

LAND AND FREEDOM



THE SPANISH REVOLUTION AND CIVIL WAR

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INTRODUCTION

July 17, 1936 – A coup has just been launched – aimed at overthrowing the Republic! A coalition of Fascist groups, led by right-wing military officers, has been coordinating in secret to install a dictatorship. Just five months ago, the Popular Front, which includes Liberals, Socialists, and Communists, won the General Election and took control of the Republican government. Inspired by Italy and Germany, the Spanish Fascists are determined to destroy this left-wing democracy before it can effect real reforms.



Meanwhile, masses of oppressed Spanish peasants are taking over the land and farming it collectively, and thousands of worker-cooperatives are organizing in the cities to self-manage Spanish industry as the bosses flee to the Fascist side. Some two million such workers and peasants are represented by the anarcho-syndicalist CNT, the nation's largest labor union. But this growing liberty and collectivization are also a threat to the Republican government, which desperately needs to appease potential foreign allies in the capitalist powers of Britain, France, and the United States.

In the depths of the Great Depression, and after years of strikes, repression, and assassinations – between Left and Right, rich and poor, Catholic and atheist – Spain is plunged into Revolution and Civil War.

Led by Generals Sanjurjo and Mola, the Fascist conspirators have seized control of half of the nation's army and navy, including all of the elite forces of the Army of Africa. To prevent total collapse, the Republic is forced to distribute arms to the revolutionary CNT and the more reformist UGT labor union. These militias, along with the remaining Republican army, manage to defeat the officers' coup in Madrid, Barcelona, and Valencia, but other key cities like Sevilla, Valladolid, and Zaragoza have fallen to the rebels. Now about one-third of mainland Spain is held by the Fascists, and thousands who find themselves on the wrong side of the front line are being hunted down and massacred. To survive, many go underground as guerrillas to carry on the fight behind enemy lines.

With Nazi Germany, Fascist Italy, and Communist Russia sending both troops and weapons to escalate the conflict, and the entire world watching closely, could the Civil War in Spain perhaps be the first act in another World War, or will the workers of Spain achieve true self-determination?

COMPONENTS

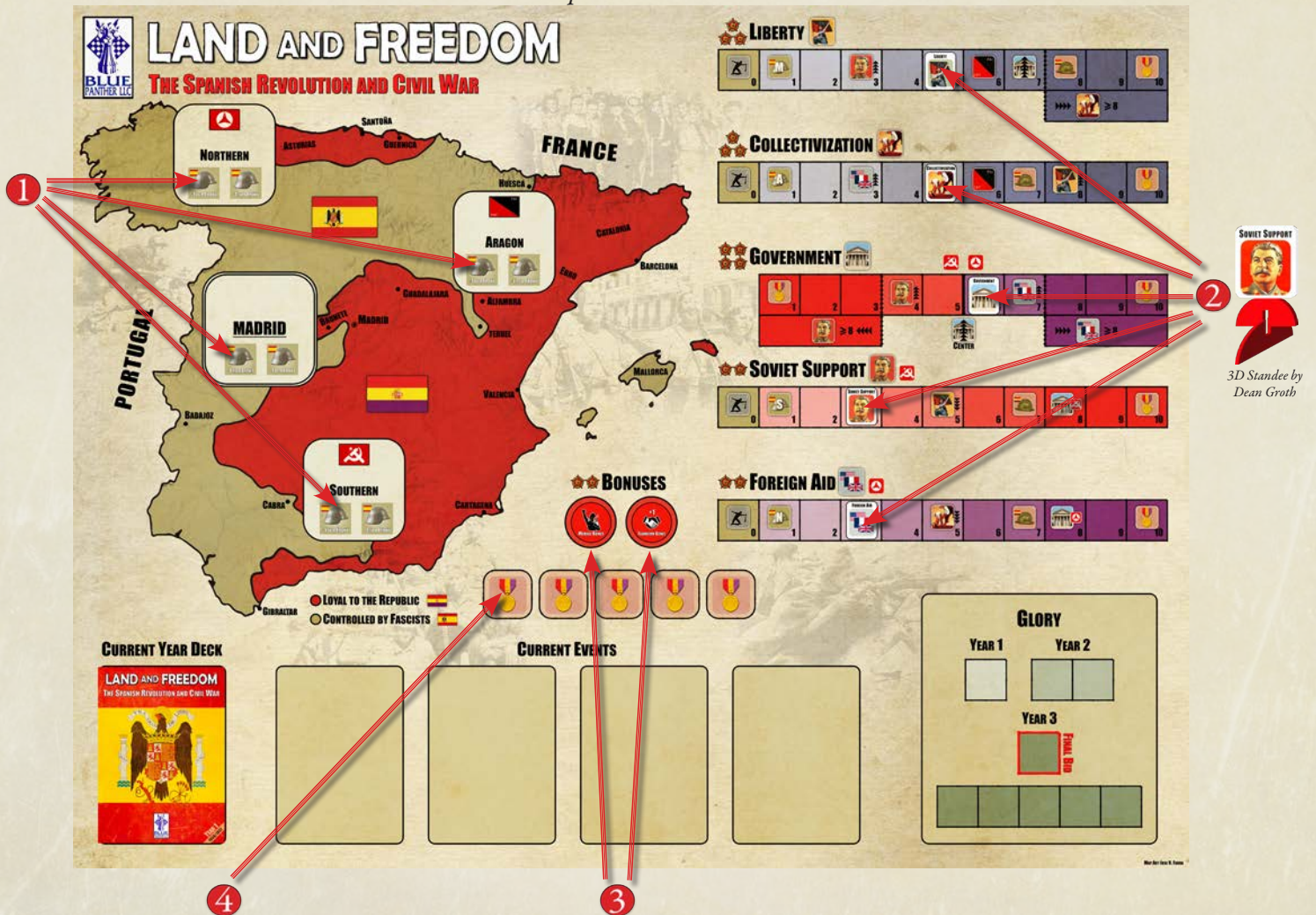
- One 22"x17" Board
- 3 Player aids with Non-Player rules on the reverse
- 111 Poker Sized Cards Including:
 - 54 Players Cards (18 cards per faction)
 - 54 Fascist Cards (18 cards per year)
 - 3 Reference Cards
- 141 Counters and 5 Standees
- Bag of Glory
- Rulebook



