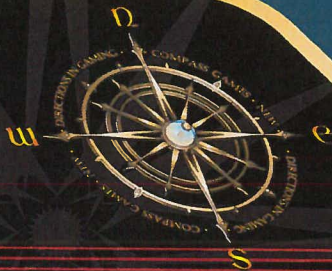


A las Barricadas

2nd Edition



Compass Games
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A Las Barricadas – Armor in Spain

By Brad Jacobs

When the civil war began, the Spanish Army had a small number of obsolete tanks - six French Schneider CA1s, 16 French and Italian FT-17s, and six Trubia/Landesas. The majority (four Schneiders, 10 FT-17s, one Trubia, two Landesas, and 41 Bilbao-32 armored cars) were in the Regimiento Ligero de Carros de Combate (Light Tank Regiment – LCC) Number 1 near Madrid and sided with the Republic. The remainder (two Schneiders, six FT-17s, three Trubias, and five Bilbao-32 armored cars) were in LCC Number 2 in Zaragoza and sided with the Nationalists. The Republican tanks participated in the fighting for the Sierra de Guadarramas, and the battles against the Army of Africa in and around Madrid. The Nationalist tanks were involved in the defense of Oviedo and the campaign against the Basques in Guipuzcoa. To make up for the lack of armor, hundreds of improvised armored vehicles based on truck and tractor chassis were produced locally during the war. Most were almost entirely road-bound, breakdown prone, top-heavy, and had a tendency to overturn.



When Italy and Germany backed the Nationalists and the Soviet Union backed the Republicans, modern tanks began to flow to Spain. The Italians provided the first vehicles, CV3/35 tankettes. However, those were crewed by Italians for the most part and pretty much remained part of the Italian Corpo Truppe Volontarie during the war. Unlike the Italians, the Germans and Russians planned on providing tanks and training Spanish crews to man them.

The first shipment of 50 T-26 Soviet tanks, along with a cadre of Soviet tankers to provide training and technical support, arrived in Spain in October 1936 and went into combat in late October around Madrid with mixed Russian and Spanish crews. The T-26 was equipped with a 45mm gun and a 7.62mm DT machine gun, weighed 9.6 tons, had 6-15mm armor, and a crew of three.



The first German tanks, 41 Panzer Is, accompanied by German tankers for training and technical support, arrived in Spain in October 1936 and were deployed into combat during the fighting for Madrid in early November 1936 with almost entirely Spanish crews. The Panzer I was equipped with twin 7.92mm MG-13 machine guns, weighed 5.4 tons, had 7-13mm armor, and a crew of two.



Losses were heavy for both sides' tanks in the fighting in and around Madrid, both due to combat and the wear and tear of continuous operations (although the Panzer I would prove to be much more mechanically robust than the T-26). Among the lessons learned from the early actions involving tanks was that they could not be operated non-stop due to significant maintenance requirements and that cooperation between the infantry and the tanks was extremely poor (this would be a problem throughout the war, particularly for the Republicans,

though both sides lacked the numbers of tanks to dedicate much time to infantry-armor joint training).

An additional 56 T-26s, along with more Soviet personnel, arrived in November 1936. This allowed the Republicans to organize their armored force into the 1st Brigada Blindada (Armored Brigade) made up of three 30-tank battalions, although actual strength was usually no more than 60 tanks. The Nationalists formed their armor into the 1st Batallon de Carros de Combate (Tank Battalion – BCC) made up of three 15-tank companies. Both sides found that tanks provided a strong psychological boost to the infantry and as such, there was a great demand for them. This led to armor usually being broken up into company-sized or smaller detachments and parceled out to the infantry, rather than being massed to provide a breakthrough and exploitation force.

Both sides committed large numbers of their available tanks to the Battle of Jarama. The Nationalists had several companies of Panzer Is totaling about 45 tanks and the Republicans deployed the entire 1st Armored Brigade. The Nationalist tanks were divided up among the attacking brigades and the Republican tanks were broken up into company-sized detachments to reinforce the defensive line as well as spearheading multiple counterattacks.

During the Battle of Guadalajara, the 1st Armored Brigade once again played a critical role. The T-26s were instrumental in the counterattack which routed the attacking Italians and drove them back to their starting positions.



The Republicans received a major shipment of tanks in March 1937 when 100 T-26s arrived. This led to a decision to form three additional armored brigades in the spring and summer of 1937. However, these new brigades had only one tank battalion and two armored car battalions instead of the three tank battalions found in the 1st Armored Brigade (the Republicans had by this time received about 40 Soviet-made BA-3/BA-6 armored cars and about 20 Soviet-made FAI armored cars and were also locally producing UNL-35 and Blindado Modela B.C. armored cars). A further 50 T-26s arrived in May 1937.

The reinforcements allowed the 1st Armored Brigade to be brought up to full strength. The entire brigade was committed to the Republican Brunete offensive where one of its tank battalions supported each of the three attacking corps. A battalion of Republican tanks led the attacks on both Villanueva de la Canada and Quijorna. The Nationalists also committed armored forces to the battle, where they took part in the counterattack that pushed the Republicans back and retook much of the lost territory.

While the Republicans were enlarging their armored forces, the Nationalists had been doing the same. Shipments of tanks continued to come from Germany, with 21 Panzer Is arriving in December 1936, 30 arriving in August 1937, 10 arriving in December 1937, and 30 arriving in January 1938. As part of their effort to offset the inferiority of the machine gun-armed Panzer I and CV-3/35 when matched against the gun-armed T-26, the Nationalists built a very limited number of prototypes of both tanks armed with a 20mm cannon. These never entered into

production as the Nationalists also began to place in service T-26 tanks that they had captured from the Republicans and repaired. In the latter part of 1937, there were enough captured T-26s to provide one per Panzer I company for fire support. As more tanks were captured, the Nationalists would form entire companies made up of T-26s. Of the 178 T-26s captured during the war, 98 were placed into service and the rest were used for spare parts. In



late 1937, the Nationalists divided the 1st BCC into two tactical groups, each consisting of two companies of Panzer Is and one company of T-26s. In action, the Panzer I and captured T-26 tanks were often mixed together in company size groupings, usually in a ratio of two Panzer Is to one T-26. In February 1938, the 1st BCC was transferred to the Spanish Legion and renamed the Bandera de Carros de Combate de la Legion (Legion Group of Tanks – BCCL). The two tactical groups were renamed the 1st and 2nd Battalions.

Following Brunete, the emphasis shifted to the north as the Nationalists conducted their campaign to conquer Asturias, Santander, and the Basque Country. Unlike the south where Soviet supplied armor was dominant, in the north Republican armor was mostly a mix of FT-17 tanks received from Poland and Trubia tanks made locally in Bilbao. The Nationalists deployed a battalion of Panzer I tanks (attached to the 1st Navarra Brigade) and all of Corpo Truppe Voluntarie's CV3/35 tankettes. The defeat of the Republicans in the north brought a fresh supply of captured tanks (13 FT-17s and five Trubias) for service with the Nationalists.

The final shipment of Soviet tanks that actually made it to Spain was offloaded in August 1937. This shipment consisted of 50 BT-5 tanks. Unlike the T-26 which was an infantry support tank, the BT-5 was a "fast tank" intended to operate independently. The BT-5 was equipped with a 45mm gun and a 7.62mm DT machine gun, weighed 11.5 tons, had 6-13mm armor, and a crew of three. The BT-5s were formed into the International Tank Regiment crewed by the best of the Spanish tank crews and International Brigade troops who attended the Soviet Gorky Tank School in the summer of 1937. The regiment was held in reserve until it was committed at Fuentes de Ebro as part of the Zaragoza offensive. As a result of exceptionally poor planning by the Republican command staff, the attack was a debacle, with 40% of the attacking tanks being lost.



After the fiasco at Fuentes de Ebro, the number of Soviet tankers/advisors continually diminished, with the armored force becoming almost entirely Spanish by the end of 1937. In October of 1937, the four armored brigades, one tank regiment, and assorted smaller armored units were consolidated into two armored divisions. However, these divisions were never employed as a whole as the Republicans continued to deploy their tanks piecemeal in small units.

Republican armor participated in the Battle of Teruel, where two tank battalions and the remnants of the International Tank Regiment fought in the bitter cold and heavy snow for control of the city. By the end of 1937, the Republican tanks had exceeded their mechanical lifespan and despite heroic efforts to maintain them, the number of tanks available steadily decreased. At the Battle of the Ebro in the summer of 1938, the Republicans only had a few understrength battalions available. In the heavy fighting during the last great Republican offensive they lost 35 tanks.

While the Nationalist armored force was also suffering the effects of mechanical wear and tear, it was in much better shape than the Republican's due to the more reliable flow of spare parts and the continuing presence of German advisors and technical support. During the drive to the sea which split the Republic in two in late 1938 and the final offensive in Catalonia in April 1939, the Nationalists successfully used their armor for limited deep penetration breakthrough and exploitation operations on narrow fronts. Both sides continued to deploy armor on a small scale till the end of the Spanish Civil War.



