



¡ESPAÑA!

FOR

CHAIN

OF COMMAND

TOO **FAT** Lardies



Welcome to **¡Espana!** for **Chain of Command**, a free supplement which serves as a guide to and lists for the Spanish Civil War. The lists herein were compiled by Jim Hale and Rolf Grein and posted individually on Lard Island News in conjunction with an extensive piece in the 2013 Christmas Special. Over the intervening months they have continued to work on the rule amendments in order to fine-tune the system to reflect the Spanish Civil War.

We are now at a point where combining all of the lists into one document seems the right thing to do in order to provide the gamer with easy access to the period. This document is the net result.

Here we have all of the lists for the conflict which tore Spain apart between the years of 1936 and 1939 and still leaves its legacy with Spain today. The rules and army lists remain close to the original principles within Chain of Command, relying on reflecting the way in which the troops were organised and trained to fight. This provides us with some very different forces and really gives us an insight into the strengths and weaknesses of the forces present. As a result,

¡Espana! for **Chain of Command** results in a game which is fun and challenging in equal measures.

As previously, my thanks must go to Jim and Rolf for their tireless efforts in a quest to find the right data through tough research. Their hard work means that the rest of us can get on with having fun with the rules they have provided.

So, whether you're facing the sun and shouting *¡Arriba Espana!* or manning the barricades with a cry of *¡No Parsaran!*, you can do so with **¡Espana!** for **Chain of Command**.

Richard Clarke
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Spanish Foreign Legion

FOREIGN LEGION INFANTRY NATIONALIST)

The units of 'La Legión', like the remainder of the Army, followed the established Spanish organisational pattern. Unlike the rest of the army however, each battalion was already one company smaller and as they were permanently on active service, they were not reduced to the cost-cutting 'peacetime' organisational pattern.

The four companies of each battalion (*Bandera*) were divided into three Rifle Grenadier Companies (*Compañías de Fusileros Granaderos*), each of three platoons and a Machinegun Company (*Compañía de Ametralladoras*) of two platoons. A small Weapons Platoon (a single infantry gun and a two-weapon mortar section) completed the battalion.

FOREIGN LEGION RIFLE PLATOON

The platoon (*sección*) was organized into a Headquarters Section (*Plana Mayor*) and two Rifle Grenadier Sections (*Pelotones*).

The HQ Section consisted of the Platoon Commander, usually a First or Second Lieutenant (*Teniente* or *Alferez*), a Platoon 1st Sergeant (*Sargento Primero*) and two Legionnaires (*Legionarios*), who may have been a bugler and a platoon clerk/runner. There were also two mortar squads, each serving a single 50mm mortar and each consisting of a Corporal (*Cabo*), an Observer-Scout (*Observador-Explorador*) and four men. It was intended that the 1st Sergeant was to command the two mortar squads in action.

The two Rifle-Grenadier Sections consisted of a Sergeant (*Sargento*), a Light Machine Gun Squad (*Escuadra de Fusil-ametralladora*) of a Corporal and four men serving a single light machine gun and two Rifle Grenadier Squads (*Escuadras de Fusileros Granaderos*), each of a Corporal and five men. With the exception of the officer, who carried a pistol, all men carried rifles, although some Sergeants acquired an SMG.

PLATOON FORCE RATING

Regular or Elite: +10

Command Dice: 6 if Regular, 5 if Elite

PLATOON HEADQUARTERS

Teniente with pistol and Sargento Primero with rifle, both are *Senior Leaders*. Two Legionarios with rifles.

There are two Mortar Squads attached to the HQ

MORTAR SQUADS ONE & TWO

MORTAR SQUAD

50mm Mortar with 3 crew and an Observer-Scout with 2 Legionarios, all armed with rifles.

There are two Sections per Platoon, each

SECTION HEADQUARTERS

Sargento, *Junior Leader* armed with rifle or SMG

There are three Squads per Section, each

RIFLE SQUADS ONE TO THREE

| LMG SQUAD | RIFLE SQUAD | RIFLE SQUAD |
|---------------------------------|---------------|---------------|
| LMG with 2 crew & 3 Legionarios | 6 Legionarios | 6 Legionarios |

- Legionarios are armed with bolt-action rifles.
- Legionarios in Rifle Squads have Grenades.
- Squads equate to 'Teams' for rule purposes.

FOREIGN LEGION CHARACTERISTICS

Sargento (Rifle Platoon): The section sergeant usually directed the fire of the section LMG. When a Leader is attached to a machine gun team and uses two or more Command Initiatives to direct their fire, he may add D3 to the *Team's* Firepower dice.

¡Viva la Muerte!: Legion Leaders reduce shock by double the usual amount (i.e. 2 points per initiative spent) - See Section 4.5.3.

Novios de la Muerte: The 'Grooms of Death' are rated as Aggressive. They are never 'Broken' (14.6), but instead 'Retire' 6"+2D6" and become 'pinned' or they may halt and become 'pinned' on reaching any cover along that route. They are rallied as normal, but with their Leaders able to make use of the ¡Viva la Muerte! rule above.

FOREIGN LEGION MACHINE GUN PLATOON

Machine Gun Platoons provided the bulk of the support firepower of a Battalion. The company was fielded as either a fire support company in the attack, or in a position where it could cover the remaining three companies of the battalion when in a defensive posture. If things were going badly however, it could find itself in the frontline.

The platoon is organised as almost a mirror image of the Rifle Platoon, replacing a squad serving a single tripod mounted machine gun for each of the rifle grenadier squads in the other companies.

The remaining rifle squad in each section was typically engaged in assisting with the transfer of ammunition and tending to the mules which carried the weapons and their ammunition, but are included here as a tactical unit.

PLATOON FORCE RATING

Regular or Elite: +12

Command Dice: 6 if Regular, 5 if Elite

PLATOON HEADQUARTERS

Teniente with pistol and Sargento Primero with rifle, both are *Senior Leaders*. Two Legionarios with rifles.

There are two Sections per Platoon, each

SECTION HEADQUARTERS

Sargento, *Junior Leader* armed with rifle or SMG

There are three Squads per Section, each

RIFLE SQUADS ONE TO THREE

| MMG SQUAD | MMG SQUAD | RIFLE SQUAD |
|-------------------|-------------------|---------------|
| M14 MMG 6 crew | M14 MMG 6 crew | 5 Legionarios |

- The Legionarios in the Rifle Squad are armed with Lafitte hand grenades and all Legionarios are armed with rifles.
- Squads equate to 'Teams' in this organization

FOREIGN LEGION SUPPORT LIST

LIST ONE

Medical Orderly

Adjutant

Roadblock

Civilian Car, no crew

Entrenchments for one Team

Engineering Team, 3 men

Molotov Cocktail

AP Ammunition for Pz I or CV 33/35

LIST TWO

Flamethrower Team, 2 men

Heavy Cover barricade

One Squad of Moroccan Infantry acting as Scouts.

Pre-Game Barrage

Truck to transport entire Section or tow a weapon

Bilbao armoured car*

LIST THREE

Sniper Team, 2 men

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

Pak 35/36 Anti-tank gun, 5 crew and *Junior Leader***

CV 33/35 or Panzer Mk I**

Off-table Machine Gun Fire Support
(Rifle Platoon only)

Random Air Support

LIST FOUR

Squad of Moroccan Cavalry Scouts

75/28 Field Gun, 5 crew and *Junior Leader****

81mm Mortar Section with observer

2cm Flak 30 AA gun, 5 crew with *Junior Leader* **

LIST FIVE

-

LIST SIX

75/28 Field Gun Battery with observer***

88mm Flak 18 with 5 Crew and a *Junior Leader**/**

*May only select one of this type of support asset.

**Only after October 1936.

***Any on-table guns must be deducted from off-table batteries as per the 75mm artillery battery notes.

ARMY SUPPORT LIST NOTES

Most of the support options on the list will be self-explanatory. All tanks and armoured cars come with a *Junior Leader*. Vehicles do not have radios. Transport only vehicles, such as a car are simply vehicles, which come with no crew. Remember, you will need to allocate men to drive these.

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.

PLATOON OBSERVER-SCOUTS

The Observer-Scouts operated as both platoon scouts and as observers for the Mortar Squads of the platoon.

Observer-Scouts when deployed on table may always end a move in a Tactical stance. As long as they have line of sight to any figure in a Mortar Squad they may spot for it (or both of them if they are deployed as a whole section). As communication involves signaling, when spotting in this way they lose their Tactical stance.

If within the command distance of any *Senior* or *Junior Leader* of their platoon, they may be used to activate the Mortar Squads/Section (if they have LOS) as if those squads themselves were in that Leader's command distance, for the appropriate action points (one to activate the scouts and one to activate the Mortar Squads). This allows the Platoon's Leaders to spot for the mortars when firing indirectly.

If on-table support weapons are ever deployed outside the constraints of this army list (possibly in a scenario game) they should have their own Observer-Scouts, who can be used the same way by the Platoon's *Senior Leaders* in respect to the weapon team they belong to and are activated in the same way as above.

50MM MORTAR SQUAD

Each squad consisted of a single Valero 50mm mortar. The squad includes a weapons gunner and two loaders and is accompanied by an Observer-Scout Team of an Observer and two Legionarios. All were armed with rifles. Use the Platoon Observer-Scouts rules when firing. 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.

81MM MORTARS

Each battalion mortar section only had two medium mortars in total. The bombardment area for a two-tube mortar section is 10"x10" with the aiming point at the centre. Refer to the Specific 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.

75/28 FIELD GUN BATTERY

Refer to the Specific Rules for a 75/28 Artillery Battery.

MOROCCAN INFANTRY SCOUTS

The Legion had a tradition of operating closely with the Moroccan troops it was usually brigaded with. If this is selected as a support option, the player can field two 3-man Scout Teams, each attached to a Legion Section or specifically to a Squad as desired.

These troops are taken from the Moroccan List to represent a detachment operating as guides for their mission. The unit is subject to the Moroccan special rules on that list.

MOROCCAN CAVALRY SCOUTS

The Moroccan Tabors had their own Cavalry units. If selected as a support option the player can field a single Squad of Moroccan Cavalry organised the same way as Peninsular Army Cavalry – refer to that army list for details. This selection assumes the cavalry is mounted. This unit uses all the Moroccan Special Rules and Cavalry Specific Rules.

MOLOTOV COCKTAIL

Refer to the Specific Rules for Molotov Cocktails.

RANDOM AIR SUPPORT

Refer to the Specific Rules for Random Air Support.

SUPERIOR GUNSIGHTS

The German 88mm Flak 18 was the preeminent artillery piece of the Spanish Civil War. Equipped with excellent optics, it gains a +1 when firing.

AP AMMUNITION

The Pz I or CV 33/35 may be equipped with Armour Piercing ammunition. If taken the round has an AP of 1 and ammunition lasts only in the *turn* it is fired.

Out of the entirety of the Spanish Army, the *Tercio de Marruecos* (Regiment of Morocco), more famously to become *La Legión* (The Legion), was the best trained, best-equipped and most-motivated of all at the beginning of the Civil War. The force was composed wholly of volunteers prior to the Civil War, although as casualties mounted, it was necessary to replace losses with the same conscripts who filled out the rest of the Nationalist forces. While this led to a degree of decline in the quality of Legion units, in comparison with that at the beginning of the conflict, it was to remain the effective elite 'spear head' force of the Nationalist Army throughout the conflict.

In comparison to the rest of the Army, the Legion was the only formation which had its full complement of personnel and its full allocation of weapons. When these needed to be replaced, substitutions had been made from Peninsular stocks, which further reduced the weapons held by those units. As German and Italian weapons began to arrive in Spain, the Legion got its pick of them and its older equipment was passed down to other units. By the end of the Civil War, the Legion was almost entirely equipped with German and Italian machine guns, anti-tank guns and other weapons.

While the Legion's Reputation has experienced some exaggeration, much like that of the Moroccan units they usually fought alongside, there is an element of truth to support that reputation. The root of that reputation lies within the culture perpetuated within the Legion, which began the second its recruits passed through the gates of its barracks.

The formation's commander, José Millán-Astray y Terreros, had developed what was virtually a religious cult within his command, which he had also imbued into his former subordinate Francisco Franco. Building on both Spanish Catholic and Spanish Imperial traditions, Millan-Astray developed the idea within the Legion that they were the Bridegrooms of Death (*Novios de la muerte*) and that self-sacrifice for the glory of Spain, was the ideal that his men should be striving for.

Millan-Astray, himself having lost an eye and an arm in service was vehemently anti-socialist, by the terms of the day an ardent fascist and possibly insane. How much of his philosophy was taken onboard by his men is open to question, but given the casualties taken during the early months of the civil war in particular, as well as their constant use as shock troops throughout the War, it can be imagined that it was certainly very influential. Although derived from a different perspective, the nearest comparable analogy

is that of the early Waffen SS and its unswerving belief in its own and its cause's superiority.

That belief was of course dangerous. Despite there being a Spanish tactical doctrine that included the same concepts as any military manual elsewhere in the world at that time, the Legion favoured frontal assaults. The attack on the town of Badajoz is perhaps the epitome of the futility of the Legion's doctrine (albeit that it is hard not to frontally assault a walled town).

Over several hours, successive waves of Legionarios attempted to storm the gate of La Puerta de la Trinidad, which was held by Loyalist Carabineros, reinforced with machine guns. Losses amongst the IV Bandera were colossal; the 16th Company alone was reduced to just one Captain, one Corporal and twelve men, from the ninety or so that had begun the assault. While the assault was ultimately successful, other troops had already entered the city at different points and with somewhat more subtlety. There was of course a price for the defenders to pay for such losses and the Legion spared no one as it advanced into the centre of the town.

This list can be used to create a platoon of the Legion, complete with the supporting elements it established, largely thanks to German and Italian support and training. The Legion was seen as the premier formation by the Nationalists and is perhaps the ideal that other units sought to emulate. With the exception of some elements of the Moroccan units it so closely worked with, the force is almost entirely composed of Legion units.

While Legion units can be found in other lists as support, the Legion list itself gives a quite strong platoon in relation to others of the period, being very much a case of quality and not quantity.



Moroccan Regulares

MOROCCAN REGULARES INFANTRY, JUL-OCT 1936 (NATIONALIST)

The Moroccan Infantry platoon (Sección) structure was identical to all of the other types of infantry platoons within the Spanish Army. It consisted of a Headquarters Section (Plana Mayor) and Two Sections (Pelotones), each of three Squads (Escuadras).

The HQ Section consisted of the Platoon Commander, who was usually a first or second Lieutenant (Teniente or Alférez), a Platoon 1st Sergeant (Sargento Primero) and two additional men, probably a bugler and a platoon clerk/runner respectively, rounded out the headquarters section.

Like the Legion and Peninsular units, the Regulares were supposed to have two mortar squads within the HQ, but to what extent this had been achieved is not certain. It is entirely possible that some of the units raised still had the V-B type grenade launchers that the mortars were intended to replace.

The two 'Rifle-Grenadier' Sections consisted of 18 men including the Sergeant (Sargento) who lead them. The Section was divided into three Squads (Escuadra), each of a Squad Leader and five men. The Sergeant led the first 'Rifle-Machine Gun' Squad and two Corporals (Cabo) led the two 'Rifle-Grenadier' Squads. With the exception of the Platoon Leader, who carried a pistol and the two machine gunners, all men were armed with older variants of Mauser rifle in service. The men in the two Rifle-Grenadier squads would also be issued grenades.

Support for the platoon would come in the first instance from the battalion's machine gun company and the gun-mortar platoon. While the machine gun company was not broken up into penny-packets and fielded as a battalion reserve, it could lay down a barrage of machine gun fire to support the operations of the rifle companies, providing it was situated in a position to do so.

The gun-mortar platoon had a two-mortar section with 60mm weapons and a single infantry gun, almost invariably the Schneider 70/16 mountain gun. Naturally heavier artillery support was available and from quite early in the Civil War, Italian or German tanks.

PLATOON FORCE RATING

Regular: +8

Command Dice: 6

PLATOON HEADQUARTERS

Teniente with pistol and Sargento Primero with rifle, both are *Senior Leaders*. Two Soldados with rifles.

There are two Sections per Platoon, each

SECTION HEADQUARTERS

Sargento, *Junior Leader* armed with rifle or SMG

There are three Squads per Section, each

RIFLE SQUADS ONE TO THREE

| LMG SQUAD | RIFLE SQUAD | RIFLE SQUAD |
|-------------------------------------|-------------|-------------|
| M22 LMG with 2 crew & 3 Soldados | 6 Soldados | 6 Soldados |

- Outside of the LMG Squads, all Soldados have Lafitte hand grenades and are armed with rifles.
- The M22 LMG counts as a magazine fed weapon.
- Squads equate to 'Teams' for rule purposes.

MOROCCAN MACHINE GUN PLATOON

The Machine Gun Company composed the heavy weapon component of a Moroccan Battalion. Treated as a line unit, it was not broken down and attached to the rifle companies, but deployed where it could bring fire to bear to support the actions of the other companies. In defence it could often find itself as the frontline if things were going badly.

Its organisation was very similar to that of the Infantry Platoon, except that there were no mortar squads in the platoon headquarters and in the machine gun sections, there were two machine gun squads and one rifle-grenadier squad. Despite being a member of the rifle squad, the Section Leader typically directed the fire of the machine gun squads.

While the platoon packs a lot of firepower, it is far less mobile than a rifle platoon. It is included in the list for the sake of completeness, but can prove to be a real obstacle to the opponent of a player who is able to take up a defensive stance in a scenario.

PLATOON FORCE RATING

Regular: +10

Command Dice: 6

PLATOON HEADQUARTERS

Teniente with pistol and Sargento Primero with rifle, both are *Senior Leaders*. Two Soldados with rifles.

There are two Sections per Platoon, each

SECTION HEADQUARTERS

Sargento, *Junior Leader* armed with Rifle or SMG

There are three Squads per Section, each

RIFLE SQUADS ONE TO THREE

| MMG SQUAD | MMG SQUAD | RIFLE SQUAD |
|----------------|----------------|-------------|
| M14 MMG 6 crew | M14 MMG 6 crew | 5 soldados |

- The Soldados in the Rifle Squad are armed with Lafitte hand grenades and all Soldados are armed with rifles.
- Squads equate to 'Teams' in this organization

MOROCCAN CHARACTERISTICS

Sargento (Rifle Platoon): The section sergeant usually directed the fire of its LMG. When a Leader is attached to a machine gun team and uses two or more Command Initiatives to direct their fire, he may add D3 to the *Team's* Firepower dice.

Moroccans: These fierce North African troops were very adept at the use of any cover where seemingly none existed. Moroccans can move with 1D6 or 2D6 and assume a Tactical stance at the end of their movement. They are treated as Aggressive.

Under the eyes of the Caíd: *The officers, senior non-commissioned officers and various other 'sensitive' posts in Moroccan units were occupied by Europeans. Each company had a single indigenous supernumerary officer however, called the Caíd.*

If selected as a support choice, the Caíd may be activated on a Command Dice roll of 5. If the player activates the Caíd, he does not increase his Chain of Command tally by one. When activated a Caíd moves as normal. If attached to a squad he may move with that squad without being activated himself.

He counts as two men for morale purposes when considering Shock levels and one man in any Close Combat. A Caíd does not fire or crew weapons, nor activate squads or teams. If the Senior Leader is killed, the presence of the Caíd reduces the effect of his loss to that of a *Junior Leader*. The loss of the Caíd counts as that of a *Senior Leader*.

ARMY SUPPORT LIST NOTES

Most of the support options on the list will be self-explanatory. All tanks and armoured cars come with a *Junior Leader*. Vehicles do not have radios. MMGs are tripod mounted. Transport only vehicles, such as a car do not come with crew, so you will need to allocate men to drive these.

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 notes apply.

V-B LAUNCHER

Prior to the introduction of the Valero 50mm Mortar, the Spanish made use of a rifle grenade adaptor. While originally these were most likely issued to the (Fusileros-Granaderos) Rifle-Grenadier Squads (probably one per squad), there is no reason to suppose that this continued to be the case when the army re-organised. It is possible that these weapons were given to the two 'Mortar Squads' in the Platoon HQ until such time as the light mortar was issued to the unit, giving each of those squads one launcher.

Therefore, a player may select and issue two VB launchers within his platoon as desired, excluding the LMG squads. Alternatively, two additional six-man Rifle-Grenadier Squads may be selected as an alternative to the 'Mortar Squads' and these may each be provided with one launcher instead, representing the formation of the mortar squads, but there being no actual mortars to equip them with.

The VB Launcher has a minimum range of 18" and a maximum of 60". It may target any unit which can be seen by friendly troops but it counts any target which it can see as being in close range, and any it cannot see as being at effective range. In the first phase of fire at a target (even one it has fired at previously) it will roll half of the normal firepower dice.

TANK HUNTERS

Moroccan troops developed a capability to take on enemy tanks with some skill. A maximum of two *Teams* may be formed per platoon, each from one of the platoon's Sections, each *Team* counting as one support list choice.

For each choice taken a *Senior* or *Junior Leader* may create a new *Tank Hunter Team* following the rules as per (4.5.7). A *Team* is created from three men taken from one Section in a player's force. Tank Hunters can make one 'Grenade and Petrol Can' attack per game as described on Table Seven (9.3.4).

| MOROCCAN SUPPORT LIST |
|--|
| LIST ONE |
| Medical Orderly |
| Adjutant |
| Roadblock |
| Civilian Car, no crew |
| Entrenchments for one Team |
| Engineering Team, 3 men |
| Tank Hunters |
| Equip two Fusileros in Platoon with V-B type launcher* |
| AP Ammunition for Pz I or CV 33/35 |
| LIST TWO |
| Heavy Cover barricade |
| Caïd** |
| Pre-Game Barrage (artillery or machine gun fire) |
| Truck to transport entire Section or tow a weapon |
| Bilbao armoured car** |
| LIST THREE |
| 50mm Mortar Squad added to Platoon HQ; or Rifle-Grenadier Squad added to Platoon HQ* |
| Sniper Team, 2 men |
| 60mm Mortar Section with observer |
| 70/16 Infantry Gun with 5 Crew and a <i>Junior Leader</i> ** |
| Pak 35/36 Anti-tank gun, 5 crew and <i>Junior Leader</i> ** |
| Off-table Machine Gun Fire Support |
| CV 33/35 or Panzer Mk I** |
| Random Air Support |
| LIST FOUR |
| Squad of mounted Moroccan Cavalry Scouts |
| 75/28 Field Gun, 5 crew and <i>Junior Leader</i> |
| 2cm Flak 30 AA gun, 5 crew with <i>Junior Leader</i> ** |
| LIST FIVE |
| Attached Foreign Legion Section (Legion List) |
| LIST SIX |
| 75/28 Field Gun Battery with observer |

* Units either have V-B type launchers or 50mm Mortars, not both types in the same unit. Only two mortars or VB launchers may be chosen per platoon.

** May only select one of this type of support asset.

RANDOM AIR SUPPORT

Refer to the Specific Rules for Random Air Support.

75/28 FIELD GUN BATTERY

Refer to the Specific Rules for a 75/28 Artillery Battery.

OFF-TABLE MACHINE GUN FIRE SUPPORT

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

PLATOON OBSERVER-SCOUTS

The Observer-Scouts operated as both scouts and as observers for the Mortar Squads of the platoon. Observer-Scouts when deployed on table may always end a move in a tactical stance. As long as they have line of sight to any figure in a Mortar Squad they may spot for it (or both of them if they are deployed as a whole section). As communication involves signaling, when spotting in this way they lose their tactical stance.

If within the command distance of any Senior or *Junior Leader* of their platoon, they may be used to activate the Mortar Squads/Section (if they have LOS) as if those squads themselves were in that Leader's command distance, for the appropriate action points (one to activate the scouts and one to activate the Mortar Squads). This allows the Platoon's Leaders to spot for the mortars when firing indirectly.

On-table support weapons that have their own Observer-Scouts, can also be used the same way by the Platoon's *Senior Leaders* in respect to the weapon team they belong to and are activated in the same way as above.

50MM MORTAR SQUAD

Each squad consisted of a single Valero 50mm mortar. The squad includes a weapons gunner and two loaders and is accompanied by an Observer-Scout Team of an Observer and two Regulares. All were armed with rifles. Use the Platoon Observer-Scout rules when firing. 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 MORTARS

Each battalion only had two medium mortars in total. 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.

AP AMMUNITION

The Pz I or CV 33/35 may be equipped with Armour Piercing ammunition. If taken the round has an AP of 1 and ammunition lasts only in the *turn* it is fired.

MOROCCAN CAVALRY SCOUTS

The Moroccan Tabors had their own Cavalry units. If selected as a support option the player can field a single Squad of Moroccan Cavalry organised the same way as Peninsular Army Cavalry – refer to that army list for details. This selection assumes the cavalry is mounted. This unit uses all the Moroccan Special Rules and Cavalry Specific Rules.

The various Moroccan formations, or *Tropas Indígenas* (Indigenous Troops), as they were collectively referred to by the Spanish, formed the bulk of the manpower of the Army of Africa. Although Spain had fought a long and bloody series of wars with the tribes of the Rif, units drawn from the Moroccan Tribes had fought for Spain throughout these and in 1936, some of the units contained some of the tribes who had fought against the Spanish in these wars.

As was the case with the colonial forces of other nations, the Indigenous units tended to have older equipment than what the European units had and firm control was kept by Europeans on weapons that might prove especially damaging if there was a revolt. Within the Moroccan units (except the Sultan's own Meha'la units) Europeans held all of the command positions, from Platoon Leader upwards. Within the rifle companies roughly a third of the senior non-commissioned officers were European and within the platoons, the Corporals in charge of the machine gun and mortar squads were also European. In the machine gun companies, the whole of the machine gun squads were European, while the rifle squads within them were Moroccan.

