

GAME MANUAL

ESPAÑA 1936



anged

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Certain individuals may experience epileptic seizures or loss of consciousness when subjected to strong, flashing lights for long periods of time. Such individuals may therefore experience a seizure while operating computer or video games. This can also affect individuals who have no prior medical record of epilepsy or have never previously experienced a seizure.

If you or any family member has ever experienced epilepsy symptoms (seizures or loss of consciousness) after exposure to flashing lights, please consult your doctor before playing this game.

Parental guidance is always suggested when children are using a computer and video games. Should you or your child experience dizziness, poor eyesight, eye or muscle twitching, loss of consciousness, feelings of disorientation or any type of involuntary movements or cramps while playing this game, turn it off immediately and consult your doctor before playing again.

PRECAUTIONS DURING USE:

- Do not sit too close to the monitor.
- Sit as far as comfortably possible.
- Use as small a monitor as possible.
- Do not play when tired or short on sleep.
- Take care that there is sufficient lighting in the room.
- Be sure to take a break of 10-15 minutes every hour.

USE OF THIS PRODUCT IS SUBJECT TO ACCEPTANCE OF THE SINGLE USE SOFTWARE LICENSE AGREEMENT

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INTRODUCTION

España:1936 is a historical strategy game that recreates the civil war in Spain between the Republicans and the Nationalists from 18th July 1936 to April 1939. The Civil War followed over a decade of increasing political and social conflict, including organized street violence. The political climate was highly fragmented. Control of the government and state power swung between coalitions of the left and coalitions of the right from election to election. A Popular Front among parties of the left narrowly won the February 1936 elections and started to remove suspect generals from their posts. This helped stimulate right-wing plans to overthrow the government, which in July took full advantage of the opportunity offered by harsh government responses to continuing civil violence. A coup was intended, but it failed, and became a desperate civil war.



Players assume the role of military and political leaders in command of land and naval forces belonging to the Republicans or the Nationalists. Using a system of simultaneous turn resolution, you can play against either the computer's artificial intelligence (AI) or a human opponent using file transfer protocols (PBEM).

The *España:1936* game system will be familiar to veteran players of the AGE engine, such as previous titles: *Birth of America*, *American Civil War*, *War in America*, *Napoleon's Campaigns*, *Rise of Prussia*, *Pride of Nations*, *Revolution Under Siege*, *AJE* or *BoR*. There are, however, certain differences in *ESPAÑA:1936* that give it a distinctly pre-WWII conflict feel. The *ESPAÑA:1936* game system goes beyond mere cosmetics to give players an authentic gaming experience that accurately reflects conditions on the ground of the kinds faced by generals such as Rojo or Franco.

UNIQUE FEATURES AND CONCEPTS

Even though *España:1936* shares a common lineage with earlier AGEOD simulations, many new features and concepts have been incorporated into the game play, including the following:

- Even though *España:1936* shares a common lineage with *Revolution Under Siege* in simulating multiple-factions on the same side. (The Nationalists are divided in subfactions like CTV, Regulars, etc... that come into play depending on events and player's choices among the options in the ledger, sometimes under the control of the player, sometimes not), early 20th century military aviation, or armored trains,

which are typical of the conflict, some new features and concepts like Regional Decisions have been incorporated into the game play.

- Production and Decisions: These are adjusted to be easier to use and with more variety.
- New Abilities: There are new Leader abilities that reflect unique aspects and characters of the Spanish conflict.
- Extra Flavor Graphics: In *ESPAÑA:1936*, you will see the usual AGEOD graphics with the addition of some historical factories and the flavor of *Pride of Nations* Graphics.
- Income, conscripts and War Supplies (WS) : Income is received from cities each turn. Some cities also produce conscripts each turn. WS are created in factories and big cities per turn.
- Air warfare: This is represented with the RGD (Regional Decisions) that you can play against enemy units or just to achieve air superiority or protect your troops.
- Tanks: In *ESPAÑA:1936* pre-WWII tanks like the Soviet T-26 and the German Pz-I appear.

GAME SCALE

España:1936 consists initially of two scenarios that are each divided into game turns each representing one week (7 days) of game time. The smallest military component in the game is the Element. An Element is a body of men or ships consisting of at least one (1) strength point. Unit strength points are equivalent to approximately 60 men for infantry and cavalry units or several tanks. Naval elements represent squadrons of one or two ships. Units are of varying sizes, composed of one or more elements.

The map is a 2D representation of Spain and its surroundings. It is divided into regions grouped into administrative areas, weather zones and strategic theaters.

UPDATES

AGEOD strives to fix any problems with its software or documentation as soon as possible after such problems are identified. Owners of *España:1936* are encouraged to visit <http://www.ageod-forum.com/> for the latest available information and software updates (patches). Moreover, **AGEOD's forums** are a great place to meet other players for discussions of strategy, historical commentary, news, and opinion, and to arrange multiplayer games. If technical support is required, owners should contact AGEOD also on the forum for a speedy resolution of various issues. Please note that a proof of purchase (serial number) and forum registration may be required in some cases.

In the main menu of the game, the Update button is active. When you click on it, it automatically leads you to the AGEOD forum as well.

CUSTOMER SUPPORT

ESPAÑA: 1936 development team members are present on AGEOD's Forum to provide answers to questions you may have, as well as customer support for any issue you may have with the game.

Visit our forums at: www.ageod-forum.com

1. INSTALLATION

1.1 DOWNLOADING & INSTALLING THE GAME

The game is installed through digital download. Follow the download instructions given by the website where you purchased your game. Once your purchase has been validated, you shall be given a serial number with your invoice. Enter this serial number in the game once the installation process is launched.

1.2 SYSTEM REQUIREMENTS

MINIMUM REQUIREMENTS

Processor:	Intel Pentium or AMD, 1500 MHz
RAM:	2 GB
Graphic Card:	128 MB RAM, DirectX 9.0c compatible



Sound Card: 16-bits, DirectX 9.0c compatible
 CD Rom: x 8
 Peripherals: Microsoft compatible keyboard and mouse
 Operating System: Windows XP, Vista, Seven
 Hard Disk: 2000 MB free disk space
 DirectX: Version 9.0c

RECOMMENDED REQUIREMENTS

Processor: Intel Pentium IV or AMD Athlon, 2000 MHz
 RAM: 2 GB
 Graphic Card: 128 Mb RAM, DirectX 9.0c compatible
 Sound Card: 16-bits, DirectX 9.0c compatible
 CD Rom: x 8
 Peripherals: Microsoft compatible keyboard and mouse
 Operating System: Windows XP, Vista, Seven (1536 Mb of RAM for Vista)
 Hard Disk: 2000 MB free disk space
 DirectX: Version 9.0c



2. THE MAIN MENU

The Main Menu Screen allows players to access basic game functions such as loading saved games, starting new games, viewing a movie-like Replay of the last turn and setting game options.



2.1 OPTIONS



Game options are divided into various sub-groups:

2.1.1 MEDIA

The Media sub-group contains options pertaining to the way

in which game audio is configured and graphics are displayed. Other game settings in the Media sub-group let players set tool-tip delays, pauses after battles, and combat animations.

2.1.2 GAME

The Game sub-group contains options allowing players to activate/deactivate the Fog of War, set Attrition conditions and intensity, use Replay or not, and more. The default settings are recommended, especially for players new to the game system used in ESPAÑA:1936 and other AGEOD games. If Fog of War is turned off, the AI will take advantage of the additional information available to it.

2.1.3 AI (ARTIFICIAL INTELLIGENCE)

The AI sub-group contains options allowing players to set individual parameters of the game's AI. Players can make the AI very powerful and thus present themselves with greater challenges. Even a slight improvement to detection ability has a significant impact on your AI opponent's ability to strategize (but does not provide combat advantages).

2.1.4 SYSTEM

The System sub-group contains options allowing players to adjust technical settings. These include the 'Texture Init.' option that allows for smoother scrolling. The default settings are recommended for most systems. However, the ESPAÑA:1936 [I see no Armory/tech help section]section of AGEOD's forum can help you determine which settings are best for your computer system.

2.2 CAMPAIGNS AND SCENARIOS

When starting a new game, players are presented with a list of available scenarios. These range from relatively short scenarios to the full campaign game. Short scenarios are limited in scope and involve less territory on the game map. Full campaign games cover the full war with many leaders and units. The number of players who might participate in scenarios is usually 2 or 1 in this version of the game.

The list of scenarios also includes a Tutorial exercise that is HIGHLY recommended for new players. The game mechanics of *España:1936* are relatively simple to learn, but don't be deceived— behind the scenes, the game system is intricate, complex and nuanced. Learning to master the subtleties



requires patience and practice.

The tool-tip feature gives brief descriptions of each of the scenarios. Once players have made a scenario selection, starting the game merely requires choosing a side.

2.3 LOADING, DELETING, AND RENAMING GAMES

Instead of starting a new game, players may continue previously-saved or automatically-saved games with **Load Game**, or use **Resume Game** to continue the last game played. Players also have the option to **Rename**, **Delete**, or **Restore** a previous turn as indicated by the tool-tip when holding the mouse over the game save name in the Load Game window provides players with short-cuts to these file-handling options. (We advise you not to rename a saved game outside of ESPAÑA:1936.)

2.4 SAVING GAMES

Games are saved automatically by the game system upon completion of a game turn. Usually, the only time a player needs to manually save a game is when they **Quit** in the middle of plotting movement for an up-coming game turn and want to resume issuing orders upon restarting the game. Players may save a game at any time by using the Save button in the upper right of the screen or pressing the **Esc key** and accessing the Main Menu. From there, players can select the **Save Game** menu.

Note: Players also have the option of restoring any of the previous 24 turns of a Saved game. They may edit the number of turns to be saved in a settings file.

Note that all saved turns of a game which are more recent than the one restored are lost once this 'older' turn of that game is actually restored since the game is fully rolled back to that save.

2.5 PLAY BY EMAIL (PBEM)

ESPAÑA:1936 can be played against another human opponent using PBEM or any other valid file transfer protocol, such as Instant Messaging. One of the players (the 'Host') will have to initiate the game. The procedure is detailed as follows:

2.5.1 CREATE A GAME

Step1: The Hosting player chooses a Campaign/Scenario and a side and starts the game as usual. This automatically generates a sub-folder in the `C:\Games\Spanish Civil War\SCW\Saves\` directory, named after the Campaign or Scenario selected (FotN if you play the 'Fall of the North' scenario, for example).

Please note that a number helps differentiate between multiple instances of the same Campaign/Scenario. However, the best way to avoid confusion is to rename the in-game Save (e.g. *SCW Campaign John vs. Joe*). Do NOT rename any SCW files externally to the game.

In this newly created folder you will find two **TRN** files, each with three letters indicating which side it belongs to (example: **NAC** or **REP**).

Note: `C:\Games\Spanish Civil War\SCW..` is the default directory. This directory may be titled something different if

the game is installed to another location. It is also different for the different language versions of Windows.

2.5.2. HOST SENDS TRN FILE TO OPPONENT

Step 2: The Hosting player sends his opponent the **TRN** file with the **opponent's designation**. The opponent must store this file in the folder named Game\SCW\Saves\. It is advisable to use subfolders to keep all PBEM games in progress separate. For example, the opponent could save the **TRN** file under the Games\Spanish Civil War\SCW\Saves\JohnVsJoe subfolder.

Note: In order to avoid possible data corruption during the file E-mail transfer process, it is strongly advised to E-Mail the file using the Zip file and password options included.

2.5.3 NON-HOST SENDS ORD FILE TO HOST

Step 3: Non-Hosting player now loads the game and gives his orders for the upcoming turn. When ready, the Non-Hosting player **saves** the game. This will generate an **ORD** file (in the folders mentioned above).

Important: The Non-Hosting player should **NOT** click on **End Turn** button at this step. The Non-Hosting player now sends his **ORD** file to the Hosting player.

2.5.4 HOST RESOLVES TURN

Step 4: The Hosting player saves the **ORD** file received from his opponent into the appropriate directory and loads the game again. He now clicks on **End Turn** button to launch the turn resolution, which executes all orders.

A new turn is now ready to start. **Go back to step # 2 and repeat.**

Note: The Non-Hosting player now has the opportunity to 'play back' his opponent's turn using the optional Replay feature.

2.5.5 REPLAY

Selecting Replay allows the player to view a 'movie-like' replay of the last turn execution. The controls are similar to an MP3 player: Forward, Reverse, Stop, Start, etc. A day-by-day stepwise button is also available.



3. WINNING THE GAME (OVERVIEW)

Victory in *España:1936* is determined at the conclusion of each scenario by comparing **Victory Point** totals. The side with the most Victory Points (VP) is declared the winner. Relative differences between Victory Point totals can be used

as a measure of how well a player performed in comparison to his opponent. Scenarios can be brought to an immediate conclusion if conditions for **Automatic Victory** or **Automatic Defeat** are met. A scenario can also immediately end if conditions for **Sudden Death** are met. These conditions are indicated in the Objectives page of the Ledger (**F7** key).

3.1 VICTORY POINTS (VP)

Victory Points are earned and accrued each turn for such things as holding important locations on the map, achieving goals set by individual scenarios, and by destroying enemy Units. A running total of a player's current Victory Points is displayed in the top left corner of the Main Screen.

Once earned, Victory Points are never lost except in cases where a player has decided to promote a Leader beyond what is permitted inside the normal Seniority hierarchy (i.e., players **do not** lose VPs if their own units are destroyed or if they lose control of designated Objectives).

VICTORY POINT MODIFIERS	NUMBER OF VPS EARNED/LOST
Strategic City	+ 1 VP per turn
Objective City	+ 1 to 3 VPs per turn (BY scenario)
Enemy Unit Destroyed	(+ VPs) Variable according to unit
Leader Promotions which Bypass Seniority	(- VPs) Variable according to BYPASSED Leader's Political Cost

Important Note: In order to gain credit for a captured Objective or Strategic City, a player must garrison the location with a Unit of Regular infantry or cavalry (i.e.. Leaders, Militias are not enough) if the region has a Loyalty Rating less than 51%.

3.2 SCENARIO OBJECTIVES

Each scenario in *España:1936* has a specific list of **Objectives** representing important cities and goals that players attempt to secure throughout the course of play. These Objectives are listed in the introductory summary before the start of each scenario and on the **Objectives Screen (F7 key)** during play.



Figure 3.4 The Objective Screen

3.2.1 OBJECTIVE CITIES

Players start scenarios with one or more Objective cities already in their possession; the rest can be secured by taking them from the enemy before the scenario's end. On the Objectives Screen (F7 key), each Objective city is listed along with its value in National Morale points. National Morale Points gained or lost as a result of Objective cities changing hands is only calculated once—at the end of the turn. In other words, gaining NM points for capturing a city is a one-shot deal; you don't get NM for the city every turn (unlike Victory Points, which are earned each turn).

The number of VPs awarded each turn for possession of an Objective city depends on its NM value, summarized in this table:

NM VALUE OF OBJECTIVE CITY	VPS RECEIVED EACH TURN
1 or 2 National Morale Points	1 VP
3 or 4 National Morale Points	2 VPs
5+ National Morale Points	3 VPs

3.2.2 SUDDEN DEATH

Sudden Death refers to winning the scenario by owning or capturing a certain required number of Objective Cities, a victory allowed in some scenarios (this will be described in the scenario summary page). This type of victory should be considered a **Major Victory**.

3.3 NATIONAL MORALE (NM)

National Morale is used to represent the willingness of a civilian population (and its military forces) to 'continue the fight'. High **National Morale** means the populace is more inclined to support the war effort; low National Morale indicates the people are close to giving up. In game terms, sufficiently high National Morale may trigger an Automatic Victory while conversely very low National Morale may trigger an Automatic Defeat. National Morale has other effects: it is used to modify Unit cohesion, the production of supplies, and the accumulation of money. Winning a scenario by reaching the Automatic Victory threshold should be viewed as a Major Victory, while winning by having more Victory Points when the scenario time limit expires is a Minor Victory.

3.3.1 CALCULATING NATIONAL MORALE

Each side's initial National Morale is set by the scenario. As with Victory Points, National Morale is calculated each turn and a running total is displayed in the top left corner of the Main Screen. Unlike Victory Points, however, a player's National Morale total can be (and often is) reduced immediately during

the processing of a turn by events as they occur.



TRIGGERING EVENTS	EFFECT ON NATIONAL MORALE
Capture of objective regions / cities	Increases nm according to value set by scenario
Loss of objective regions / cities	Reduces nm according to value set by scenario
Winning a battle	Increases nm according to # of enemy units destroyed
Losing a battle	Reduces nm according to # of friendly units lost
Leader casualties or lost seniority	Reduces nm according to leader's political cost
Leader promotions which bypass seniority	Reduces nm according to leader's political cost
War resilience	Increases low nm if side retains its capital city
War weariness	Reduces nm according to scenario

3.3.2 NATIONAL MORALE VARIATION EFFECTS

Current National Morale affects different game factors, such as maximum Unit cohesion and cohesion recovery (reflecting the fact that military forces with high morale are generally more combat-efficient), as well as production of supplies and assets.

The base rule is that each step of 10 (ten) NM changes by 5% the efficiency of your troops and nation.

Each positive step increases production and cohesion by 5%.

Each negative step decreases production and cohesion by 5%.

The chart below lists the changes

NATIONAL MORALE VALUES	EFFECTS
Base Level: 150 – Range values: 145-154	+25%
Base Level: 140 – Range values: 135-144	+20%
Base Level: 130 – Range values: 125-134	+15%
Base Level: 120 – Range values: 115-124	+10%
Base Level: 110 – Range values: 105-114	+5%
Base Level: 100 – Range values: 95-104	No Effect
Base Level: 90 – Range values: 85-94	-5%
Base Level: 80 – Range values: 75-84	-10%
Base Level: 70 – Range values: 65-74	-15%
Base Level: 60 – Range values: 55-64	-20%
Base Level: 50 – Range values: 45-54	-25%
Base Level: 40 – Range values: 35-44	-30%
Base Level: 30 – Range values: 25-34	-35%
Base Level: 20 – Range values: 15-24	-40%
Base Level: 10 – Range values: 5-14	-45%
Base Level: 0 – Range values: 0-4	-50%

NB: Production is also directly affected by region loyalty.

For example: A side which has a National Morale of 78 (i.e. 22 points less than 100, rounded to 80, i.e. so two full sets of 10 points) would experience a 10% reduction in unit cohesion and cohesion recovery speed. Regions would also produce 10% less (supply, money, conscripts, etc).

3.4 AUTOMATIC VICTORY / DEFEAT

Automatic Victory is achieved when a side's National Morale meets or exceeds the **maximum** morale threshold as indicated by the scenario. Conversely, a side that reaches a National Morale equal to or less than the **minimum** morale



threshold as indicated by the scenario is automatically defeated. These thresholds are indicated on the **Objectives Screen (F7 key)** of the Ledger and as a tool-tip on the Main Screen.

A scenario immediately ends if either side possesses a total National Morale that meets the conditions set forth by the scenario for either Automatic Victory or Automatic Defeat. An Automatic

Victory is considered a Major Victory; conversely an Automatic Defeat is considered a Major Defeat.

4. MAIN SCREEN AND GAME INTERFACE

The majority of your gaming experience in *España:1936* will take place while viewing the **Main Screen** and satellite displays (i.e., Unit Panel, Unit Detail Panel, etc.). The game map can be **scrolled** by moving the mouse to the edges of the field of view or by using the **Arrow keys**. The map view may also be 'Zoomed' (In or Out) by using the **mouse-wheel** or by pressing the **End, Page Up** and **Page Down** keys. Press the **mouse-wheel button down** to toggle between the extreme **Zoom magnifications**.

4.1 TOUR OF MAIN SCREEN

The Main Screen below (Figure 4.1) shows the initial game turn of the Spanish Civil War. For illustrative purposes, the **Fog of War** option has been turned on.



Figure 4.1: the Main Screen

Troop Display Markers (on map): Forces outside of structures are represented on the game map by their TDMs. A TDM contains a portrait of the Force's Leader, a color-coded background indicating nationality, a series of bullets representing the size of the selected Force, and a number indicating the number of additional Forces in the region:

Top: Activation-status envelope with a Padlock if Unit is locked.



Figure 4.1b Command points worth of Units. The color of the bullets indicates the average 'health' of the Units in the Force. (*Exception: When the **supply filter** is used, the color represents the average supply level.*) In both instances, Green is good; Red is bad. The number on right side represents the number of Forces in region (i.e. 1 in this case). The Flag of the controlling nationality is in the middle.

Figure 4.1b A Unit represented by its **Troop Display Marker** or **TDM**.

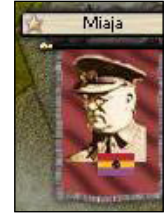
4.1.1 THE MAIN SCREEN

Refer to **Figure 4.1** regarding the following numbered items of interest.

- **Ledger Keys (1)** : Left-clicking on any one of the **F1 to F8 keys** opens the corresponding page of the **Ledger**. Pressing the **Esc key** closes the Ledger once it is open.
- **Terrain and Weather Panel (2)** : This panel gives players a visual indication of the terrain and weather located in the region of the game map where their mouse is currently positioned. Weather is important since it affects movement, cohesion, and combat effectiveness. Structures and entrenchments can provide shelter from weather effects.
- **Player Summary & National Assets Display (3)** : This display keeps a running total of a player's accumulated **Victory Points, National Morale, Engagement Points** and

Money. The tooltip on any value gives you the normal change of this value each turn (without any Regional Decision or Ledger option effects; see below).

- **Main Commands Panel (4)**: This panel contains four (4) buttons that grant access to the **Main Menu, Save Game** procedure, **Turn Replay** widget and **End Turn** (used to initiate computer resolution of plotted activity). The current game date is also located here.
- **Army Outliner (5)**: this is a shortcut that takes you directly to your armies (Forces led by 3-star leaders of your faction or sub-factions) present on the map. You see indication of the commander's face, name and nationality (background color and flag).
- **Picture (6a) & Helmet (6b)** : Left-clicking on the **Picture** opens the **Decision Mode**. Left-clicking on the **Helmet** enters **Construction Mode**. Clicking either of them again returns you to normal mode.
- **Map Filters** : Located on top of the minimap. Left-clicking on these toggle buttons allows players to filter the map view. Use the tool-tip to determine each filter and its function. The numeric keys on the keyboard correspond to various filter functions.
- **Mini Map Display (7)** : The mini-map depicts a map of the Iberian Peninsula and contains a jump feature allowing players to left-click and view any location on the map by clicking on it.
- **Special Orders Panel (8)** : This panel contains Special Orders buttons grouped into three separate tabs (Lightning



bolt, Tent and Gun tabs). A grayed-out or subdued button indicates that a particular Special Order is either not applicable or is unavailable.

- **Postures and ROE Buttons (8):** The top row of buttons allows players to set their desired **Command Postures**. The bottom row of buttons allows players to set **Rules of Engagement**.
- **Force Tabs (9) :** All Forces present in the same location (i.e. inside vs. outside the structure) in a selected region are referred to collectively as a “**stack**” and each Force is represented by a tab on the upper section of the Unit Panel. The tabs are used to navigate easily between Forces within the same stack.
- **Unit Panel (10) :** The Unit Panel displays the Units composing the currently selected Force. The individual Unit images appearing on the Unit Panel are referred to as ‘Unit counters’. During turn processing, the Unit Panel is replaced by a Message Log. The Message Log is also displayed if no Force is selected.
- **Elements Panel (11):** The Elements Panel contains a graphic representation of all elements belonging to a selected Unit. Left-clicking on an Element icon gives players access to the Unit Detail panel for that element.

4.1.2 THE MESSAGE LOG

Left-clicking the **End Turn** button ends a player’s ability to issue orders for the up-coming game turn and initiates the game turn resolution segment. When no Force is selected, the Unit Panel is replaced by a view of the Message Log window as seen in Figure 4.1.2.

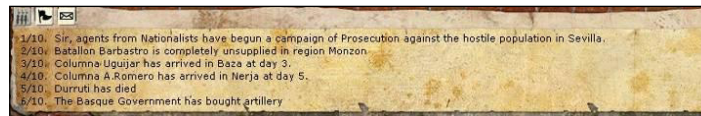


Figure 4.1.2 The Message Log

The **Message Log** contains a summary of events that took place during the game turn. Message Log text that is **colored red** indicates events of particular importance; these important events may be clicked to view a pop-up looking like an ancient parchment roll.

The **six toggle buttons** to the left of the Message Log window act as **message filters**. Use these toggles to filter out unwanted messages or highlight messages concerning particular topics. By double-clicking on a message line in the log, the Main Screen jumps to the section of map pertaining to that message.

4.2 REGIONS AND SEA ZONES

Land and naval Forces move across the game map by tracing their movement paths into (and through) land regions and sea zones. Holding the mouse over a region or sea zone creates a tool-tip displaying information specific to the region or zone and map filter selected.

Forces have a limited ability to ‘live off the land’ (i.e. forage) depending upon the development of a region. Regions that are considered Wild, for example, provide less forage than regions that are deemed Rich. Land forces may not enter Sea Zones except when being transported by naval vessels. Therefore, forage is not available in Sea Zones.

If you want to find a particular region, you can use the Region Finder that is opened with the Ctrl+F keys.

4.3 TERRAIN & TRANSPORT NETWORK TYPE

Each region has a terrain type. Different terrain types have varying effects on movement, combat and supply (See Appendix A).

Each region also has a transport network type:

- None
- Tracks
- Roads
- Railway

Units moving into regions with Tracks or better will never pay more than 150% of the clear terrain cost, whatever the terrain type.



Figure 4.3
Transportation Network

4.4 STRUCTURES

Cities, towns, factories, harbors, and depots are known collectively as ‘**structures**’. Their presence on the map is indicated by an icon which gives players a visual clue as to their size (i.e. level) and strength. One of a player’s main goals is to control **Objective and Strategic Cities** in order to generate **Victory Points** or trigger an **Automatic Victory** as allowed by the scenario being played.



Figure 4.4 Structures. Pictured here, Santander and Bilbao cities

4.4.1 CITIES

Certain cities are designated as Objectives or Strategic locations. All cities have their size indicated by a number appearing on their name plate. This number represents the Level of the city—from small cities/towns (Level 1) to very large urban centers/metropolis (Level 20). Cities act as supply sources according to their level. Cities may be captured by enemy forces, but they can never be destroyed.

4.4.2. TOWNS

A town is a small city (Levels 1 to 3). Towns are small supply sources and can increase their capability to distribute supplies if a depot is built inside. Towns may be captured by enemy forces but they can never be destroyed.

