

Guadarrama – The Fight for Alta de Leon Pass

ALB Scenario 14

Historical Introduction:

Aware the uprising was not going as planned, General Mola knew he had to seize the passes over the Guadarramas Mountains to prevent the Republicans from using them as gateways to attack the Nationalist strongholds in Castile. Consequently, he launched two columns, one aimed at the Somosierra Pass and the other at the Alta de Leon. Colonel Serrador commanded the Alta de Leon column consisting of regular infantry, Phalangist militia, an artillery battery, and a cavalry squadron.

Order of Battle

Republican: Elements of Castillo's and Riquelme's Columns.

Set up anywhere on hills on Map C:

1 x Officer, 3 x Republican Rifle, 1 x Republican MMG

1 x Officer, 6 x Communist Militia

Enter on Turn 4 via hex D1508:

1 x Officer, 5 x Communist Militia, 1 x FT-17 MMG

1 x Officer, 3 x Assault Guards, 1 x Assault Guards MMG, 1 x Bilbao-32

1 x Officer, 3 x Guardia Civil

3 x 75mm offboard artillery (full-strength)

1 x Air mission (I-15)

Enter on Turn 8 via hex D1508:

1 x Officer, 5 x Communist Militia, 1 x FT-17 MMG

1 x Officer, 5 x Anarchist Militia, 1 x Anarchist MMG

1 x Officer, 3 x Republican Rifle, 1 x Republican MMG, 1 x Tiznao

Republican map edges: south

Nationalist: Elements of Serrador's Column.

Set up anywhere on Map A north of the line of hexes (inclusive) A1400 – A1417:

1 x Officer, 3 x Nationalist Rifle, 1 x Nationalist MMG

1 x Officer, 3 x Phalangist, 1 x Phalangist MMG, 1 x Tiznao

1 x Officer, 3 x Nationalist Cavalry, 1 x Nationalist Cavalry LMG

1 x Officer, 3 x Guardia Civil

1 x 75mm offboard (full-strength)

1 x AA point

Enter on Turn 6 via hex A817:

1 x Officer, 3 x Requetes, 1 x Requetes MMG (x2)

1 x Officer, 3 x Carlists

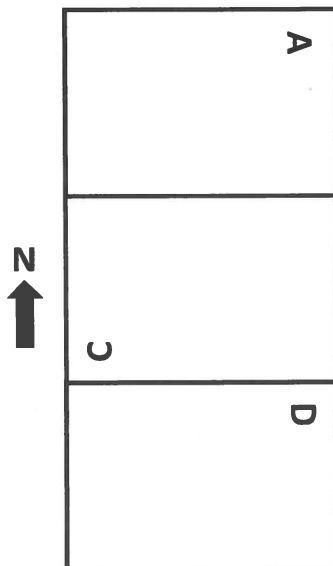
1 x Officer, 3 x Phalangist, 1 x Tiznao

1 x Chaplain

1 x 105mm offboard artillery (full-strength), 1 x 75mm offboard artillery (full-strength)

Nationalist map edges: north

Map Orientation:



Scenario Length: 20 turns

| | | | | | | | |
|----|----|----|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| 17 | 18 | 19 | 20 | | | | |

Victory Conditions:

The player who controls three out of the four following objectives wins: Guadarrama (hexes C506, C507, C606, C607, and C608), D1109/D110, C1013/C1112/C1213, and A1213/A1212. If a player controls all four objectives, he wins a major victory. If each player controls two of the objectives, it is a draw.

Terrain Notes: The river on Map D doesn't exist. The ford in hex D608 is considered to be a road. There is a road running in a straight line through hexes D1310, D1410, and D1509 and connecting with the road in hex D1211 (place Road Overlay 1).

Special Rules:

- Any leader from any of the Nationalist or Republican formations may call in artillery or air missions.
- Offboard units may not coordinate.

Special Rules Republican Player:

- The Republican player sets up first.

Special Rules Nationalist Player:

- The Nationalist player is the attacker and automatically receives the initiative on Turn 1.
- Beginning on Turn 11, the Nationalist offboard artillery batteries are considered to be partial-strength (the Nationalists ran low on ammunition during the battle).

Historical Aftermath:

As Serradors' column approached the Alta de Leon pass on 22 July, 1936, the Republican troops panicked and the Nationalist's easily took the heights. Over the next week, Republican reinforcements under General Riquelme arrived, including regular army troops, communist and anarchist militia, Assault Guards, Guardia Civil, light tanks, improvised armored vehicles, two squadrons of aircraft, and medium and field artillery. Serrador also received reinforcements including more artillery. Attack and counterattack followed continuously over the period and casualties were heavy for both sides. The fiercest fighting occurred in the town of Guadarrama, where the Nationalists drove the Republicans out with bayonet charges and house-to-house fighting. On 2 August, the Republicans attempted to envelop the Nationalist positions but were counterattacked and routed. The Nationalists were too short of ammunition to risk a pursuit and the Republican line stabilized on the Madrid side of the pass.

Medellin – The Bridge over the River Guadiana

ALB Scenario 15

Historical Introduction:

After the battle of Badajoz, Castejon's column headed back towards Madrid. After being subjected to continuous air attacks while on the march, the column captured Santa Amalia on 17 August, 1936. Shortly thereafter, Castejon's troops, minus the V Bandera of the Legion, set out for the town of Medellin where the Republican forces that had been driven out of Santa Amalia had established a new defensive line.

Order of Battle

Republican: Elements of Farrona's Column.

Set up anywhere on Map A or Map D, south of the river:

1 x Officer, 5 x Anarchist Militia, 1 FT-17

1 x Officer, 2 x Anarchist MMG

1 x Officer, 3 x Guardia Civil

1 x Officer, 3 x Republican Rifle, 1 x Republican MMG, 1 x 75mm ART

2 x Air missions (PO-540)

Republican map edges: south

Nationalist: Elements of Castejon's Column.

Set up anywhere on the large hill on Map A, north of the river:

1 x Officer, 3 x Phalangist, 1 x Phalangist MMG (x2)

1 x Officer, 3 x Carlists

1 x Officer, 3 x Guardia Civil

1 x Officer, 3 x Moorish Troops (x2)

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

1 x 75mm offboard (full-strength)

1 x AA point

OPTIONAL: The following forces are set up on the large hill on Map A, north of the river:

1 x FT-17 (this unit is considered to be part of either one of the two 1 x Officer, 3 x Moorish Troops formations).

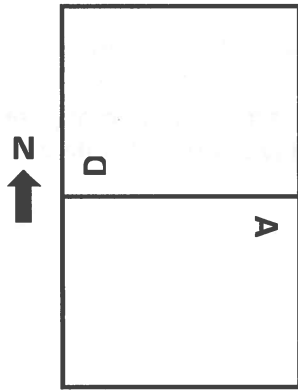
OPTIONAL: The following forces enter on Turn 5 via hex D1508:

1 x Officer, 3 x Legionnaires (x3)

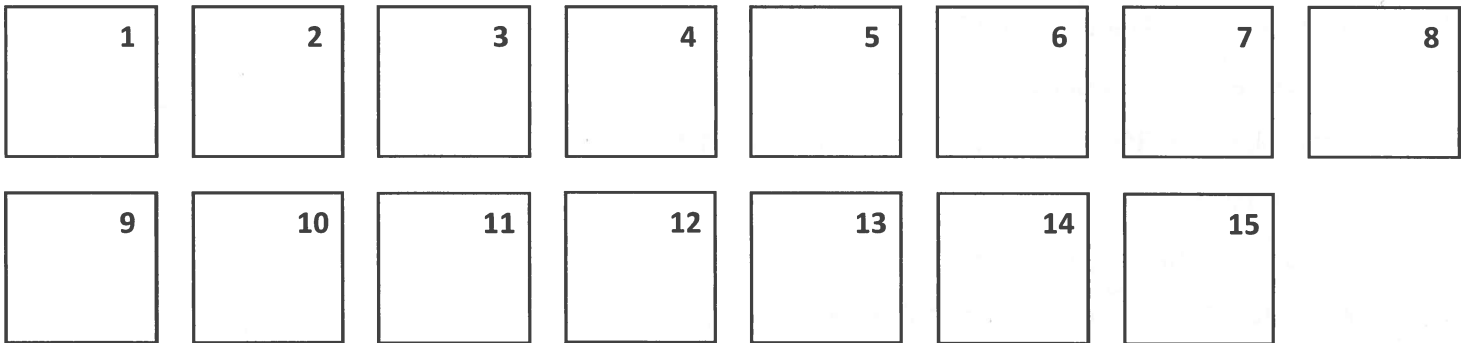
1 x Officer, 2 x Legionnaire MMG

Nationalist map edges: north

Map Orientation:



Scenario Length: 15 turns

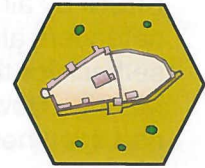


Victory Conditions:

The Nationalist player wins by controlling two out of three of the following objectives: Medellin (hexes A413, A414, and A513), D608, and A509. If the Nationalist player controls all three objectives, he wins a major victory. Otherwise, the Republican player wins.

Terrain Notes: The river (Guadiana River) on Map D is a Major River. There is a bridge over the Major River in hex D608 (place a bridge marker) – treat the hex as if a road exists in it – the ford in hex D608 doesn't exist. There is a Major River in hexes D1204 – D1200 connecting with the Major River in hex D1104 (place River Overlay 1). The river in hexes D1304 – D1508 doesn't exist. There is a trail running in a straight line through hexes A209 and A108 connecting with the trail in hex A309 and the road in D108 (place Trail Overlay 1). The trail in hexes A912, A812, A711, A510, A410, A309, A209, and A108 is a road. There is a road running in a straight line through hexes D1310, D1410, and D1509 and connecting with the road in hex D1211 (place Road Overlay 1).

Place the Castle Overlay in hexes A509. The Castle has the following effects:



| MOVEMENT CHART | | | |
|----------------|------|---------|---------|
| Terrain Type | Foot | Wheeled | Tracked |
| Castle | 2 | NA | NA |

| DEFENSIVE VALUES | | | |
|------------------|---------|----------|---------|
| Terrain Type | AP Fire | ART Fire | AT Fire |
| | DIVISOR | DIVISOR | DIVISOR |
| Castle | 5 | 5 | - |

HTH Combat Die Roll Modifiers:

- Defender in Castle +2

| Spotting Chart | | | |
|----------------|----------------------------|--------------------------------|-----------------------------|
| | Inf. / AT Small (Green) | Art. / Cav. Medium (Yellow) | Mot. / Mech. Large (Red) |
| Castle | 2 - 4 | 3 - 5 | 3 - 6 |

Castle 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 | Castle | 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 |

Special Rules:

- Any leader from any of the Nationalist or Republican formations may call in artillery or air missions.