Within each company or cavalry squadron however, there was a single indigenous officer, the Caíd. The post of Caíd was essentially an honorary position, occupied by a member of what amounted to the Moroccan Tribal aristocracy. The presence of the usually younger members of these families, in units drawn from the tribes they ruled, legitimized the authority of the Spanish Army within them. As the approval or disapproval of the Caíd could not only have repercussions for an individual soldier, but could also make things very difficult, or indeed very good, for his family, the indigenous troops went to great lengths to get noticed in a positive sense by them.

Moroccan troops had never served outside of the colonies prior to the Civil War, but thanks to rebel propaganda, which fostered the belief that the Government intended to suppress Islam and burn down their mosques, the rebels overcame the reluctance of their own indigenous troops to do so, but also gained units from the Sultan of Morocco's own Gendarmerie, the Mehal'la.

While this propaganda was blatantly untrue at the time, it has to be considered that both the Communists and Anarchists saw religious suppression as essential to the Revolution, so the belief that they would attempt to do what was claimed was not without a basis in fact. It was also to contribute to the continued numbers of Moroccans who offered

themselves to serve in the new units raised during the Civil War too.

Once the Moroccans were transported to Spain, their skills were in high demand. They were feared for their field craft, which allowed them to reputedly cross even open terrain almost unseen. The discovery of Republican sentries with their throats slit and often other mutilations, all added to their reputation. The rebel commanders also appear to have turned a blind eye to incidences of rape and looting by the Moroccans. It must be said that how much of this was true and how much was Republican propaganda, is open to question however. Nevertheless given incidents elsewhere, the fate of a Milician captured by the Moroccans was unlikely to have been pleasant to say the least.

Despite their savagery, exaggerated or otherwise, the Moroccans were hard fighters and seemingly without fear. When the Nationalists began offering a 500 Peseta bounty for captured Republican tanks, it was the Moroccans who first began stalking them with crowbars and Molotov cocktails. While 500 Pesetas was not to be refused by Spaniards, for the Moroccans it was a small fortune that could be sent home to their families.

The Moroccan troops fought with equal measure of bravery and savagery throughout the Civil War, largely in conjunction with the Foreign Legion units they were traditionally brigaded with in Morocco. While the Legion gained the best of what was available regarding equipment, the Moroccans continued to receive the same standard of equipment they always had.

This list can be used to create either a wholly Moroccan force of Regulares, Tiradores or Mehal'la, or one which is benefiting from the support of the Legion units it is brigaded with. In certain theatres the Moroccans fought alongside ordinary Peninsular formations, as well as Requetés and Falangists. With that in mind the option exists to field Moroccan units in those lists. The Moroccan forces remained unchanged throughout the Civil War, so this list is suitable from July 1936 to the end of the Civil War in 1939.



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 Falangistas.

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 1st 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 (*Superior Junior 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 | |
| Centuria Leaders | |
| '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 | |
| Cara Al Sol (entire platoon) | |
| Mounted Falange Squad with <i>Junior Leader</i> | |
| 70/16 Infantry Gun with 5 Crew and a <i>Junior Leader</i> ** | |
| 60mm Mortar Section with observer** | |
| Off-table Machine Gun support with observer | |
| Falange Rifle Section with <i>Junior Leader</i> | |
| Infantry Section (Green) with <i>Junior Leader</i> (Army) | |
| Mount an entire Section on horses | |
| Medium Tiznao vehicle* | |
| LIST FOUR | |
| Infantry Section (Green) with <i>Junior Leader</i> (Carlist) | |
| Infantry Section with <i>Junior Leader</i> (Security Services) | |
| 81mm Mortar Section with observer** | |
| Hotchkiss M1914 MMG on tripod mount, 5 crew*** | |
| Large Tiznao vehicle* | |
| LIST FIVE | |
| Infantry Section with <i>Junior Leader</i> (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 of 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 one 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. Flag bearers do not fire but do count as fighting in combat.

CENTURIA LEADERS

One or both Centuria leaders may be upgraded to Senior Leaders.

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.



Some months prior to the start of the Civil War, the *Falange Española de las Juntas de Ofensiva Nacional Sindicalista, FE de las JONS* (Spanish Phalanx of the Assemblies of the National Syndicalist Offensive), or more simply, the Falange, had begun creating an armed militia in preparation for the 'counter-revolution' it was planning to begin. While numbers were small, the mass exodus of members from a similar paramilitary force belonging to CEDA, following their defeat in the election, provided a boost in numbers. Sympathetic army officers devoted their free time to training Falangists in the use of weapons, while the Falange's leadership endeavoured to buy arms from abroad, assisted by wealthy individuals like Juan March. Although every member did not have a weapon, most were at least trained in their use.

Most of the leadership of the Falange were 'out of the loop' as regards the plans for the coup d'état and until their leadership pledged support for the Nationalist Manifesto on the night of 18th July, were largely ignorant that it was even taking place. Plans to integrate Falangists into the military forces were non-existent and in one case a local Falangist leader was asked to leave his phone number at the rebel headquarters, so he could be summoned if required. This was an isolated case however and in general, the local rebel commanders released weapons to local Falangists to assist the military and security services that had sided with the rebels.

After the initial street-fighting and confusion of the first few days was over, attempts to integrate the Falangists began. Initially this largely consisted of forming composite units of security service personnel and local Falangists, and in the case of Andalusia, the first elements of the Army of Africa that arrived. These units were then sent into the hinterland of the Nationalist controlled towns and cities, to root out the 'Rojos' (Reds) within them and secure the area for the rebels. Columns of trucks with these forces would roll off into the countryside, occasionally meeting some form of organized resistance, but more usually rolled into small towns and villages, demanded that the Rojos be identified and then summarily executed them.

As the rebel army became the Nationalist Army, the need for men led to conscription. Many took the opportunity to join the Falange, as it appeared clear that these would be used mainly in the rear areas to 'pacify' territory that the army gained. Much to the distress of many of these men, it was decided to use Falangists to flesh out army formations, which were still on their reduced peace-time organisation. While in some cases this was merely a case of adding

individual Centuria to army units, the process was completed by creating entire battalions of Falangists, organized and as much as was able, equipped, on the army model.

At this point the Falange began to lose its identity and other than small concessions, as regards insignia and symbolism, became little different to an army unit of similar size. This process was to be completed when the Falange and the traditionalist militias, the Requetés, were merged to form the *Falange Española Tradicionalista y de las Juntas de Ofensiva Nacional-Sindicalista* (Spanish Traditionalist Phalanx of the Assemblies of National-Syndicalist Offensive) – the FET y de las JONS, in April 1937.

This list can be used to represent a Falange platoon-sized unit operating either as a complete formation, or as one supported by outside elements, in the early months of the Civil War. This list is good until around October-November 1936, after which point the Falange became more militarised and began to receive its own integral support weapons, along with a share of ordinary conscripts, becoming little different to any other Nationalist formation in the process.

All of its support weapons are provided by the army formations of the area or formation it belongs to and are attached purely for the duration of a single operation. These formations are short of these same weapons themselves however, so their availability is limited. In some areas Falangists fought alongside Requetés as a distinct minority, in others the situation was reversed.

The Falangists were very much a mixed bag. With the presence of both 'true believers', common or garden thugs, bully-boys and of course failed draft-dodgers, it was hard to tell how a unit would behave until it came under fire. While as with any unit, experience and training would make a difference over time, in the initial battles the Falangists were as unpredictable as the Popular Militia they faced.

Like most of the Civil War militias, there were also mounted companies of Falangistas, who were used as scouts and mounted infantry, a role that they appeared to have performed adequately and which saw them supporting regular cavalry units on occasion too.



Traditionalist Militias

TRADITIONALIST MILITIA, 1936 (NATIONALIST)

The militias of the traditionalist parties, usually referred to as Requetés, adopted an organisation somewhat similar to that of the Spanish Army, but substituting terms laden with symbolic value.

The Platoon (Piquete) consisted of a command element, of a Platoon Leader (Jefe de Piquete) a First Sergeant (Sargento Primero) along with four Requetés. There were three Sections (Grupos), each led by a Sergeant (Sargento de Requetés) and composed of three Squads (Patrullas), each composed of a Cabo and five Requetés.

While the officer carried a pistol, all other ranks carried a rifle, typically a Mauser, but several types were in use. The Requetés had no other weapons at this time and were to rely on what support could be provided by Nationalist Army units.

Uniquely amongst the Requetés (and Republican Basques) was the presence of Priests in the firing line – this was not unusual. Deeply held religious beliefs provided their forces with a zealotry that would ultimately see them become the shock troops of the later formed Nationalist Army. These Priests are represented as a support list choice as they might not always be seen with the platoon portrayed by a player's force.

Similarly, Requetés often went into battle with a Religious Icon, often a holy banner carried by a respected senior non-commissioned officer. This is allowable as a support level choice and may be combined with the presence of a Priest to reflect a particularly pious platoon with a fierce combat edge.

In this list only the first two sections of a platoon are represented as full strength platoons were not always fielded. To represent a complete platoon a player may take a Requetés Section as support list choice.

PLATOON FORCE RATING

Green or Regular: -1 (+1)

Command Dice: 5

PLATOON HEADQUARTERS

Jefe de Requetés and Primo Sargento (*Superior Junior Leaders*), armed with rifle or pistol and a group of four rifle armed Requetés.

There are two Sections per Platoon, each

SECTION HEADQUARTERS

Sargento de Requetés, *Junior Leader* armed with a rifle or SMG

There are three Squads per Section, each

RIFLE SQUADS ONE TO THREE

| RIFLE SQUAD | RIFLE SQUAD | RIFLE SQUAD |
|-------------|-------------|-------------|
| 6 Requetés | 6 Requetés | 6 Requetés |

- Hand grenades can be taken as a support list upgrade.
- All Requetés are rifle armed.
- Catholic Priests were an integral part of Requete forces and one can be added to the platoon as a support list option.
- Requetés may be taken as Green or Regular.
- Squads equate to Teams in this organization.

CARLIST REQUETE CHARACTERISTICS

Viva El Cristo Rey! The Carlist battle cry "*Viva El Cristo Rey!*" (*Long Live Christ the King!*) inspired the Requete soldiers with a religious ferocity in attack. Therefore, they are always treated as Aggressive.

Machada: When fired upon in cover by small arms weapons, re-roll any 1's that miss.

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. Tiznaos vehicles come with a *Junior Leader*. Vehicles do not have Radios. Remember, you will need to allocate men to drive these.

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.

| TRADITIONALIST MILITIA SUPPORT LIST |
|--|
| LIST ONE |
| Medical Orderly |
| Adjutant |
| Platoon Leaders |
| Roadblock |
| Civilian Car, no crew |
| Entrenchments for one Team |
| Molotov Cocktail |
| Add LMG to a single squad in one section* |
| Add hand grenades to all rifle squads |
| LIST TWO |
| 50mm Mortar Squad with 3 crew (1 per section)* |
| Priest |
| Religious Icon |
| Heavy Cover barricade |
| Small Tiznao vehicle |
| Truck to transport entire Section or tow a weapon |
| LIST THREE |
| Sniper Team, 2 men |
| Mounted Requeté Squad with <i>Junior Leader</i> |
| 70/16 Infantry Gun with 5 crew and a <i>Junior Leader</i> * |
| 60mm Mortar Section with Observer* |
| Infantry Section (Green) with <i>Junior Leader</i> (Army) |
| Infantry Section (Green) with <i>Junior Leader</i> (Requeté) |
| Medium Tiznao vehicle |
| LIST FOUR |
| Infantry Section with <i>Junior Leader</i> (Africanista)*** |
| Infantry Section with <i>Junior Leader</i> (Security Services) |
| Hotchkiss M1914 MMG on tripod mount, 5 crew** |
| 81mm Mortar Section with Observer* |
| Large Tiznao vehicle |
| LIST FIVE |
| Mount entire Section on horses |

*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.

***Only allowed to Andalucían Requetés.

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. If two mortars are fielded, the Section gains a Sargento as a *Junior Leader*.

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.

INFANTRY SECTIONS

The other infantry options reflected here are attached Sections of either; Requetés, Army, Security Services, or African Army personnel, representing the ad-hoc units formed in the early part of the Civil War.

PRIEST

Most companies of Requetés had their own Priest, who went into battle with them. Units with an attached Priest are rated as Aggressive and always ignore the first point of shock received by enemy action. They have their shock reduced by double the usual amount (i.e. 2 points per initiative spent) if both a leader and Priest are attached - See Section 4.5.3. The instant the Priest is no longer attached apply all rules relating to shock to effected units. Priests are treated as officers when determining loss in play.

RELIGIOUS ICON

If chosen units with an attached Religious Icon may ignore one point of shock received per phase of play. The banner bearer may not fire a weapon but does count as fighting in combat. He may act as a *Senior Leader* if he is not in the command distance of another *Senior Leader* and can activate units in the same way. If he is killed another soldier may carry the icon but may not act as a Leader as described.

CAVALRY SQUAD

These troops are treated as the equivalent Requetés infantry, but are mounted on horses. They may remain mounted before deployment or dismounted using the options available in the Cavalry Specific Rules.

MOLOTOV COCKTAIL

Refer to the Specific Rules for Molotov Cocktails.

PLATOON LEADERS

One or both platoon leaders may be upgraded to Senior Leaders.

The troops which have become known to us as the Requetés, were a mix of militias drawn from several political and social groups that existed within Spain during the era. Their one common facet was that they were all ostensibly devout and fervent Roman Catholics. To what extent this was true in each individual case is open to question, but nevertheless it does appear that, as a rule religious fervor within units of Requetés did surpass revolutionary or counter-revolutionary fervor in almost any other unit, with perhaps the exception of the Legion, which also shared some of socio-religious beliefs generally held by the Requetés. In the Legion's case, this was mixed with a discipline code and culture which glorified sacrifice for country, giving them the edge on acts of virtually suicidal bravery.

The bulk of the Requetés were drawn from Navarre and the areas surrounding it and which culturally were very much part of 'Old Spain'. Only in the few towns that had embraced industry, was there anything like any popular support for socialist views and by and large, little had changed since the Middle Ages. The only other area of note for producing Requetés was Andalucía, where as a show of strength for the 'Traditionalist' movement, six hundred of them had marched through Seville, earlier in 1936.

Little wonder therefore that belief that the *Rojos* (Reds) wanted to tear down everything that Spain meant to these people and commit them to an eternity in purgatory for crimes against God, done in their name, should provoke such fury. To add fuel to the fire, the Catholic Church supported such beliefs and routinely railed against the *Rojos* and their transgressions, from the pulpit. For the Requetés this was not a war over political differences, but a Holy Crusade.

As was the case elsewhere, sympathetic Army officers had been helping to resurrect the militias which had defended both Monarchy (albeit with rival claimants) and Church during the Carlist Wars of the 19th Century. Military firearms were relatively few, but many individuals owned one of a range of hunting rifles and shotguns, allowing meaningful training to be undertaken. When the rebellion began the Requetés began travelling to those towns which formed the centre of the revolt in their region.

For the Navarrese it was Pamplona and for the Andalusians Seville. While as usual there were not sufficient support weapons to equip them, rifles were available, albeit of some antiquity on occasion. In many cases contingents of men were also accompanied by their local priests, who in effect

became 'Commissars of God' in the Requete formations.

Initially the various units of Requetés were grouped with line formations, so that support weapons could be attached to these militia formations and they could also enjoy somewhat more localised artillery and logistics support, than would otherwise be available to groups composed solely of Requetés. This was later formalised when the Navarrese Brigades were formed in February of 1937, each of which grouped one regular regiment with several Tercios (Battalions) of Requetés. By this time the Requetés were receiving their own support weapons as supply allowed and were beginning more and more to adopt the standard Spanish organisational structure.

Despite their amalgamation with the Falange in April 1937, the appearance of the Navarrese units remained largely unchanged throughout Civil War and the FET de las Jons adopted their distinctive Red Berets (*Boinas Rojas*). Contrary to popular belief however, these were not universal and many individuals and units wore their civilian black berets. While the Falangist units in the North were virtually absorbed by the more numerous Requetés there, the Andalusian Requetés remained as distinctive units until the end of the Civil War.

This list can be used to create a Requete Infantry Platoon (*Piquete*) of the period July to November 1936, after which time their organisation began to conform to that of the Regular Army, as did their equipment. As a body of men, the Requetés were capable with their weapons and while any formation that has yet to come under fire, is somewhat suspect, the Requetés gained a reputation for being steadfast and at times totally without fear.

Nevertheless they also suffered from lack of experience and took needless casualties that more experienced units could have avoided. Like other militias of the Civil War, the Requetés were not limited to being infantry and several mounted companies were raised in the North and at least one in the South. While not true cavalry, they performed the mounted infantry and scout roles more than adequately.





Italian Corpo Truppe Volontarie

ITALIAN CTV RIFLE PLATOON (NATIONALIST)

The standard Italian pattern Rifle Platoon (Plotone di Fucilieri) consisted of a Platoon Headquarters of a Lieutenant (Tenente), who was assisted by a Platoon Sergeant (Primo Sergente). It is likely that two Privates were also present as the officer's servant and the platoon runner.

There were three twelve-man Rifle Sections (Squadra), each consisting of a Sergeant (Sergente), a Corporal (Caporale) and 10 Riflemen. All were armed with a Modello 91/28 or similar bolt action rifle, with the exception of one man, who manned the section's Breda M30 light machine gun. The Sergeant could substitute a Beretta M1918/30 or similar sub-machine gun for his rifle. The section was typically divided between a 'gun group' and a 'grenadier group', led by the Sergeant and Corporal respectively.

The MSVN units followed the same organisation structure, but substituted their own 'Romanised' unit and rank names. Platoons became *Manipolos*, led by a *Capo di Manipolo*. The *Squadra* were led by a *Capo di Squadra* and were composed of *Squadristi*. The respective second in commands simply prefixed their rank with *Sotto* (Sub), i.e. *Sotto-Capo di Manipoli*.

No support weapons were held in the individual Companies (*Compagnia* in the Army, *Centuria* in the MSVN), but the 4th Company in the battalion contained both Medium Machine Gun and Mortar Platoons. Unlike their Spanish allies, the Italians appear to have attached these units to individual companies as the tactical situation demanded.

Heavier support was also held at Regimental and Divisional levels, consisting of a range of medium mortars, anti-tank guns, anti-aircraft guns and artillery. Although grouped into separate formations, tank or armoured car units could also be added to a force.

Unlike both the domestic Italian Army and MSVN formations, the units of the CTV had a high ratio of motor transport, principally to showcase Italy's military as a modern force. Both the 1st CCNN Division "Dio lo Vuole" and the regular army 4th "Littorio" Division, were both fully motorized formations, with dedicated transport for even the infantry. The remaining formations were classed as semi-motorised, with formations being 'shuttled' by a fleet of integral transport. There was not a single horse in the whole of the CTV.

ITALIAN ARMY & FLESCHA PLATOON FORCE RATING

Regular: +5

Command Dice: 5

CCNN 'BLACKSHIRT' PLATOON FORCE RATING

Green or Regular: +3 if Green, +5 if Regular

Command Dice: 5

PLATOON HEADQUARTERS

Tenente *and* Primo Sergente (*Senior Leaders*), armed with pistol or SMG and two riflemen runners.

Three Squads per Platoon, each

SQUAD HEADQUARTERS

Sergente, armed with a rifle or SMG (*Junior Leader*).

Two Groups per Squad, each

| MG GROUP | RIFLE GROUP |
|-------------------------------|-------------|
| Breda LMG, 2 crew, 3 riflemen | 6 riflemen |

- All men in the rifle group are equipped with hand grenades and all besides the LMG gunner carry the M1891 Carcano rifles.
- Italian Army reflects troops from the Littorio Division. Before mid-1937 subtract one (-1) to their force morale die roll score.
- CCNN Blackshirt platoons are rated Green before mid-1937. After that time they are rated Regular, but apply a -1 force morale modifier.
- The CCNN Grupo de XXIII de Marzo, whether Green or Regular, always apply a -1 force morale modifier.
- Flecha platoon ratings represent units of the Italian-Spanish Brigades.
- Groups equate to Teams in this organization.

| ITALIAN CTV SUPPORT LIST |
|---|
| LIST ONE |
| Medical Orderly |
| Adjutant |
| Roadblock |
| Barbed Wire |
| Civilian Car, no crew |
| Entrenchments for one Team |
| Engineer Mine Clearance Team, 3 men |
| Engineer Demolition Team, 3 men |
| AP Ammo for the CV 33/35 |
| LIST TWO |
| Pre-Game Barrage |
| 45 mm Mortar Squad with 3 crew |
| Heavy Cover barricade |
| Truck to transport entire Squad, team or tow a weapon |
| Lancia Ansaldo IZM armoured car |
| LIST THREE |
| CV 33/35 Tank |
| Flamethrower Team, 2 men* |
| Sniper Team, 2 men |
| Cannone da 37/45 A/T Gun, 5 crew, <i>Junior Leader</i> ** |
| 65/17 Infantry Gun, 5 crew and <i>Junior Leader</i> |
| M14 MMG on tripod mount, 5 crew |
| Random Air Support |
| LIST FOUR |
| M35 MMG on tripod mount, 5 crew |
| 81mm Mortar Squad with observer |
| Cannone-Mitragliera 20/65 AA gun with 5 crew |
| Cannone da 47/32 A/T gun, 5 crew and <i>Junior Leader</i> * |
| Engineer Section with <i>Junior Leader</i> |
| LIST FIVE |
| 65/17 Field Gun Battery with observer |
| Scout Squad with <i>Junior Leader</i> on 3 motorcycles |
| LIST SIX |
| CV 33/35 Lanciaflamme |

*Only one selection.

**Not before April 1937.

ITALIAN CTV CHARACTERISTICS

SAVOIA!

The battle cry of the House of Savoy was the signal to hurl grenades and assault the enemy. To reflect this, when a *Senior Leader* attached to a *Team* or *Squad* uses two Command Initiatives, he may lead a charge against any enemy within 12" preceded by a hail of grenades.

Roll 1D6, subtracting 1 if the enemy is in light cover, 2 if in hard cover. On a roll of 1 or 2, one hand grenade has hit the target unit; on 3 or 4, two grenades hit; on 5 or 6, three grenades hit the target. Roll for the effect of these and the *Team* or *Squad* may then move with up to 3D6 to try to initiate *Close Combat*.

GRUPPO MITRAGLIATORI

It was Italian tactical doctrine that the *Commandante di Squadra*, the *Squad Sergente*, regulate the control of the machine gun group, in particular looking to provide fire support for his own manoeuvre element under the *Caporale* and the other squad.

To reflect this doctrine when the *Sergente* is attached to a machine gun team and uses two or more Command Initiatives to direct their fire, he may add D3 to the *Team's* Firepower dice.



ARMY SUPPORT LIST NOTES

Most of the support options will be self-explanatory. All armoured cars come with a *Junior Leader*. Transport only vehicles, such as a car are simply vehicles, which come with no crew. Remember, you will need to allocate men to drive these.

Vehicles do not have radios. 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.

BRIXIA M35 45MM MORTAR TEAM

Each squad consisted of a single Italian Brixia M35 45mm mortar. The squad includes a weapons gunner and two loaders. All were armed with rifles.

The Italian 45mm mortar is very accurate adding +1 when firing at any target in line of sight. However, the mortar rounds have poor fragmentation so do not reduce cover by one level. The Italian 45mm mortar has H.E. and smoke rounds available. It has a minimum range of 18", but closer than that the crew may use their carbines. However, only three smoke rounds may be fired by each mortar in any game

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.

81MM MORTAR SQUAD

Each battalion only had two medium mortars in total. 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.

65/17 FIELD GUN BATTERY

Refer to the Specific Rules for a 65/17 Artillery Battery.

FLAMETHROWERS

The M35 infantry flamethrower teams are two men strong. The Italian flamethrower has a maximum range of 6". Italian flamethrower tanks have a maximum range of 18".

ITALIAN HAND GRENADES

Italian hand grenades depended on the force of an impact-based detonation system, which proved unreliable in action. To reflect this they roll with a -1 to hit their target.

MOTORCYCLE SCOUT SQUAD

An Italian Scout squad is made up of one *Junior Leader* and five scouts with rifles and grenades. If starting the game dismounted roll 1d6 per squad before the Patrol Phase begins. On a score of 4,5,6 you gain one free Patrol Phase move with any of your markers. This is in addition to any scenario specific rules regards bonus patrol moves, however, a force may never have more than six free patrol phase moves. When deployed dismounted troops are placed on-table without their motorcycles.

A dismounted scout squad may move with 1D6 or 2D6 and then assume a Tactical stance when activated by a Leader using two Command Initiatives.

RANDOM AIR SUPPORT

Refer to the Specific Rules for Random Air Support.

AP AMMUNITION

The CV 33/35 may be equipped with Armour Piercing ammunition. If taken the round has an AP of 1 and ammunition lasts only in the *turn* it is fired.

The reputation of the *Corpo Truppe Volontarie*, the Corps of Italian 'Volunteers' sent by Mussolini to support the Nationalists, has probably suffered as much from Francoist propaganda and subsequent historical commentary based on that propaganda, as it ever did from Republican bullets. While the force did have its shortcomings, not least that they were not actually volunteers and in some cases not even soldiers, it was by far the most modern and best trained of the forces involved in the Civil War.

Despite Franco's publicly low opinion of them and the extent to which he minimized their contribution to his victories, Italian troops formed between 25% to 50% of the formations involved in any major Nationalist offensive between their arrival in early 1937 and the end of the Civil War. While he never publically praised them, a sort of belated acknowledgment of their sacrifice, was given to them by placing an Italian unit at the head of the Victory Parade of 1939. The Condor Legion, the formation upon which so much ink has been used praising their over-rated contribution, brought up the rear of the 100,000 man parade.