4.4.3 HARBORS

A Harbor is a structure that has the benefit of being able to accommodate naval vessels. Naval vessels in a harbor are indicated by a figure next to the anchor icon representing

the harbor. While inside a harbor, naval vessels may not be attacked by enemy naval vessels. Harbors provide supply to both land and naval forces unless they are blockaded by enemy naval vessels. Naval vessels can be 'repaired' (regain cohesion and reduce damage) while inside a harbor.

4.4.4 DEPOTS

Depots are supply structures that are either represented on the game map at the start of a scenario or constructed by a player during play. For complete information regarding depots, refer to the Supply section of this manual.

All structures provide 'shelter' from attrition. Players may move a Force 'inside' structures by drag-drop(ping) the selected Force on the structure. Once inside, the Force is no longer represented on the game map by a TDM but rather as a number on a red blinking plate. To **select a Force** that has entered a structure, **left-click** on the structure.

Commander's Note: Forces regain lost cohesion faster if they are **placed inside** of a structure as opposed to just being in a region with a structure. In terms of being protected from attrition, however, it makes no difference whether a Force is physically inside a structure; being in a region with a structure is enough. A Force that is inside a structure may only be attacked through the two forms of Siege combat.

4.5 AREAS AND THEATERS

Areas are made up of geographically connected regions. Locally raised units (i.e. militia) have limited combat efficiency

outside of their Areas. Theaters represent a collection of geographically connected Areas. Use the Map Filters listed in **4.5 Map Filters** to see the Areas/Theaters present in the scenario being played.

4.6 MAP FILTERS

Located just below the mini-map on the Main Screen are two rows of Map Filters toggles. These six (6) toggles give players the ability to visualize information on the game map.

- **Military Control (1 key):** This filter shows regional ownership (where players have already established Military Control).
- **Supply (2 key):** The filter shows the location of General Supply and Ammunition stockpiles as respectively indicated by crate and cannonball icons (with each icon equaling approximately 50 supply points). The regions highlighted in green indicate the extent of your supply network (i.e. regions through which supplies may currently pass).
- **Objectives (3 key):** This filter highlights Objective and Strategic cities that grant Victory Points to their owner.
- **Loyalty (4 key):** This filter highlights regions according to their level of Loyalty.
- **Areas (5 key):** This filter indicates the location and size of Areas on the map.
- **Theaters (6 key):** This filter indicates the location and size of Theaters on the map.



Areas



Weather



Loyalty



Supply



Terrain Types



Control

Figure 4.6 Filters: Map shown with various filters on.

4.7 GAME INTERFACE

Game play revolves around activity that takes place on the **Main Screen** and its assorted display panels. The interface is designed to allow players to **left-click** on items to activate or select them.

In addition, the **tool-tip feature** allows players to gain access to a wealth of information simply by holding the mouse over various aspects of the game. The tool-tip display is set to 'instantaneous' by default, but this setting may be changed on the Options Screen.

Pressing the **Esc key** on your keyboard allows you to close any window that is currently open. If you press the Esc key while viewing the Main Screen, you return to the Main Menu options screen.

Note: A list of keyboard **short-cut keys** is available in the **Appendix** section of this manual.

5. ORGANIZING YOUR FORCES

The purpose of having separate Forces composed of one or more Units is that separate Forces can be issued different orders and can make efficient use of available leader Command Points. Success in *España:1936* is determined in large measure by how well players are able to organize their troops into effective forces. In order to make the most of your larger military formations, such as Corps or Armies, it is first important to understand the symbols and information found on the lower echelon Units.

5.1 UNIT SCALE

In *España:1936*, the most common Unit is the Battalion. When it becomes possible at a point in the game you can form these

battalions into divisions with an appropriate leader. Several Divisions can join into a Corps and several Corps can be part of the same Army. The Republicans also have the Units called Columnas composed of various militia battalions and the regular Units Mixed Brigades and International Brigades, these Units are formed with one communication battalion and up to four infantry (or militia) battalions.

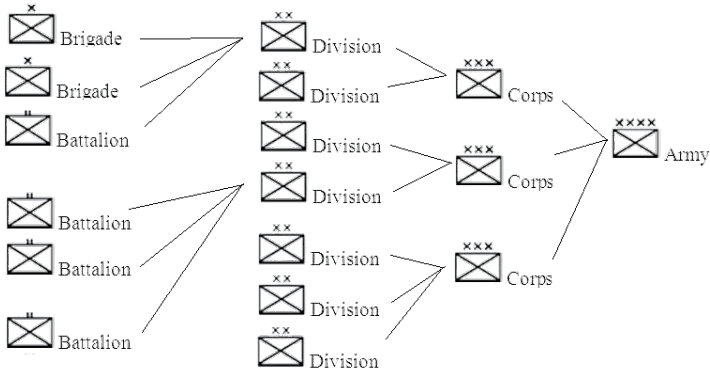


Figure 5.1 Military Unit Organization Shown here is the hierarchy of military organization used in *España: 1936*. Brigades, Columnas and Battalions are Units that can operate independently or be grouped into larger Units called "Divisions". Divisions may also operate independently or be gathered together to form "Corps". Corps may operate independently or operate under the command of an Army Commander.

5.2 UNDERSTANDING THE UNIT PANEL

The **Unit Panel** is a versatile tool for viewing, selecting, and organizing your Forces (Units, Leaders, Ships, Forces, Detachments, Supply Units, etc.). Left-clicking on Forces

(including Leaders and garrisoned structures) on the game map causes a horizontal display window known as the Unit Panel to appear along the bottom edge of the screen.

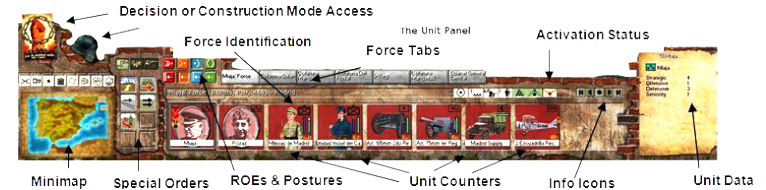


Figure 5.2 The Unit Panel is the primary means of gathering information about friendly and enemy forces.

The Unit Panel arranges and displays **Unit counters** belonging to the Force tab you selected. Arrow buttons to the left and right of the Unit Panel allow you to scroll through the row of Unit counters making up the Force. Only one Force can be viewed at a time. If multiple Forces are present in the same location on the game map (i.e. the same regional stack), these are displayed as 'tabs' along the top of the Unit Panel. These additional Forces can be viewed by **left-clicking** on their respective **tabs**.

Information specific to the Force you are viewing is displayed in the bar above the Unit counters. This information includes:

- the name of the Force ,
- the number of component Units contained in the Force ,
- the Combat Efficiency of the Force (PWR), a numerical representation of the relative power of the Force ,
- icons that display tooltip information (General Supply and Ammunition levels and expenditures, detection and evasion ratings, and penetration indicators),

- a white or brown envelope indicating Activation status,
- Movement and Combat penalties (flashing red %) due to insufficient Command Points (if applicable)

Note: Hold down the **Ctrl** key to see how many men are in the Force currently being viewed on the Unit Panel.

5.3 UNITS



Figure 5.3 Shown here are Unit counters for two Nationalist Units – a Leader and a Requeté.

Units can vary in size from small armoured battalions to brigades with several battalions, and even individual Leaders. Note that Unit size and strength are two different concepts. It is possible to have a Brigade Unit weakened by attrition or combat losses to a strength less than a single battalion.

5.3.1 THE UNIT COUNTER

When displayed on the Unit Panel, a Unit counter shows information specific to the Unit. This information includes:

The term 'Unit' refers to military formations that are represented by a single 'counter' and can be moved independently on the game map as their own Force, or be combined with others in a larger

- The nationality of the Unit (indicated by the counter's background color),
- Zone of origin if applicable,
- Special Ability icons (small symbols in the top left corner),
- Unit type (shown by the the top right corner Unit symbol (see Appendix E)),
- Number of component elements (small ribbons running vertically down the left of the counter, there is one ribbon per two elements),
- Unit experience (the symbol at the left-hand side in the white stripe, usually a star or laurels),
- Unit Cohesion (% of full Cohesion, represented by the purple column),
- Unit Strength (% of full Strength, represented by the green column),
- Combat Efficiency ('PWR') (numerical value).

5.3.2 ELEMENTS

Units are made of one or more sub-units known as elements. An element is the smallest military formation in the game, usually representing a group of 60 men. Elements cannot be further sub-divided or detached from their Unit, but, when an Element loses its last strength point, it is eliminated.

When a Unit (or Force) is selected, its component **elements** are displayed in a window (known as the **Element Display Panel**) located to the right of the Unit Panel. The Command Rating (Strategic/Offensive/Defensive ratings) of its commanding officer (if any) is displayed across the top of the Element Display panel. The exact identity of each element (and identity of its parent Unit) is displayed by

holding the mouse over the element icon inside the Element Display panel.

5.3.3 UNIT DETAIL PANEL

Left-click the element icon inside the **Element Display** panel to open the **Unit Detail** panel. The Unit Detail panel consists of three (3) vertically-arranged information panes about that element.

The **top** pane displays:

- the element icon (symbol representing unit-type),
- the element's nationality,
- the element's national symbol,
- the name of the element followed by the element's position in the Unit (2/8 indicates this is the second element out of a total of 8 elements in the Unit),
- the element's experience level (each star symbol indicates one level of experience),
- the element's strength (manpower symbols, each representing usually 60 men/ 1 ship),
- the Unit type (i.e. infantry, cavalry, etc.) and actual number of men remaining/ the maximum number of

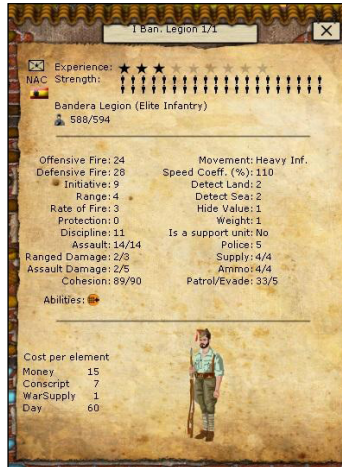


Figure 5.4 Unit Detail Panel:
This contains specific information concerning individual elements.

men allowed (note that many Units start scenarios at less than their maximum allowable strength),

- Seniority, type and Morale/VP Cost (for Leaders).

The **middle** pane displays a variety of values, ratings, and modifiers that are used when the element moves, engages in combat, or is assessed by various game routines (supply, attrition, command, detection, etc.):

- **Offensive Fire** : This value is used by the element when it engages in **offensive** Fire combat. The higher the value, the greater the chance this element has of scoring a hit on enemy Units.
- **Defensive Fire**: This value is used by the element when it engages in **defensive** Fire combat. The higher the value, the greater the chance this element has of scoring a hit on enemy Units.
- **Initiative** : This value is used to determine whether the element will engage in Fire Combat before or after opposing Units. The higher the value, the greater the chance that this element will fire **before** enemy Units—thus inflicting casualties before suffering any in return.
- **Range** : This rating indicates the maximum range of the element's principal weapons (rifle, musket, artillery, bayonet, etc.) A rating of Zero (0) indicates that an element's principal weapon is used in Assault combat and requires physical contact with an enemy Unit.
- **Rate of Fire** : This value indicates the number of times this element will fire its principal weapon per combat round. A high rate of fire gives an element multiple chances of scoring hits on enemy Units per combat round.

- **Protection** : This value is an indication of an element's ability to avoid suffering hits from enemy fire and close combat. A high Protection value makes it more difficult to inflict casualties on an element. This value is determined by a number of factors such as speed, dispersion, flexibility, and ability to use terrain.
- **Discipline** : This value represents the element's ability to retain its combat effectiveness. A high Discipline value indicates that an element can withstand greater punishment without Routing.
- **Assault** : This value is used by the element when it engages in close combat. The higher the value, the greater the chance this element has of scoring a hit on enemy Units.
- **Ranged Damage** : These values indicate the number of **strength points/ cohesion points** the element inflicts when it scores a hit on an enemy Unit in Fire combat .
- **Assault Damage**: These values indicate the number of **strength points/ cohesion points** the element inflicts when it scores a hit on an enemy Unit in Assault combat .
- **Cohesion**: This value indicates an element's current number of Cohesion points. Cohesion points are an expression of an element's combat readiness and this affects most game functions (morale, speed, combat efficiency, etc.). The higher the value, the more able an element is to conduct military operations.
- **Movement**: This entry indicates the element's Movement type. Movement types include **Infantry**, **Cavalry**, and **Wheeled** (normally used by armoured cars and artillery). Note: Some elements have special restrictions (e.g., Armored trains).

- **Speed Coefficient** : This value represents a multiple used to calculate the speed of individual elements. The higher the co-efficient, the faster they are able to travel. A Force is limited by the speed of its slowest Unit, and a Unit's speed is based on its most prevalent element. For example, a heavy infantry Unit needing three (3) days to enter a region with Forest-terrain would have its speed coefficient of 150% reduce this time to only two (2) days.
- **Detection vs. Land Units** : This value represents the ability of an element to detect enemy land Units. The higher the value, the better able an element is to detect an enemy land Unit.
- **Detection vs. Sea Units** : This value represents the ability of an element to detect enemy naval Units. The higher the value, the better able an element is to detect an enemy naval Unit.
- **Hide Value** : This value represents the ability of an element to escape detection from enemy Units. The higher the value, the better able an element is to escape detection.
- **Weight**: This number indicates the relative size of the element (in terms of usage of transport capacity) and is used when the element is transported by naval Units.
- **Support Unit** : Yes or No. This entry indicates whether the element is a combat element or a support element. Support units used to not get involved in the first line. So used to have less casualties.
- **Police** : This number represents the amount of 'policing' an element contributes to gaining military control over a region on the game map. It is expressed in **Police points/ per day**.

- **Supply** : These numbers represent the number of General Supply points currently stockpiled by the element/ maximum General Supply point capacity.
- **Ammo** : These numbers represent the number of Ammunition points currently stockpiled by the element/ maximum Ammunition point capacity.
- **Patrol /Evade:** The values represent the element’s ability to block enemy movement (i.e. Patrol value) out of a region and the element’s ability to ‘Evade’ or bypass enemy troops (i.e. move through a region containing enemy units). The higher the value, the greater chance an element has of blocking enemy movement and evading enemy units.
- **Blockade** : The value represents a naval Unit’s relative ability to institute a blockade of an enemy harbor (only naval Units can blockade). The higher the value, the greater the Unit’s contribution to the blockade calculation. (The collective blockade values of all friendly naval Units in the sea zone are totaled in order to calculate the blockade’s effectiveness.)
- **Abilities:** These icons each represent a special ability of the element (see Appendix F).

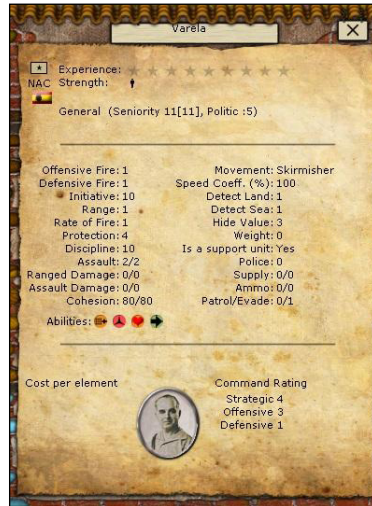


Figure 5.3.3 Unit Detail Panel of a Leader.

The **bottom panel** displays an image representing the Element’s principal asset-type (i.e. infantry, cavalry, Ship, Etc.).

For a **Leader** only:

The **top panel** also contains the Leader’s Seniority and Political Cost.

The **bottom panel** contains:

- If the Leader may earn a promotion or not.
- The Leader’s attributes: Strategic, Offensive and Defensive values.

5.4 DIVISION-SIZED UNITS

Divisions are a unique type of Unit made up of other Units including battalion/regimental/squadron/and battery-sized component Units. Divisions can be **broken down** into their component parts during a game turn. Divisions may also be **created** during a game turn if certain conditions are met. The reason for grouping battalions, regiments, squadrons, and artillery battery Units into Division-sized Units is to



Figure 5.5 Holding your mouse over a Division Unit counter causes its component Units to be displayed (left).

maximize the command effectiveness of leaders. For example, the command cost to a Leader having three (3) Brigades and an artillery regiment under his command could be six (6) CPs plus 1 for the Regiment being a total of seven (7) CPs). If these same four (4) units were combined into a Division-sized unit, the command cost to the Leader would be only the **four (4)** CP cost of a Division.

5.4.1 'BREAKING DOWN' A DIVISION


If a Division-sized Unit is selected on the Unit Panel, its component Units are displayed on the left of the Main screen and the elements (which make up those component Units) are displayed on the Unit Detail Panel. The Division can then be broken down by left-clicking on the **Division Break Down** button on the Special Orders panel. The Division counter is immediately broken down into its component parts (including the Division commander's Leader Unit). These Units are now displayed on the Unit Panel.


5.4.2 CREATING A DIVISION


In order to create a Division Unit, an **'Active' Leader** and **one or more** battalion/regiment/squadron or battery-sized Units must be present in a single Force. A maximum of **one Leader** and **8 Units** (made of a maximum of **40 elements**) may be included in any one Division-sized Unit.

Other than that, there are no restrictions on the types of Units that can combine into a single Division. (Players could conceivably create a super Division-sized artillery Unit by combining 32 elements of artillery batteries, but as a practical matter it is not recommended.)

Division Creation Procedure

 Select the **'Active' Leader** and left-click on the **Enable Division Command** button on the Special Orders panel.

 Select the Units to be combined into the Division and left-click on the **Create Division** button on the Special Orders panel.

 The Leader and Unit counters are removed from the Unit Panel and replaced with a single Division-sized Unit counter. The Units are displayed as components to the left of the Unit Panel.

5.5 CORPS

A Corps is an administrative grouping of military assets (Divisions, artillery batteries, Supply Units, etc.) under the command of a single Leader. Component parts of a Corps must remain in the same Force to be considered part of the Corps. Units can be attached or detached from a Corps at any time simply by moving (or removing) the Units into or out of the Force on the Unit Panel. It is important to realize that every Corps is considered a single Force, but not every Force is considered a Corps.



Figure 5.6 Casado's Corps: Shown here, Casado's Corps is made up of Colonel Casado, Walter and the 5^oReg, 26 Mixed Brigade, XI International Brigade and two artillery Regiments.

5.5.1 CREATING A CORPS

A 2 or 3-star Leader is required to command a Corps. Unlike Divisions, a Corps can contain any number of Units; however, these Units are counted against the Corps commander's Command Point total. For example, a 3-star Leader can command a Corps consisting of any combination of Units up to nine (9) CPs without penalty.

Corps Creation Procedure

- Identify a 2 or 3-star Leader to take command of the Corps. The Leader must be within the **Attachment radius** of an Army. The Attachment radius is displayed on the game map by selecting the Army 3-star General and holding down the **Shift** key. It is determined by multiplying the Army commander's **Strategic Rating** by two (2).
- Select the Leader and Units to be combined into the Corps. Left-click on the **Create Corps** button on the Special Orders panel.
- The newly created Corps is shown on the Unit Panel with a star icon on its tab and a Corps badge in the top right corner.

5.5.2 BENEFITS OF CORPS ORGANIZATIONS

Once created, a Corps is considered part of a specific Army. It is entitled to a number of benefits due to its Army affiliation.

- A Corps never suffers penalties for being **Out of Command Chain** if located within the **Command radius** of its parent Army. (Note that Command Radius and Attachment Radius are two different concepts.)

- The Corps commander's **Strategic Rating** is modified by the Army Commander's Strategic Rating if the Corps is located within the **Command Radius** of its parent Army.
- The Corps Commander's **Offensive Rating** and **Defensive Rating** are modified by the Army Commander's ratings if the Corps is located within the **Command Radius** of its parent Army.
- Multiple Corps that occupy the same region (and belong to the same Army) may use the **Synchronized Move** Special Order in order to coordinate their movement during a game turn.
- A Corps has the ability to **request** support from Corps (from the same Army) in adjacent regions (i.e. 'March to the Sound of the Guns').
- A Corps has the ability to **request** support from an Army (if from the same Army) in adjacent regions (i.e. 'March to the Sound of the Guns').
- A Corps has the ability to **give** support to Corps (from the same Army) in adjacent regions (i.e. "March to the Sound of the Guns").
- Multiple Corps from the same Army receive combat bonuses when fighting together in a region.
- A Corps benefits from the Army commander's **Special Abilities** when located within the **Command radius** of its parent Army.

There is no limit to the number of Corps that can be subordinate to a single Army at any one time. If a Corps belonging to an Army is selected, the **parent Army** is indicated by having its TDM **flash red**.

NB – see Armies 5.6 below: Any Units which don't belong to a Corps, are considered independent for Command Chain purposes, and they have additional penalties from being out of the Command Chain (-50% to the Command Points generated by the leaders in the Force).

5.6 ARMIES

An Army represents the commander, an administrative staff, and a collection of additional Leaders and units attached directly to the Army.

Armies (like Corps) have the ability to lend support to subordinate Corps in adjacent regions ('March to the Sound of the Guns'). This ability has an even greater chance of success than that granted to Corps.

If an Army is selected, all of its **subordinate Corps** are indicated by having their TDMs **flash red**.

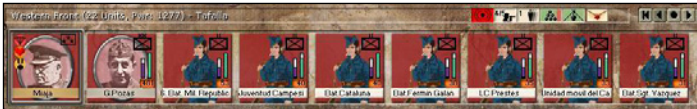


Figure 5.7 Shown here, Miaja's Western Front Army consisting of a Leader, Miaja, a division(G.Pozas), and several independent combat Units.

5.6.1 CREATING ARMIES

In order to create an Army, you will need a **3-star General**. If the Leader selected to take command of the Army bypasses other Leaders with greater Seniority, the player will lose National Morale equal to the political cost of the bypassed Leader.

Army Creation Procedure

- Select the Leader counter and press the **Create Army** button on the Special Orders panel.
- The newly created Army is indicated on the Unit Panel with an Eagle icon on its tab and an Army badge in the top right corner.

5.6.2 COMMAND RADIUS

An Army has the ability to extend leadership benefits to a Corps under its command if it is located within the Army's **Command Radius**.

- The Command Radius of an Army commander with a **Strategic Rating of 1** is limited to **the region in which the Army is located**.
- The Command Radius of an Army commander with a **Strategic Rating of 2 through 5** is limited to the region in which the Army is located and **all adjacent regions**.
- The Command Radius of an Army commander with a **Strategic Rating of 6 or greater** is limited to the region in which the Army is located and up to **two (2) regions** away.

5.6.3 DISBANDING ARMIES

Armies can be disbanded by selecting the Force containing an Army commander and left-clicking on the **Dismiss Army** button on the Special Orders panel. A player that dismisses an Army **loses National Morale** equal to the political cost of the dismissed Leader. (Despite the cost, dismissing an Army is a convenient means of replacing weak or ineffectual Leaders since an Army can be subsequently recreated under different leadership.) If more than one 3-star Leader is present in the

Army Force, a new Leader can be put in command without having to disband the Army. (When an Army is disbanded and recreated, the name of the Army will change.)

5.6.4 ARMY COMMAND BENEFITS

Army commanders pass on bonuses to Corps commanders that are within their Command Radius. These bonuses are based on the Army commander's Strategic, Offensive, and Defensive Ratings as follows:

- 1. Command Point Bonus:** Corps Commanders receive a number of Command Points equal to the Strategic Rating of the Army commander minus two (2). For example, if a Corps Commander was located within the Command Radius of an Army commanded by Miaja (in the Tutorials; with a Strategic Rating of [6]), he would receive a bonus of four (4) Command Points (i.e. $6 - 2 = 4$).
- 2. Strategic Rating Bonus:** Eligible Corps Commanders receive a Strategic Rating bonus from their Army commander. The amount of bonus that Corps commanders receive is calculated individually and based on the Army commander's Strategic Rating. Generally, the higher the Army commander's Strategic Rating, the greater the bonus he is able to pass on to his Corps commanders (up to a maximum bonus of four [4]). Army commanders with a Strategic Rating of 1 or 2 have the potential of passing on a **negative** Strategic Rating bonus (up to a maximum bonus of negative two [-2]).
- 3. Offensive Rating Bonus:** Eligible Corps Commanders receive an Offensive Rating bonus from their Army

commander. The amount of bonus that Corps commanders receive is calculated individually and based on the Army commander's Offensive Rating. Generally, the higher the Army commander's Offensive Rating, the greater the bonus he is able to pass on to his Corps commanders (up to a maximum bonus of four [4]).

- 4. Defensive Rating Bonus:** Eligible Corps Commanders receive a Defensive Rating bonus from their Army commander. The amount of bonus that Corps commanders receive is calculated individually and based on the Army commander's Defensive Rating. Generally, the higher the Army commander's Defensive Rating, the greater the bonus he is able to pass on to his Corps commanders (up to a maximum bonus of four [4]).
- 5. Special Abilities:** The Special Abilities of an Army commander are passed down to Corps that occupy the *same region* as the Army commander when these Forces are engaged in combat. These abilities are passed on to Corps even if the Army commander is not directly involved in the combat. For example, Miaja would pass his Special Abilities to a Corp commander in the same region even if Miaja's Force was assuming a Defensive Posture and his Corps commander was attacking.

Note: Army commander bonuses are never displayed on the first turn of the game or on the turn that a Corps is created or affiliated with an Army. Allow a turn to be resolved before checking for Army bonuses in these cases.

5.7 OUT OF COMMAND PENALTY

If a Force is **neither a Corps** (within the Attachment Radius of its parent Army) **nor an Army**, it is considered to be an **Independent Force**. (Units left behind to garrison cities and depots usually fall into this category.) An Independent Force by definition is one that exists outside the normal Army/Corp command hierarchy. Being '**Out of Command**' causes the total number of Command Points generated by the Leaders in the Force to be **halved**.

For example, a 2-star Leader in a Corps that is within the **Attachment Radius** of its parent Army provides eight (8) Command Points. This same Leader, if present in an Independent Force, would provide only four (4) Command Points.

6. LEADERS AND LEADERSHIP



Figure 6

Leaders have an enormous impact on the effectiveness and efficiency of your military forces. Leaders are given leadership ratings that reflect their historical abilities and affect almost every aspect of the game. Units that are 'leader-less' and/or part of Forces that exceed their Leader's Command Point capacity are subject to movement and combat penalties.

Figure 6 shown here, 3-star leader Emilio Mola, with special abilities icons shown on the left of his 'counter'

6.1 LEADER RANKS (COMMAND AND CONTROL)

The ability of Leaders to effectively command military assets is expressed as a comparison of their rank in relation to the number (and size) of the Units under their command. Every Leader in the game is assigned a rank ranging from 1-star up to 3-stars (Naval Leaders are all referred to as Admirals regardless of rank).

