, the Terrain Key, and the Game Turn Record Track (GTRT). Some Exclusive Rules will mention additional charts.
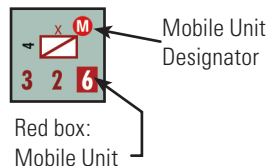
2.3 The Playing Pieces

The cardboard playing pieces (counters) represent the actual military units that took part in the battle. The numbers and symbols on the pieces represent the strength, movement capability, and type of unit represented by each piece. Those pieces will hereafter be referred to as units or counters.

Leg Combat Unit (Front)

Unit Size Symbol
Unit Identification
Unit Type Symbol
Attack Strength
Defense Strength
Parent Formation
Black box: Leg Unit
Movement Allowance

Leg Combat Unit (Back)

Mobile Combat Unit (Front)

Mobile Unit Designator
Red box: Mobile Unit

Note: The front side of a combat unit is the full-strength side, and the back of the unit is normally its reduced side. For most games in the series, the reduced side is identified with the unit type symbol having the same background color as the counter. Some combat units do not have a reduced side.

Support Fire Marker (Front/Back)

Type Symbol
Combat Modifier (Support Strength)
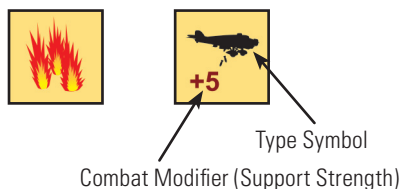
Note: The exclusive rules will list the specific types of units available in each game.

2.3.1 How to Read Units

Most units contain identifiers or names, and sizes. The identifier or name of a unit generally has no bearing on play, except as part of some set-up and reinforcement rules. An identifier that lists two numbers separated by a slash represents the battalion # and then the regiment # from which that battalion derives (though that parent regiment may or may not be included in the game).

Example: A unit printed with 4/47 is referring to the 4th Battalion of the 47th Regiment. A single # identifier typically refers to a single formation

of its type (9 could refer to the 9th Division). Unit sizes are identified by a roman numeral.

Unit Sizes
I: Company
II: Battalion
III: Regiment
X: Brigade
XX: Division

Note: Some games may include additional unit sizes. They will be defined in the exclusive rules.

2.3.2 Definition of Terms

Attack Strength: Is the relative strength of a unit when attacking other units, expressed in terms of attack strength points.

Defense Strength: Is the relative strength of a unit when defending against the attacks of enemy units and is expressed in terms of defense strength points.

Combat Modifier: Is the strength of support fire markers. They represent everything from corps artillery, naval support, aerial bombardment, organic mortars etc. and are used to attack enemy units. The combat modifier is expressed in terms of a "+" value that may be added to the strength of a friendly unit during combat or as a bombardment value.

Movement Allowance: Is the maximum number of clear terrain hexes through which that unit may be moved during a single movement phase. Each such hex requires one movement point (MP) of the movement allowance (MA). More than one movement point will be required for other types of (non-clear) hexes. Road and trail hexes can negate terrain costs.

Leg Unit: Is a unit that is not a mobile unit. It generally represents any type of unit that lacks conveyance or transport.

Mobile Unit: Is a unit that is not a leg unit. It generally represents any type of unit that moves by a means other than human feet. A mobile unit can be anything from tanks to wagons. Only mobile units are permitted to move during the Mobile Movement Phase (4.1).

Support Fire Markers: Represents such things as naval gunfire from ships far offshore, bombers flying in from distant bases/aircraft carriers, or artillery units of all types and sizes that are not represented as units in the game.

2.4 Game Scale

Each hexagon on the map sheet represents several hundred to several thousand yards side to side. Each game turn is equivalent to one or many days of real time.

3.0 SETTING UP THE GAME

The counters should be punched out of the counter sheet. The different colored units (combat units) represent forces of opposing sides. Players should determine which side each will play. Players then consult their respective Initial Deployment Charts found in the Exclusive Rules. Those

charts list the strength and position of each unit in play on the map during the first game turn.

- Units may be assigned specific set-up hexes, general areas near a specific location/hex number, or the players may be instructed to choose the set-up hexes for their units.
- One player or the other will be instructed to deploy his units first.
- Units specified as reinforcements are to be placed in a space on the Game Turn Record Track (GTRT).
- The Exclusive Rules for each battle will specify the quantity of reinforcement units that arrive and on which game turn.
- In many games the support fire # is printed on the GTRT. The # signifies the number of support fire markers (not points) available each game turn.
- Other information may be printed on the GTRT. See the exclusive rules for details.
- The exclusive rules will indicate which player is the first (starting) player. They will also detail the victory conditions indicating how the game can be won.
- Play proceeds according to the sequence of play for the number of game turns specified by the exclusive rules.

4.0 SEQUENCE OF PLAY
The game is played in successive game turns, each of which is composed of alternate player turns. During each game turn the players maneuver their units and resolve combat according to the sequence outline, and within the limitations provided by the rules. After the last game turn, the victory conditions are consulted, and a winner is determined.

4.1 Sequence Outline
Each game turn is divided into a First Player Turn followed by a Second Player Turn. One player takes the First Player Turn while the other player plays the Second Player Turn. The GTRT on the map and/or exclusive rules will indicate which player is the first player. At the beginning of each game turn, both players should draw support markers. Each of the player turns must be played through in the order given below.

Movement Phase: The current (active) player may move all, some or none of his units as he desires within the limits and restrictions of the rules of movement, zones of control (ZOC), terrain effects and exclusive rules.

- The other (inactive) player cannot move his units at this time.
- The active player may bring reinforcements onto the map as allowed by his reinforcement schedule and the reinforcement rules.

Important: Mobile units that move during this phase cannot move during the upcoming Mobile Movement Phase.

Bombardment Phase: The active player may conduct bombardment attacks (8.4).

Combat Phase: After the active player has completed all movement, he may use his units to attack the other player's units. The active player may execute his attacks in any order he desires, but each attack must follow the below sub-sequence in the order given. The active player is designated the attacker and the inactive player is the defender, no matter the strategic or tactical situation.

A) The attacker states the quantity and the strength of his attacking units, and what enemy unit is being attacked by the designated units.

B) The attacker assigns available support fire markers (if he wishes) to add to the combat strength of his attack (8.3).

C) The defender assigns available support fire markers (if he wishes) to add to the combat strength of his defense (8.3).

Important: Mobile units that participated in combat during this phase cannot conduct combat during the Mobile Combat Phase.

D) Calculate the combat differential: the total attacking strength value minus the total defending strength value. Adjust that differential according to the type of terrain occupied by the defending unit. Then consult the column on the CRT that corresponds to that final combat differential. Roll one six-sided die and cross-reference the result within the chosen combat differential column on the CRT. Apply the results immediately.

Mobile Movement Phase: After all combats have been resolved, mobile units (only) are permitted to move during this phase. Mobile units that moved during the preceding regular Movement Phase cannot move. Mobile movement is identical to regular movement, except that only mobile units (not leg units) may move during this phase.

Mobile Combat Phase: After the Mobile Movement Phase is completed, mobile units (only) are permitted to attack this phase. Mobile units that participated in an attack during the preceding Combat Phase cannot participate in an attack this phase. Mobile combat is identical to regular combat, except that only mobile units (not leg units) may attack during this phase.

After all movement and combat by the first player has been completed, the second player begins his movement and combat, using the procedure described above. After the second player has completed his movement and combat, the game turn ends. Remove all support fire markers (whether used or not) from the map but keep them handy to be available for support fire allocation during the next game turn. Then advance the turn marker one space along the GTRT, signaling the start of a new game turn.