The Spanish Civil War was not a proving ground for blitzkrieg-style armored warfare. While both the Germans and Soviets were developing armored warfare doctrine involving deep maneuver and exploitation, neither side was able to test those concepts during the war. Both the Nationalists and the Republicans remained wedded to World War I style armor doctrine and consistently farmed their armor out in small units to support the infantry. However, some doctrinal lessons were learned:

- Combined arms tactics worked. Cohesive force packages of armor, infantry, artillery, and aircraft proved extremely effective. The Nationalists proved better able to coordinate the use of such force packages, particularly later in the war, which led to a continuous string of battlefield victories.
- While independent armor operations were never really tested, tanks proved their worth as a close support weapon for non-mechanized infantry assaults. It was also apparent that they were exceptionally useful as a “fire brigade”, particularly in the absence of artillery and air support. They had the mobility to appear at any threatened point and the firepower to make a crucial difference once there.
- Extensive tank-infantry training was even more critical than previously recognized. Without such training, the performance of a combined force was often abysmal as each element fought its own separate battle rather than fighting as a unified whole.

The primary lessons learned about armor from the Spanish Civil War were technological:

- The machine gun-armed tank was an outmoded and dead-end concept. Tank-to-tank combat in World War I had been very rare as basically only one side had tanks. The Spanish Civil War demonstrated that tank-vs-tank combat had become a common occurrence. Machine gun-armed tanks were unable to close with gun-armed tanks before they could be engaged and destroyed by the much longer ranged weapon on

their opponent. Even if they were able to close the distance, their main armament was unable to penetrate anything but the thinnest armor. Tanks armed with a cannon were the only effective system.

- The light tank was a weapon whose day had passed. The minimal amount of armor on light tanks was unable to withstand weapons fire from either modern antitank guns or gun-armed tanks. They were egg shells armed with hammers. Tanks with heavier armor which provided them with a better chance of withstanding attacks were needed. Along with heavier armor came the need for larger guns to penetrate that armor. Both needs required a larger vehicle with a more robust engine and suspension, in other words, a medium or heavy tank.

The new counters and rules allow the Nationalists to field armor companies, provide sufficient vehicles that the Republicans can commit several companies of armor, and present a large number of scenarios involving armored units.

NEW RULES

5.6 Cavalry

Replace Rule *5.6 Cavalry* with the following:

5.6 Cavalry. Cavalry units have an illustration of their transport (horses) on their rear side and an illustration of the corresponding dismounted unit on the front side. A mounted cavalry unit may carry any number of officers in addition to the unit itself. To dismount (flip the counter to its dismounted side) requires half the mounted unit's movement points. After the unit is flipped, mark it as "Finished" – the dismounted unit may not move any further. To mount (flip the unit to its mounted side) requires all of the dismounted unit's movement points. Once mounted, the cavalry unit may continue to move with three MP remaining. Cavalry units may mount/dismount as many times as the player wishes unless the scenario rules indicate the contrary.

Mounted cavalry units may not be fired upon independently of their horses (or vice versa). Both are treated as the same unit.

For cavalry units, the first step lost is indicated by placing a -1 hit counter on the unit. The first step loss suffered by the unit reduces its FF by one. When a cavalry unit loses its second step, remove the -1 hit marker and place a -2 hit counter on it. The unit's new combat value will be half of its original combat value, rounded down. When the unit loses its third step, it is completely eliminated and removed from the board.

When dismounted, a cavalry unit is treated like infantry.

When mounted cavalry charges, it may increase its movement points by 50% but may not also benefit from the road bonus or use Double Time. To charge, the cavalry units may not cross any type of prohibited terrain and do not require a pre-assault morale check to engage in hand-to-hand combat against the enemy.

Mounted cavalry units may not charge against units that are in a built-up area, walled villa, hermitage, air base, cemetery, sunken road, forest or marsh. On the following turn after a unit charges, it may not charge again and may only use half of its normal movement points (ignoring fractions). Cavalry, like infantry, may only be attacked by AP or ART fire. Fire on mounted cavalry gains a -1 on the fire table as they are larger than normal targets.

6.3 Reconnaissance

Reconnaissance units (identified with a red 'R') are able to more easily detect enemy forces. In the game, this is represented by a positive modifier on the Spotting Chart as follows:

Spotting Chart			
	Inf. / AT Small (Green)	Art. / Cav. Medium (Yellow)	Mot. / Mech. Large (Red)
Reconnaissance unit	+1 - +2	+2 - +4	+2 - +4

Note: All armored cars [except Tiznaos] are considered to be Reconnaissance units, even if they don't have a red "R"

Whenever an officer of a different formation is within the command range of an officer of, or adjacent to a unit of, a reconnaissance formation, he may benefit from the modifier if he can see the same hex as the reconnaissance officer/unit. Officers of reconnaissance units subtract one from the die roll when directing artillery fire.

8.3 Attack Resolution – Combat Chart

The example given in 9.3 Assault Resolution has an AP Fire die roll modifier for exceeding a number of steps in a hex. However, this modifier is missing from those listed below the Combat Chart. Add the following AP Fire Modifier:

- More than 6 steps in one hex -1 to the die roll

8.5 Flame-thrower Tanks

Flame-thrower tanks act identically to other AFVs. Such a unit has a ‘flame-throwing factor’ within a red box on its counter. This number is used in armored assault and as armor support. The CV3/35 LF had a single machine gun mounted coaxially with its flamethrower. At ranges greater than zero, use its AP Factor to conduct attacks.

8.6 Panzer I Armor Piercing Ammunition

The Panzer Is sent to Spain were outfitted with the Spitzgeschoss mit Kern (S.m.K. or K bullet). First introduced in World War One to combat the early British tanks, the K bullet was a 7.92x57mm projectile with a hardened steel core. Very stable and accurate at long ranges, the K bullet had, on average, a one out of three chance to penetrate armor 12–13 mm thick at a range of up to 100 meters.

The Panzer I may use its AP value to attack an AFV with an Armor Value of 2 or less at a range of one hex. Determine if any hits are made using the procedure given in Rule 8.3 Attack Resolution. If any hits are made, roll 1D6 for each hit and consult the following table:

PANZER I AP AMMUNITION TABLE	
1D6	Result
1-2	Hit penetrates armor and results in a step loss.
3-6	Hit bounces off armor. No effect.
<i>Modifiers: +1 if target AFV has an Armor Value of 2 - 1 if target AFV has an Armor Value of 0</i>	

8.7 Panzer I Ausf 20

The Panzer I with its machine gun main armament was poorly suited to engaging Republican Soviet-made tanks armed with a 45mm gun. While the Panzer Is were equipped with armor-piercing ammunition that was capable of penetrating the T-26’s armor, it was only effective out to about 100-150 meters. The Republicans quickly learned to stay at long range where the armor-piercing machine gun rounds couldn’t hurt them. The Nationalists implemented several measures in an attempt to counteract the superiority of the T-26. First, they assigned a truck-towed battery of five 37mm Pak 36 anti-tank guns to each Panzer I company. Secondly, they offered a bounty of 500 pesetas for each T-26 captured more or less intact with an eye towards repairing them and placing them in service with their armored force. Finally, four Panzer Is had

their turrets enlarged during the summer of 1937 to fit a Breda 20mm anti-aircraft gun. The Breda Model 1935 20mm could penetrate 40mm of armor at 250 meters, more than sufficient to knock out a T-26. The up-gunned Panzer Is were to be distributed at a ratio of one to each Panzer I company. The German panzer troops attached to the Condor Legion did not like the conversion, calling them “death tanks” due to a gap in the turret armor for the gun sight which left the crew vulnerable to small arms fire. Production of the up-gunned Panzer I variant stopped as the Nationalists had acquired sufficient captured T-26 tanks to equip their armored units and the four prototypes never saw action.

Penetration Chart										
Range in hexes	1	2	3	4	5	6	7	8	9	10
GUN TYPE										
D. Breda 20mm M1935	4	3	3	2	2	1				
D. Pz I Ausf 20, CV3/35CC										

Armored Assault Chart	
Pz I Ausf 20	the 4-3-2 column – Light

In any scenario occurring on July 1937 or after, the players may substitute a Panzer I Ausf 20 for a standard Panzer I if they want to experiment with the effect the up-gunned tanks might have had. If the Panzer I that is replaced by the Panzer I Ausf 20 is part of a formation that includes a 37mm AT gun and truck, remove the 37mm AT gun and truck from the order of battle.

8.8 CV3/35 CC

Just as the Panzer I had been found wanting when engaging the T-26 with its 45mm main gun, the Italian CV3/35s were also totally outclassed. As a prototype, a single CV3/35 had its machine guns removed and its hull superstructure altered to accommodate a Breda 20mm anti-aircraft gun. The modification was found to be successful enough that the Nationalist command ordered 40 more of the tankettes to be converted to the CV3/35 CC (Contrecarro – “antitank”). However, no more were produced as the Nationalists acquired sufficient captured T-26 tanks to equip their armored units and like the Panzer I Ausf 20, the CV3/35CC prototype never saw action.

Penetration Chart										
Range in hexes	1	2	3	4	5	6	7	8	9	10
GUN TYPE										
D. Breda 20mm M1935	4	3	3	2	2	1				
D. Pz I Ausf 20, CV3/35CC										

Armored Assault Chart	
CV3/35, CV3/35CC	the 4-3-2 column – Light

In any scenario occurring on July 1937 or after, the players may substitute a CV3/35CC for a standard CV3/35 if they want to experiment with the effect the up-gunned tank might have had.

8.9 45mm M32 L/46 Anti-tank Gun

The Soviets supplied the Republicans with numerous artillery pieces during the war. Among those guns was the 45mm M32 L/46 anti-tank gun. Similar in size to the 37mm Pak 36 that the Germans supplied to the Nationalists, it used the same 45mm gun found on the T-26 and BT-5 tanks.

The 45mm AT gun uses the “A. 45L/46mm 32” line on the Penetration Chart.

