



## Falangist Militia

### FALANGE MILITIA, JULY TO NOVEMBER 1936 (NATIONALIST)

Like some of the irregular formations at the start of the Spanish Civil War, the Falange's militia adopted a pattern of organisation not too dissimilar to that of the regular Spanish Army, at least at its lowest level.

The Section-level unit was called a 'Falange' and consisted of a command element of a Section Leader (Jefe de Falange), and three squads (Escuadra), each of a squad leader (Jefe de Escuadra) and five men (Falangistas), with the exception of the first, where the Section Leader led the Squad.

All of the men in the Section were armed with rifles, usually one of the various types of Mauser, or civilian types, the more popular of which included a licensed copy of the Winchester '73.

These sections were grouped into companies (Centuria), nominally of ten sections, but which could contain as few as two, depending on how popular the Falange were in their locale. The Centuria was led by a 'Jefe de Centuria', assisted by a 'Subjefe de Centuria' and probably also had three Falangistas as company, standard bearer, bugler and runner.

The Falange had no integral support weapons of their own at the beginning of the Civil War and relied on the Army to provide these and the men to serve them. In the early weeks of the War, it was more usual to find Falange groups added to other formations to reinforce them, than to see whole combat units formed entirely from Falangists.

Those Falange groups which were incorporated directly into regular units soon adopted the same organisational structure of their parent unit, although almost invariable there were insufficient support weapons to provide neither machine guns nor mortars to these units initially.

Besides the basic option given here, supplemented by the support options in the table, there are a number of alternatives which the player could try out which mirror attempts to incorporate the Falange into the reduced Peninsular formations.

The most obvious one is a Mixed Platoon (*Sección Mixta*), which would split a single Peninsular Infantry Platoon to form the cores of two platoons, bringing a reduced Infantry Company to its full strength by adding a Falange Section to each of them.

Such a platoon would then have a single *Lanzagranada* squad with its HQ and possibly one squad in one section with a light machine gun, the other being Falangists with rifles. Each platoon would be commanded by the Lieutenant and 1<sup>st</sup> Sergeant respectively, with a Falangist Jefe or Sub-Jefe as his second in command.

The Platoon Force Rating would be the same, but the Platoon may also access the Army Support List. Only the actual army section and the single *Lanzagranada* squad may be upgraded with the LMG, V-B launcher and 50mm mortar options however.

### PLATOON FORCE RATING

**Green:** -3

**Command Dice:** 5

#### CENTURIA HEADQUARTERS

Jefe de Centuria and Subjefe (*Senior Leaders*) armed with pistols and/or SMG. 3 Falangistas armed with rifles.

*There are two Sections per Centuria, each*

#### SECTION COMMAND

Jefe de Falange, *Junior Leader*, armed with a rifle.

*There are three Squads per Section, each*

#### RIFLE SQUADS ONE TO THREE

RIFLE SQUAD	RIFLE SQUAD	RIFLE SQUAD
4 Falangistas	5 Falangistas	5 Falangistas

## FALANGIST MILITIA SUPPORT LIST

### LIST ONE

Medical Orderly

Adjutant

'El hombre'

Roadblock

Civilian Car, no crew

Entrenchments for one Team

Molotov Cocktail

### LIST TWO

Flag\*

Blueshirts (entire platoon)

50mm Mortar Squad with 3 crew, (1 per section)\*\*

Add LMG to a single squad in one section\*\*

Heavy Cover barricade

Truck to transport entire Section or tow a weapon

Pre-Game artillery or machine gun barrage

Small Tiznao vehicle\*

### LIST THREE

Sniper Team, 2 men

Mounted Falange Squad with *Junior Leader*

70/16 Infantry Gun with 5 Crew and a *Junior Leader*\*\*

60mm Mortar Section with observer\*\*

Off-table Machine Gun support with observer

Falange Rifle Section with *Junior Leader*

Infantry Section (Green) with *Junior Leader* (Army)

Mount an entire Section on horses

Medium Tiznao vehicle\*

### LIST FOUR

*Cara Al Sol* (entire platoon)

Infantry Section (Green) with *Junior Leader* (Carlist)

Infantry Section with *Junior Leader* (Security Services)

81mm Mortar Section with observer\*\*

Hotchkiss M1914 MMG on tripod mount, 5 crew\*\*\*

Large Tiznao vehicle\*

### LIST FIVE

Infantry Section with *Junior Leader* (Legion or Moroccan)

### LIST SIX

70/16 Field Gun battery with observer

\*One only (ie one Flag and/or one Tiznao vehicle).