5.0 MOVEMENT
During the Movement Phase, the active player may move as many or as few of his units as he wants.

- Units may be moved in any direction or combination of directions, up to the limits of each unit's printed MA.
- Units cannot enter a prohibited hex or cross a prohibited hexside.
- Units are always moved one at a time, tracing a path of contiguous hexes through the hex grid.
- As each unit enters a hex, it pays one or more MP from its movement allowance.
- During the Mobile Movement Phase, the active player may move as many or as few of his mobile units as he desires. Mobile units that moved in the preceding Movement Phase of the same player turn cannot move.
- Leg units cannot move during the Mobile Movement Phase.

- Units moving during the Mobile Movement Phase follow the same procedures as used during the regular Movement Phase.

5.1 Movement Restrictions
Movement cannot take place out of sequence. Neither player can conduct movement during the opposing player's regular or Mobile Movement Phase. A player's units can only be moved during his own regular or mobile Movement Phase. A unit:

- That has either attacked or defended during a Combat Phase may possibly advance or retreat. This movement is not considered movement and does not require the expenditure of MP.
- Cannot enter a hex containing an enemy unit.
- May have its movement affected by enemy zones of control (EZOC) (6.0).
- Cannot enter a prohibited terrain hex or cross a prohibited hexside.
- Cannot exit the map unless specifically allowed by exclusive rules.
- Cannot expend more movement points than its total printed movement allowance during any one turn.
- May expend all, some or none of its MP during any single turn. Unused movement points may not be accumulated from phase to phase or from turn to turn, nor can they be transferred to another unit.
- That has completed its movement, cannot be moved again during that same turn, except as a retreat or an advance after combat.

Important: There is no minimum move, a unit must have sufficient MP remaining to cover the cost of the hex and hexside.

5.2 Effects of Terrain
A unit must expend one MP to enter a clear terrain hex.

Important: Some hexes will depict more than one type of terrain. In this case, use the MP expenditure of the terrain with the highest cost in MP.

- To enter other types of hexes, a unit must expend more than one MP.
- The Terrain Key or Terrain Effects Chart (normally printed on the map) lists each type of hex and hexside terrain with the corresponding MP cost for each type of terrain.

Example: A rough terrain hex costs 2 movement points to enter that hex.

- Some hexsides are printed with other types of hexside terrain features (such as a river), that require additional movement points to cross. This cost is in addition to the cost of the terrain in the hex.
- All hex terrain and hexside terrain movement point costs are cumulative.
- A unit cannot enter a hex if that unit does not possess sufficient movement points remaining to pay for the cost to enter, as well as the cost of any hexside terrain the unit crossed.

5.2.1 Road Movement
A unit that moves from one road hex directly into an adjacent road hex through a road hexside expends one-half (½) of a movement point (MP), regardless of other terrain in the hex or hexside terrain.

5.2.2 Trail Movement
A unit that moves from one trail hex directly into an adjacent trail hex through a trail hexside expends only one MP, regardless of other terrain in the hex or hexside terrain.

5.3 Stacking Restrictions
Stacking of units is prohibited.

- Only one unit can occupy a hex at the end of any phase.
- A unit may move through hexes occupied by other friendly units at no extra MP cost.
- A unit cannot end its movement stacked with any other unit.

6.0 ZONES OF CONTROL
The six hexagons surrounding each hex constitute the zone of control (ZOC) of any unit in that hex. Hexes into which a unit exerts a zone of control are called zone of control hexes.
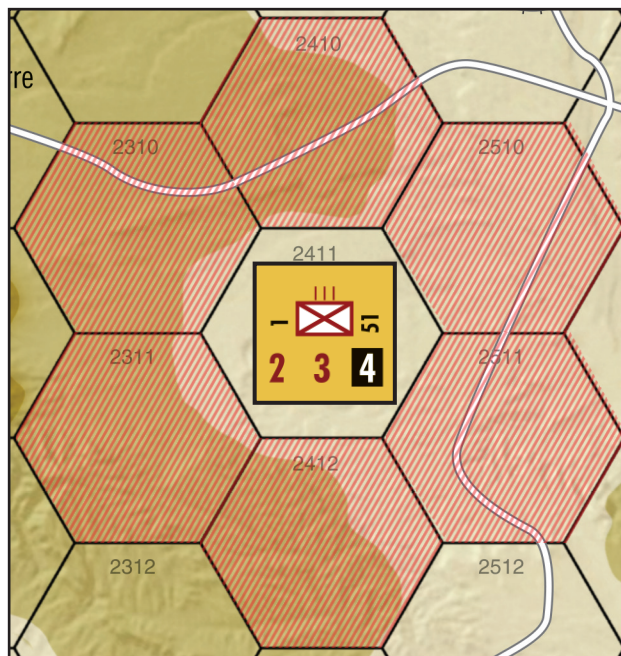
Example: The above diagram shows the hexes that are in the zone of control of the unit depicted.

- All units exert a zone of control. ZOC are always in effect, regardless of the phase or the player turn, during the entirety of every game turn.

Exception: In some games there are units that do not exert ZOC. Those units are noted with a black hexagon in the upper left corner of the counter.

- Zones of control extend into all types of terrain and across all types of terrain hexsides.

Exception: Some games have fortifications or other restrictions that will negate the projection of ZOC into specific hexes.

Belchite, Teruel & Alfambra

- The presence of a ZOC is never affected by other enemy or friendly units.
- If an enemy and friendly ZOC extend into a hex, they have no effect upon each other; both co-exist. The hex is mutually affected by both ZOC.
- If a unit is in an enemy zone of control (EZOC), the enemy unit is also in that unit's ZOC.

6.1 Effects on Movement
ZOC inhibit the movement of enemy units.

- A leg unit that begins its movement in a hex not in an EZOC, that enters a hex in an EZOC, must immediately stop its movement, regardless of how many MP it has remaining.
- A leg unit that begins its movement in an EZOC can move directly into a hex in an EZOC by expending all its printed MA.
- A leg unit that begins its movement in an EZOC can move into a hex not in an EZOC. The unit would expend the normal movement costs for that hex. It may continue movement normally.
- A leg unit must halt its movement if it later enters another EZOC.
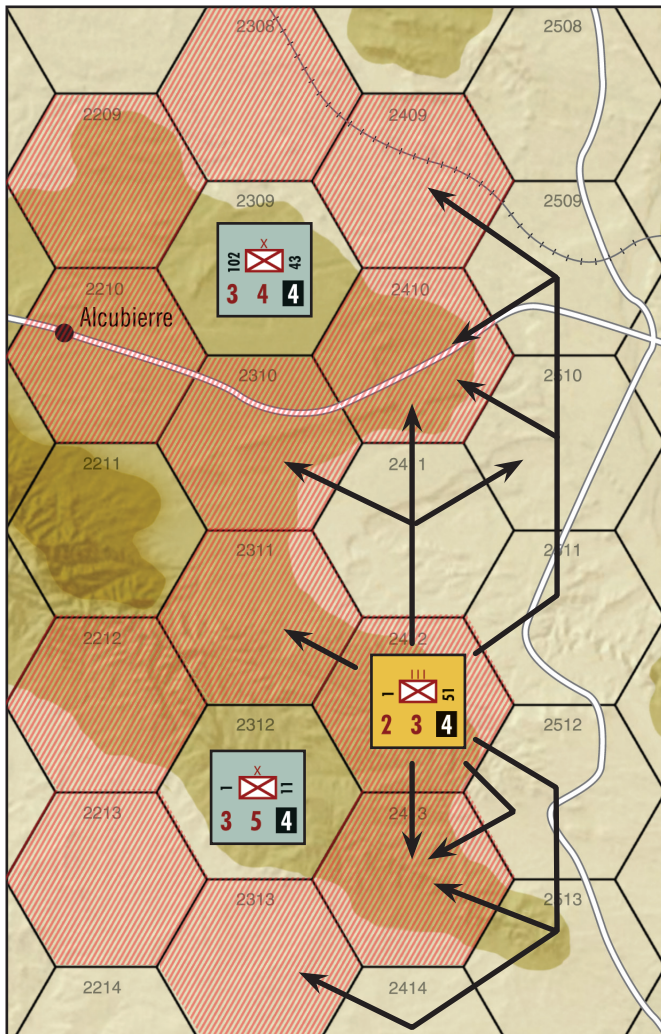
Example: The 51st Infantry Regiment can move into the hexes connected by black arrows. It can move from its starting hex directly into hex 2311 or 2413.