At the time the Italian military doctrine was perhaps the most advanced in the World. The concepts of rapid advance (*Celere*) by motorised units, supported by artillery and close air-support, was 'Blitzkrieg' warfare before the term had ever been coined. Italy's infantry had adopted a tactical organisation, which included the now-standard 'trinary' formations, now used almost world-wide, as early as 1929, as well as the idea of modular support elements and the formation of ad hoc battlegroups for specific missions and situations. It was however a tactical doctrine that by and large, its military was unable to operate to, due to the overall lack of motorized transport across the whole of its forces.

The CTV was lavishly equipped with motor transport by any standard of the time and was actually able to put many of these ideas into practice. The difficulty was that Italian doctrine clashed with Spanish Nationalist aims. In a typical war, rapidly moving offensives that took vast swathes of ground before the enemy could marshal its forces to counter-attack, would have been perfect.

Franco however wanted to take Spain inch by inch, removing any remaining trace of socialism, root and branch as he proceeded. What was more, he wanted to be seen to achieve the rebuilding of Spain and its people without outside help. It was to be a Reconquista that took Spain back from the *Rojos*

('Reds'), achieved by true Spaniards. Mussolini on the other hand, wanted to be seen as the dominant man in the Mediterranean and Southern Europe, and it to be clear that Spain's deliverance from 'Communism' could only possibly be achieved with his support.

For the Italian commanders therefore, besides struggling with Republican armies that were becoming increasingly more able and indeed well-equipped, they had to attempt to demonstrate that their victories were being achieved solely by the Italian Corps, while resisting Spanish attempts to divide their formations and to deploy their troops in wasteful operations, in which they would bear the brunt of the fighting and obviously the resultant casualties.

The initial use of the Italians was during the Andalucian campaign to take the Malaga, where the 1st MSVN Division, supported by the first of the tank units, proved more than adequate for the task ahead of it. While the brunt of the ill-coordinated and somewhat divided resistance was directed at the Nationalist forces advancing up the coast, the Italians still had some hard-fighting to do, across some quite poor terrain.

Facing almost even numbers of enemy troops, the combined Spanish-Italian force was victorious. Franco played down the victory, not only because the Italians had largely been responsible for it, but also that the Spanish commander, Quiapo de Llano, the man who had taken Seville and created the bridgehead for the Nationalists in the South, was at risk of being seen as a potential rival to his position.

The next major action for the Italians was the Battle of Guadalajara, where despite atrocious weather, the Italians were able to create a 30km salient which threatened the route through which the Republicans were re-supplying Madrid. Despite a massive Republican counterattack and the well-known apparent 'rout' of the Italians (who were also supported by Spanish troops), there was still a somewhat smaller salient existing at the end of the battle. The Italians had taken heavy losses however and some troops had not proved up to the task. Franco made much of the apparent failure of the CTV and the whole affair was an embarrassment to Mussolini on the international political stage.

The reorganization of the CTV after Guadalajara led to the disbandment of two of the Blackshirt Divisions, whose men were used to replace losses in other units and the creation of the first mixed Italo-Spanish 'Flecha' (Arrow) formations. The rank and file of these

formations was to be wholly Spanish, organized on the Italian model, with Italian equipment and Italian officers and training personnel. While the first such brigade was based on the Italian XXIII de Marzo independent motorised brigade, the two that followed were almost entirely Spanish. Each was later expanded to divisional size, with the added formations once more almost wholly composed of Spanish troops.

Both the two remaining Italian divisions (2nd MSVN and 4th 'Littorio') continued to make the same contribution to Nationalist successes as previously, but propaganda attention was now focused on the 'Spanish Flecha' formations, in line with Franco's desire to depict the eventual Nationalist victory as a wholly Spanish Victory.

This list can be used to represent both the Regular Army formations within the 4th 'Littorio' Division and any of the MSVN Divisions forming the CTV. The list can also be used to represent the Flechas. The men of the Raggruppamento Repartí Specializzati (RRS), the Corp's composite armoured brigade, when not broken up to act in an infantry support role, have their own list.



Italian CTV - Raggruppamento Reparti Specializzati

PLOTONE DI MOTOCICLISTI (NATIONALIST)

The Motorcycle Platoons of the RRS were small Scout units. The Platoon command element consisted of a Lieutenant (Tenente), a Platoon Sergeant (Primo Sergente) and two Riflemen (Fucilieri), the whole element mounted on two motorcycles.

Each platoon had three Sections (Squadra), each composed of a Sergeant (Sergente) a Corporal (Caporale) and four Fucilieri, with three motorcycles per section. Typically the officers carried pistols, with other ranks carrying the Moschetto M.91 Carbine, although one or more SMGs might be found within the platoon.

The typical support for these groups was the Lancia IZM armoured cars of the *Compagnia de Automitragliatrice* (Motorised Machinegun Company), or the CV 33/35 tanks of the Carristi Companies. Support could also be provided by motorised artillery unit, possibly a unit of the CV 33/35 'Fiamme' of the Flamethrower tank company, all of which were attached to the RRS.

In addition a Spanish motorised infantry company was deployed to support the RRS. These were deployed in their platoons and carried in two trucks as two half-platoons, one commanded by their Lieutenant, the other by their Platoon Sergeant.

In addition, when anti tank support was added it is understood that it came from the mixed platoons that were made up of a single gun of the well regarded Cannone da 47/32 and three 37mm Cannone da 37/45.

ITALIAN MOTOCICLISTI FORCE RATING

Regular: +0

Command Dice: 5

PLATOON HEADQUARTERS

Tenente and Primo Sergente, both *Senior Leaders*, armed with pistol or SMG and two riflemen. Two motorcycles.

Three Squads per Platoon, each

SQUADS ONE TO THREE

Sergente, *Junior Leader*, armed with a rifle or SMG. 5 Riflemen. 3 Motorcycles.

- All men in the platoon are equipped with hand grenades and carry rifles, except where noted.
- Squads may start the game dismounted – if so, they apply the RRS 'Mobility' characteristic.

ARMY SUPPORT LIST NOTES

Most of the support options on the list will be self-explanatory. All tanks and armoured cars come with a *Junior Leader*. Vehicles do not have radios.

Transport only vehicles, such as a car are simply vehicles, which come with no crew. Remember, you will need to allocate men to drive these.

As this is a motorised formation every ground support weapon and infantry unit may be provided with a truck to tow or carry it. A Truck can tow a single infantry, anti-tank or anti-aircraft gun, or carry up to three machine gun teams, or a single infantry section.

A Spanish Infantry Platoon will always come with its full complement of Leaders. Weapon Teams rarely come with a Leader, whereas heavier support weapons do. Where two or more support weapons of the same type are selected, a single *Junior Leader* is provided to command the Section. 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.

MOTOCICLISTI

Additional motorcycle squads may be added and if three are taken as support, an additional platoon command element is gained without counting as a support choice. They may also take the Moto-Mitragliatrice support option if two or three squads are taken.

| ITALIAN CTV RRS SUPPORT LIST | |
|--|---------|
| LIST ONE | |
| Medical Orderly | |
| Adjutant | |
| Roadblock | |
| Barbed Wire | |
| Small Truck to tow or carry a single weapon team. | |
| Engineer Mine Clearance Team, 3 men | |
| Engineer Demolition Team, 3 men | |
| AP Ammunition for CV 33/35 | |
| LIST TWO | |
| Pre-Game Barrage | |
| Heavy Cover barricade | |
| Truck to transport entire Infantry or Weapon Section | |
| Convert Motorciclisti to Moto-Mitragliatrice | |
| Lancia Ansaldo IZM armoured car | |
| LIST THREE | |
| Sniper Team, 2 men | |
| CV 33/35 Tank | |
| Additional Motorciclisti Squad | |
| Cannone da 37/45 A/T Gun, 5 crew, <i>Junior Leader</i> * | |
| 65/17 Infantry Gun, 5 crew and <i>Junior Leader</i> * | |
| Spanish Infantry Section (Green) with <i>Junior Leader</i> ** | |
| LIST FOUR | |
| Cannone-Mitragliera 20/65 AA gun with 5 crew* | |
| Cannone da 47/32 A/T gun, 5 crew and <i>Junior Leader</i> ¹ | |
| Engineer Section with <i>Junior Leader</i> | |
| T-26B Tank | (1938+) |
| LIST FIVE | |
| - | |
| LIST SIX | |
| 75/27 Field Gun Battery with observer | |
| CV 33/35 Lanciafiamme | |

¹ Only one selection.

*Not before April 1937.

**Not after April 1937.

MOTO-MITRAGLIATRICE

There were units of Motorcycle Machineguns within the RRS. These shared the same organisation and role as the Motorcycle Platoons, except each squad had a single Breda M.30 light machine gun as well as its carbines. If this option is taken, the three original core squads of the platoon must allot one figure as the weapon's gunner and another as its loader.

MOTORCYCLES

Motorcycles operate as wheeled vehicles but re-roll any 1's rolled.

75/27 FIELD GUN BATTERY

Refer to the Specific Rules for a 75/27 Artillery Battery.

AP AMMUNITION

The CV 33/35 may be equipped with Armour Piercing ammunition as a level one choice. If taken the round has an AP of 1 and ammunition lasts only in the *turn* it is fired.

SPANISH INFANTRY SECTION

Refer to the Peninsular Army Infantry list for organizational details. This selection is for one-half of a platoon, always considered to be commanded by a *Junior Leader*. They are taken dismounted.

Presuming that these units also had their 50mm Mortar Teams, these must also have been split between the sections and are added into the total Section strength, giving one LMG Team, Two Rifle Teams and a Mortar Team. There is a single *Senior Leader* and one member of a single team may be a *Junior Leader*.

ITALIAN HAND GRENADES

Italian hand grenades depended on the force of an impact-based detonation system, which proved unreliable in action. To reflect this they roll with a -1 to hit their target.

CTV RRS CHARACTERISTICS

MOBILITY

For each squad you can gain one free Patrol phase move with one of your markers as per the rules. When deployed dismounted troops are placed on-table without their motorcycles. In addition, a dismounted squad(s) may move with 1D6 or 2D6 and then assume a Tactical stance when activated by a Leader using two Command Initiatives.

SAVOIA!

The battle cry of the House of Savoy was the signal to hurl grenades and assault the enemy. To reflect this, when a *Senior Leader* attached to a *Team* or *Squad* uses two Command Initiatives, he may lead a charge against any enemy within 12" preceded by a hail of grenades.

Roll 1D6, subtracting 1 if the enemy is in light cover, 2 if in hard cover. On a roll of 1 or 2, one hand grenade has hit the target unit; on 3 or 4, two grenades hit; on 5 or 6, three grenades hit the target. Roll for the effect of these and the *Team* or *Squad* may then move with up to 3D6 to try to initiative *Close Combat*.

GRUPPO MITRAGLIATORI

As expected, the Italian tactical doctrine of using the Squad *Sergente* to regulate control of the machine gun group applied to the forces of the RRS.

To reflect this doctrine when the *Sergente* is attached to a machine gun team and uses two or more Command Initiatives to direct their fire, he may add D3 to the *Team's* Firepower dice.

The *Raggruppamento Reparti Specializzati* (Groupment of Special Units) – RSS, was a composite formation within the *Corpo di Truppe Volontarie*, which encapsulated all of the armoured units, as well as several other specialist units. In April 1937 it was divided into two battalions (*battaglione*), the first composed of the four tank companies (*Compagnia di Carristi*), the Anti-tank Platoon (*Sezione Anti-Carro*) and a Spanish infantry company, which the Italians provided with two trucks for each of the three platoons.

The second battalion was composed of the Armoured Car Company (*Compagnia di Auto-Mitragliatrice*), the Motorcycle Machine Gun Company (*Compagnia di Moto-Mitragliatrice*), and the Flamethrower Tank Company (*Compagnia de Lanciafiamme e Chemica*).

The Group never fought as a single formation and instead ‘Company Battlegroups’ were formed around individual tank companies. While there were not sufficient units to reinforce all four companies, typically a company would be reinforced by an anti-tank gun, an armoured car platoon, a motorcycle machine gun platoon, a flamethrower tank platoon and a Spanish motorized infantry platoon.

From September 1937 a battery of German PaK 36/37 anti-tank guns (*Cannone 37/45 M.36*), were added, enabling each company to have an anti-tank platoon and 20mm anti-aircraft guns, 65/17 towed infantry guns, an engineer unit, as well as motorcycle scouts, drawn from within the CTV Infantry divisions, expanded these reinforced companies even further. Around the same time the Spanish infantry were withdrawn from the unit. The final addition to the Group was a company of T-26 tanks, captured and re-fitted, sometime in early 1938.

This list can be used to create a reinforced motorcycle or motorcycle-machine gun platoon from any point between January 1937 and the end of the Civil War. Although the RSS was not formed before the Malaga campaign, the units fronting the Italian Columns were in fact similar composite formations, but on a smaller scale.

For such an early unit, replace the Spanish motorized infantry option with an Italian one. Otherwise, providing the dates for the implementation of weapons and equipment are followed, it will be representative of the ‘infantry’ portion of a reinforced *Carristi* unit at any point in the Civil War.



Bando Nacional Infantry

NATIONALIST ARMY INFANTRY, NOV 1936

The Nationalists largely preserved the Spanish pre-War organization pattern and with some minor alterations, applied it across every infantry formation, whether it had originated as a regular or a militia unit. Initially there were weapon shortages, particularly as regards mortars and automatic weapons, but these were soon made good by items supplied by the Germans and Italians.

The Platoon (Sección) was still to consist of a small Headquarters (Plana Mayor), with two Rifle-Grenadier Sections (Pelotones de Fusileros Granaderos). The HQ continued to be composed of the Platoon Leader, a 1st or 2nd Lieutenant (*Teniente* or *Alférez*), assisted by a Platoon Sergeant (*Sargento Primero*) and with two Fusileros, who were probably a bugler and platoon clerk/runner respectively. The two mortar Squads attached to the Platoon HQ were now gone, to be replaced by a company level section with two weapons.

The two Rifle-Grenadier Sections remained identical, with a Sergeant (*Sargento*) leading three Squads (*Escuadras*), each of three Squads of a Corporal (*Cabo*) and five Riflemen (*Fusileros*), except the first Squad which had only four Riflemen. The first Squad operated the Section's light machine gun when one was available. All men were armed with rifles, but some sergeants were able to obtain one of several types of sub-machine gun that became available.

The Machine Gun Platoons of the Machine Gun Company were, like their Republican counterparts heavily reduced, with many sections operating one instead of two weapons initially, giving many platoons just two or three weapons, instead of the 'paper strength' of four.

The Rifle Companies now each had a single section of two 50mm mortar Squads. At battalion level there were two 81mm medium mortars and a single infantry gun, plus the weapons of the Machine Gun Company. As was the case with the Republicans, it

seems evident that individual machine gun sections were now being attached to individual companies, rather than the previous massing of the company's weapons as a 'massed battery'.

Artillery, armour, anti-aircraft and anti-tank weapons, as they became available, were all held at divisional level and apportioned to individual regiments at the discretion of the Divisional Commander. The Nationalists also created several machine gun battalions as divisional level units.

RIFLE GRENADEER PLATOON

It is clear that many units did not always have their full authorised levels of support weapons initially. The platoon is therefore presented with its full complement of personnel, but light machine guns and mortars are to be added as support choices. The Troop Rating of Regular applies to Legion, Regulares and Navarre units as well as 'Offensive' Division units, with 'Defensive' Division units rated Green.

PLATOON FORCE RATING

Regular or Green: -2 or -4

Regular: -1 (*Legion, Regulares, Navarre*)

Command Dice: 5

PLATOON HEADQUARTERS

Teniente, armed with pistol and Sargento Primero, armed with rifle or SMG, both *Senior Leaders*. Two Fusileros armed with rifles.

There are two Sections per Platoon, each

RIFLE- GRENADEER SECTIONS 1 & 2

Sargento, *Junior Leader*, armed with rifle or SMG

There are three Squads per Section, each

| SQUAD 1 | SQUADS 2 & 3 EACH; |
|--------------------|--------------------|
| Cabo & 4 Fusileros | Cabo & 5 Fusileros |

- Fusileros in a non-Mortar or LMG equipped Squads have hand grenades.
- Squads equate to Teams in this organisation.
- Legion, Regulares, Navarre are rated Aggressive.

NATIONALIST - INFANTRY CHARACTERISTICS

Sargento (Rifle-Grenadier Platoon): The section sergeant usually directed the fire of the section LMG. This required a degree of experienced soldiers.

Therefore, all Nationalist infantry, except those rated Green, that has a *Sargento Junior Leader* attached to a machine gun team, and who uses two or more Command Initiatives to direct their fire, may add D3 to the *Team's* Firepower dice.

MACHINE GUN PLATOON

The provision of automatic weapons to those formations which lacked them in the early months of the war, caused general shortages outside of the Legion and Moroccan units. The Platoon is therefore presented with its full personnel complement, but its weapons are selected from the support list.

The ideal provision of machine guns was one weapon to each of the first two Squads of each section, giving four for the platoon overall. Nevertheless platoons with just two or three weapons could be found as late as 1939.

PLATOON FORCE RATING

Regular: -2

Regular: 0 (*Legion, Regulares, Navarre*)

Command Dice: 5

PLATOON HEADQUARTERS

Teniente, armed with pistol and Sargento Primero, armed with rifle or SMG, both *Senior Leaders*. Two Fusileros armed with rifles.

There are two Sections per Platoon, each

MACHINE- GUN SECTIONS 1 & 2

Sargento, *Junior Leader*, armed with rifle or SMG

There are three Squads per Platoon, each

SQUADS 1 & 2 EACH;

SQUAD 3

Cabo & 5 Fusileros

Cabo & 4 Fusileros

- Fusileros in a non-Mortar or LMG equipped Squads have hand grenades.
- Squads equate to Teams in this organisation.
- Legion, Regulares and Navarrese are rated Aggressive.

SPECIFIC FORCE SPECIAL RULES

Within the Nationalist Army there were still distinctive formations. The three that stand out are the Foreign Legion, Moroccan Regulares and Navarre (Requetés) troops, who quite naturally carried forth their motivations and characteristics from 1936, but also changed from those experiences. They have the following Special Rule Characteristics.

NATIONALIST - LEGION CHARACTERISTICS

La Legion: Whilst the caliber of Legion reinforcement decreased after the excesses of the 1936 offensives, the Legion still had enough of a veteran cadre to instill an aggressive spirit into its formations. Therefore, they are always treated as Aggressive.

NATIONALIST INFANTRY PLATOON SUPPORT LIST

LIST ONE

| |
|--|
| Adjutant |
| Section Leaders (1938+) |
| Medical Orderly |
| Car or Truck |
| Minefield |
| Barbed Wire |
| Roadblock |
| Entrenchments for one Squad |
| Engineer Mine Clearance Squad, 3 men |
| Engineer Wire Cutting Squad, 3 men |
| Engineer Demolition Squad, 3 men |
| Tank Hunters (<i>Regulares only</i>) |
| Molotov Cocktails |
| Light Machine Gun to equip a single Squad |
| Top Mounted MMG fitted to T-26B/BT-5/BA-3/6*** |
| AP Ammo for Panzer I or CV 33/35 |
| Pre-Game artillery (Light)* |

LIST TWO

| |
|--|
| Small Tiznao vehicle |
| Priest (<i>Navarre units only</i>) |
| Religious Icon (<i>Navarre units only</i>) |
| Caïd (<i>Moroccan units only</i>) |
| Captured FA-I/UNL-35 |
| Captured Hispano-Suiza MC36 (MG) |
| Pre-Game artillery barrage* |

LIST THREE

| |
|--|
| Sniper Squad |
| 50mm Mortar Section with observer* (<i>on-table</i>) |
| Medium Machine Gun to equip a single MG Squad |
| 70/16 Infantry Gun with <i>Junior Leader</i> & 5 crew* |
| Pak 35/36 AT gun with <i>Junior Leader</i> & 5 crew |
| CV 33/35 or Panzer I Tank |
| Captured BA-3/BA-6 or M37 |
| Captured Hispano-Suiza MC36 (45mm) |
| Medium Tiznao vehicle |
| Random Air Support |
| Off-table Machine Gun Fire Support |
| Pre-Game artillery barrage (Heavy)* |

LIST FOUR

| |
|--|
| 81mm Mortar Section with observer |
| Moroccan Cavalry Scouts |
| Medium Machine Gun Squad with <i>Junior Leader</i> |
| 2cm Flak 30 with <i>Junior Leader</i> & 5 crew |
| 75mm Field Gun with <i>Junior Leader</i> & 5 crew |
| Panzer I with 20mm Breda** |
| Captured T-26B |
| Captured BT-5 (<i>only after Nov '37</i>) |
| Large Tiznao vehicle |

LIST FIVE

-

LIST SIX

| |
|---|
| 75/28 Field Gun Battery with observer |
| 88mm Flak 18 Gun with <i>Junior Leader</i> & 5 crew |

LIST SEVEN

| |
|--|
| Medium Machine Gun Section with <i>Junior Leader</i> |
|--|

*This option may only be selected once ie field guns or mortars. Only one type of 50mm Mortar section (on or off-table) may be chosen.

**One only, from October '37, and only if one or more other Pz I vehicles are taken as support choices.

***1938+

NATIONALIST - REGULARES CHARACTERISTICS

Moroccans: These fierce North African troops were very adept at the use of any cover where seemingly none existed. Moroccans can move with 1D6 or 2D6 and assume a Tactical stance at the end of their movement. They are treated as Aggressive.

Under the eyes of the Caíd: If selected as a support choice, the Caíd may be activated on a Command Dice roll of 5. If the player activates the Caíd, he does not increase his Chain of Command tally by one. When activated a Caíd moves as normal. If attached to a squad he may move with that squad without being activated himself.

He counts as two men for morale purposes when considering Shock levels and one man in any Close Combat. A Caíd does not fire or crew weapons, nor activate squads or teams. If the *Senior Leader* is killed, the presence of the Caíd reduces the effect of his loss to that of a *Junior Leader*. The loss of the Caíd counts as that of a *Senior Leader*.

NATIONALIST - NAVARRESE CHARACTERISTICS

Viva El Cristo Rey! The Carlist battle cry "*Viva El Cristo Rey!*" (*Long Live Christ the King!*) inspired the Requeté soldiers with a religious ferocity in attack. This ethos continued in the Navarre units of 1937 and beyond. Therefore, they are always treated as Aggressive.

ARMY SUPPORT LIST NOTES

Most of the support options on the list will be self-explanatory. All tanks, armoured cars and Tiznaos come with a *Junior Leader*. Vehicles do not have radios.

Transport vehicles such as a car or truck, are simply the vehicle itself and come with no crew. Remember, you will need to allocate men to drive these.

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

Historical Note: All weapons and vehicles should be from the same class (i.e. AT Guns, armoured cars, tanks etc) must be of the same type and model; i.e. T-26B and BT-5 tanks may not be used together.

PRE GAME BARRAGE

Of the three types of pre-game barrages possible, only one may be chosen. If it is the light barrage, then the 50mm on-table mortar section may not be taken as a choice from the support list - the light barrage represents the use of the 50mm mortar battery; the opposing player adds +1 to his die roll per rule 4.3. The Heavy barrage represents the dedicated assets of 105mm+ batteries in support; the opposing player subtracts -1 to his die roll per rule 4.3.

SECTION LEADERS

All Platoon Section leaders may be upgraded to Superior Junior Leaders from 1938.

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. In Machinegun Platoons only one weapon may be issued to a Squad and that Squad may not have a Medium Machine Gun issued to it.

MEDIUM MACHINE GUNS

A single Medium Machine Gun may be issued, per selection, to up to two Squads in each Machine Gun Section only. The Cabo becomes the weapon's gunner and two Fusileros are assigned as the weapon's loaders. Other Fusileros in the same Squad can replace crew casualties.

A Medium Machine Gun may not be issued in conjunction with a Light Machine Gun in the same Squad, but the Section or Platoon itself may contain a mix of both weapon types.

MEDIUM MACHINE GUN SECTION

A Rifle Platoon may select the Machine Gun Section as a support choice, but may not select a Machine Gun Barrage or Support Fire as additional options if he does (though an artillery barrage is still possible). The Section must be fielded as a single unit of two Squads under its *Junior Leader* and either may not be deployed beyond his command distance.

OFF-TABLE MACHINE GUN FIRE SUPPORT

Refer to the Specific Rules for Off Table Machine Gun Fire Support. If on-table MMGs are taken then off-table MG fire support is not allowed.

81MM MORTARS

The Nationalists continued to deploy just two 81mm mortars as battalion support weapons. The bombardment area for the mortar section is 10"x10" with the aiming point at the centre. Use the rules for Off Table Forward Observation Teams when firing.

50MM MORTAR SECTION

Each squad consisted of a single Valero 50mm mortar. The squad includes a weapons gunner and two loaders and is accompanied by an Observer-Scout Team of an Observer and two Regulars. All were armed with rifles. Use the Platoon Observer-Scout rules when firing.

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.

PLATOON OBSERVER-SCOUTS

The Observer-Scouts operated as both scouts and as observers for the Mortar Squads of the platoon. Observer-Scouts when deployed on table may always end a move in a Tactical stance. As long as they have line of sight to any figure in a Mortar Squad they may spot for it (or both of them if they are deployed as a whole section). As communication involves signaling, when spotting in this way they lose their Tactical stance.

If within the command distance of any *Senior* or *Junior Leader* of their platoon, they may be used to activate the Mortar Squads/Section (if they have LOS) as if those squads themselves were in that Leader's command distance, for the appropriate action points (one to activate the scouts and one to activate the Mortar Squads). This allows the Platoon's Leaders to spot for the mortars when firing indirectly.

If on-table support weapons ever deployed outside of this army list (possibly in a scenario game) they will usually have their own Observer-Scouts, who can also be used the same way by the Platoon's *Senior Leaders* in respect to the weapon team they belong to and are activated in the same way as above.

PRIEST

Most Navarre companies had their own Priest, who went into battle with them. Units with an attached Priest are rated as Aggressive and always ignore the first point of shock received. They have their shock reduced by double the usual amount (i.e. 2 points per initiative spent) if both a leader and Priest are attached - See Section 4.5.3. The instant the Priest is no longer attached apply all rules relating to shock to effected units. Priests are treated as officers when determining loss in play.