Special Rules Republican Player:

- The Republican player sets up first.

Special Rules Nationalist Player:

- The Nationalist player is the attacker and automatically receives the initiative on Turn 1.

Historical Aftermath:

The Republicans under Major Farrona and Captain Angulo had some militia, Guardia Civil, and regular army troops supported by two tanks and two artillery pieces. They set up defensive positions along the south bank of the Guadiana River and prepared to defend the bridge and keep the Nationalists on the other side of the river. By 11AM, the Nationalists were within a mile of the bridge and launched their assault. As the assault went in, Republican aircraft (Potez-540 bombers, Breguet-19 light bombers, and a Douglas DC-2 bomber) hit the attacking troops.

Struck by air attacks which hit the IInd Tabor of the Regulares of Ceuta hard, and fire from the defenders along the river, the attack foundered and the Nationalists withdrew. It was a minor setback for the Nationalists as they would bypass Medellin and continue the advance on Madrid. However, it served as a significant propaganda victory for the Republic which until then had seen nothing but battlefield defeats.

Guipuzcoa – Long Live Death!

ALB Scenario 16

Historical Introduction:

The Guipuzcoa campaign was aimed at gaining control of the Basque province and isolating Asturias and Santander, which the Republicans controlled, from France and the arms and supplies that flowed across the border. Beorlegui's Column was tasked with the campaign and consisted of a mix of regular army troops, requetes militia, and Phalangist militia reinforced by additional artillery and tanks from General Mola. General Franco also dispatched the II Bandera of the Spanish Legion to support the attack. By late August 1936, the Nationalists were closing in on Irun, a major Basque town close to the French border. After serving as a flank guard and reserve for Beorlegui's advancing column, the II Bandera began to engage the Republicans as it closed up to make contact with the Nationalist vanguard.

Order of Battle

Republican: Elements of the Eusko Gudarostea (Basque Army).

Set up anywhere on the large hill on Map D within four hexes of D1109:

1 x Officer, 3 x Gudari, 1 x Gudari MMG

1 x Officer, 5 x Anarchist Militia, 1 x Anarchist MMG

3 x Improved Positions, 2 Barbed Wire

Set up on the hills on Map A and/or anywhere on the hills and in the town on Map C:

1 x Officer, 3 x Gudari (x2)

1 x Officer, 2 x Gudari MMG

1 x Officer, 5 x Anarchist Militia

1 x Officer, 2 x Anarchist MMG

1 x Chaplain

8 x Trenches, 2 x Fortifications, 6 x Barbed Wire

2 x 75mm offboard artillery (full-strength)

1 x AA point

Enter on Turn 11 via the north map edge of Map A or Map C:

1 x Officer, 3 x Republican Rifle (x2)

1 x Officer, 3 x Republican Rifle, 1 x Tiznao

1 x Officer, 3 x Republican MMG

Republican map edges: north



Nationalist: Elements of Beorlegui's Column and the IInd Bandera of the Spanish Legion.

Set up on Map D south of the line of hexes D300 – D316 and west of the line of hexes D108-D208-D308 (inclusive):

1 x Officer, 3 x Legionnaires (x3)

1 x Officer, 2 x Legionnaire MMG, 1 x 70mm M1908 IG, 1 x truck

Set up on Map D south of the line of hexes D300 – D316 and east of the line of hexes D109-D209-D309 (inclusive):

1 x Officer, 3 x Requetes, 1 x Requetes MMG (x2)

1 x Officer, 3 x Carlists

1 x Chaplain

1 x 75mm offboard artillery (full-strength)

Enter on Turn 5 via the south map edge of Map B

1 x Officer, 3 x Nationalist Rifle, 1 x Schneider CA1

1 x Officer, 3 x Nationalist Rifle, 1 x FT-17 MMG

1 x Officer, 3 x Nationalist Rifle, 1 x Bilbao

1 x Officer, 3 x Nationalist MMG

1 x Officer, 3 x Phalangist (x3)

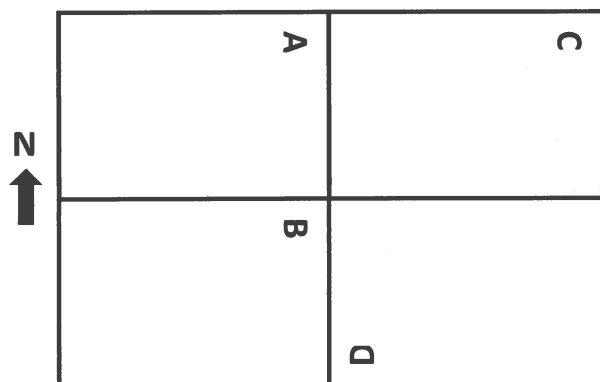
1 x Officer, 2 x Phalangist MMG

1 x 105mm offboard (full-strength)

3 x Air missions (Ju-52.3M)

Nationalist map edges: south

Map Orientation:



Scenario Length: 20 turns

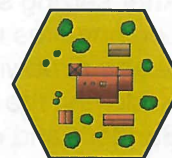
| | | | | | | | |
|----|----|----|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| 17 | 18 | 19 | 20 | | | | |

Victory Conditions:

The Nationalist player wins if he controls three out of the four following objectives: The Hermitage of San Marcial (hex D1109), Behovia (hexes C506, C507, C606, C607, and C608), A1123-A1113, and A607-A608. If the Nationalist player controls all four objectives, he wins a major victory. If each player controls two of the objectives, it is a draw. Anything else is a Republican victory.

Terrain Notes: The river on Map D does not exist. The ford in hex D608 is considered to be a road. There is a road running in a straight line through hexes B712, B812, B911, B1110, B1210, B1309, B1409, and B1508 and connecting with the road in hex B613 (place Road Overlay 2). There is a road running in a straight line through hexes D1310, D1410, and D1509 and connecting with the road in hex D1211 and C1408 (place Road Overlay 3)

Place the Hermitage Overlay in hex D1109. The Hermitage has the following effects:



| MOVEMENT CHART | | | |
|----------------|------|---------|---------|
| Terrain Type | Foot | Wheeled | Tracked |
| Hermitage | 2 | 1 | 1 |

| DEFENSIVE VALUES | | | |
|------------------|---------|----------|---------|
| Terrain Type | AP Fire | ART Fire | AT Fire |
| | DIVISOR | DIVISOR | DIVISOR |
| Hermitage | 5 | 5 | 4 |

HTH Combat Die Roll Modifiers:

- Defender in Hermitage +2

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

The Hermitage hex encountered along the trace blocks LOS if the trace of the LOS is at the same level as its hex.

| Air Location Chart | | | | | |
|---------------------------|---------------|----------------------------|-----------------------|-----------|------------------|
| | Open Rough | Open Woods Marsh/Fields | Woods D. Buildings | Hermitage | 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 |

Special Rules:

- Any leader from any of the Nationalist or Republican formations may call in artillery or air missions.
- Offboard units may not coordinate.

Special Rules Republican Player:

- The Republican player sets up first.

Special Rules Nationalist Player:

- The Nationalist player is the attacker and automatically receives the initiative on Turn 1.

Historical Aftermath:

After seizing several Republican positions and repelling a number of counterattacks, the Legionnaires moved up to assault the well-fortified Hermitage of San Marcial. The assault began at dawn on 30 August. Hurling hand grenades and shouting "Long live death", a Legion battle cry, the legionnaires drove the defenders from the Hermitage. On 1 September, II Bandera and requetes militia assaulted anarchist militia entrenched in the hills. Hand-to-hand combat overwhelmed the defenders and drove them back. On 2-3 September, Beorlegui's troops and the legionnaires assaulted a key Republican defensive system which stretched along the hills above Irun, from Fort San Marcial to Behovia. Despite a tenacious defense, the Nationalists captured the defense system and took the town of Behovia after bloody close combat. The Nationalists now held the heights overlooking Irun, which would fall practically undefended the next day, after large parts of it were put to the torch by the retreating defenders.

Cortijo de Vista Alegre – Legionnaires to Fight! Legionnaires to Die!

ALB Scenario 17

Historical Introduction:

Following the capture of Talavera de la Reina, Yague's Column continued its advance towards Madrid. The IV Bandera and Moroccan regulares captured the heights of Cortijo de Vista Alegre overlooking the Albreche River. The legionnaires then sent out a reconnaissance force which probed all the way to the banks of the Tagus River and captured several prisoners. With its mission for the day accomplished, the Nationalists dug in to defend the heights.

Order of Battle

Republican: Elements of the Madrid Militias.

Set up anywhere on Map B east of the line of hexes (inclusive) B600 – B617:

1 x Officer, 5 x Communist Militia, 1 x FT-17 MMG

1 x Officer, 5 x Communist Militia, 1 x Tiznao

1 x Officer, 6 x Communist Militia

1 x Officer, 5 x Anarchist Militia, 1 x Schneider CA1

1 x Officer, 5 x Anarchist Militia

1 x Officer, 3 x Anarchist MMG

1 x Officer, 5 x Durutti Militia, 1 x FT-17 MMG

1 x Officer, 3 x Guardia Civil (x2)

1 x Officer, 3 x Assault Guards, 1 x Assault Guards MMG, 1 x Bilbao-32

1 x Armored Train

2 x 75mm offboard (full-strength)

1 x Air mission (I-15)

Republican map edges: east

Nationalist: Elements of Yague's Column – IVth and Vth Banderas of the Spanish Legion and the IInd Tabor, Regulares of Tetuan No. 1.