Note: Shaded hexes depict the ZOC of the two stationary units.

- A mobile unit must expend half of its printed MA (plus the normal cost of terrain) when it moves into an EZOC.

Important: When halving movement allowance, always round down (i.e. a unit with MA of "7" would expend three movement points to enter an EZOC.
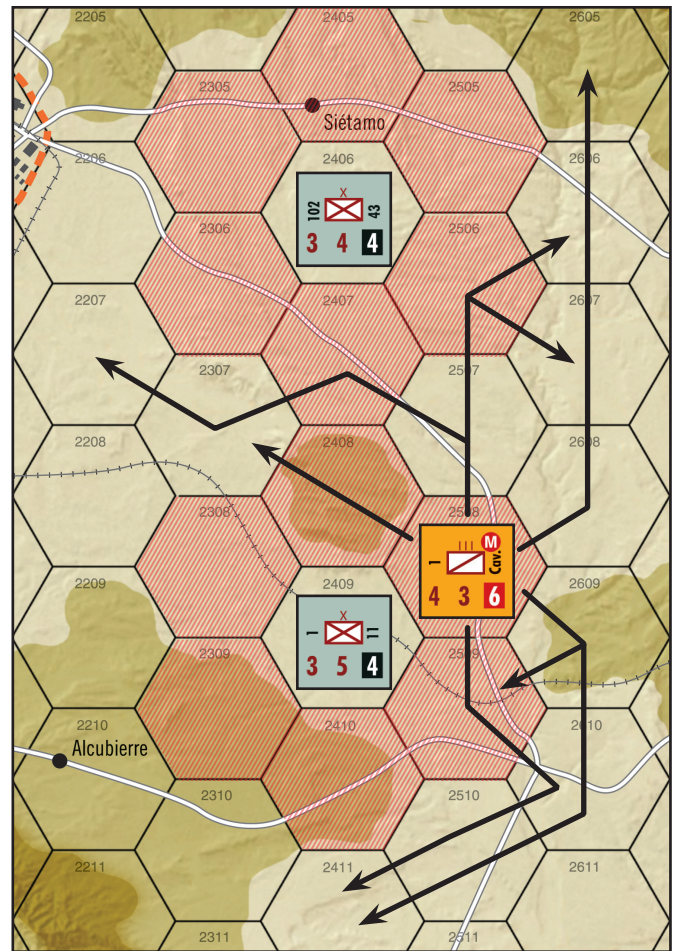
Example: The 1st Cav can move into the hexes connected by black arrows.

Exception: A unit may generally not move from EZOC to EZOC across a minefield hexside or to enter a fortification hex; however, this restriction doesn't apply to commandos. Commandos never pay additional movement costs to enter or exit EZOC.

6.2 Effects on Retreat & Advance After Combat
Units retreating after combat are prohibited from retreating into hexes in an EZOC (7.2). Units advancing after combat ignore EZOC (7.9).

SPANISH CIVIL WAR BATTLES:

7.0 COMBAT

Combat can only take place between enemy units that are adjacent.

- Combat is not mandatory.
- Support fire markers being used during bombardment are exceptions (being adjacent is not a requisite).
- The active player is designated the attacker and the inactive player is the defender, no matter the strategic or tactical situation.
- Combat only occurs during the Combat Phase and/or during the Mobile Combat Phase.
- Follow the steps outlined in 4.1.
- The attacker is not required to declare all his intended attacks at the outset of the Combat Phase. He can declare each attack as he reviews the map and conducts each individual attack.
- Each attack must be resolved to completion prior to conducting additional attacks.
- Attacks can be resolved in any order the attacker wishes, provided each combat is resolved before the next combat is declared.

7.1 Attacking Eligibility

The active player may declare as few or as many attacks as he wishes.

- The attacking player may decide which of his units will be participating in an attack on which defending units.
- Not all adjacent units are required to attack. The attacking player may choose whether adjacent units will participate or not.
- Units that do not participate in one attack, may participate in a later attack against another hex, if all other requirements are met.
- A single defending unit can only be attacked once each Combat Phase. Although, a defending unit could be attacked once in the Combat Phase and again in the ensuing Mobile Combat Phase.

Important: A unit could be attacked up to three times in a single game turn. Once in the Bombardment Phase, once in the Combat Phase and once in the Mobile Combat Phase.

- A single unit could also be attacked in the Bombardment Phase.
- A unit can participate in only one attack each game turn. A mobile unit cannot attack in the Combat Phase and again in the Mobile Combat Phase.
- A unit can be attacked from all adjacent hexes.
- Only one defending hex may be attacked in a single combat (i.e., attackers may not attack more than one hex during a single attack).
- A unit cannot attack across a prohibited/restricted hexside or into a hex prohibited to the attacking unit.
- The type of terrain the attacking unit(s) are in has no effect on their eligibility to attack.
- All attack, and defense strengths are unitary. A unit's strength may not be divided among different combats, whether as the attacker or the defender. A unit may not combine its attack and defense strengths for any reason.
- Support fire markers may be added to the attacking and defending force (8.0).

7.2 Combat Differential

The combat differential is the net quantity of attack strength points (including any support fire) compared to the net quantity of defense strength points (including any support fire). The differential is the sum of the total defense value subtracted from the sum of the total attack value.

- After calculating the combat differential, consult the CRT. Cross-reference the correct row using the terrain type in the defender's hex or (if applicable) the hexside terrain between all the attackers and the defending hex with the column showing the determined combat differential.
- Roll one die and cross reference the result with the above column. Implement the indicated combat result immediately (before resolving any additional attacks).

Note: *Support fire markers used during any Combat Phase are not available to be used again during the same game turn.*

7.3 Effects of Terrain

Only defending units benefit from the terrain in the hex they occupy and/or that hex's perimeter hexside terrain feature. The terrain within the hexes occupied by attacking units has no effect upon combat.

- Defending units do not benefit from river or ditch hexsides unless all the attacking units are attacking that defending unit across a non-bridged river or ditch hexside into that hex. If all units are attacking across a river and at least one of the units is attacking across a bridged hexside, use the bridged line on the CRT.
- The effect of terrain on combat has been integrated into the CRT. Refer to the terrain in which the defending unit is present, and cross-reference that terrain type with the combat differential (7.2). The combat die roll result must correspond to that column.
- Terrain benefits for combat are never cumulative. A defending unit always benefits from only the most defensively advantageous terrain type in its hex.

Important: Some hexes will depict more than one type of terrain. In this case, use the terrain most beneficial to the defender.

Example: A unit in a city hex surrounded by a river hexside would benefit only from the rough type of terrain.

7.4 Fortifications

If a game includes fortifications (whether printed, or as counters), the following applies to any unit occupying a hex containing a fortification:

- The printed defense strength of a unit is doubled.
- The combat modifier (the "+" value) of an attacker's support fire or bombardment marker applied to a fortification hex is halved (round down).
- This rule does not apply to support fire markers applied by the defending player.

7.5 Combat Resolution

The combat results, as printed on the CRT, are explained as follows:

De: **The defending unit(s) is eliminated.