- 1-star General: usually Colonel or Commandant (or 'Mayor de Milicias' in the Spanish term in the game)
- 2-star General: can be General, Colonel or Lieutenant Colonel.
- 3-star General: General.

6.1.1 COMMAND POINTS

Each Leader provides Command Points (CPs) according to his rank. When multiple Leaders exist in a single Force the Command Points they provide are cumulative and applied to the Force as a whole.

Command Points Summary

- A 1-star Leader provides **four (4)** Command Points to his Force .
- A 2-star Leader provides **twelve (12)** Command Points to his Force .
- A 3-star Leader provides **twenty-four (24)** Command Points to his Force .

6.1.2 COMMAND COST

Each Unit is given a Command Cost which reflects the difficulties a Leader would have in 'leading' it efficiently (large formations

tend to be unwieldy). Each Force has a Command Cost equal to the cumulative Command Costs of its component Units.

Command Cost Summary

- Division: **four (4) CP**
- Large Unit (5-10 elements full strength): **three (3) CP**
- Small Unit (1-4 elements full strength) : **one (1) CP**

Increased or Decreased Command Costs are used to represent cultural differences in command and control methodologies between nationalities.

6.1.3 EXCEEDING COMMAND AND CONTROL

It is perfectly permissible for a Leader to command a Unit or Force that exceeds his ability (i.e. Command Costs are greater than his Command Points). When this occurs, the Unit Panel displays a red warning stating the percentage loss of movement and combat effectiveness. The penalty is equal to roughly 5% per Command Point of deficiency.



Figure 6.1 Command Penalty. At the start of the Campaign, Perea's Force contains Units requiring 5 command points total, while his rank allows him only 4. A penalty of 5% is therefore indicated on the tool-tip and by the flashing red 5% on the Unit Panel.

6.1.4 COMMAND POINT MODIFICATIONS

The total number of Command Points that can be provided by Leaders in a single Force **is limited to an unmodified maximum of 48**. This number can be modified by Leader Special Abilities.

6.2 LEADER ATTRIBUTES AND SPECIAL ABILITIES

In addition to providing leadership in the form of Command Points, Leaders also have various individual attributes and Special Abilities that differentiate them in the game. To get the best use out of your Leaders, be sure to always put the right man in the right job.

6.2.1 LEADER ATTRIBUTES

Each Leader has three (3) principal attributes: a **Strategic Rating**, an **Offensive Rating**, and a **Defensive Rating**.

- **Strategic Rating** : A Leader's Strategic Rating is used to determine the likelihood that he will be considered 'Active' during a game turn. The higher his Strategic Rating, the more likely he will be 'Activated'.
- **Offensive Rating** A Leader's Offensive Rating is used when a Leader is in command of a Force that engages in combat while assuming either an **Assault** or **Offensive** Posture .
- **Defensive Rating** A Leader's Defensive Rating is used when a Leader is in command of a Force that engages in combat while assuming either a **Defensive** or **Passive** Posture.

6.2.2 LEADER SPECIAL ABILITIES

Some Leaders possess Special Abilities that give them advantages in certain circumstances. The Special Abilities that a Leader possesses are indicated by unique Special Ability icons on his Leader counter. A complete list of these Special Abilities and their effects on game play is found in **Appendix F**.

6.2.3 LEADER EXPERIENCE

Leaders gain experience from participating in combat. After each battle, Leaders are individually checked to see if they have gained or lost experience. This determination is based upon the Leader's ratio of losses suffered/losses inflicted and has nothing to do with winning or losing the battle. It is quite possible for Leaders on the losing side to gain experience while leaders on the winning side may lose experience. Leaders that gain experience become eligible for eventual promotion if all other conditions are met.

6.2.4 EFFECTS OF LEADER EXPERIENCE

Leaders gain tangible benefits from their experience levels just as Units do. (Consult **Section 21. Unit Experience** for the effect of experience on combat Units.) These benefits are accrued as follows:

- Strategic Ratings do not change because of experience.
- A Leader's **Offensive Rating** is increased by +1 for each **Even** level of experience (2, 4, 6, etc.).
- A Leader's **Defensive Rating** is increased by +1 for each **Odd** level of experience (1, 3, 5, etc.).

6.3 PROMOTING LEADERS

Leaders who have proved themselves capable in their current rank may become eligible for promotion. This is indicated by a flashing promotion icon on their counter and a message to that effect appearing in the Message Log turn summary. Promoting Leaders to the next rank enhances their ability to provide

Command Points and gives them the ability to command larger echelon formations (i.e. promoting a 2-star Leader to a 3-star rank gives that Leader the ability to command Armies).

There are several conditions that need to be met in order to promote a Leader:

- An entry in the database must exist for the new rank. Consult the Unit Detail panel for the Leader to find out if the Leader is eligible. (Is Promotable Yes/No)
- The Leader must have either gained four (4) Seniority ranks or have a Seniority of 1 or 2. (The Leader's initial Seniority ranking is shown in [brackets] on the Unit Detail panel. His current Seniority is listed alongside his initial [bracketed] Seniority.

Note: Seniority is indicated numerically with the lowest numbers actually representing more senior Leaders. In other words, a Leader becomes eligible when his current Seniority is four (4) points **lower** than his initial Seniority.

6.4 RELIEVING LEADERS FROM ARMY COMMANDS

Leaders may be relieved of command (i.e. sacked). Removing a Leader from an Army command causes a loss of **National Morale** and **Victory Points** equal to the promoted Leader's political cost unless a new Leader with more Seniority is put in command



of the same Army that *same* game turn. To remove a Leader, select the Leader's counter on the Unit Panel and left-click the **Dismiss Leader** button on the Special Orders panel. A tool-tip gives you the cost of the action in NMs and VPs.

6.5 SENIORITY AND BYPASSING LEADERS

Every Leader in the game is assigned a Seniority number which indicates his position on the promotion hierarchy. Leaders with low Seniority numbers are first in line to receive promotions. Seniority is no guarantee of quality, however, and there will be occasions when a junior officer shows himself to be more capable than those with greater seniority. For example, a Leader with a Seniority number of two (2) is considered to be the second-most Leader in terms of Seniority. A Leader with a Seniority number of 35 would be considered far from the top.

A Leader's current and initial Seniority is indicated on the Unit Detail panel. Left-click on the Leader Element icon on the Element Display panel to access the Unit Detail panel. Seniority is displayed as a set of two (2) numbers: the Leader's current Seniority [the Leader's initial Seniority].

If a Leader is promoted when there are other Leaders of the same rank who are senior to him (i.e. have a lower Seniority ranking), these other Leaders are considered to have been 'bypassed'. Bypassing Leaders costs an amount of **National Morale** and **Victory Points** equal to the promoted Leader's political cost. A tool-tip warning is given if a promotion would cause another Leader to be 'bypassed'. The NM cost of bypassing the Leader is indicated on the tool-tip.

Likewise, if a 3-star Leader is placed in command of an Army when there are other Leaders of the same rank who are senior to him (i.e. have a lower Seniority ranking), these other Leaders are considered to have been "bypassed". Bypassing Leaders costs an amount of **National Morale** and **Victory Points** equal to the promoted Leader's political cost. A tool-tip warning is given if a promotion would cause another Leader to be 'bypassed'. The NM cost of bypassing the Leader is indicated on the tool-tip.

Leaders may gain and lose Seniority based upon their participation in combat. Leaders on the winning side of a battle may warrant an increase in their Seniority (i.e. have their Seniority number lowered). Leaders on the losing side of a battle may warrant a decrease in their Seniority (i.e. have their Seniority number raised). Changes in Seniority based on a Leader's performance in combat are listed in the Message Log at the conclusion of each game turn.

7. ORDERS

Game play in *España:1936* is conducted simultaneously. Players plot their activities for the upcoming game turn (each turn represents one month of game time) by issuing 'orders' to the various military assets under their command. Once a player has finished issuing orders to his forces, the game turn is resolved by left-clicking the **End Turn** button on the Main Screen. Players are never required to issue orders. Forces without orders will simply maintain their previous turn Posture and act or react to the presence of enemy forces accordingly.

7.1 ACTIVATION

At the beginning of each turn, every Leader undergoes an 'Activation Check'. (These checks are made even if the Leader is currently not commanding any Units.) Activation checks are made using a Leader's **Strategic Rating**. The higher a Leader's Strategic Rating, the greater chance the Leader will **pass** the Activation Check. Leaders who pass their Activation Check are considered '**Active**' for the upcoming game turn. Likewise, Leaders that fail their check are considered '**Inactive**'. Forces **without Leaders** are always considered **Active** but suffer movement and combat penalties for being leaderless.

7.1.1 ACTIVATION CHECK MODIFIERS

The Activation check is modified by the following conditions:

- +1 Strategic Rating: A Leader who was active during the previous game turn increases his Strategic Rating by one (1) for purposes of the Activation check.

7.1.2 ACTIVE LEADERS

Leaders who are **Active** are indicated on the game map by having a white-colored envelope next to their TDM. Forces commanded by Active Leaders may move and engage in combat normally during the up-coming game turn.

7.1.3 INACTIVE LEADERS

Leaders who are **Inactive** are indicated on the game map by having a brown-colored envelope next to their TDM. Units and Forces commanded by Inactive Leaders may still move and engage in combat during the up-coming game turn, but they do so with penalties applied.

7.1.4 RESTRICTIONS PLACED ON INACTIVE LAND LEADERS

Inactive Leaders of land forces may only assume a **Defensive** or **Passive** Posture (Naval Leaders are not restricted). In addition, the following restrictions are placed on Inactive Leaders:

- Inactive Units or Forces suffer a **35% reduction** in their movement ability (i.e. speed).
- Inactive Units or Forces suffer **up to a 35% reduction** in their combat efficiency if they engage in combat in hostile territory.
- These are cumulative with reductions for lacking CP, but capped overall at 35%
- A user option is available that creates a probability that an inactive leader and his force can become 'locked' (i.e. inactive) for 1 turn or more.

7.2 MOVEMENT ORDERS

Forces are moved across the game map in an effort to achieve certain objectives and engage enemy forces in combat. Movement is always voluntary, and indeed, there are certain benefits derived from remaining stationary (such as regaining Cohesion Points and receiving Replacements). The default order you issue to your land Forces is to move by land. You can however combine this type of movement with rail movement. Note that movement is severely restricted by the presence of enemy Units.

7.2.1 SPEED OF MOVEMENT

A Force moves at the speed of the slowest Unit in the Force. The speed at which Units move is based on their most prevalent element-type.

Movement speed is based in part on the average Cohesion value of the elements in the Force in relation to the maximum average Cohesion of the elements in the Force. The resulting percentage is halved and then applied to the movement rate of the Force. For example, if a Force has an average Cohesion value of 30 at the start of its movement and a maximum average Cohesion of 60; the difference is 50%. This 50% is then cut in half to 25%. Based on Cohesion alone, the moving Force in this example would move 25% slower than it would normally. Elements that have Zero (0) cohesion points have a speed that is 50% of their normal movement rate.

Movement is also a function of many variable factors. These include the element's Activation status, unit-type, speed coefficient, and Command Posture. Other factors include weather conditions, terrain, the presence of enemy forces, etc. Consult the Terrain Summary in **Appendix A** for a complete listing of all terrain-types and their effect on movement rates.

7.2.2 COHESION COST OF MOVEMENT

Moving Forces spend their Cohesion points as follows:

- **Normal Land Movement:** Land Forces lose one (1) Cohesion Point **for each day** of normal land movement. This loss is modified by command posture and whether the Force is '**Forced Marching**'.
- **Rail Movement:** Costs only a minimal amount of Cohesion and is very fast.
- **Naval Transport:** Land Forces being transported by naval transport lose a minimal amount of cohesion ; a Force will

experience a greater loss of Cohesion when moving through sea zones with harsh weather

- **Ships:** Ships lose Cohesion depending on the type of ship and weather in the regions traveled through.

Forces also take Attrition hits in proportion to the Cohesion cost of the move.

Commander's Note: It is good practice to assign a Command Posture (and Rules of Engagement) to a Force before moving it.

7.2.3 PLOTTING MOVEMENT ORDERS

Movement orders are plotted on the game map (for both land and naval Forces) by left-clicking on a Force's TDM and drag-dropping the Force on its intended destination. Once the Force is dropped on its intended destination, a movement path linking the starting point and the destination is displayed. Each leg of the movement path (i.e. each region) is annotated with an indication of the estimated number of days the Force requires to travel that distance.

7.2.4 EDITING MOVEMENT ORDERS

To cancel a movement order, drag-drop the Force back to its original starting location. To cancel a movement order one leg at a time, press the **Delete** key once for each leg to be removed. To add a leg to a movement path, left-click on the Force's TDM (on the last leg of the movement path) and drag-drop the Force to the next intended destination. When a Force is moved into an adjacent region, the path-finding algorithm selects a

movement path that is the quickest but not necessarily the most direct route. To get the **most direct** route, hold down the **CTRL key** when drag-drop(ping) the selected Force.

7.2.5 RELIABILITY OF MOVEMENT ORDERS

A Force does not automatically follow orders if conditions change due to enemy interference. Remember; the simultaneous nature of the game turn means that friendly plans are affected by enemy action. For example, if a Force in an Offensive Posture moving through a region is engaged by a larger enemy Force, it is likely that the moving Force will seek to withdraw after a few rounds of combat (thus assuming a Passive Posture and coming to a halt).

7.2.6 MOVEMENT BY RAILS

A Force with “Move by Rail” Special Order will use existing rail lines on its movement path, resulting in a much faster movement rate and vastly reduced Cohesion cost. You must have at least 25% Military Control in a region to use its rail network. Rail lines can be disrupted by enemy action, this will be shown by an special icon. This icon shows that a region’s rail lines have been cut and are unusable until repaired.

Rail movement draws upon a national pool of trains depending on the size of the Force to be transported. This pool limits the total weight of Units that can move by rail during each turn. Your transport capacity is displayed on the Transport Assets Panel at the top of the map. Rail transport assets are also used to transport Supply down railroads. As a consequence, only the transport capacity not assigned to move troops will be available for Supply distribution.

Railpool is gradually decreased through wear and tear (3%/turn), but you can buy additional transport assets through the Ledger to make up for this or increase your transport capacity. Also, you can lay waste to your opponent’s rail network in a region by ordering your troops to destroy it.

7.3 RESTING

A Land Force can recover Cohesion Points by spending time resting rather than moving and fighting. The basic rate of recovery for land Units is **0.75 Cohesion Points per day of rest**.

This basic rate of **0.75 Cohesion Points** per day is modified by the following cumulative conditions:

- +1.00 CPs: Force is stationary in Passive Posture.
- +0.75 CPs: Force is stationary and inside a structure .
- +0.50 CPs: Force is stationary and outside of a structure.
- +0.50 CPs: Force is stationary and located in a loyal region.
- +0.50 CPs: Force is a stationary Irregular Unit.
- –0.50 CPs: Force is in Offensive or Assault Posture .
- –0.50 CPs: Force is being transported by naval transport
- –0.50 CPs: Force is besieging.
- –1.50 CPs: Force is besieged.
- Variable CPs: Cohesion Point gains/losses are modified by National Morale .
- Variable CPs: Certain Special Abilities increase/decrease the amount of CPs recovered.
- A Medical support element in a Force increases the per turn Cohesion recovery (see tooltip for value) .

7.4 COMBAT ORDERS

Players **do not** issue combat orders per se. Combat is executed automatically (under certain conditions) if opposing forces are present in the same region and at least one side has an Assault or Offensive Posture .

7.5 BLOCKING MOVEMENT AND ZONE OF CONTROL

The simultaneous nature of *España:1936* movement plotting and resolution segments means that players (and the computer AI) must anticipate their opponent's activities. The presence of enemy forces inhibits friendly movement in a land region during the resolution portion of a game turn. If the enemy presence is strong enough, friendly troops will be able to enter a region but move no farther. Note that there is a minimum threshold required to block movement. (A weak enemy ZOC will not prevent friendly forces from entering a region where the enemy have no Military Control.)

7.5.1 PATROL VALUES

Each element has a Patrol Value that represents the ability of the element to **block** (i.e. interrupt) enemy movement. The modified average of all the Patrol Values belonging to friendly elements is added to the Patrol value of any friendly fortifications in a region. Having Military Control in the region also adds to the Patrol Value's effectiveness. The resulting value represents the strength of the Zone of Control that friendly forces exert in the region.

7.5.2 EVASION VALUES

Each element has an Evasion Value that represents the ability of the element to avoid contact with enemy forces. The sum of all the Evasion Values belonging to friendly elements is modified by **weather** and **terrain**. The **size of a friendly Force** is also taken into account—smaller forces have an easier time avoiding enemy contact.

- Small Force: A Small Force is a Force that contains fewer than four (4) Units and less than four (4) Command Points worth of Units/Elements.
- Large Force: A Large Force is a Force that contains more than nine (9) Units or more than nine (9) Command Points worth of Units/Elements.

7.5.3 EFFECTIVENESS OF ZONE OF CONTROL

Once the strength of the **Zone of Control** (i.e. total modified Patrol Value) is determined, it is **divided by the Evasion Value** of the opposing Force. An opposing Force is prevented from entering any adjacent region where its level of military control is less than the resulting number. Regions that a selected Force cannot enter due to a blocking Zone of Control **are indicated in Red** on the game map when the Force is selected and shift is held. Additional information regarding blocked movement is obtained by holding your mouse over adjacent regions.

Commander's Note: Small fast-moving cavalry forces have the best chance to avoid being pinned down by enemy Zones of Control.

7.6 INTERCEPTING ENEMY FORCES

During the movement plotting portion of a game turn (i.e. pre-resolution), rather than order a friendly Force to move to a specific region, a player may order a friendly Force to ‘intercept’ an enemy Force. If, during the resolution portion of the game turn, the intercepting Friendly Force fails to locate the enemy Force, it will immediately stop moving. If a friendly Force attempts to intercept an enemy Force that subsequently splits into multiple Forces, the intercepting Force will attempt to engage the largest of such Forces. An intercepting Force will have its movement path adjusted by the computer AI during movement in order to intercept the moving enemy force.

To intercept an enemy Force, drag-drop the friendly intercepting Force (or Forces) on top of the enemy Force’s TDM on the game map. An icon indicating the Interception attempt is placed on the friendly Force’s TDM.

7.7 COMBINING FRIENDLY FORCES

During movement plotting portion of a game turn (i.e. pre-resolution), players may direct a Force to combine with another friendly Force **in another region**. The two Forces are combined into one Force once the two Forces reach each other inside the same region. Leadership of the newly combined Force goes to the senior Leader in the Force by default.

7.7.1 COMBINING FORCES IN DIFFERENT REGIONS

To combine friendly Forces in different regions, simply drag-drop the TDM of one friendly Force inside the TDM of the

other friendly Force. The other friendly Force may now be moved, or remain in its present location. A friendly Force will have its movement path adjusted by the computer AI in order to combine with the other friendly Force. An icon indicating the Combination order appears on the Force’s TDM.

7.7.2 COMBINING FORCES IN THE SAME REGION

Forces in the same region can be combined without requiring a movement order. All Forces in a region are displayed on the Unit Panel when any one Force in the region is selected. The unselected Forces are represented as ‘**tabs**’ above the Unit Panel row of Units in the selected Force. To transfer Units and Leaders, drag-drop the Unit counters onto the desired Force tab.

Note that combining friendly Forces in this manner is different from ‘merging’ Units. A combined Force will be composed of Units belonging to the previously separated Forces with no adjustments made to their Unit strengths. The Force will have just as many Units as the two Forces did previously—it’s just that they will all be together in a single Force under command of a single Leader.

7.8 ENTRENCHING

Entrenchments provide defensive benefits depending on their level (1 to 8). They are not considered to be structures, although they do provide limited shelter against bad weather. They are not subject to the rules governing siege combat. Entrenchments are attacked using the Field Combat resolution procedure.

In addition, entrenched artillery batteries will defend the seacoast in their region and fire on moving enemy fleets. Batteries will also engage enemy bombarding ships.

Entrenchments are eliminated once ALL Units that occupy the entrenchment are moved out of the region. Friendly Forces within the same region may occupy different levels of entrenchments.

Entrenchments only appear as part of the initial scenario set-up or, in certain scenarios, by events. **Players do not construct entrenchments directly.** Forces under Defensive posture do



Figure 7.8 Entrench level

automatically dig-in and create their own entrenchments while idle, but the level of entrenchment is limited to 4.

Note: Republicans begin the main scenario with level 1 entrenchments. They keep gaining levels until entrenchments reach 4 as time passes. Furthermore, Republican defenses of Madrid and of the Iron Belt of Bilbao have a level of 6. To make good use of them you must move additional troops into these defenses (the stack [this accommodates multiple Forces? or one Force?] will have level 6 of entrenchment).

7.9 FIXED UNITS

Many scenarios have Forces that start 'Fixed'. Fixed Forces are indicated with a **Lock icon** next to their TDM on the game map or on the face of their Unit counters on the Unit Panel. Fixed Forces may not move from their fixed location until:

- A friendly non-fixed Force ends its turn in the region (or structure) with the fixed Force (as per scenario restrictions),
- The fixed Force is attacked by enemy forces, or
- A specific date has been reached (as per the tool-tip).



Figure 7.9

Some Units (such as coast artillery) are permanently fixed and may never move under any circumstances because they include at least one Static Element (which has a Move ratio of 0%). Consult the tool-tip information for specific information regarding particular Units and elements.

Figure 7.9 Fixed Units. Shown here are two locked Units. The small lock icon in the upper right corner of their Unit counters indicates that these are 'fixed units'.

7.10 SPECIAL ORDERS

Special Orders allow players to fine tune how their forces move and react to the enemy during the upcoming turn. The Special Orders available to a particular Force are indicated under three column tabs (pistol, tent and path) of the **Special Orders buttons** located to the left of the Unit Panel. Available Special Orders are **highlighted**—unavailable Special Orders are **subdued**. Leaders who are 'Inactive' may not perform certain Special Orders that would otherwise be available to them if they were Active.

7.10.1 SPECIAL ORDER ACTIVITY CHECKS










Unless otherwise noted, Special Orders require that the initiating Force pass an activity check (mostly related to Leaders and their attributes) in order to perform the desired Special Orders. Special Orders that require multiple days to complete are always executed at the beginning of a game turn. If time remains after completion of the Special Order, the Force will carry out any plotted movement.

7.10.2 SPECIAL ORDERS AVAILABLE TO LAND/NAVAL FORCES

The following Special Orders are available to land/ naval forces and may be initiated by using the Special Orders buttons if activated. A Special Orders button will only be Active if the pre-requisite conditions are met.

SPECIAL ORDER ICON	SPECIAL ORDER	SPECIAL ORDER DESCRIPTION/ EFFECTS
	Seek Shelter	A Force that seeks shelter will enter a structure at its destination. A Force that retreats in battle will enter a structure in the current region.
	Sortie	A Force inside a structure will try to get out, fighting its way out in battle if besieged in the current region.
	Forced March	A Force that force-marches is able to move faster but at an increased loss of cohesion. Light Infantry and Cavalry are likely to suffer less cohesion loss. A Force containing only leaders and/or support units may not use forced march.[Is this subject to a percentage chance of failing??]
	Move by Rail	The Force can now benefit from rail movement during the turn.
	Synchronized Move	Subordinate Corps and Army HQs in the same region will move together at the pace of the slowest Force. In addition, when the Army HQ moves, all subordinate Corps in the region will automatically synchronize their movement without need for each to select the special order.

SPECIAL ORDER ICON	SPECIAL ORDER	SPECIAL ORDER DESCRIPTION/ EFFECTS
	Evade Combat	A Force with this order will seek to avoid contact with the enemy during movement. It will also assume a Raiding mode.
	Create Army	This order is used to create new Army-Level commands. A 3-star Leader is required to be present and is assigned as Army leader.
	Swap Leader	This order is used to swap a 3-star Leader in command of an army with another one in the same Force.
	Disband Army	This order is used to disband an Army. The Army Unit counter on the map is replaced by an Independent Force including the former Army leader and its other Forces. Corps lose Corps status .
	Attach Corps to Army	This order is used to make an Independent force part of (and subordinate to) an Army (and its Army Commander).
	Detach Corps from Army	This order is used to detach a Corps that is part of (and subordinate to) an Army. The detached Corps is considered an Independent Force upon its removal from the Army.
	Enable Divisional Command	This order is used to create a division. There is a cost associated with it, and an eligible Land Leader is required
	Combine Units	Selected Units can be combined into a single Unit (usually to form a Brigade). This order is also used to merge weak Units into a stronger one by merging elements .
	Brigade Break-Down	This order is used to Break-Down a Brigade into its component parts, which are each then treated as Individual Units.
	Promote Leader	The leader is promoted to the next higher rank.
	Demote Leader	The leader is demoted to the next lower rank.
	Build Fortification	The Force will expend two Supply Units and four artillery elements to build a field fortification.
	Destroy Fortification	The Force will expend time to destroy a fortification.

SPECIAL ORDER ICON	SPECIAL ORDER	SPECIAL ORDER DESCRIPTION/ EFFECTS
	Build Depot	The Force expends Two (2) Supply Units or Two (2) Naval Transport Units and constructs a Depot. Depot construction requires Two (2) Game Turns to construct.
	Destroy Depot	Force must begin the turn in the region with the enemy Depot and be assigned the 'Destroy Depot' Special Order. The Depot is destroyed before the Force executes any additional movement orders. (Note: Only Level 1 Depots can be destroyed.)
	Ambush	Not available in ESPAÑA:1936game release.
	Rebuild Rail Network	The Force will rebuild a destroyed rail network in its region.
	Destroy Rail Network	The Force will destroy the rail network in its region.
	Naval Bombardment	A Naval Force will bombard the first coastal structure or entrenched position it encounters provided a friendly land Force is present in the region. Enemy batteries in fortifications or entrenchments greater than level 4 have an opportunity to return fire.
	No Naval Bombardment	A Naval Force will not bombard (this is to save ammunition and prevent damage from return fire).
	Distant Unload	If this is activated, the transported Units will be unloaded into the chosen region. This is an amphibious landing and may result in combat if against enemy-held territory.
	Naval Interception	If activated, the ship will try to attack any naval Force passing by in an adjacent region

8. MILITARY INTELLIGENCE (FOG OF WAR)

España: 1936 recreates the uncertainty regarding enemy locations and intentions by presenting players with a condition known as the 'Fog of War': the position of enemy forces is not

revealed to a player unless the player is able to 'detect' their presence. Keep in mind, however, that a player's ability to detect an enemy is somewhat offset by the enemy's ability to hide.

