

# Operation Backbone - Tables & player aid sheet

## METEOROLOGY TABLE

Result of the dice	Effects
 1-4 GOOD WEATHER 	No Effects
5-6 BAD WEATHER 	Reduce the movement allowance of units with 4 or 5MP to 3MP. Air points in that turn are reduced to 2 for the Allies and 0 for the Spanish. Naval points are reduced to zero.

## SEQUENCE OF PLAY

### 1. ADMINISTRATIVE PHASE (both players)

Deployment.  
Meteorology and events segment.  
Control segment of the Strait of Gibraltar (until achieved).  
Supply determination segment.  
Reinforcement segment replacements fortifications.

### 2. OPERATIONS PHASE











Allied subphase.  
Amphibious invasion segment on first turn only.  
Land movement segment.  
Combat segment.

Spanish sub-phase.  
Land movement segment.  
Combat segment.

### 3. END OF THE TURN

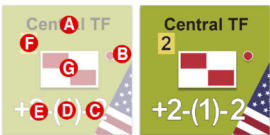
Determine the victory conditions if it is the last turn.

## TERRAIN KEY AND EFFECTS ON MOVEMENT / COMBAT


Terrain Type	Cost of movement	Effects on Combat (in Defender's favour)	Permitted Stacking
 Clear	1MP	No effect	16steps
 Broken	1MP	-1 MD	16steps
 City	Other terrain	-1 column	10steps
 Half Mountain	2MP	-1 column	10steps
 Mountain	3MP*	-2 column	8steps
 River	+1MP**	Attacker's factors Reduced by half	Other terrain
 Road	1/2 or 1MP***	No effect	Other terrain
 Coastal Hex. Landing permitted	Other terrain	No effect	Attack reduced by half for units launching amphibious invasion
 Coastal Hex. Landing not permitted	Other terrain	No effect	Other terrain
 Frontier Line	Other terrain	No effect	Other terrain

\* For tank units (tanks or tank destroyers), it is an impassable terrain type, except for road hexes.  
\*\* For crossing the face of the hexagon with a river, except if it is done by a road.  
\*\*\* 1/2 MP for HQs and units with 4 or 5 MP; 1 MP for the rest.


- Army, historical name
- Number of steps
- Movement points
- Defense factor
- Support factor and Range thereof
- Efficiency factor
- Type of unit



- Tamaño de la unidad
- Número de pasos
- Puntos de movimiento
- Factor de defensa
- Factor de ataque
- Unidad superior
- Factor de eficiencia
- Tipo de unidad
- Identificación unidad



## MARKERS



## TABLE OF CONTROL OF THE STRAIT OF GIBRALTAR

Die result	Modifiers for any turn	Effects
Turn 1 : 1	If the Allied player has taken Tangier or Ceuta he has MD-1 for each turn	Once the Mediterranean is "open" there is no need to roll again and it is considered "open" for the rest of the game.
Turn 2 : 2	If he dedicates just 1 aerial point (only 1 that he cannot later use in the turn, he gets MD-1	Control of the Strait has effects on: -The Allied supply. -The British replacements while they are dependent on the beach head. -The Spanish replacements. -On Naval support.
Turn 3 - 4 : 3		
Turn 5 - 6 : 4	With Bad weather MD+1	
Turn 7 - 8 : 5		
Turn 9 - 10 : 6		

## COMBAT SEQUENCE

- The attacker's attack and defender's defense factors (ATA / DEF) are counted, and a base relationship is made between them, dividing the former by the latter. (Remember to take into account the effects on landing and attacking across rivers). Following the rounding rule, it is done by stacking, and the ratio is rounded down. For example, a ratio of 17/5 is equal to 3/1.
- The ratio of the ATA / DEF base column is modified if attacking from 4, 5 or 6 hexes as indicated in point 16.3, by enveloping attack.
- The greatest number of steps with an efficiency given by each side are taken into account and the base column of the ATA / DEF ratio is modified if pertinent.
- Modifiers for the terrain or fortifications are applied, modifying the ATA / DEF column or the die (MD) according to the type of terrain of the target hex of the attack.
- The appropriate MDs are applied by the aviation, naval and / or CG / HQ supports.
- The die is rolled (1D6).
- The results are applied, with the withdrawal (possible defense to the extreme), the advances and the exploitation.