Set up on Map A within three hexes of A413:

1 x Officer, 3 x Moorish Troops, 1 x Moorish Troops MMG

1 x Officer, 3 x Moorish Troops

4 x Improved Positions

1 x AA point

Set up on Map A within two hexes of A408:

1 x Officer, 3 x Legionnaires, 1 x Legionnaire MMG

1 x Officer, 3 x Legionnaires, 1 x 70mm M1908 IG

4 x Improved Positions

1 x 75mm offboard (full-strength)

Enter on Turn 3 via hex A1408:

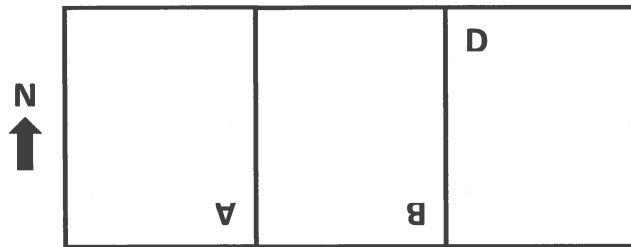
1 x Officer, 3 x Legionnaires, 1 x Legionnaire MMG

1 x Officer, 3 x Legionnaires

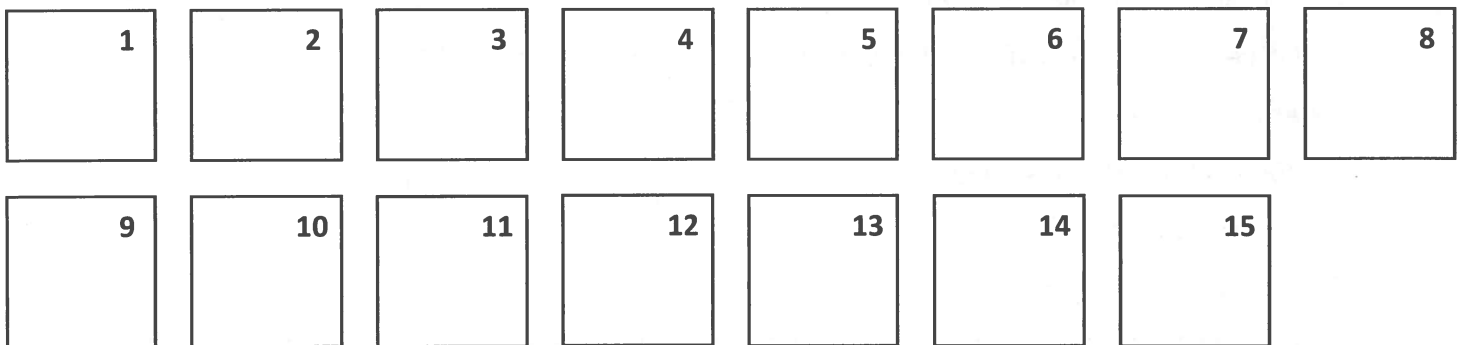
1 x 75mm offboard artillery (full-strength)

Nationalist map edges: west

Map Orientation:



Scenario Length: 15 turns



Victory Conditions:

The Republican player wins if he controls hexes A408, A413, A414, and A513. The Nationalist player wins by preventing this. If the Nationalist player controls hex D608 at the end of the game, he wins a major victory.

Terrain Notes: The river (Albreche River) on Map D is a Minor River. There is a bridge over the Minor River in hex D608 (place a bridge marker) – treat the hex as if a road exists in it – the ford in hex D608 doesn't exist. There is a trail running in a straight line through hexes A209 and A108 connecting with the trail in hex A309 (place Trail Overlay 1). The trail in hexes A912,

A812, A711, A510, A410, A309, A209, and A108 is a road. There is a road running in a straight line through hexes D1310, D1410, and D1509 and connecting with the road in hex D1211 (place Road Overlay 1). There is a road running in a straight line through hexes B712, B812, B911, B1110, B1210, B1309, B1409, and B1508 and connecting with the road in hex B613 and A109 (place Road Overlay 2). A railroad runs along the road from B800-B207-B817 and from B207-D108-D507-D800.

Special Rules:

- Any leader from any of the Nationalist or Republican formations may call in artillery or air missions.
- Offboard units may not coordinate.

Special Rules Republican Player:

- The Republican player is the attacker and automatically receives the initiative on Turn 1.

Special Rules Nationalist Player:

- The Nationalist player sets up first.

Historical Aftermath:

The next day, 8 September, 1936, the Republicans attacked Cortijo de Vista Alegre in force. The infantry were supported by tanks, armored trucks, artillery and an armored train. The IV Bandera was deployed to the right of the regulares. Republican aircraft appeared and bombed the Nationalist positions at low altitude, causing a number of casualties. Hard pressed by the Republicans, the V Bandera was sent to reinforce the position. Despite a heavy artillery bombardment, the legionnaires reached the defensive line and were in position when the next attack struck. The Republican infantry, advancing behind their tanks and covered by artillery fire from the armored train, hit the Nationalist line in a violent clash. The Republican tanks were able to penetrate the legionnaires' front line with their infantry close behind. Fierce combat along the parapets ensued with several tanks being set on fire and knocked out by gasoline bombs. With casualties mounting on both sides, the Nationalists gained the upper hand and pushed the Republicans back. An orderly withdrawal quickly changed into a disorganized flight. The legionnaires sent in their reserve companies and began a leapfrog advance that reached the Albreche River and secured a bridgehead. The IV and V Banders had upheld the Legion motto of "Legionnaires to fight, legionnaires to die!"

Oviedo – The First Assault

ALB Scenario 18

Historical Introduction:

When the uprising began in July 1936, the Oviedo garrison commander Aranda declared for the Republic. When thousands of militia departed Oviedo to fight elsewhere in Spain, Aranda switched sides and declared for the rebellion a few days later. Using regular army units and Phalangist militia, he easily took over Oviedo. Knowing he would have to hold the town against Republican efforts to retake it, Aranda carefully prepared his defenses. He secured the heights surrounding the town and emplaced interlocking strongpoints and machine gun positions. However, with only a few thousand men, Aranda couldn't occupy all of the heights, but had to spread his forces out amongst key positions. By the later part of July, Republican forces had arrived at Oviedo and began a siege.

Order of Battle

Republican: Elements of the Asturias Militia.

Set up anywhere on Map B north of the line of hexes B600 – B617:

1 x Officer, 6 x Communist Militia (x3)

1 x Officer, 5 x Anarchist Militia

1 x Officer, 5 x Anarchist Militia, 1 x Tiznao (use the "tracked" Tiznao)

1 x Officer, 3 x Anarchist MMG

1 x 105mm offboard artillery (full-strength)

1 x 75mm offboard artillery (full-strength)

2 x Air missions (I-15)

Enter on Turn 5 via the north map edge of Map A:

1 x Officer, 3 x Guardia Civil (x2)

Republican map edges: north

Nationalist: Elements of Aranda's Oviedo Garrison.

Set up anywhere on Map A:

1 x Officer, 3 x Nationalist Rifle, 1 x Nationalist MMG

1 x Officer, 3 x Nationalist Rifle, 1 x Nationalist MMG, 1 x 75mm ART

6 x Trenches, 6 x Barbed Wire

1 x 75mm offboard artillery (full-strength)

2 x AA points

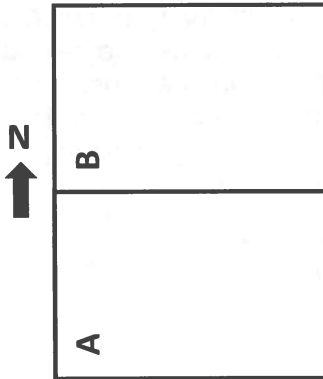
Enter on Turn 3 via the south map edge of Map A:

1 x Officer, 3 x Nationalist Rifle, 1 x Trubia 36

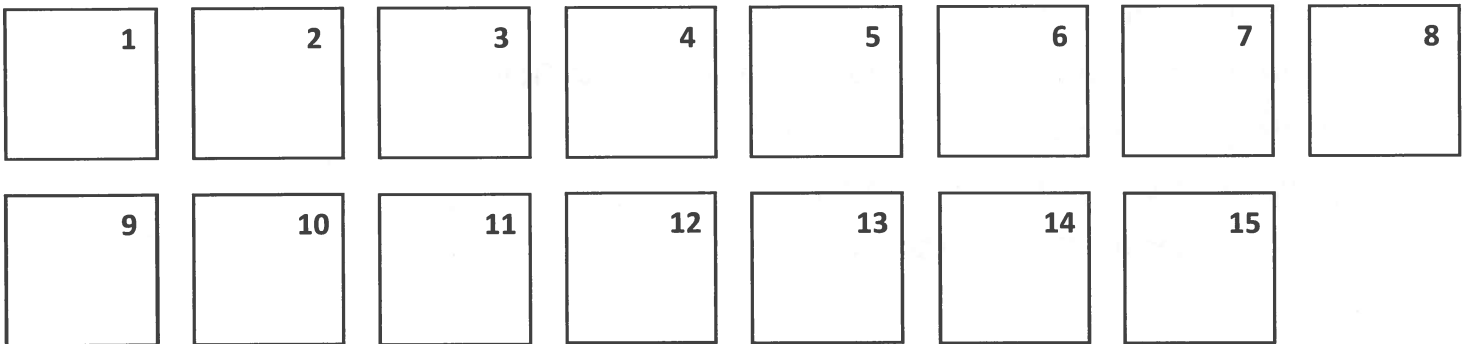
1 x Officer, 3 x Phalangist (x2)

Nationalist map edges: south

Map Orientation:



Scenario Length: 15 turns



Victory Conditions:

The Republican player wins if he controls hexes A1213/A1212 and A607/A608. The Nationalist player wins by preventing this.

Terrain Notes: There is a road running in a straight line through hexes B712, B812, B911, B1011, B1110, B1210, B1309, B1409, and B1508 and connecting with the road in hex B613 (place Road Overlay 2). There is a trail running in a straight line through hexes A209 and A108 connecting with the trail in hex A309 (place Trail Overlay 1).

Special Rules:

- Any leader from any of the Nationalist or Republican formations may call in artillery or air missions.
- Offboard units may not coordinate.

Special Rules Republican Player:

- The Republican player is the attacker and automatically receives the initiative on Turn 1.

Special Rules Nationalist Player:

- The Nationalist player sets up first.

Historical Aftermath:

Little fighting occurred until 4 September 1936, when the Republicans began an intense air and artillery bombardment in preparation for the first assault on Oviedo. On 8 September, Republican anarchist and socialist militia, supported by an improvised armor-plated tractor and aircraft, launched an attack against the Nationalist defensive line. After the air attacks a few days before, the Nationalists had mounted artillery pieces in their strongpoints to act as anti-aircraft artillery, which were also useful in a direct fire role against the attacking troops. The section under attack was reinforced by three Trubia A-4 tanks from Infantry Regiment Milán, and after a 12-hour battle, the Republicans were driven off.

Cazalegas – Marching to Madrid

ALB Scenario 19

Historical Introduction:

As Asensio's Column continued its advance on Madrid, it was subjected to multiple small attacks by Republican forces as well as bombing attacks by their aircraft. Asensio ordered several offensive operations against the Republicans to deter further attacks. As part of the offensive, the IV Bandera of the Legion and Moroccan regulares were ordered to seize the village of Cazalegas.