SETUP

- 1 Place 2 Fascist Attack tokens on each of the 4 Fronts.
- 2 Assemble the Standees. Place the corresponding standee on the following spaces of each track: 5 on Liberty and Collectivization, 6 on Government, 3 on Soviet Support and Foreign Aid.
- 3 Place both the Morale and Teamwork Bonuses to their "on" side in the Bonuses area.
- 4 Place all the Medallions into the bag and randomly draw out 5 of them, placing them in the Medallions area. Return the others to the game box.
- 5 Give each player their Player aid, deck, and tokens. Shuffle the decks and each player draws their starting hand of 5 cards.
- 6 Each player places one of their tokens in the Bag of Glory.
- 7 The Moderate player begins with the Initiative. The other players begin with 2 Hero points.
- 8 Shuffle the Fascist decks. Place the Year 1 deck on the board.
- 9 Keep the reference cards, Attack/Strength tokens, Hero points, and Blank markers within reach of all players.

Full setup on the Back Cover.



WINNING AND LOSING

- The game is divided into 3 Years: Year 1 (1936–37), Year 2 (1937–38), and Year 3 (1938–39). Each Year has 4 turns. If the players do not lose the war earlier, the game will end at the end of Year 3. If the war is lost, all players lose. If the war is won, the player with the most Glory is the winner.
- There are 4 Fronts: Madrid, Northern, Aragon, and Southern. The presence of Fascist Attack tokens signifies that the Front has a negative value – each Fascist token equals a -1 value. Conversely, the presence of Republican Strength tokens signifies that the Front has a positive value – each Strength token equals a +1 value.

⇒ If a Front ever falls to -10, it suffers Defeat immediately.

⇒ If a Front ever rises to +10, it achieves Victory immediately.

(See **pg. 8** for full effects of Defeat or Victory on a Front.)

- The war can be lost in 3 ways:

⇒ Defeat on the Madrid Front (instant loss).

⇒ Defeat on any 2 Fronts (instant loss).

⇒ Any 2 Fronts at 0 or worse at the end of Year 3.



- The war can only be won in 1 way: 3 Fronts must be at +1 or better at the end of Year 3.
- If the war is won, player tokens are drawn from the Bag of Glory until the Glory area is full. The player with the most Glory wins the game.
- In the case of a tie, the Initiative player breaks the tie. (The Initiative token breaks all ties.)