75/28 FIELD GUN BATTERY

Refer to the Specific Rules for a 75/28 Artillery Battery.

RELIGIOUS ICON

Navarre units often went into battle with a Religious Icon, often a holy banner carried by a respected senior non-commissioned officer. If chosen units with an attached Religious Icon may ignore one point of shock received per phase of play. The banner bearer may not fire a weapon but does count as fighting in combat. He may act as a *Senior Leader* if he is not in the command distance of another *Senior Leader* and can activate units in the same way. If he is killed another soldier may carry the icon but may not act as a Leader as described.

TANK HUNTERS

A maximum of two *Teams* may be formed per platoon, each from one of the platoon's Sections, each *Team* counting as one support list choice.

For each choice taken a *Senior* or *Junior Leader* may create a new *Tank Hunter Team* following the rules as per (4.5.7). A *Team* is created from three men taken from one Section in a player's force. Tank Hunters can make one 'Grenade and Petrol Can' attack per game as described on Table Seven (9.3.4).

MOROCCAN CAVALRY SCOUTS

The Moroccan Tabors had their own Cavalry units. If part of a Nationalist formation with Moroccan forces then they may be selected as a support option. The player can field a single Squad of Moroccan Cavalry organised the same way as Peninsular Army Cavalry – refer to that army list for details. This selection assumes the cavalry is mounted. This unit uses all the Moroccan Special Rules and Cavalry Specific Rules.

CAPTURED VEHICLES

The Nationalists acquired increasing numbers of captured vehicles as the war continued, so much so that each armoured battalion was able to field a whole company of T-26B tanks, often including a platoon of BT-5 tanks, by the end of the war. These were formed into units of a single type however and any vehicles used must be of the same type and not a mix.

RANDOM AIR SUPPORT & MOLOTOV COCKTAIL

Refer to the Specific Rules for Random Air Support and Molotov Cocktails.

AP AMMUNITION

The Pz I or CV 33/35 may be equipped with Armour Piercing ammunition. If taken the round has an AP of 1 and ammunition lasts only in the *turn* it is fired.

The main difficulty faced by the Nationalist Army was providing sufficient support weapons to its infantry formations. Although it had been able to equip the Falangists, Requetés and other volunteers with rifles, many of its regular units, outside the Army of Africa at least, were themselves short of mortars and automatic weapons. Initially the various militias and volunteers had simply been incorporated into existing regular formations to bring them up to their full wartime complement, although they largely retained their own organisational structures at first.

However there were soon so many volunteers, that they were able to form additional battalions of their own and these formations lacked automatic weapons, mortars and other support weapons. The short term solution was to detach some of these elements from existing regular formations, to supply these units with at least some support. The risk with this strategy was that it could make any contribution these weapons could offer somewhat worthless across the board, rather than just a portion of the army. There were already formations with the equivalent of ten battalions that were supported by as few as twelve field guns and any major readjustment might make the situation worse.

The solution was to essentially divide the army into divisions which were formally designated as either 'offensive' or 'defensive' divisions. The offensive divisions were to contain largely regular formations, while the defensive divisions were to have more militia units than regular; some were even wholly composed of militia. At the same time, the militias were to be militarized, so as to adopt a common organisational structure, which conformed with that of the regulars. With increasing supplies of German and Italian weapons arriving on almost a monthly basis, the regulars began to pass down increasing numbers of their older weaponry to equip the militias.

The process was begun in December 1936, although some units had already begun the process. While the organisational structure was changed, the militia formations retained their rank and unit designations. A Falange unit was still divided into Banderas, Centurias and Falanges, and were still commanded by 'Jefes', but these were now the size of Battalions, Companies and Sections. More suitable officers were provided by the regulars, by virtue of what amounted to 'field commissions' amongst senior non-commissioned officers, combined with various promotions of officers across the whole of the army. This resulted in former sergeants becoming platoon leaders overnight, former company commanders now leading battalions and so on up the hierarchy.

The typical battalion (or Bandera, Tercio, Tabor etc.) structure was now four rifle companies and a machine gun company, or at least a machine gun platoon at worst. Each rifle company was ideally to be supported by a mortar section of two 50mm mortars and the battalion retained a two 81mm mortar section, and in the regular formations at least, a 70mm infantry gun. The somewhat confused first few months had separated battalions from their parent regiments, so battalions were now formed in groups (agrupaciones), groups into brigades and brigades into divisions.

A division was ideally supposed to consist of twelve battalions, but some had as few as six or eight. One infantry battalion might be replaced by a machine gun battalion (four machine gun companies and one rifle company) in some divisions. There were supposed to be two artillery groups (ideally one of 75mm and one of 105mm), each of three batteries, with four guns per battery, as well as the usual engineer, supply and other 'tail' services. Divisional reconnaissance was provided by the addition of; a cavalry squadron (often with one of its regiment's machine gun platoons if it was a regular unit), or a mounted militia unit, or a 'motorised cavalry' company (essentially an infantry company organized like the cavalry, but equipped with vehicles).

Armoured and anti-tank units were in short supply, but either the Nationalists own, or Italian or German units could be temporarily attached, usually as complete companies, to support an attack. The presence of these units was dictated by wherever the main Nationalist war effort was being directed at any particular time. In late 1936 and early 1937, this was around Madrid (except for the brief campaign to take Malaga by the first elements of the CTV), but this shifted to the North after mid-1937 and towards the Aragon Front in 1938.

This list enables a somewhat generic Nationalist Rifle or Machine Gun Platoon to be fielded, suitable to represent any of the various types within the army. The Legion and Moroccans had taken heavy casualties in the first few months of the War and the replacements received were not always volunteers nor had they received the same standard of training. The replacements did however get placed within existing units led by experienced soldiers and the 'esprit de corps' is likely to have been preserved. How much this sets them apart from the Requetés of the Navarre Brigades, who were also considered to be elites, is up to the player to decide.

The Moroccans could certainly still retain their aggressiveness and the influence of the Caíd, even if they are downgraded from their previous elite status.

In the same manner a 'regular' Legion platoon could still benefit from its own special characteristics, but their effectiveness is somewhat blunted as a result. The Requetés still appear to have retained their aggressiveness, but experience was tempered by losses, resulting in no real change otherwise.

The Falange and Regular Army units would be hard to tell apart by this time, except for uniform details. Their losses were both replaced from the same pool of conscripts and their leaders either gained experience and promotion, or died and were replaced by those below them. That being said, anyone who had risen to command a platoon had gained valuable experience before being elevated to that position, exactly how much depending on how able his predecessor had been and the amount of action the unit had experienced. Even officers transferred in from the newly established academies had mostly gained a place there as junior or non-commissioned officers in the earlier battles.



Peninsular Army Infantry

PENINSULAR ARMY INFANTRY, 1936 (JUL-OCT) (NATIONALIST OR REPUBLICAN)

The Tactical Infantry Regulations of 1927/29 and the Infantry Officers Guide of 1933, describe two types of infantry platoon of the Spanish Army; Rifle Grenadier Platoons (*Secciones de Fusileros Granaderos*) and Machine Gun Platoons (*Secciones de Ametralladoras*).

A battalion's five companies were divided into four companies, each of three rifle grenadier platoons, with the last company formed with four machine gun platoons. As a cost-cutting measure in 1930, the number of active platoons in each company was reduced to two, with excess weapons placed in storage.

RIFLE GRENADIER PLATOON

The Rifle Grenadier Platoon (*Sección*) was commanded by either a 1st or 2nd Lieutenant (*Teniente* or *Alférez*), assisted by a Platoon Sergeant (*Sargento Primero*). Two other Fusileros, who may have been a bugler and a platoon clerk/runner, completed the HQ Squad.

In 1932 it was decided to add two mortar squads (*Escuadras de Lanzagranada*) to the HQ, each of a Corporal (*Cabo*), a Scout-Observer (*Explorador-Observador*) and 5 Riflemen (*Fusileros*), who served a single Mortero Valero Modelo 1932, but shortages of these weapons probably meant that the rifle grenade discharger it replaced (similar to the French V-B) was to be used until it became available.

The remainder of the Platoon was divided into two Sections (*Pelotones*), each led by a Sergeant (*Sargento*) and consisted of a Light Machine Gun Squad (*Escuadra*), with a corporal and four men serving a single Fusil-Ametralladora M.1925 or M.1930 (Hotchkiss Mle. 1922 or Mle. 1924) and two Rifle Grenadier Squads (*Escuadras*), each of a corporal and 5 riflemen armed with rifles and grenades.

PLATOON FORCE RATING

Green: +0

Command Dice: 5

PLATOON HEADQUARTERS

Teniente with pistol (*Senior Leader*). and Sargento Primero with rifle (*Junior Leader*). 2 Fusileros with rifles. Scout Team of 2 Observer-Scouts with Rifles.

Two Grenade-Launcher Squads with the HQ

LANZAGRANADA SQUADS ONE & TWO

5 Fusileros

There are two Sections per Platoon, each

SECTION HEADQUARTERS

Sargento, *Junior Leader* armed with rifle.

There are three Squads per Section, each

RIFLE SQUADS ONE TO THREE

| LMG SQUAD | RIFLE SQUAD | RIFLE SQUAD |
|-------------|-------------|-------------|
| 5 Fusileros | 6 Fusileros | 6 Fusileros |

- All Fusileros have rifles. All Fusileros in Rifle Squads have grenades.
- Squads equate to Teams in this organization.

MACHINE GUN PLATOON

The Machinegun platoons were deployed as fixed units and not divided into teams to support individual companies or platoons. Their organisation mirrored that of the Rifle Grenadier Platoons, with the omission of the *Lanzagranada* Squads.

PLATOON FORCE RATING

Green: -2

Command Dice: 5

PLATOON HEADQUARTERS

Teniente with pistol (*Senior Leader*). and Sargento Primero with rifle (*Junior Leader*). 2 Fusileros.

There are two Sections per Platoon, each

SECTION HEADQUARTERS

Sargento, *Junior Leader* armed with rifle or SMG

There are three Squads per Section, each;

| MACHINE GUN SQUADS 1 & 2 | RIFLE SQUAD |
|--------------------------|-------------|
| 6 Fusileros | 5 Fusileros |

- Fusileros are armed with rifles.
- Fusileros in a rifle only squad have grenades.

Note: Both Rifle-Grenadier and Machine Gun platoons are shown at full strength, when they often only had support weapons for half that, thus their mortar and machine guns are obtained as choices on the Platoon Support List.

| PENINSULAR ARMY INFANTRY PLATOON SUPPORT LIST | |
|--|--|
| LIST ONE | |
| Medical Orderly | |
| Adjutant | |
| Roadblock | |
| Civilian Car, no crew | |
| Entrenchments for one Team | |
| Engineering Team of 3 men | |
| One V-B type launcher for both <i>Lanzagranada</i> Squads* | |
| One 50mm Mortar for a single <i>Lanzagranada</i> Squad* | |
| One M22 LMG added to a single LMG squad** | |
| LIST TWO | |
| Flamethrower Team | |
| Heavy Cover barricade | |
| Pre-Game Barrage | |
| Truck to transport entire Section or tow a weapon | |
| Renault FT (MG) or FT (37mm) tank ³ (<i>Madrid or Zaragoza based units only</i>) | |
| Trubia A-4 tank ³ (<i>Nationalist Toledo Regiment only</i>) | |
| Bilbao armoured car | |
| LIST THREE | |
| Sniper Team, 2 men | |
| Cavalry Scout Squad and <i>Junior Leader</i> (Cavalry List) | |
| Medium Machine Gun to equip a single MG Squad | |
| 70/16 Infantry Gun with 5 Crew and a <i>Junior Leader</i> ² | |
| 60mm Mortar Section with observer ¹ | |
| CA-1 Schneider Assault Tank (<i>Republican only</i>) ³ | |
| Off-table Machine Gun Fire Support** | |
| Random Air Support | |
| LIST FOUR | |
| 81mm Mortar Section with observer ¹ | |
| 75/28 Field Gun with Junior Leader & 5 Crew ² | |
| LIST FIVE | |
| - | |
| LIST SIX | |
| 75/28 Field Gun Battery with observer ¹ | |
| 105mm Medium Field Gun with Junior Leader & 5 Crew ² | |

*Rifle Platoons only (max 2 weapons per platoon)

**Not available to Machine Gun Platoons

¹Only one selection of any of these types.

²Only one selection of any of these types.

³Only one selection.

ARMY SUPPORT LIST NOTES

Most of the support options on the list will be self-explanatory. All tanks, armoured cars and Tiznaos vehicles come with a Junior Leader. Vehicles do not have Radios. Typical light weapon types are shown throughout, though variation was commonplace.

Transport vehicles such as a car or truck, are simply the vehicle itself and come with no crew. Remember, you will need to allocate men to drive these.

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.

PLATOON OBSERVER-SCOUTS

The Observer-Scouts operated as both platoon scouts and as observers for the Lanzagranada Squads of the platoon. Their effectiveness and ability is in direct comparison to the unit they are part of however, where they are considered one class above the rest of the platoon for game purposes (i.e. if their platoon is Green, they are Regular).

Observer-Scouts when deployed on table may always end a move in a tactical stance. As long as they have line of sight to any figure in a Lanzagranada Squad they may spot for it (or both of them if they are deployed as a whole section). As communication involves signaling, when spotting in this way they lose their tactical stance.

If within the command distance of any Senior or *Junior Leader* of their platoon, they may be used to activate the Lanzagranada Squads/Section (if they have LOS) as if those squads themselves were in that Leader's command distance, for the appropriate action points (one to activate the scouts and one to activate the Lanzagranada Squads). This allows the Platoon's Leaders to spot for the mortars when firing indirectly.

If on-table support weapons are ever deployed outside the constraints of this army list (possibly in a scenario game) they should have their own Observer-Scouts, who can be used the same way by the Platoon's *Senior Leaders* in respect to the weapon team they belong to and are activated in the same way as above.

V-B TYPE LAUNCHERS & 50MM MORTARS

The Spanish had developed grenade dischargers for rifles as early as 1913. They were apparently used during the Rif War, although these are likely to have been French V-B types by then. While they seem to have been issued to the normal sections at first, the later formation of the two 'Lanzagranada' squads may have been picked up from French practice. While the intention had been to replace the dischargers with light mortars, shortages mean that it is likely that many units still had them.

Therefore, the option is given to equip the squads with either a rifle-discharger or the intended light mortar (but not both).

The VB Launcher has a minimum range of 18" and a maximum range of 60". It may target any unit which can be seen by friendly troops but it counts any target which it can see as being in close range, and any it cannot see as being at effective range. In the first round of fire at a target (even one it has fired at previously) it will roll half of the normal firepower dice. It can be operated by one man.

If the mortar is selected, three crew need to be drawn from within the squad to operate it. Casualties can be replaced from within the squad and the crew may use their rifles if targets are under the mortar's minimum range of 18". The 50mm mortar only fires H.E. Rounds.

LIGHT MACHINE GUN

If the integral light machine gun is supplied to the light machine gun squad, two figures need to be drawn from the squad as its crew. The remaining figures may shoot as normal and may replace crew casualties. There can be only one LMG per LMG squad and only one LMG squad per section.

MEDIUM MACHINE GUN

This option is only available to machine gun squads in machine gun platoons. Only one weapon may be selected per squad and there can only be two such squads in each section. The weapon requires that three crew are drawn from within the squad, who can also replace crew casualties.

BATTALION SUPPORT ASSETS

Each battalion had a single weapons platoon, which operated a single mortar section of two weapons and a single infantry gun. The original mortars used were the 60mm Lafitte Model 1925 and the gun was the Cañón de Montaña Schneider 70/16 Modello 1908.

Both these weapons had been scheduled for replacement by the Valero 81mm Modello 1933 and the Cañón Contra Carro 40/25 Modello 1933 (also known as the 'Arellano'). In the event only around half of the new mortars and barely any of the 40mm guns were issued before the Civil War began.

OFF-TABLE 60MM/81MM MORTAR SECTION

With only two weapons, the barrage that could be delivered was somewhat less than that which could be delivered by the later four-weapon platoons of WW2. The adjusted area of effect is 10" x 10" with the aiming point in the centre.

Refer to the Specific 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.

75/28 FIELD GUN BATTERY

The Brigades of the Infantry were supported by the artillery regiments, equipped with Schneider 75/28 Field Guns. Due to the lack of other support weapons, these units occasionally operated much further forward to supplement the somewhat meagre fire-support of battalion mortars.

Refer to the Specific Rules for Off Table 75/28 Artillery Battery Support.

RANDOM AIR SUPPORT

Refer to the Specific Rules for Random Air Support.



After the unsuccessful coup on July 19th 1936, the various Infantry formations found themselves either in Government or Rebel-held areas, irrespective of the political ideologies, or indeed apolitical views, of many of the soldiers within them. On either side politically 'unreliable' officers were being arrested and with the exception of those units activated by officers involved in the coup, confusion reigned, with many soldiers milling about in their barracks in confusion.

The Rebels found themselves in possession of nine Infantry Regiments concentrated in the North, a further six in Andalucia and the South, with six more spread across Spain, although some of these were besieged in their barracks by forces loyal to the Government. These regiments were to form the core of what was to become known as the Nationalist Army.

The formations that remained in Government-held areas, although in many cases actively attempting to put down the Coup, were viewed with distrust by both the Government and the as yet largely unarmed militiamen. The result was that the army was disbanded and its weapons issued to the Trade Unions who controlled the militiamen. While numbers of former soldiers joined the militias, either as individuals or as complete units, whether in uniform or without, others took the opportunity to return to

their homes. Overnight any formal military entity in the Government Zones ceased to exist.

Like most nations in the post-Great War period, Spain reduced the size of its military for financial reasons. While its forces in its Moroccan Colonies were maintained at their full strength, its domestic military was reduced by over a third. All of its units and their traditions were retained, but by deactivating a battalion in each regiment, one company in each remaining battalion and one platoon in each remaining company, considerable savings in manpower were achieved.

While in theory the weapons for these deactivated units were kept in storage, the need to maintain equipment levels in colonial units and the creation of the Assault Guards, resulted in stored weapons being removed to equip them. Such was the need, that there weren't even enough support weapons to fully equip all of the battalions on their peacetime establishment, let alone if they had been mobilized for war.

This list can be used to represent a Regular Infantry Platoon from a Peninsular-based Infantry Regiment, either as part of one of the units which became the 'Banda Nacional', or one of the units which fought as part of the Republican Popular Militias in the early weeks of the Civil War.



Peninsular Army Cavalry

CAVALRY SABRE SQUADRON (NATIONALIST OR REPUBLICAN)

As was the case with the infantry, Spanish Cavalry adopted a common structure for its cavalry units across the board. Each regiment was composed of a single weapons squadron (*Escuadrón de armas automáticas*) and two Groups (*Grupos*), each of two Sabre Squadrons (*Escuadrones de Sables*), each of which had three Troops (*Secciones*). Like the rest of the army, the Cavalry had been somewhat reduced to save money and each squadron only had two active troops, except in the African Army Corps.

Each squadron was composed of a headquarters element (*plana mayor*), consisting of just the Squadron Commander, a Captain or 1st Lieutenant (*Capitán* or *Teniente*) and the Squadron's sergeant-major (*Brigada*). Each troop had a small headquarters containing the Troop Commander, a 1st or 2nd Lieutenant (*Teniente* or *Alférez*), the Troop Sergeant (*Sargento*) and a Trumpeter, and three Squads (*Escuadra*), each of a Corporal (*Cabo*) and 7 Troopers (*Cazadores*).

While each man in the squadrons was trained with the sabre for mounted action, the primary tactical doctrine emphasised dismounted combat, to this end every man was armed with either a carbine, or a 'short rifle' (*mosquetón*). Officers and the sergeant-major carried pistols. When dismounted two men from each squad and the trumpeter were detailed as horse-holders.

Unlike the Infantry, Cavalry Troops contained no integral support weapons, but could have machine gun platoons, or sections, or even one or more of the regiment's two 50mm mortar squads, attached from the weapons squadron at the Regimental Commander's discretion. Finally each squadron was supposedly allocated a platoon of infantry cyclists from a centralised pool.

PLATOON FORCE RATING

Green: -2 (1936-39) or **Regular:** +0 (1937+)

Command Dice: 5

SQUADRON HEADQUARTERS

Teniente (*Senior Leader*) and Brigada (*Junior Leader*), both armed with pistols.

There are two Troops per Squadron, each

TROOP HEADQUARTERS

Alférez with pistol and Sargento with a carbine, both are *Junior Leaders*.

There are three Squads per Troop, each

SQUADS ONE TO THREE

Cabo, plus 5 Cazadores, each armed with carbine.

- The Squadron is depicted as dismounted in this organisation. Troops may be mounted as a support list option, adding 2 extra Cazadores to each squad and a Trumpeter in the Troop HQ.
- Cavalry can be taken as Green quality for the entire war but may also be taken as Regulars from 1937 onwards.
- Troops equate to *Sections* and Squads equate to *Teams* in this organisation.

CAVALRY CHARACTERISTICS

Refer to the Specific Rules for details on Cavalry use when mounted and dismounted.

MOROCCAN CAVALRY

This list may also be used for the Moroccan Cavalry units. The Squadrons are rated Regular with a Platoon Force Rating of:

Regular: +5

Command Dice: 6

Moroccan units have the same special characteristics as can be found on their infantry lists and may also choose the Caïd from that list as a support choice.

| Peninsular Army Cavalry Support List |
|---|
| List One |
| Medical Orderly |
| Adjutant |
| Roadblock |
| Civilian Car, no crew |
| Entrenchments for one Team |
| Engineering Team of 3 men |
| List Two |
| Political Officer (<i>Republican only</i>) |
| Heavy Cover barricade |
| Pre-Game Barrage |
| 50mm Mortar Squad* |
| Bilbao Armoured Car |
| List Three |
| Sniper Team |
| M.1925 LMG Squad, with 4 crew and two riflemen |
| Mount one Section on horses – see cavalry special rules |
| List Four |
| M.1914 MMG Squad, with 4 crew and two riflemen |
| 75/28 Field Gun with 5 Crew and <i>Junior Leader</i> * |
| List Five |
| Bicycle mounted Regular Infantry Section (<i>Infantry list</i>) |
| List Six |
| 75/28 Field Gun Battery with observer |

*Maximum of Two

ARMY SUPPORT LIST NOTES

Most of the support options on the list will be self-explanatory. All armoured cars come with a *Junior Leader*. Vehicles do not have Radios. Typical light weapon types are shown throughout, though variation was commonplace.

Transport only vehicles, such as a car or truck are simply vehicles, which come with no crew. Remember, you will need to allocate men to drive these. Where Sections are available they will always come with a *Junior Leader*.

Light weapon Squads 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.

50MM MORTAR SQUAD

Each cavalry regiment possessed a single two mortar section, composed of two squads, each serving a single Valero 50mm mortar. Each squad consisted of the weapons gunner and two loaders, a Corporal and two additional Cazadores. All were armed with carbines, but the weapons were carried by pack horses so the Mortar squad does not benefit from the Cavalry Characteristic Special Rules.

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 of 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. If two mortars are fielded, the Section gains a Sargento as a *Junior Leader*.

M.1925 LMG SQUAD

The cavalry's two light machine gun troops each had three squads, each serving a single tripod-mounted heavy-barrel version of the M.1925 light machine gun. The weapon had a gunner and two additional crew members. The remainder of the squad consists of a Corporal and two Cazadores. All squad members were armed with carbines.

The weapons and their ammunition were carried by pack horses, so the squad does not benefit from the Cavalry Characteristic Special Rules. If more than one squad is fielded, the Section gains a Sargento as a *Junior Leader*.

M.1914 MMG SQUAD

The cavalry's two medium machine gun troops each had two sections, each of two squads, each serving a single tripod-mounted M.1914 medium machine gun, or a similar weapon. The weapon had a gunner and two additional crew members. The remainder of the squad consists of a Corporal and two Cazadores. All squad members were armed with carbines.

The weapons and their ammunition were carried by pack horses, so the squad does not benefit from the Cavalry Characteristic Special Rules. If more than one squad is fielded, the Section gains a Sargento as a *Junior Leader*.

75/28 FIELD GUN BATTERY

The Brigades of the Cavalry Division were supported by very mobile horse artillery regiments, equipped with Schneider 75/28 Field Guns. Due to the lack of other support weapons, these units frequently operated much further forward and occasionally in direct fire support of cavalry units.

Refer to the Specific Rules for Off Table 75/28 Artillery Battery Support.

BICYCLE MOUNTED INFANTRY

Each cavalry squadron was supposed to have a single platoon of bicycle-mounted infantry attached to it. Just prior to the Civil War beginning, these were to be gathered at a central location near Madrid. How far this had been achieved is uncertain and some regiments might still have retained these units.

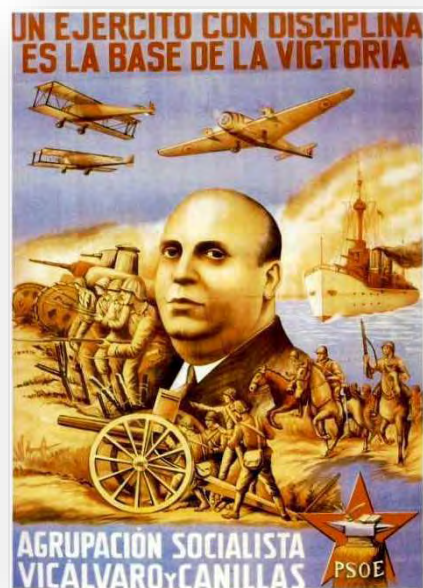
They were organised in the same way as a typical infantry unit and were designed to provide the cavalry with longer-ranged fire support than could be achieved with their carbines and to provide security on the march for the regiment's slower moving 'tail'.