8.1 DETECTION VALUE

The ability of friendly Forces to see into a region they occupy (and adjacent regions) is determined by the number of **Detection Points** that a Force (or friendly region) is able to generate. Detection Points are not cumulative. Only the **largest** number of Detection Points generated by a single source is used. Once determined, this number of Detection Points is known as the **Detection Value**.

8.1.1 DETECTION POINT GENERATION SUMMARY

Detection Points (DPs) are generated by the following conditions:

- Highest Detection Rating of any friendly element in the region. For example, an element belonging to a cavalry Unit usually has a Detection Rating of 4 DPs; a line infantry element usually has 2 DPs.
- In regions in which a player does not have friendly forces:
- +2 DPs: Military Control in the region is at least 51% (friendly).
- +2 DPs: Population in the region is at least 51% Loyal.
- -1DP: Detection Points used to see into adjacent regions .

8.1.2 DETECTION PROCEDURE

The **Detection Value** is applied to cancel the enemy's **Hide Value**. If the **Detection Value equals or exceeds the Hide**

Value of an enemy Force, that enemy Force is **detected** (i.e. revealed on the game map). Enemy Forces with higher Hide Values remain concealed. For each point of Detection Value exceeding an enemy's Hide Value, the accuracy of the information received is increased.

Commander's Note: Enemy forces near your territory or in your territory are almost always detected unless the enemy are particularly stealthy.

8.2 HIDE VALUE

The ability of a friendly Force to escape detection is determined by the number of **Hide Points** that a Force generates. Only the **lowest** number of Hide Points generated by a single source in the Force is used. Once determined, this number of Hide Points is known as the **Hide Value** and is used in comparison with an enemy's **Detection Value** to determine if a Force has been spotted. Some Forces may be spotted while others remain undetected.

8.2.1 HIDE POINT GENERATION SUMMARY

Hide Points (HPs) are generated by the following conditions: If a Force is located within a region with a structure (either friendly or enemy), its Hide Value is automatically set to one (1) unless the Force is assuming a **Passive** Command Posture.

- +1 HP: Only Leaders are present in the Force .
- +1 HP: Force is Passive or considered Small.
- +1 HP: Covered Terrain (Forest, Woods, Wilderness, Mountain, Marsh, Swamps)
- +1 HP: Harsh Weather (i.e. Mud, Snow, Frozen, Blizzard)

- -1 HP: Force is considered Large.
- Hide Points are cumulative. For example, a **Small** Force (+1 HP) containing only elements of cavalry (with a base Hide Value of three (3)) is located in a region with **covered terrain** (+1 HP) and **harsh weather** (+1 HP), so it would have a modified Hide Value of six (6). A Force with a Hide Value of six (6) that remains in a Passive Command Posture is practically invisible—perfect for scouting behind enemy lines.
- Small Force: A Small Force is a Force that contains fewer than four (4) Units and fewer than four (4) Command Points worth of Units/Elements.
- Large Force: A Large Force is a Force that contains either more than nine (9) Units or more than nine (9) Command Points worth of Units/Elements.

9. NAVAL UNITS



The *Spanish Civil War* was essentially a land war. However, there are also some ocean-capable surface ships that operated on the neighboring seas.

9.1 NAVAL MOVEMENT

Naval movement orders are issued and plotted in the same manner as Land movement. Naval Forces are assigned Command Postures and ROEs that mirror those assigned to Land Forces.



Movement is traced through adjacent sea zones (i.e. regions). Movement paths are indicated on the game

map and annotated with the estimated number of days required to reach each sea zone .

Note: The Republic doesn't have any naval Leaders. At the start of the conflict most of the officers supported the Nationalist side, so this is reflected in the lack of Leaders in the Republican navy.

9.1.1 NAVAL ACTIVATION CHECKS

Admirals are required to make Activation Checks each game turn. However, an Admiral who fails the Activation check is not prevented from assuming an Offensive Command Posture, only delayed in executing his movement orders.

9.1.2 INTERCEPTING NAVAL MOVEMENT

Naval Forces can never be directly prevented from entering a sea zone. However, whenever a naval Force enters a sea zone where an opposing naval Force is present, each naval Force uses its Patrol and Evasion Ratings and Postures to determine whether a naval engagement occurs.

9.2 NAVAL UNITS AND SUPPLY

Naval vessels require General Supply and Ammunition to operate efficiently just like land forces.

9.2.1 REPLENISHMENT OF NAVAL UNITS

Naval Units may replenish their inherent supplies of General Supply and Ammunition supply points in friendly-controlled Ports which have a supply of General Supply and/or Ammunition points available. Naval Units may also replenish their inherent General Supply points (but not Ammunition) **while at sea** if they occupy a sea zone **adjacent** to a land region with a supply of General Supply points available.

9.2.2 NAVAL TRANSPORT OF SUPPLIES

Naval Transport Units may be used to transport and distribute supplies (both General Supply and Ammunition) to friendly land Units and structures located in adjacent coastal regions. This method of distributing supplies is similar to that used by Supply Units .

9.3 BLOCKADE

One of the more effective ways that seapower can influence a land campaign is through blockading enemy harbors. A blockade is nothing more than a cordon of naval combat vessels that seeks to prevent enemy ships from entering or leaving a particular harbor.

Each harbor has one or more **exit points** (sea zones). Each exit point must be occupied by naval Units possessing the required number of Blockade points in order for the harbor to be considered 'blockaded'. A harbor that is blockaded does not **generate** supply points.



9.4 ENGAGING IN NAVAL COMBAT

Naval combat between opposing Forces in the same sea zone is generally similar to Land combat. It can occur only if at least one of the opposing Forces has an Offensive Posture, and the other side does not successfully evade combat. Naval Forces engage in combat according to their assigned Command Postures and ROEs. Each engagement is conducted as a series of up to six (6) consecutive combat rounds per day. Combat continues until one side or the other decides to withdraw, is forced to withdraw, is destroyed, or night falls at the end of the sixth combat round. Combat resumes the following day with each side having to pass a Commitment Check. If neither side passes its Commitment Check, the battle is immediately ended and considered a Draw.

9.5 WEATHER AND INITIAL SHOOTING RANGE AT SEA

The initial range at which combat takes place is determined by identifying the element with the **longest** (i.e. highest) **Fire range**. This initial range is modified by weather conditions (usually resulting in a reduction). The first round of combat takes place at this modified range.



This range is **reduced** by one (1) during each subsequent round of combat until the combat range reaches a minimum of one (1).

9.6 NAVAL BATTLE RESOLUTION AND AFTERMATH

The Withdrawal procedure is calculated and executed in the same way as on land. A naval force that withdraws from combat (either voluntarily or otherwise) is moved to an adjacent sea zone or section of river. The winner of a naval combat is determined according to the losses suffered and losses inflicted on the enemy. Leader casualties are checked and indicated on the Message Log .

Ships can recover Cohesion Points by spending time **resting in a harbor** rather than sailing and fighting. The basic rate of recovery for ships is **two (2.0) Cohesion Points per day of rest**. Ships that are at sea (i.e. not in a harbor) do not recover Cohesion regardless of whether they move or fight.

Commander's Note: Damaged elements do not recover losses while at sea. It is a good practice to have damaged ships return to a friendly harbor.

9.7 NAVAL TRANSPORT

Both sides have naval ships designated as transports. Naval transport ships each have a carrying capacity of five (5) points of transport weight.

Naval Transport Procedure

There are two separate ways in which land forces may board naval transports:

- Land Units begin a game turn located inside a harbor with a Force containing naval transports. The land Force is combined with the transporting naval Force by drag-

drop(ping) the land Force on the naval Force's tab (on the Unit Panel). The transporting naval Force must have sufficient transport capacity (i.e. transport points greater than or equal to the 'weight' of the land Units). A movement order may now be issued to the transporting naval Force.

- Land Units begin a game turn in a region adjacent to a coastal sea zone containing a naval Force with transport Units. The land Force is combined with the naval Force by drag-drop(ping) the land Force on the naval Force's TDM. A movement order may be issued to the naval transport Force. This movement order will be delayed until the land Force boards the transports.

Land Units may remain aboard transport ships in sea zones indefinitely. However, land Units will suffer attrition losses while embarked. Land Units automatically disembark (i.e. leave the naval transports) when the transporting naval Force enters a harbor. They may also disembark in a region without a harbor (i.e. conduct an Amphibious Landing).

9.8 AMPHIBIOUS LANDINGS

In the Spanish war there were no amphibious operations except the one of Mallorca, but both sides planned other possible amphibious operations that were not carried out.

Amphibious Landing Procedure

The Amphibious Landing procedure is a two-step process conducted as follows:

- The transporting naval Force and Units being transported

are moved to a coastal sea zone.

- On the following game turn, the player must manually move (i.e. drag-drop) the land Units being transported from the transporting naval Force 's Unit Panel into the adjacent land region (i.e. the land region where the landing is to take place).

Distant unload special order

If the player already knows where land Units shall disembark, he can use the distant unload special order. Using distant unload permits the player only to select the landing destination region and the naval Force will move automatically to the nearest coastal region and disembark all land forces.

10. SPECIAL UNITS

There are three types of special Units in ESPAÑA:1936. As in AGEOD's Revolution Under Siege, these are Armored Trains, Tanks and Air Rec Units.

Armored trains and Tanks are combat Units, not support Units (the main difference from artillery), which means they directly participate in battles at the front line.

Their game role is mostly to provide a strong attack punch to your troops, which comes in the form of a high attack factor, and the new ability of 'Fire Support' (morale and fire bonus to your participating attacking infantry).

However, as a corollary of the above, both units have a high combat exposure and are bound to suffer losses during those attacks.

Air Rec Units give information about the enemy through special “Air Rec Missions” (see below).

10.1 ARMORED TRAINS

Armored Trains were used extensively by the Republicans during the conflict. In the game, they are new Units made up usually of one 1 element. Historically they were composed of two armored train cars with artillery pieces and machine guns, positioned in front of and behind the locomotive.

10.1.1 RAIL MOVEMENT ONLY

Armored Trains have a move type which is ‘Railbound’: it means they can only move on the map regions that have railroads (i.e. those printed with rail lines on the graphical map). Consequently this means they can only attack your opponent in a region that has a railroad.

However, contrary to standard rail movement (i.e. transport of troops by rail), Armored Trains can enter by rail movement into enemy-controlled regions.

10.1.2 REPAIRING RAILROAD WHILE MOVING

Also, Armored Trains are allowed to enter regions with rail lines which have been previously destroyed (the rail destroyed icon is on the map). This will take them 10 times the normal time to enter the region (instead of the usual 1 day/region for rail move in a non-destroyed railroad region), but they will repair the line as they progress (they have the attribute called *RailRepair* (as in RUS)).

10.2 TANKS

Tanks were few in number, and their use was customarily as a support unit for the infantry: They were used to disrupt and breach enemy fortified lines (i.e. trenches).

Tanks have an attribute, called *Disrupter*: This gives the attacker a chance to breach the fortified lines of the defender, i.e. to reduce the impact of the defender being in a fortified position (entrenched).

10.3 AIR RECONNAISSANCE UNITS

Air rec. Units represent air forces via squadrons attached to an air base. This air base is a land Unit consisting of all the staff necessary for the maintenance of the planes.

The air reconnaissance missions are made automatically if the air base is capable of operating its planes. There is therefore no specific order to give during your turn, but it is up to you to position your air bases in places suitable for air missions, or to remove them from the front-line if your squadrons need to rest and receive replacements.

10.3.1 ACTIVATION

Air Units can only be active if they are operating from a structure. Setting up an airfield, even in the early XXth century, requires a minimum of ground staff, fuel, engine parts, etc. Therefore, you need to have your Air Unit in a



region with a structure for it to operate missions. Note that any structure will do, and that a simple depot is sufficient.

10.3.2 AIR RECONNAISSANCE MISSION

Each squadron, represented by a single element, consists for simplicity of a single type of aircraft.

Mission range is at most to an adjacent region. It is unnecessary, even foolhardy, to stack your Air Unit directly in the region where a battle is occurring.

Air reconnaissance missions will automatically be performed from a region containing an airbase, each game turn, if planes are not grounded (by the weather). Air reconnaissance will generally target a neighbouring region which contains enemy forces, and which has not been the subject of a previous reconnaissance mission. The more planes available for the reconnaissance mission, the higher the chances of success. In case of success, a bonus of one (1) will be given for the detection rolls (of the enemy Forces) during a turn. In case of major success, the bonus will be two (2).

10.3.3 AIR MISSION POINTS

Each aircraft squadron has a number of mission points per round. This number depends on the pilots' fatigue and condition of their equipment, which are both abstractly represented by the cohesion value of the squadron Unit. These points are also reduced in the event of bad weather (and become nil in case of snowstorm). In addition, some regions do not allow aircraft to take off, regardless of other factors.

The 'airbase' Unit represents the aircraft, personnel and equipment; we consider that an aerodrome may exist in

any area with a structure you own. This will be indicated visually via an icon of a plane that can take off in a region with an active airbase or otherwise via an icon of a grounded aircraft. You should see one such icon in every region where you have an aircraft Unit. Also note that giving the air base a Passive posture will always keep your aircraft on the ground.

11. SUPPLY

One of the most daunting challenges faced by any military leader is keeping an army supplied with all the goods and services it needs to maintain itself in the field. Forget about strategy for a moment—it's logistics that wins most battles.

11.1 THE SUPPLY SYSTEM (OVERVIEW)

The supply system represents the means by which supplies are broadcast forward from their point of production through a series of intermediate staging areas to the point of consumption (i.e. troops in the field). In game terms, supply points are produced (and accumulated) in various map locations, moved as needed to friendly structures and Units within range that store supply points, then delivered to combat units (again, within range). This chain of supply (from production to consumption) is handled automatically and requires no input from players. However, there are limitations to the amount of supply points that can be distributed along a single link in the

supply chain and lengthy (or poorly protected) supply chains are susceptible to enemy interruptions.



Figure 10 Supply Filter on: regions with good supply levels are shown in green color, those in red-orange color have very low supply. The supply production of each region is indicated by the white figure on the grain bag symbol.

11.1.1 TYPES OF SUPPLY (GENERAL SUPPLY AND AMMUNITION)

There are two types of supplies: **General Supply** and **Ammunition**. Both are produced and distributed in similar fashion but are accounted for separately. General Supply represents items used by military units to maintain their manpower in good fighting order (i.e. food, water, clothing, etc.) Ammunition represents the supply of munitions that military units expend in combat (i.e. bullets, artillery ammunition, grenades, etc.).

11.1.2 SUPPLY REQUIREMENTS

Military Units (including naval vessels) require General Supply each turn to maintain their operating efficiency.

Ammunition is required **only** when military Units engage in combat. Units that are unable to satisfy their General Supply requirements are considered 'Out of Supply' and operate at a reduced level of efficiency (in addition to suffering other ill-effects). Units that are unable to satisfy their Ammunition requirements are considered 'Out of Supply' for combat purposes and participate in combat at a significant disadvantage.

11.2 SUPPLY SOURCES AND PRODUCTION

Each turn, supply points (both General Supply and Ammunition) are produced and stored in friendly-controlled cities, ports, fortifications, and depots.

The amount of supply points produced by a structure depends primarily on the level of the structure but other factors are involved in modifying the actual amount of supply points that are created. Supplies are produced and distributed on the first day of each game turn.

11.2.1 SUPPLY PRODUCTION SUMMARY

The following table summarizes the effectiveness of supply-producing structures. The output of these supply-producing structures is further modified by factors listed in **11.2.2**.

Therefore, according to the production summary, an unbesieged Level 5 city has a basic production output of 40 General Supply points and 10 Ammunition points per turn.

SUPPLY PRODUCING STRUCTURE	GENERAL SUPPLY PRODUCTION	AMMUNITION PRODUCTION
City	8 GS points per turn (per level)	2 AMMO points per turn (per level)
Depot	4 GS points per turn (per level)	1 AMMO points per turn (per level)
Harbor	4 GS points per turn (per level)	1 AMMO points per turn (per level)
Fortification	2 GS points per turn (per level)	None

11.2.2 SUPPLY PRODUCTION MODIFIERS

The base production of supply-producing structures is modified by the following factors:

- **Loyalty.** Supply production is multiplied according to the Loyalty percentage of the region plus 50%. The equation is: $[Loyalty + 50\%] \times [base \# \text{ of supplies produced}]$. For example, if a region is completely loyal (i.e. 100% loyalty) the base supply production in the region would be multiplied by 1.5.
- **National Morale.** For every two NM above 100, the amount of supplies produced by a supply source is increased by 1%. For every two NM below 100, the amount of supplies produced by a supply source is reduced by 1%.
- **Besieged Structures.** Structures that are besieged by enemy forces do not produce supply points. Supply points previously accumulated are retained (and consumed by the friendly forces being besieged).
- **Blockade.** Ports that are blockaded by enemy naval vessels do not produce supply points. Supply points previously

accumulated are unaffected by naval blockade and may be distributed (by land) normally.

11.3 SUPPLY DISTRIBUTION

Conceptually, each turn military Units and structures draw supplies from other supply producing/storing structures. This distribution of supplies is handled automatically by the computer during the game turn and is not visible to the player (i.e. Supply distribution is handled by supply columns which are not represented by actual Units). This abstract handling of supplies is done by computer so as not to burden players with unacceptable levels of micro-management.

11.3.1 LIMITATIONS ON SUPPLY DISTRIBUTION

The amount of supply points that can transit a structure during any given game turn is roughly limited to the production capacity of the structure. For example, a level 8 un-besieged city is able to distribute 64 points of General Supply and 16 points of Ammunition (subject to certain modifiers) in a single game turn. Depots, however, have enhanced abilities to distribute supplies (equal to a level 15 city).

11.3.2 TRANSIT DISTANCE FOR SUPPLY DISTRIBUTION

The maximum distance that supply points may travel from a supply source to a requesting Unit or structure is three (3) map regions. However, this distance is affected (i.e. often reduced) by the type of terrain being transited, inclement weather, and

the presence of enemy forces. **Important:** Supply may only transit through regions in which a player has a minimum of 25% Military Control .

11.3.3 SUPPLY DISTRIBUTION BY RAIL

Each turn, the trains left unused during the movement phase (see 7.2.6 above) will be available for Supply distribution. These are used to transport Supply over friendly rail lines.

Note: Controlling railroads are strategically important, as they allow you to transport great quantities of Supply and men compared to overland Supply paths using roads.

11.4 SUPPLY CONSUMPTION

Supplies are consumed by military Units (both land and naval). General Supply points are consumed by Units **each game turn** in order to maintain themselves (regardless of whether the Unit engages in combat). Ammunition points are consumed **only** if by a Unit that engages in combat at some point during the turn. General Supply is consumed during the first day of each turn. Ammunition is consumed at the moment of combat. Units that have expended their inherent supply and are unable to draw new supplies are designated as being 'Out of Supply'.

Players can check the supply consumption of each of their units by holding the mouse over the unit. A unit's current stockpile of inherent supplies is displayed on the tooltip along with the estimated amount of General Supply needed for the turn. The amount of Ammunition expended by the unit (if it were to engage in combat) is also displayed.

Normally, multiple units will be grouped together into forces under the command of a leader. In this case, the tool tip displays the total number of supplies required by the force (and total amount of ammunition required for the force to engage in combat without penalty).

11.4.1 INHERENT UNIT SUPPLY

Each military Unit has an inherent capacity for storing supplies (both General Supply and Ammunition). This storage capacity is roughly equal to the amount of General Supply needed to maintain the Unit for two (2) turns and Ammunition enough for two (2) battles.

Each turn, Units attempt to draw supplies from the supply network in order to replenish their inherent supply up to its maximum capacity. These supplies must be located in the same or an adjacent region to the Unit. Therefore, in order to have their supplies replenished, Units must be co-located with a supply producing/storage structure (that possesses the necessary amounts of supply points) or located adjacent to a region with an unbesieged supply producing/storage structure.

11.4.2 DEPOTS

Depots represent extremely large storage areas for both General Supply and Ammunition supply points. In addition to depots depicted on the game map at the start of each scenario, players may also build depots in regions they currently control (a minimum of 51% control is required). As a practical matter, depots tend to bridge gaps in the existing supply network and allow on-going operations deep in enemy territory by

extending the reach of supply chains. On-map Depots have a limited ability to produce supply points as well.

- **Depot Enhanced Distribution** Depots have an enhanced ability to distribute supplies. All depots, regardless of level, distribute supply points as if they were a level 15 city. In other words, a depot may distribute 120 General Supply points and 30 Ammunition points per game turn.
- **Building Depots** Players may build depots during the course of a scenario. Building a depot requires two (2) Supply Units be present in the region where the depot is to be built. The region must be at least 50% controlled by the player building the depot. Join the two Supply Units together in the same force (without a Leader present). The 'Build Depot' option is activated once these conditions are met. Construction of a depot requires two (2) game turns to complete and the Supply Units are expended during the depot-building process (i.e. you are effectively trading in two supply Units for one depot).
- **Building Depots in Ports using Naval Transports** Players may build depots in ports using two (2) Naval Transport Units instead of Supply Units.

Note: Building depots requires two (2) Supply Units, not supply elements. Supply Units are used in constructing depots are not required to have their full complement of four (4) supply elements, however.

11.4.3 SUPPLY UNITS

Supply Units are special logistical units which act as mobile stockpiles of supplies (both General Supply and

Ammunition). They are represented in the game as regular units and are allowed to move independently. Supply Units consist of one or more supply elements as indicated on the Element Display panel.



Supply Unit elements have a supply capacity of **20 General Supply points** and **20 Ammunition points**. Since there are usually four (4) supply elements in each Unit, they have therefore a capacity of 80 General Supply and 80 Ammunition. These supply points may be used to provide supply to any force located in the same region as the Supply Unit. Supply Unit elements are able to fully distribute their supplies during a game turn and are replenished in the same manner as other Units.

Supply Units are usually slower than others and tend to hinder the movement of forces they are grouped with. Otherwise, they are subject to the same movement rules as other Units.

Supply Units Special Features

1. A Supply Unit provides a +10% Fire bonus during combat (provided it has Ammunition points available). This feature is not cumulative if multiple Supply Units are present.
2. Supply Units shield friendly Units from the effects of adverse weather by expending General Supply points to prevent Attrition hits. One (1) Attrition hit is negated for every five (5) General Supply Points expended in this manner.
3. Supply Units reduce the effect of Attrition on Forces they accompany by 10%.
4. A besieged force will never surrender as long as a Supply Unit (with General Supply points remaining) is located

inside the besieged city. Once its General Supply points have been consumed, however, this special feature is lost. Depot with some GS works the same.

Commander's Note: Supply Units operating with friendly forces in forward areas are often quickly depleted. An effective use of Supply Units is to send depleted ones to the rear for replenishment close to sources of supply with large capacities. Supply Units should be protected at all times, however, as they make tempting targets for fast enemy Forces.

11.4.4 FORAGING

No matter how good a supply network is, the general disorganization of the country during the Spanish Civil War meant that at some point troops had to fend for themselves and 'live off the land' (i.e. forage for supplies). Units which cannot satisfy their General Supply requirements through regular supply means must **forage**. Units may never satisfy Ammunition requirements by foraging.

Foraging Procedure Each Unit that is required to forage undergoes a Foraging Check to determine if it is able to find enough supply to satisfy its supply needs for the turn. Foraging Checks are handled automatically by the computer and require no input from players. Foraging Checks are modified by the type of terrain and civilization level of the region in which the foraging Unit is located. Other modifications include Weather effects and certain Special Ability leadership attributes. (As you might expect, your chances of finding adequate supplies in a Wild region in the middle of winter (snow or blizzard) are remote.)

11.4.5 LOOTING AND RECOVERY

A region is considered 'Looted' once a Unit located in a region fails its Foraging Check. (Looting means that a region has been essentially stripped of useful supplies.) Looted regions are designated with a Looted icon on the game map. Regions designated as 'Looted' cease to produce supplies until such time as the 'Looted' designation is removed.

Looted regions have a chance to recover their normal production (i.e. remove the Looted designation) each turn. The chance of recovery is modified by the current weather. Fair weather increases the likelihood that a region will recover.

11.5 PENALTIES FOR LACK OF SUPPLY

There's an old saying among veterans that an army travels on its stomach. Soldiers need adequate food and water to maintain the good physical condition necessary for military operations. Therefore, small forces that are kept supplied are usually able to defeat larger enemy forces without supplies. While a good commander will make every effort to see that his forces remain supplied, extraordinary circumstances can occur in which a force will find itself 'Out of Supply'.

11.5.1 ATTRITION DUE TO LACK OF SUPPLY

Units that are unable to satisfy their General Supply requirements during a turn (either through regular supply means or failure to forage) suffer Attrition hits.

11.5.2 LOSS OF UNIT COHESION

Units that are unable to satisfy their General Supply requirements during a turn (either through regular supply means or failure to forage) suffer a loss of Cohesion.

11.5.3 LOSS OF COMBAT EFFECTIVENESS

Units that are unable to satisfy their General Supply requirements during a turn (either through regular supply means or failure to forage) suffer a loss of combat effectiveness when participating in combat. This loss of effectiveness is separate from (or in addition to) combat penalties assessed due to a lack of ammunition.

11.5.4 LACK OF AMMUNITION AND COMBAT

Units that are unable to satisfy their Ammunition requirements during a turn suffer a loss of combat effectiveness when participating in combat. This loss of effectiveness is separate from (and in addition to) combat penalties assessed due to a lack of general supply. Note: The penalty for participating in combat without adequate ammunition is quite severe (as you might imagine).

12. FIELD COMBAT

Field combat is defined as two opposing forces engaging in combat. That is to say, neither side is defending or attacking a structure, as would be the case with Siege combat. Field combat can range from a mere skirmish involving only a few Units to a major set-piece battle involving tens of thousands of soldiers and lasting several days.

12.1 ENGAGING IN FIELD COMBAT



In order to engage in Field combat, two opposing stacks of one or more Forces must occupy the same region on the game map and at least one of the opposing Forces must be assuming an Offensive posture to initiate the combat.

Field combat is resolved in a series of six (6) consecutive one (1) hour combat rounds per day. If neither side withdraws (voluntarily or otherwise), the battle then extends into a second day. It is conceivable (but unlikely) that a single battle could continue for 42 combat rounds if a battle was initiated on the first day of a one-week game turn.

12.2 COMBAT FRONTAGE

Depending upon the type of terrain in the region where field combat takes place, only a certain number of a Unit's component elements will actually take part in a battle during any single combat round. Elements that are unable to participate in a combat round are held in reserve and may be called upon to relieve other weakened elements in subsequent combat rounds.