INITIATIVE

- One player always has the Initiative token. This allows them to go first in turn order, break all ties, and most importantly add one of their player tokens to the Bag of Glory at the end of every turn AND at the end of every Year. Having the most tokens in the Bag of Glory greatly increases your odds of winning the game – presuming you win the war, of course.
- Initiative is held by the Anarchists if both the Liberty AND Collectivization tracks are at 6 or above.
- If either Liberty OR Collectivization are below 6, Initiative is held by whichever player controls the Government – either the Communists or Moderates. The Moderates begin the game with Initiative because they control the government and the Anarchist Revolution is not in full effect.
- Initiative is claimed by a new player as soon as the Liberty, Collectivization, or Government tracks move past the necessary thresholds. (See Tracks and Triggers, **pg. 9**.)

TURN SEQUENCE

1 Fascist Event – Reveal the top card of the current Year deck. The Fascist Event card will add a certain number of Attacks to the Fronts, labeled M, N, A, S (for Madrid, Northern, Aragon, and Southern) or V or D (for the Front closest to Victory [+10] or Defeat [-10]). Events in Year 2 add more Attacks than those in Year 1, and Year 3 Events are still more damaging. Fascist Events have other immediate negative effects, like reducing tracks or turning off Bonuses.

⇒ **Example:** An Event (see right) with 4 M and 2 V adds 4 Attacks to the Madrid Front and 2 Attacks to the Front closest to Victory. The Madrid Front was at +2 (indicated by the presence of 2 Republican Strength tokens), so 4 Attacks drops its value to -2 – flip the Strength tokens to the negative side to show 2 attacks. The Front closest to Victory is now the Southern Front at +2, so 2 Attacks drops that Front to 0 – remove all tokens from the Front. This card also reduces Liberty by 1.



⇒ Finally, each Fascist Event also contains a Test, challenging the players to support a specific Front to increase its value to a certain threshold. (In this example, the Test is on the Madrid Front and the threshold is 0.) The Test will be resolved after the players take their turns (see **part 3** below).

2 Player turns – Each player simultaneously chooses one card to play on their turn. Once all have chosen, the Initiative player goes first, revealing and playing their card. They also have the opportunity to spend Hero points at any time during their turn. When that player has finished their turn, the next player reveals their card and takes their turn, etc. until all three have finished. (See Player Cards, **pg. 6** and Hero points, **pg. 7**.)

⇒ Turn order is clockwise for Year 1 and Year 3, and counter-clockwise in Year 2.

3 Resolve Fascist Test – The Test challenges one specific Front each turn. If the players have supported that Front to boost its value sufficiently to pass the Test, there will be a reward. That reward may benefit all players or only one specific player. On the flip side, if the Test fails, there will be a penalty, which may affect all players or only one specific player. Depending on the Test, it's possible one or more players will prefer for the Test to fail, but typically at least two players will be incentivized to pass the Test.

⇒ Tests on the Northern Front typically affect the Moderates; Tests on the Aragon Front typically affect the Anarchists; Tests on the Southern Front typically affect the Communists; Tests on the Madrid Front typically affect the Initiative player or the Government.

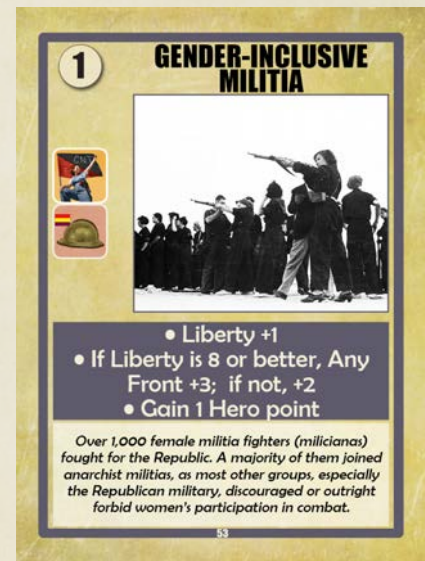
⇒ If a Test is passed, all players who contributed to the success gain 2 Hero points. (See Hero Points, **pg. 7**.)

4 Bag of Glory – At the end of every turn, the Initiative player adds one of their tokens to the Bag of Glory. If it is the end of the Year, they also add one more. (See End of the Year, **pg. 10**.)