If more than one Section is fielded, a Lieutenant and a Platoon Sergeant, both *Senior Leaders*, may be added to the formation. Alternatively a Bicycle Platoon may replace one Troop of Cavalry. Bicycles would have been left in a rear area, so the platoon in game terms, acts as ordinary infantry, but gains the use of the Cavalry Characteristics Special Rule in the Patrol Phase.

POLITICAL OFFICER

Republican Cavalry contained a single Political Officer within each Squadron. A Political Officer may be activated on a Command Dice roll of 5. If the player activates the Political Officer he does not increase his Chain of Command tally by one. When activated a Political Officer moves as normal. If attached to a squad he may move with that squad without being activated himself.

He counts as two men for morale purposes when considering Shock levels and one man in any Close Combat. A Political Officer does not fire or crew weapons. When a Leader is hit, a Political Officer may sacrifice themselves BEFORE any roll is made to see what the effect is. His loss counts as a Senior Leader.



With the exception of the Divisional Cavalry regiments, which were roughly evenly distributed across the Peninsular, the regiments of the Cavalry Division were largely clustered in Central and Northern Spain. When the dust settled after July 19th the Nationalists had acquired seven of the ten cavalry regiments that had existed pre-war. Four of these were in the 'North West Central Zone', which centred on Valladolid (1st, 2nd, 5th & 6th), one in the 'Northern Zone' around Vitoria (10th), one in the 'Eastern Zone' around Zaragoza (9th), with the final regiment based in Seville (7th). The Government on the other hand was left with a single regiment in Valencia (5th) and two in Barcelona (3rd & 4th), all of which were subsequently disbanded along with the rest of the Army on the 20th July.

From the beginning of the Civil War therefore, the Nationalists had an advantage in terms of cavalry, which the Republic was to struggle to equal in overall terms throughout the war. In point of fact however, the Republic enjoyed slightly superior numbers of cavalry on the Aragon Front, despite the Nationalists being able to add squadrons formed by the Requetés and Falange, but suffered for the lack elsewhere.

The Nationalists in the North effectively had a whole cavalry division at their disposal, while even in the South, the addition of the thirteen squadrons of the Regulares, as well as those of the Guardia Civil and other 'volunteer' squadrons, could not be matched in any appreciable form by the Republic.

That is not to say that the Republic lacked cavalry however. Several cavalry militia units were formed by the various parties of the Popular Front and can be presumed to be a mix of former soldiers and volunteers, some of whom did have to be trained in the role. More units were created as part of the Republican Popular Army from October 1936 too.

As had been the case with the rest of the army, Spain's cavalry had also suffered a reduction in size. Cavalry squadrons had originally been composed of three troops, but this had been reduced to two in the peacetime army, resulting in a unit size that approximated the equivalent infantry formation. Its support squadron was however maintained at pre-war levels, giving it a somewhat higher ratio of automatic weapons in support, if not in mortars.

The reorganization of the army prior to the Civil War had removed the old distinctions between regiments, meaning that whereas there had been several different types of cavalry (Lancieros, Dragones etc), by July 1936 they were all considered to Cazadores ('Hunters', the equivalent of the French Chasseurs, or

British Light Dragoon). In real terms this meant that they primarily had a dual-role of reconnaissance, as well as being capable of acting as a 'breakthrough' force in support of the infantry/artillery battle. To this end they were equipped with both carbines and sabres. Although trained to use both, their primary weapon was the carbine and they generally acted in the 'mounted infantry' role. This facet was not to stop them performing the last classic massed cavalry charge in a European War, at Alfambra in 1938 however.

This list can be used to represent any cavalry unit from either side of the conflict, although it must be said that it is primarily designed to produce a 'regular' cavalry squadron. Other types were based on the same model, but lacked the support weapons available to the regulars in the first few months of the war.



People's Militia

PEOPLE'S MILITIA PLATOON (REPUBLICAN)

With the exception of those units trained by the Communist '5th Regiment' training cadre, the Republican Militia formations, formed largely from the members of various trade unions and political parties, had no single formal organisational structure whatsoever. This structure equally applies to early Internationals such as Centurias; Tom Mann, Gaston Sozzi, Thaelmann, Warmski, and so on.

As a general rule of thumb, a Section would be formed from between ten and twenty men (Anarchists seemed to have typically used ten man sections, while others like the POUM, appear to have favoured twenty men). A section would elect its own leader (Delegado), or in some cases one would be appointed by the party or trade union concerned.

Companies (Centuria) would be formed from the sections of each organizing body, which were nominally of a hundred men, but could contain anywhere between twenty and a hundred and fifty men. Again an individual would also be appointed or elected to become the leader of the Centuria (the 'Jefe').

Few of the Jefes and Delegados had any formal military training, although some had led squads of pistoleros in the frequent street fights with the Falange. Charisma, political standing, patronage, or just brute force, appear to have been the main criteria for determining whether an individual gained a command position.

Within the anarchist formations of the CNT/FAI in particular, although definitively not confined to them, election to the position of Delegado was not even a guarantee that orders would be followed and obeyed.

There are frequent instances recorded where units would debate orders received for some time and in the event, either fail to carry them out, or adapt them in some way to suit their perception of how an action should be fought. As units began to gain experience, or saw the sense in some degree of militarization, they tended to shift to the ten man squads, with one of them split into weapon teams if they were fortunate enough to obtain a light mortar and/or an LMG.

The weapon stockpiles obtained from the now disbanded army arsenals were a mixed blessing. While there were some automatic or support weapons, without someone trained in their operation, they were largely useless and the sheer number of militia units formed, meant that even if an operator could be found, there were too few of them. In some cases a whole battalion could find itself with only a single machine gun or mortar to support it.

PLATOON FORCE RATING

Green: -9

Command Dice: 4

| COMMAND |
|---|
| Jefe de Centuria, <i>Superior Junior Leader</i> , with rifle or SMG |

With either a Type 'A' or Type 'B' Group of Squads

| TYPE A GROUP OF SQUADS |
|--------------------------|
| 4 Squads, each of; |
| 10 Milicianos with rifle |

| TYPE B GROUP OF SQUADS |
|--------------------------|
| 2 Squads, each of; |
| 20 Milicianos with rifle |

Each squad is depicted as being led by an ineffectual Delegado and for the purposes of the rules counts as a leaderless 'Squad'. Each Squad activates on a Command Dice roll of '2', separate Teams on a score of '1', or under the direction of the Jefe as normal.

- Teams may only be detached from a Squad lacking its own *Junior Leader*, if they are within the Jefe's command distance and he uses a command action point to order the split. Scouts may be detached following the normal rules.
- Junior Leaders* can only influence their own squad and any teams detached from it.

PEOPLE'S MILITIA CHARACTERISTICS

No Pasaran!: *"They Shall Not Pass!"* - A People's Militia player may choose to be the defender in any scenario he plays in.

People's Militia!: *Totally unaccustomed to the rigors of 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.

The player must select one of the following two options to apply for the whole game to the Milicianos of his Platoon:

Machada: *hiding behind defences was often seen as particularly unmanly until the realities of war finally set in. When fired upon in cover by small arms weapons, re-roll any 1's that miss.*

Tienes Razón: *on the other hand, having been convinced of the value of cover, men often refused to leave it. A leaderless unit will never leave cover or fortifications voluntarily. A leader must expend two command initiative points to activate a unit that he wishes to move out of cover or field defences.*



POPULAR MILITIA SUPPORT LIST

LIST ONE

| |
|--|
| Medical Orderly |
| 'El Hombre' |
| Roadblock |
| Civilian Car, no crew |
| Entrenchments for one 10-man Squad |
| Adjutant |
| Megaphone |
| Hand grenades for a single ten man 'Team' |
| Add two Automatic Rifle per selection to a Squad(s) ² |
| Add a Light Machine Gun to a single Squad ² |
| Molotov Cocktails |
| 'Antes de la siesta' (2 max) |

LIST TWO

| |
|--|
| Flag ¹ |
| Delegado Politico or Commissar, with pistol |
| 10 Milicianos – as a single Squad or spread as desired |
| Army officer advisor |
| Add a 50mm Mortar to a single Squad ² |
| Add a tripod MMG to a squad |
| Add a 70/16 Field Gun and a <i>Junior Leader</i> to a Squad ³ |
| Dinamiteros Team, 3 men |
| Heavy Cover barricade for one 10-man Squad |
| Pre-Game Artillery Barrage |
| Truck to transport entire Section or tow a weapon |
| Small Tiznao vehicle |
| Bilbao or FA-I armoured car ⁴ (Oct '36+) |
| Renault FT (MG) tank ⁴ |
| Renault FT (37mm) tank ⁴ (Oct '36+, Northern Front Only) |

LIST THREE

| |
|---|
| Sniper Team |
| Highly Motivated Milicianos (entire platoon) ⁵ |
| CA-1 Schneider assault tank ⁴ |
| Infantry Section (Green) with <i>Junior Leader</i> |
| 37mm A/T gun with 5 Crew and <i>Junior Leader</i> ³ (Oct '36+) |
| Medium Tiznao vehicle |
| 75/28 Field Gun Section, with observer ³ |
| Random Air Support |

LIST FOUR

| |
|---|
| Hardened Milicianos (entire platoon) ⁵ |
| Asalto or Civil Guard Section with <i>Junior Leader</i> |
| 75/28 Field Gun, 5 crew and <i>Junior Leader</i> ³ |
| Large Tiznao vehicle |
| Army BA-3 or BA-6 armoured car ⁴ (Oct '36+) |
| Army T-26B tank ⁴ (Oct '36+) |

LIST FIVE

| |
|--|
| Fanatic Milicianos (entire platoon) ⁵ |
|--|

May only select one type of support assets indicated for each number.

ARMY SUPPORT LIST NOTES

Most of the support options on the list will be self-explanatory. All tanks, armoured cars and Tiznaos vehicles come with a *Junior Leader*. Vehicles do not have Radios. Typical light weapon types are shown throughout, though variation was commonplace.

Transport only vehicles, such as a car or truck are simply vehicles, which come with no crew. Remember, you will need to allocate men to drive these.

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.

Militia upgrades when taken must be of only one type ie Highly Motivated, Hardened or Fanatical.

AUTOMATIC RIFLE

If an automatic rifle is added to a squad, one man becomes its gunner. The Chauchat was perhaps the most common example of these. A support level choice gains two such weapons to be distributed to a squad(s).

LIGHT MACHINE GUN

If a light machine gun is added to a squad, one man becomes its gunner and another is detailed as its loader.

MEDIUM MACHINE GUN

If a medium machine gun is added to a squad, one man becomes its gunner and two more are detailed to assist as loader and ammunition carrier respectively.

GREEN INFANTRY

Green infantry reflected here are attached remnant elements of the Spanish Peninsular Army.

ARMY OFFICER ADVISOR

An Army officer attached to the Jefe de Centuria enables him to re-roll one of his command dice per phase. As an option, the Jefe de Centuria may be upgraded to a Senior Leader. He is armed with a pistol.

FLAG

A unit with an attached Flag may ignore one point of shock received per phase of play. Flag bearers do not fire but do count as fighting in combat.

50MM MORTAR

The 50mm mortar has no smoke ammunition, only H.E. It has a minimum range of 18", but closer than that the crew may use their rifles. The mortar team requires two crewmen to be dedicated to operate it from the squad it is attached to. Additional men may be added to the team as normal.

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 Squad.

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

70/16 GUN

If a 70/16 Field Gun is taken as a support list option five Milicianos must be designated as its crew from that Squad. Gun Crew members may not be replaced.

75/28 ARTILLERY SECTION

Militia forces received limited support from Republican army artillery units equipped with the Schneider 75/28 Field Gun. This support fire would generally be limited, with the occasional gun employed in direct fire support.

Reflecting this limited off-table support the barrage area is reduced to an area 10"x10" square with the aim point at the centre. Use the rules for Off Table Forward Observation Teams when firing.

MEGAPHONE

Roll six D6 against all enemy within a 90 degree 'arc of fire' (n/a vs Africanista troops) and hit as per rifle fire in the open. For each hit inflict 1 Shock on a roll of 5 or 6.

DINAMITEROS TEAM

These Dynamite equipped troops use the rules for grenades, however when rolling for hits on Table Six, re-roll any misses. They are also considered Tank Hunters equipped with "No.75 Hawkins Grenades". In addition they may clear roadblocks as per rule 16.1.

MOLOTOV COCKTAIL

Refer to the Specific Rules for Molotov Cocktails.

RANDOM AIR SUPPORT

Refer to the Specific Rules for Random Air Support.

DELEGADO POLITICO/COMMISSAR (IDEOLOGICAL)

A Commissar may be activated on a Command Dice roll of 5. If the Commissar activates then the Chain of Command tally does not increase. When activated a Commissar moves as normal. If attached to a squad he may move with that squad without being activated himself. He counts as two men for morale purposes when considering Shock levels and one man in any Close Combat.

A Commissar does not fire or crew weapons. His presence provides the option to allow the Jefe de Centuria to be upgraded to a Senior Leader. If the Jefe de Centuria is hit, the presence of the Commissar reduces the effect of his loss to that of a *Junior Leader*. The loss of the Commissar counts as that of a Senior Leader.

ASALTO, CIVIL GUARD OR CARABINEROS INFANTRY

Assault or Civil Guards and Carabineros are taken as Regular and Aggressive. They may engage in one phase of fire (per game) with Tear Gas. This may be done as normal 'rifle fire'.

Nominate a valid target unit within 18" of the firer and allocate D6 shock if it is an infantry or cavalry unit (D3 if vehicles) – no kills are possible. If friendly troops engage in combat in the same phase, they suffer D3 shock.

'ANTES DE LA SIESTA'

Prior to militarisation becoming widespread and the discipline that accompanied that, it was quite acceptable to some Milicianos, to travel to the frontline, loose off whatever rounds they had with them and then return to their homes or a cantina, considering their duty to the Republic complete for the day.

A Squad of ten Militia armed with rifles, but with no *Junior Leader*, becomes available for deployment. They will remain in play until a double six is rolled by either player on a command dice roll. At that instant the 'Antes de la siesta' unit on-table rolls 1d6. On a score of 4-6 it remains in play – no further effects. On a score of 1-3, it disperses (is removed from play) and if visible to any friendly troops, causes a roll on the Force Morale table as if they had lost a Team.

'EL HOMBRE'

This support option allows a Squad to be upgraded with a temporary *Junior Leader* (Delegado) 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'. This represents a unit quickly but briefly agreeing to follow an order given by their Delegado.

HIGHLY MOTIVATED MILICIANOS

Though inexperienced many militia forces were very well motivated. These types would also reflect Basque lands, Santander and Asturian Militias up to mid 1937 and games involving ideological enemies such as Anarchists vs Socialists, etc. If this option is taken then disregard the Force Morale -2 die roll modifier for being Green replacing it with +1 instead (p11). They may disregard both the Machada and Tienes Razón characteristics.

HARDENED MILICIANOS

Particularly well-motivated or determined militia or those 'stiffened' with Asaltos*. This would also include early International Centurias as well as Durutti and Iron Column militias. They may ignore the 'People's Militia' characteristic and disregard the Force Morale -2 die roll modifier for being Green replacing it with +1 instead (p11). They may disregard both the Machada and Tienes Razón characteristics.

**Players may replace 1 in 4 militia figures with Asalto figs, however treat these the same as any other militia for game purposes.*

FANATIC MILICIANOS

Some militia put up fanatical resistance to the Nationalists... literally dying to a man. Such troops ignore the 'People's Militia' characteristic, disregard the Force Morale -2 die roll modifier for being Green replacing it with +1 instead (p11). They may disregard both the Machada and Tienes Razón characteristics.

They are rated as Aggressive and always ignore the first point of shock received by enemy action. They have their shock reduced by double the usual amount (i.e. 2 points per initiative spent) if a leader is attached - See Section 4.5.3.

Fanatic Milicianos are never 'Broken' (14.6 P.63), but instead 'Retire' 6"+2D6" and become 'pinned' or they may halt and become 'pinned' on reaching any cover along that route. They are rallied as normal, with any attached Leaders are able to make use of attached rule above.

As soon as it became clear that there was a rebellion underway, the militant membership of the Left-Wing political parties and trade unions, as well as ordinary citizens, mobilized to defend their Republic. With the exception of those who had taken part in the numerous gun battles with the Falange in the months prior to the start of the Civil War, there were few with weapons with which to resist the 'Fascists' however. The Government, whose cabinet was wholly formed from the more centrist parties, refused to arm the population however, believing that sufficient numbers of the military and paramilitary forces of the state, could be persuaded to support the Republic.

By the time the Government took the decision to disband the Army and to distribute what weapons it had to the general population, the time that this would have been most effective had passed, as had any hopes of containing and suppressing the rebellion. Naturally weapons could not just be handed out, as there would be no checks on who was receiving the weapons, which could obviously mean that the government was arming its opponents. Instead the distribution of weapons was performed by transporting batches of them to individual party or trade union offices, where packing grease was removed when needed and the issue of weapons was dependent on production of membership cards.

The same parties and trade unions also oversaw the formation of their members into units and organized the election or appointment of leaders for them. Nominally these units conformed to the common perceptions of military formation, so there were; section, company and battalion type formations, although in terms of numbers, there was quite a degree of variation. People would naturally choose to serve with people they knew, whether from the same street, factory or department and serve under people they liked, respected, or in some cases feared.

While some members of the militia had performed national service under the 'Quinta' system of conscription (one in five men served), most had not. While the disbanded army also had numerous men willing to serve to protect the Republic, they were often not welcomed by the trade union or party members. As a result many sought service within the Guardia Civil or Asaltos instead. Many army officers volunteered to help train and lead the militias, but were treated with distrust and suspicion and were not given command positions in the main. At best these men were accepted as advisors within the militia, although frequently their advice was ignored.

The weaponry available itself also left much to be desired. While a number of rifles were of recent

manufacture, more were somewhat less so. There were around 275 thousand rifles spread across those areas of Spain in government hands and while the bulk were various types of Mauser rifle or carbine, some of these dated back to the introduction of the weapon in 1895. In many cases the bolts for these weapons were stored in separate locations, for fear of civil uprisings. Most famously in Madrid, except for 500 bolts, those for the rifles in the city were held in the Cuartel de la Montaña barracks, which at the time was held by rebel troops.

Other rifles pre-dated the introduction of the Mauser, so considerable numbers of licence-built Remington, Winchester and even a few Lee-Enfield models were also in evidence. As might be assumed, the ammunition for these weapons was often as old as the weapons themselves and could produce some rather unexpected results. While weapons obtained abroad by the Republic began to filter through after the first few weeks, these were also of disparate designs. Most were Mausers, although often not chambered for the Spanish 7mm cartridge, but Mannlicher, Berthier, Lebel, Ross and even some Arisaka rifles, amongst others, also found their way to Spain.

The situation was the same with other weapons. There had been insufficient support weapons of all types to equip the Peninsular Army at its peacetime-reduced level, let alone when fully mobilized. While both the standard light machine gun, the Hotchkiss M.1925 (Mle. 1922 in French Service) and the standard medium machine gun, the Hotchkiss M.1914, were received straight from the disbanded army formations, the arsenals contained a few surprises. In them were found Maxim-Nordenfeldt M.1897, Vickers-Maxim M.1905, Schwarzlose M.1907 and even some Colt M.1915 (M1895) machine guns, but on the whole nothing more recent. Some more recent weapons were obtained at the same time as the foreign rifles, but in very few numbers.

Despite the quality of their weapons and the general lack of anything but rifles, the militias fought and fought well. There were of course numerous failures in the early days, especially when they were faced by troops from the African Army Corps, but in the main especially when stiffened by units of Asaltos, they held their own. Hard experience led to increased confidence and ability, and if they lacked discipline it was made up for in commitment. It became apparent however that 'militarisation' was desirable and the example shown by units that had been trained by the Communist '5th Regiment' training cadre, convinced many that the militia needed to be formally organised into a 'Peoples Army'.

The influx of weapons from the Soviet Union also contributed to the change. These gave the Communists even more influence than they had previously had and they were able to dictate which formations this equipment was issued to. Both the newly forming *Ejército Popular de la República* (Popular Army of the Republic) – the EPR, and those units already in the line that had begun as Communist or PSOE formations, all received the new weapons. The Anarchists and those groups opposed to the Communists, particularly the POUM, received the worst of what was left over.

While everyone else was militarising their formations, the POUM and the Anarchists retained the same organisational and command model (or lack of one) that they had begun with. Between October and December 1936 the process was complete across the whole of the Republic and while there were still shortages in automatic and other support weapons, these were being steadily remedied.

The Anarchists and the POUM held out until May 1937, when the government, now heavily influenced by the Communists, attempted to forcibly incorporate these groups into the EPR. Gun battles were fought in Barcelona between the respective groups and eventually a compromise was reached, which effectively resulted in the replacement and disbandment of the POUM and Anarchist formations, and the re-assignment of their men across the EPR.

This list allows the formation of a Popular Militia Platoon, representing a 'below strength' Centuria. Use of the support choices will increase its size and/or the support options available to it. It will be suitable for any political group until October-November 1936 and after that for groups like the POUM and CNT, who refused to militarise, right up to mid-1937.

The inherent weakness of the formation is its lack of command and control, which is what Chain of Command is all about. In its simplest form, the Platoon leader has to be very energetic to do anything other than follow a simple plan. Lacking leaders, the unit is also fragile and 'clunky', pretty much how they are described in the history books. The player can alter this by selecting additional command options from the support list, simulating 'natural leaders' coming to the fore. The cost of this is of course that he is spending support points on command and not weapons and a balance will need to be found that gives the player what he wants from his force.



5th Regiment 'Steel Companies'

5TH REGIMENT 'STEEL COMPANY' RIFLE PLATOON (REPUBLICAN)

The Communist-run training cadre known as the 5th Regiment produced units of militia instilled with the basics of military and political discipline, along with a basic knowledge of military skills and weapon handling. The usual Spanish organizational model was followed, even if the weaponry with which to fully equip these units was not actually available.

Platoons (Secciones) were led by a *Jefe de Sección*, who was assisted by a *Sub-Jefe*. There were two rifle Sections (Pelotones), each led by a Section Leader (*Jefe de Pelotón*) and composed of three Squads. Each Squad was led by a Squad Leader (Cabo) and had 5 men, with the exception of the first, which was led by the Section Leader himself.

Theoretically there was also a two-squad mortar section within the platoon, which would be led by the Sub-Jefe. Each six-man squad in that section would operate a single 50mm mortar, with one of their number acting as an observer. Also theoretically the first squad of each rifle section operated a single light machine gun. In both cases shortages might mean that these elements were missing wholly, or in part, across the platoon.

Heavier support in the form of 81mm mortars, MMGs or Field Artillery was occasionally available and became far more numerous as time went on. As formations became more militarised, these occasional weapons stopped being deployed in 'penny packets' and reverted to the typical deployment of them in whole formed units.

The 5th Regiment's 'open house' policy attracted many former soldiers, who had a hard time with most other political groups and usually gravitated towards the security services. This gave the 5th the ability to train men to use heavy weapons or to supplement inexperienced crews with trained soldiers.

PLATOON FORCE RATING

Green or Regular: -1

Command Dice: 5 if Green, 4 if Regular

PLATOON HEADQUARTERS

Jefe de Sección and Sub-Jefe de Sección, both *Senior Leaders*, armed with pistol or SMG

There are two Sections per Platoon, each

SECTION HEADQUARTERS

Jefe de Pelotón, *Junior Leader* armed with rifle or SMG

There are three Squads per Section, each

RIFLE SQUADS ONE TO THREE

| RIFLE SQUAD | RIFLE SQUAD | RIFLE SQUAD |
|--------------|--------------|--------------|
| 5 Milicianos | 6 Milicianos | 6 Milicianos |

- All Milicianos are armed with a rifle.
- The first squad in each section can be taken as an LMG squad by using the Integral LMG support list option.
- Squads equate to Teams in this organization.

5TH REGIMENT 'STEEL COMPANY' CHARACTERISTICS

Indoctrinated: Steel Company forces were very well motivated. When determining Force Morale add +1, ignoring the -2 for being Green (p11).

ARMY SUPPORT LIST NOTES

Most of the support options on the list will be self-explanatory. All tanks, armoured cars and Tiznaos vehicles come with a *Junior Leader*. Vehicles do not have Radios. Typical light weapon types are shown throughout, though variation was commonplace.

Transport only vehicles, such as a car or truck are simply vehicles, which come with no crew. Remember, you will need to allocate men to drive these.

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.

| STEEL COMPANY SUPPORT LIST |
|---|
| LIST ONE |
| Medical Orderly |
| Roadblock |
| Civilian Car, no crew |
| Entrenchments for one 6-man Squad |
| Add an Auto Rifle to a single Squad within each section** |
| Adjutant |
| Megaphone |
| Molotov Cocktails |
| Hand grenades for Rifle Squads in one Section |
| LIST TWO |
| Commissar |
| Army officer advisor with pistol |
| 50mm Mortar Squad with 3 crew and 3 Milicianos* |
| Single Squad of 6 Milicianos with rifles* |
| Add an LMG to a single Squad within a section** |
| Upgrade one rifle-only Squad to 'Dinamiteros' |
| Heavy Cover barricade for a Squad |
| Truck to transport entire Section or tow a weapon |
| Renault FT (MG) Tank*** |
| Bilbao armoured car or FA-I armoured Car *** |
| LIST THREE |
| Sniper Team, 2 men |
| 70/16 Infantry Gun, 5 Crew and a <i>Junior Leader</i> (1 only) |
| 37/45 A/T Gun , 5 crew and <i>Junior Leader</i> (Oct '36+) |
| 60mm Mortar Section with observer**** |
| CA-1 Schneider Assault Tank*** |
| Army BA-3 or BA-6 armoured car*** (Oct '36+) |
| Random Air Support |
| Pre-Game Artillery Barrage |
| LIST FOUR |
| MMG on tripod mount, 6 crew** |
| Regular Asalto or Civil Guard Section with <i>Junior Leader</i> |
| 45/44 A/T Gun, 5 crew and <i>Junior Leader</i> (Oct '36+) |
| 81mm Mortar Section with observer**** |
| 75/28 Field Gun, 5 crew and <i>Junior Leader</i> (1 only) |
| T-26B tank*** (Oct '36+) |
| LIST FIVE |
| - |
| LIST SIX |
| 75/28 Field Gun Battery with observer**** |

*Only a maximum of two of either/ both of this type may be taken. Two Mortar, or Two Squads, or One of each.