Order of Battle

Republican: Elements of the Madrid Militias.

Set up anywhere in or within 2 hexes of Cazalegas (hexes C606, C607, C608, C506, and C507):

1 x Officer, 6 x Communist Militia

1 x Officer, 5 x Anarchist Militia, 1 x Anarchist MMG

2 x Improved Positions

1 x 75mm offboard (full-strength)

Enter on Turn 7 via the east map edge of Map D:

1 x Officer, 5 x Communist Militia, 1 x FT-17 MMG

1 x Officer, 5 x Communist Militia, 1 x 81mm MTR

1 x Officer, 5 x Anarchist Militia, 1 x Schneider CA1

1 x Officer, 2 x Anarchist MMG

1 x Officer, 5 x Durutti Militia, 1 x FT-17 MMG

1 x Officer, 3 x Guardia Civil, 1 x Tiznao

1 x Officer, 3 x Assault Guards, 1 x Assault Guards MMG, 1 x Bilbao-32

2 x 75mm offboard (full-strength)

2 x Air missions (I-15)

Republican map edges: east

Nationalist: Elements of Asensio's column – IVth Bandera of the Spanish Legion and the IInd Tabor, Regulares of Alhucemas No. 5.

Set up on Map B west of the line of hexes B300 – B316 (inclusive) and south of the line of hexes B108 – B1508:

1 x Officer, 3 x Moorish Troops (x3)

1 x Officer, 3 x Moorish Troops, 1 x Bilbao-32

1 x Officer, 2 x Moorish Troops MMG

Set up on Map B west of the line of hexes B300 – B316 (inclusive) and north of the line of hexes B108 – B1508:

1 x Officer, 3 x Legionnaires (x3)

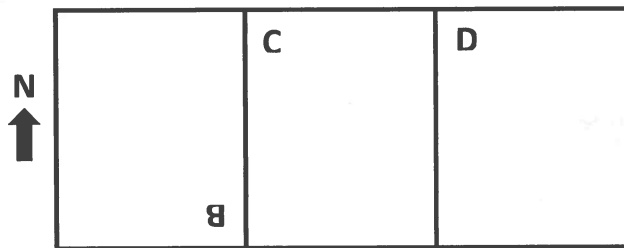
1 x Officer, 2 x Legionnaire MMG, 1 x 70mm M1908 IG, 1 x Truck

1 x 105mm offboard (full-strength), 1 x 75mm offboard (full-strength)

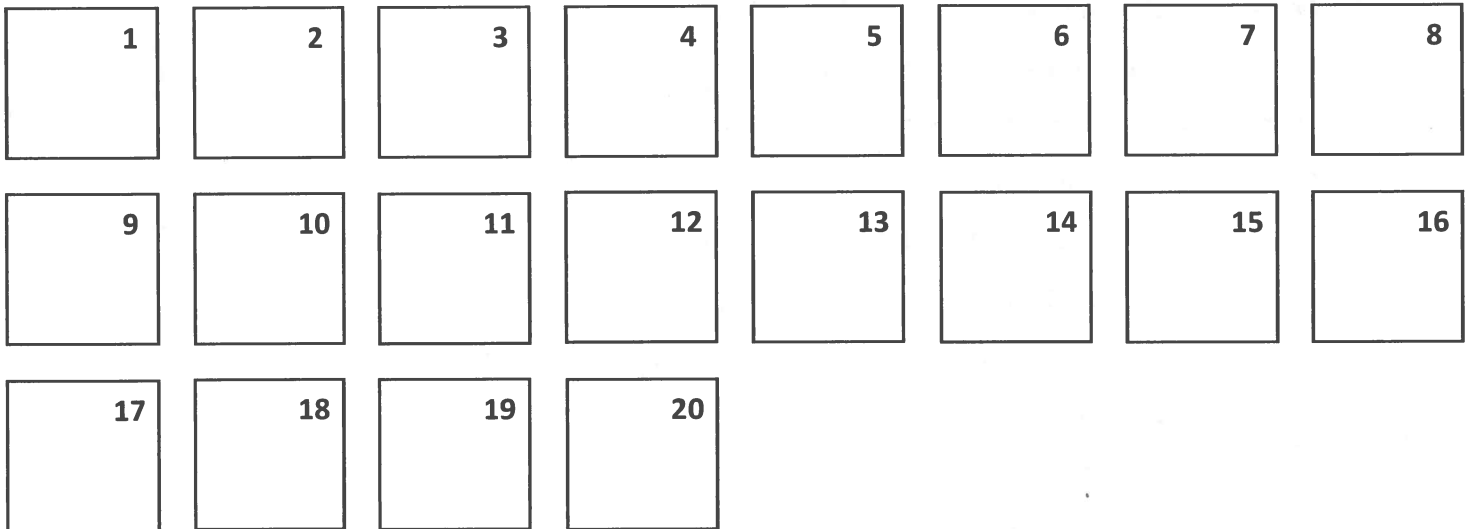
2 x AA points

Nationalist map edges: west

Map Orientation:



Scenario Length: 20 turns



Victory Conditions:

The player who controls Cazalegas wins (hexes C506, C507, C606, C607, and C608),

Terrain Notes: The river on Map D is a Minor River. The hills on Map C do not exist. There is a road running in a straight line through hexes D1310, D1410, and D1509 and connecting with the road in hex D1211 (place Road Overlay 1). There is a road running in a straight line through

hexes B712, B812, B911, B1110, B1210, B1309, B1409, and B1508 and connecting with the road in hex B613 (place Road Overlay 2).

Special Rules:

- Any leader from any of the Nationalist or Republican formations may call in artillery or air missions.
- Offboard units may not coordinate.

Special Rules Republican Player:

- The Republican player sets up first.

Special Rules Nationalist Player:

- The Nationalist player is the attacker and automatically receives the initiative on Turn 1.
- If the Nationalist player takes control of Calazegas by Turn 10 or before, he immediately receives two Roadblocks which he may place in any Calazegas hex.

Historical Aftermath:

At 7AM on 12 September, 1936, the IV Bandera opened the attack by laying down suppressive fire on the town in order to cover the Regulares of Alhucemas who were approaching on the right flank. As the legionnaires moved into some olive groves they came under heavy machine gun fire from Calazegas and halted while they waited for the regulares to make their move. Once the regulares initiated their attack, the legionnaires advanced in the center and together they drove the defenders out of the town by 9AM, capturing several machine guns. Unwilling to give up Calazegas, the Republicans quickly launched a large and coordinated counterattack, using infantry, tanks, artillery, mortars, and aircraft. The Nationalists hurriedly set up defensive positions throwing together some roadblocks in the streets and turning houses into fortifications. After suffering heavy losses in repeated assaults, the Republicans gave up and retreated.

Illescas – At All Cost

ALB Scenario 20

Historical Introduction:

With Toledo in Nationalist hands, General Varela pressed north towards Madrid along a 25-mile front. The next major target was Illescas, an important town and road juncture halfway to the capital city. Barron's Column, consisting of legionnaires and regulares, stormed the town and captured it on 19 October, 1936. Realizing the importance of Illescas, the Republicans organized a massive counterattack to recapture it at all cost. Three columns under Modesto, Roja, and Mena arrived from Madrid by double-decker busses. Well-armed with machine guns, mortars, tanks, improvised armored vehicles, artillery, aircraft, and an armored train, the Republicans began the assault to take Illescas on 20 October, 1936.

Order of Battle

Republican: Elements of the Modesto's, Rojo's, and Mena's Columns.

Set up anywhere north of the line of hexes A1000 – A1017 and D600 – D617 (inclusive):

1 x Officer, 6 x Communist Militia (x2)

1 x Officer, 5 x Communist Militia, 1 x 81mm MTR

1 x Officer, 5 x Anarchist Militia, 1 x Tiznao

1 x Officer, 5 x Anarchist Militia

1 x Officer, 3 x Anarchist MMG

1 x Officer, 3 x Republican Rifle, 1 x Republican MMG, 1 x FT-17 MMG

1 x Officer, 3 x Republican Rifle, 1 x Republican MMG

1 x Officer, 3 x Assault Guards, 1 x Assault Guards MMG, 1 x Bilbao-32

1 x Commissar

1 x Armored Train

1 x 105mm offboard (full-strength), 1 x 75mm offboard (full-strength)

2 x Air missions (I-15)

Enter on Turn 10 via hex the north map edge of Map A and/or Map D:

1 x Officer, 5 x Durutti Anarchist, 1 x Tiznao (use the "tracked" Tiznao)

1 x 75mm offboard (full-strength)

Republican map edges: north

Nationalist: Elements of Barron's column – 1st Bandera of the Spanish Legion and the VIth Tabor, Regulares of Mellila. Elements of Monasterio's Cavalry and Tella's Column

Set up anywhere south of the line of hexes C300 – C316 and B1100 – B1116 (inclusive):

- 1 x Officer, 3 x Moorish Troops (x3)
- 1 x Officer, 2 x Moorish Troops MMG
- 1 x Officer, 3 x Legionnaires (x3)
- 1 x Officer, 2 x Legionnaire MMG, 1 x 70mm M1908 IG
- 1 x 105mm offboard (full-strength), 1 x 75mm offboard (full-strength)
- 6 x Improved Positions, 2 x Roadblocks
- 2 x AA points

Beginning on Turn 11, the Nationalist player rolls one die at the beginning of his/her turn and consults the following table

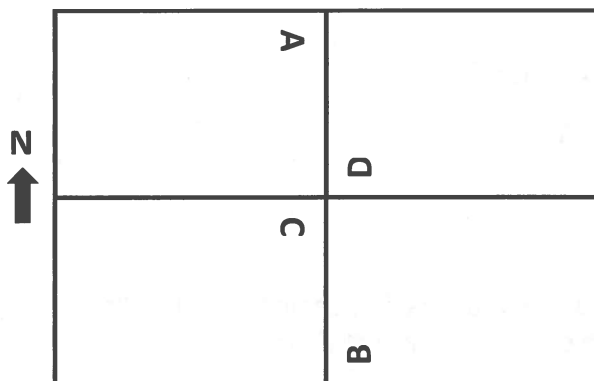
| Reinforcement Table | |
|---------------------|---|
| Turn | Result |
| 11 | 1 = The Nationalist player receives the forces listed below 2-6 = No reinforcements received that turn |
| 12 | 1-2 = The Nationalist player receives the forces listed below 3-6 = No reinforcements received that turn |
| 13 | 1-4 = The Nationalist player receives the forces listed below 5-6 = No reinforcements received that turn |
| 14 | The Nationalist player automatically receives the forces listed below |

The following force enters anywhere on the west edge of Map A or C, or anywhere on the east edge of Map B or D:

- 1 x Officer, 3 x Cavalry, 1 x Cavalry LMG
- 1 x Officer, 3 x Cavalry, 1 x Cavalry MMG
- 1 x Officer, 3 x Nationalist Rifle, 1 x Nationalist MMG (x2)
- 1 x Officer, 3 x Nationalist Rifle

Nationalist map edges: south

Map Orientation:



Scenario Length: 20 turns

| | | | | | | | |
|----|----|----|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| 17 | 18 | 19 | 20 | | | | |

Victory Conditions:

The Republican player wins by controlling Illescas (hexes C506, C507, C606, C607, and C608), B706/B606, and C913/C914. If the Republican player controls two of the three objectives, it is a draw. Otherwise, the Nationalist player wins.