8.10 70mm Schneider 70/16 M1908 Infantry Gun

Pre-war Spanish Army infantry battalions (including the Legion banderas and Moroccan regulare tabors) had a Sección de máquinas de acompañamiento (essentially 'Mortar and Gun Platoon') which contained the battalion's two mortars and the battalion infantry gun. While the unit was directly under the command of the battalion, it was common practice to assign it to the machine gun company. The sección was divided into a Pelotón de canon and a Pelotón de morteros. The cannon section had a single Schneider 70/16 M1908 infantry gun. The mortar section had two mortars, either the Lafitte 60mm M1926 or the Valero 60mm M1929. It was intended to replace those mortars with the Valero 81mm M1933 but the process has not been completed before the war broke out. The Spanish Legion had extensive experience with the use of the 70mm infantry gun dating back to the Rif War during the 1920s.

The 70mm M1908 IG represents the Mortar and Machine Gun Platoon described above and uses the “75mm ART.” line on the Penetration Chart.

8.11 Panzer II

Following the battles in and around Madrid in the winter of 1936-37, where the Panzer I tank proved inadequate against the T-26, Lieutenant Colonel Von Thoma, the head of the Condor Legion's ground forces, documented the poor performance of the machine gun armed Panzer I in reports and requested that tanks armed with at least a 20mm gun be sent to Spain. The Panzer II Ausf a was in limited series production in 1936 and a total of 75 units were built in 1936-37 (along with 25 Panzer II Ausf b and 25 Panzer II Ausf c – the same vehicle with improved suspensions and other minor modifications). The Panzer II was equipped with a 20mm automatic cannon, one MG-34 7.92mm machine gun, weighed 7.6 tons, had 5-13mm armor, and a crew of three. The 20mm KwK 30 gun on the Panzer II could fire at a rate of 600 rounds per minute and could penetrate the armor of a T-26 when using an AP shell. While Germany never sent any Panzer IIs to Spain, they could have sent a detachment of the new tanks to test them under combat conditions. Players may include the Panzer II in “design-your-own” scenarios.

Penetration Chart										
Range in hexes	1	2	3	4	5	6	7	8	9	10
GUN TYPE										
E. 20mm KwK 30	4	3	3	2	2	1				
E. Pz II Ausf a										

Armored Assault Chart	
Pz II a	the 4-3-2 column – Light

8.12 Medium Tanks

At the time of the Spanish Civil War, both Germany and Russia had tanks with much heavier armor and larger guns than what they sent to Spain. The primary Soviet “heavy” tank was the T-28A/B (270 vehicles of the two models had been built by 1938). It was equipped with a short-barreled 76.2mm gun, four DT 7.62mm machine guns (two of which were in small independent turrets), weighed 28 tons, had 20-30mm armor, and a crew of five or six. The 76.2mm L-10 gun on the T-28 was an infantry support weapon designed for use with HE rounds. However, when using the APHE-T round, it could penetrate the armor of any Nationalist armored vehicle. The heaviest German tank was the Panzer IV Ausf A/B/C (117 vehicles of the three models had been built by 1938). It was equipped with a short-barreled 75mm gun, two MG-34 7.92mm machine guns, weighed 18 tons, had 15-30mm armor, and a crew of five. The 75mm KwK 37 L/24 gun on the Panzer IV was meant to support infantry with HE fire. However, when using an AP shell, it was more than sufficient to deal with any Republican armored vehicle. While these tanks were not deployed to Spain, a small number of them could have been sent to test the impact of heavier armored vehicles on the battlefield. Players may include the Panzer IV and T-28 in “design-your-own” scenarios.

Penetration Chart										
Range in hexes	1	2	3	4	5	6	7	8	9	10
GUN TYPE										
F. 75mm KwK 37L/24	7	7	6	5	5	4	4	4		
G. 76.2mm KT-28	6	6	5	4	4	3				
F. Pz IV Ausf A										
G. T-28 B										

Armored Assault Chart	
Pz IV A	the 8-6-4 column – Medium
T-28 B	the 9-8-5 column – Medium

8.13 Armored Trains

The Spanish Republic had established an Armored Train Brigade immediately after the start of the war. The engineer branch had responsibility for the brigade which consisted of several armored train companies. The trains were outfitted with steel armor plate, sometimes with a layer of concrete in between plates, machine guns, and cannons ranging from 37mm to 76.2mm. They participated in a number of the battles around Madrid, but did not prove anywhere near as useful as they had during the Russian Civil War.

The Republican Armored Train is a separate formation and activates as if it had an Officer attached to it.

- It has a Morale of 6. If the Armored Train is routed, it may attempt to rally itself using its original Morale of 6 adjusted for any step losses suffered.
- It is a Motorized/Mechanized unit.
- Its AFV Class is “8-6-4 column – Medium”.
- It uses the “75mm ART” line on the Penetration Chart
- It is always in command.

- It is considered to be “Militia/Other Republican troops” for *Rule 7.3 Coordination of Officers* and has a Coordination Value of 1.
- It may only move along railroad hexes at the cost of one MP per railroad hex entered (indicated by red underlined Movement Points).
- It may not move on a turn where it uses its Artillery Fire Factor.
- It is treated as an armored vehicle but may not conduct armored assault and may not provide armor support for an assault. It may provide armor support if being assaulted.

12.11 Walled Villas

Walled Villas have the following effects:



MOVEMENT CHART			
Terrain Type	Foot	Wheeled	Tracked
Walled villa	2	1	1

DEFENSIVE VALUES			
Terrain Type	AP Fire	ART Fire	AT Fire
	DIVISOR	DIVISOR	DIVISOR
Walled villa	5	5	4

HTH Combat Die Roll Modifiers:

- Defender in Walled Villa +2

Spotting Chart			
	Inf. / AT Small (Green)	Art. / Cav. Medium (Yellow)	Mot. / Mech. Large (Red)
Walled villa	3 - 5	4 - 6	4 - 8

Walled Villa hexes encountered along the trace block LOS if the trace of the LOS is at the same level as their hex.

Air Location Chart					
	Open Rough	Open Woods Marsh/Fields	Woods D. Buildings	Walled villa	Built-up Area
Located	2 - 10	2 - 8	2 - 6	2 - 6	2 - 6
Not Located	2 - 8	2 - 6	2 - 5	2 - 5	2 - 4

15 Designing a Point-Based Scenario

Add or change the following forces (items in red indicate a change to current rules):

Nationalist Formations and Point Costs:

Infantry, Cavalry, & Heavy Weapons:

1 x Officer, 2 x Legionnaire MMG, 1 x 70mm M1908 IG 16 points

1 x Officer, 2 x Moorish Troops MMG, 1 x 70mm M1908 IG 16 points

- 1 x Officer, 2 x Nationalist MMG, 1 x 70mm M1908 IG 14 points
- 1 x Officer, 3 x Requetes, 1 x Requetes MMG..... 16 points
- 1 x Officer, 3 x Cavalry 19 points
- 1 x Officer, 3 x Cavalry, 1 x Cavalry LMG 22 points
- 1 x Officer, 3 x Cavalry, 1 x Cavalry MMG 24 points

Tanks & Vehicles:

- 1 x Officer, 3 x Pz I Ausf A..... 12 points
- 1 x Officer, 3 x Pz I Ausf A, 1 x 37mm AT, 1 x Truck..... 22 points
- 1 x Officer, 2 x Pz I Ausf A, 1 x Pz I Ausf 20 16 points
- 1 x Officer, 2 x Pz I Ausf A, 1 x T-26 B 18 points
- 1 x Officer, 2 x Pz I Ausf A, 1 x BT-5 18 points
- 1 x Officer, 3 x Pz II Ausf a..... 27 points
- 1 x Officer, 3 x T-26 B 30 points
- 1 x Officer, 3 x CV3/35 12 points
- 1 x Officer, 2 x CV3/35, 1 x CV3/35LF 14 points
- 1 x Officer, 2 x CV3/35, 1 x CV3/35CC 16 points

Add 1 of the following vehicles or tanks to any unit composed only of: 3 x Legionaries, 3 x Moorish Troops, or 3 x Nationalist Rifle.

- 1 x Pz I Ausf 20 Tank..... 9 points
- 1 x Schneider CA1..... 10 points

Add 1 of the following tanks to any unit composed only of: 3 x Pz I, 2 x Pz I/1 x Pz I Ausf 20, 2 x Pz I/1 x T-26, 2 x Pz I/1 x BT-5, or 3 x T-26.

- 1 x Pz IV Ausf A 22 points

Republican Formations and Point Costs:

Infantry & Heavy Weapons:

- 1 x Officer, 3 x International Brigades 15 points
- 1 x Officer, 3 x Int. Brigades, 1 x Int. Brigades MMG..... 20 points
- 1 x Officer, 3 x International Brigades MMG..... 15 points
- 1 x Officer, 3 x Republican Rifle, 1 x 45mm AT..... 25 points
- 1 x International Brigades Commissar 10 points

Tanks & Vehicles:

- 1 x Officer, 2 x T-26 B, 1 x BT-5 30 points
- 1 x Officer, 3 x BT-5 30 points
- 1 x Officer, 2 x BA-6, 1 x FAI 25 points
- 1 x Officer, 1 x FT-17, 2 x FT-17 MMG
- 1 x Officer, 1 x Trubia 36, 2 x Bilbao-32 16 points

Add 1 of the following vehicles to any unit composed only of: 3 x Republican Rifle.