**Only one weapon of this type per Section, but may be of either type, or mixed types within the platoon.

****May only select one out of any of the support assets so indicated.

***Only one Tank or Armoured car type allowed.

MEGAPHONE

Roll six D6 against all enemy within a 90 degree 'arc of fire' (n/a vs Africanista troops) and hit as per rifle fire in the open. For each hit inflict 1 Shock on a roll of 5 or 6.

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.

50MM MORTAR SQUAD

Each squad consisted of a single Valero 50mm mortar. The squad includes a weapons gunner, two loaders and three Milicianos. 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 of 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. If two mortars are fielded, the Section gains a Sargento as a *Junior Leader*.

75/28 FIELD GUN BATTERY

Refer to the Specific Rules for a 75/28 Artillery Battery.

AUTOMATIC RIFLE

If an automatic rifle is added to a squad, one man becomes its gunner. The Chauchat was perhaps the most common example of these.

LIGHT MACHINE GUN

If a light machine gun is added to a squad, one man becomes its gunner and another its loader.

DINAMITEROS

These Dynamite equipped troops use the rules for grenades, however when rolling for hits on Table Six, re-roll any misses. They are also considered Tank Hunters equipped with "No.75 Hawkins Grenades". In addition they may clear roadblocks as per rule 16.1.

ARMY OFFICER ADVISOR

Army officer attached to the Jefe de Sección enables him to re-roll one of his command dice per phase.

COMMISSAR (IDEOLOGICAL)

A Political Commissar may be activated on a Command Dice roll of 5. If the player activates the Commissar he does not increase his Chain of Command tally by one. When activated a Commissar moves as normal. If attached to a squad he may move with that squad without being activated himself.

He counts as two men for morale purposes when considering Shock levels and one man in any Close Combat. A Commissar does not fire or crew weapons. If the *Senior Leader* is hit, the presence of the Commissar reduces the effect of his loss to that of a *Junior Leader*. The loss of the Commissar counts as that of a Senior Leader.

RANDOM AIR SUPPORT & MOLOTOV COCKTAIL

Refer to the Specific Rules for Random Air Support and Molotov Cocktails.

In 1934 Las Milicias Antifascistas Obreras y Campesinas (The Workers and Peasants Antifascist Militia)-MAOC, had been formed by Communists and Socialists, to train members to act as protection details for their leadership, due to the mounting attacks being made on them by Falangist death squads. When news of the rebellion was received, MAOC's volunteers, along with a hundred or so other militants, formed the 5th Battalion of Popular Militia and thanks to a sympathetic army commander, were given access to the Artillery Park's arsenal in Madrid. Following the storming of the Cuartel de Montana the same day, several militia and communist leaders agreed to form a '5th Regiment of Popular Militia', by combining the battalion with two other Militia formations; the Battalion '*Fernández Navarro*' and the Battalion '*Francisco Galán*'.

There were two main motivations behind the formation of the 5th Regiment, first was the obvious aim of defeating the 'Fascist Rebellion', the second was to create a 'Communist Army' that would match the armies of Anarchists, Marxists, to a lesser extent the Socialists and finally the Left of Centre Republican Government, in a predicted post-rebellion struggle within Spain.

To this end the 5th or '*Quintas*' as they popularly became known as, did not only seek volunteers for their army, but also disseminated propaganda via radio, newssheet and even street theatre, and engaged in what are today called 'outreach projects' within Madrid's population, so as to win 'hearts and minds'. Finally they instituted an 'Information' section, whose role was to vet recruits and to gather intelligence on the activities of suspected fifth columnists.

On the military side of things the recruitment drive undertaken was very successful, the Quintas opened the gates to all who wished to join, regardless of which party they belonged to. Unsurprisingly neither the CNT/FAI nor the Marxists, like the POUM, availed themselves of this offer, but many others did. In addition many former soldiers chose to volunteer, as besides the Quintas, only the Asaltos and other Security Services did not treat them with distrust, suspicion and occasionally outright hostility. As a result the Quintas were able to train machine gunners, mortar and artillery men, as well as other specialities, besides offering the usual small arms training.

The idea of a Popular Militia being disciplined and militarised, in the way in which the Quintas were doing so, was heavily criticized by the other parties, particularly the anarchists of the CNT/FAI who

considered it reactionary and bourgeois. The Communists argued that they were following the principles behind the formation of the Red Army of the Bolsheviks during the Russian Revolution and that discipline, along with political indoctrination, were essential if the Republic was to beat the fascists. The Regiment's training regimen, besides the obvious formation and weapons drill, also included political education. To further this Commissars were also trained and added to units at all levels from Company upwards, and were expected to continue the political education of the troops in the field.

Despite being based on Red Army principles, the usual Spanish system of military organisation was used, along with the same levels of command, making them somewhat unique within the Popular Militia at that time, who appear to have done anything but adopt a formal military command structure. While company, battalion and other higher level commanders were selected by the command of the Regiment, individual platoon and other low level unit commanders were elected by their men. Having elected their junior leaders, the men were expected to obey them without question or refusal, a policy that was reinforced by both a military code of justice and backed by the institution of what were effectively battalion and regimental field police.

At first the period of training was measured in days rather than weeks, such was the need to get men out into the field. Despite this short period of training, the difference between the '*Compañías de Acero*' (Steel Companies) produced by the Quintas and the typical militia unit, was quite marked. When the training period was extended this became even more so. While other militia units were as capable as the Quintas, most were not, but each of the Steel Companies distinguished itself in battle. This of course popularized the Regiment, which in turn increased the numbers of volunteers wanting to join.

By the end of July 1936 and including those personnel of the original three battalions which had formed it, the Regiment counted its personnel at just under 8,000 men. The following month this had risen to almost 15,000, the next month after that 25,000. When the Regiment was disbanded in December 1936 and its units absorbed into the new *Ejército Popular de la República* (Popular Army of the Republic) – EPR, almost 80,000 men in total had been trained by the Fifth Regiment. The survivors were to form several of the EPR's brigades, some of whom were composed entirely of 5th Regiment trained personnel, such as the 1st Brigade, which was commanded by Enrique Lister, who had the first of the Steel Companies into battle.

This list can be used to form a 5th Regiment trained platoon, most typically one belonging to one of the Steel Companies, from the beginning of August 1936 to December 1936. It may then be used from then until mid-1937 to represent one of the militarised militia battalions that had yet to be incorporated into the EPR. The influx of Soviet equipment from October largely went to those formations the Communists approved of, amongst which their own 5th Regiment units, as well as the International Brigades.

This list is also usable for some early International Brigade units, who received similar training in Catalonia, before being sent to Madrid to assist in its defence. The specific International Brigade lists provide a fuller treatment of the *Internacionales*, with the Popular Militia list covering the very early International Centurias. Like the Quintas the *Internacionales* were amongst the first units to be absorbed into the EPR as the army was reorganised.





Ejército Popular de la República (EPR)

REPUBLICAN ARMY INFANTRY, FROM DEC 1936 (REPUBLICAN)

The EPR platoon (Sección) structure was formalised across all of the mixed brigades (Brigadas Mixtas) from late 1936. Fundamentally it was still the same as the pre-Civil War organisational structure, with small differences.

Rifle Platoon command was now a single 1st or 2nd Lieutenant, accompanied by a Runner (Enlace), who commanded three Sections (Pelotones), two of which were designated as Rifle-Grenadier Sections (Pelotones de Fusileros Granaderos) and the third as the Mortar Section (Pelotón de Morteros).

Each Section was led by a Sergeant (Sargento) and each of their component Squads (Escuadras) by Corporals (Cabos). The Rifle-Grenadier Sections had three Squads, the first of which included a single light machine gun. The Mortar Section had two Squads, each serving a single 50mm light mortar. Each of the rifle Squads had four Riflemen (Fusileros), but mortar Squads had only three each.

The Machine Gun Company's two Platoons (Sección de Ametralladoras), were again based on the previous model, but were now streamlined to produce two Machine Gun Sections (Grupos Fuego), each of two Machine Gun Squads (Escuadras de Ametralladoras).

Platoon HQ consisted of a 1st or 2nd Lieutenant, accompanied by a Telephone Operator (Telemetrista), an Orderly (Ordenanza) and either a driver or mule handler (Conductor), depending on how the unit was carried.

Each Section was led by a Sergeant and each of the Squads was led by a Corporal. Each Squad had three Fusileros to serve the weapon itself and two Fusileros to either handle the Squad's mules, or to drive its transport vehicle(s).

Battalion support still primarily relied on both the Machine Gun Company and the 'accompanying weapons' platoon, the later was initially reinforced by an additional infantry gun, giving one section of two 81mm medium mortars and another of two infantry guns. The guns were later withdrawn to be replaced by an additional 81mm mortar section, creating a 'Mortar Platoon'.

Brigade level support was now more varied and besides the usual artillery types; tanks, armoured cars, anti-tank and anti-aircraft units were added to these formations as supply allowed.

RIFLE-GRENADIER PLATOON

It is clear that many units did not always have their full authorised levels of support weapons initially. The platoon is therefore presented with its full complement of personnel, but light machine guns and mortars are to be added as support choices.

Mortar Squads lacking a mortar may be distributed across the two rifle sections if desired. If used as a 'third rifle section' however, they may not be issued an LMG.

PLATOON FORCE RATING

Regular: -1

Command Dice: 5

PLATOON HEADQUARTERS

Teniente, *Senior Leader*, armed with pistol and a Fusilero armed with a rifle.

There are two Sections per Platoon, each

RIFLE-GRENADIER SECTIONS 1 & 2

Sargento, *Junior Leader* armed with Rifle or SMG

There are three Squads per Section, each

SQUADS 1 – 3, EACH;

Cabo & 4 Fusileros, all armed with rifles.

plus

MORTAR SECTION

Sargento, *Junior Leader* armed with Rifle or SMG

MORTAR SQUADS 1 & 2, EACH:

Cabo & 3 Fusileros all armed with rifles.

- Fusileros in a non-Mortar or LMG equipped Squads have hand grenades.
- Mortar squads use a support list choice to equip each squad with their 50mm mortar
- Squads equate to Teams in this organisation.

MACHINE GUN PLATOON (BEFORE NOV 1937 ONLY)

Initial shortages of automatic weapons meant that many units did not always have their full complement of machine guns. In some cases this was overcome by substituting light machine guns, thus denying them to the Rifle Platoons, in others by doing without until they became available. The Platoon is therefore presented with its full personnel complement, but its weapons are selected from the support list.

PLATOON FORCE RATING

Regular: -3

Command Dice: 5

PLATOON HEADQUARTERS

Teniente, *Senior Leader*, armed with pistol.
3 Fusileros, each armed with rifles.

There are two Sections per Platoon, each

MACHINE-GUN SECTIONS 1 & 2

Sargento, *Junior Leader* armed with rifle or SMG

There are two Squads per Section, each

SQUADS 1 & 2, EACH;

Cabo & 5 Fusileros, all armed with rifles.

- Fusileros in rifle only Squads have hand grenades.
- Squads equate to Teams in this organisation.

EUZKO GUDAROSTEA OCTOBER 1936 TO APRIL 1937

While the Popular Militias in the North had formed Mixed Brigades and divisions, the Basques had not and attempted to form a separate Basque Army, containing various support services, an artillery regiment, cavalry and over thirty battalions. From April 1937 however, these were formed into mixed brigades and are included in the totals above.

The Basques shared many similarities with the Traditionalist Militias and if it had not been for the insistence on a separate Basque Nation, they and the Traditionalists could very well have formed the core of a 'third faction' during the Spanish Civil War, against both the Nationalists and the Republic.

To represent the different qualities of the Basques while they were still fighting for their homeland with a belief in victory, the following rules and characteristics apply:

PLATOON FORCE RATING

Green or Regular: -1 or +1

Command Dice: 5

Note: deduct -4 from the Platoon Force Rating if taking a MG platoon before Nov '37.

ADDITIONAL SUPPORT LIST CHOICES

PRIEST

Most Basque companies had their own Priest, who went into battle with them. Units with an attached Priest are rated as Aggressive and always ignore the first point of shock received. They have their shock reduced by double the usual amount (i.e. 2 points per initiative spent) if both a leader and Priest are attached - See Section 4.5.3. The instant the Priest is no longer attached apply all rules relating to shock to effected units. Priests are treated as officers when determining loss in play.

RELIGIOUS ICON

Basque units, like the Requetés, often went into battle with a Religious Icon, often a holy banner carried by a respected senior non-commissioned officer. If chosen they may ignore one point of shock received per phase of play. The banner bearer may not fire a weapon but does count as fighting in combat. He can act as a *Senior Leader* if he is not in the command distance of another *Senior Leader* and can activate units in the same way. If he is killed another soldier may carry the icon but may not act as a Leader.

BASQUE CHARACTERISTICS

Hear the Irrintzi: The Basque *Irrintzi* was the equivalent of a cross between the Confederate 'Rebel Yell' and the ululating battle cries of some North African peoples. Besides signaling joy and happiness, it was also used to psych-up the Basques after the priests had blessed them and before they went into battle – with this, Basques are always treated as Aggressive.

Machada: *hiding behind defences was often seen as particularly unmanly until the realities of war finally set in.* When fired upon in cover by small arms weapons, re-roll any 1's that miss.



THE INTERNATIONAL BRIGADES

The most famous units that can be created from this list are of course those of the International Brigades. They are an ever-popular force, whose impact has suffered some exaggeration. They were without doubt very brave men and as volunteers, as well as almost entirely committed socialists and communists, their commitment to the fight against the 'fascists' is without doubt. This commitment is what sets them apart from those Spanish units which contained ever increasing numbers of conscripts during early 1937.

Much of that bravery and commitment went with them to the grave after the horrendous losses suffered by the Brigaders in their early battles however. The initial flood of foreign volunteers also virtually dried up at around the same time as they were really needed to replace losses and instead Spanish troops were used to fill the gaps.

To acknowledge the contribution made by these men the following rules and characteristics apply to International Brigade units:

PLATOON FORCE RATING

Regular: +1

Command Dice: 5

Note: deduct -4 from the Platoon Force Rating if taking a MG platoon before Nov '37.

INTERNATIONAL BRIGADE CHARACTERISTICS

Vets & Volunteers: Reflecting the motivation and morale of the 'Internationals' add one (+1) to a unit's Force Morale die roll (p11).

Reflecting their shock troop status, Internationals are treated as Aggressive troops, always ignoring the first point of shock received.

ADDITIONAL SUPPORT LIST CHOICES

ANTI FASCISTI

Being captured, especially if wounded, while wearing the red triangular star of the *Internacionales* could mean almost certain death, or if really unlucky, being a present to the local German or Italian commander if you came from those countries. Even in non-fascist countries having served in a foreign army could mean loss of citizenship and/or prison.

Therefore, Internationals up until mid 1937, are never 'Broken' (14.6), but instead 'Retire' 6"+2D6" and become 'pinned' or they may halt and become 'pinned' on reaching any cover along that route. They are rallied as normal.

EPR INFANTRY PLATOON SUPPORT LIST

LIST ONE

| |
|--|
| Adjutant |
| Section Leaders (1938+) |
| Medical Orderly |
| Car or Truck |
| Minefield |
| Roadblock |
| Barbed Wire |
| Entrenchments for one Squad |
| Molotov Cocktails |
| Engineer Mine Clearance Squad, 3 men |
| Engineer Wire Cutting Squad, 3 men |
| Engineer Demolition Squad, 3 men |
| 50mm Mortar to equip a single (Mortar) Squad |
| Machine Rifles to equip a Squad(s)* |
| Light Machine Gun to equip a single Squad |
| Top Mounted MMG fitted to T-26B/BT-5/BA-3/6*** |

LIST TWO

| |
|---|
| Priest (Basque only) |
| Religious Icon (Basque only) |
| Commissar |
| Pre-Game artillery barrage** |
| 20mm SEMAG AA/AT Gun with <i>Junior Leader</i> & 2 Crew |
| Small Tiznao vehicle |
| FA-I/UNL-35 |
| Hispano-Suiza MC-36 (MG) |

LIST THREE

| |
|---|
| Sniper Squad |
| Pre-Game artillery barrage (Heavy)** (1938+) |
| Medium Machine Gun to equip a single Squad |
| 70/16 Infantry Gun with <i>Junior Leader</i> & 5 crew |
| 37/45 AT gun with <i>Junior Leader</i> & 5 crew |
| Off-table Machine Gun Fire Support |
| Hispano-Suiza MC-36 (45mm) |
| BA-3/6 or M37 |
| Medium Tiznao vehicle |
| Random Air Support |

LIST FOUR

| |
|--|
| Anti-Fascisti (entire platoon) |
| 45/44 AT gun with <i>Junior Leader</i> & 5 crew |
| 76.2 mm Putilov Field Gun with <i>Junior Leader</i> & 5 crew |
| 81mm Mortar Section with observer |
| Large Tiznao vehicle |
| T-26B |
| BT-5 (only after Sep '37) |

LIST FIVE

| |
|---------------------------------------|
| 75/28 Field Gun Battery with observer |
|---------------------------------------|

LIST SIX

| |
|-----------------------------------|
| 81mm Mortar Platoon with observer |
|-----------------------------------|

LIST SEVEN

| |
|--|
| Medium Machine Gun Section with <i>Junior Leader</i> |
|--|

*This selection gains two weapons.

**Only one of each type.

*** Oct '37+

ARMY SUPPORT LIST NOTES

Most of the support options on the list will be self-explanatory. All tanks, armoured cars and Tiznaos come with a *Junior Leader*. Vehicles do not have Radios.

Transport vehicles such as a car or truck, are simply the vehicle itself and come with no crew. Remember, you will need to allocate men to drive these.

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

Note: All weapons and vehicles within the same class (i.e. AT Guns, armoured cars, tanks etc) must be of the same type and model; i.e. T-26 and BT-5 tanks may not be used together.

MACHINE RIFLES & LMGs

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. In Machinegun Platoons only one weapon may be issued to a Squad and that Squad may not have a Medium Machine Gun already issued to it.

Machine Rifles are weapons like the Chauchat and other inferior quality light machine guns supplied from various sources. A support level choice gains two such weapons to be distributed to a squad(s).

MEDIUM MACHINE GUNS (BEFORE NOV 1937)

A single Medium Machine Gun may be issued, per selection, to a Squad in a Machine Gun Platoon only. The Cabo becomes the weapon's gunner and two Fusileros are assigned as the weapon's loaders. Other Fusileros in the same Squad can replace crew casualties.

A Medium Machine Gun may not be issued in conjunction with a Light Machine Gun in the same Squad, but the Section or Platoon itself may contain a mix of both weapon types.

MEDIUM MACHINEGUN SECTION (NOV 1937 ON)

Evidence suggests that there was a move towards decentralising the machine gun company as the war went on and individual Machine Gun Sections were attached to support Rifle Companies at the discretion of the battalion commander.

A Rifle Platoon may select the Machine Gun Section as a support choice, but may not select a Machine Gun Barrage or Support Fire as additional options if he does (though an artillery barrage is still possible). The Section must be fielded as a single unit of two Squads under its *Junior Leader* and either may not be deployed beyond his command distance.

OFF-TABLE MACHINE GUN FIRE SUPPORT

Refer to the Specific Rules for Off Table Machine Gun Fire Support. If on-table MMGs are taken then off-table MG fire support is not allowed.

This support option may not be selected if the player selects an on table Machine Gun Section, or if he is fielding a Machine Gun Platoon as his force.

PRE GAME BARRAGE

A Heavy barrage represents the dedicated assets of 105mm+ batteries in support. The opposing player subtracts -1 to his score for troop deployment as per rule 4.3.

50MM MORTAR SQUAD

This option is only available to a Rifle Platoon. One weapon per selection may be issued to a 'Mortar Squad' and each Squad may only have one of these weapons. The Cabo is designated as the weapon's gunner and two Fusileros as its loaders. Other Fusileros in the same Squad can replace crew casualties. All are 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 Squad.

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

OFF AND ON TABLE FIRE SUPPORT

Some significant changes took place in regards medium mortars, infantry guns and field guns during this period. Initially each battalion had two weapon sections (one each of infantry guns and medium mortars) and each brigade had three batteries of 75mm guns and a single 105mm or 150mm battery.

This proved almost impossible to maintain within every brigade, even when the infantry guns were withdrawn as more medium mortars became available and artillery batteries of 70mm guns were formed. From November 1937, all of the artillery units were withdrawn from the brigades, except a single three-gun 70mm or 75mm battery and centralised to form divisional artillery units.

For the sake of simplicity off-table fire support has been divided into two-weapon 81mm sections, three-gun 75mm or 76.2mm batteries (but which could actually be 70mm) and four-weapon 81mm mortar platoons (which essentially have a similar effect to four gun 75mm batteries, so can be taken as representing these too).

On-table use of these weapons does impinge on off-table use however. A maximum of two artillery pieces (whether infantry gun or field gun) may be deployed on-table and both must be of the same type. If on-table field or infantry guns are selected, then the only off-table selections may be; 81mm mortar sections or platoons.

A standard four gun artillery battery barrage is 14"x14". Where batteries are reduced in size, the (length and width of the) barrage area is reduced by 2" per gun as is the support list cost by one level per gun. Reflecting this the relevant bombardment areas are;

81mm Mortar Sections – 10" x 10"

75mm or 76.2mm Batteries – 12" x 12"

81mm Mortar Platoons – 14" x 14"

All aiming points are at the centre of the area. For Off Table weapons refer to the Specific Rules for Off Table Forward Observation Teams when firing.

Pre-game barrages are not affected in any way with the use of the heavy 105mm heavy guns being included as a pre-game barrage choice.

COMMISSAR (IDEOLOGICAL)

A Political Delegate (*Delegado Politico*) or Commissar may be activated on a Command Dice roll of 5. If the player activates the Commissar he does not increase his Chain of Command tally by one. When activated a Commissar moves as normal. If attached to a squad he may move with that squad without being activated himself.

He counts as two men for morale purposes when considering Shock levels and one man in any Close Combat. A Commissar does not fire or crew weapons. If the *Senior Leader* is hit, the presence of the Commissar reduces the effect of his loss to that of a *Junior Leader*. The loss of the Commissar counts as that of a *Senior Leader*.

SECTION LEADERS

All Platoon Section leaders may be upgraded to Superior Junior Leaders from 1938.

MOLOTOV COCKTAIL

Refer to the Specific Rules for Molotov Cocktails.

RANDOM AIR SUPPORT

Refer to the Specific Rules for Random Air Support.

ANTI-TANK GUNS

Each Mixed Brigade eventually had an Anti-Tank Company attached to them. Typically each battery was composed of the same weapon, but the weapon types across the various brigades were quite eclectic. Eventually the Soviet 37mm Cañón CC 37/45 M-35R and 45mm Cañón CC 45/44 Plasencia M-32R types became the most common.



The realisation that the numerous Popular Militia battalions were not up to the task of defeating the Nationalist Army became apparent very soon after the initial weeks of the coup. While they may have been sufficient in dealing with the initial disorganised coup, once the Nationalists had begun to consolidate their hold on the territory surrounding the areas they held and the African Army Corps units had begun arriving in force, what were essentially armed civilians were not going to be sufficient. The reverses of the first few weeks brought this message home in no uncertain terms.

While a pragmatist might not be alarmed by the numbers of people killed, given the population available to draw on, the loss of territory and the subsequent 'White Terror' which followed, added to the losses already suffered amongst the Republic's supporters. From a strategic perspective the often precipitate retreats by the militia columns also resulted in the abandonment of valuable and scarce weaponry, particularly machine guns and artillery, and which the milicianos had often not thought to destroy or disable in the process. Losing the weapons was one thing, gifting them to the enemy was essentially twice the loss.

From August 1936 plans were being made to form a new 'Popular Army', the Ejército Popular de la República (EPR), the leaders of which would be suitably vetted for their political sympathies and in which the troops would be instructed in political ideology as well as more martial matters. At the same time a department was established to oversee the militias, the *Inspección General de Milicias* (IGM), whose role was to oversee both supply and provisioning of the various formations, but also to begin the process of militarization within those same units. While either the CNT or the POUM, amongst others would not engage with the militarisation process, the other parties and factions did.

The Communists were already engaged in a similar process with their 5th Regiment in Madrid, but working with the IGM, they now had the opportunity to expand that programme across the whole Republican Zone, not least amongst the various communist and affiliated foreign volunteers who were arriving in considerable numbers in Catalonia and who would later form the famous International Brigades.

It was to be October before the first battalions were formed from new volunteers and those formations not currently in the frontlines. The initial structure for a battalion was to be three rifle companies and a machine gun company, with a fourth rifle company acting as a depot unit to train replacements for the

other companies. Each company was to follow the pre-war organisation at its 'war establishment' (i.e. three platoons) and where possible it was to have its full complement of automatic weapons and mortars.

Despite the influx of Soviet and other weapons (which initially were somewhat obsolete, even by Spanish standards) there were still shortages. The effort was made to provide at least one light machine gun and at least one light mortar per platoon, for each platoon in the rifle companies and at least two medium machine guns per platoon in the machine gun companies. In many cases weapons provided were often of different types and calibres which made supplying any formation with ammunition a logistical nightmare. By mid-1937 however most units were equipped with their full complement of weapons (mostly of the same type) however and the less useful items were confined to the shortly to be disbanded CNT and POUM units outside of the EPR structure.