To determine the number of elements able to participate in a given combat round, the maneuverability of the Unit's component element-types are compared against the prevalent terrain in the region. Some element-types are more maneuverable than others in different types of terrain. For example, line infantry elements are quite slow in mountain terrain and take up greater combat frontage.

12.3 COMBAT RANGE

The distance at which the two opposing forces begin combat operations is referred to as 'initial combat range'. The initial combat range used to resolve the first round of combat is determined by terrain and the local weather conditions. Range is greatest (opposing forces start farther away from each other) in cases where a battle is fought in Fair weather over open terrain—thus allowing for long range spotting with unobstructed fields of fire.

After the first combat round of a battle is fought at the initial combat range, the range decreases (by one range) each subsequent combat round until physical contact between the two opposing forces is made. Only elements that are considered 'in range' will be able to fire in a given combat round. (Elements that are unable to fire due to range may still suffer casualties from the enemy's return fire.) Once opposing forces make physical contact (i.e. a range of Zero (0)), the combat range remains face to face until the conclusion of the current day (six combat rounds). If a battle is renewed on a subsequent day, the initial combat range is recalculated and the closing procedure is repeated.

Commander's Note: Combat range is an important consideration. A force with superior firepower or greater range will benefit from combat fought at longer distances while a force with superior close combat power will want to look for opportunities to engage the enemy 'up close and personal'.

12.4 FIRE COMBAT

Fire combat refers to the use of modern weaponry to cause casualties among the enemy (i.e. rifles, machine-guns, artillery).

12.4.1 FIRE COMBAT INITIATIVE

Each combat round, Fire combat is resolved by having elements of the force with the highest **initiative** fire first. After casualties are deducted from the opposing force, surviving elements belonging to the opposing force then have the opportunity to return fire.

12.4.2 FIRE COMBAT MODIFIERS

The effectiveness of an element's Fire combat is modified by a variety of factors—all of which are taken into account by the computer without player input.

- Discipline Rating
- Experience Level
- Strength of Firing Element
- Leader Attributes
- Special Abilities of Units /Leaders
- Target cover (terrain or fortifications)
- Weather
- Command Bonuses/Penalties
- Out of Supply Penalties
- Terrain Considerations
- River Crossing Penalties
- Friendly Supply Unit present
- Command Posture (Offensive/Defensive)
- Failed Withdrawal/Passive Posture
- Forced March Penalties

12.4.3 FIRE COMBAT RESOLUTION

Each element that is eligible to fire in a combat round is given an opportunity to score hits (i.e. inflict casualties) by firing on an enemy Unit – each Unit firing directs all its fire against a

particular enemy Unit. Eligible elements may fire their weapons multiple times during a combat round based upon their 'rate of fire'. Firing elements use their **Offensive** or **Defensive** Fire values to determine whether they have scored a hit on an enemy element. The higher the value, the greater chance an element will score a hit. If a firing element scores a hit, the element that has been hit loses both strength points and cohesion.

12.4.4 FIRE COMBAT EFFECTS - CASUALTIES

Strength point losses from Fire combat are assessed according to the type of element that is firing. Infantry and cavalry elements that score a hit during Fire combat cause the target element to lose one (1) strength point. Artillery elements that score a hit generally cause a two (2) strength point loss. Heavy artillery Units (siege artillery, ships, etc.) that score a hit cause a three (3) strength point loss. An element that loses its last remaining Strength point is eliminated. Severely damaged elements or Units may be replaced in the front-line combat by fresher elements or Units if they are available.

12.4.5 FIRE COMBAT EFFECTS – COHESION

Cohesion point losses from Fire combat are assessed according to the type of element that is firing. Generally, a hit from small-arms or artillery fire inflicts between five (5) and fifteen (15) points worth of cohesion damage.

12.5 ASSAULT COMBAT

Assault combat refers to the type of combat that occurs when opposing forces make physical contact and engage in very close-

range and even hand-to-hand fighting. The principal weapons used only for Assault combat are the saber, the bayonet, and the hand grenade. Unit morale is particularly important in determining who stands their ground and who runs away.

12.5.1 ASSAULT COMBAT INITIATION

Assault combat occurs automatically when the combat range between opposing forces decreases to Zero (0). Once combat reaches a range of Zero (0), it does not increase on subsequent combat rounds. Thus, if a battle reaches a range of Zero on the second combat round of the day, it will remain at Zero for the remaining combat rounds in the day.



12.5.2 ASSAULT COMBAT RESOLUTION

Each element participating in Assault combat is given an opportunity to inflict casualties on enemy elements. Assault combat is conducted simultaneously (i.e. no casualties are suffered until all elements have engaged in combat). Elements engaging in Assault combat use their **Assault Value**. An element's Rate of Fire is not a consideration in Assault Combat; each element gets one opportunity to engage in Assault combat per combat round.

12.5.3 ASSAULT COMBAT EFFECTS – CASUALTIES

Strength point losses from Fire combat are assessed according to the type of element that is doing the assaulting and the size of the assaulting element. Battalion-sized infantry and cavalry elements that score a hit during Assault combat generally cause the target element to lose one (1) strength point. Elements containing multiple battalions can cause up to three (3) strength point losses per hit. An element that loses its last remaining strength point is eliminated.

12.5.4 ASSAULT COMBAT EFFECTS – COHESION

Cohesion point losses from Assault combat are assessed according to the type of element that is doing the assaulting and the size of the assaulting element. Generally, a hit during Assault combat inflicts between nine (9) and fifteen (15) points worth of cohesion damage.

12.6 SPECIAL ASSAULT ACTIONS (CAVALRY CHARGES VS. MACHINE GUNS SUPPORT FIRE)

The Spanish Civil War was the last historical conflict where a Cavalry charge routed modern infantry and proved to be a potent weapon, despite the general lessons taught by WW1 about the supremacy of infantry firepower.

12.6.1 CAVALRY CHARGES

Once a Field combat has reached a combat range of Zero (0), a Force containing cavalry elements is checked to see

if it will mount a ‘cavalry charge’. The chance of mounting a cavalry charge is determined by the **Discipline Value** of the cavalry being checked. This check is modified by the Leader’s **Offensive Rating**. The leadership bonus is **applied fully** if the Leader is in direct command of the charging Unit/element or is **halved** if the Leader providing the bonus is commanding the entire Force. If successful, cavalry Units are considered to have charged the enemy elements they are in contact with.

12.6.2 MACHINE GUNS SUPPORT FIRE

If an opposing force mounts a cavalry charge, defending line **infantry** elements have a chance of calling the supporting fire of machine guns. To see if they use their Machine Guns instead of turning away and fleeing, the defending elements must pass a Support Fire Check. The chance of using Support Fire is determined by the **Discipline Value** of the defending infantry elements being checked. This check is modified by the Leader’s **Defensive Rating**. The leadership bonus is **applied fully** if the Leader is in direct command of the defending element or is **halved** if the Leader providing the bonus is commanding the entire Force.

12.6.3 CAVALRY CHARGE RESOLUTION

A Cavalry charge attacking defending elements that **do not have** ‘Support Fire’ from Machine Guns inflicts a **50% increase** in damage (i.e. damage equals 150% of normal). A Cavalry charge that attacks infantry elements **that have** ‘Support Fire’ from Machine Guns results in normal damage being done to the defending elements. The damage done to cavalry elements that charge defending elements with the benefit of Support Fire is increased by 100% (i.e. damage equals 200% of normal).

12.7 MORALE

Just as National Morale is an indication of a nation's willingness to continue a conflict, Unit morale is an indication of a Unit's willingness to remain in combat. Basically, Units that are successful in combat and suffer few losses tend to remain effective for longer periods of time. Units that suffer high casualties in combat tend to Rout (i.e. leave the field of battle). If enough Units rout, panic can spread throughout an entire force causing it to 'break and run'. A Force that is routed from battle is susceptible to suffering additional casualties from 'Pursuit', while a Force that withdraws successfully (with some unrouted elements as a rearguard) suffers less.

12.7.1 MORALE CHECKS PRIOR TO COMBAT ROUND

At the beginning of every combat round, elements that have suffered losses (in any preceding combat round) must pass a Morale check. Morale checks are performed using the element's **Discipline value**. If the element passes the Morale check, it may continue fighting normally. If an element fails the Morale check, it is considered '**Shaken**' and has its **Shooting Rate** and **Assault Value** reduced during the current combat round only.

12.7.2 MORALE CHECKS DURING COMBAT ROUND

Elements that suffer losses in a combat round (due to enemy fire or close combat) must immediately pass a Morale check. Morale checks made during a combat round use the element's **Cohesion value**. The Morale check is modified:

- if the checking element is Militia fighting in their own home area,
- if the checking element is defending in fortifications (or trenches),
- if the checking element is defending a symbolic objective (e.g. its home or capital region),
- if the checking element has previously suffered losses.

If an element passes the Morale check, it may continue fighting normally. If an element fails a Morale check during a combat round, it is considered '**Routed**'. Routed elements (and Units) are considered to have left the field in panic and may no longer participate in the battle.

12.7.3 MORALE CHECKS AND COHESION

The morale check is based on the current cohesion compared to the max cohesion, modified by losses taken.



12.8 WITHDRAWAL DURING COMBAT

At the start of each combat round (beginning with the second round), both sides in a battle are checked to see if the

commanding officer chooses to withdraw. The decision to withdraw from the battle is based on the relative strengths of the opposing forces, the Commanding officer's aggressiveness (i.e. Offensive Rating), and the presence of fortifications. A Force that decides to withdraw (whether it is successful or not) has its command posture automatically changed to **Passive** for the remainder of the game turn.

- A Force that is surrounded by enemy controlled regions (i.e. all adjacent regions are at least 95% enemy-controlled) will never attempt to withdraw from battle.
- Forces conducting an Amphibious Assault may not withdraw.

12.8.1 WITHDRAWAL ATTEMPT MODIFIERS

A force that decides to withdraw must pass a Withdrawal check. The Withdrawal check is modified by:

- the existence of an 'Evade Combat' Special Order,
- the relative size of the opposing forces,
- the commanding officer's Strategic Rating,
- the presence of cavalry (both friendly and enemy),
- a Leader with a 'Skirmisher' Special Ability.

12.8.2 FAILURE TO WITHDRAW

Forces that fail the Withdrawal check are forced to fight the upcoming combat round at a slight penalty. Such forces automatically attempt to withdraw at the beginning of each subsequent combat round. The chance of successfully withdrawing increases with each successive combat round.

12.8.3 SUCCESSFUL WITHDRAWAL FROM BATTLE

A Force that passes a Withdrawal check immediately withdraws from the battle—thus ending the battle before the start of the upcoming combat round. A Force that withdraws from battle is moved to a friendly-controlled adjacent region on the game map. If the Force has a 'Seek Shelter' Special Order and there is an unbesieged structure **in the region where the battle took place**, the Force is moved into the structure. Depending upon the level of enemy control there, a withdrawing Force may be forced into another battle in the region to which it withdraws. Being surrounded by enemies can be devastating.

12.8.4 WITHDRAWAL VS. ROUT CLARIFICATION

Disengaging from an enemy is a complicated maneuver once a battle has begun. Each turn, a Force is first checked to determine whether it will **attempt** to withdraw. If a decision is made to withdraw, the Force is then checked to see if the withdrawal **is successful**. A withdrawal from battle is an orderly procedure that seeks to put distance between opposing forces with minimal risk to the withdrawing force.

A **Rout** is an unwanted (i.e. involuntary) withdrawal from battle that occurs due to an overall collapse of morale. It is an unorganized flight to safety conducted without leadership or purpose other than to get as far away from an enemy as quickly as possible. As a result, men and equipment are often



abandoned. A Force that Routs is subject to additional casualties (for Pursuit see 12.9.1 below).

12.8.5 COMPLETE ROUT

When too many elements on a side have routed (i.e. have failed a morale check), the army as a whole must pass a test. If this test is failed, all remaining Units on that side rout from the battle.

12.9 ENDING FIELD COMBAT

Field combat is concluded in a variety of ways:

- a Force is successful in withdrawing from combat,
- a Force is defeated in combat and forced to Rout,
- the battle ends in a Draw at the end of the current game turn if neither side withdraws.

12.9.1 PURSUIT OF ROUTING FORCE

A Force that is routed suffers additional losses in the form of 'Pursuit' casualties. (Pursuit casualties represent losses due to the chaos and disintegration of an army running away in the face of an organized enemy force.) Pursuit casualties are increased if the non-routing force (i.e. the winner of the battle) contains a significant number of cavalry Units.

12.9.2 EFFECTS OF BATTLE ON LEADERS

At the conclusion of every battle, each Leader who participated in the combat is checked to see if he has become a casualty. Lower ranking officers are more likely to be personally affected than are higher ranking officers. Leaders of 3-star rank are immune

from Casualty checks; however, ALL Leaders, regardless of rank, may become a casualty if their immediate subordinate Unit (the one to which they are attached) is eliminated (a good reason not to attach 3-stars). Leaders that survive the battle may gain experience based upon their personal (i.e. for their troops) ratio of losses suffered/losses inflicted (even Leaders on the losing side). Leaders may also gain or lose Seniority depending on whether they won or lost the battle. Winning Leaders are sometimes granted additional Special Abilities as well.

12.9.3 EFFECTS OF BATTLE ON UNIT EXPERIENCE

Units participating in combat gain experience regardless of whether they won or lost the battle.

12.9.4 EFFECTS OF BATTLE ON NATIONAL MORALE

The winning side gains NM according to the losses inflicted on the opposing force. The losing side loses NM equal to the losses suffered in combat.

12.9.5 EFFECTS OF BATTLE ON VICTORY POINTS

The winning side gains Victory Points according to the losses inflicted on the opposing force. The losing side neither gains nor loses Victory Points.

Commander's Note: Victory in a battle is determined primarily by the losses suffered and losses inflicted. It is possible to be considered the victor in a battle even if a Force withdraws if it inflicts serious losses on an opposing force.

12.10 MARCHING TO THE 'SOUND OF THE GUNS'

A Corps (or Army) engaged in a battle may decide to request reinforcements from nearby Corps (or Armies). Such requests are made once at the start of each day of combat.

12.10.1 CORPS UNITS

Corps in adjacent regions (belonging to the same Army as the Corps making the request) are eligible to answer the call and enter the battle as reinforcements. In order to enter the battle, a Corps is required to pass a 'Sound of the Guns' Check. A 'Sound of the Guns' Check takes into account the Strategic Rating of the reinforcing Corps commander, the level of friendly control in both regions and the distance (in days of travel) the reinforcing Corps must travel to reach the battle. If the reinforcing Corps passes the check, its elements are made available for combat. At the conclusion of the battle, reinforcing

Corps are returned to their original adjacent region.



Colonel Garcia Valiño

12.10.2 ARMIES

Armies follow the same procedure as Corps except that they have an even greater chance of calling for reinforcements when engaged in battle. They also have an increased chance of successfully responding to such a call. If the reinforcing Army passes its 'Sound of the Guns'

Check, its elements are added to the total of elements belonging to the requesting Corps. At the conclusion of the battle, the reinforcing Army is returned to its original adjacent region.

Commander's Note: If positioned correctly in regions adjacent to component Corps, military assets held directly by the Army commander can act as a general reserve for the Army and mobile 'fire-brigade'—rushing to assist threatened Corps as needed.

13. SIEGE COMBAT

Siege Combat is distinct from open field combat in that one side is defending a structure (city, fortification, or depot). There are two separate ways of resolving a siege open to an attacking force. An attacking force (i.e. the Besieging force) may choose to either: (1) 'lay siege' to the structure or (2) 'Storm' the structure

13.1 LAYING SIEGE

Laying siege to a structure can be a time-consuming process. It consists of a gradual wearing-down of the defender's will to resist through attrition (i.e. bombardment, starvation, disease, desertion). Combat is resolved by comparing the Siege Value of the besieging force to the Siege Value of the besieged defending force. The siege resolution procedure occurs every turn unless the siege is broken.



The siege is broken if the besiegers leave the region or withdraw from the siege (e.g. attacking other enemy in a field battle or taking a Passive posture counts as withdrawal).

13.1.1 CALCULATING THE ATTACKING FORCE SIEGE VALUE

The attacking force is given a randomly generated Siege Value which is then modified by the following **beneficial** conditions:

- the number of artillery strength points in the attacking force,
- attacking force commanded by a Leader with ‘Siege Engineer’ Special Ability ,
- attacking force contains a Sapper element (with ‘Siege Expert’ special abilities),
- presence of a ‘Breach’ in the structure ’s defenses,
- defending Force lacks General Supply .

13.1.2 CALCULATING THE DEFENDING FORCE SIEGE VALUE


The defending force is given a randomly generated Siege Value which is then modified by the following **beneficial** conditions:

- the number of artillery strength points in the defending force,
- defending force commanded by a Leader with ‘Engineer’ Special Ability ,

13.1.3 SIEGE RESOLUTION VALUE (SRV)

Once both siege values have been determined, they are compared. The difference between the two values is expressed as a single number referred to as the SRV (Siege Resolution

Value.) For example, a besieging force with a Siege Value of six (6) is compared to a besieged force with a Siege Value of three (3). The resulting SRV would be three (3). If a besieging force with a Siege Value of four (4) is compared to a besieged force with a Siege Value of eight (8), the resulting SRV would be minus four (-4).

SRV	SIEGE RESOLUTION
Greater than defenders average unit discipline	Defending force immediately surrenders (all units are eliminated). If the defending force contains a supply unit with general supply points remaining, this result is ignored and a breach is made instead (see below).
Greater than or equal to 3	A breach is made. Each breach reduces the fortification level of the structure by one (1). Reductions in fortification level affect the benefits of fortifications in future rounds of the current siege. The number of breaches suffered by the fortification is indicated by the sprite on map, both with its color background and the number it shows. 
Greater than 0	The defending force suffers five (5) strength point hits per point of srv. For example, an srv of three (3) would result in the defending force losing 15 strength points.
Less than 0	The defending force manages to repair a previously-suffered breach. Increases in fortification level affect the benefits of fortifications in future rounds of the current siege.

Note that results on this table are cumulative. A positive SRV greater than or equal to three (3) indicates that: (1) a breach is made; and (2) the defending force suffers hits accordingly.

13.2 STORMING A STRUCTURE

If time is an important consideration, a structure may be attacked outright rather than wait for a lengthy siege to be resolved. A direct assault on a structure is known as 'Storming' a structure and it is resolved in much the same way as Field Combat except that a defending force derives great benefit from the structure's fortifications. A failed storm during a siege does not break the siege.

Combat considerations involved in 'Storming a Structure' are:

- defending Units receive combat bonuses due to the structure's level of fortification (bonuses are reduced for cities without fortifications and for depots),
- combat frontage (for both sides) is severely limited,
- defending Units may not withdraw from combat,
- a defending force that Routs as a result of combat is eliminated.

13.3 FATE OF LEADERS IN BESIEGED CITIES



Ciudad Universitaria, Madrid

A leader of any rank who is inside a city when it is captured (either via surrender or storming) is **eliminated** if the city is inland or a blockaded port (otherwise the leader escapes by sea). Nevertheless, there is

always a very small, rare, chance that the leader escapes to fight again rather than being eliminated.

14. BATTLE RESOLUTION

Once battle is joined, players exercise little direct control over their forces. Instead, each battle is fought according to a very complex series of AI routines.

Each battle is resolved individually and sequentially. The first battle to take place during the game turn is resolved first, followed by the remaining battles until all battles taking place during the turn are resolved. Each battle is reported back using two reporting schemes; the Battle Circle and Battle Report.

The Battle Circle is an animated display showing the location of the battle, the principal opposing commanders, flags representing the faction or nationalities involved, the number of men in the Forces engaged as they are committed to the battle, and, finally, the ratio of un-routed elements committed to the battle on any given combat round.

While combat is being resolved, the Battle Circle gives you updates as additional Forces enter the battle and as the number of un-routed elements on both sides changes. Audio cues are also used to indicate various battle events (Committing the Legion, a cavalry charge, etc.).

Once the battle has been resolved, the Battle Circle is replaced by the Battle Report. The Battle Report is a static



Ebro battle, July 1938

display that presents players with a very detailed summary of the battle that was just fought.



Figure 14a Shown here, the dynamic “Battle Circle” displaying Republicans attacking the Nationalists near Tafalla. As you can see by the green/red ratio bar, Republican forces hold a medium advantage in the number of un-routed troops in elements committed to the battle during this particular combat round.

Once the battle has been resolved, the Battle Circle is replaced by the Battle Report. The Battle Report is a static display that presents players with a very detailed summary of the battle that was just fought.

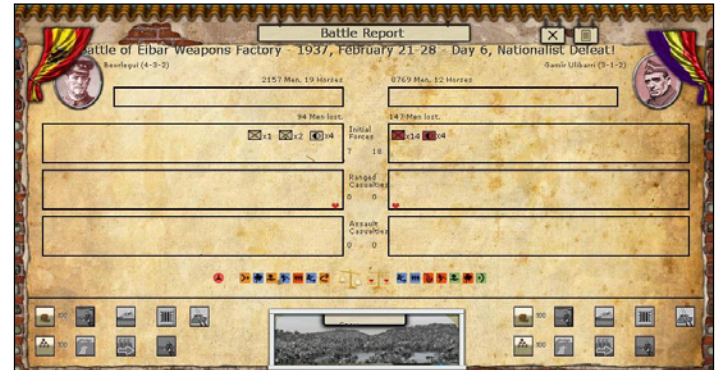


Figure 14b After each land combat or naval engagement, a battle report is generated which acts as an after-action schematic representation of the battle. Note that this Battle Report is different from the Battle Circle resolution depicted in Figure 14a.

The Battle Report gives players detailed information as follows (from top to bottom):

- **Battle Description:** Each report has a heading that indicates the **name (location)** of the battle, the **date of the current game turn**, the **exact day** the battle took place, and—most importantly—**who won**.
- **Leaders Present:** The report lists each of the Leaders who were present at the battle. Use the tool-tip to find out their exact identities.
- **Initial Forces:** The report lists the number, type, and nationalities of all combat and support elements that participated in the battle.
- **Ranged Casualties:** Each red figure equals 10 hits suffered from Fire combat. The number indicates how many full elements were eliminated by Fire combat.

- **Assault Casualties:** Each red figure equals 10 hits suffered from close combat. The number indicates how many full elements were eliminated by close combat.
- **Leader/Unit Abilities:** Round icons indicate the Leader/Unit special abilities that were factored into the combat equation.
- **Specific Action Indicators:** Square icons indicate specific actions/events. Use the tool-tip to see specific actions/events that took place during the battle.
- **Global Combat Values:** The scales indicate the global combat values for both sides (accounting for all elements participating in the battle).
- **Total Casualties Suffered:** The number indicates the exact number of men lost in the battle.
- **Weather and Terrain panel:** This panel displays a graphic representation of the predominant terrain. Underneath is a weather icon which indicates the weather at the time of the battle.
- **Battle Summary Panels:** These panels, located in the bottom corners of the report window, give specific information about the battle as it relates to each side (i.e. # of Units Routing, # of men taken prisoner, etc.). Use the tool-tip to find out exact information contained in each icon.
- **Detailed Round Reports button:** by clicking on this Page-looking button next to the X close button, you open the **Detailed Battle Report**. See below.

NB: The Battle Report gives a detailed summary about each battle, but it is left up to the player to analyze the report and interpret what actually took place on the battlefield and its significance.

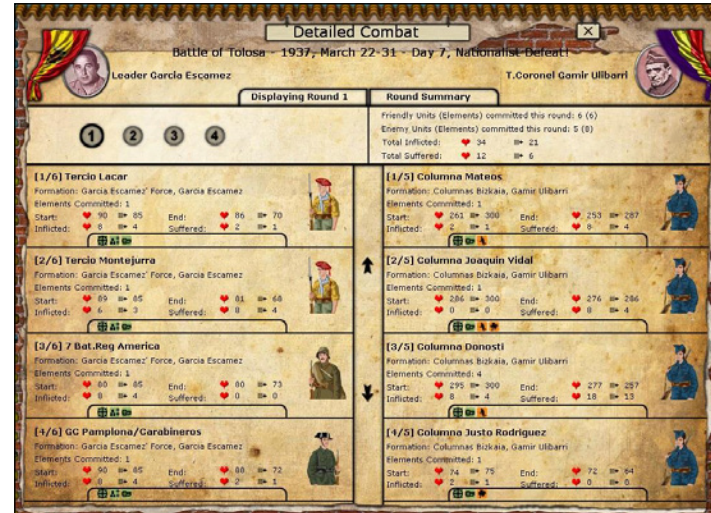


Figure 14.3 *The Detailed Battle Report*

The **Detailed Battle Report** gives players a more detailed level of information as follows (from top to bottom), regarding how the battle was conducted, on a round-by-round basis:

1. **Battle Description:** as in the normal battle report.
2. **Leaders Present:** as in the normal battle report.
3. **Round Selector (left):** click on the black circle button which is displaying the round number to access the detail fighting report of that round.
4. **Round Summary (right):** gives a summary on the number of committed Units on both sides, as well as the hit suffered or inflicted by your side.
5. **Committed Units Battle Performance:** Each of the sections (both left and right) describes the performance of a single Unit in the battle. Your Units are on the left-hand



side, the enemy's on the right-hand side. Scrolling arrows in the middle section allow moving from the top to the end of the list of committed Units. Most information displayed here is self-explanatory. The small icons situated in the

central part are giving some flavor data (see the tooltips) about special feats of arms during the battle.





6. **Close button:** click on the X button to return to the standard Battle Report.

15. COMMAND POSTURES AND RULES OF ENGAGEMENT

All Forces deployed on the game map assume a Command Posture which determines how they react to enemy activity each game turn. These Postures are selected by the player or assigned to a Force by default. As a reminder, a Posture icon appears on the game map to the left of each Force's TDM. Rules of Engagement further define the intentions of a Force as to how it will conduct itself in a battle. Taken together, these options allow players to exercise a high degree of control over their forces even after they have issued Orders for the game turn.