D3: *The defending unit(s) must retreat three hexes.

D2: **The defending unit(s) must retreat two hexes.

Ex: One attacking unit and the defending unit must be flipped to their depleted side (or eliminated if already depleted or a single step unit). Among multiple attacking units, the attacker chooses which unit is depleted.

A1: *The attacking unit(s) must retreat one hex.

A2: *The attacking unit(s) must retreat two hexes.

A3: *The attacking unit(s) must retreat three hexes.

(A): One attacking unit must be depleted (or be eliminated if already depleted or a single step unit). Among multiple attacking units, the attacker chooses which unit is depleted.

Ae: **All attacking units are eliminated.

•: No Effect

*** Note:** The retreating player may choose to ignore his retreat requirement by choosing to deplete his unit instead (7.7).*

**** Note:** On a DE, or AE result, all units are eliminated. Two step units are not depleted, they are eliminated.*

Important: If the combat result is a retreat, the retreating player retreats his own unit in accordance with the retreat rules (7.6).

7.6 How to Retreat

When a combat result requires a unit to be retreated, the owning player must immediately attempt to move that unit the indicated number of hexes away from their combat position. A retreat is not movement and does not require the expenditure of movement points.

Important: If a rule states that a unit is to be depleted, that unit will be eliminated if it is already depleted or is a one-sided unit.

- A unit should (if possible) end its retreat closer (in hexes) to a friendly map edge (or in some games a friendly source of supply).
- If possible, a retreating unit must retreat along a path of vacant hexes (not occupied by other friendly units). A unit may retreat through friendly occupied hexes if no other retreat route of vacant hexes is possible. See 7.6.2 for effects.
- Under no circumstances may a unit retreat into or through a hex occupied by an enemy unit or a hex in an EZOC.

Important: Friendly units and friendly units with a ZOC into a hex do not negate any EZOC into that same hex for the purposes of retreat.

- A unit may not retreat into or through prohibited terrain (an all-sea hex).
- Seaborne units that are required to retreat to a sea hex must be depleted.
- A unit that must retreat must terminate its retreat the number of hexes away required by the combat result retreat number (from its original combat hex).
- If a unit cannot retreat at least one hex (for any reason), the retreating unit is eliminated (this does not nullify the retreat). If the unit can

retreat at least one hex but cannot retreat the required number of hexes for any reason, it is depleted in the last hex it can legally retreat. In this case, the retreat path is the last hex the eliminated unit could legally retreat into (7.8).

- Unless specifically stated in exclusive scenario rules, units may not retreat off the map.

Example: A unit suffers a D3 result. It must end its retreat a minimum of three hexes (two intervening hexes) from its original combat hex.

7.6.1 Bombardment Retreat

A unit that must retreat because of bombardment must, if possible, retreat farther away from the closest enemy unit.

- If there are no enemy units on the map, the unit may retreat towards the closest friendly unit.
- If, for example because of an EZOC, a retreat must cause a unit to end its retreat closer to an enemy unit than where it was when the retreat began, it may still retreat, however; the unit is depleted.
- If a unit is unable to retreat after bombardment, it is eliminated.
- There is no advance after combat.

7.6.2 Displacement

If a retreating unit's only available final hex in a retreat path is occupied by another friendly unit, the retreating player may choose to displace (move) that other friendly unit from its hex to one adjacent hex as if that other friendly unit was also retreating because of combat.

- Displacements cannot be made into a prohibited hex, into an EZOC, or into a hex in which the displaced unit would be stacked with another unit.
- After the displaced unit has moved, the retreating unit may retreat into that other friendly unit's formerly occupied hex.
- A displaced unit can displace another friendly unit using the same procedure.
- The displacement of units may continue until all units have been placed in a hex that does not contain a friendly unit.
- A given unit may be displaced more than once.
- An attacker's displaced unit is ineligible to conduct an attack during the remainder of the attacker's turn.
- Displacement is voluntary; a retreating unit unable to retreat because of the presence of other friendly units may be depleted instead of displacing a friendly unit.
- A retreating unit may not displace a friendly unit if any eligible vacant hex is available.
- A retreating unit does not displace a friendly unit when moving through that other unit's hex during a retreat.

7.7 Stiff Resistance

Instead of obeying a retreat combat result, a player may declare stiff resistance. This decision is made after the combat die roll.

- When declaring stiff resistance, a unit is not required to retreat at all.
- The unit conducting stiff resistance is immediately depleted. If the attacker declares stiff resistance, any unit that does not retreat, must suffer depletion.
- A player may opt to declare a depleted or one-sided unit to offer stiff resistance to avoid the retreat combat result. (The depleted or one-

sided unit must be eliminated in that case, but the retreat result is thereby nullified.) That prevents any advance after combat into that combat hex (7.8).

7.8 Advance After Combat

Attacking units are only permitted to advance after combat following a retreat combat result on an attacked (defending) enemy unit (i.e., "D2" or "D3"). Advance after combat does not take place after an EX or DE result.

- A defending unit cannot ever advance after combat, even after an "A1," "A2" or "A3" combat result.
- When an enemy unit is forced to retreat due to combat, it will leave a path of vacant hexes behind it called the path of retreat (this includes units that were eliminated when unable to complete the entire retreat (7.6).
- Any or all units that participated in the combat that caused the retreat are then eligible to advance along the path of retreat.
- The decision to advance after combat must come immediately after the retreat is completed.
- Advance after combat is voluntary, the owning player always determines which units and how far they advance.
- Advancing units ignore all EZOC along the entire path of retreat.
- Unit(s) advancing after combat may end their movement in any of the hex(s) along the path of retreat, but they may not stray from the path of retreat while moving.
- If multiple units advance after combat, no more than one unit may end its movement in any one hex of the path of retreat.
- After an advance after combat, an advancing unit is not eligible to attack or perform any other activity during that player turn (unless specified otherwise by an exclusive rule).
- An advanced unit is subject to attack by any eligible enemy units in the immediately following enemy Combat Phase, just like any other unit.

8.0 SUPPORT FIRE

Support fire represents indirect fire assets not represented in the game by actual counters.

- Support fire exists as markers that each player is secretly allotted from a chit pool, that may only appear on the map during the resolution of combat.
- Support fire markers do not exist on the map as units; they represent the incoming fire from supporting assets.
- Each side is provided with its own pool of support fire markers, which are allotted by the support fire allotment number printed on each space of the GTRT.
- The support fire # equals the total number of support fire markers a player will receive at the beginning of that game turn.
- If two numbers are listed, the first number is the support fire allotment for the first player, the second number is the support fire allotment for the second player.

Example: "8/9" printed in the first game turn space indicates the first player is allotted 8 support fire markers, and the second player is allotted 9 support fire markers (3.0 & 10.1).

8.1 Allotted Support Fire Markers

If the allotment of support fire markers indicated on the GTRT is less than the total quantity of markers in the pool for that player's side, that player must select from the lowest-valued markers before selecting higher-valued markers. Selected support fire markers must be selected in order from lowest to highest.

Exception: This standard rule, which is normally applicable to the basic game system, is superseded by rule 13.0 for all three scenarios.

8.2 Support Fire Limitless Range

Support fire markers do not have range limits; they may be added to any combats occurring anywhere on the map unless stated otherwise by the exclusive rules.

Exception: This standard rule, which is normally applicable to the basic game system, is superseded by rule 12.0 for all three scenarios.

8.3 Support Fire Application

All support fire markers function the same, though some markers have different printed "+" values (the combat modifier) and different icons.