Support at battalion level received a small boost by the allocation of; firstly an additional infantry gun and subsequently by the removal of those weapons and the expansion of the two-weapon medium mortar section into a full platoon of four weapons. The Republic in fact put a lot of effort into producing mortars for its army, a weapon the Nationalists appear to have placed little value on.

Between mid-October and December 1936 individual battalions were to be grouped by fours into the first six Mixed Brigades (Brigadas Mixtas), to which were also to be attached an artillery group of four field artillery batteries (typically three of 75mm and one of 105mm guns). In practice this often resulted in the field batteries utilising the now spare 70mm weapons alongside the other weapons. Engineer, supply and similar units were also integrated into the brigades, along with a 'motorised scout squadron' (essentially a motorised rifle company), but which was often replaced by a mounted infantry unit or cavalry unit instead.

A further forty four brigades had been formed in the Madrid area by Spring 1937 and a further thirty two on the East Coast between Andalucia and Catalonia. By May 1937 there was a total of 153 Brigades in the Aragon and Central (Madrid) Zones. In the North there were a further thirty six brigades, made up from Basque, Popular Militia and the remnants of Loyalist Army units that the Basques had not disbanded when the Republic had done so. Many of these units were not actually ready to be put into the line however and lacked both training and weapons.

Presumably there were some difficulties providing the full complement of support weapons and services once the process was rolled out across the whole army, as in November 1937 a fundamental change was made to each brigade. The service units were reduced in size and the scout squadron was reduced to platoon size. The artillery group was also reduced, so as to form 'divisional artillery' units, leaving a single battery of two, three or four 70mm infantry guns, if they were available (apparently there were only 64 surviving ones at the end of 1937) for the brigades own use. The battalion machine gun companies were disbanded and a single brigade machine gun company (organized the same way as the previous battalion companies), replaced them.

The battalions were now composed of four rifle companies (with the same organization as before), but with only a two-weapon medium mortar section once more. Anecdotal evidence and photographs suggest that, the individual machine gun sections (two weapon Squads) within the brigade machine gun company could be attached to individual infantry battalions or companies as required, at the discretion of the brigade commander. With only eight weapons in the brigade instead of the previous thirty two, it is a far more efficient use of them, as opposed to a single massed battery trying to cover four battalions.

Divisions had begun to be formed shortly after the first mixed brigades had been established. Each division was supposed to contain three of the mixed brigades, the third of which was to be provided with a five vehicle armoured car platoon, with the division also having a reconnaissance group of three cavalry squadrons. Three divisions were the usual sub-units of a Corps, to which was to be added a cavalry brigade of two regiments, various field and heavy artillery groups (which were to be assigned to support divisions as required) and additional supply and other support services. A varying number of corps formed an army, which eventually had its own battalion of T-26 tanks, in addition to the independent armoured brigades that were deployed where needed.

Largely cut off from the rest of the Republic, weapons and equipment had to be sent by sea to the North. This resulted in much of its equipment being of a lower standard than elsewhere, but in spite of this an armoured regiment was formed by mid-1937, consisting of 20 T-26 Tanks, 22 Renault FT (mixed roughly 50% guns/machine guns) and 20 Trubia-Naval 'Basque' Tanks. In addition they received around 50 FA-I and 100 BA-6 armoured cars. Unfortunately for the Republicans, most of these vehicles fell into the hands of the Nationalists when the North collapsed in late 1937.

This list can be used to field a Republican Infantry Platoon for the period October 1936 until April 1939, with some overlap with the Popular Militia list until mid-1937, particularly with regard to the CNT and POUM. It can also be used for Basque units after mid-1937, when it is generally accepted that much of their fervor and enthusiasm had been knocked out of them by bitter experience.

HOMAGE TO CATALONIA

While Catalonia had not fully subscribed to the 'Mixed Brigade' concept until after May 1937, it had formed three (later four) divisions as early as 1936, using the 'named' militia columns already existing. The CNT and POUM columns had refused to militarise and were forcibly disbanded, with their surviving men spread across the existing and new EPR formations mentioned above. At the same time two CNT columns which had been sent to Madrid, were also disbanded and their men re-assigned. The Popular Militia List is the best army list to represent CNT and POUM forces prior to their disbandment.



Guardia de Asalto, Guardia Civil & Carabineros

SECURITY SERVICES JULY TO OCTOBER 1936 (NATIONALIST OR REPUBLICAN)

The paramilitary forces of the Guardia Civil (Civil Guard), Carabineros (Frontier Guard) and the Guardias de Asalto (Assault Guards), all followed the standard Spanish military organisation pattern, with a few minor variations.

Typically therefore, their individual platoons (Secciones) consisted of a small platoon command staff of simply a First or Second Lieutenant (Teniente or Alférez), accompanied by a Staff Sergeant (Sargento Primero). There were two (three in the Assault Guards) large sections (Pelotones), each led by a Sergeant (Sargento) and composed of three squads (Escuadras), each of a corporal and five Guardia; except the first, where the Sergeant replaced the Corporal.

With the exception of the platoon leader and his second in command, who were armed with pistols, all men were supposedly armed with a rifle or carbine of the Mauser type. Other weapons were also held in their arsenals however, which included sub-machine guns, riot shotguns and exotic types more usually seen wielded by prison or bank guards.

Support weapons were virtually non-existent, with each Guardia Civil or Carabinero *Comandancia* (essentially a four company battalion-sized unit) only being authorized a single Hotchkiss M.1914 medium machine gun. The Assault Guards were somewhat better supported however and had their own mortar, machine gun and armoured car units.

All three of these services also fielded mounted units, as well as, in some cases, motorised or motorcycle units. Somewhat before their time, it was not unusual for machine guns to be mounted on the beds of

vehicles, to produce the 'technicals' we are more used to seeing in the modern era.

Players will select one of the 'Security Services' as the basis for the platoon, to which can be added support options as appropriate. Mortars and machine guns will be integral teams in Assault Guard units, but otherwise represent either attached army or other elements as appropriate.

While typically a platoon would be formed from a single type of unit, both sides also grouped men from different security services to make up numbers, or added militia to them to form composite (*Mixta*) units, often composed of any of the differing types, using them as either elite shock troops, or to stiffen less reliable units.

While they were initially used in the street fights of July and for internal security after that, the Republic formed 'shock' or 'assault' battalions from the various security services, which often absorbed many of the former soldiers of the disbanded pre-war army.

PLATOON FORCE RATING

Regular: +1 or (+4)

Command Dice: 5 or (6)

PLATOON HEADQUARTERS

Teniente (or Alférez) and Sargento Primero, both *Senior Leaders*, both armed with pistol and/or SMG.

There are two Sections per Platoon, each

SECTION HEADQUARTERS

Sargento, *Junior Leader* armed with rifle or SMG

There are three Squads per Section, each

RIFLE SQUADS ONE TO THREE

| RIFLE SQUAD | RIFLE SQUAD | RIFLE SQUAD |
|-------------|-------------|-------------|
| 5 men | 6 men | 6 men |

- All troops are rated Aggressive.
- Force rating may be command dice 5 or command dice 6 (+4) as desired.
- All troops have Tear Gas and are armed with rifles.
- Squads equate to Teams in this organization.

Note: Platoon Force organisations are based on a two Section structure. To represent the full three section Assault Guard platoon, players can add this from the Support List, where the option for a third Guardia section is offered.

| SECURITY SERVICES SUPPORT LIST |
|---|
| LIST ONE |
| Medical Orderly |
| Adjutant |
| Section Leaders |
| Roadblock |
| Civilian Car, no crew |
| Entrenchments for one Team |
| Molotov Cocktail |
| LIST TWO |
| 50mm Mortar Squad with 3 crew (1 per section) |
| Heavy Cover barricade |
| Truck to transport entire Section, or to tow a weapon |
| Mount Squad on Motorcycles or Horses |
| Bilbao armoured car |
| Hispano-Suiza MC36 (MG) – 1937 onwards |
| LIST THREE |
| Cavalry Squad with <i>Junior Leader</i> |
| Army Infantry Section (Green) with <i>Junior Leader**</i> |
| Militia Section with <i>Junior Leader*</i> |
| Sniper Team, 2 men |
| Captured Hispano-Suiza MC36 (45mm) – 1937+ |
| Army: 70/16 or 65/17 with 5 crew and a <i>Junior Leader</i> |
| LIST FOUR |
| 'Guards' Section with <i>Junior Leader***</i> |
| Hotchkiss M1914 MMG on tripod mount, 5 crew |
| Army: 81mm Section with observer |
| Army: 75/28 with 5 crew and a <i>Junior Leader</i> |
| LIST FIVE |
| Africanista Section with <i>Junior Leader****</i> |

**Taken from appropriate Militia list.*

***Nationalists only, taken from Peninsular Army Infantry list. May have an integral M.25 LMG in one squad for the cost of a Support level One choice.*

****May be a 3rd Section of Asaltos, or an attached Asalto, Guardia Civil, or Carabineros section otherwise.*

*****Nationalists only, taken from Army of Africa list.*

ARMY SUPPORT LIST NOTES

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

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.

AFRICANISTA INFANTRY

These troops are Foreign Legion or Moroccan troops.

SECTION LEADERS

All Platoon Section leaders may be upgraded to Superior Junior Leaders, unless the force uses 6 Command Dice.

TEAR GAS

Troops may engage in one phase of fire (per game) with Tear Gas. This may be done as normal 'rifle fire'. Nominate a valid target unit within 18" of the firer and allocate D6 shock if it is an infantry or cavalry unit (D3 if vehicles) – no kills are possible. If friendly troops engage in combat in the same phase, they suffer D3 shock.

ARMY INFANTRY

Army Infantry are Peninsular Army personnel attached to understrength 'Guardia' units to reinforce them.

MILITIA INFANTRY

Militia infantry reflected here are attached elements of the rebel Falange, or Requetés Militias, or in the case of Republican units, twenty (20) Popular Militia from that list (formed as Type 'A' or 'B' squads as desired). Use National Characteristics that apply for the unit taken.

81MM MORTAR SECTION

Each Section only had two medium mortars in total. With only two weapons, the barrage that could be delivered was somewhat less than that which could be delivered by the later four-weapon platoons of WW2. The adjusted area of effect is 10" x 10" with the aiming point in the centre. Use the rules for Off Table Forward Observation Teams when firing.

50MM MORTAR TEAM

Each support list option is one tube only. The 50mm mortar has no smoke ammunition, only H.E. It has a minimum range of 18", but closer than that the crew may use their 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 Squad.

CAVALRY SQUAD

These troops are treated as the equivalent 'Guardia' 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.

MOLOTOV COCKTAIL

Refer to the Specific Rules for Molotov Cocktails.

The rebellion of July 1936 divided the three services tasked with Spain's internal security, the rural gendarmerie of the Guardia Civil, the frontier guards of the Carabineros and the urban riot police of the Guardia de Asalto, as well as the local police forces of the towns and cities, almost in half. In some cases the decision of which side to support was by sheer circumstance of location, combined with self-preservation, while in others it was a conscious decision. Where a commander might choose a side, if his men disagreed with his choice, he might find himself arrested. In the case of the Civil Guard of Huelva, they pledged loyalty to the Government, only to go over to the Rebels after they had been dispatched to Seville to support the Republican militia there.

The security forces often bore the brunt of the initial fighting to determine which faction a locality would be held by, whether it was fighting against rebellious soldiers, or the local trade union militias. Where these forces sided with the government, they were mistrusted by the militias, as traditionally they were the forces that had been used to put down strikes and demonstrations.

All three forces only recruited ex-service personnel and in the case of the Guardia Civil and the Carabineros, actually had serving Army officers posted to command some units. As a result they were often more experienced and better trained than many Peninsular Regular Army units and almost on a par with some of the men in the African Army units. This made them a valuable commodity and ideal for spearheading assaults against less proficient forces. What they lacked however, except for the Assault Guards, were support and automatic weapons. To this end and particularly in the rebel forces, regular support units were detached from their own units and attached to support the operations of these forces.

As both sides settled down from the initial fighting, the security services were often grouped into ad hoc formations, either as almost entire battalions of one type, or mixed units containing men drawn from all of these services. As this occurred, the formations became more militarised in the process, eventually losing any individual identity, other than their unit titles. In other cases, there was still a need for their original functions to be performed and as the respective sides organized, some of these men were withdrawn from the fighting formations.

In the Republican areas, many former members of the disbanded army joined those units formed from the security services, to escape the suspicion and/or enmity towards them that was prevalent within many

of the trade union militia units. As a result these units were often the strongest in terms of numbers and the most militarised of the Republican forces, outside of those units trained by the 5th Regiment.

In December 1936 the *Cuerpo de Seguridad Interior* (Internal Security Corps) was formed from members of all three services, but there were still identifiable units of security personnel in existence in the line, where they were routinely used as Batallones de Choque ('Shock' or 'Assault' Battalions) to spearhead advances, attacks and counter-attacks. By this point these forces had adopted the same organisation and had obtained all of the usual support weapons of any similar unit, other than their esprit de corps, they were little different in appearance to any other unit.

In the Nationalist Zone the role of the Assault Guards became somewhat redundant as the Falange was heavily involved in internal security and the pacification of the Rojos (Reds) in the rear areas. At the end of 1936, General Franco disbanded those units which had survived in the Nationalist Zone. For the Guardia Civil and Carabineros, other than some isolated instances, it was business as usual, apart from assisting the Falange in their morally dubious activities.

This list can be used to organise a platoon from any of the separate security services between July 1936 and around October-November 1936, when they either became indistinguishable from most other units, or returned to their peacetime roles. An Assault Guard unit is able to draw on its own integral support, while the Carabineros and Guardia Civil needed that support provided to them.

Outside of those units wholly composed of these forces, it was common to find groups of men from the other services fighting alongside them, either as additional sections, or even individual members or squads being incorporated within units which had taken losses.

In the Nationalist Zone, particularly in the first few weeks of the Civil War, mixed groups of Army of Africa, Falange and Security personnel, were dispatched to individual areas to root out Republican sympathisers, leading to clashes with small groups of militia on occasion. In the Republican Zone, the distrust of the security services often led to mixed groups being formed, by the expedient of adding a militia section to a security unit. Mutual trust within these groups could only develop over time.

All of these variations are possible using this list.



Specific Rules

The following rules are specific to Chain of Command:España. Whenever an army list refers to these rules they apply without modification unless noted in that army list.

OFF-TABLE MACHINE GUN FIRE SUPPORT

The main battalion support asset was the Machine Gun Company, which the Spanish used as massed batteries of automatic weapons, rather than dividing them up into 'penny packets'. The machine gun barrage option represents fire from the Machine Gun Company in support of the Infantry of the battalion.

The company is off-table and assumed to be positioned on an area of higher ground giving it an elevated view of the table (oddly comparable to that of the player when he's sat down). Effectively the company is on overwatch and like an on-table unit; its arc of fire from the player's table edge is indicated by placing a direction marker anywhere on that table edge. Their arc of fire is 90° in the direction indicated, as for a normal unit on overwatch (Lardies Chain of Command markers work well here).

The company will open fire on any enemy unit that can be seen from that point to a designated central aiming point, with no deviation roll. There must be a clear line of sight from the marker to the target area that is not obscured by intervening buildings (but not low features such as walls or fences), woodland or hills etc.

The area of effect for MG beaten zones is 10"x10" with the aiming point at the centre. The usual cover effects as for normal machine gun fire apply, with any unit in the target area counting as at effective range. After the first barrage, future availability is determined as per barrage availability (10.3.3).

AGGRESSIVE

Troops rated Aggressive who receive shock from firing or combat ignore the first point received.

SUPERIOR JUNIOR LEADERS

Superior Junior Leaders may use a Command Dice roll of 3 or 4 to activate, once activated they have two Command Initiatives. If wounded or killed they are treated as a Junior Leader.

FIELD GUN BATTERY

75/28, 75/27, 70/16 OR 65/17

Unless otherwise noted in their support list choice, artillery batteries contain four guns. A field gun bombardment covers a square area 14" x 14", with the aiming point at the centre. Any guns that deploy on-table are considered to have come from the dedicated off-table battery taken as a support option. Use the rules for Off Table Forward Observation Teams when firing.

If one or two guns are taken on-table from a support lists choice, reduce the barrage area by 2" per gun and the support list cost by one level per gun. Army lists will indicate when this can occur.

Pre-game barrages are presumed to be performed by another battery entirely.

OFF-TABLE FORWARD OBSERVATION TEAMS

A Forward Observer Team (FOT) for off-table units, made up of a *Junior Leader* plus two men, may always end their move in a Tactical Stance when deployed on-table..

They may always deploy on-table when activated, ignoring rule (4.3) if a Senior Leader is not available to deploy them, this reflecting a previously established observation post, which is connected by telephone to their unit. Provided that they do not move, they can retain that link without coming out of their tactical stance.

If they move from their OP then they will have to use visual signals (flags or a heliograph) to relay information to their unit. Doing this denies them the benefits of a tactical stance as it exposes their position.

FOTs activate on their own *Junior Leader's* Command Dice, however FOTs may be activated by the *Senior Leader* Platoon Commander for one command initiative (as per 10.3), who in addition can also spot for the FOT if he can see a target in direct line of sight that the FOT cannot. No other leader however may spot for the FOT. If a FOT is destroyed then no further requests for indirect fire may be made.

Off-table batteries follow all the normal rules of Support Weapon Fire once activated (section 10).

MOLOTOV COCKTAIL

Molotov Cocktails are the same as Petrol Bombs - details of which are shown on Table Seven, *Hand-Held Anti-Tank Weapons*. They may be used once by any *Squad* when commanded by the *Senior Leader* on-table who is commanding the platoon. A maximum of two such weapons may be selected per platoon. How the charge works is detailed in Section 9.3.4.

RANDOM AIR SUPPORT

If an end of *Turn* occurs, at the beginning of the next phase, before it starts, the player who has Random Air Support nominates a target point and rolls a dice. If both have it then the phasing player goes first. On a score of 1 the airstrike hits the wrong target and your opponent may redirect the attack onto any of your units within 12" of the target point and conduct the attack as if it was his own. From the target point each target along any line of a 12"x4" beaten zone are strafed with 2D6 'Regular- Effective Range' firepower attacks each. Roll on Table 5 'to hit' and Table 6 'for effect'. Allocation of Shock and Loss effect is the same as all normal rules. Air attacks secure hits on a score of 3 to 6.

CAVALRY

For each dismounted cavalry squad in your force you roll 1d6 before the Patrol Phase begins. On a score of 4,5,6 you gain one free Patrol Phase move with any of your markers. This is in addition to any scenario specific rules regards bonus patrol moves, however, a force may never have more than six free patrol phase moves. When deployed dismounted troops are placed on-table without their horses. Mounted cavalry apply the following rules;

- Cavalry may choose to deploy on-table dismounted without their horses.
- Mounting or dismounting requires one complete Normal Move action - no shooting allowed.
- Dismounting Squads must remove two Cazadores as horse holders (n/a if deploying dismounted).
- Cavalry move like infantry adding 2" per D6 used. They may not move tactically if mounted!
- When fired at Mounted they count as Green (regardless of their actual quality).
- Cavalry may not charge enemy if they would have to move over an Obstacle, Heavy terrain or enemy that is entrenched, in buildings or an AFV.
- Cavalry are considered Aggressive. In combat, they roll 2D6 per man, 4D6 if they move 8" or more in a straight line over open ground. Fight combat as per 13.1.
Close Combat modifiers; halve the SMG/LMG/MMG modifiers, but triple light/heavy cover modifiers. Determine Results as per 13.1.2.
- If moving At The Double or after any Close Combat, each cavalry Team takes 2 Shock.

ADVANCED ARMOUR RULE

It is recommended that the Advanced Armour Rule be used. When doing so, the following rules apply;

- Table 'Twelve/Thirteen' replaces the existing damage Tables Twelve and Thirteen in CoC (p56). Softskin vehicles still use Table Fourteen (p57).
- Advanced Rule 17 – Firing Procedure is standard ie a firer secures hits on frontal armour on a roll of 4, 5 or 6. On the side armour with rolls of 3 to 6 and 2 to 6 on the rear armour.
- Each vehicle is classified with an armour rating and defensive aspect based on its Front, Flank or Rear when it receives hits eg a T-26B is rated Armour 3 (F/F/F) which means it defends with 3 'save dice' and all unsaved hits against its front, flank or rear will 'strike' as if against 'Frontal Armour' ie 5 or 6.

TABLE TWELVE/THIRTEEN (SCW) TANKS, ARMoured CARS, TIZNAOS EQUAL HITS AND SAVES

| | |
|-----|--|
| 1-2 | No effect |
| 3 | Halt and engage firer in next Phase |
| 4 | Must immediately drive flat-out towards cover 1 Shock. Reverse 1D6 immediately. Any infantry in the way are moved by the controlling player to avoid being run down |
| 5-6 | |

ONE NET HIT

| | |
|---|---|
| 1 | 1 Shock. Driver panics and may not be activated in the next Phase |
| 2 | 1 Shock. Gunner/Commander panics and may not be activated in the next Phase |
| 3 | 1 Shock. Commander panics and may not be activated in the next Phase |
| 4 | 1 Shock. Engine damage. Breakdown if Unreliable, otherwise now considered so. |
| 5 | 1 Shock. Weapon mechanism damage: -1 to hit when firing |
| 6 | 2 Shock. Reverse 2D6 immediately |

TWO NET HITS

| | |
|---|---|
| 1 | 2 Shock. Driver killed. It takes two activations in subsequent Phases to allow another crew member to take over unless a two-man vehicle, which is immobilised, the crew member abandoning his vehicle. |
| 2 | 2 Shock. 1D6 hits on crew and passengers as if in open |
| 3 | 2 Shock. Commander wounded. Reduce Command level by 1. 1D6 hits on passengers as if in open |
| 4 | 2 Shock. Immobilised for game. Passengers/Crew disembark immediately in base to base contact with the vehicle |
| 5 | 2 Shock. 1D6 on crew, 2D6 on Passengers as if in open. Hull or Other Mounted MG out of action for game |
| 6 | 3 Shock. Main Gun(s) out of action for rest of game. Reverse 2D6 immediately. 1D6 hits on passengers as if in open |

THREE NET HITS

| | |
|-----|---|
| 1-4 | Knocked Out, 1D6 hits on passengers as if in the open |
| 5-6 | Explodes, crew dead. 1D6 hits on any infantry within 4". 2D6 hits on any passengers as if in open |

VEHICLE SPECIAL RULES - ALL:

EASILY CATCHES FIRE

If hit on the vehicle front and you get a net 3 hits result you add +1 to the D6 roll to see if it explode.

FIRING PORTS

Troops aboard a vehicle fire their weapons into a 90° arc. They must be given their own order dice to fire (as a Team) as they do not belong to the crew.

LOW PROFILE

-1 enemy fire modifier when targeted.

MOTORCYCLES

Motorcycles operate as wheeled vehicles but re-roll any 1's rolled.

NO RADIOS

No vehicles may use radio communication (11.4).

SMALL

-1 enemy fire modifier when targeted.

SMALL FIGHTING VEHICLE (SFV)

Vehicles use the Small Fighting Vehicle rule, p49. Vehicles are activated individually on a 1, or as a group under a *Junior Leader* on a 3 – refer rule 11.1.2.

TIZNAOS

Counts as Wheeled, Unreliable, Easily Catches Fire and No Radios.

TWO MAN CREW (TMC)

Any hits on the gunner are on the Commander. Hits on any other crew are on the driver. Due to the overburdened responsibilities in a one-man turret, where a turret is fitted, the vehicle may not move and fire in the same phase if the turret weapon is a Gun type weapon (ie not a MG or flame weapon).

UNRELIABLE

Breakdown if double 1 is rolled when moving normally or when any double is rolled when driving flat out.

TIZNAOS VEHICLES ANNEX (NATIONALIST OR REPUBLICAN)

The following notes and specific rules comprise a useful annex of the types of Tiznaos Vehicles (armoured truck) available as described in F.C. Albert's Carros de Combate y Vehiculos Blindados de la Guerra 1936-1939. Generally speaking, all Tiznaos vehicles have similar characteristics in armour and configuration.

There are a number of specific rules pertaining to Tiznao vehicles as follows;

- All are *Wheeled, Unreliable, Easily Catch Fire* and have *No Radios*.
- Armour Rating along with any special rules are shown for each vehicle.
- They follow all rules for Armoured Personal Carriers (11.2.1), having their own crew and taking damage using Table Twelve/Thirteen CoC:Espana.
- When activated by a *Junior Leader* the driver operates as normal.
- When you want to fire the integral Tiznaos weapons treat up to half the weapons firing (round down) as a Main Gunner activation with the player choosing any combination to fire as he likes.
- When you want to fire more than half of the integral Tiznaos weapons then you must activate the Secondary Gunner(s).
- Any Team(s) onboard fires on the vehicle *Junior Leader* initiative out of the firing ports as normal.
- Weapon arcs and configuration is as shown for each vehicle along with the size of the truck.

Tiznao armour lacks the certitude of military grade production. Whilst the thickness of armour is generally known, the quality of the steel and construction are lesser-known variables. Therefore Tiznaos vehicles are represented as of an overall weaker construction for the same thickness of military grade armour.

When firing MGs against Tiznaos vehicles use rule (9.3.3). Small arms also use rule (9.3.3), but always roll two armour save dice.

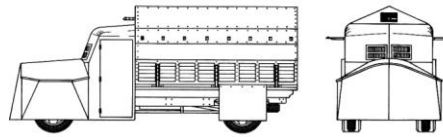
Each Tiznao may 'overload' by adding up to 50% more passengers than that shown in the transport capacity of the vehicle, but may only fire from the designated number of firing ports into the arcs shown as described following the rules on p.54 of Chain of Command. If 'overloaded' add +2 per dice when determining the number of passenger hits on Damage Table Twelve/Thirteen.