5 Remove all player tokens from the Fronts.

PLAYER CARDS

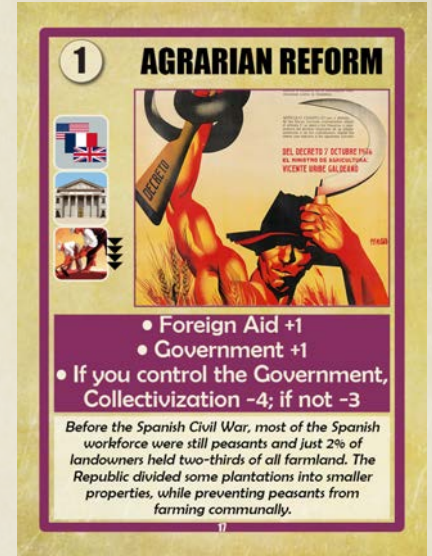
- Each player has their own unique deck of 18 cards. Their deck contains twelve cards of strength 1, five cards of strength 2, and one card of strength 3 – their Leader card. Players will have a hand of cards, a discard pile, and may use cards to build a tableau in front of them.
- At the start of each Year, all players draw 5 cards to their hand from their deck. At the start of Year 1, players will have 5 cards; at the start of Year 2 - 6 cards; Year 3 – 7 cards. (See End of the Year, **pg. 10**.)
- Each turn, all players will play one card from their hand. **Cards can be played in two ways – either for the card’s Event effects OR for its Action Points (and possible Morale Bonus).**
- When a card is played for its Event effects, the player activates each line in the card’s Event text in the order written (in the example to the right, the text beginning with Liberty +1). The card is then trashed (place it in the game box). Events typically provide a larger, short-term benefit to the player; trashing the card means that it will likely not be seen again.
- When a card is played for its Action Points (AP), the strength number in the top-left of the card is used to affect one area of the board – any single area of the player’s choice: a Front, a Track, or to turn on Bonuses.
 - ⇒ Action Points can be used to add strength to a single Front equal to the number of AP (e.g. a card with 1 AP would remove 1 Fascist Attack or add 1 Republican Strength).
 - ⇒ AP can be used to move a single Track that number of steps. The player can choose to move the Track either up or down. (See Tracks and Triggers, **pg. 9**.)
 - ⇒ AP can be used to turn on the Morale Bonus, the Teamwork Bonus, or both (1 AP per Bonus).
 - ⇒ AP cannot be divided into multiple areas of the board. If any AP is left over, it is wasted.
- If a card is played for AP, it is added to the player’s tableau. This allows them to also make use of the icons on the card through the Morale Bonus.
- Most cards in players’ hands and tableaus will go to their discard pile at the end of the Year, but they will be allowed to keep 1 in both places at the end of Year 1, and 2 at the end of Year 2. (See End of the Year, **pg. 10**.) The discard pile will eventually be recycled into players’ decks when their deck runs out and they need to draw again.





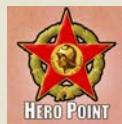
MORALE BONUS

- If the Morale Bonus is on, a player can use it when they play a card for Action Points. The Morale Bonus allows the player to choose any 1 icon on the left side of their current card to activate, multiplying the effect of that icon by the number of times it appears in their tableau, including their current card.
- In the example to the right, the Morale Bonus would allow the player to increase Foreign Aid, move the Government in their direction, or reduce Collectivization. If they also had 2 other cards in their tableau with the Foreign Aid icon, their Morale Bonus could increase Foreign Aid by 3. Remember, the Morale Bonus can only activate one icon on the player's current card. (See Appendix 1, **pg. 11** for the Symbol Key.)
- The Morale Bonus produces 1 benefit, not multiple benefits. A Morale Bonus of adding Strength to a Front must all be applied to a single Front.



TEAMWORK BONUS

- When a player strengthens a Front (including removing Attacks), they place one (and only one) of their player tokens in that Front to show their positive contribution this turn. First, if that Front is the location of the Fascist Test, then that player will earn 2 Hero points if Success on the Test is achieved. Second, whenever the second (or third) different player token is added to the same Front, it may trigger the Teamwork Bonus.
- If the Teamwork Bonus is on, it adds +1 Strength to the same Front where the second or third player adds Strength on the same turn. This allows players to benefit from coordinated efforts. It is not possible for one player to trigger the Teamwork Bonus with themselves.
- At the end of each turn, remove all player tokens from the Fronts.



HERO POINTS

- Hero points are a currency that players earn by performing heroic acts, primarily at the Fronts:
 - ⇒ A player immediately earns a Hero point when they strengthen a Front to Republican control (bringing that Front's value from 0 or worse to +1 or better).
 - ⇒ All players who contributed to Success on the Fascist Test earn 2 Hero points. They must have strengthened that Front this same turn.
 - ⇒ All players who contributed to Victory on a Front earn 3 Hero points. (See Victory on a Front, **pg. 8.**) They must have strengthened that Front this same turn.