- The value represents combat strength players may apply to combats that occur during the turn. The higher valued support fire markers are more powerful than the lower valued markers. Whether as the attacker or the defender, the applying player places his support fire marker(s) and then adds the support fire markers "+" number to his total attack or defense value.
- Support fire markers are always placed face-down, meaning the "+"value is hidden. A support fire marker may only be used once during each game turn. Once used, support fire markers are returned to the player's pool and are not available for the remainder of the current game turn but may be used in subsequent game turns.
- When utilized, support markers are revealed to the opposing player after all support declarations are made.
- Support fire is applied in a four-step process:

    1) When any combat is declared, the attacking player may place one support fire marker near the battling units to indicate it will support that combat.

    2) The defending player may then place one support fire marker (whether the attacker did or did not place a support fire marker).

    3) The attacker may then place one support fire marker (whether either player did or did not already apply a support fire marker).

    4) Finally, the defender may place one support fire marker (whether either player did or did not already apply any support fire markers).

- Thus, a player may add up to a maximum of two support fire markers to an attack or defense from among the markers he has been allotted that game turn.
- After each step, neither player can change his mind about having placed, or not placed, a support fire marker in a previous step.

- After the four-step process, all the support fire markers are revealed and added to the attack/defense strengths and the die is rolled for that attack, which cannot be aborted.

Example: If two 4-4-10 units are attacking a 2-3-8 unit; the total attack value is "8". If the attacking player has added two "+2" support fire markers, the final attack value becomes "12." If the defending player has added one "+6" support fire marker to that same combat, the final defensive value would then become "9".

8.4 Bombardment Support Fire

During the Bombardment Phase, support fire markers may be used to attack enemy units (not in concert with any actual ground attack).

- To conduct a bombardment, the active player may select any enemy unit anywhere on the map as the target of a bombardment.
- He then conducts each bombardment exactly as if a normal attack using the support fire marker's "+" value ("combat modifier") to calculate the differential (minus the targeted unit's defense strength).
- A bombardment is resolved like normal combat, except "Ex" results only affect the target, never the bombarding marker.
- A1, A2 and A3 results are always ignored.
- Each Support Fire marker may only target one enemy occupied hex.
- A maximum of two markers may be used to bombard the same hex during the same player turn.
- Markers may be of any value from among the markers drawn from the chit pool.
- Once a marker is used, it's returned to the chit pool where it's eligible for reuse as described in 8.1.

Exception: This standard rule, which is normally applicable to the basic game system, is superseded by rule 12.0 for all three scenarios.

8.4.1 Counter-Battery Fire

The inactive player may also add (a maximum of two) support fire markers (per the same alternating procedure as 8.3) to the defense of any friendly unit that is the target of a bombardment. The value of the defending player's own support fire marker(s) thus reduces the bombarding player's total bombardment value by an equivalent amount.

Example: If the bombarding and the defending player's support fire markers are each "+6," then the bombardment value is "0".

8.4.2 Friendly Fire

After resolving a bombardment, if the CRT indicates a result of "(A)", the bombarding player must apply that result to a single friendly unit that is closest to that originally targeted enemy unit. If there are multiple friendly units equidistant to that enemy unit, the bombarding player may choose which of his own friendly units is affected by the "(A)" result.

8.5 Terrain Effects

Support fire may be used anywhere on the map, regardless of intervening terrain or units (enemy or friendly). Support fire is not subject to line of sight restrictions, except when stipulated differently by the exclusive rules. In all cases, the defending units benefit fully from the terrain in the hex they occupy (not hexside terrain) when attacked by support fire, per the adjustment integrated into the CRT.

8.6 Support Fire Restrictions

Combat results have no effect on the allotment of support fire markers during the current or any future game turn, except when stipulated differently by the exclusive rules.

- A player may not divide or split the "+" value of a support fire marker among different targets. Each support fire marker must be applied to one target hex only.
- Support fire markers may never be accumulated from game turn to game turn. If they are not used during the game turn that they are allotted, they are returned to the chit pool.
- An individual hex cannot be subjected to more than one bombardment (8.4) per game turn.

9.0 SUPPLY

There are no supply rules (unless otherwise noted in a specific game's exclusive rules). All units are always considered in supply. Isolated or surrounded units suffer no penalties.

SPANISH CIVIL WAR BATTLES:

SPANISH CIVIL WAR BATTLES

EXCLUSIVE RULES

The following rules apply to all three scenarios (i.e., Belchite, Teruel, Alfambra) unless indicated otherwise.

2.3 Unit Types
The following unit types appear in one or more of the Spanish Civil War Battles.

Leg Units   Infantry

Mobile Units   Cavalry

Unit Abbreviations:
   PE: *Posición y Etapas.* "Positional & Staging".

   INT: International

   FN: *Flechas Negras (Black Arrows).* Brigades formed by Italian cadres and Spanish NCOs and rank and file.

   FA: *Flechas Azules (Blue Arrows).* Brigades formed by Italian cadres and Spanish NCOs and rank and file.

   M: *Móvil* (Mobile)

   N: *Navarra* (units from the Spanish region of Navarre)

Important: The yellow fire support markers are Nationalist, and the green markers are Republican.

Counter Errata: The tree information for the Republican Belchite counters was left off the counter sheet. They are the green counters.

Map Errata: The listing for Nationalist and Republican Reinforcements (the flags) on the TEC should be ignored. The Reinforcement points were intentionally left off the map.

10.0 LINES OF SUPPLY
Units in the Spanish Civil War Battles series must have an uninterrupted line of supply to a supply source to avoid penalties.

- An uninterrupted line of supply is defined as any length of contiguous hexes from (but not including) each unit to a valid supply source hex (including the hex).

- Each unit's line of supply cannot be occupied by an enemy land unit or be within an EZOC to be considered an uninterrupted line of supply.

- For supply purposes, any hex occupied by a friendly unit, negates all EZOC in that hex.

- A line of supply can only be traced through one mountain hex (unless along road/railroad) and cannot cross a river hexside except via a road or railroad.

- The supply sources for both sides in each scenario is any city/town that it owns or has captured (until recaptured) that can trace a path of hexes no more than four MP to a friendly road or railroad hex that in turn can trace a line of supply along friendly owned roads/railroads of any length to any friendly map edge road entry hexes.

- Units can trace directly to a friendly road or railroad map edge entry hex (treating the hex, the same as a city/town hex).

- Friendly road hexes are those map-edge road hexes that are on the friendly side of the front line at the start of each scenario.

10.2 Out of Supply
Each player checks to determine if a unit has a valid supply line the moment the unit requires supply (i.e., when a combat is declared, or a mobile unit attempts to move during the Mobile Movement Phase).

- If a unit does not have a line of supply to a valid supply source, its printed attack and defense strengths are immediately halved (round any fractions up).

- Movement during the regular Movement Phase is not affected by supply. This applies to both leg and mobile units.

- Mobile units that do not have a line of supply cannot move or attack during the Mobile Movement and Mobile Combat Phases.

11.0 REBUILDING UNITS
Each player is eligible to rebuild one depleted unit, or one eliminated unit per game turn (they cannot do both). Depleted units must have a line of supply to a valid supply source when it is rebuilt. Eliminated units must be placed in a hex that is in supply, not adjacent to an enemy unit, controlled by its side, and behind the owning side's original front line.

- Rebuild is conducted at the end of his own player turn.

- A unit cannot be rebuilt if it is adjacent to an enemy unit, even if that enemy unit is out of supply.

- Rebuilds are not accumulated from turn to turn. Unused rebuilds are lost.

- Place all eliminated units in a cup. When rebuilding an eliminated unit blindly draw one counter from the cup and place it on any supplied hex not in an EZOC, not adjacent to an enemy unit and that is behind the original front line of the side placing the unit. If a two-step unit is selected, it placed with its reduced side showing.