Terrain Notes: The river on Map D is a Minor River. The hill around the town on Map C does not exist. There is a road running in a straight line through hexes D1310, D1410, and D1509 and connecting with the road in hex D1211 (place Road Overlay 1). There is a road running in a straight line through hexes B712, B812, B911, B1110, B1210, B1309, B1409, and B1508 and connecting with the road in hex B613 and D108 (place Road Overlay 2). There is a trail running in a straight line through hexes A209 and A108 connecting with the trail in hex A309 (place Trail Overlay 1). The trail in hexes A912, A812, A711, A510, A410, A309, A209, and A108 is a road. A railroad runs along the road from A108-A912-C108-C507-C606-B800-B207-B108.

Special Rules:

- Any leader from any of the Nationalist or Republican formations may call in artillery or air missions.
- Offboard units may not coordinate.

Special Rules Republican Player:

- The Republican player is the attacker and automatically receives the initiative on Turn 1.
- The Commissar may not rally Anarchist formations or units.

Special Rules Nationalist Player:

- The Nationalist player sets up first.

Historical Aftermath:

The fight for Illescas raged without let up as attack followed attack. When attacks against the northern perimeter of the Nationalist defenses held by 1st Bandera failed, the Republicans sent in the armored train which repeatedly tried to smash the defenses but also failed. The attackers then shifted their efforts to the regulares, attacking them with tanks and armored trucks. The legionnaires provided fire support and ammunition resupply to the hard pressed Moroccans. On 22 October, the Republicans increased their attacks, having been reinforced with more infantry, artillery, and improvised armored vehicles. Repeated attacks on both flanks of the Nationalist line as well as the center and the railway station were all repulsed. At that point, cavalry and infantry reinforcements from Monasterio's and Tella's Columns arrived and outflanked the Republican forces. By dawn on 23 October, the exhausted and demoralized Republicans withdrew and abandoned their efforts to regain Illescas.

Seseña – Debut of the T-26

ALB Scenario 21

Historical Introduction:

As the Nationalist forces moved ever closer to Madrid, the Republican Army launched a counterattack to the south of the city. The ambitious plan was to encircle the Nationalist advance guard (a column under Colonel Monasterio made up mostly of cavalry), penetrate their lines, and recover the town of Toledo located 40 miles southwest of Madrid. The Republican attack force consisted of 15 T-26 tanks of the 1st Tank Battalion under Soviet Captain Arman that had just arrived in Spain from the Soviet Union on October 13, and Lister's newly formed 1st Mixed Brigade.

Order of Battle

Republican: Elements of Arman's 1st Tank Battalion and Lister's 1st Mixed Brigade.

Enter via hex B617 on Turn 1:

1 x Officer, 3 x T-26B

1 x Officer, 2 x T-26B

On Turn 4, the Republican player rolls 1 die at the beginning of his/her turn: 1 = Enter the below forces via hex B617, 2-6 = No reinforcements received.

1 x Officer, 6 x Communist Militia (x2)

1 x Officer, 3 x Guardia Civil

Republican map edges: north and west

Nationalist: Elements of Monasterio's Column

Set up in hexes C506, C507, C606, C607, and/or C608:

1 x Officer, 3 x Cavalry, 1 x Cavalry LMG

1 x Officer, 3 x Moorish Troops

Set in hex B311:

1 x 75mm ART

Set up in hex A210 (may not move until Turn 6 unless attacked by a Republican unit or a Republican unit is spotted by the CV3/35LF, at which time it may move normally):

1 x Officer, 1 x CV3/35LF

On Turn 6, the Nationalist player rolls 1 die at the beginning of his/her turn: 1 = Enter the below forces via the eastern map edge of Map A, 2-6 = No reinforcements received. If the Republican tanks attack the CV3/35LF or are spotted by the CV3/35LF before Turn 6, the Nationalist player immediately rolls for the CV3/35 reinforcements.

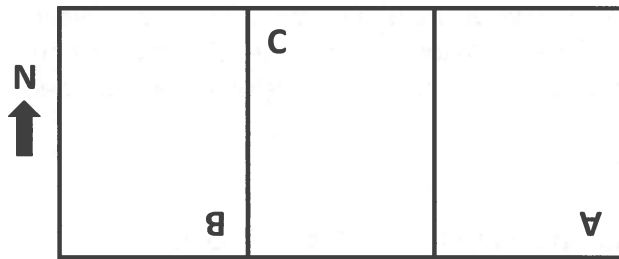
2 x CV3/35

If the Republican player receives the Communist Militia units, the Nationalist player automatically receives the following forces the same turn which enter via the eastern map edge of Map A.

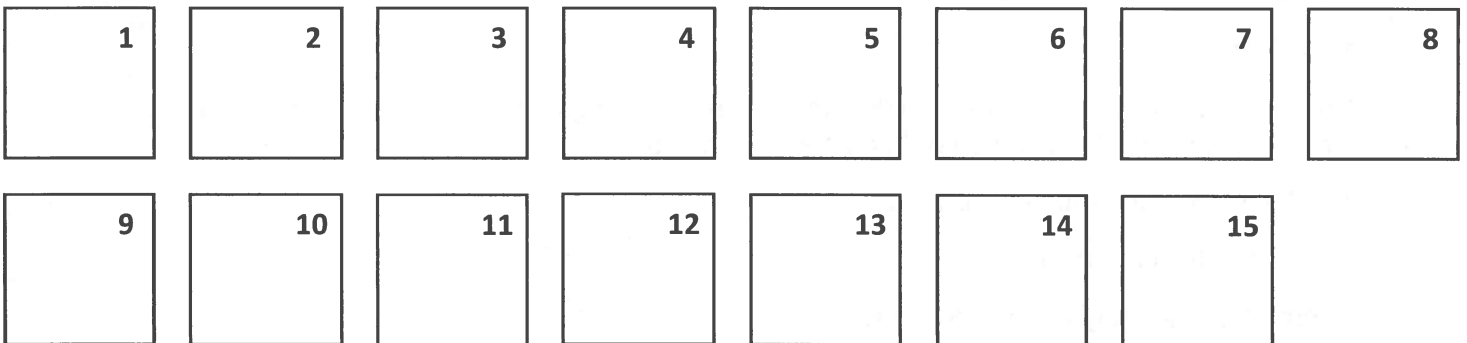
1 x Officer, 3 x Cavalry, 1 x Cavalry Hotchkiss Mle MMG

Nationalist map edges: south and east

Map Orientation:



Scenario Length: 12 turns (15 turns if Communist Militia enters play)



Victory Conditions:

The Republican player wins by eliminating at least nine steps of Nationalist cavalry, infantry, or armor steps and exiting at least nine steps of armor off the eastern map edge. If the Communist Militia enters play, the Republican player must also control Seseña (C506, C507, C606, C607, and C608). The Nationalist player wins by preventing this.

Terrain Notes: The hill around the town on Map C does not exist. There is a trail running in a straight line through hexes A209 and A108 connecting with the trail in hex A309 (place Trail Overlay 1).

Special Rules:

- Any leader from any of the Nationalist formations may call in artillery.
- Offboard units may not coordinate.

Special Rules Republican Player:

- The Republican player is the attacker and automatically receives the initiative on Turn 1.

- When the first Republican T-26 unit moves adjacent to the town of Seseña, roll one die: 1 = the T-26 unit loses two steps, 2 = the T-26 unit loses one step, 3-6 = no effect (this represents the mines placed on the road to Seseña).

Special Rules Nationalist Player:

- The Nationalist player sets up first.
- The Nationalist 75mm artillery battery was extremely lax, either missing the approach of the Republican T-26 tanks or confusing them with Italian armor. The 75mm ART unit may not attack until released. The first time a Republican unit comes within spotting distance of the 75mm ART, roll 1D6: 1 = the artillerymen are alert, the battery is released and may attack normally for the rest of the game, 2-6 = the artillerymen are lax, the battery may not fire until one of the following occurs – (1) a Republican unit moves within two hexes of the battery, (2) the battery is attacked by a Republican unit, or (3) a Republican unit attacks another Nationalist unit. Once the 75mm ART unit is released, it is considered to be part of the Moorish Troops formation for activation purposes and is always in command.
- At this point in the war, Moorish troops were especially eager to earn the 500 pesetas bounty offered for the capture of any T-26 tanks to the point that they took incredible risks to disable them. Moorish Troops do not have to check morale before conducting an anti-armor assault and gain a -1 modifier to any roll on the Hand-to-Hand Combat Chart when attacking an armored unit (in addition to the -1 modifier for Moorish Troops attacking).

Historical Aftermath:

On October 29, 1936, the Republican's launched their attack. Untrained in operating with tanks and lacking any transportation, Lister's infantry soon fell behind. Arman's tanks pressed on alone and were able to bypass a Nationalist artillery battery to the west of the town of Seseña (about 25 miles southwest of Madrid) without incident. Several tanks were disabled by mines on the road outside of the town and the rest attacked Nationalist cavalry and regulares in the town. After a swirling battle in the narrow streets where several more T-26 tanks were knocked out by flaming bottles of gasoline improvised by the Nationalists (who lacked anti-tank weapons), Arman led his company out of the town in an attempt to strike at the rear of the Nationalist lines. The T-26s then encountered a platoon of Italian CV3/35 tankettes to the east of the town. A CV3/35 armed with a flamethrower attempted to close with the T-26s but was destroyed by gunfire at close range and a machine gun armed CV3/35 was rammed and overturned. Arman's tanks then made a full circle, shooting up any Nationalists they encountered, arriving back at Seseña before withdrawing to the north. Lister's infantry never entered the fight. According to Lister, his units, "...had been moving well at first, but after 1,500 meters, they had felt tired and sat down." Arman's unit lost three tanks, with another three damaged, eight crewmen killed, and six wounded. He destroyed two tankettes and several artillery pieces, and shot up several Nationalist cavalry and infantry units. While the action around Seseña was a psychological boost to the hard-pressed Republicans, the counterattack it formed the linchpin of failed, mainly due to the complete lack of infantry support to fight their way into and seize key objectives.