15.1 COMMAND POSTURES

There are four (4) Command Postures to choose from:





-  **Assault:** A Force will attack any opponent it detects in its region. If you are moving, you only storm structures if you have stopped moving (i.e. the region of the structure is your final destination or you don't move at all) OR your ROE (see below) is 'all out attack'. **Also** note that storming without breaching defenses is not possible (unless your leader has a special ability allowing it). You will not stop moving to lay siege, but will lay siege if you are no longer moving and are not allowed to storm.
-  **Offensive:** A Force will attack any opponent it detects in its region. Rather than 'storm' a fortification /city outright, it will besiege it instead (or continue an on-going siege). It will not stop moving in order to lay siege.
-  **Defensive:** A Force will not attack opposing forces in the region. If attacked, it defends itself with the benefit of the region's terrain bonus (if any). A Force **will lay** and continue a **Siege**. This is the default posture.
-  **Passive:** A Force will not attack opposing forces in the region. If attacked, it defends itself without benefit of terrain and with combat penalties. It will have an increased chance to withdraw from battle. Forces assuming a Passive posture do not increase the % of military control in the region they occupy. A Force in Passive Posture is automatically assigned a **Retreat if Engaged** ROE. Units belonging to a Force in Passive Posture recover Cohesion at an increased rate (up to the maximum level for the Unit). A Force in Passive Posture takes priority in receiving potential replacements (all other conditions being equal).

15.2 RULES OF ENGAGEMENT (ROE)

The effect of each Rules of Engagement option available is different according to the Posture that has been assigned to a Force .





15.2.1 ASSAULT AND OFFENSIVE POSTURE ROES

The possible ROE options for a Force in either an **Assault** or **Offensive** posture are:

-  **All-Out Attack:** A Force will not attempt to retreat during the first two (2) combat rounds of a battle. The chances of attempting a retreat are reduced during subsequent combat rounds. Losses are increased for both sides.
-  **Sustained Attack:** A Force conducts combat normally. This is the default ROE for Forces in Assault or Offensive posture.
-  **Conservative Attack:** A Force attempts to withdraw from the battle beginning with the third combat round unless it appears as if victory is at hand. The chances of succeeding in withdrawing from battle are increased. Losses for both sides are reduced.
-  **Feint/Probe Attack:** A Force attempts to withdraw from the battle beginning with the second combat round unless it appears as if victory is at hand. The chances of succeeding in withdrawing from battle are greatly increased. Losses for both sides are significantly reduced.

15.2.2 DEFENSIVE AND PASSIVE ROES

The possible ROE options for a Force in a **Defensive** posture are:

-  **Hold At All Costs:** A Force will never attempt to retreat. Routing is still possible. Losses for a defending Force will be increased.
-  **Defend:** A Force conducts combat normally. This is the default ROE for Forces in Defensive or Passive posture.
-  **Defend and Retreat:** A Force attempts to withdraw from the battle beginning with the third combat round unless it appears as if victory is at hand. The chances of succeeding in withdrawing from battle are increased. Losses for both sides are reduced.
-  **Retreat if Engaged:** A Force will attempt to withdraw beginning with the first combat round. The chances of succeeding in withdrawing from battle are increased. Losses for both sides are reduced. **A 'Retreat if Engaged' ROE is automatically assigned to a Force adopting a Passive Posture.**

Force Postures and ROEs are assigned to Forces individually and independent of assignments made to other Forces. In other words, it is permissible (and indeed likely) that multiple



Requetés Volunteers, July 1938

friendly Forces stacked in in the same region of the game map will have different Postures and ROEs. Such groupings of Forces treat the presence of enemy forces according to

their individually assigned Postures and ROEs. Accordingly, forces not intending to fight may be drawn into battle by the actions of the enemy.

16. ATTRITION

The term 'Attrition' refers to a Unit's gradual loss of combat efficiency and manpower from circumstances and events other than fighting (i.e. disease, desertion, accidents, etc.). During the Spanish Civil War, both armies suffered such losses. This fact is reflected in the game by exposing Forces to potential attrition losses based on activities they perform throughout a game turn.

16.1 EFFECTS OF ATTRITION

Losses from attrition are reflected in reduction of Cohesion and elimination of Strength Points.

16.1.1 CHECKING ATTRITION

Forces are checked for attrition under these conditions:

- **Movement:** A Force which moves during a game turn is subject to potential attrition losses in proportion to the Cohesion cost of the move. (Forces suffer one (1) Cohesion point loss for each day of movement subject to a number of modifiers.)
- **Lack of General Supply :** A Force which lacks General Supply ('Out of Supply') is subject to potential attrition losses each game turn.

- **Harsh Weather:** A Force which lacks shelter (i.e. in a region without a structure) during Harsh weather (i.e. Snow, Frozen, and Blizzard) is subject to potentially severe attrition losses.
- **Epidemics:** Large concentrations of strength points in a region have the potential of causing an outbreak of disease. If an epidemic breaks out, Forces are subject to potential attrition losses.

16.1.2 ATTRITION REDUCTION

The effects of Attrition are reduced by:

1. **Rich Region:** Attrition losses are reduced by 50% if a Force is occupying a Rich region,
2. **Civilized Region:** Attrition losses are reduced by 10% if a Force is occupying a Civilized region,
3. **Supply Units:** A Supply Unit (with General Supply) accompanying a land Force reduces attrition losses by 10%. Fleets are not protected by the presence of Naval Transports,
4. **Force is entrenched:** A Force that is entrenched (regardless of level) reduces attrition losses by 20%.

Attrition modifiers (both positive and negative) are **cumulative**. For example, if an entrenched Force that lacks General Supply experiences an epidemic, all three of these conditions would be multiplied in the final Attrition loss equation.

16.2 HARDENED ATTRITION OPTION

Players may choose to play the game using the **Hardened Attrition Option**. This rule, while more realistic, will result

in increased losses due to attrition as the name indicates. All elements of all Units, regardless of whether they have moved during the current game turn, are subject to attrition under this option unless they occupy a structure. Also, Units will not be eligible to receive replacement strength points or elements unless they remain *stationary* and *occupy a Depot*.

17. MILITARY CONTROL

Military control of territory in *España:1936* is handled more realistically than is the case with other simulations or war-games. No longer do players gain immediate control over an area just because they happen to have a few Units passing through on their way to somewhere else.

17.1 CONTROLLING REGIONS

Military Control over a region is expressed as a percentage of friendly/enemy control. A **contested** region is one in which control is split between the players with each player exercising a certain percentage of control. A player is said to exercise **total** control over a region when the percentage of friendly control reaches **100/0** (i.e. 100% control vs. 0% for the opposing player. A player can have anywhere from 51% to 100% and be considered to have military control over a region. (At 51%, however, a player's military control can best be described as tenuous.) At the beginning of each scenario, the initial military control of regions on the map is indicated by small flags representing the controlling side.

17.1.1 GAINING AND LOSING MILITARY CONTROL

Military control is gained by having friendly forces enter a region and remain for a period of time. The amount of time needed to gain complete control is dependent upon a number of factors. (Essentially, the larger the presence a player has in a region; the quicker the level of military control will reach 100.)

If opposing players each have forces in a region, neither will increase their level of military control until one or the other player assumes an Offensive Posture. If the player assuming an Offensive Posture is successful in driving the opposing force out of the region (or into a structure within the region), his level of military control will begin to increase. If only one player has forces in a region, his level of military control will begin to increase. On average, friendly forces will gain total control over a region in only a few turns. (Forces in **Passive Posture** do not increase or contest military control of a region.)

Military control is also affected by the level of civilian loyalty in a region in which neither side has military forces (i.e. leaving a garrison in a region nullifies the effect of civilian loyalty). If there are no military forces present, military control is gradually increased over time if the citizens of a region are at least 51% loyal or gradually decreased over time if the citizens of a region are less than 51% loyal.

17.1.2 EFFECTS OF MILITARY CONTROL

Having military control over regions has the following effects:

- **Cohesion costs** for movement are increased in enemy controlled regions ,

- an increased chance for successful March to the ‘Sound of the Guns’ checks,
- an increased **Detection** Level,
- an increased chance of blocking enemy movement through the region,
- supplies cannot transit through regions with less than 26% friendly Military Control.

17.1.3 ENTERING HOSTILE TERRITORY

Hostile territory is defined as being a region in which a player has **less than 6%** military control. Entering such regions with friendly forces has the following effects:

- A Force that enters a hostile region **automatically** assumes an **Offensive Posture**. (Forces consisting of *cavalry Units* or *support Units* **ignore** this rule when transiting hostile territory.)



Figure 17.1.3 Military Control filter shows who controls which region (here Red for the Republicans and Light Brown for the Nationalists)

- A Force that conducts an amphibious assault or **river crossing** attack into a regions with **less than 10%** control, **automatically** assumes an **Offensive Posture**. (Forces consisting of *Cavalry* or *support Units* **ignore** this rule.)
- A Force cannot retreat from a battle into a region that is **less than 6%** controlled by the retreating player. (A player that loses a battle and is surrounded by hostile territory is likely to see the total destruction of his forces.)

17.1.4 CONTROLLING STRUCTURES

In order to assume control over a structure (city, objective city, town, etc.) a side need only be the last to occupy it. It is not necessary to leave a garrison behind to maintain control although it is a good practice. Note however, that Victory Points are not gained from Objective/ Strategic Cities in regions with less than **6% Loyalty** (i.e. hostile territory) unless the cities are garrisoned.

17.2 CIVILIAN LOYALTY

Loyalty is a measure of the civilian population’s support for a player’s side and is independent from the level of military control. (It is quite possible to have a high degree of military control over a region and yet a very low level of civilian support.) Winning the ‘hearts and minds’ of civilians in regions you control is a lengthy process.

The Loyalty filter on the map will show the regions loyal to you with your color: The denser the color, the more loyal the region. Regions that are not loyal to you do not display a color filter. The tooltip on a region gives the percentage value of the highest loyalty for one of the faction.

17.2.1 EFFECTS OF CIVILIAN LOYALTY

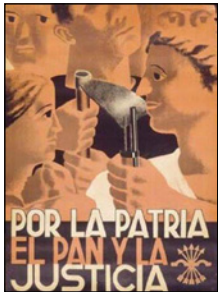
A region is considered **Loyal** if a player has **at least a 51% Loyalty**. (Granted, a Loyalty percentage of only 51% is a slim margin.) A player gains the following benefits from having a loyal region:

- garrisons in Objectives are not required in order to earn Victory Points ,
- an Increased Detection value in the region,
- a gradual increase of the Military Control percentage.

17.2.2 INFLUENCING LOYALTY

Loyalty is influenced by capturing Strategic Cities. Each time a player captures an enemy Strategic City, one (1) Loyalty Check is made in the following locations:

- each Strategic City on the map,
- each region with a Strategic City in the Area,
- each region adjacent to the newly captured Strategic City. (This also includes the region with the newly captured Strategic City.)



These checks **are cumulative**. For example, a region with a Strategic City that is captured by the enemy would be checked three (3) times—once for each of the Loyalty Check conditions mentioned above.

Otherwise Loyalty can be influenced by Regional Decisions(see below).

17.2.3 ENGAGEMENT POINTS

Engagement Points (EP) are the currency used for Military, Political and Diplomatic Options. They are earned in several ways:

- Capturing of Objectives and Strategic Cities,
- by event,
- by certain options.

Note: EP's are earned every turn, and are accumulated until 'spent' on Options. Strategic Cities give you 0.25 EP a turn, objectives produce from 0.1 to 0.3 EP each turn. You can find a list of all those sources in the Objective Page of the ledger.

18. THE LEDGER

España:1936 can be a complex simulation in some scenarios, involving a myriad of command decisions each turn. To assist players in managing their forces, and to represent decisions rulers and leaders took or could have taken that would have had an impact on military affairs, an easily accessible Ledger has been included, with most critical information.

To open the Ledger you may open a specific page by pressing any of the function keys (**F1** through **F8**) as indicated below.

18.1 FORCE LISTING (F1 KEY)

The Force Listing is a roster of all military Forces currently on the map.

Figure 18.1 *Force Listing page of the Ledger (F1)*. Filters are at the top of the screen; all columns can be used to choose the sort order.

Force Name	Region	Strength	Cohesion	Various Stats
1 Bat.Reg.Balen	Logrono	58	5%	85% 4 4 2 1 4
1 Bat.Reg.Merida	El Ferrol	105	5%	85% 4 4 2 1 4
1 Bat.Reg.Toledo	Zamora	58	5%	85% 4 4 2 1 4
1 Bat.Falassido	El Ferrol	29	5%	70% 60 60 20 3 4
100 Reg.Art.Lig	Calatayud	63	0%	73% 8 16 2 4 4
1st Bat. Reg San Quintin	Valladolid	192	0%	74% 56 68 6 10 4
1* B.Falange Burgos	Burgos	105	5%	75% 4 4 2 1 4
1* B.Falange Galicia	Lugo	105	5%	75% 4 4 2 1 4
1* B.Falange Granada	Granada	105	5%	75% 4 4 2 1 4
1* B.Falange Leon	Leon	105	5%	75% 4 4 2 1 4
1* B.Falange Sevilla	Sevilla	105	5%	75% 4 4 2 1 4
2 Bat.Reg.Merida	Orense	63	5%	85% 4 4 2 1 4
49 Reg Art. 150mm	Medina Del Campo	106	5%	60% 12 24 2 3 1
Agrup. Cadiz	Coria del Rio	356	0%	75% 96 96 8 13 1
Agrup. Sevilla	Sevilla	620	0%	72% 150 180 9 26 4
Agrup. Salamanca	Salamanca	139	15%	74% 52 52 4 5 1

Figure 18.1

18.1.1 SORTING THE FORCE LISTING

The Force Listing can be sorted so that specific information is readily displayed. Use your mouse to select the feature you are interested in viewing (i.e. Unit strength, cohesion, Unit name, region, etc.) Use the mouse wheel to scroll through the Force Listing.

18.1.2 FORCE LISTING FILTERS

Located to the top of the Force Listing is a line of filters that can be toggled On and Off to further refine your display of specific information. (You can identify the filters by holding your mouse over the filter icons.) For example, if you were interested in finding out the strength of your navy, you would simply sort the Force Listing by **Area** (or Theater) and toggle the naval Unit filter to ON.

18.1.2 NATIONALITY FILTERS



By clicking on one of the flags at the top right of the Force Listing, you can filter the Units belonging to just one of multiple nationalities you may control.

18.1.3 JUMP TO UNIT FEATURE

The Force Listing allows you to select and jump to any Force on the game map by clicking on the flag icon in the most left column of the Force's information box.

18.2 THE PRODUCTION CENTER (F2 KEY)

The Available Replacements Screen contains a graphic summary of all available replacement chits according to their specific sub-types and nationality. It also contains the details of all the Units you are currently building (and where):

To construct new Units, see the §20 'Construction Mode' section below. For each type of replacement, the number under the icon represents the number of chits currently available for use by a given nationality. The number in brackets is the number you have ordered this turn. To order more, right click on the icon (the costs and conditions are on the tooltip). To cancel an order, left click on it.

The number above the icon is the number of strength points of that type which have been lost from existing Units and which may be replaced using the chits if the required



Figure 18.2 Available replacements and Units under construction page of the Ledger (F2).

circumstances apply. To change the nation you want replacements for, click on the flag.

18.3 THE OPTIONS SCREENS (F3 TO F5 KEYS)

The Different Options Screens (F3 - Military, F4 - Political, F5 - Diplomacy and various) contain a description of the currently available Options along with the cost of these options (in terms of Engagement Points, Victory Points, etc.). These options will vary according to the scenario being played. Some are triggered by events or preconditions, while others are available through the game. Some are repeatable and others may only be used once.



Figure 18.3 Various Government options pages in the Ledger (F3 to F5).

18.4 THE STRATEGIC MAP (F6 KEY)

The Strategic Map is like a giant minimap:

As well as being more readable, you can notice some differences with the minimap:



Figure 18.4 Strategic Map page in the Ledger (F6).

- **Armies** are represented by *squares*. **Fleets** are represented by *triangles*.
- *Squares* and *triangles* come in 3 different sizes. The game allocates these sizes using a 3-tiered system, depending on the relative size of the forces on the map. So, if your army is among the smallest forces on the map, you'll get a small *square*. If your army is among the strongest, you will get the largest sized *square*.
- Hovering the mouse over the *squares* and *triangles* gives you a tooltip naming the forces they represent.
- Clicking on one of the forces will jump to the Force on the main map.
- The minimap shows many colors, since it displays Force nationalities. The Strategic Map, on the other hand, displays the factions, so there are fewer colors. This is because some factions control more than one nationality.

18.5 SCORES & OBJECTIVES SCREEN (F7 KEY)

The Scores & Objectives Screen contains:



Figure 18.5 Score and Objective page in the Ledger (F7).

- The campaign title, option (Sudden Death on or off), current turn (turn number vs. total turns on the tooltip), location of your capital city, a summary of current National Morale, VP and EP totals.
- The number of enemy Prisoners of War (POWs) held, and your total combat losses.
- List of Objective Cities. The list displays the current ownership with a flag, the name of the city, and the value of the city in National Morale. (Clicking on the ownership icon closes the ledger and takes you to the city on the game map.)
- National Morale, VP total, Gain per turn, Combat Power and Lost Men (includes POWs) of your different enemies.

18.6 SCENARIO HISTORICAL BACKGROUND SCREEN (F8 KEY)

The military rebellion against the Spanish Republic began on the 18th of July in 1936 in Spanish Morocco and then at points throughout mainland Spain. In the next days, the uprising was defeated in Madrid and Barcelona while the rebels gained control of Morocco, Galicia, Navarre, Old Castile, and Seville.

Jose Giral Pereira became Prime Minister after the collapse of the government of Santiago Casares Quiroga and the failure of Diego Martinez Barrio to form an administration. Giral issued a decree dissolving the army and ordered weapons to be distributed directly to workers' organizations to form an improvised Republican popular militia.

In the first weeks of the war the rebel Nationalist coalition gained control over Huelva, Badajoz, Merida, Irun and San Sebastian. With the arrival of the African army in September, the Nationalists relieved the Republican siege of the Alcazar of Toledo and pressed on to besiege Madrid in November. Shortly after that, Germany and Italy recognized the Nationalist government. The Republican government fled the siege to Valencia (later to move north to Barcelona) and the fall of the capital seemed imminent. However, Madrid's defenders, reinforced by the first International Brigade troops, heroically held against all odds and Madrid remained Republican until the war was nearly over.

International aid to both sides started in 1936. The Italian CTV and the German Kondor Legion aviation group arrived from the Axis powers to support the Nationalists while the International Brigade volunteers as well as Soviet tanks, aircraft, and personnel reinforced the Republicans.

Madrid remained under threat. February 1937 saw the fall of Malaga to the Italian-reinforced Nationalists but also saw the International Brigades stop the CTV and Nationalists in the battle of Jarama, with total casualties of about 15,000. In March the CTV was routed at Guadalajara with the loss of 6,000 men, ending the danger to Madrid.

This was a success, but the Nationalists started a successful offensive in the north starting on March 31, 1937 against Bilbao. The offensive ended in mid-October with the fall of Gijon. Meanwhile the Republicans launched two offensives with a small territorial gain from successes at the battles of Brunete and Belchite.

In the winter, fresh battle was joined at Teruel where the Republicans took the city on January 9, 1938, but the Nationalists retook it by the end of February. Three weeks later the Nationalists

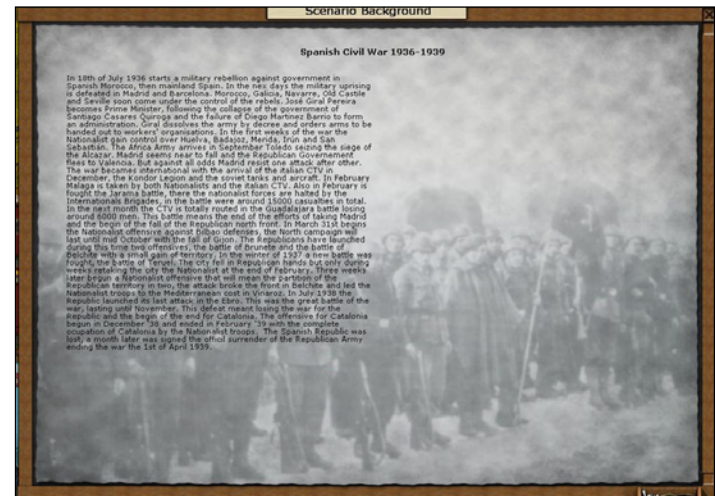


Figure 18.6 Scenario Background page in the Ledger (F8).



began an offensive eastward toward the sea to cut off the Republican territories in the south from those in the north. Breaking the front at Belchite, the Nationalists successfully drove to the coast at Vinaroz.

The Republicans put all their efforts into an offensive on the Ebro to avert defeat by relieving the pressure on Madrid and Valencia. This lasted from July to November 1938 and was

the greatest battle of the war. The Nationalists were pushed back at first, but ultimately drove back the Republicans. Defeat meant the beginning of the end for Catalonia and the Republican cause. The Nationalists occupied all of Catalonia in an offensive from December 1938 to February 1939. The Republic disintegrated, with the formal surrender of the Republican Army being signed on April 1, 1939.

This screen contains a brief historical description of the scenario that may assist you in developing strategies of your own.

19. WEATHER AND SEASONAL EFFECTS

Weather can be a general's best friend or his worst nightmare. Weather effects are applied on a regional basis. For example, the weather conditions present in one region can be considerably different than weather occurring in an adjacent








Figure 19.1 The map shown using the weather filter. Regions with Snow conditions are shown in white, rain in shown in light brown (mud) and fair weather is shown in light green.

region. Weather generation does take into account seasonal variations in temperature and wind patterns. Therefore, the likelihood of harsh weather occurring in a region is greater during winter months (November through February).

Notes:

- Forces in a loyal region (over 50% Loyalty) with a friendly structure ignore Attrition losses due to Harsh Weather. The Force does not have to be physically placed inside the structure to benefit. *(Does not apply if Hardened Attrition option is in effect.)*

- The attrition effects of Snow, Frozen, and Blizzard conditions involve increasing amounts of severity (with attrition due to Blizzard being the most severe).

WEATHER TYPE	EFFECT ON MOVEMENT/SUPPLY	COMBAT EFFECTS (ATK/DEF)	ATTRITION
 Fair			
 Mud	Moderate Penalty, Crossing rivers more difficult	Slight Penalty (Atk)	Mountain regions suffer Attrition
 Snow (Harsh)	Moderate Penalty	Moderate Penalty (Atk), Battles start at Close Range	Attrition unless Sheltered
 Frozen (Harsh)	Moderate Penalty, Bodies of water may freeze	Moderate Penalty (Atk)	Attrition unless Sheltered, with increased severity
 Blizzard (Very harsh)	Severe Penalty, Bodies of water may freeze	Severe Penalty (Atk), Battles start at Close Range	Attrition unless Sheltered, with even greater severity

20. CONSTRUCTION MODE

20.1 THE CONSTRUCTION MODE (OVERVIEW)

The construction mode is used to allow you to build new Units for the nation you are playing.

Of course, some limitations are applied to the possibility to build new Units, such as how many your nation is allowed to have (force

pool concept) in the field, the various assets needed to pay for the construction (recruits, money and war supplies) and also the location of the build, as it is not always possible to construct all kinds of Units everywhere. To enter Construction mode, just click on the Helmet décor over the brick wall on the bottom left-hand site of the interface (above the minimap).



20.1.1 CONSTRUCTION BUTTONS

There are two types of buttons which are used to filter the various construction possibilities. One set allows you to filter constructions by **Unit types** while the other allows filtering by **Nation**. In both cases, you may click on the ALL button(s) to return to the whole list (all Units, all nations).

20.1.2 CONSTRUCTIBLE UNITS

These are listed in the main interface. You can see all those Units that are still available for construction, and the number available is indicated in the white square on the upper-left corner of the Unit stamp. A tooltip on each Unit gives you indication on the number of these on map, name, costs in the various assets required (money, men, war supplies) and construction time (in number of days).

20.1.3 WHERE TO BUILD

When you select a Unit for construction, the map coloring changes. You can see where a Unit can be dropped for construction as the region is in a green color.

If the region is colored in orange, you could in theory construct there, but you are lacking one (or more) of the assets to do so (Note: *drop the Unit there and the error message will tell you the reason you can't build there now.*)

Finally, all regions where construction would not be allowed are colored in a red background.

You can also know beforehand (before dropping the Unit) why it can't be built in a given region. Simply mouse over the red colored region and you'll get the reason.

Note: Each Unit has a certain construction weight and a given region can only allow construction of a limited total weight of Units. This is to avoid seeing all production appear in the same location. So choose and plan carefully where and when to build to have coordinated recruitment and organization of your forces.



Figure 20.1 *The Replacement Screen section in the Production page (F2)*

When a Unit is selected to build, it is also possible to see the statistics of the elements of the Unit to be built by clicking on the NATO symbols in the bottom right panel.

20.1.4 HOW TO BUILD

Simply select the Unit you plan to build and drag and drop it on the map, in a green-colored region. In other regions, the drag & drop will be refused, and a short message will appear in the top part of the interface: the usual cause of an error is that the construction capacity of the chosen site is exceeded or you are lacking one (or more) of the assets required for construction (see below).

20.1.5 POSSIBLE CAUSES PREVENTING THE CONSTRUCTION OF UNITS

If the region is in green, you can build the Unit. If the region is in yellow/orange, you could theoretically, if you had enough resources. If the region is in red, there is at least one regional constraint preventing you from building/construction the Unit. Some possible causes are:

- No available Unit in the force pool.
- The region build capacity is exceeded.
- The region is not playable in this scenario.
- You don't have enough military control in the region.
- The loyalty of the region is too low.
- The Unit needs soldiers and the region does not have enough population.
- A specific structure is necessary but absent (e.g. War Supplies production for Artillery Units).

- The Unit can only be built in some parts of the theater.
- The Unit can only be built in the capital.

There are some rarer causes preventing you from building a Unit in a given region. In all cases, the tooltip will give you the reason.

20.1.6 HOW TO CANCEL A BUILD ORDER

If you have constructed a new Unit but want to cancel the build order, just select the Unit on the map and hit the key (Delete). Everything you spent on such a Unit is immediately refunded.

20.2 CONSTRUCTION ASSETS AND LIMITS

To raise Units, you will need Men, Money and Supplies: this is what your war economy is about. However, you are limited in the numbers and locations of your newly raised Units since each owned city of your nation can only provide a limited share of its resources to your war effort.

20.2.1 MEN



(also called Conscripts) Men are needed in order to raise new Units. Some cities raise a minimal amount of recruits every turn, but the only other ways of recruiting more men is through the play of options and some events.

20.2.2 MONEY



Money is produced each turn in a few places such as your national capital or key financial or commercial centers (e.g. major ports).

In addition to Men and War Supplies, every Unit has a cost in Money.

20.2.3 SUPPLIES



Supplies come in three varieties in España:1936. Cities will produce these three kinds of supplies each turn depending on their size.

War Supplies

This is a general term representing the equipment needed by your troops. Artillery and Cavalry cost lots of War Supplies, as they require industrial capacity, horses and raw materials. Infantry, on the other hand, cost fewer supplies, as rifles and other light equipment are easier to manufacture.