- 1 x Trubia 36 Tank..... 6 points
- 1 x BA-6 Armored Car..... 11 points
- 1 x FAI Armored Car 6 points

Add 1 of the following vehicles to any unit composed only of: 6 or fewer x Republican Militia.

- 1 x Schneider CA1 Tank 10 points
- 1 x UNL-35 Armored Car 6 points
- 1 x Bilbao-32 Armored Car 5 points
- 1 x Tiznao Improvised Armored Car 5 points
- 1 x FT-17 MMG 4 points

Add 1 of the following tanks to any unit composed only of: 3 x T-26, 3 x BT-5, or 2 x T-26 and 1 x BT-5.

- 1 x T-28 B 21 points

Scenarios

Multi-hex Objectives: In any scenario involving multi-hex VP objectives, in order to control the multi-hex objective a player must control all hexes of the objective.

For example, in Scenario 18, the Victory Conditions state that, "The Republican player wins if he controls hexes A1213/A1212 and A607/A608". In order to control VP objective A1213/A1212, a player must control hexes A1213 and A1212 and in order to control VP objective A607/A608, a player must control hexes A607 and A608.

Designer's Notes

A Las Barricadas is a detailed and interesting game on a much neglected topic, the Spanish Civil War. One of the longest and bloodiest internecine conflicts in history, it involved major campaigns and battles, tested the emerging technology and doctrine of modern warfare, and settled the fate of a major European nation for decades. *A Las Barricadas* allows us to get a glimpse of what happened in this major war. The use of armor in warfare was in the midst of both technological and doctrinal changes during the period of the Spanish Civil War. *A Las Barricadas* briefly touched on the Republican use of tanks but did not cover the Nationalists' use of armor at all. There were a surprisingly large number of engagements involving armor during the war and the sophistication of the tactics and units grew as the war went on. This expansion will allow *A Las Barricadas* players to explore the use of armor in Spain more fully.

Unfortunately, as I do not read Spanish, I was restricted to using English language sources (I did use a very limited number of Spanish sources with the use of Google Translate), which are somewhat limited in number. However, I was able to come up with a pretty large number of sources and was able to glean the basic information about multiple engagements sufficient to create these scenarios. I tried to include every engagement I found where the use of tanks was mentioned in enough detail to craft a scenario. I also tried to ensure that there were enough differences between the various engagements to make them interesting. Taking what information was available about the orders of battle, I used the guidelines given in *Rule 15. Designing a Point-Based Scenario* to balance the forces involved. Many of the scenarios involve attack and defense and I generally gave the attacker from about 1.5 to 2.0 times the points the defender had and usually used 15 turns as the length (although a few scenarios are 20 turns in length due to their size or the number and positioning of the objectives to be taken). A few combine elements of both meeting engagements and attack and defense. A wide variety of situations are presented: night battle, battle in fog, seizure of bridgeheads, unsupported armor attacks, combined arms attacks, storming entrenched and fortified positions, armored trains, attack and counterattack, etc.. The time frame covered stretches from the very beginning of the war to the final Republican offensive on the Ebro.

Please note that these scenarios have not been play tested. Feel free to alter or adjust them to your taste.

The new cavalry rules are taken from the latest War Storm series game *Paths to Hell*. The mounted/dismounted counters seem cleaner and easier to manage than separate counters for the horses. Also included from *Paths to Hell* and *La Bataille de France 1940* are the rules for reconnaissance units and flamethrower tanks.

For those with *La Bataille de France 1940* and/or *Paths to Hell*, you will note that the Armor Factor for the Panzer II provided as a "design-you-own" option in this variant is only one vice the Armor Factor of two in those games. That is because the tanks in this variant are limited production series Panzer II Ausf a vehicles which had significantly less armor (the Panzer II Ausf C represented in the later games were up-armored with extra armor plates bolted to the frontal glacis and turret.)

One of my sources for Guadarrama (Scenario 14) state that the Republicans supported their infantry with light tanks, but doesn't specify what type of tanks those were. As the battle occurred well before the arrival of the first Soviet-supplied T-26 tanks, the most probable vehicles were the FT-17 tanks of the 1st Regimiento Ligero de Carros de Combate out of Madrid.

This assumption is supported by a photograph in Zaloga's "Spanish Civil War Tanks" that shows a Republican FT-17 abandoned during the fighting for the Sierra de Guadarrama. I also gave a Bilbao-32 to the Assault Guards formation (and also in other scenarios with an Assault Guard formation present) as these vehicles were regularly assigned to the Assault Guards as part of their internal security duties.

At Medellin (Scenario 15), the Vth Bandera of the Legion did not participate in the battle but remained in reserve. The optional rule allows the player to send the legionnaires into the fight. My sources do not mention any Nationalist armor support being used at Medellin. However, there is a picture taken after the battle with Republican troops inspecting a FT-17 tank supposedly captured from the Nationalists during the battle. I strongly suspect that this was a staged propaganda photo using one of the Republicans own tanks that was present at Medellin, especially given the fact that the Republicans went to great efforts to inflate the results of the battle into a much-needed major victory over the seemingly unstoppable Nationalists. The optional rule allows the Nationalist player to commit a platoon of F17s to the battle.

In Scenarios 14 – 20, 35, 38 – 40, and 42, specific aircraft types are designated for air support missions. For Scenarios 14 and 17 – 20, this represents the fact that these air missions were mostly flown by the old and obsolete aircraft the Spanish had on hand when the war began (using the I-15 side of the air support counter will provide a lower ART FF which reflects the minimal capability of these aircraft). For Scenario 16, the Ju-52 side of the air support counter is used as these aircraft provide the vast majority of the air support for the Guipuzcoa campaign. For Scenario 15, the new PO-540 counter represents the large PO-540 bombers used by the Republicans to support the defenders of Medellin which had a significant impact on the attacking Nationalists. For Scenarios 35, 38 – 40, and 42, the Ju-52s had mostly been removed from an active frontline bombing role with the He-111B taking their place.

Sources for the Guipuzcoa campaign (Scenario 16) stated that Mola provided Panzer I tanks to support the drive on Irun. However, the first shipment of Panzer Is didn't arrive in Spain until October, well after the battle. Therefore, I made the assumption that the tanks were most likely from the 2nd Regimiento Ligero de Carros de Combate out of Zaragoza which lay within General Mola's area of operations.

For Cortijo de Vista Alegre (Scenario 16), the specific type of Republican tanks present is once again not specified. Just as for Scenario 14, I made the assumption that the 1st LCC provided the vehicles. By their nature, armored trains are restricted in their area of movement by the rail lines they need to move on. Hence, the armored train unit's inability to conduct an armored assault or provide armor support during an assault conducted against the enemy as the enemy troops would be able to easily move away from the train. However, it may provide armor support if its hex is being assaulted as in this case the enemy must move into close combat range with it in order to conduct the assault. In general, armored trains were not very successful in the Spanish Civil War.

In Scenarios 17, 19, and 20, the Durutti Anarchist Militia units represent ordinary Anarchist Militia and not Durutti's troops. They were used in the scenarios simply because there weren't enough ordinary Anarchist Militia formations in the counter mix.

Players will note that there are fewer Republican tanks present at the battle for Illescas (Scenario 20) than in previous ones. Lacking specific information as to the type of tanks

involved, I once again assumed they were the 1st LCC's vehicles given the date of the battle. By this time, the 1st LCC had been involved in multiple engagements and would have suffered losses due to combat and mechanical breakdowns. The Republican Army was just beginning its conversion from groups of ad-hoc militia into a regular standing army at this time which I have chosen to represent by including a couple of Republican Rifle formations in the battle. The arrival of Monasterio's and Tella's troops on the Republican's flanks had a decisive effect on the battle. Their arrival time is somewhat random so the players can't predict exactly when the full weight of the reinforcing troops will hit.

The option to bring on more Italian CV3/35s at Sesena (Scenario 21) represents the fact that the remainder of the company the single platoon came from could have been sent to oppose the Republican tanks (with an equally unlikely probability of success).

Unlike most battles during the war, Torrejon de Velasco (Scenario 22) was fought entirely at night. I have specified a generous visibility range due to the fact that there was a full moon on the night of 30-31 October, 1936, which would have provided ample light to fight the engagement in.

My sources state that Nationalist tanks were involved in the fighting for Valdemoro (Scenario 23) but don't specify the type. Given the fact that the Panzer Is had just arrived in Spain a few days earlier and wouldn't be committed to combat until November, I made the assumption that these vehicles were the Italian CV3/35 tankettes. The first Italian vehicles were a single platoon of CV3/35s that arrived in Vigo in August 1936 and became part of Mola's Army of the North where they participated in the occupation of San Sebastian during the Guipuzcoa campaign but saw no actual fighting. The second batch, consisting of 10 CV3/35s and three CV3/35LF flame thrower variants arrived in Spain on 29 September and saw their first combat at Navalcarnero on 21 October. These vehicles would have easily been available to join the advance on Valdemoro on 31 October. They were certainly in the vicinity with a platoon of CV3/35s having participated in the battle for Sesena on 29 October, only a few kilometers from Valdemoro.

My primary source for Parla (Scenario 24) states that the Republican infantry included "two battalions of foreigners" which would seem to indicate the presence of the International Brigades. However, most of my other sources show the International Brigades entering combat for the first time during the fight for the city of Madrid about a week later than Parla. The scenario is built under the assumption that the International Brigades didn't enter combat until the following week, and thus were not present at Parla. The optional rule assumes the International Brigades were ready and did participate in the battle for Parla.

