



## 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 1<sup>st</sup> or 2<sup>nd</sup> 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 1<sup>st</sup> or 2<sup>nd</sup> 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 The guns were later withdrawn to be replaced by an additional 81mm mortar section, creating a 'Mortar Platoon'.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:** +0

**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 Platoon, 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:** -5

**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.

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### 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 +2

**Command Dice:** 5

*Note: deduct -5 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. A unit with an attached Priest are considered DieHard troops. 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 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.

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## 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.

All of the battalions became increasingly Spanish, until the point that the brigades were disbanded and the foreign volunteers left Spain in September 1938.

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

### PLATOON FORCE RATING

**Regular:** +6 (1937); +2 (1938)

**Command Dice:** 6 (1937), 5 (1938)

*Note: deduct -5 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 throughout the war, Internationals are treated as Aggressive troops.

## 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.

Applicable until mid '37, these soldiers are considered *Die Hard* troops (p64).

## EPR INFANTRY PLATOON SUPPORT LIST

### LIST ONE

Adjutant
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) - <i>Intls until mid '37</i>	
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
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### LIST SIX

81mm Mortar Platoon with observer
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### LIST SEVEN

Medium Machine Gun Section with <i>Junior Leader</i>
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\*This selection gains two weapons.

\*\*Only one of each type.

\*\*\* Oct '37+

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## 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.

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*.

## 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.

