



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: -8

Command Dice: 4

COMMAND
Jefe de Centuria, <i>Senior 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.

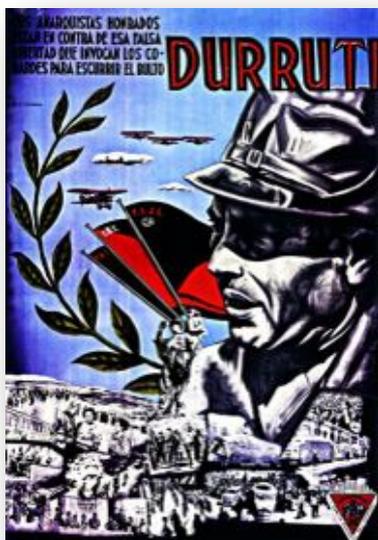
People's Militia! *Totally unaccustomed to the rigors of modern war, militia forces were particularly sensitive to losses. However they could prove dogged in good defensive positions.*

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)*
Add a Light Machine Gun to a single Squad*
Molotov Cocktails
'Antes de la siesta'*

LIST TWO

Flag*
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*
Add a tripod MMG to a squad
Add a 70/16 Field Gun and a Junior Leader to a Squad*
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**
Renault FT (MG) tank*
Renault FT (37mm) tank** (Northern Front Only)

LIST THREE

Sniper Team
Highly Motivated Milicianos (entire platoon)*
CA-1 Schneider assault tank*
Infantry Section (Green) with Junior Leader
37mm anti-tank gun with 5 Crew and a Junior Leader**
Medium Tiznao vehicle
75/28 Field Gun Section, with observer*
Random Air Support

LIST FOUR

Hardened Milicianos (entire platoon)*
Asalto or Civil Guard Section with Junior Leader
75/28 Field Gun, 5 crew and Junior Leader*
Large Tiznao vehicle
Army BA-3 or BA-6 armoured car**
Army T-26B tank**

LIST FIVE

Fanatic Milicianos (entire platoon)*

* May only select one type of support assets indicated.

**Only after October 1936. May only select one of the support assets indicated

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

Army officer attached to the Jefe de Centuria enables him to re-roll one of his command dice per phase. He is armed with a pistol.

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. In addition they may clear roadblocks as per rule 16.1.

FLAG

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

MOLOTOV COCKTAIL

Refer to the Specific Rules for Molotov Cocktails.

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. 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.

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 Machismo 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 Machismo 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), and are rated DieHards. They may disregard both the Machismo and Tienes Razón characteristics.

RANDOM AIR SUPPORT

Refer to the Specific Rules for Random Air Support.