The Republican Army had begun the process of converting into a regular standing army as the battles of Getafe (Scenario 25), Venta de la Rubia (Scenario 26), Colonia de la Paz (Scenario 27), and Boadilla del Monte (Scenario 28) were fought. I have chosen to represent that by having the Republican forces made up of a mix of regular infantry and militia.

The fighting for the Colonia de la Paz area (Scenario 27) stretched out over several days. Since this scenario condenses several days into a single game, the Special Rule allowing the Nationalist player to immediately place trenches and barbed wire upon controlling the entire town represents the fact that the Nationalists built defensive positions immediately upon seizing Colonia de la Paz before the first of the inevitable Republican counterattacks began.

The battle of Boadilla opened with a Republican attack on the Nationalist forces encamped in the hills outside the town followed by the Nationalist assault on the town once they had defeated the Republican assault. The Special Rule in Scenario 28, requiring Republican infantry and tanks to move towards the Nationalists during the first few turns represents the fact that the Republican forces were committed to an attack – it prevents the Republican player from simply digging his substantial starting forces into Boadilla and waiting for the Nationalists to attack.

In an attempt to counteract the superiority of the T-26 over the Panzer I, the Nationalists began to attach a battery of 37mm AT guns to each Panzer I company. This occurred sometime between the fighting for University City in Madrid and the Battle of Guadalajara. As the exact time the attachments began is unclear, I have given players the option of either including the towed guns or not at Pozuelo (Scenario 29) which occurs during the time frame the attachments were being made. The Battle of Pozuelo was fought in the fog. Fog has a tendency to close in and open up at unpredictable intervals, hence the roll each game turn to see what the actual visibility will be. The Republican Army was in the midst of converting from groups of ad-hoc militia into a regular standing army as the Battle of Pozuelo was being fought. I have chosen to represent that by having the Republican forces made up of a mix of regular infantry, militia, Civil Guard, and Assault Guards.

The special rules in Jarama (Scenario 30) for the regulares assaulting the company guarding the Pindoque bridge reflects the fact that the Moors carefully infiltrated the guards' perimeter and were in among the Republicans before they launched what was a devastating assault. In this scenario, the Republicans are using armor as a counterattacking force without any supporting infantry. Just as occurred historically, it will be very difficult for the tanks and armored cars to prevail by themselves in the face of a combined arms team. The optional rules allow the players to explore the effect that infantry support for the Republican tanks would have had on the outcome. Just as at Pozuelo the previous month, the Republican Army was in the midst of converting from a militia-based force into a regular standing army. To represent that, the optional Republican infantry force is a mix of regular infantry and militia. All Wood hexes in the scenario are treated as Light woods as the only cover on the battlefield were groves of olive trees.

The Sunken Road Special Rules for Jarama (Scenario 31) reflect that while the sunken road offered excellent protection when attacked from the front, it was completely exposed to attacks from the flank which had an unobstructed view up the length of the roadway (a fact that Nationalists exploited during their assault and which is why the special rules give no defensive benefit for attacks occurring down the length of the road.). The "dead ground" was a large area to the center and right front of the British battalion's position where the ground dropped off steeply enough to provide an area where troops could move out of the line of sight and fire of the sunken road. The Nationalists had already used that dead ground to deadly effect the day before, nearly wiping out one of the battalion's companies, which is one of the reasons why Captain Cunningham did not want to position his troops in the sunken road.

Both the Nationalists and the Republicans had significant armored forces available for the Biscay and Santander campaigns (Scenarios 33 and 36). The Polish government was in the midst of a military modernization effort and took the opportunity offered by the Republican need for weaponry to sell off a great deal of its older weaponry including both gun-armed and machinegun-armed FT-17 tanks. Two shipments totaling 32 Polish FT-17 tanks were delivered to Spain. These tanks, along with 10 Trubia-Naval tanks, which had been built at the Trubia

arms factory in Bilbao, formed the two tank battalions which were part of the Republican Army of the North (one assigned to each corps). In addition to the tanks, 20 BA6 and 10 FAI armored cars had arrived in Bilbao on the Soviet merchant ship, *A. Andreev*, on 1 November 1936. As for the Nationalists, following the Guadalajara debacle, the Italian CTV had been transferred to the northern front, including the four tank companies of the Raggruppamento Reparti Specializzati armed with the CV3/35 tankette. In addition, it is almost certain that the 1st Batallon de Carros de Combate with its Panzer I tanks also participated in the Biscay and Santander campaigns (with a break in between as they must have certainly been shifted back south to respond to the Republican Brunete offensive). Validating the presence of the 1st BCC is the fact that Panzergruppe D of the Condor Legion suffered four tank instructors killed in action during the fighting in the north; one man was killed when his tank was hit by antitank gun fire in combat near Durango outside of Bilbao, another died when he was shot in the head during tank combat near Murga outside of Bilbao, one man was killed when he was hit by enemy fire in fighting during the Santander campaign, and a fourth man died during a reconnaissance mission in Asturias. Thus, both sides have been provided numerous armored units in these scenarios, to reflect the ample supply of tanks and the fact that they engaged each other in combat during the fighting.

For Bilbao (Scenario 33), the Catalan Militia units represent the Santander military units that made up a significant portion of the Republican Army of the North. The Anarchist Militia unit represents the smaller number of Asturian troops present.

The 3rd Mixed Brigade (also known as the 3rd Caribinero Brigade) at Villanueva de la Canada (Scenario 34) was formed from pre-war caribinero battalions, hence the inclusion of several companies of caribineros in the Republican forces.

The Nationalist reinforcements in Brunete (Scenario 35) represent the additional troops that Barron launched to support the successful counterattack by the garrison of Brunete. Their arrival time is somewhat random so the players can't predict exactly when the full weight of the counterattack will hit. The Republican units that only enter play if sufficient Republican infantry formations are routed represent the cavalry and tanks sent forward in an attempt to halt the collapse of the Republican line.

During the Santander campaign (Scenario 36), the 1st Navarra Brigade definitely had an armored battalion attached to it. As the four CV3/35 tank companies were all part of the CTV for that campaign, the 1st Brigade's attached armor must have been Panzer Is sent north from the Madrid area to participate in the planned offensive. While all the Italian armor was attached to the CTV, the usual practice was to disperse its armor companies to wherever they were needed to provide support to the infantry. As the 1st Navarra Brigade was spearheading the critical attack to breakthrough to Reinosa (Scenario 36), it is plausible that a company from the CTV could have been detached from the CTV to beef up its armored support. The Catalan Militia units represent the Santander military units that made up a significant portion of the Republican Army of the North. The Anarchist Militia unit represents the smaller number of Asturian troops present.

At the Battle of Fuentes de Ebro (Scenario 37), a unit of T-26 tanks was intended to support the International Tank Regiment but did not make it to the battlefield in time for the assault. Also, due to poor planning, little to no artillery support was available for the attack. The two optional reinforcements allow the players to examine the effect additional armor and artillery support

might have had on the battle. One of my sources for the battle indicated that the 120th and 143rd Mixed Brigades were Catalan troops, hence the use of mostly Catalan units to represent them.

At Villalba de Arcos (Scenario 38), the use of Catalan units for the Republican reinforcements is simply because there weren't enough Republican Rifle formations in the counter mix. However, as the Ebro battlefield is in the immediate vicinity of Catalonia, it is not unrealistic that some of the troops involved in the battle would have been Catalan.

During the battle for Hill 481 (Scenario 40), both sides had about one platoon of tanks providing support. The option to bring on more armor represents the fact that the remainder of the tank companies those platoons came from could have been sent forward to support the attack or defense.

My information for Pinell (Scenario 41) indicates that the Nationalists conducted a combined tank and infantry attack on Pinell, but doesn't specify the amount of armor used. I used two companies as the advance of the Nationalist right wing down from the Pandols, through Pinell, and on to the Ebro, was the critical part of the counteroffensive and would have received a commensurate level of support. My information doesn't specify if any Republican armor was present, but given the importance of Pinell to holding back the Nationalists, I assumed that the remnants of the V Corps' armored units would have been sent to bolster the defense.

The partial-strength Republican offboard artillery in Scenarios 41 and 42 represents the fact that by the latter stages of the Battle of The Ebro, the Republican artillery pieces were worn out from constant use without replacement or maintenance as well as the increasing difficulty in keeping the army (including the artillery) supplied across bridges under constant bombardment by Nationalist aircraft.

While the XVth International Brigade held the defenses of Fatarella (Scenario 42), by this time the actual international volunteers had been withdrawn, and the brigade was made up of Spanish troops. Hence the defenders are represented by Republican Rifle units.

In two scenarios (20 and 37), there are Republican reinforcements that have a very slight chance of entering play. These represent forces that while they were part of the plans for the battle, never made it to the battlefield. In both scenarios (Fuentes de Ebro in particular), the absence of these troops makes it a difficult task for the attacking Republican forces. If the players agree, make the reinforcements available on the listed turns without having to roll a die in order to examine what might have happened if things had gone according to plan.

A number of scenarios condense the events of several days of fighting into a single scenario. These are Scenarios 14, 16, 20, 27, 28, 29, 32, 34, 36, 38, 40, and 41.