- ⇒ Hero Points can also be earned through certain Event effects and Medallions.
- ⇒ If there are no Hero point tokens available, players cannot receive those earned. If the supply is insufficient when multiple players earn Hero points simultaneously, the Initiative player receives Hero points first, then the other players in turn order until there are no tokens remaining.
- A player may spend any number of Hero points any time during their turn for the following benefits:
 - ⇒ Draw cards – 1 Hero point per card.
 - ⇒ Turn on a Bonus – 2 Hero points.
 - ⇒ Move the Soviet Support or Foreign Aid tracks – 2 Hero points per step.
 - ⇒ Move the Liberty or Collectivization tracks – 3 Hero points per step.
 - ⇒ Move the Government track – 4 Hero points per step.
 - ⇒ Certain Medallions cost Hero points to activate once they have been acquired by the player. (See Appendix 2, pg. 11.)
- Hero points can be lost as a result of Fascist cards or stolen by other players' cards.

VICTORY ON A FRONT

- As soon as any Front reaches +10, the players achieve Victory on that Front. Cover the Front with a “Victory on a Front” card. The victorious Front can never again be Attacked or damaged in any way.
- All players who contributed to the victorious Front this turn receive 3 Hero points.
- For the rest of the game, any Fascist Attack on the victorious Front instead Attacks the Initiative player's choice of Front, and any Tests on the victorious Front automatically pass.
- Any Player cards affecting the victorious Front can now be applied to the Front of the player's choice.
- The Front closest to Victory is that closest to +10. If there is a tie, it is broken by the Initiative player.



DEFEAT ON A FRONT

- As soon as any Front falls to -10, the players suffer Defeat on that Front. Cover the Front with a “Defeat on a Front” card. The defeated Front can never again be strengthened or recovered in any way.
- If the defeated Front is Madrid, or the second Front to be defeated, the game is over and all players have lost.

- Immediate effects of Defeat on a Front: the Morale Bonus is turned off; Collectivization, Soviet Support, and Foreign Aid are all reduced by 1.
- For the rest of the game, any Fascist Attack on the defeated Front instead Attacks the remaining Front closest to Defeat, and any Tests on the defeated Front automatically fail.
- Any Player cards affecting the defeated Front must now be applied to the remaining Front closest to Defeat.
- The Front closest to Defeat is that closest to -10. If there is a tie, it is broken by the Initiative player.



TRACKS AND TRIGGERS

- Each player has two Tracks that belong to them. The Anarchists have the Liberty and Collectivization tracks, and are incentivized to increase those as much as possible. The Communists have the Soviet Support track and want to pull the Government track as far as possible in their direction (to the left – lower values). The Moderates have the Foreign Aid track and want to move the Government track to the right (higher values).
- Each player has one track that is dependent on their other track. For the Anarchists, Liberty cannot advance past 7 unless Collectivization is at least 8. For the Communists, Government cannot go below 3 unless Soviet Support is at least 8. For the Moderates, Government cannot advance past 7 unless Foreign Aid is at least 8. If a standee is already inside one of these restricted areas on the dependent track and the other track falls below 8, the standee remains where it is but cannot advance further unless the other track is restored to 8 or above.
- The five Tracks have icons on them representing triggers which take effect immediately when the standee on those Tracks moves to or through the given step. When an icon is triggered, place a Blank marker on the space to cover up the icon, showing that the trigger is extinguished. The Anarchist flag on space 6 of the Liberty and Collectivization tracks is not a trigger; this indicates that the Anarchists claim the Initiative when both tracks are 6 or higher. Do not place a Blank marker on these spaces.
- The Turn off Morale Bonus trigger at the bottom of each Track does not get covered by Blank markers. Whenever any track reaches 0 (or when any Front falls to Defeat), the Morale Bonus is turned off. This could be triggered multiple times during a game.
- The Center of the Government track is between spaces 5 and 6. When the Government moves “towards Center,” it moves precisely one step and may pass across the Center line to give control of the Government to the other player (e.g. Government is at 6 and moves “towards Center” so it goes to 5 and gives the Communists control of the Government). When the Government moves “away from Center,” it moves one step in the direction of the player that already controls the Government.
- When a “+1 to a Front” trigger is reached on one of the tracks, the player who that track belongs to decides which Front to add that Strength to, even if another player was responsible for moving the track and hitting that trigger (e.g. the Communist player moves Foreign Aid to 7, triggering +1 Strength to a Front, but the Moderate player decides which Front to add +1 to).