12.0 BOMBARDMENT
These rules supersede the standard Bombardment rules in 8.4.

- During the Bombardment Phase, support fire markers may be used to attack enemy units (not in concert with any actual ground attack).

- To conduct bombardment the active player selects one or two fire support counters and announces a bombardment attack on a specific enemy unit. The unit must be within two hexes of a friendly unit,

unless that support marker has an aircraft icon. Aircraft support markers may conduct bombardment anywhere on the map.

- Terrain and combat differential is determined in accordance with the standard rules.

- The inactive player cannot allocate counter-battery fire.

- Ignore all defender results except D2, D3, and DE.

- The defending player may declare stiff resistance (7.8).

- Ignore all attacker results except (A).

- Only apply the (A) if there is an adjacent friendly unit to the hex being bombarded.

- There is no advance after combat.

12.1 Commanding Heights
A friendly unit that is currently in a Commanding Heights hex (printed with a white triangle symbol) may increase a support fire's bombardment range by two hexes from that unit.

Example: If a friendly unit occupies a commanding heights hex, the owning player may conduct a bombardment up to four hexes from that unit.

13.0 SUPPORT FIRE RANDOM POOL DRAW
Instead of the normal procedure of selecting support fire markers (8.0) use the below procedure:

- In each scenario the Republican player has 22 fire support markers (green) and the Nationalist 17 (yellow). All markers are available in all in scenarios.

- During scenario set up, each player places all his support fire markers in a draw cup.

- At the beginning of each game turn, both players randomly and secretly draw the number of support fire markers allotted for that turn (the number on the GTRT).

- After drawing the required number of support markers, the owning player may inspect and utilize them in any order to conduct bombardment and combat (8.3 to 8.6).

- When utilized, support markers are revealed to the opposing player after all support declarations are made.

14.0 REPUBLICAN ACTIVATION
In both the Belchite (18.0) and Teruel (19.0) scenarios, beginning on game turn two, the Republican player must roll on the Republican Activation Table (on the map) to determine how many of his units may be moved during his Movement and Mobile Movement Phases.

Important: Do not use the activation rule in the Alfambra scenario (20.0).

- Do not roll for activation on game turn one. All Republican units may move normally.

- At the beginning of each Republican player turn (beginning turn two) consult the Republican Activation Table.

- Roll one die and apply the appropriate die roll modification (listed below the chart). A modified die roll of less than one is treated as a one.

- Cross reference the modified die roll with the number to the right. The result is the number of units that the Republican player may move normally during that game turn.

- Activation does not limit the number of units that may conduct attacks that turn, nor does it affect the use of fire support markers.

Important: The Republican Activation Table states that the result is the number of Brigades that may move and/or attack. Should state: Result is number of units that cannot move but may attack.

- The Republican player is not required to move all activated, units.

Example: If the modified die roll result is "4", the Republican player may move a maximum of twelve Republican units up to their full printed movement allowance. All other Republican units are not eligible to move.

- Republican units entering as reinforcements are not subjected to this limitation on their turn of entry.

Example: If the Republican player can activate "9" units and receives another three reinforcements on that turn, he may move nine of his units and the three reinforcements.

- This rule does not prevent units from retreating or advancing after combat when required or permitted.

15.0 UNIT FATIGUE (OPTIONAL)
During both the Combat Phase and the Mobile Combat Phase (but not the Bombardment Phase), when a unit attacks or defends, place a small six-sided die (or some other appropriate marker) on top of that unit or units with the "6" pip facing upwards.

- If a unit is marked with a "6" and then the unit subsequently attacks or defends again, turn that die over so that its "1" pip is facing upwards (representing fatigue).

- If that same unit attacks or defends yet again, turn the die over so that its "2" pip is now facing upwards.

- If a unit is marked with a "2" subsequent combats have no further effect.

- A unit's fatigue level remains in place until the unit is rested (15.2).

Designer's Note: To track who has been involved in combat in the turn, at the start of a new turn place the die next to the unit, moving it with the unit as it moves and moving it on the unit during the turn if it gets involved in combat or bombardment. Those that have not, are rested (15.2).

15.1 Combat Fatigue Effects
Fatigued units suffer adverse die roll modifications when the unit is involved in combat. Fatigue does not affect movement in any way.

- A unit marked with a "6" does not suffer any adverse effects.

- If a unit marked with a "1" participates in a combat, the owning player suffers a die roll modifier of +1 when attacking and a -1 when defending.

- If a unit marked with a "2" participates in a combat, the owning player suffers a die roll modifier of +2 when attacking and a -2 when defending.

Example 1: A Republican unit marked with a "1" participates in an attack (either alone or with other units). The die roll would be modified by "+1". After resolving the combat, all surviving Republican units would increase their fatigue by one (i.e., those not marked would be marked with a "6", those marked with a "1" would be marked with a "2").

Example 2: A Republican unit marked with a "2" is attacked. The die roll would be modified by "-2".

Example 3: Two Republican units, one marked with a "1" and one marked with a "2" conducts an attack, the die roll would be normally be modified by a "+2", however, if the Nationalist defender was marked with a "1" the net modifier would be "+1".

Important: Die rolls cannot be modified to less than one or greater than six (i.e., ignore modifications that would exceed the CRT).

15.2 Rest
A fatigue marker, regardless of the number, is removed from a unit at the end of a game turn if that unit did not attack, defend and/or was not bombarded during that game turn. Supply status has no effect on resting.

Important: Bombardment does not increase fatigue, however a fatigued unit that is bombarded is unable to rest.

16.0 THE GREAT BLIZZARD DURING THE BATTLE OF TERUEL (OPTIONAL)
In the Teruel and Alfambra scenarios, the Nationalist player must roll a die to determine if the Great Blizzard (*La Gran Nevada*) takes place.

- At the beginning of game turn one through three, the Nationalist player rolls one die.

- On a result of 1 through 4, the blizzard takes place that game turn.

- If the blizzard takes place, no further die rolls are made.

Example: On game turn one, a "5" is rolled, the blizzard does not take place. On game turn two, a "1" is rolled and the blizzard takes place. The Nationalist player would not roll on game turn three.

- If the blizzard has not taken place by game turn three, no further die rolls are made.

16.1 Effects of the Great Blizzard
On the game turn that the blizzard takes place, the following is in effect:

- The Republican player does not conduct his turn. He may not move or attack with any units. If reinforcements were scheduled to arrive, they arrive the following game turn.

- The Nationalist player may move his units one hex in the Regular Movement Phase. All other phases are skipped.

- Both sides may rest (recover fatigue) but may not rebuild.

17.0 FORTIFICATIONS
A fortification is not eliminated due to combat unless the option listed below is taken. A fortification that is abandoned and then occupied by an enemy unit is then usable by the capturing player. Fortifications cannot be rebuilt. In addition to the normal fortification attributes in 7.4, a unit that is occupying a fortification:

- May ignore all retreat results (D1, D2, D3) that are inflicted upon that hex.

- May opt to negate a De or Ex result inflicted upon the defender in that hex. If this option is taken, the player must eliminate the fortification marker immediately after negating a De or Ex result.

- A unit in an unsupplied fortification defends with its full combat strength. It is not doubled per 7.4.

18.0 BELCHITE SCENARIO

Date: August-September 1937

Scenario Length: Game Turns 1 to 10.

Map: Belchite

First Player: Republican

First Turn Restriction: The Nationalist player (second player) turn is skipped entirely.