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- *Battle of Sesena*.
- *Biscay Campaign*
- *BT-5*.
- *Second Battle of the Corunna Road*.
- *Siege of Oviedo*.
- *Panzer I*.
- *T-26*.
- *Zaragoza Offensive*

SCENARIO LIST

A Las Barricadas: 2nd Edition

ALB Scenario 1: For Liberty
ALB Scenario 2: They Shall Not Pass
ALB Scenario 3: Ay Carmela
ALB Scenario 4: Objective Quijorna
ALB Scenario 5: Sietamo
ALB Scenario 6A and 6B: Red Hill
ALB Scenario 7: Red Steel
ALB Scenario 8: Blood on the Snow
ALB Scenario 9: The Road to Madrid
ALB Scenario 10A, 10B, and 10C: Assault on Villareal
ALB Scenario 11: Siege of Oviedo
ALB Scenario 12: The Defense of Medina
ALB Scenario 13: Visca la Libertad (Hurray Liberty)

A Las Barricadas: Armor in Spain

ALB Scenario 14: Guadarrama – The Fight for Alta de Leon Pass
ALB Scenario 15: Medellin – The Bridge over the River Guadiana
ALB Scenario 16: Guipuzcoa – Long Live Death!
ALB Scenario 17: Cortijo de Vista Alegre – Legionnaires to Fight! Legionnaires to Die!
ALB Scenario 18: Oviedo – The First Assault
ALB Scenario 19: Cazalegas – Marching to Madrid
ALB Scenario 20: Illescas – At All Cost
ALB Scenario 21: Seseña – Debut of the T-26
ALB Scenario 22: Torrejon de Velasco – Baptism of Fire
ALB Scenario 23: Valdemoro – A Chance Encounter
ALB Scenario 24: Parla – Hard Pressed
ALB Scenario 25: Getafe – Seize the Air Base
ALB Scenario 26: Venta de la Rubia – Barbarians at the Gates
ALB Scenario 27: Colonia de la Paz – In the Wire
ALB Scenario 28: Boadilla del Monte – Tooth and Nail
ALB Scenario 29: Pozuelo – The Battle of the Fog
ALB Scenario 30: Jarama – The Pindoque Bridgehead
ALB Scenario 31: Jarama – Tank Attack on the Sunken Road
ALB Scenario 32: Guadalajara – The Soria Division
ALB Scenario 33: Bilbao – Breaking the Ring of Iron
ALB Scenario 34: Villanueva de la Cañada – A Hot and Bloody Day
ALB Scenario 35: Brunete – One Last Try
ALB Scenario 36: Santander – Drive on Reinosa
ALB Scenario 37: Fuentes de Ebro – Death of the International Tank Regiment
ALB Scenario 38: Villalba de Arcos – High Water Mark of the Ebro Offensive
ALB Scenario 39: The Fayon-Mequinenza Pocket – El Auta
ALB Scenario 40: Hill 481 – Storming the Targa
ALB Scenario 41: Pinell – Advance to the Ebro
ALB Scenario 42: La Fatarella – The Last Strongpoint

Advance on Madrid:

ALB Scenario 7: Red Steel
ALB Scenario 9: The Road to Madrid
ALB Scenario 15: Medellin – The Bridge over the River Guadiana
ALB Scenario 17: Cortijo de Vista Alegre – Legionnaires to Fight! Legionnaires to Die!
ALB Scenario 19: Cazalegas – Marching to Madrid
ALB Scenario 20: Illescas – At All Cost

Battles for Madrid:

ALB Scenario 2: They Shall Not Pass
ALB Scenario 6A and 6B: Red Hill
ALB Scenario 14: Guadarrama – The Fight for Alta de Leon Pass
ALB Scenario 21: Seseña – Debut of the T-26
ALB Scenario 22: Torrejon de Velasco – Baptism of Fire
ALB Scenario 23: Valdemoro – A Chance Encounter
ALB Scenario 24: Parla – Hard Pressed
ALB Scenario 25: Getafe – Seize the Air Base
ALB Scenario 26: Venta de la Rubia – Barbarians at the Gates
ALB Scenario 27 Colonia de la Paz – In the Wire
ALB Scenario 28: Boadilla del Monte – Tooth and Nail
ALB Scenario 29: Pozuelo – The Battle of the Fog

Battles of Jarama and Guadalajara:

ALB Scenario 30: Jarama – The Pindoque Bridgehead
ALB Scenario 31: Jarama – Tank Attack on the Sunken Road
ALB Scenario 32: Guadalajara – The Soria Division

Balearic Islands:

ALB Scenario 1: For Liberty

Aragon:

ALB Scenario 5: Sietamo
ALB Scenario 13: Visca la Libertad (Hurray Liberty)
ALB Scenario 37: Fuentes de Ebro – Death of the International Tank Regiment

The War in the North:

ALB Scenario 10A, 10B, and 10C: Assault on Villareal
ALB Scenario 11: Siege of Oviedo
ALB Scenario 12: The Defense of Medina
ALB Scenario 16: Guipuzcoa – Long Live Death!
ALB Scenario 18: Oviedo – The First Assault
ALB Scenario 33: Bilbao – Breaking the Ring of Iron
ALB Scenario 36: Santander – Drive on Reinosa

Battle of Brunete:

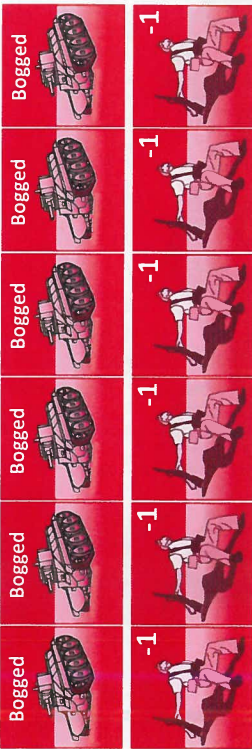
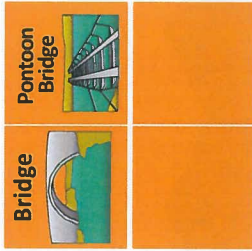
ALB Scenario 4: Objective Quijorna
ALB Scenario 34: Villanueva de la Cañada – A Hot and Bloody Day
ALB Scenario 35: Brunete – One Last Try

Battle of Teruel:

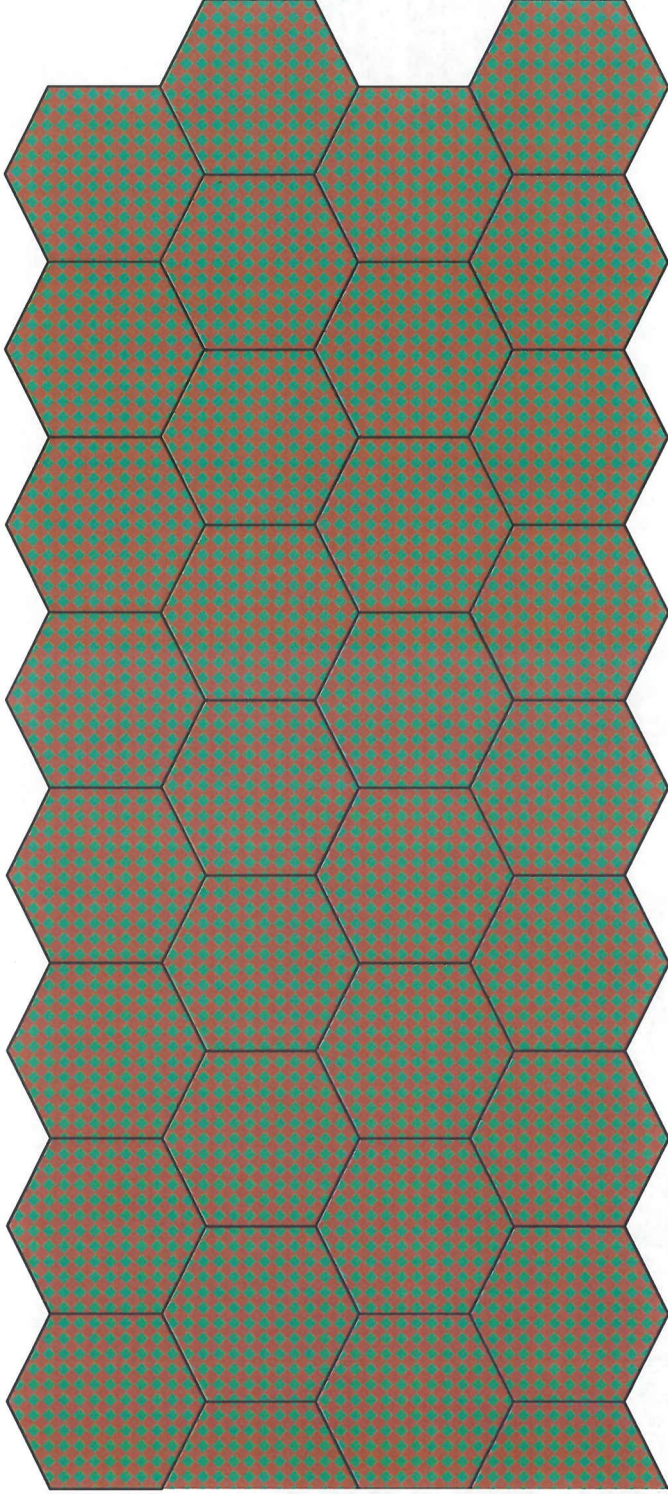
ALB Scenario 8: Blood on the Snow

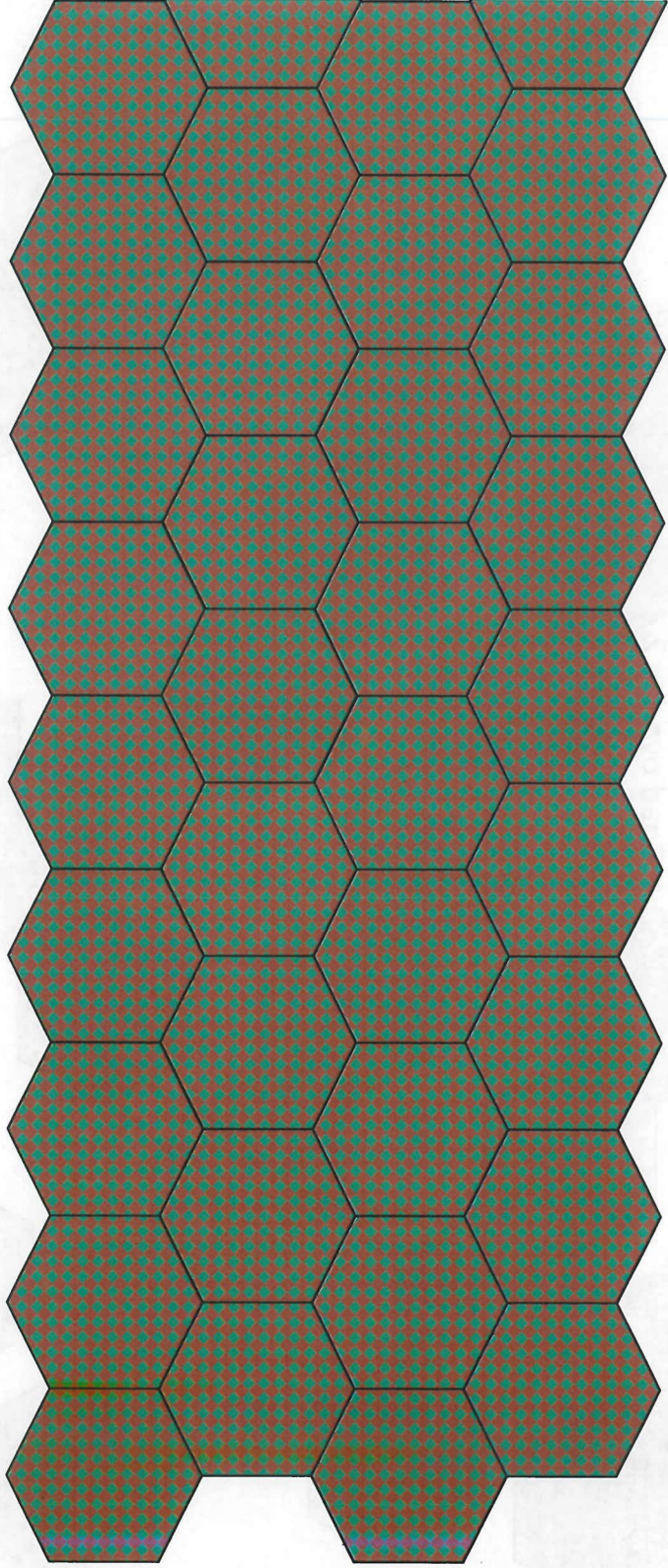
Battle of the Ebro:

ALB Scenario 3: Ay Carmela
ALB Scenario 38: Villalba de Arcos – High Water Mark of the Ebro Offensive
ALB Scenario 39: The Fayon-Mequinenza Pocket – El Auta
ALB Scenario 40: Hill 481 – Storming the Targa
ALB Scenario 41: Pinell – Advance to the Ebro
ALB Scenario 42: La Fatarella – The Last Strongpoint