MEDALLIONS

- When a player's track is maxed out they may earn one of the available Medallions (e.g. Government reaches the Medallion trigger on space 1, earning one for the Communists). Each game there are 5 random Medallions available at the start of the game. The player earning a Medallion may choose the one they desire from the board. If there are no Medallions remaining, they do not receive one.
- Some Medallions give an immediate one-time bonus, others give a permanent upgrade or a new way to utilize Hero points (for the full list of Medallions, see Appendix 2, **pg. 11**).

FINAL BID FOR GLORY

- The final turn of the game is structured differently. After the Fascist Event, each player simultaneously chooses up to 3 cards from their hand as their Final Bid. These cards will not be played; they will be used for the Final Bid and then discarded.
- The player who bid the largest total number of Action Points wins the Final Bid. The winning player scores one of their tokens **directly to Glory** – skipping the Bag and immediately increasing their end-game score.
- After the Final Bid, the rest of the turn sequence is as normal. Players simultaneously choose the card they wish to play from their hand and take their final turns; the Fascist Test is resolved; the Initiative player adds the final two tokens to the Bag of Glory.



*Colorization by Julius Backman
(@julius.colorization on Instagram)*

END OF THE YEAR

- Each Year ends after the fourth turn has concluded. In addition to the normal token at the end of the turn, the Initiative player adds a second token to the Bag of Glory.
- At the end of Year 1, pull 1 player token from the Bag of Glory and score it. The other two players receive 1 Hero point (for selfless commitment to the war effort). Each player may keep 1 card in their hand and 1 in their tableau. The rest of the hand and tableau cards go to the player's discard pile. Flip the Initiative token to indicate turn order becomes counter-clockwise for Year 2. All players draw 5 new cards. Replace the Year 1 Fascist cards on the board with the Year 2 Fascist deck.




*Colorization by Julius Backman
(@julius.colorization on Instagram)*

- At the end of Year 2, pull 2 tokens from the Bag of Glory. Any player(s) who did not score this Year instead receive(s) 2 Hero points. All players may keep 2 cards in their hand and 2 in their tableau. The rest go to their discard piles. Flip the Initiative token to indicate turn order becomes clockwise for Year 3. All players draw 5 new cards. Replace the Year 2 Fascist cards on the board with the Year 3 Fascist deck.
- **At the end of Year 3, determine if the war is won or lost. (Three Fronts at +1 or better.) If it is won, pull the last 5 tokens from the Bag of Glory. The player with the most Glory wins the game. (Initiative breaks ties.)**

APPENDIX 1 – SYMBOL KEY

 Moderates	 Hero Point	 Player with Most Hero Points Gains a Hero Point
 Communists	 Player with Most Hero Points Loses a Hero Point	 Soviet Support
 Anarchists	 Claim a Medallion	 Government
 Initiative Player	 +1 to a Front	 Collectivization
 Success on Fascist Test	 -1 to a Front	 Liberty
 Failure on Fascist Test	 Teamwork Bonus On	 Foreign Aid
 Move Government Away From Center	 Teamwork Bonus Off	
 Move Government Towards Center	 Morale Bonus On	
 Draw a Card	 Morale Bonus Off	
 Play a Card	 Increase or Decrease	

ATTACK ON FRONTS




 Madrid	 Aragon
 Southern	 Front Closest to Defeat
 Northern	 Front Closest to Victory

APPENDIX 2 - MEDALLIONS




IMMEDIATE ONE TIME BONUSES

 Add 1 player token to the Bag of Glory
 Gain 7 Hero points
 Play another card

PERMANENT UPGRADES

 Add 1 extra Strength when Supporting a Front (once per turn)
 Gain 2 extra Hero points from each Successful Test (even if you didn't support)
 +1 card when drawing from your deck & keep +1 in hand at End of the Year. (Does not allow a player to keep an extra card in their tableau at the End of the Year)

UTILIZE HERO POINTS

 Convert any number of Hero points into Strength added to any Fronts
 Spend 1 Hero point: Remove a Blank marker from a Track (once per turn)
 Spend 1 Hero point: Double a Track icon (Liberty, Collectivization, Government, Soviet Support, or Foreign Aid) on your current card to improve the Morale Bonus by 1 (once per turn)

APPENDIX 3 – RULES FOR NON-PLAYER FACTIONS

Non-player factions can substitute for 1 or 2 players.

- For an Anarchist Non-player, remove Guerrillas and Iron Column from the deck.
- For a Moderate Non-player, remove Publicize Fascist War Crimes from the deck.