Background: In the summer of 1937, the Republic launched a series of increasingly desperate offensives to relieve pressure off the Northern Front. Gen. Franco's Nationalist forces had concentrated strong forces against the Republican Northern enclave: the province of Biscay fell in June 1937, followed by Santander in August 1937. By late August, only Asturias remained in Republican hands. If the Northern regions fell, the Nationalists would gain access to large industrial, mining and human resources that would allow them to put a victorious end to the war. To prevent this from happening, the Republican General Staff

Belchite, Teruel & Alfambra

planned several offensives to force Franco to divert elsewhere part of his firepower and troops. After the battle of Brunete, near Madrid (July 1937), the Republicans tried again in Aragón, launching a pincer operation against the city of Zaragoza, an important communications node and capital of that region. With Zaragoza in danger, Franco would be forced to stop his offensive in the north. On 24 August, 1937, the Republican Army of the East launched a three-pronged attack on to Zaragoza.

Victory Conditions: At the end of turn 10, count the number of cities and/or towns the Republican player controls on the Nationalist side of the of the front line, then subtract the number of cities and/or towns controlled by the Nationalist side on the Republican side of the front line. If the net result is seven or greater, the Republican player wins the game.

Sudden Death Victory: Play stops immediately and the Republican player is declared the winner the instant that an in supply Republican unit occupies the city of Zaragoza (hex 1512).

Important: To control a location or hex, the controlling player must have entered or be the last player to have units that entered that hex.

Nationalist (Mustard Units) Set-Up First:
Set up the following Nationalist units in the hexes listed:

Hex	Unit
2105	1/51 Regiment (2-3-4), Fortified Marker
1708	4/51 Regiment (2-3-4)
1910	3/51 Regiment (2-3-4)
1711	1/M Regiment (3-4-4) (no reduced side)
1512	2/M Regiment (3-4-4) (no reduced side)
1813	PE Brigade (5-8-4)
2115	2/51 Regiment (2-3-4)
1916	1/52 Regiment (2-3-4), Fortified Marker
1817	4/52 Regiment (2-3-4), Fortified Marker
1616	3/52 Regiment (2-3-4)
1317	2/52 Regiment (2-3-4)

Republican (Green) Set-Up Second:
Set up the following Republican units in the hexes listed:

Hex	Unit
2205	126/28 Brigade (2-4-4)
2006	125/28 Brigade (2-4-4)
2009	127/28 Brigade (2-4-4)
1908	122/27 Brigade (2-4-4)
1909	123/27 Brigade (2-4-4)
2109	124/27 Brigade (2-4-4)

Hex	Unit
1912	15 Int./45 Brigade (3-4-4)
2013	11 Int./45 Brigade (3-4-4)
2114	102/43 Brigade (3-4-4)
2116	9/11 Brigade (3-5-4)
2017	1/11 Brigade (3-5-4)
1917	100/11 Brigade (3-5-4)
2218	6/38 Brigade (2-3-4)
1818	14 Int./35 Brigade (3-5-4)
1717	12 Int./35 Brigade (3-5-4)
1617	32/35 Brigade (3-5-4)
1516	116/25 Brigade (2-3-4)
1517	134/31 Brigade (2-4-4)
1418	117/25 Brigade (2-3-4)
1318	131/30 Brigade (2-3-4)
2418	143/44 Brigade (2-3-4)
2314	119/26 Brigade (1-2-4)
2818	153/24 Brigade (1-2-4)
2614	151/24 Brigade (1-3-4)
2714	141/32 Brigade (2-3-4)
2814	21/24 Brigade (2-3-4)
2709	145/44 Brigade (1-3-4)
2706	144/44 Brigade (1-3-4)
1618	4 Brigade (3-2-6)

Nationalist (Mustard) Reinforcements

Turn 2: Each unit enters via 1904, 1009, 1010, or 1019.
    I/13 Brigade (3-5-4)
    II/13 Brigade (3-5-4)
    I/105 Brigade (3-4-4)
    II/105 Brigade (3-4-4)
    I/150 Brigade (4-6-4)
    II/150 Brigade (4-6-4)

Turn 3: Each unit enters via 1904, 1009, 1010, or 1019.
    I/151 Brigade (3-4-4)
    II/151 Brigade (3-4-4)

Turn 5: Each unit enters via 1904, 1009, 1010, or 1019.
    FA Brigade (4-6-4)
    FN Brigade (4-6-4)

Turn 8: Each unit enters via 1904, 1009, 1010, or 1019.
    I/108 Brigade (3-4-4)
    II/108 Brigade (3-4-4)

SPANISH CIVIL WAR BATTLES:

Note: *An arriving unit may be moved during the same game turn that it arrives. It pays the terrain cost (or road/railroad cost) of entry hex. If a reinforcement is unable to arrive in the hex indicated above (due to the presence of another unit), it may alter its entry hex by one hex for every movement point spent. Players may also delay the arrival of such blocked units until the reinforcement hex is clear of enemy units. If multiple units arrive on the same hex, assume they were arranged off-map in a chain of hexes of the same terrain type, and must pay the MP cost for "moving" through those hexes. Mobile units that will enter during the mobile movement phase must be at the tail end of that chain.*

Republican Reinforcements: None

19.0 TERUEL SCENARIO

Date: December 1937

Scenario Length: Game Turns 1 to 10

Map: Teruel-Alfambra

First Player: Nationalist.

Background: This scenario represents the opening blows of the battles for Teruel. The Northern Republican enclave had finally fell in October 1937, and Franco planned a renewed offensive against Madrid. To snatch the initiative from the Nationalist's hands, the Republican chief of Staff, Gen. Rojo, ordered an offensive against the prestigious objective of Teruel (capital of the province). The battle for that city was fought out in very cold weather, with temperatures below -20° C. This scenario covers the intense winter battles in the mountains from mid December 1937 to late January 1938 where the Republicans attempted to cut off Teruel from its supply.

Victory Conditions: The side that occupies Teruel (hex 1914) when the game ends, wins the game. The units occupying the city must be in supply. If the units in Teruel are not in supply, the game is a draw.

Nationalist (Orange Units) Set-Up First:

Hex	Unit
1715	II/52 Regiment (1-3-4)
1409	III/52 Regiment (1-3-4)
1915	III/52 Regiment (1-3-4)
2005	III/52 Regiment (1-3-4)
1914	I/52 Brigade (3-5-4), Fortified Marker
1814	IV/52 Brigade (1-3-4)

Note: *The three "III/52" regiments represent this large formation that was really the size of a division.*

Republican (Light Green Units) Set-Up Second:

Hex	Unit
2205	22/39 Brigade (2-3-4)
2105	96/39 Brigade (2-3-4)
2006	64/39 Brigade (2-3-4)
1610	61/42 Brigade (1-3-4)
1710	151/42 Brigade (1-3-4)
1811	59/42 Brigade (1-3-4)
1910	15 Int./35 Brigade (4-6-4)
2011	32/35 Brigade (4-6-4)
2012	11 Int./35 Brigade (4-6-4)
1812	100/11 Brigade (3-5-4)
1912	9/11 Brigade (4-6-4)
1913	1/11 Brigade (4-6-4)
2014	117/25 Brigade (2-3-4)
2114	116/25 Brigade (2-3-4)
2215	118/25 Brigade (2-3-4)
2216	218/68 Brigade (1-3-4)
2217	219/68 Brigade (1-3-4)
2317	220/68 Brigade (1-3-4)
2116	87/40 Brigade (2-3-4)
2016	84/40 Brigade (2-3-4)
1916	82/40 Brigade (2-3-4)
1817	95/70 Brigade (1-3-4)
1716	92/70 Brigade (1-3-4)
1717	68/34 Brigade (2-4-4)
1617	3/34 Brigade (2-4-4)
1515	57/41 Brigade (1-3-4)
1314	58/41 Brigade (1-3-4)
1114	97/41 Brigade (1-3-4)
1216	81/64 Brigade (2-3-4)
1217	16/64 Brigade (2-3-4)
1316	83/64 Brigade (2-3-4)