ARMoured TRUCK N₀ 1



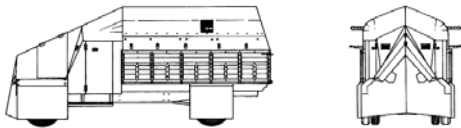
Type: Small armoured truck
Weapons: 4 Left and 4 Right side arc Firing Ports
Transport: 8 men
Armour: 2 (R/S/S)

ARMoured TRUCK N₀ 5



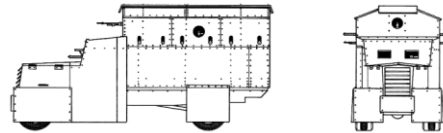
Type: Large armoured truck
Weapons: 8 Left and 8 Right side arc Firing Ports, plus 1 forward facing LMG
Transport: 17 men
Armour: 1 (S/S/S)

ARMoured TRUCK N₀ 2



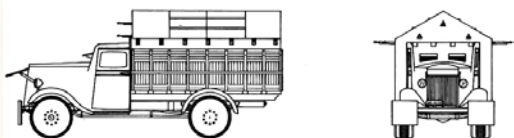
Type: Medium armoured truck
Weapons: 5 Left and 5 Right side arc Firing Ports, plus 1 Left and 1 Right side arc LMG
Transport: 10 men
Armour: 2 (S/S/R)

ARMoured TRUCK N₀ 6



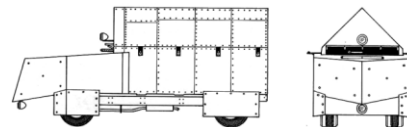
Type: Medium armoured truck
Weapons: 6 Left and 6 Right side arc Firing Ports, plus 1 forward facing LMG and 1 Left and Right side arc LMGs
Transport: 12 men
Armour: 2 (S/S/R)

ARMoured TRUCK N₀ 3



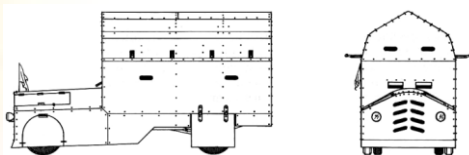
Type: Medium armoured truck
Weapons: 4 Left and 4 Right side arc Firing Ports, plus 3 forward facing Firing Ports
Transport: 10 men
Armour: 1 (S/S/S)

ARMoured TRUCK N₀ 7



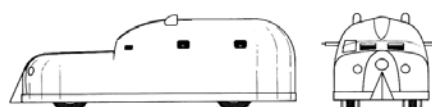
Type: Small armoured truck
Weapons: 4 Left and 4 Right side arc Firing Ports, plus 1 forward facing LMG
Transport: 8 men
Armour: 2 (S/S/R)

ARMoured TRUCK N₀ 4



Type: Medium armoured truck
Weapons: 2 Left and 2 Right side arc LMGs
Transport: 8 men
Armour: 1 (S/S/S)

ARMoured TRUCK N₀ 8



Type: Medium armoured truck
Weapons: 2 Left and 2 Right side arc LMGs
Transport: Nil
Armour: 2 (F/F/S)

ARMoured TRUCK N₀ 9



Type: Medium armoured truck

Weapons: Nil if a troop carrier, else see options

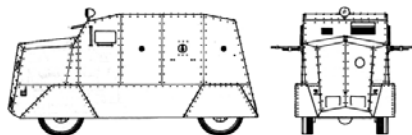
Options: May have a 2-man LMG team for an extra one Support List choice; or may have a 50mm mortar and a 3 man crew for an extra four Army Support List choice.

Transport: 12 (unless fitted with mortar)

Armour: 2 (S/S/S)

Special Rules: No Firing Ports, open top

ARMoured TRUCK N₀ 13



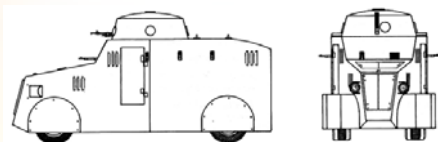
Type: Small armoured truck

Weapons: 1 Left and Right side arc LMGs, 2 Left and 2 Right side arc Firing Ports, plus 1 forward facing Firing Port

Transport: 5 men

Armour: 2 (S/S/R)

ARMoured TRUCK N₀ 10



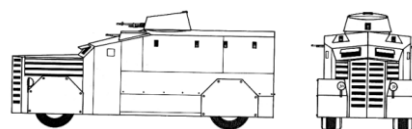
Type: Medium armoured truck

Weapons: 3 Left and 3 Right side arc Firing Ports, 1 forward facing Firing Port, plus 1 turret mounted LMG

Transport: 7 men

Armour: 2 (S/S/S)

ARMoured TRUCK N₀ 14



Type: Medium armoured truck

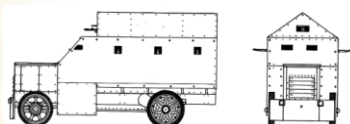
Weapons: 4 Left and 4 Right side arc Firing Ports, 2 forward facing Firing Port, plus 1 turret mounted LMG

Transport: 10 men

Armour: 2 (S/S/S)

Special Rules: Slow Turret (p.53)

ARMoured TRUCK N₀ 11



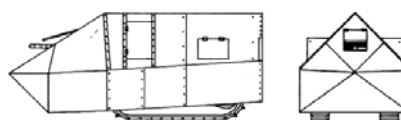
Type: Small armoured truck

Weapons: 3 Left and 3 Right side arc Firing Ports, plus 1 forward facing LMG

Transport: 6 men

Armour: 2 (S/S/S)

TRACTOR ORUGA BLINDADO – TOB N₀ 1



Type: Small armoured tractor

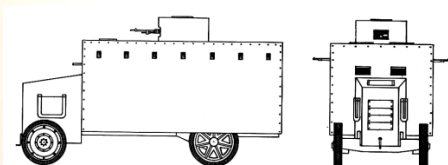
Weapons: 1 forward facing LMG

Transport: 3 men

Special Rules: No Firing Ports

Armour: 2 (S/S/R)

ARMoured TRUCK N₀ 12



Type: Large armoured truck

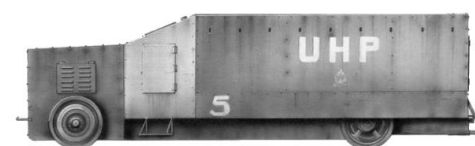
Weapons: 7 Left and 7 Right side arc Firing Ports, 2 forward facing Firing Port, plus 1 turret mounted LMG

Transport: 14 men

Armour: 2 (S/S/S)

Special Rules: Slow Turret (p.53)

NAVAL SOMUA ARMoured TRUCK



Type: Large armoured truck

Weapons: 7 Left and 7 Right side arc Firing Ports, plus 1 turret mounted LMG (sometimes fitted)

Transport: 14 men

Armour: 2 (S/S/S)

MASTER ARSENAL EQUIPMENT LIST

TANKS

| VEHICLE | ARMOUR | A.P. | H.E. | SPEED | NOTES |
|---------------------------|-----------|------------|--------|---------|--|
| CV 33/35 | 3 (F/S/S) | Twin MG | | Average | Low Profile, Small, TMC, SFV |
| CV 33/35 LF | 3 (F/S/S) | Flame & MG | | Slow | Low Profile, Hull MG, TMC, SFV |
| Pz Mk I | 3 (F/F/F) | Twin MG | | Average | No Hull MG, TMC, SFV |
| Pz Mk I – Command Tank | 3 (F/F/F) | MG | | Average | Hull MG, TMC, SFV |
| Trubia A-4 | 2 (F/F/R) | MG | | Average | Hull MG, Unreliable |
| Renault FT (MG) | 3 (F/F/R) | MG | | Slow | No Hull MG, TMC, Unreliable |
| Renault FT (37mm) | 3 (F/F/R) | 3 | 3 | Slow | No Hull MG, TMC, Unreliable |
| Pz Mk I – with 20mm Breda | 3 (F/F/F) | 4 | 6 | Average | No Hull MG, TMC, SFV |
| T-26B | 3 (F/F/F) | 4 | 4 | Average | No Hull MG, later types with top mounted MMG |
| BT-5 | 3 (F/F/S) | 4 | 4 | Fast | No Hull MG, later types with top mounted MMG |
| Schneider CA-1 Tank | 2 (F/F/R) | 6 | 6 & MG | Slow | No Turret, Easily Catches Fire, Unreliable. 1 MG may fire into left and right side arcs |

ARMoured VEHICLES

| VEHICLE | ARMOUR | A.P. | H.E. | SPEED | NOTES |
|---------------------------|---|--------------|------|---------|---|
| Lancia Ansaldo IZM | 2 (F/F/S) | Twin MG & MG | | Wheeled | Twin MG in turret, MG rear arc only |
| Camión Protegido ‘Bilbao’ | 2 (F/S/R) | MG | | Wheeled | Tiznao, Transport 6 men |
| FA-I | 1 (F/F/F) | MG | | Wheeled | No Hull MG, Small, TMC, SFV |
| UNL-35 | 2 (F/S/S) | MG | | Wheeled | Hull MG, Small, SFV |
| Hispano-Suiza MC36 (MG) | 2 (F/F/S) | MG | | Wheeled | No Hull MG |
| Hispano-Suiza MC36 (Gun) | 2 (F/F/S) | 4 | 4 | Wheeled | No Hull MG |
| BA-3/6 | 3 (F/S/S) | 4 | 4 | Wheeled | Hull MG, later types with top mounted MMG |
| M37 | 2 (F/F/S) | 3 | 3 | Wheeled | Hull MG, later types with top mounted MMG |
| Tiznaos vehicles | Refer to the specific notes in the Tiznao annex | | | | |

ANTI TANK GUNS & INFANTRY GUNS

| GUN | A.P. | H.E. | NOTES |
|------------------------------|------|------|-----------------------------------|
| 2cm Flak 30 AA gun | 4 | 6 | Auto-Cannon, No Gun Shield |
| 20mm SEMAG AA gun | 4 | 6 | Auto-Cannon, No Gun shield |
| 20/65 AA gun | 4 | 6 | Auto-Cannon, No Gun shield |
| 3.7cm Pak 35/36 A/T gun | 3 | 3 | Gun Shield |
| Cannone da 37/45 A/T gun | 3 | 3 | Gun Shield |
| 37/45 A/T gun | 3 | 3 | Gun Shield |
| 45/44 A/T gun | 4 | 4 | Gun Shield |
| Cannone da 47/32 A/T gun | 5 | 4 | No Gun Shield |
| 65/17 “Turin” Infantry Gun | 4 | 5 | Gun Shield |
| 70/16 Infantry Gun | 3 | 5 | Gun Shield |
| 75/28 “Schneider” Field Gun | 6 | 6 | Gun Shield |
| Cannone da 75/27 Field Gun | 6 | 6 | Gun Shield |
| 76.2mm Putilov M02 Field Gun | 6 | 6 | Gun Shield |
| 88mm Flak 18 AA gun | 10 | 7 | No Gun Shield, Superior Gunsights |
| 105mm Field Gun | 7 | 7 | Gun Shield |

INFANTRY WEAPONS

| WEAPON | FIREPOWER | CLOSE | EFFECTIVE | NOTES |
|---|------------------|-----------|-----------|---|
| Bolt Action Rifle | 1 | 0-18” | 18”+ | |
| Automatic or Machine Rifle | 3 | 0-18” | 18”+ | Re-roll any 1s. Jams on a double six (for this phase only). |
| Magazine LMG | 6 | 0-18” | 18”+ | Lose 2 Firepower if crew of 1 |
| SMG or Machine Pistol | 4/2 | 0-6” | 6-12” | Firepower is range dependent |
| Tripod Mount LMG | 7 | 0-24” | 24”+ | Lose 3 Firepower if crew of 1 |
| Tripod Mount MMG | 8 | 0-24” | 24”+ | Lose 3 Firepower if crew of 1 |
| Pistol | 1 | 0-9” | - | |
| Sniper | 1 | unlimited | - | See sniper rules section 9.5 |
| Grenade | 2 open, 3 closed | 4-11” | - | Roll for hits as if target in the open |
| V-B Launcher | 2 | - | 18-60” | Roll for hits as if target in the open |
| Megaphone | 6 | 0-6” | 6”-12” | n/a vs Africanista |
| Infantry Flamethrower | 12 | 0-12” | - | All cover ignored. Shock x2 |
| 50mm mortar | 2 | with LOS | no LOS | Reduce cover by one level unless target has overhead cover |
| 60mm mtr, MG, 70/16, 65/17 | 3 | | | |
| 81mm mortar, 75/28, 75/27 & 76.2mm M02 | 4 | - | unlimited | Dice for hits on all Teams within the barrage area. All units Pinned. |

VEHICLE WEAPONS

| WEAPON | FIREPOWER | CLOSE | EFFECTIVE | NOTES |
|---------------------|-----------|-------|-----------|-----------------------------|
| Internal Vehicle MG | 6 | 0-18” | 18”+ | |
| Twin MG | 8 | 0-18” | 18”+ | |
| Top Mounted MMG | 10 | 0-24” | 24”+ | Reduce cover by one level |
| 20mm Cannon | 6 | 0-24” | 24”+ | Reduce cover by one level |
| Flamethrower | 12 | 0-18” | - | All cover ignored. Shock x2 |

IRREGULARS

In the early stages of the SCW many militia columns were made up of what amounted we would term today 'irregular forces'. These troops were not militarised but fought with the motivations unique to their ideals and experience. These rules attempt to portray these factors resulting in a quite different 'take' on handling militia forces to more accurately model their battlefield psychology. This section is entirely optional. Players may use the existing rules unchanged keeping track of shock as usual, however these concepts bring a new dimension to Chain of Command. The following rules pertain specifically to People's Militia and Falange only.

Chain of Command Dice

A player may use a Chain of Command dice to 'counter' an End of Turn dice by the play of his own.

Unit Size

Irregular warriors are considered to be of a certain size. This effects the outcome from the effects of fire and to a certain degree combat. Units are either Small (1-6), Medium (7-15 men) or Large (16-20 men).

Motivation

People's Militia react to battlefield environments based on their current motivation. Events produce good or bad outcomes that affect the current motivation of an irregular force. These events are similar to those listed on the Force Morale table. They are; a Team/Section wiped out or broken, a Leader killed/routed from table or a loss of support. Motivation increases or decreases if enemy force morale suffers a loss from one of the above situations. Some specific scenario events or objectives may also be causes of changing motivation.

Motivation (three levels) is kept track of by using suitably colored markers or a 6-sided cube suitably marked. Motivation is neutral until a cause either increases or decreases motivation, being tracked as described. The three levels of good and bad motivation are; (bad) reluctant, unmotivated, wavering; or (good) committed, motivated, highly motivated.

Firing

People's Militia react differently to the effects of fire. They may shrug off a deadly fusilade or be badly affected by less than effective shooting.

The normal use of tracking Shock in Chain of Command is not used. Whenever a People's Militia unit receives shock and/or losses from fire it rolls on the following table to determine an immediate

outcome...no shock is recorded, but losses are removed before determining unit size in the test.

When a People's Militia unit suffers 2 (small), 4 (medium) or 6 (large) shock and/or losses from firing (counting each kill as two shock for the purposes of testing), cross reference the platoon Command Dice rating with the size of the unit taking the hits.

| IRREGULAR FIRE AND COMBAT EFFECT | | | |
|--|----------------|--------------|--------------|
| Effect | Small | Medium | Large |
| CD4 | 1-2B 3-5P 6✓ | 1B 2-4P 5-6✓ | 1B 2-3P 4-6✓ |
| CD5 or 6 | 1-2B 3-4P 5-6✓ | 1B 2-3P 4-6✓ | 1B 2P 3-6✓ |
| -2 wavering, -1 unmotivated, -1 pinned | | | |
| +2 highly motivated, +1 motivated. | | | |

Outcome:

- = Unit suffers no effect.
- P = Unit is Pinned. Place a pin marker as per 14.5
- B = Unit is Broken. Place a pin marker and retreat move as per 14.6.

Example. If a medium size Regular unit suffered 2 shock and 1 killed figure from fire it would have to test on the firing outcome table (as it has received effectively 4 shock). If its force was 'motivated' at the time and rolled a 2 (2+1=3) then it would be considered Pinned until a leader could successfully rally them.

Combat

People's Militia that are currently at a high motivation level are considered Aggressive, however units that are Wavering suffer a -25% reduction in combat dice (as shown on the playsheet). The instant either of these conditions no longer exists the unit will revert to type. Note, the shock received as a result of a combat may cause a test on the People's Militia table above.

Leaders

An attached leader can rally units from one morale condition to another. He does so by using 1 or more initiative points when activated and rolling 1D6 (all at once). On a score of 6 the morale of a unit increases ie from Broken to Pinned, or Pinned to No Effect (it is possible for to go from broken to no effect in one phase). Note – disregard all rules for being pinned until the end of a turn (p9), as irregular wax and wane in their state of morale with only their current motivations accounted for by the roll of the dice.

End of Turn

When an end of turn occurs for any reason motivation returns to neutral as passions subside or courage levels increase.

Chain of Command:Espana

COMMAND RATINGS

| Rank | Initiative | Range |
|---------------------|------------|-------|
| Junior Leader | 2 | 6" |
| Superior Junior Ldr | 2 | 6" |
| Senior Leader | 3 | 9" |
| Ranking Leader | 4 | 12" |

COMMAND DICE

| Roll | Effect |
|------|--|
| 1 | Activate one Fire Team |
| 2 | Activate one Section |
| 3 | Activate one Junior or Superior Junior Ldr |
| 4 | Activate one Senior or Superior Junior Ldr |
| 5 | Add one to CoC Dice tally |
| 6 | Special Effect |

SPECIAL EFFECTS

- One 6's:** Pass Initiative
- Two 6's:** Retain next Tactical Phase
- Three 6's:** End Turn. Retain next Tactical Phase
- Four+ 6's:** End Turn. Retain next Tactical Phase. Gain Chain of Command Dice. Random Event.

SECTION OR TEAM ACTIONS

- **Tactical Movement:** No Move or 1D6 inches and take cover.
- **Normal Move & Fire:** Move 1D6 inches and fire at half effect.
- **Normal Movement:** Move 2D6 inches but no firing allowed.
- **At the Double:** Move 3D6 but each Team will take one point of Shock per Team to reflect disorder.

COMMAND WHICH ARE NOT ACTIVATIONS

- Rally 1 Shock from Team in command range not in LOS of enemy
- Rally 1 Shock from Team he is attached to if in LOS of enemy
- Get a Unit which is not Tactical or on Overwatch to throw a single hand- grenade, fire a single rifle grenade or use a single Section or Squad anti-tank weapon
- Once per Phase for 1 Command Initiative a Leader may move on his own if not moved with a Unit already
- JL 1 Command Initiative to transfer 1 man from 1 Team to another if both Teams are < 4" of him and under his command

UNIT ACTIVATIONS

- Activate a Team or Section. If they are firing he may add his own fire at no cost in Command Initiative
- Activate a single Team and place it on Overwatch
- Activate one weapons Team, Section or Squad to put down Covering Fire into an area of terrain

FIRING

| To Hit | Green | Regular | Elite |
|-----------|-------|---------|-------|
| Close | 3-6 | 4-6 | 5-6 |
| Effective | 4-6 | 5-6 | 6 |

-1 per two Shock

| Effect | Miss | Shock | Kill |
|--------|------------|-------|------|
| Open | 1, 2 | 3, 4 | 5, 6 |
| Light | 1, 2, 3 | 4, 5 | 6 |
| Hard | 1, 2, 3, 4 | 5 | 6 |

IRREGULAR FIRE AND COMBAT EFFECT

| Effect | Small | Medium | Large |
|----------|----------------|--------------|--------------|
| CD4 | 1-2B 3-5P 6/ | 1B 2-4P 5-6/ | 1B 2-3P 4-6/ |
| CD5 or 6 | 1-2B 3-4P 5-6/ | 1B 2-3P 4-6/ | 1B 2P 3-6/ |

-2 *wavering*, -1 *unmotivated*, -1 *pinned* □= no effect
 +2 *highly motivated*, +1 *motivated*. P = Pinned
 B= Broken

CLOSE COMBAT

- Leader Initiative: +1D6
- Quality Advantage: +2D6
- Enemy movement: +1D6 each
- Shock, 2 points: -1D6
- Aggressive Troops: +1D6 per 3
- SMGs: +2D6
- LMG, each: +4D6
- MMG/HMG: +6 D6
- Defend Light cover: +1D6 for 3
- Defend Heavy Cover: +1D6 per 2
- Wavering (Irregulars) -25%
- Hit in Rear: -50%
- Pinned: -50%

5= Kill, 6= Kill + Shock

COMPARE KILLS:

Draw: Fight again, three rounds

By 1: Back 6"

By 2: Back 9" ;+2 Shock

By 3: Back 12" ;+2 Shock

By 4: Back 18" ;Double Shock

Terrain Effects

Broken Ground: No Doubling

Heavy Going: No Doubling. -1 pip

Really Heavy: No Doubling. -2 pips

Obstacles: Normal Movement. 1D6

FORCE MORALE & (IRREGULAR MOTIVATION[®])

| Setback | No effect | -1 point | -2 points | -3 points |
|---|-----------|----------|-----------|-----------|
| Team wiped out [®] | 12 | 345 | 6 | |
| Section wiped out [®] | | 123 | 456 | |
| Team Breaks (off-table [®]) | 1 | 2345 | 6 | |
| Section Breaks (off-table [®]) | | 12 | 3456 | |
| Junior Leader wounded | 12 | 345 | 6 | |
| Junior Leader killed [®] | | 123 | 456 | |
| Junior Leader Routs from table [®] | | 12 | 3456 | |
| Senior Leader wounded | | 1234 | 56 | |
| Senior Leader killed [®] | | 1 | 2345 | 6 |
| Senior Leader Routs from table [®] | | | 1234 | 56 |
| Loss of support [®] | | 123 | 456 | |
| Loss of Jump-Off point | | 123 | 456 | |

Morale Level Effect

| | |
|----|--|
| 5+ | Act as desired |
| 4 | Command Dice reduced by one |
| 3 | Command Dice reduced by two |
| 2 | Command Dice reduced by two. Remove one Jump-Off Point of your opponent's choosing (don't roll for the loss of this jump-off point) |
| 1 | Command Dice reduced by three |
| 0 | Rout or Surrender |

THE TURN END

All smoke other than that from a fire is removed from the table

All Tactical and Overwatch markers are removed

Any Jump-Off Points which have been captured are removed

Any mortar barrages will now cease

Any Pinned Units will check their level of Shock to see if they remain Pinned

Any un-rallied Broken Unit and Leader will Rout from the table

Test Force Morale for any Routed Leaders

Irregular Motivation level returns to neutral

SOFT SKIN VEHICLES EQUAL HITS AND SAVES

| | |
|-----|--|
| 1-2 | No effect |
| 3-4 | Reverse 2D6 immediately. Any infantry in the way are moved by the controlling player to avoid being run down |
| 5 | Driver panics. Must immediately drive forward at flat-out speed |
| 6 | Any passengers must deploy now |

ONE NET HIT

| | |
|-----|--|
| 1-2 | No effect |
| 3-4 | Reverse 2D6 immediately. Any infantry in the way are moved by the controlling player to avoid being run down |
| 5 | Driver panics. Must immediately drive forward at flat-out speed |
| 6 | Any passengers must deploy now |

TWO NET HITS

| | |
|-----|---|
| 1-4 | Knocked Out, 1D6 hits on passengers as if in the open |
| 5-6 | Explodes, crew dead. 1D6 hits on any infantry within 4". 2D6 hits on any passengers as if in open |

CHAIN OF COMMAND DICE

- Interrupt an enemy with an unpinned Squad/Team and Fire or Move
- Ambush with a Team
- Move a jump-off point >18" (<6" behind friends)
- Relocate a Sniper
- Keep a Mortar Barrage Firing
- Avoid a Force Morale test
- End (or continue) a Turn



TANKS, ARMoured CARS, TIZNAOS EQUAL HITS AND SAVES

| | |
|-----|---|
| 1-2 | No effect |
| 3 | Halt and engage firer in next Phase |
| 4 | Must immediately drive flat-out towards cover |
| 5-6 | 1 SHOCK. Reverse 1D6 immediately. Any infantry in the way are moved by the controlling player to avoid being run down |

ONE NET HIT

| | |
|---|---|
| 1 | 1 SHOCK. Driver panics and may not be activated in the next Phase |
| 2 | 1 SHOCK. Gunner/Commander panics and may not be activated in the next Phase |
| 3 | 1 SHOCK. Commander panics and may not be activated in the next Phase |
| 4 | 1 SHOCK. Engine damage. Breakdown if Unreliable, otherwise now considered so. |
| 5 | 1 SHOCK. Weapon mechanism damage: -1 to hit when firing |
| 6 | 2 SHOCK. Reverse 2D6 immediately |

TWO NET HITS

| | |
|---|---|
| 1 | 2 SHOCK. Driver killed. It takes two activations in subsequent Phases to allow another crew member to take over unless a two-man vehicle, which is immobilised, the remaining crew member abandoning his vehicle. |
| 2 | 2 SHOCK. 1D6 hits on crew and passengers as if in open |
| 3 | 2 SHOCK. Commander wounded. Reduce Command level by 1. 1D6 hits on passengers as if in open |
| 4 | 2 SHOCK. Immobilised for game. Passengers/Crew disembark immediately in base to base contact with the vehicle |
| 5 | 2 SHOCK. 1D6 on crew, 2D6 on Passengers as if in open. Hull or Other Mounted MG out of action for game |
| 6 | 3 SHOCK. Main Gun(s) out of action for rest of game. Reverse 2D6 immediately. 1D6 hits on passengers as if in open |

THREE NET HITS

| | |
|-----|---|
| 1-4 | Knocked Out, 1D6 hits on passengers as if in the open |
| 5-6 | Explodes, crew dead. 1D6 hits on any infantry within 4". 2D6 hits on any passengers as if in open |



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