1 Players must choose their card before Non-players take their turn. Non-players always play the top card from their deck on their turn. They do not have a hand or a tableau. Instead of drawing cards, Non-players always gain an equal number of Hero points (HP).

2 Non-player turns consist of: a. the card Event, b. Front bonus, c. using Medallions, and d. spending Hero points. (If a Non-player plays an extra card, they only do the Event a.).

- a. Event: Non-player cards are always played for their Event. Once played, cards are discarded. Specific effects are treated according to the following rules:
 - i. When the Non-player must select a Front to add Strength to, consult rule 3. For adding Attacks, see rule 4.
 - ii. Liberty OR Collectivization: Communists/Moderates reduce the Track that has a higher value. Anarchists increase the Track that has a lower value. (If equal, choose Collectivization.)
 - iii. Draw cards: the Non-player instead gains an equal number of Hero points.
 - iv. Add to or swap with their tableau: the Non-player instead gains a Hero point.
 - v. Return a card from the trash: the Non-player instead gains 2 Hero points.
 - vi. Remove a Blank token from a track: the Non-player instead gains 3 Hero points.
 - vii. Turn on a bonus: the Teamwork bonus is the Non-player's first choice.
 - viii. Take Hero points from a player: the Non-player takes from the faction with more HP; if there is a tie, they take from the Initiative faction; if they hold Initiative, they take from the faction playing last in turn order.
- b. Front bonus: Non-players contribute +1 Strength to the Front determined by rule 3.
- c. Medallions: If the Non-player holds the Organization, Volunteers, and/or Strategy medallions, these all trigger in this order if possible. (See rule 6 for how Non-players acquire medallions.)
 - i. Organization: If the Non-player has any Hero points, they spend 1 to move the Priority Track 1 step if possible. (This is different from how Organization works for a human player.) (See rule 5.)
 - ii. Volunteers: If the Non-player has any Hero points, they spend 1 to add +1 Strength to the Front determined by rule 3.

- iii. Strategy: If the Non-player contributed to a Front this turn, they add +1 Strength to that Front. If they contributed to multiple Fronts, the +1 is added to the Front determined by rule 3.
- d. Spending Hero points (HP): Non-players receive HP just as players do. If the Non-player has sufficient HP, they spend the cost to move the Priority Track 1 step. (See rule 5 to determine the Priority Track.) After each move, the Priority is re-evaluated and if they still have sufficient HP, repeat this step until no longer possible. If a Non-player has sufficient extra HP at the end of their turn, they spend them to turn on Bonuses, starting with Teamwork.

3 Adding Strength to a Front:

- a. If Madrid is at -5 or worse, a Non-player always adds Strength to Madrid.
- b. Otherwise, on their turn they add to the Front being tested by the current Fascist card if possible.
- c. If not possible, or if adding Strength outside of the Non-player's turn, they add Strength to the Front closest to Defeat. If multiple Fronts are equally close to Defeat, use this tie-breaking procedure:
 - i. Madrid.
 - ii. The Front marked by the Non-player's faction flag.
 - iii. The Front closest to Madrid either clock-wise or counter-clockwise, whichever is the current direction of play.

4 Adding Attacks to a Front:

- a. A Non-player always adds Fascist Attacks to the Front closest to Victory if possible.
- b. Otherwise, or if there is a tie, the following tie-breakers determine where to add Attacks:
 - i. Not Madrid.
 - ii. Not the Front marked by the Non-player's faction flag.
 - iii. Add Attacks to the Front closest to Madrid in either clock-wise or counter-clockwise order, whichever is the current direction of play.

5 Priority Track: Non-players spend Hero points on their Priority track if possible, which is different for each faction:

- a. Anarchists: The Priority track is either Liberty or Collectivization, whichever is lower. (If equal, choose Collectivization.)
- b. Communists:
 - i. If the Communists have Initiative, the Priority track is Soviet Support (SS) unless SS is at least 8 and the medallion on the 10 space is covered by a Blank token.
 - ii. If the Communists control the Government but do not have Initiative, the

Priority is to reduce either Liberty or Collectivization, whichever is lower. (If equal, choose Collectivization.)

iii. In all other cases, the Priority track is Government.

c. Moderates:

i. If the Moderates have Initiative, the Priority track is Foreign Aid (FA) unless FA is at least 8 and the medallion on the 10 space is covered by a Blank token.

ii. If the Moderates control the Government but do not have Initiative, the Priority is to reduce either Liberty or Collectivization, whichever is lower. (If equal, choose Collectivization.)

iii. In all other cases, the Priority track is Government.