Torrejon de Velasco – Baptism of Fire

ALB Scenario 22

Historical Introduction:

Having been disbanded after the establishment of the Republic in 1932, the VII Bandera was reformed on July 26, 1936. The VIIth Bandera was created from veteran legionnaires who had been discharged from the hospital after recovering from wounds, new recruits from the Legion's main recruiting station in Talavera de la Reina, and Legion officers and NCOs from the established banderas. The VIIth Bandera entered the front line at Torrejon de Velasco, with orders to relieve the regulares of the Mehalla Jalifiana No. 5 Tabor who were holding the position.

Order of Battle

Republican: Elements of Miaja's Army of the Center.

Set up anywhere on Map B north of the line of hexes (inclusive) B800 – B817:

1 x Officer, 6 x Communist Militia (x3)

1 x Officer, 5 x Anarchist Militia (x2)

1 x Officer, 3 x Anarchist MMG

1 x Officer, 3 x Assault Guards, 1 x Assault Guards MMG, 1 x Bilbao

1 x Officer, 3 x Guardia Civil (x2)

1 x Officer, 3 x T-26B

1 x Commissar

3 x 75mm offboard (full-strength)

Republican map edges: north

Nationalist: VIIth Bandera of the Spanish Legion and the Mehalla Jalifiana No. 5 Tabor.

Set up anywhere on Map C south of the line of hexes C300 – C316 (inclusive):

1 x Officer, 3 x Moorish Troops, 1 x Moorish Troops MMG

1 x Officer, 3 x Moorish Troops

1 x Officer, 3 x Legionnaires (x3)

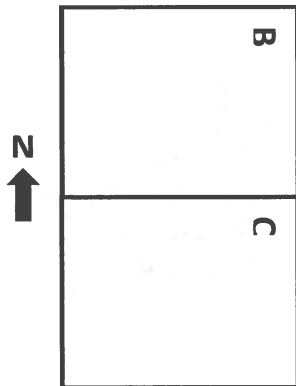
1 x Officer, 2 x Legionnaire MMG, 1 x 70mm M1908 IG

8 x Improved Positions

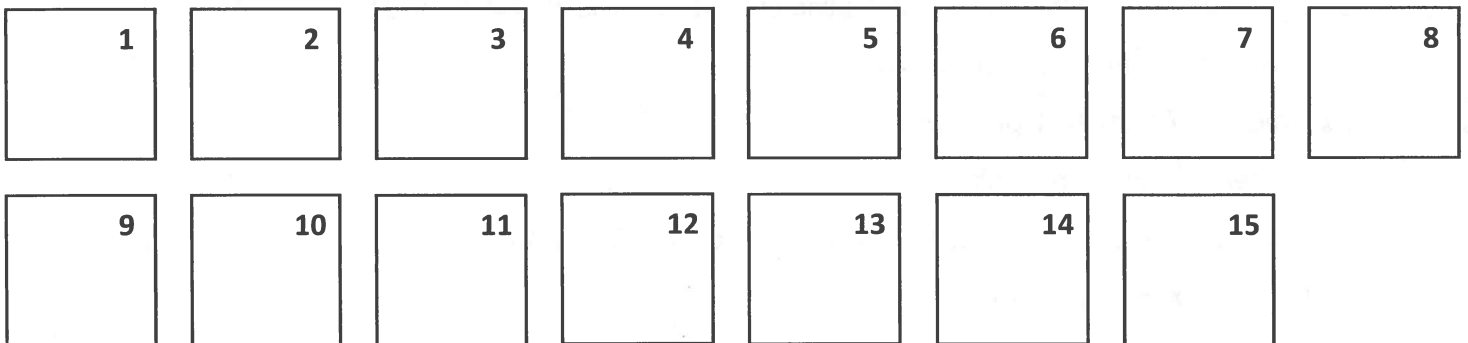
1 x 75mm offboard (full-strength)

Nationalist map edges: south

Map Orientation:



Scenario Length: 15 turns



Victory Conditions:

The Republican player wins if he controls Torrejon de Velasco (hexes C606, C607, C608, C506, and C507). The Nationalist player wins by preventing this.

Terrain Notes: The hill around the town on Map C does not exist. There is a road running in a straight line through hexes B712, B812, B911, B1110, B1210, B1309, B1409, and B1508 and connecting with the road in hex B613 and C108 (place Road Overlay 2).

Special Rules:

- The battle was fought at night. *Rule 5.8 Movement at Night or in Fog* is in effect. The visibility/maximum range for spotting, attacks, and calling in artillery is two hexes.
- Any leader from any of the Nationalist or Republican formations may call in artillery.

Special Rules Republican Player:

- The Republican player is the attacker and automatically receives the initiative on Turn 1.
- The Commissar may not rally Anarchist formations or units.

Special Rules Nationalist Player:

- The Nationalist player sets up first.

Historical Aftermath:

At 10PM on 30 October, the Republicans launched a determined infantry assault on the town supported by tanks and intense artillery fire. The new legionnaires and regulares held the line, repulsing multiple attacks all night long. The Republicans suffered heavy casualties and lost a large quantity of equipment before retreating. At sunrise on 31 October, the legionnaires and regulares formed a column and resumed the advance towards Madrid.

Valdemoro – A Chance Encounter

ALB Scenario 23

Historical Introduction:

As the Nationalists continued their drive on Madrid, the IVth Bandera of the Legion joined Lt. Colonel Delgado's column advancing towards the town of Valdemoro, which was only 17 miles from the city. The column consisted of the legionnaires, a number of cavalry squadrons, and tanks. On the morning of 31 October, 1936, the column set out from Esquivas for Valdemoro.

Order of Battle

Republican: Elements of Miaja's Army of the Center.

Set up anywhere on a road hex from A1108-A912-A812-A108 (inclusive):

1 x Officer, 6 x Communist Militia (x2)

1 x Officer, 6 x Communist Militia, 1 x Tiznao

1 x Officer, 5 x Anarchist Militia (x2)

1 x Officer, 3 x Anarchist MMG

1 x Commissar

Set up anywhere on Map C no closer than three hexes to Valdemoro (hexes C606, C607, C608, C506, and C507):

1 x Officer, 3 x Guardia Civil

1 x Officer, 3 x Guardia Civil, 1 x 75mm ART

Republican map edges: north and east

Nationalist: Elements of Delgado's Column and the IVth Bandera of the Spanish Legion.

Set up anywhere on a road hex from B1508-B613-B207 (inclusive):

1 x Officer, 3 x Legionnaires (x3)

1 x Officer, 2 x Legionnaire MMG, 1 x 70mm M1908 IG, 1 x truck

1 x Officer, 3 x Cavalry, 1 x Cavalry LMG

1 x Officer, 3 x Cavalry, 1 x Cavalry MMG

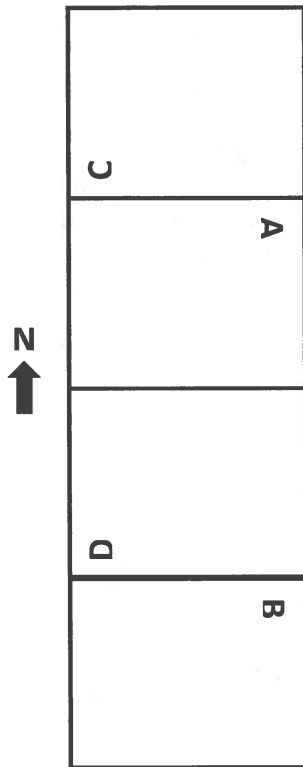
1 x Officer, 2 x CV3/35, 1 x CV3/35LF

Set up anywhere in Valdemoro (hexes C606, C607, C608, C506, and C507):

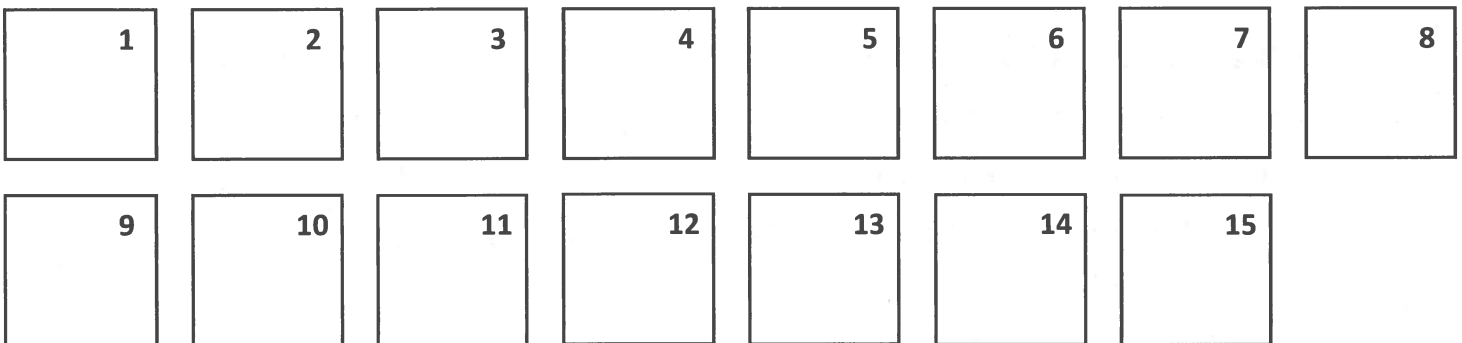
1 x Officer, 3 x Guardia Civil

Nationalist map edges: south and west

Map Orientation:



Scenario Length: 15 turns



Victory Conditions:

The Nationalist player wins if he controls Valdemoro (hexes C606, C607, C608, C506, and C507) and hexes D1201 and D1312. If the Nationalist player controls hexes D1201 and D1312 but not Valdemoro, it is a draw. Otherwise, the Republican player wins.