General Supply

Armies need food, clothing, and other basic supplies to keep on moving and fighting. These are all grouped into the term “General Supply” (as opposed to “War Supplies”) and are distributed to your Depots and your troops every turn.

Ammunition

Finally, another commodity you will need to keep your troops battle ready is Ammunition, which is tracked separately from General Supply but otherwise follows the same production and distribution mechanisms.

20.2.4 VISUAL REPRESENTATION OF ASSETS

This feature has been added under the form of a pie chart, showing, for a given region with production, the number of each of the assets produced there. You need to have the **Supply Mode activated** to see the pie.

You can see, from top to bottom, clockwise:

- Money production
- Conscripts production
- War Supplies production
- VP value of region



20.2.5 FORCE POOLS

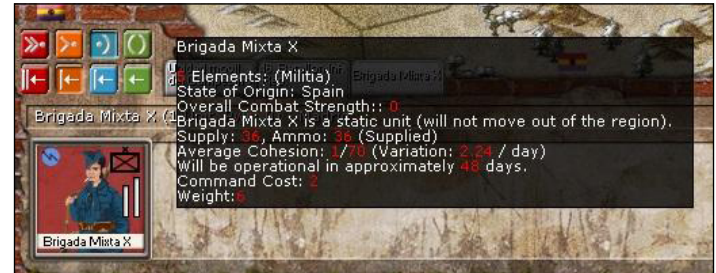
Each Nation can only field a limited number of troops at any time. This is what is called its Force Pool (FP). If a Force Pool is fully in play, some of its Units must be eliminated before new ones can be built.



20.3 UNITS UNDER CONSTRUCTION ON THE MAP

Units appear immediately on the map on the same turn as you request them, but they start completely depleted (i.e. with one Strength and one Cohesion point only), as they are gathering men and training them, collecting supplies, etc.

- Such Units cannot be moved and are basically defenseless.
- Their status is indicated by a red label. The label on the Unit will change color progressively (to a white color) when the construction process advances.
- Their various components are shown in red (i.e. depleted) and will fill up progressively as time passes.



After a while, Units under construction progressively lose this 'special' status and can be moved, but rushing those green Units into combat is best avoided.

Note: Ideally, you should wait until they have completed their training (i.e. health and cohesion is at 100%) before issuing them combat orders. You can move them in passive mode toward their destination though, they will continue to be completed (all soldiers and equipment are considered present, but the troops are still very 'green'). Note that when a Unit can be moved you get a message in the message panel.

20.3.1 BUILD DURATION

The build duration is indicated in the tooltip when you hover over the Unit under construction. This is the time in days needed for a Unit to reach its full Strength and Cohesion and depends on Unit type (as well as the morale level and some military reforms which influence it). Within the Unit, the various elements will achieve 100% health at their own construction speed though (in essence the time indicated for the whole Unit is the time of the element which is the longest to build).

Example: Militia are low-quality troops but have a good build rate while cavalry takes quite a while more time to complete.



21. LOSSES AND REPLACEMENTS

When combat losses occur to a Unit or attrition losses occur to a Force, they are apportioned among its elements. These elements have their losses indicated on the Unit Panel by the presence of gray manpower symbols (the black manpower symbols represent remaining strength points).

Each hit suffered causes the loss of one (1) strength point. The exact total of men remaining in the element is indicated numerically. As long as elements have at least one (1) Strength Point remaining, they are eligible to receive replacements. Once the final strength point is lost, the element is eliminated.

21.1 THE REPLACEMENT POOL



Figure 21.1 The Replacement Screen is a representation of the Replacement pool showing the number, type, and nationality of available replacement chits.

The number, type, and nationality of available replacements are displayed on the Ministry of War page (F2 key) of the Ledger, at the bottom right of the screen. This pool of replacements represents manpower which is being trained and held in reserve until such time as it can be forwarded on to eligible combat Units. Replacements are represented on the Replacement Screen in terms of replacement chits. Each replacement chit is equivalent in strength to an average battalion-sized element of the nationality indicated.

21.1.1 REPLACEMENT CHITS

Each game-turn, specific regions on the map generate 'conscript companies' and money. By holding the mouse over regions on the map, the tool-tip feature indicates how many

'conscript companies' and/or how much money is produced in the region. Note that not every region produces conscript companies and/or money.

Players only receive conscripts and money for regions they control. In addition, certain military options may be selected that allow players to supplement their production of conscripts. These options come with a price that is indicated on the Military Options screen (**F3 key**).

A portion of attrition and combat losses suffered in the field is also returned to the Replacement Pool. This represents, in part, injured soldiers returning to duty and stragglers rejoining their units. The number of conscript companies returned to the Replacement Pool is as follows:

- $\frac{1}{3}$ of **combat losses** is returned to the Replacement Pool as conscript companies,
- $\frac{2}{3}$ of **attrition losses** are returned to the Replacement Pool as conscript companies.

21.1.2 ABSORBING REPLACEMENTS

Replacement chits are used in two (2) ways:

- absorbed into multiple elements that have each lost one or more strength points,
- used to create entire battalion-sized elements that can be merged into Brigade Units that have lost an entire element.

Replacement chits that are used to replace lost strength points are removed from the Replacement Pool when the last of their strength points is consumed. Players do not have a means of

knowing how many strength points are remaining in individual replacement chits. This is handled internally by the game engine. Replacement chits used to provide entire battalion-sized elements are removed from the Replacement Pool immediately.

21.1.3 ELIGIBILITY TO RECEIVE REPLACEMENTS

In order for a Unit that has suffered strength point losses to be eligible to receive replacements, it must remain stationary for the complete game turn. The number of replacement strength points a Unit may absorb (as a percentage of its full strength) is a function of the type of terrain it occupies as follows:

- 10%: Unit in a region with an unbesieged town,
- 20%: Unit in a region with an unbesieged city (level 4 or greater),
- 30%: Unit in a region with an unbesieged Depot,
- 5% per level: Unit is a naval vessel in harbor (represents repair to damaged ships)

Note: These percentages are non-cumulative — only one condition can apply. A Unit with a maximum strength of 27 strength points is allowed to replace nine (9) strength points per turn if it remains stationary in a region with a depot (30% of 27 = 9 (rounded down)).

21.1.4 PROHIBITIONS TO RECEIVING REPLACEMENTS

The following Units may not receive replacements :

- Units that are currently at full strength,
- Units of a type different from the available replacement chits,

- Units of a different nationality from the available replacement chits,
- Units that have moved regardless of the terrain they occupy,
- Units that are besieged (unless located within an unblockaded harbor),

22. CAPTURING ENEMY UNITS

At the conclusion of every battle or siege combat in which the losing side is Routed or Surrenders, the winning side has the opportunity to capture enemy ships or Supply Units. Essentially, Routed Units that are shot at by enemy elements are susceptible to being captured. This represents the destruction of an organized line of resistance and the vulnerability of rear echelon formations to being overwhelmed by an advancing enemy.

22.1 CAPTURING ENEMY UNITS AFTER FIELD COMBAT

At the conclusion of a Field Combat in which the losing side has Routed, support Units which survived the combat are susceptible to capture. Each Supply Unit belonging to the losing side is checked to see if it is captured. Captured Units are immediately placed into a single TDM controlled by the winning side. Such Units are identified as 'Captured' by the gray background and word 'Capt' printed on the Unit counter face.

22.2 CAPTURING ENEMY UNITS AFTER SIEGE COMBAT

At the conclusion of a Siege Combat in which the losing side has Routed, support Units which survived the combat are susceptible to capture. Each ship and supply Unit belonging to the losing side is checked to see if it is captured. Captured Units are immediately placed into a single TDM controlled by the winning side. Such Units are identified as 'Captured' by the gray background and word 'Capt' printed on the Unit counter face. Fixed defenses (such as emplaced ballistae) are automatically Captured.

22.3 USING CAPTURED UNITS

Captured ships and supply Units function exactly as normal Units in every respect. However, captured Units may not recover losses unless there are replacement points available of the same nationality. In most cases, this will not occur unless a player is able to re-capture a previously-captured unit.

23. UNIT EXPERIENCE

One of the most telling factors in any combat situation will be the experience (or lack thereof) of the participants. Many elite formations were effective not because of their fine equipment and appearance, but because the men in these units had years of experience in dealing with the stresses of campaigning. (Consult **Section 6.2** for information regarding the effect of experience on Leaders.)

23.1 EXPERIENCE LEVELS

There are multiple levels of experience indicated by small stars on the Unit counter. Units and Leaders may lose experience when trained (upgraded) to a new Unit type. There is no upper limit to the number of experience levels a Unit may gain during play.

23.1.1 EXPERIENCE INDICATORS

A Unit's level of experience is indicated by the number of stars on its Unit counter.

Experience is also indicated by **star icons** located on the top pane of an element's Unit Detail panel display. Each star represents a level of experience. For example, certain veteran elements begin scenarios with up to five (5) levels of experience. These elements have five (5) stars in their Unit Detail panel displays.

23.1.2 GAINING EXPERIENCE

Experience is gained by participating in combat or through training provided by Leaders with Training-related Special Abilities. When a element participates in combat, depending upon its individual success, it may be awarded Experience Points. Experience awards are noted in the Message Log. In order to gain an Experience Level, an element must acquire anywhere from 5 to 20 Experience Points. Eligible units are checked at the end of each game turn for increased experience levels.

23.2 EFFECTS OF EXPERIENCE

The net effect of experience is to make Units more efficient military formations. For each level of experience, elements have their abilities increased as follows:

- For **levels of experience 1, 3, 4 and 6**, units gain a +1 increase in their Assault values.
- For **levels 2 and 5**, units gain a +1 increase in their Discipline values.
- For **level 7**, units gain a +1 increase in their Shooting Rate values.
- For **every level of experience**, a Unit gains a 10 point increase in their Cohesion value. (For example, a unit with two levels of experience receives 20 extra Cohesion points.)

24. SCENARIO EVENTS

Each scenario contains scripted 'events' designed to introduce historical perspective and happenstance into the game. Events can be triggered by players who fulfill certain conditions or triggered simply by reaching a particular date in the scenario. Most events are noted in the Message Log. Some even come with their own 'press releases'.



In many cases, the occurrence of an event is merely for information purposes. Some events, however, add or remove troops from the game map. Pay close attention to the Message Log at the beginning of each turn and use the 'jump' feature (left-clicking on message text) to go directly to the map where an event has taken place.

25. DECISION MODE

This mode uses an intuitive and simple method of to play 'decisions' that enable the player to interact with the map and get local regional benefits (such as supply, loyalty, or money), although often at a cost. Some Decisions might also be described as local military actions, political measures, policies, diplomacy, etc.

25.1 THE DECISION MODE (OVERVIEW)

To enter Decision mode, just click on the Picture with the raised fist located over the brick wall on the bottom left-hand side of the interface (above the minimap). This allows you to make Decisions applicable to specific map regions.

Click on a Decision. Regions where the Decision may be played are displayed in green color (in fact the logic is the same as in the construction mode). Note: The different Decisions available are listed in **Appendix G**.

- All Decision effects occur for a certain period of time (generally 1 or 2 weeks, i.e. 1-2 turns), and you can only



take a Decision a limited number of times as indicated in the interface.

- The effect of the Decision will be applied at the end of the period unless it specifies.

Note: Not all Decisions are accessible to all factions at all times. Some may only become available after certain events.

26. THE MIXED BRIGADES

The Republican player has the choice beginning in October 1936 of buying the option of creating the Popular Army. This option fires the creation of several mixed brigades. These begin as empty brigades with just one transmission battalion

inside but can be strengthened with up to 4 militia battalions of your choice. You just need to have the mixed brigade in the same region of the battalions you want to add to it, select the brigade and the battalion with the ctrl key pressed and add it with the 'plus' icon.

There are two types of Mixed Brigades, first one formed with militia battalions (via option), second one created with the Regional Decision (RGD) 'Mixed Brigade' and formed with regular infantry battalions. You can also create militia Mixed Brigades with a 'Militia Mixed Brigade' RGD.



Figure 26.1 The Empty Mixed Brigade and the Columna Galan will be join into one Mixed Brigade Unit.

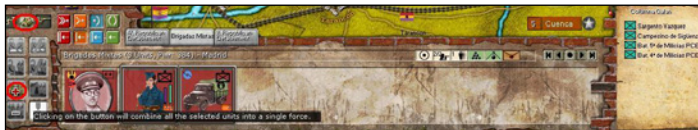


Figure 26.2 The Empty Mixed Brigade and the Columna Galan are selected. See the red circle in the tent icon selected and another red circle in the 'plus' icon selected. When the plus icon is in red you can add the battalions into the brigade. This union is **not** reversible.

Note: It is not possible to join Units containing non-militia battalions with Militia type Mixed Brigades Units. Beginning with the creation of the Popular Army, the militia battalions start converting progressively into regular infantry battalions.

TIMELINE

Military History of the Spanish civil War - Basic Timeline from 18/07/1936 to 1/4/1939

- 18th July, 1936** Successful military uprising in Morocco and Seville.
- 18th July, 1936** General Francisco Franco issues manifesto that seeks to justify rebellion.
- 18th July, 1936** Dolores Ibarruri makes her "No Pasaran" radio speech.
- 20th July, 1936** General Jose Sanjurjo killed in air crash.
- 20th July, 1936** British Labour Party expresses its support for Popular Front government.
- 20th July, 1936** José Giral, the Spanish prime minister, appeals to the French government for arms.
- 24th July, 1936** General Emilio Mola establishes a Committee of National Defence.
- 24th July, 1936** Antifascist Militias Committee establish the Anarchist Brigade.
- 24th July, 1936** Rebel forces capture Granada.
- 26th July, 1936** Adolf Hitler agrees to give military aid to General Francisco Franco.
- 26th July, 1936** Comintern agrees to establish International Brigades.
- 28th July, 1936** German aircraft arrive in Morocco and begin transporting Nationalist troops to Spain.
- 30th July, 1936** Nine Italian bombers arrive in Morocco.
- 2nd August, 1936** Leon Blum announces France's policy of non-intervention in Spanish Civil War.
- 4th August, 1936** Yagüe troops capture Badajoz.
- 6th August, 1936** General Franco establishes his headquarters in Seville.

8th August, 1936	France closes its border and stops volunteers crossing into Spain.	9th October, 1936	650 members of the International Brigades arrive at Alicante.
10th August, 1936	Indalecio Prieto appeals on radio for an end to the Red Terror.	12th October, 1936	The first aid from the Soviet Union arrives in Spain.
12th August, 1936	The first International volunteers reach Spain.	22nd October, 1936	General José Miaja placed in charge of the defence of Madrid.
14th August, 1936	Nationalists massacre Republicans in Badajoz.	25th October, 1936	510 tons of gold from the Bank of Spain is sent to the Soviet Union.
15th August, 1936	Stanley Baldwin announces ban on the export of arms to Spain.	1st November 1936	Nationalist troops reach the western and southern suburbs of Madrid.
19th August, 1936	Federico Garcia Lorca is murdered by Falangist in Viznar.	2nd November 1936	Brunete captured by the Nationalist Army.
26th August, 1936	Nationalist authorities introduce conscription.	6th November, 1936	Nationalist forces begin siege of Madrid.
28th August, 1936	Nationalist forces bomb Madrid for the first time.	6th November, 1936	Republican government moves from Madrid to Valencia.
4th September, 1936	Francisco Largo Caballero forms new Republican government.	8th November, 1936	International Brigades and peoples' militias repulse Nationalist assault on Madrid.
5th September, 1936	Nationalist Army take Irun and close the border with France.	10th November, 1936	Non-Intervention Committee concludes that there is no evidence of foreign intervention in Spain.
7th September, 1936	José Aguirre forms an autonomous Basque government.	14th November, 1936	Buenaventura Durruti arrives in Madrid with his Anarchist column.
9th September, 1936	Representatives of 27 countries form Non-Intervention Committee in London.	15th November, 1936	Condor Legion, a squadron of the Luftwaffe, in action for the first time.
9th September, 1936	Alexander Orlov of the NKVD arrives in Spain.	18th November, 1936	Adolf Hitler and Benito Mussolini recognize Franco's regime.
21st September, 1936	Nationalist generals select Francisco Franco to become chief of state.	19th November, 1936	Buenaventura Durruti killed while defending Madrid.
25th September, 1936	Alvarez del Vayo pleads the Republic's case at the League of Nations.	20th November, 1936	J.A. Primo de Rivera, leader of the Falange Española, executed in Alicante.
1st October, 1936	Republican government approves Basque autonomy.	13th December 1936	Nationalists attempted to cut the Madrid-La Coruna road to the north-west of Madrid.
3rd October, 1936	Francisco Franco's first cabinet includes his brother, three generals and a diplomat.	16th December, 1936	Andres Nin is ousted from the government.

17th December, 1936	Communists insist on the removal of the POUM from the Catalan government.	16th June, 1937	Andres Nin is arrested and charged with conspiring with General Franco.
22nd December, 1936	Volunteers from Italy arrive in Spain to fight for the Nationalists.	19th June, 1937	Nationalist Army captures Bilbao.
6th January, 1937	President Franklin D. Roosevelt bans the export of arms to Spain.	20th June, 1937	Andres Nin, leader of POUM, is murdered by agents from the Soviet Union.
12th January, 1937	An anarchist rising in Bilbao is repressed.	24th June, 1937	Paul Robeson makes important speech on the war at the Albert Hall in London.
14th January, 1937	The FAL and POUM demonstrate in Barcelona in favour of social revolution.	26th June, 1937	Nationalist forces take Santander.
8th February, 1937	General Queipo de Llano, CTV and Nationalist Army take Malaga.	6th July, 1937	General Vicente Rojo launches attack at Brunete.
12th February, 1937	The International Brigades halt the Nationalist advance at Jarama.	10th August, 1937	The anarchist-dominated Council of Aragón is dissolved by Juan Negrin.
5th March, 1937	The Communist Party Congress demands that the POUM be eliminated.	25th August, 1937	Nationalist Army captures the north-coast port of Santander.
8th March, 1937	Italian Corps take Brihuega.	28th August, 1937	Nationalists bomb Madrid for the first time.
18th March, 1937	The Republican Army defeats the Italian Corps in Guadalajara battle.	28th August, 1937	The Vatican recognizes Franco's regime.
30th March, 1937	General Mola opens the Nationalist offensive in the Basque region.	1st October, 1937	Republican forces capture Belchite.
19th April, 1937	Franco unites the Falange Espanola with the Carlists to form a single party.	17th October, 1937	Francisco Largo Caballero announces his opposition to Juan Negrin.
26th April, 1937	The Condor Legion bombs Guernica.	28th October, 1937	Republican government moves from Valencia to Barcelona.
3rd May, 1937	Anarchists revolt in Barcelona against the authoritarian rule of government.	12th November, 1937	The CNT withdraws from the Popular Front government.
5th May, 1937	Francisco Largo Caballero dispatches Assault Guard to Barcelona.	8th December, 1937	Nationalist aircraft bombs Barcelona.
10th May, 1937	Uprising in Barcelona suppressed by the Republican Army.	14th December, 1937	Republican Army launch an offensive at Aragon.
17th May, 1937	Largo Caballero is replaced by Juan Negrin as head of the Republican government.	9th January, 1938	Republican Army capture the city of Teruel from the Nationalists.
3rd June, 1937	General Emilio Mola killed in air crash.	30th January, 1938	General Franco includes first civilians in his government.
16th June, 1937	Juan Negrin outlaws POUM.	22nd February, 1938	Nationalist Army recaptures Teruel.
		16th March, 1938	Italian air force starts bombing Barcelona.

17th March, 1938 Leon Blum, back in power again in France, reopens the border with Spain.

28th March, 1938 Indalecio Prieto calls for the start of peace negotiations.

5th April, 1938 Juan Negrin sacks Indalecio Prieto as war minister.

15th April, 1938 Nationalist Army captures the Republican town of Vinaroz, cutting off the Republican south.

1st May, 1938 Juan Negrin proposes a thirteen-point peace terms.

21st June, 1938 Leon Blum resigns and France's border with Spain is closed again.

25th July, 1938 80,000 Republican troops begin crossing the River Ebro.

3rd September, 1938 Nationalist Army break through Republican lines at Gandesa.

21st September, 1938 Juan Negrin announces the proposed withdrawal of the Int. Brigades from Spain.

4th October, 1938 All foreign troops fighting for the Republican Army leave the frontline.

28th October, 1938 Trial of POUM leaders starts in Barcelona.

15th November, 1938 International Brigades parade through the streets of Barcelona.

16th November, 1938 Nationalist Army wins victory at River Ebro.

19th November, 1938 Francisco Franco grants mining concessions to Germany in return for military aid.

25th January, 1939 Juan Negrin moves his government from Barcelona to Figueras.

26th January, 1939 Barcelona captured by the Nationalists.

4th February, 1939 President Manuel Azaña crosses the border into exile.

27th February, 1939 Neville Chamberlain recognizes General Franco's government.

4th March, 1939 Juan Negrin attempts to form a communist government on the territory he controls.

4th March, 1939 Segismundo Casado and Julián Besteiro establish anti-Negrin National Defence Junta.

6th March, 1939 José Miaja, Republican commander in Madrid, joins anti-Negrin National Defence Junta.

7th March, 1939 Luis Barceló, Republican commander of the First Corps, attempts to retake Madrid.

8th March, 1939 Communist forces defeated in Madrid.

12th March, 1939 Juan Negrin and his Soviet advisers fly out of Spain.

27th March, 1939 Nationalist Army enters Madrid after a siege of nearly three years.

30th March, 1939 Nationalist Army captures Valencia.

1st April, 1939 Franco announces the end of the Spanish Civil War.



Victory parade 1939

A. TERRAIN SUMMARY FOR LAND UNITS

TERRAIN TYPE	EFFECT ON MOVEMENT/SUPPLY	COMBAT EFFECTS (ATK/DEF)	OTHER EFFECTS	NOTES
Roads	Treat as clear terrain regardless of actual terrain			
Major Roads	Cost of moving is 50% of the cost of clear terrain			
Clear			Foraging Bonus	
Woods	Slight Penalty	Atk: None Def: Slight Bonus		
Forest	Moderate Penalty	Atk: None Def: Moderate Bonus		
Marshes	Severe Penalty	Atk: None Def: Moderate Bonus	Hide Bonus	
Wilderness	Severe Penalty	Atk: Severe Penalty Def: None	Hide Bonus	
Mountain	Severe Penalty	Atk: Severe Penalty Def: None	Hide Bonus Limited Foraging	
Major River/Lake	Severe Penalty	Atk: None: Def: Major Bonus	May freeze during Winter	See Note 2
Minor River	Moderate Penalty	Atk: None Def: Minor Bonus		See Note 2
Ferry/Bridge	Moderate Penalty	Atk: None Def: Minor Bonus	Effect negated if Frozen	See Note 2
Shallow Water	Moderate Penalty		May freeze during Winter	
Coastal Water	Impassable			
Ocean	Impassable			
Transit Link	Travel To and From requires 1 full Turn			

Notes:

1. Light units receive Major Combat bonus (Atk & Def). Not in this version of the game.
2. Friendly Forces attacking across a river (major or minor) do not incur a penalty if the region has a level of friendly military control greater than 10%

B. MOVEMENT SUMMARY FOR NAVAL UNITS

TERRAIN TYPE	EFFECT ON MOVEMENT/SUPPLY	COMBAT EFFECTS (ATK/DEF)	OTHER EFFECTS	NOTES
Coastal Water		Weather may reduce initial combat range		
Ocean		Weather may reduce initial combat range		

C. SHORTCUT KEYS

ZOOMING:

Mouse wheel

Zoom in/Zoom out.

Click on mouse wheel

Alternate between maximum and minimum zoom levels.

End

Alternate between maximum and minimum zoom levels.

Page Up

Zoom in.

Page Down

Zoom out.

HANDLING FORCES:

Left-click

Select a Force .

Right-click

Unselect (and returns to messages display).

Ctrl + left-click

Cycle through the various region Forces, make multiple selections on the Unit Panel.

Drag-drop on another region

Moves Force to desired location.

Drag-drop on same region

Cancel whole move (exception: if **[Shift]** is pressed it allows circular trips).

Drag-drop on another Force

Either intercept an enemy or combine with a friendly Force.

Drag-drop on city, harbor

Enter the structure.

Drag-drop on a tab

Combine with this Force.

Drag-drop + Ctrl	Moves Force to desired location. (Disables pathfinding)
Del	Cancel the last leg of the movement path of an Army or Fleet.
C	Center map on selected Force.
Shift	When a Force is selected: Displays regions and nature of the movement links to other regions.
Ctrl	Show number of men.
Q/W	Cycle through 'locked' land forces.
E/R	Cycle through land Forces. Simultaneously press [Ctrl] to skip Forces that are not moving.
T/Y	Cycle through naval Forces. Simultaneously press [Ctrl] to skip Forces that are not moving.
S	(Sentry) Selected Force will be skipped when cycling with keys E/R/T/Y.
Ctrl +S	Remove all 'sentry' orders.
Ctrl + L	Lock/unlock all Forces (prevents a Force dropped onto another Force from merging).
Right-click on a tab	Lock/unlock this Force.
Keys 1 - 6	Switch Map Filter.
Ctrl F1-F4	Use unit filter for you or your enemy.
Ctrl F9	End Game Turn.
Ctrl + Shift + S	Save Game.
F1	Force List.
F2	Replacements and Production.
F3	Military Options.
F4	Political Options.
F5	Diplomatic Options. (Foreign Affairs).
F6	Strategic Map
F7	Scores & Objectives.
F8	Scenario Background.

IN THE UNIT PANEL :

Ctrl-click	Select/unselect multiple Units.
Mouse wheel scroll	Move through the list of Units.
Select Unit(s) then drag-drop	Create a new Army/Fleet. This is used for disembarking in a coastal region without a friendly harbor.
A, O, D, P	Change the Force to the corresponding posture.

OPERATIONAL ORDERS (IF APPLICABLE):

Shift+T	Enter Structure upon reaching destination.
Shift+D	Build Depot .
Shift+S	Sortie from structure.
Shift+M	Force March .
Shift+A	Set an Ambush (Not in this game release)
Shift+B	Burn Structure (land units).

MESSAGES LOG:

Simple-click	Go to region where event occurred (if relevant).
Double-click	Display messages content (if message is red) and opens specific message window.
Mouse wheel scroll	To scroll up and down the message list.

WINDOWS & INTERFACE:

Esc	Close the window.
R	When on the main menu: Resume last played game.