Nationalist (Orange) Reinforcements

Turn 1: Each unit enters via 1405, 1106, 1110, or 1112.
- **I/81 Brigade (3-4-4)**
- **II/81 Brigade (3-4-4)**
- **I/84 Brigade (4-5-4)**
- **II/84 Brigade (4-5-4)**

Belchite, Teruel & Alfambra

Turn 4: Each unit enters via 1405, 1106, 1110, or 1112.
  I/82 Brigade (4-5-4)
  II/82 Brigade (4-6-4)
  62 Division (8-9-4)
  I/54 Brigade (3-5-4)
  II/54 Brigade (3-5-4)

Turn 5: Each unit enters via 1405, 1106, 1110, or 1112.
  1/N Division (8-9-4)
  4/N Division (9-8-4)
  1/Cav Regiment (4-3-6)
  2/Cav Regiment (4-3-6)
  3/Cav Regiment (4-3-6)
  I/85 Brigade (3-4-4)

Turn 6: Each unit enters via 1405, 1106, 1110, or 1112.
  61 Division (8-9-4)
  5 N Division (8-9-4)

Turn 8: Each unit enters via 1405, 1106, 1110, or 1112.
  I/105 Brigade (3-4-4)
  II/105 Brigade (3-4-4)
  I/108 Brigade (3-4-4)
  II/108 Brigade (3-4-4)
  I/13 Brigade (3-5-4) (do not use the 5-6-4 unit)
  II/13 Brigade (3-5-4) (do not use the 5-6-4 unit)

Republican (Light Green) Reinforcements:

Turn 3: Each unit enters via 2505 or 2511.
  49/47 Brigade (2-4-4)
  69/47 Brigade (2-4-4)

Turn 10: Each unit enters via 2505 or 2511.
  122/27 Brigade (2-4-4)
  123/27 Brigade (2-4-4)
  124/27 Brigade (2-4-4)

Note: An arriving unit may be moved during the same game turn that it arrives. It pays the terrain cost (or road/railroad cost) of entry hex. If a reinforcement is unable to arrive in the hex indicated above (due to the presence of another unit), it may alter its entry hex by one hex for every movement point spent. Players may also delay the arrival of such blocked units until the reinforcement hex is clear of enemy units. If multiple units arrive on the same hex, assume they were arranged off-map in a chain of hexes of the same terrain type, and must pay the MP cost for "moving" through those hexes. Mobile units that will enter during the mobile movement phase must be at the tail end of that chain.

20.0 ALFAMBRA SCENARIO

Date: February 1938

Scenario Length: Game Turns 1 to 10

Map: Teruel-Alfambra

First Player: Republican

Background: Alfambra uses the Teruel-Alfambra map and simulates the final struggle for the city of Teruel in February 1938.

Victory Conditions: The Nationalist player wins if:

• Nationalist units must control any five hexes of the north-south road anywhere along its length from hex 2505 to Perales del Alfambra (2108) to Alfambra (2011) to Teruel (1914) and down to 1717 by the conclusion of turn eight and still hold the above at the end of the game.

• If they accomplish the above by conclusion of game turn nine and maintain the above until the end of the game, the game is a draw.

• In both the above cases, the units must be in supply to meet the requirements.

• If the above is not met, the Republican player wins.

Important: To control a location or hex, the controlling player must have entered or be the last player to have units that entered that hex.

Exception: If the Blizzard does not occur, the Nationalist must meet the requirements in the first bullet by the conclusion of game turn six to win the game. All other requirements remain the same.

Republican (Light Green Units) Set-Up First:
Army of the Levante: Set up the following Republican units in the hexes listed:

Hex	Unit
2205	59/42 Brigade (1-3-4)
2105	61/42 Brigade (1-3-4)
2006	151/42 Brigade (1-3-4)
1906	82/40 Brigade (2-3-4)
1911	212/66 Brigade (1-3-4)
2013	213/66 Brigade (1-3-4)
1912	214/66 Brigade (1-3-4)
1811	22/39 Brigade (2-3-4)
1710	64/39 Brigade (2-3-4)
1709	96/39 Brigade (2-3-4)
1807	52/19 Brigade (3-4-4)
1907	74/19 Brigade (3-6-4)
1808	122/27 Brigade (2-4-4)
1707	123/27 Brigade (2-4-4)
1708	124/27 Brigade (2-4-4)
2217	225/67 Brigade (1-3-4)
2216	226/67 Brigade (1-3-4)

Hex	Unit
2115	227/67 Brigade (1-3-4)
1816	10/46 Brigade (3-6-4)
1914	101/46 Brigade (3-6-4)
1815	209/46 Brigade (3-5-4)
1716	57/41 Brigade (1-3-4)
1616	58/41 Brigade (1-3-4)
1515	97/41 Brigade (1-3-4)
1314	81/64 Brigade (2-3-4)
1415	16/64 Brigade (2-3-4)
1214	83/64 Brigade (2-3-4)
2014	116/25 Brigade (2-3-4)
2113	117/25 Brigade (2-3-4)
2213	118/25 Brigade (2-3-4)

Nationalist (Orange Units) Set-Up Second:
V Army Corps: Set up the following Nationalist units in the hexes listed:

Hex	Unit
2005	4 N Division (9-8-4)
1905	1 N Division (8-9-4)
1805	I/82 Brigade (4-5-4)
1705	II/82 Brigade (4-6-4)
1405	I/105 Brigade (3-4-4)
1504	II/105 Brigade (3-4-4)
1305	I/108 Brigade (3-4-4)
1406	II/108 Brigade (3-4-4)
1606	5N Division (8-9-4)
1408	1/Cav Brigade (4-3-6)
1507	2/Cav Brigade (4-3-6)
1409	3/Cav Brigade (4-3-6)
1612	III/52 Regiment (1-3-4)
1613	I/13 Brigade (5-6-4) (do not use the 3-5-4 unit)
1614	II/13 Brigade (5-6-4) (do not use the 3-5-4 unit)
1510	I/85 Brigade (3-4-4)
1611	II/85 Brigade (3-4-4)
1812	I/83 Brigade (3-4-4)
1711	II/83 Brigade (3-4-4)
1913	I/84 Brigade (4-5-4)
1813	II/84 Brigade (4-5-4)
1814	150 Division (8-9-4)
1615	I/81 Brigade (3-4-4)
1715	II/81 Brigade (3-4-4)
1506	61 Division (8-9-4)
1514	I/54 Brigade (3-5-4)
1414	II/54 Brigade (3-5-4)
1113	II/52 Regiment (1-3-4)
1313	III/52 Regiment (1-3-4)

Reinforcements: None

COMBAT RESOLUTION DEFINITIONS

The combat results, as printed on the CRT, are explained as follows:

De: The defending unit(s) is eliminated.

D3: *The defending unit(s) must retreat three hexes.

D2: *The defending unit(s) must retreat two hexes.

Ex: One attacking unit and the defending unit must be flipped to their depleted side (or eliminated if already depleted or a single step unit). Among multiple attacking units, the attacker chooses which unit is depleted.

A1: *The attacking unit(s) must retreat one hex.

A2: *The attacking unit(s) must retreat two hexes.

A3: *The attacking unit(s) must retreat three hexes.

(A): One attacking unit must be depleted (or be eliminated if already depleted or a single step unit). Among multiple attacking units, the attacker chooses which unit is depleted.

Ae: All attacking units are eliminated.

•: No Effect

*** Note:** The retreating player may choose to ignore his retreat requirement by choosing to deplete his unit instead (7.7).*

Note: *On a DE, or AE result, all units are eliminated. Two step units are not depleted, they are eliminated.*

Important: If the combat result is a retreat, the retreating player retreats his own unit in accordance with the retreat rules (7.6).