Terrain Notes: The river is a Minor River. There is a bridge over the Minor River in hex D608 (place a bridge marker) – treat the hex as if a road exists in it – the ford in hex D608 doesn't exist. There is a road running in a straight line through hexes B712, B812, B911, B1110, B1210, B1309, B1409, and B1508 and connecting with the road in hex B613 (place Road Overlay 2). There is a road running through hexes D1310, D1410, and D1509 and connecting

with the road in hex D1211 and A1408 (place Road Overlay 4). There is a trail running in a straight line through hexes A209 and A108 connecting with the trail in hex A309 (place Trail Overlay 1). The trail in hexes A912, A812, A711, A510, A410, A309, A209, and A108 is a road.

Special Rules:

- Any leader from any of the Nationalist or Republican formations may call in artillery.

Special Rules Republican Player:

- The Commissar may not rally Anarchist formations or units.

Special Rules Nationalist Player: None.

Historical Aftermath:

The Nationalist troops ran into a Republican column advancing towards Sesena at a point called Casa de la Sierra. The legionnaires immediately moved into action in support of the column's tanks and were quickly joined by the cavalry squadrons. The combination of infantry, cavalry, and tanks overwhelmed the Republicans who broke and fled leaving behind numerous casualties and prisoners. The column continued its advance and reached the heights above Valdemoro where they were fired upon by Republican artillery. The legionnaires and tanks, supported by the cavalry, advanced and took the town. Besides seizing a key town, the legionnaires relieved a group of Nationalist Guardia Civil who had barricaded themselves in Valdemoro.

Parla – Hard Pressed

ALB Scenario 24

Historical Introduction:

At the end of October, 1936, the Nationalists took the town of Parla with minimal Republican resistance. The VIIIth Bandera of the Spanish Legion was tasked with defending the town and prepared defensive positions. On 1 November, the Republicans launched a counterattack on the town, using artillery, eight T-26 tanks, Assault Guards, and other infantry (which may have included elements of the newly arrived International Brigades, although most sources indicate that they first entered combat in Madrid about a week later).

Order of Battle

Republican: Elements of Miaja's Army of the Center.

Set up anywhere north of the line of hexes (inclusive) B900 – B916:

1 x Officer, 6 x Communist Militia (x2)

1 x Officer, 5 x Anarchist Militia

1 x Officer, 3 x Anarchist MMG

1 x Officer, 3 x Republican Rifle (x 3)

1 x Officer, 3 x Republican MMG

1 x Officer, 3 x Assault Guards, 1 x Assault Guards MMG, 1 x Bilbao

1 x Officer, 2 x T-26B

1 x Commissar

1 x 105mm offboard (full-strength), 2 x 75mm offboard (full-strength)

OPTIONAL: Replace the 1 x Officer, 6 x Communist Militia (x2); 1 x Officer, 5 x Anarchist Militia ; 1 x Officer, 3 x Anarchist MMG, and 1 x Commissar with the following:

1 x Officer, 3 x International Brigades (x3)

1 x Officer, 3 x International Brigades MMG

1 x International Brigades Commissar

Republican map edges: north and east

Nationalist: Elements of Tella's Column and the VIIIth Bandera of the Spanish Legion.

Set up anywhere on Map C:

1 x Officer, 3 x Legionnaires (x3)

1 x Officer, 2 x Legionnaire MMG, 1 x 70mm M1908 IG, 1 x 81mm MTR

6 x Improved Positions

1 x 105mm offboard (full-strength), 2 x 75mm offboard (full-strength)

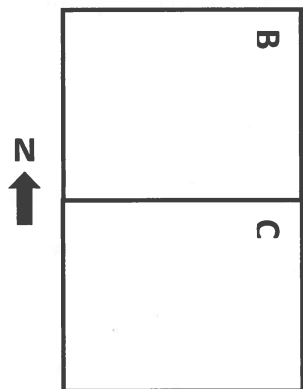
Enter on Turn 10 via B1508:

1 x Officer, 3 x Nationalist Rifle, 1 x Nationalist MMG

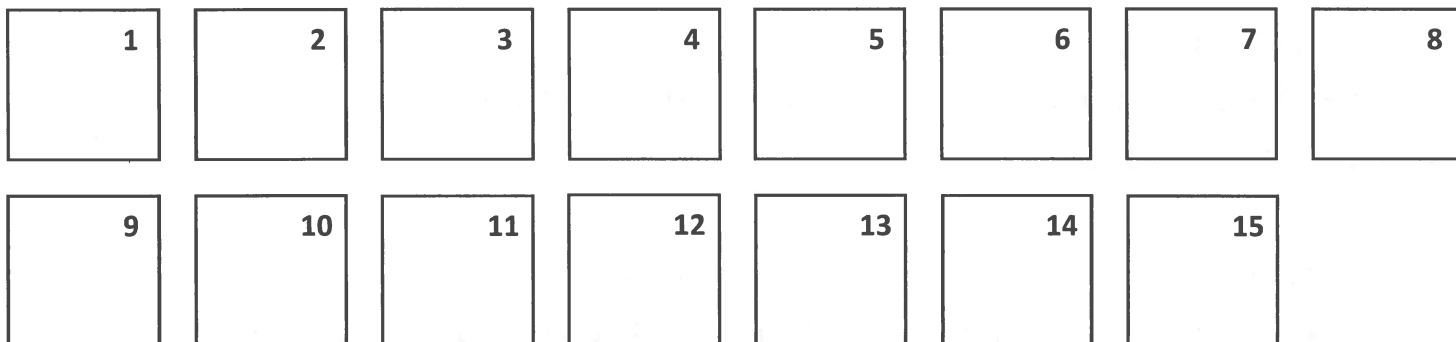
1 x Officer, 3 x Phalangist. 1 x Phalangist MMG

Nationalist map edges: south and west

Map Orientation:



Scenario Length: 15 turns



Victory Conditions:

The Republican player wins if he controls Parla (hexes C606, C607, C608, C506, and C507) and hex C412. The Nationalist player wins by preventing this.

Special Rules:

- Any leader from any of the Nationalist or Republican formations may call in artillery.

Special Rules Republican Player:

- The Republican player is the attacker and automatically receives the initiative on Turn 1.

Special Rules Nationalist Player:

- The Nationalist player sets up first.

Historical Aftermath:

The Republicans pressed their assault with great determination. The 30th Company of the VIIIth Bandera took the brunt of the assault and were hard pressed to maintain their position. However, the legionnaires of the 30th Company held fast and the Nationalists fed in reinforcements which repulsed the Republican attack.

Getafe – Seize the Air Base

ALB Scenario 25

Historical Introduction:

After capturing the towns of Pinto and Parla, Tella's Column, with the VIIIth Bandera of the Spanish Legion in the vanguard moved north towards the town of Getafe. Getafe was the location of a major military air base, one of the first that was built in Spain. Located only a few miles from Madrid, its capture would put Nationalist aircraft minutes away from downtown. The terrain between Parla and Getafe was broken and hilly and the Republicans had dug numerous positions to defend the approach to the vital air base. On 4 November, 1936, Tella's Column began its advance on Getafe.

Order of Battle

Republican: Elements of Miaja's Army of the Center.

Set up anywhere on a hill on Map A:

1 x Officer, 3 x Republican Rifle (x 3)

1 x Officer, 3 x Republican MMG

1 x Commissar

4 x Trenches, 2 x Improved Positions, 4 x Barbed Wire

1 x 105mm offboard (full-strength), 2 x 75mm offboard (full-strength)

Set up anywhere on a hill on Map D:

1 x Officer, 3 x Republican Rifle (x 3)

1 x Officer, 3 x Republican MMG

1 x Commissar

4 x Trenches, 2 x Improved Positions, 4 x Barbed Wire

Set up anywhere on Map C:

1 x Officer, 5 x Communist Militia (x2)

1 x Officer, 5 x Anarchist Militia

1 x Officer, 3 x Anarchist MMG

4 x Improved Positions

Enter via C1508 the same turn the first Nationalist unit enters Map C:

1 x Officer, 3 x T-26B

1 x Armored Train

Republican map edges: north and east



Nationalist: Elements of Tella's Column and the VIIIth Bandera of the Spanish Legion.

Set up anywhere on Map B:

1 x Officer, 3 x Legionnaires (x3)

1 x Officer, 2 x Legionnaire MMG, 1 x 70mm M1908 IG, 1 x 81mm MTR, 2 x trucks

1 x Officer, 3 x Moorish Troops (x3)

1 x Officer, 2 x Moorish Troops MMG

1 x Officer, 3 x Cavalry, 1 x Cavalry LMG, 1 x Bilbao

1 x Officer, 3 x Cavalry, 1 x Cavalry MMG

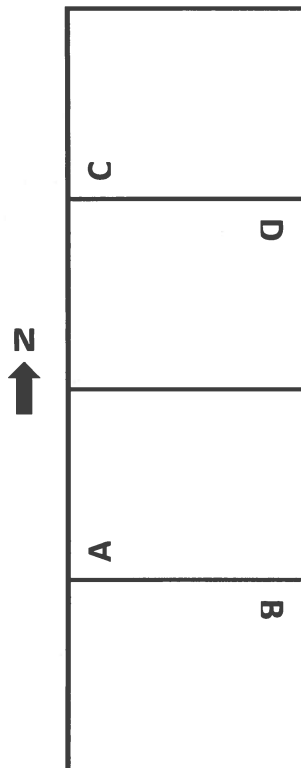
1 x Officer, 3 x Nationalist Rifle, 1 x Nationalist MMG (x2)

1 x Officer, 3 x Phalangist. 1 x Phalangist MMG (x2)

1 x 105mm offboard (full-strength), 2 x 75mm offboard (full-strength)

Nationalist map edges: south and west

Map Orientation:



Scenario Length: 20 turns

| | | | | | | | |
|----|----|----|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| 17 | 18 | 19 | 20 | | | | |

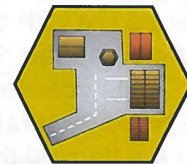
Victory Conditions:

The Nationalist player wins if he controls Getafe (hexes C606, C607, C608, C506, and C507) and hex C412. If the Nationalist player controls one of the two objectives, it is a draw. Otherwise, the Republican player wins.