\*\*These are army assets provided as support, only one of these options may be selected due to the initial low level of support available.

\*\*\*This is an army asset provided as support, a maximum of two of these may be selected, but counts as a single support option in respect of the note above.

## FALANGISTA MILITIA CHARACTERISTICS

Unaccustomed to modern war, militia forces were particularly sensitive to losses. However they could prove dogged in good defensive positions.

Militia receives one extra shock for every two shock and/or kills received, unless a cover modifier was applied to the shots that caused the hits.

## ARMY SUPPORT LIST NOTES

Most of the support options on the list will be self-explanatory. Transport only vehicles, such as a car are simply vehicles, with no crew. Remember, you will need to allocate men to drive these. Tiznaos vehicles come with a *Junior Leader*. Vehicles do not have radios. Typical light weapon types are shown throughout, though variation was commonplace.

Where Sections are available they will always come with a *Junior Leader*. Infantry Teams rarely come with a Leader, whereas heavier support weapons do. The lists show all *Junior Leader* assignments where they are present for all troops barring vehicles as discussed above.

The following support options need some notes.

### 50MM MORTAR SQUAD

Each squad consisted of a single Valero 50mm mortar. The squad includes a weapons gunner and two loaders. All were armed with rifles.

A *Senior* or *Junior Leader* may both activate and/or spot for the Mortar Team, at a cost of one command initiative point, if the Mortar Team is within their command range. No other unit may spot for the Mortar Team, which off course, can spot for itself.

The 50mm mortar only fires H.E. Rounds. It has a minimum range of 18", but closer than that the crew may use their carbines.

### 60MM & 81MM MORTARS

Each battalion only had two medium mortars in total and of only one type. The bombardment area for a two-tube mortar section is 10"x10" with the aiming point at the centre. Use the rules for Off Table Forward Observation Teams when firing.

### OFF-TABLE MACHINE GUN FIRE SUPPORT

Refer to the Specific Rules for Off Table Machine Gun Fire Support.

## **70/16 FIELD GUN BATTERY**

Refer to the Specific Rules for a 70/16 Artillery Battery.

## **LMG**

One weapon per selection may be issued to a Squad. In a Squad which is equipped with a light machine gun, the Cabo will become its gunner and a Fusilero will become its loader. Other Fusileros in the same Squad can replace crew casualties. In Rifle Platoons only one LMG may be issued per Squad and only Squad in a Section may be so equipped.

## **'EL HOMBRE'**

This support option allows a Squad to be upgraded with a temporary *Junior Leader* in a player's phase – any unit may be chosen. Only one such squad may activate this way from phase to phase and the leader only influences the unit he is with. In subsequent phases the same or a different unit may be chosen with an 'El Hombre'.

## **BLUESHIRTS**

Many Falangistas joined soon after the War began, in the hope of avoiding frontline service. This resulted in shirkers, run of the mill members and the 'die-hards' mixed together with varying results.

Therefore, when determining force morale roll two D3 dice, one plus, one minus. If a positive number, they may ignore the Falangista Militia characteristic and use the resultant roll as the force morale modifier (p11) for the game. If a negative number then this becomes the modifier for the force morale die roll and the Falangista Militia characteristic still applies.

## **CARA AL SOL**

The 'old guard' of Falangista were very committed to the cause and in some cases were fanatical in their belief, though most not so much when it came to actually fighting for them.

They may ignore the Falangista Militia characteristic and disregard the Force Morale -2 die roll modifier for being Green replacing it with +1 instead (p11).

## **FLAG**

A unit with an attached Flag may ignore one point of shock received per phase of play.

## **INFANTRY SECTIONS**

The other infantry options reflected here are either; attached Sections of Falange, Requetés, Army, Security Services, or African Army personnel, representing the ad hoc units often formed in the early part of the Civil War. Any of these units may select a single support option from their own support list, for each unit of their type fielded in a force, at the cost specified on their support list. The selected force has all the characteristics of the army list from which it is taken.

## **MOLOTOV COCKTAIL**

Refer to the Specific Rules for Molotov Cocktails.

## **CAVALRY SQUAD**

Mounted troops are treated as normal Falange infantry, but are mounted on horses when taken as a support list option. They may remain mounted during play or may deploy on-table dismounted. Refer to the Cavalry Specific Rules.