## COMBAT RESULTS TABLE

Die result	Combat ratio: Attacker vs defender						
	1:2	1:1	2:1	3:1	4:1	5:1	6:1
<0	3/-	3/-	2/-	1/-	2/1	2/2	1/2
1	3/-	3/-	1/-	2/1	2/2	1/2	1/1R
2	3/-	2/-	2/1	2/2	2/2	1/1R	-1/1R
3	2/-	1/-	2/2	2/2	1/2	-1/1R	1/2R
4	1/-	2/1	2/2	1/2	1/1R	1/2R	-1/2R
5	2/1	2/2	1/2	1/1R	-1/1R	-1/2R	1/3R
6	2/2	2/2	1/1R	-1/1R	1/2R	1/3R	-1/3R
7	2/2	1/1R	-1/1R	1/2R	-1/2R	-1/3R	-1/4R
8	1/1R	-1/1R	1/2R	-1/2R	1/3R	-1/3R	-1/4R

Explanation of results  
 - = no effect  
 R = Retreat 1 hex (The defender, if in a hex in a mountain, medium mountain or city try a last stand defense. And if successful lose 1 step and remain in the hex.)  
 /1 = means loss of 1 step for defending units.  
 /2 = means loss of 2 steps for defending units.  
 /3 = means loss of 3 steps for defending units.  
 /4 = means loss of 4 steps for defending units.

1/ = means loss of 1 step for attacking units.  
 Procedure for assigning losses  
 The first step of the casualties is for a unit that has used its special abilities, (engineers or legionnaires). If units with special abilities have not been used, the first step of casualties go over to the unit whose efficiency has been used by the player to determine the difference in efficiencies in combat.  
 The second step of casualties will be assigned by the opposing player to the enemy unit that interests him the most.  
 The third, will be assigned by the player himself, without limitations, being able to choose any unit he wants.  
 The fourth step, again the opposing player, in the same way as before.

If one side cannot satisfy all the losses because it has no more steps, the opponent only has to satisfy the same or less than his opponent depending on the result.

If one side cannot satisfy all the losses because it has no more steps, the opponent only has to satisfy the same or less than his opponent depending on the result.  
 Example: On a 2/2 result where the attacker has 3 steps and the defender 1, the defender will lose his only step, but the attacker will not lose two, but only one. In the same case and if the result was 1/2 then the defender would lose his only step, but the attacker would not lose any.

### Modifiers in combat

- 1- efficiency difference.
- 2- ground always in favor of the defender.
- 3- HQ Naval Air Supports
- 4- Enveloping Attack.

### Restrictions

- 1- The maximum of MD\* applicable by the set of modifiers to combat, is 6 for the attacker and 3 for the defender
- 2- With ratios less than 1:2 as the final ATA / DEF ratio, it is not possible to launch an attack.  
Note MD\* = die roll modifier.

## REPLACEMENTS

The replacements will arrive each turn, starting from the second turn, in the following way, and they are distributed in such a way that the opponent cannot know it (by writing them down on a piece of paper, for example) until they have both been put into play.

Spain  
 1 efficiency step 1 and 1 efficiency step 2.  
 The HQs are recovered if they are eliminated in the manner explained in their section.  
 When Spain loses control of the Strait of Gibraltar and four cities it stops achieving efficiency step 2 and when it also loses 6 cities, it does not receive efficiency step 1 that was left over from replacements.  
 Melahas and German units cannot receive replacements.

Allies  
 They receive two replacement points with which they can  
 A- recover or bring from the eliminated 1 infantry step of 2 efficiency for each point.  
 B- recover another of the eliminated 1 step of armored units of 2 points.

Efficiency 3 units cannot recover steps.  
 The HQs are recovered if they are eliminated in the manner explained in their section.

In the specific case of the British they can receive replacements once control of the Strait of Gibraltar is in Allied hands or they can draw an LS to Port-Lyautey, before any of that happens they cannot receive replacements.

Units must be in supply to receive replacements. If not, they cannot receive them.

Each replacement step serves to regain one step of reduced units, but also to bring eliminated units back into battle. Units rebuilt after being destroyed return to the same hex as their HQ or adjacent to it, provided they are not in an enemy ZOC not negated by the presence of a friendly unit.

In case the HQ has been eliminated and is not present this turn:

The Spanish player will place the unit in Tetouan, Tangier, Ceuta, Villa Sanjurjo or Melilla, depending on the CE to which they belong, IX in the first three cities and X in the second two, to be chosen by the player.

The allied player can in Port-Lyautey, Meknes, Fes for the Western TF or in Taourirt or Taza for the Central TF and in any of them (in case of failure of the amphibious invasion or that an LS can be drawn to Port-Lyautey or Taourirt) or on a beachhead (in the event of a successful amphibious landing) in the British case.

Replacement points cannot be saved for other turns.