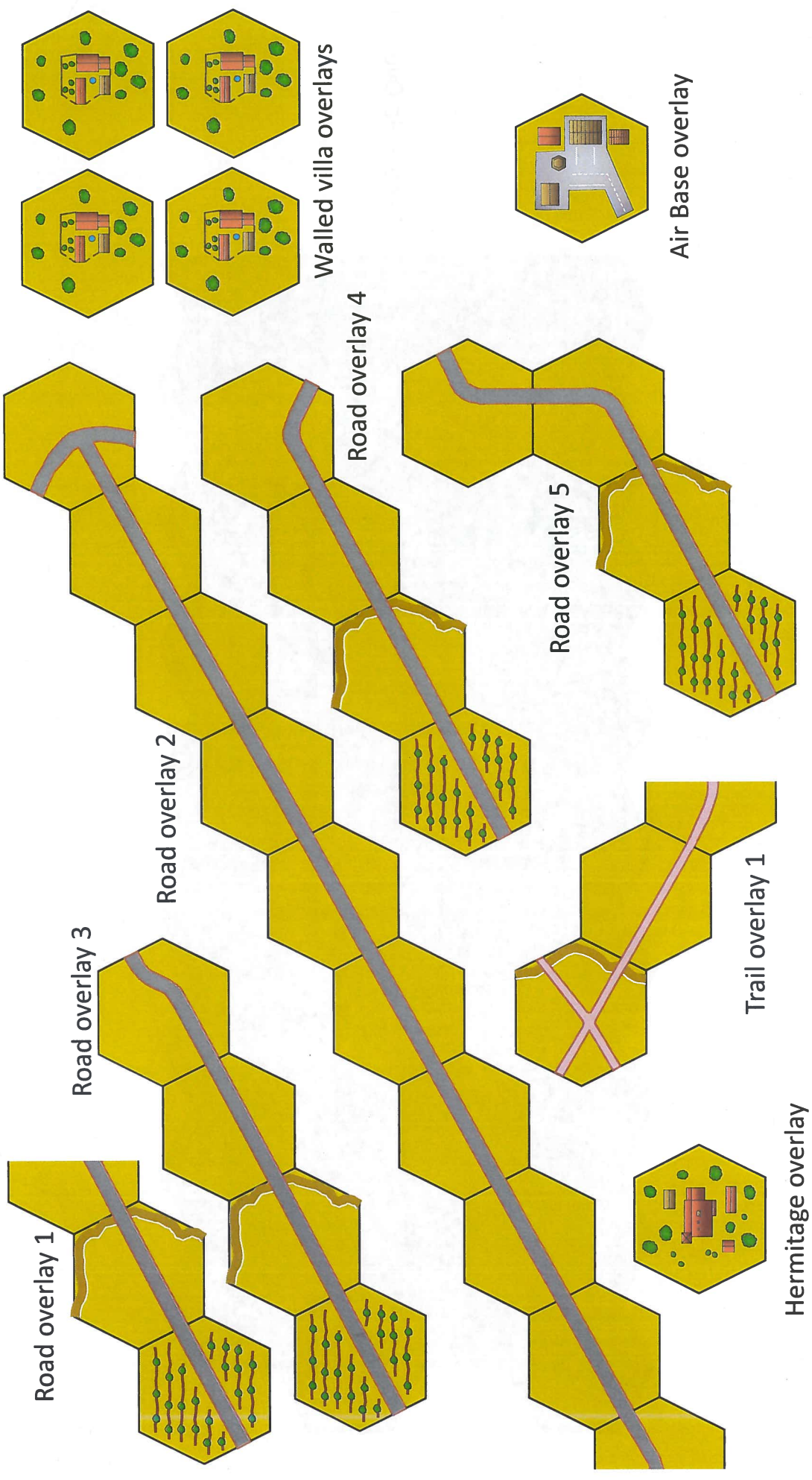


Cane Field Overlay





Cane Field Overlay



Road overlay 1

Road overlay 3

Road overlay 2

Road overlay 4

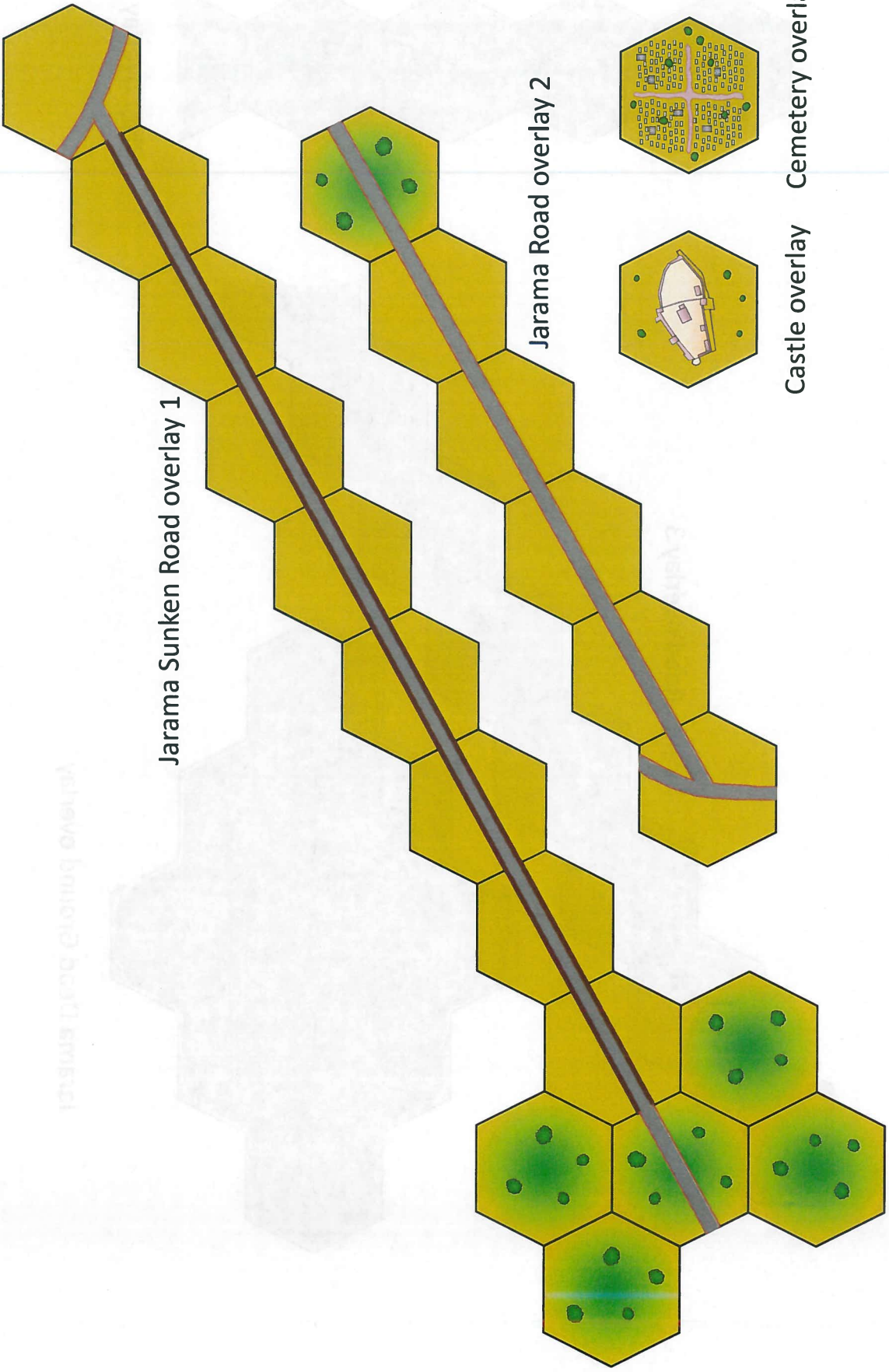
Road overlay 5

Trail overlay 1

Hermitage overlay

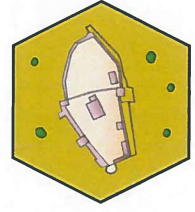
Walled villa overlays

Air Base overlay

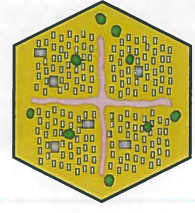


Jarama Sunken Road overlay 1

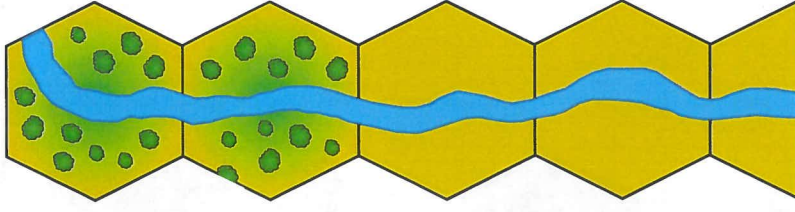
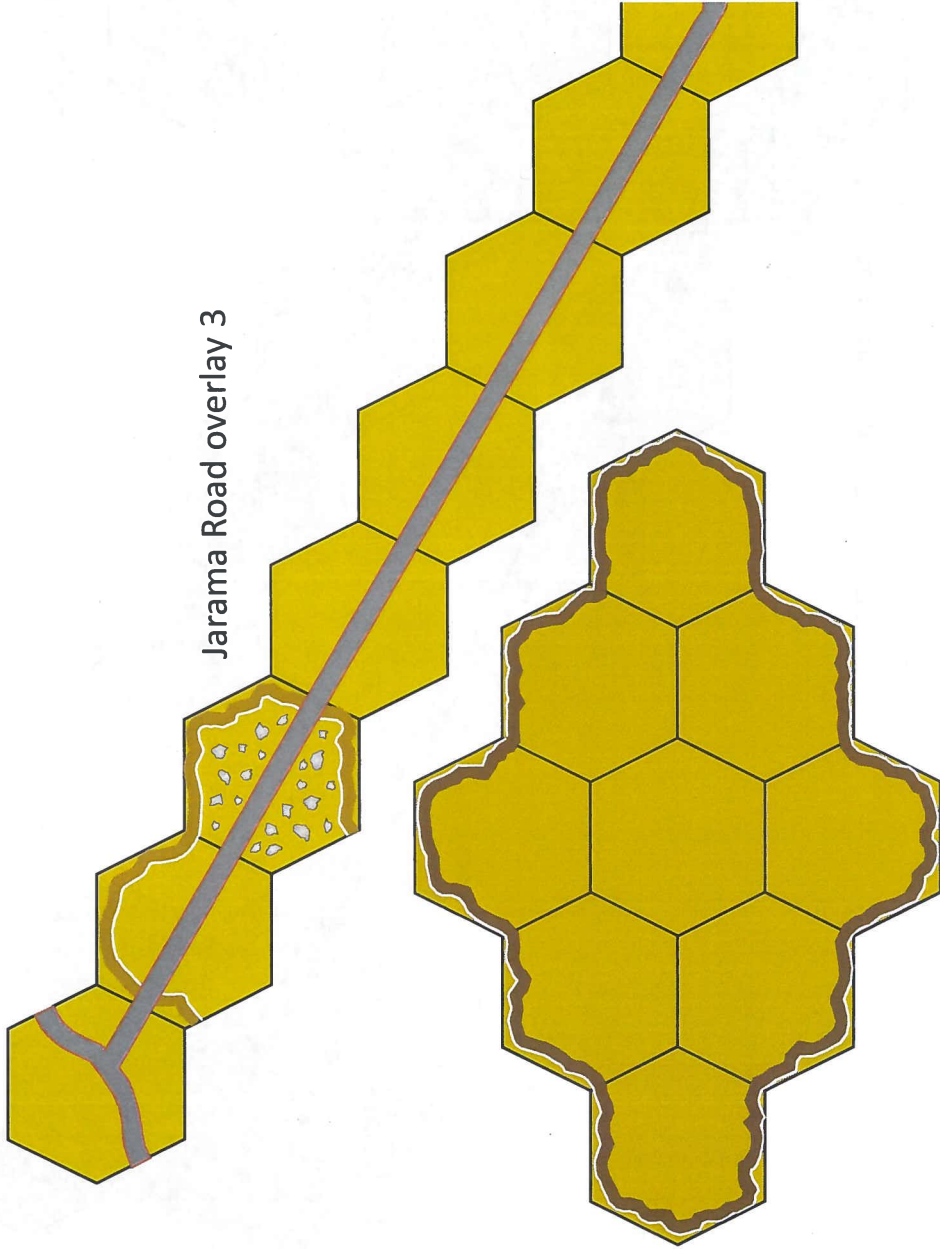
Jarama Road overlay 2



Castle overlay

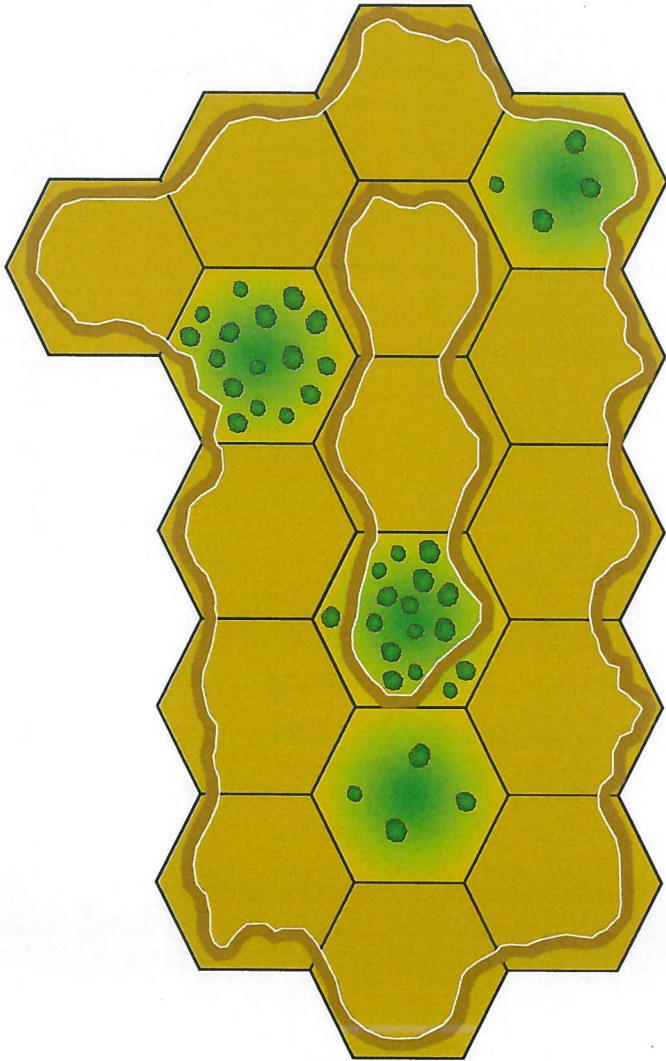


Cemetery overlay

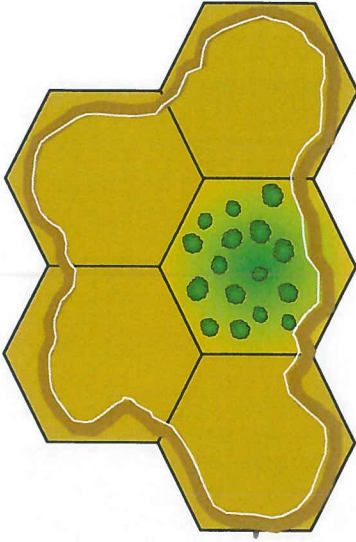


River overlay 1

Jarama Dead Ground overlay



Hill overlay 1



Hill overlay 2