6 Gaining a Medallion: When a Non-player earns a medallion, they get a random one from those currently available, with the exception of Archives and Intelligence, which Non-players do not take. Shuffle the remaining medallions face-down and give one to the Non-player, then return the rest to the board. Non-players benefit from medallions as normal; rules for the Organization, Volunteers, and Strategy medallions are in rule 2d.

7 Final Bid for Glory: Non-players participate in the Final Bid by flipping the top (1) card from their deck and adding 4 to the card's Action Points. As usual, this card is discarded after the Final Bid.

8 Breaking Ties when a Non-Player has Initiative: A Non-player holding Initiative breaks ties related to Hero points and Glory.

a. Losing Hero points: A Non-player never chooses for themselves to lose a Hero point; they choose whichever faction is going last in the current turn order.

b. Glory: If there is a tie in Glory at the end of the game OR in the Final Bid, a Non-player always chooses themselves to win if possible. In the case that a Non-player holds Initiative and there is a tie between the other two factions, the winner is chosen by the following tie-breakers:

i. The faction with more Hero points.

ii. The faction with more Medallions.

iii. The faction that won the Final Bid for Glory.

iv. The faction next in turn order - clock-wise from the Initiative faction.

RESOURCES

Books

- Ackelsberg, Martha A. *Free Women of Spain: Anarchism and the Struggle for the Emancipation of Women*. AK Press, 2004. First published 1991.
- Peirats, José. *Anarchists in the Spanish Revolution*. Freedom Press 1990. First published 1976.
- Graham, Helen. *The Spanish Civil War: A Very Short Introduction*. Oxford University Press, 2005.
- Orwell, George. *Homage to Catalonia*. Harcourt Inc. 1980. First published 1938.

Films

- BBC. *The Spanish Civil War*. Six part documentary series. 1983.
- Loach, Ken. *Land and Freedom*. 1995.

Music

- Original playlist - <https://open.spotify.com/playlist/6558sdACTJdpxQjmSWacdA>



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Rulebook: Ryan Heilman, Alex Knight, & Dave Shaw

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SETUP

LAND AND FREEDOM

THE SPANISH REVOLUTION AND CIVIL WAR

LIBERTY

COLLECTIVIZATION

GOVERNMENT

SOVIET SUPPORT

FOREIGN AID

BONUSES

CURRENT EVENTS

GLORY

Year 1, Year 2, Year 3, FINAL BID

LAND AND FREEDOM
The Spanish Revolution and Civil War

COMMUNISTS

LEADER - DOLORES IBARRURI
 ENCLÓDY - MARRON LÉNENSKI
 ANTIEM - "LA INTERNACIONAL"

HOLD INITIATIVE - CONTROL THE GOVERNMENT AND DISPOSE REASON ABANDON REASON ANARCHIST REVOLUTION LESS THAN 6

TURN SEQUENCE

1. Fossil card - See effects (Irreversible).
2. Player turn - Player choose 1 card simultaneously. Initiative player plays first. Play card and spend Hero points.
3. Resolve Fossil Test (C or SC) - All players who contributed to Success earn 2 Hero points.
4. Initiative player adds to the Bag of Glory.
5. Remove player tokens from fronts.

END OF YEAR

1. Initiative player adds to the Bag of Glory (open).
2. Score Initiative tokens from the Bag of Glory.
3. Factions that didn't score receive Hero points - equal to the current Year.
4. Discard cards from hands & taboos - Hero cards equal to the current Year. Draw 3 cards.
5. Flip direction of play (Initiative token). Swap Fossil decks.

ATTACK ON FRONTS

IMMEDIATE ONE TIME BONUSES

PERMANENT UPDATES

UTILIZE HERO POINTS

SYMBOL KEY

HERO POINTS

TABLEAU

ANARCHISTS

LEADER - RENANZIUS BURSTI
 ENCLÓDY - ANARCHIST REVOLUTION
 ANTIEM - "LA LIBERTAD"

HOLD INITIATIVE - REVOLUTION LESS THAN 4 OR MORE

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3. Score Initiative tokens from the Bag of Glory.
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5. Flip direction of play (Initiative token). Swap Fossil decks.

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MODERATES

LEADER - INALDO BRET
 ENCLÓDY - LIBERTY AND COLLECTIVIZATION
 ANTIEM - "LIBERTAD Y JUSTICIA"

HOLD INITIATIVE - CONTROL THE GOVERNMENT AND DISPOSE REASON ABANDON REASON ANARCHIST REVOLUTION LESS THAN 6

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