SAVED GAMES

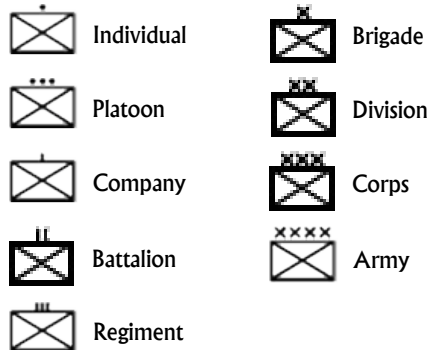
When you move the mouse over a saved game on the load game screen, you can either back up one turn (Home key), rename it (Insert key) or delete it (Delete key).

D. MAP ICONS



E. NATO SYMBOLS

UNIT SIZE



UNIT SYMBOL	UNIT TYPE	REPLACEMENT CHIT
	Admiral (one to three anchors symbols)	None
	Air Unit	None
	Air Unit, Support (Airfield)	Service
	Air Unit, Rec Plane	Air Recon
	Air Unit, Rec Plane (alt symbol)	Air Recon
	Armored Car	Light Vehicle
	Armored Unit	Heavy Vehicle
	Armored Unit (Tank)	Heavy Vehicle
	Armored Train	Armored Train
	Artillery, Coastal	Heavy Artillery
	Artillery, Field	Medium Artillery
	Artillery, Heavy	Heavy Artillery
	Artillery, Light	Light Artillery
	Artillery, Mountain	Medium Artillery
	Cavalry	Cavalry
	Engineer	Engineer
	General (one to three stars symbols)	None
	Headquarters	HQ Army
	Headquarters (alt symbol)	HQ Army
	Infantry	Line Infantry
	Infantry, Elite	Elite Infantry
	Infantry, Light	Light Infantry
	Infantry, Marines	Elite Infantry
	Infantry, Motorized	Line Infantry

UNIT SYMBOL	UNIT TYPE	REPLACEMENT CHIT
	Infantry, Mountain	Elite Infantry
	Medical	Service
	Militia (Socialist, Anarchists...)	Militia
	Naval Unit, Heavy SteelShip	Heavy Warship
	Naval Unit, Light SteelShip	Light Warship
	Naval Unit, Steamer Transports	Transport Ship
	Transmission Company	Service
	Supply	Supply

F. LEADER SPECIAL ABILITIES (TRAITS)











F1. Abilities applicable only to element or leader










Icon	Special Ability	Description of Special Ability
	Disrupter	This element is specialized in assaulting entrenched positions.
	Emplaced Guns	These guns are emplaced batteries and can't be moved outside the region.
	Military Genius	This leader is a military genius with many different abilities, check the Element Detail Panel to get the comprehensive list of all his abilities.
	Mountain Troops	This element is made of troops specially trained for mountain warfare, check the Element Detail Panel to get the comprehensive list of all its abilities.
	Naval Screener	Can reduce the losses during retreat. Smoke screen, etc
	Reconnaissance	This leader is adept at good reconnaissance (has higher detection value).
	Static Unit	This Unit can't leave its region unless attacked.








F2. Abilities applicable only to the unit to which an element belongs

Icon	Special Ability	Description of Special Ability
	Amphibious	0% of the penalty associated with Naval Landing. 50% for opposed river crossing.
	Armored Support	This armored element provides tactical and morale support to the infantrymen. It gives a +1 initiative and a 10% fire bonus to infantry elements of the Unit.
	Entrencher	Raises Defensive Fire value by 10%, increases Protection value by 1. Applies to all elements in the Unit (ONLY) when the Unit is entrenched.
	Fire Support	This element possesses firepower that impedes enemy reaction. +1 Initiative bonus in battle to the whole Unit.
	HQ Command	Because of an efficient command structure, HQs are able to give +5 Maximum Cohesion and +5% to the Cohesion Recovery Rate to all divisional elements.
	Mountain Fighter	25% combat bonus and 1 extra protection to the Unit when in Mountain, Wooded Hills or Alpine terrain.
	Strong Morale	This element is either composed of highly motivated, battle-hardened individuals or is a leader capable of inspiring his men. The inspiration provided gives a +5 Maximum Cohesion bonus to all other elements of the Unit.
	Transport	This unit has a transport capacity of 3 CPs.
	Weak Morale	This element is either composed of unmotivated individuals or is a leader not capable of inspiring his men. The inspiration provided gives a -5 Maximum Cohesion penalty to all other elements of the Unit.



F3. Special abilities applicable to an entire force










Icon	Special Ability	Description of Special Ability
	Artillerist	Raises Offensive/Defensive Fire value by 20%. Applies to all artillery elements in the Force/Unit.
	Cavalryman	25% combat bonus for all cavalry Units in the Force, if in clear, woods, steppes or desert terrain.
	Cool Headed (Trotsky only)	Initiative bonus of +2 to all Units in the same Force.
	Deceiver	This element or Leader is adept at establishing dummy positions (Quaker guns and such), camouflaging to the enemy the real strength of his Force. +1 to the Hide Value of the Force, if entrenched.
	Deep Raider	This element or Leader is able to mount deep raids which can avoid enemy patrols, with the use of side-tracks and stealthy march subterfuges. +50% to the Evasion Value, if the Force is moving.
	Defensive Commander	Increases Defensive Fire value by 10%. Applies to all elements in the Force.
	Defensive Engineer	Raises Defensive Fire value by 10%, increases Protection value by 1. Applies to all elements in the Force when the Force is already entrenched.
	Honorable	Cohesion bonus of 10 to all Units in the Force.
	Infantryman	Increases Offensive/Defensive Firepower value by 10%, increases Assault value by 10%. Applies to all infantry elements in the Force.
	Light Cavalry	This element or general is able to screen and mask the progression of the whole force with the clever use of scouts, use of side-tracks and stealthy march subterfuges. +1 to the Hide Value of the Force. +25% to the Evasion value, if the Force is moving.











Icon	Special Ability	Description of Special Ability
	Loyal	+1 Command Point per ability level, even if NOT in command.
	Medical Service	This element is a Medical Service company, able to provide health care even on the battlefield. Give +15% to the Cohesion Recovery rate of all others elements of the Force they are in.
	Militiaman	Raises Discipline value by 1, increases Cohesion by 10. Applies to all Militia elements in the Force.
	Mountaineer	Provides a 25% move bonus to the whole Force in Hills, Wooded Hills, Mountain or Alpine terrains.
	Patroler	This element or Leader is proficient in making more effective patrols in the region he is in, by setting an effective network of surveying detachments or establishing signal towers. +1 to Detection Value, +35% to the Patrol Value of the Force the element is in, if entrenched.
	Pontoneer	Increases speed crossing rivers by 50%. Applies to entire Force when crossing rivers.
	Poor Spotter	This leader provides a 15% increase on the whole Force supply consumption, even if not the commander.
	Ranger	Increases speed by 25%. Applies to all elements in the Unit. If the commander, 25% increase applies to all elements in entire Force. (Wild Areas ONLY)
	Screener	This element or Leader is able to screen and mask the progression of the whole Force with the clever use of scouts, use of side-tracks and stealthy march subterfuges. +1 to the Hide Value of the Force and +25% to the Evasion Value, if the Force is moving.












Icon	Special Ability	Description of Special Ability
	Sea Spotter	This element or Admiral is proficient in surveying the seas and spotting enemy ships. +1 to Detection Value, +35% to the Patrol Value of the Force the element is in.
	Siege Expert	Provides a one point siege bonus to the whole Force when attacking Forts.
	Signal	This signal Unit is of great use to an able commander for transmitting orders along the chain of command. +2 Command Points to the Force it is in. This ability does not improve.
	Skirmisher	Raises Initiative by 1. Applies to all elements in the Force/Unit.
	Staffer	+1 Command Point per ability level, even if NOT in command. (If in a Force with an Army HQ, subordinates corps also receive this bonus)
	Supply Ranger	Reduces consumption of General Supply by 15%. Applies to the entire Force. (Wild areas ONLY)
	Training Master	Provides 1 experience point every turn to all the troops in the Force.

F4. Special Abilities Applicable to an Entire Force only When Leader with Special Ability is in Command

Icon	Special Ability	Description of Special Ability
	Adept Raider	If the commander, allows an 85% chance of retreat at any round of battle, if overwhelmed. Applies only to Forces needing 4 or fewer command points.
	Admired Commander	The leader is beloved and revered by his men, as he cares about their well-being. If the commander, provides a +25% increase in the fatigue recovery rate of Units under his command.











Icon	Special Ability	Description of Special Ability
	Army Administrator	This Commander in Chief is appreciated by his men, as he cares about their well-being. He provides a +15% increase in the fatigue recovery rate of Units in his theater.
	Blockade Runner	If the admiral in command, this leader will be adept at avoiding enemy naval forces, if need be. +35% to the Evasion value of the fleet. Works only if moving.
	Brave	This commander is always in first line. If the commander, applies a cohesion bonus of 10 to all Units under his command but he has higher chances to get killed.
	Charismatic	This leader has a charismatic aura. If the commander, provides +5 maximum Cohesion and a +25% increase in the fatigue recovery rate of Units under his command.
	Cool Headed	Initiative bonus of +2 to all Units under his command.
	Corrupt	This Commander in Chief let corruption spreads in his administration. This costs a 10% increase on every Force's supply consumption in his theater.
	Corrupt	When in command, this leader let corruption spreads in his administration. He provides a 15% increase on the whole Force's supply consumption.
	Diplomatic	If the Commander in Chief in the Theater, provides +1 Command Point and an additional +1 per ability level, to his Force and all subordinates' Corps.
	Dispersed Move	This general (if the commander) has the bad habit of letting his troops move in disorder, thus reducing how they can effectively patrol the region, or conceal their approach. -25% to Evasion and Patrol, -1 to Hide Value of the whole Force, if moving.

Icon	Special Ability	Description of Special Ability
	Dispirited Leader	This commander is absolutely not charismatic in the eyes of his men or is a defeatist. -5 Maximum Cohesion to the Force if the commander, -25% to the Cohesion recovery rate.
	Drunk	This general is completely drunk. -4 Command Points to the Force he commands and to subordinates' corps if any.
	Elaborate Strategist	If the Commander in Chief in the Theater, provides -3 Command Points.
	Expert Withdrawer	If the commander, allows a 30% greater chance of withdrawing during the first four (4) hours of a battle.
	Fast Mover	If the commander, applies 15% increase in speed to all elements in the entire Force.
	Gifted Commander	This general is gifted for command. +2 Command Points and +1 additional CP per ability level above 1, to any Force he commands. (If in command of an army, subordinates corps also receive this bonus.)
	Good Army Administrator	The leader is appreciated by his men and cares about their well-being. If the commander, provides a +15% increase in the fatigue recovery rate of Units under his command.
	Good Commander	If in command provides +1 Command Point per ability level. (If in command of an army, subordinates corps also receive this bonus.)
	Good Subordinates	This general knows how to pick his subordinates and is able to delegate command at the right moment. +3 Command Points to any Forces he commands. This ability does not improve.
	Great Strategist	If the Commander in Chief in the Theater, provides +3 Command Points and an additional +1 per ability level, to his Force and all subordinates' Corps.

Icon	Special Ability	Description of Special Ability
	Hothead	If the commander, won't be able to order a retreat during the first two hours of the battle.
	Incompetent Staff	This Commander in Chief has an incompetent chief-of-staff. -2 Command Points to the stacks in his Theater.
	Incompetent Staff	This general has an incompetent chief-of-staff. -4 Command Points to the Force he commands and to subordinates' corps if any.
	Indecisive	Initiative penalty of -1 to all Units under his command.
	Logistics Master	This Commander in Chief provides a 25% reduction on Force supply consumption, for all Units in his theater.
	Master Logistician	When in command, this leader provides a 25% reduction on the whole Force supply consumption.
	Master of Defense	Units under his command may deploy better and more Units will be able to engage the enemy when defending, reducing the enemy's effectiveness (apply also if army commander).
	Morale Booster	This general is a leader capable of inspiring his men. The inspiration provided gives a +1 to discipline to all Units in the Force he leads (or all Units in the region if he is the Command in Chief).
	Naval Bombard	When in command, this leader provides 20% rate of fire bonus for all capital ship Units in the Force.
	Offensive Master	Units under his command may deploy better and more Units will be able to engage the enemy when attacking (apply also if army commander).
	Over Cautious	This commander is far too cautious when it comes to engaging the enemy, resulting in passivity and a lack of reactivity. -4 CP if the commander of the Force










Icon	Special Ability	Description of Special Ability
	Patriot	Gives a 25% bonus to raise partisans and volunteers in the State where he is present.
	Pillager	If the most senior commander in the region, this leader will let his men burn and pillage the countryside without regards for justice, slaughtering civilians if need be. Only the most loyal and policed regions will be spared by his cruel behavior.
	Poor Defensive Strategist	Units under his command may deploy worse and with fewer Units when defending, increasing the enemy's effectiveness (applies also if army commander).
	Poor Fleet Tactician	Initiative penalty of -1 to all Units under his command (apply also if army commander).
	Poor Logistician	When in command, this leader provides a 15% increase on the whole Force's supply consumption.
	Poor Offensive Strategist	Units under his command may deploy worse, and fewer Units will be able to engage the enemy when attacking (apply also if army commander).
	Poor Offensive Strategist	Units in this Commander in Chief's Theater deploy worse, and few will be able to engage the enemy when attacking.
	Poor Subordinates	This general picks subordinates based upon loyalty rather than skill. -2 Command Points to any Forces he commands.
	Poor Tactician	Initiative penalty of -1 to all Units under his command.
	Precision Naval Artillerist	20% combat bonus for all capital ship Units in the Force.
	Propagandist	If the most senior general in the region, will progressively increase the loyalty of the population over time. (+1% each turn up to 75%.)
	Reckless	If the commander, will have difficulty retreating on the first two hours of the battle.











Icon	Special Ability	Description of Special Ability
	Recruiting Officer	Can muster up to 5 new Conscripts companies on a regular basis in cities of Level 5+. Must be in the city to do so.
	Retreater	When in command, doubles the retreat bonus coming from the evasion of the Force.
	School of the Defence	Units under his command may deploy better and more Units when defending, reducing the enemy's effectiveness, but is ineffective when attacking (apply also if army commander).
	School of the Offense	Units under his command may deploy better and more Units will be able to engage the enemy when attacking, but is ineffective when defending (apply also if army commander).
	Sea Raider	If the admiral in command, this leader will be adept at avoiding enemy naval Forces, if need be. +25% to the Evasion Value of the Fleet. Works even if not moving.
	Seaman	If the commander, increases speed by 25%. Applies to all elements in the entire Fleet.
	Slow Mover	If the commander, 25% speed penalty. Applies to all elements in the entire Force.
	Staffer	This Commander in Chief grants +1 Command Point per ability level in all his theater.
	Strategist	This Commander in Chief in the Theater provides +1 Command Point to all Forces within the theater.
	Strategist	If the Commander in Chief in the Theater, provides +1 Command Point and an additional +1 per ability level, to his Force and all subordinates Corps.
	Superior Tactician	Increases Initiative by +1 to all Units under his command (apply also if army commander).
	Surpriser	If the commander, 20% chance of surprising the enemy (first fire).

Icon	Special Ability	Description of Special Ability
	Training Officer	If the commander, will train up to two (2) regiments of Conscripts to regular soldiers every turn.
	Unforgiving	This leader shows no mercy to rebellious populations or any population he suspects to be (affects the Loyalty of a Province).
	Very Fast Cavalryman	If the commander, increases speed by 25% of all cavalry elements in the entire Force.
	Very Fast Mover	If the commander, increases speed by 25%. Applies to all elements in the entire Force.
	Very Fast Mover	If the commander, increases speed by 30%. Applies to all elements in the entire Force.
	Withdrawer	If the commander, allows a 30% greater chance of withdrawing during the first two (2) hours of a battle.
	Africanist	If the commander, gives Bonus to firepower of all African elements in the entire Force.
	Falangist	If the commander, gives Bonus to firepower of all Falangist elements in the entire Force.
	Anarchist	If the commander, gives Bonus to firepower of all Anarchist elements in the entire Force.
	Legionair	If the commander, gives Bonus to firepower of all Legion elements in the entire Force.















G. REGIONAL DECISIONS













Here are charts with the depiction of the various in-game decisions















Menu Icon	Name & Map Icon	Description of Decision
	Republican Submarine Attack 	In España:1936 both sides had submarines, but not one of them sank an important ship, maybe this could have happened in another way. Strategy: Gain Victory points and eliminate enemy sea power. Description: Play only in a sea region; if in that region there is an enemy ship then you have a small probability of doing some damage.
	Nationalist Submarine Attack 	In España:1936 both sides had submarines, but not one of them sank an important ship, maybe this could have happen in another way. Strategy: Gain Victory points and eliminate enemy sea power. Description: Play only in a sea region; if in that region there is an enemy ship then you have a small probability of doing some damage.
	Rail Sabotage 	In the war both sides have small groups behind enemy lines undertaking small sabotage actions. Strategy: Wreck enemy railway. Description:Wreck one enemy railway (in a region in enemy military control).
	Rep.SB2 	At the beginning of the war both sides see the need to improve their air force. The Republicans bought a lot of Soviet material. This is to buy Tupolev SB-2 'Katiuskas'. Strategy: Get new RGD Bombardment. Description: This RGD is played in the Moscow area. In a few weeks a RGD Bombardment will be available.
	Rep.I-15 	At the beginning of the war both sides see the need to improve their air force. The Republicans bought a lot of Soviet material. This is to buy Polikarpov I-15 'Chatos'. Strategy: Get new RGD Air Defense. Description: This RGD is played in the Moscow area. In a few weeks a RGD Air Defense will be available.

	 <p>Rep.I-16</p>	<p>At the beginning of the war both sides see the need to improve their air force. The Republicans bought a lot of Soviet material. This is to buy Polikarpov I-16 fighters. Strategy: Get new RGD Air Superiority. Description: This RGD is played in the Moscow area. In a few weeks a RGD Air Superiority will be available.</p>
	 <p>Nat.He-51</p>	<p>At the beginning of the war both sides see the need to improve their air force. The Nationalists bought a lot of Axis material. This is to buy the German He-51 fighters. Strategy: Get new RGD Air Superiority. Description: This RGD is played in the Axis area. In a few weeks a RGD Air Defense will be available.</p>
	 <p>Nat.Fiat CR-32</p>	<p>At the beginning of the war both sides see the need to improve their air force. The Nationalists bought a lot of Axis material. This is to buy the Italian fighters CR-32 'Chirri'. Strategy: Get new RGD Air Defense. Description: This RGD is played in the Axis area. In a few weeks a RGD Air Defense will be available.</p>
	 <p>Nat.Savoias</p>	<p>At the beginning of the war both sides see the need to improve their air force. The Nationalists bought a lot of Axis material. This is to buy the Italian Bombers Savoia 79 'Sparviero' and 81 'Pipistrello'. (Also simulates the German Bombers He-111, etc...) Strategy: Get new RGD Bombardment Description: This RGD is played in the Axis area. In a few weeks a RGD Bombardment will be available.</p>
	 <p>Rep.Convoy Escort</p>	<p>The Republicans received material from the USSR via Mediterranean convoys. Strategy: Gain some infantry replacements. Description: Republican can play this RGD in region Convoy Escort but only if you have a cruiser Unit there.</p>

	 <p>Revolution</p>	<p>In the first weeks of the war Anarchist militia (mainly in Aragon and Catalonia) established therevolution in the regions they occupied. Strategy: gain VP Description: Play this RGD in an area under MC.</p>
	 <p>Regular Mixed Brigade</p>	<p>After the creation of the Popular Army, the Mixed Brigades were the core of the Republican Army. Strategy: Form a new Mixed Brigade (of regular infantry) Description: Play in owned cities. One empty Mixed Brigade (of regular infantry) will be created. This MB will appear with just the transmission battalion. You can add the rest manually or with replacements.</p>
	 <p>Militia Mixed Brigade</p>	<p>After the creation of the Popular Army the Mixed Brigades were the core of the Republican Army. Strategy: Form a new Mixed Brigade (of militia infantry) Description: Play in owned cities. One empty Mixed Brigade (of militia infantry) will be created. This MB will appear with just the transmission battalion. You can add the rest manually or with replacements.</p>
	 <p>Nat.Breguet XIXAttack</p>	<p>In the first weeks of the war both sides only had old Breguet XIX aircraft to attack the enemy and some Nieuports. Strategy: Small damage to enemy cohesion. Description: This RGD is played in an area next to your own leader and causes some loss of cohesion in several enemy Units.</p>
	 <p>Rep.Breguet XIXAttack</p>	<p>In the first weeks of the war both sides only had old Breguet XIX aircraft to attack the enemy and some Nieuports. Strategy: Small damage to enemy cohesion. Description: This RGD is played in an area next to an own leader and causes some loss of cohesion in several enemy Units.</p>

	Rep. Propaganda 	Propaganda played an important role through the war. Strategy: Gain 1 National Morale. Gain 10 Engagement Points. Description: Play it on your capital.
	Nat. Propaganda 	Propaganda played an important role through the war. Strategy: Gain 1 National Morale. Gain 10 Engagement Points. Description: Play it on your capital.
	Rep. Requisitions 	Both sides tried aggressive collection of funds to cover their war needs. Strategy: Get Money forcefully. Lose Loyalty Description: Must be played in a owned region with MC from 51% to 99% and with a city within the region.
	Nat. Requisitions 	Both sides tried aggressive collection of funds to cover their war needs. Strategy: Get Money forcefully. Lose Loyalty Description: Must be played in a owned region with MC from 51% to 99% and with a city within the region.
	Rep. Prosecution 	Political prosecution was common after a region was occupied Strategy: Gain Loyalty, gain Victory Points. Description: This RGD must be played in owned regions with low Loyalty.
	Nat. Prosecution 	Political prosecution was common after a region was occupied Strategy: Gain Loyalty, gain Victory Points. Description: This RGD must be played in owned regions with low Loyalty.
	Rep. Regional Campaign 	This RGD simulates a small propaganda campaign in an owned region. Strategy: Gain some VP and some Loyalty. Description: This RGD must be played in owned regions.

	Nat. Regional Campaign 	This RGD simulates a small propaganda campaign in an owned region. Strategy: Gain some VP and some Loyalty. Description: This RGD must be played in owned regions.
	Rep. Air Defense 	I-15 'Chatos' were the main fighter of the Spanish Republic Airforce during the war. Strategy: Give defense to our troops. Description: This RGD should be placed over our own Units in order to make enemy bombardments difficult. Played in an area next to a leader or with a leader.
	Nat. Air Defense 	The Italian fighter CR-32 proved to be a good fighter against the Republican Polikarpovs. Strategy: Give defense to our troops. Description: This RGD should be placed over our own Units in order to make enemy bombardments difficult. Played in an area next to a leader or with a leader.
	Rep. Air Superiority 	The I-16 was the best fighter in the war until the arrival of the German BF-109. Strategy: Attack enemy Air Defense. Description: Use this RGD in regions with enemy Air Defense in play. Played in an area next to a leader or with a leader. Can make the enemy lose 1 Air Defense RGD.
	Nat. Air Superiority 	The German fighter He-51 proved to be a good fighter against the Republican's Polikarpov. Strategy: Attack enemy Air Defense. Description: Use this RGD in regions with enemy Air Defense in play. Played in an area next to a leader or with a leader. Can make the enemy lose 1 Air Defense RGD.
	Rep. Bombardment 	Tupolev SB-2 was the main bombardier for the Republican side. Strategy: Damage enemy cohesion. Description: This RGD is played in an area next to your own leader and causes some loss of cohesion in several enemy Units.

	Nat. Bombardment 	Nationalists had several kind of bombers in their airforce: Savoia 79, Savoia 81, Ju 52, He-111, Do-17, etc., all represented by this RGD. Strategy: Damage enemy cohesion. Description: This RGD is played in an area next to your own leader and causes some loss of cohesion in several enemy Units.
	Rep.Strategic Bombing 	Both sides used air attacks against enemy factories in order to create some damage. Strategy: Make the enemy lose some WS. Description: Play this RGD in an enemy city.
	Nat.Strategic Bombing 	Both sides used air attacks against enemy factories in order to create some damage. Strategy: Make the enemy lose some WS. Description: Play this RGD in an enemy city.
	Rep.Night Attack 	Both sides used night air attacks in order to hurt enemy morale and create some damage. Strategy: Make the enemy lose some VP. Description: Play this RGD in an enemy city.
	Nat.Night Attack 	. Both sides used night air attacks in order to hurt enemy morale and create some damage. Strategy: Make the enemy lose some VP. Description: Play this RGD in an enemy city.
	Rep. Recruitment 	This RGD simulates a small mobilization campaign in an owned region. Strategy: Recruit more heroic volunteers for the Revolution (conscripts). Description: This RGD must be played in owned regions with a city.
	Nat. Recruitment 	This RGD simulates a small mobilization campaign in an owned region. Strategy: Recruit more heroic volunteers for the Fatherland (conscripts). Description: This RGD must be played in owned regions with a city.

CREDITS

Chairman: JD McNeil

Game Designer: Miguel Santacruz de la Torre.

Development: Miguel Santacruz de la Torre.

Development Director: Iain McNeil.

Producer: Tamas Kiss

Art Director: Gilles Pfeiffer

Graphics: Gilles Pfeiffer, Jack Hearling, Pangi.

Historical Research: Miguel Santacruz de la Torre.

Assistance & Advising: Philippe Thibaut, Philippe Malacher

Operations Director: Erik Rutins

Technical Director: Philip Veale

Sounds SFX: AGEOD, Miguel Santacruz de la Torre.

Marketing Director : Marco A.Minoli

Creative Director : Richard Evans

Public Relations Manager : Filippo Chianetta

Art Lead : Claudio Guarnerio

Manual layout: Myriam Bell

QA & production assistant: Andrew Loveridge and Gerry Edwards

Documentation: Original documentation by Miguel Santacruz de la Torre.

Administration: Philippe Thibaut, Dean Walker and Liz Stolz

Proofreading & Localization: John Durkee, Sir Garnet

Corporate Communications: Miguel Santacruz de la Torre.

Customer support staff: Chistian Bassani and Paulo Costa

Web Development: Valery Vidarsphan and Andrea Nicola
Territory Managers: France – Olivier Georges, Spain – Juan Díaz Bustamante

Thanks to: Sonia and all the supporters in the AGEOD and Puntadelanza forums.

Core Team: Bohémond

Beta & Volunteers: Ebbingford, Carnium, TheDoctorKing, Durk, JIM-NC, Franciscus,

Xaloc, Florent, Caradoc, Soderini, Teufel0331, Gatling, Picarón.

Production: A game produced by AGEOD Ltd

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