



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 Peletón*) 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: -3

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 Peletón, *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 (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	
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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.

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. 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

Refer to the Specific Rules for Random Air Support.

MOLOTOV COCKTAIL

Refer to the Specific Rules for Molotov Cocktails.