



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 *Commandancia* (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: +0 (+4)

Command Dice: 5 (6)

PLATOON HEADQUARTERS

Teniente (or Alférez) and Primo Sargento, 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
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
Militia Section with <i>Junior Leader</i> *
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> **
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.

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.

AFRICANISTA INFANTRY

These troops are Foreign Legion or Moroccan troops.

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, the Popular Militia. 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.