Terrain Notes: The river is a Minor River. There is a bridge over the Minor River in hex D608 (place a bridge marker) – treat the hex as if a road exists in it – the ford in hex D608 doesn't exist. There is a road running in a straight line through hexes B712, B812, B911, B1110, B1210, B1309, B1409, and B1508 and connecting with the road in hex B613 (place Road Overlay 2). There is a road running through hexes D1310, D1410, and D1509 and connecting with the road in hex D1211 and A1408 (place Road Overlay 4). There is a trail running in a straight line through hexes A209 and A108 connecting with the trail in hex A309 (place Trail Overlay 1). The trail in hexes A912, A812, A711, A510, A410, A309, A209, and A108 is a road. A railroad runs along the road from A1508-A912-A108-D108-D507-D1509-A1507-A1408-A912-A108-B108-B207-B613-B1508.

Place a Walled Villa overlay in hexes A509, A1112, D1210, and D410.

Place the Air Base overlay in hex C412. The Air Base has the following effects:



| MOVEMENT CHART | | | |
|----------------|------|---------|---------|
| Terrain Type | Foot | Wheeled | Tracked |
| Air Base | 2 | 1 | 1 |

| DEFENSIVE VALUES | | | |
|------------------|---------|----------|---------|
| Terrain Type | AP Fire | ART Fire | AT Fire |
| | DIVISOR | DIVISOR | DIVISOR |
| Air Base | 4 | 4 | 3 |

HTH Combat Die Roll Modifiers:

- Defender in Air Base +1

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

An Air Base hex 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 | Air Base | 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 |

Special Rules:

- Any leader from any of the Nationalist or Republican formations may call in artillery.

Special Rules Republican Player:

- The Republican player sets up first.
- The Commissar may not rally Anarchist formations or units.

Special Rules Nationalist Player:

- The Nationalist player is the attacker and automatically receives the initiative on Turn 1.

Historical Aftermath:

As soon as the Nationalist troops appeared on the heights northeast of Parla, the Republicans opened fire with artillery and machine guns. The legionnaires of VIIIth Bandera led the attack and cleared the defensive lines one by one, receiving heavy fire from trenches, country homes, and walled gardens where the Republicans were dug in. Upon reaching the outskirts of Getafe, the Nationalist ran into Republican tanks and an armored train. The armored train poured fire into the flank of the advancing troops. The legionnaires attacked and dealt with the tanks and train with hand grenades, fire bombs, and mortars. Despite heavy casualties, the Nationalists pressed the attack, entered the town and cleared the last pockets of resistance. Getafe and its air base had fallen.

Venta de la Rubia – Barbarians at the Gates

ALB Scenario 26

Historical Introduction:

On 7 November, 1936, Castejon's Column was nearing the outskirts of Madrid. Early that morning, the Vth Bandera of the Spanish Legion along with two tabors of regulares advanced against a very well-fortified Republican position at Venta de la Rubia, only a few miles from the city. The Republicans had built two lines of trenches which included concrete bunkers and barbed wire. After a short artillery bombardment, the legionnaires and regulares began their assault.

Order of Battle

Republican: Elements of Miaja's Army of the Center.

Set up anywhere between the line of hexes (inclusive) D200 – D217 and D600 – D617:

1 x Officer, 3 x Republican Rifle, 1 x Republican MMG

1 x Officer, 5 x Anarchist Militia, 1 x Anarchist MMG

3 x Trenches, 1 x Fortification, 3 x Barbed Wire

2 x 75mm offboard (full-strength)

Set up anywhere between the line of hexes (inclusive) D700 – D716 and D1300 – D1316:

1 x Officer, 3 x Republican Rifle, 1 x Republican MMG, 1 x T-26B

1 x Officer, 6 x Communist Militia

3 x Trenches, 1 x Fortification, 3 x Barbed Wire

Republican map edges: north and east

Nationalist: Elements of Castejon's Column and the Vth Bandera of the Spanish Legion.

Set up anywhere west of the line of hexes D400 – D416 and south of the line of hexes D410 – D1510 (inclusive):

1 x Officer, 3 x Legionnaires (x3)

1 x Officer, 2 x Legionnaire MMG, 1 x 70mm M1908 IG, 1 x 81mm MTR, 2 x trucks

1 x Officer, 3 x Moorish Troops, 1 x Moorish Troops MMG

1 x Officer, 3 x Moorish Troops

1 x 155mm offboard (full-strength), 1 x 105mm offboard (full-strength), 2 x 75mm offboard (full-strength)

Set up anywhere west of the line of hexes D400 – D416 and north of the line of hexes D411 – D1511 (inclusive):

1 x Officer, 3 x Moorish Troops, 1 x Moorish Troops MMG

1 x Officer, 3 x Moorish Troops

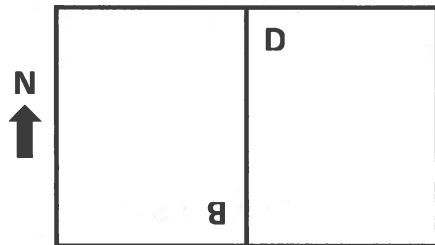
Enter on Turn 5 via hex B1508:

1 x Officer, 3 x Guardia Civil

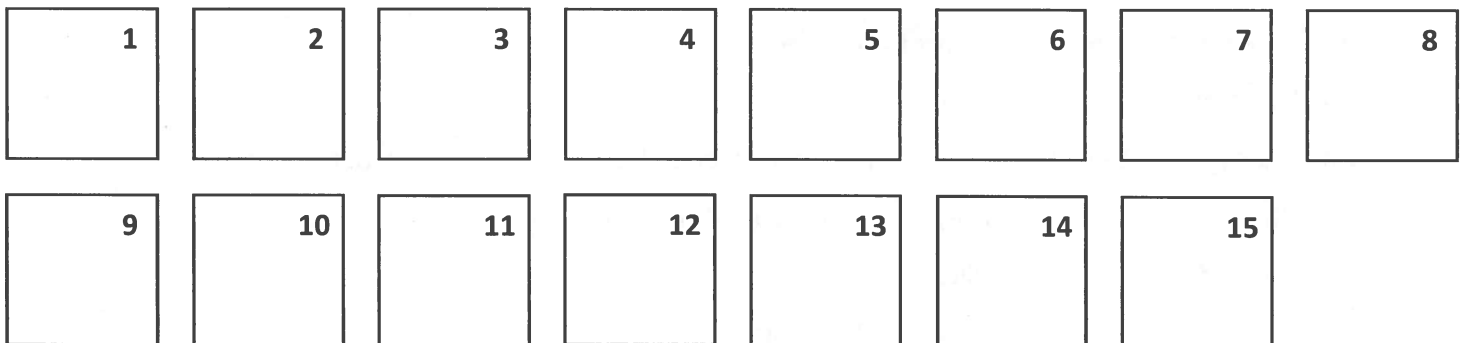
1 x Officer, 3 x Phalangist, 1 x Tiznao

Nationalist map edges: south and west

Map Orientation:



Scenario Length: 15 turns



Victory Conditions:

The Nationalist player wins if he controls hexes three of the four following objectives: D502, D805, D310/D410, and D1109/D1110/D1201. If the Nationalist player controls all four objectives, he wins a major victory. If the Nationalist player controls two the four objectives, it is a draw. Otherwise, the Republican player wins.

Terrain Notes: The river on Map D does not exist. The ford in hex D608 is considered to be a road. There is a road running in a straight line through hexes B712, B812, B911, B1110, B1210, B1309, B1409, and B1508 and connecting with the road in hex B613 (place Road Overlay 2). There is a road running through hexes D1310, D1410, and D1509 and connecting with the road in hex D1211 (place Road Overlay 4). The only hills on the map are D502, D310/D410, D1109/D1110/D1201, D1113/D1213/D1312/D1214/D1313/D1215/D1314, and B706/B806 (all the Level 2 hills) which are considered to be Level 1 hills.

Place a Walled Villa overlay in hex D805.

Special Rules:

- Any leader from any of the Nationalist or Republican formations may call in artillery.
- Offboard units may not coordinate.

Special Rules Republican Player:

- The Republican player sets up first.

Special Rules Nationalist Player:

- The Nationalist player is the attacker and automatically receives the initiative on Turn 1.

Historical Aftermath:

The attacking troops had just captured the first line of trenches after a frontal assault when a platoon of four Republican tanks attacked their left flank. The legionnaires knocked out one tank with hand grenades and called down artillery on the others which kept them at bay. The Nationalists then moved against the second defensive line, cutting a gap in the wire and engaging the defenders in hand-to-hand combat in the trenches. The Republicans fled, leaving behind a number of prisoners and a large quantity of war material. By nightfall, the Nationalists were within striking distance of Madrid.

Colonia de la Paz – In the Wire

ALB Scenario 27

Historical Introduction:

By mid-November, it was clear that the assault on Madrid had failed and the struggle had become a battle of attrition. Vicious, close-quarters city fighting in Madrid took a heavy toll on both sides. As the costly fighting dragged on, Alonso's Column, with the VIIth Bandera in the vanguard, moved to take the town of Pozuelo de Alorcon.

Order of Battle

Republican: Elements of Miaja's Army of the Center.

Set up anywhere on Map C:

1 x Officer, 6 x Communist Militia

1 x Officer, 5 x Anarchist Militia, 1 x Anarchist MMG

On Turn 7, the following forces enter via the eastern map edge of Map D:

1 x Officer, 3 x Republican Rifle (x2)

1 x Officer, 3 x Republican Rifle, 1 x T-26B

1 x Officer, 3 x Republican MMG

1 x Officer, 3 x Caribinero (x3)

1 x Commissar

1 x 105mm offboard (full-strength), 2 x 75mm offboard artillery (full-strength)

Republican map edges: east

Nationalist: Elements of Alonso's Column and the VIIth Bandera of the Spanish Legion.

Set up on Map A between the line of hexes (inclusive) A400 – A417 and A700 – A716:

1 x Officer, 3 x Legionnaires (x3)

1 x Officer, 2 x Legionnaire MMG, 1 x 70mm M1908 IG, 1 x Truck

1 x Officer, 3 x Moorish Troops (x3)

1 x Officer, 2 x Moorish Troops MMG

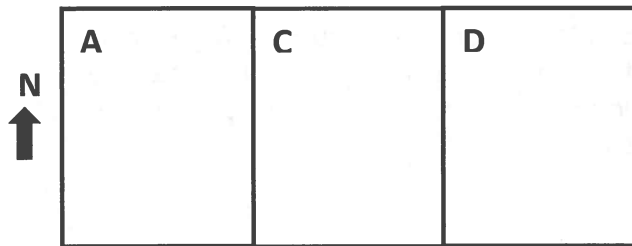
1 x 105mm offboard artillery (full-strength), 2 x 75mm offboard artillery (full-strength)

On Turn 5, the following forces enter via the western map edge of Map A:

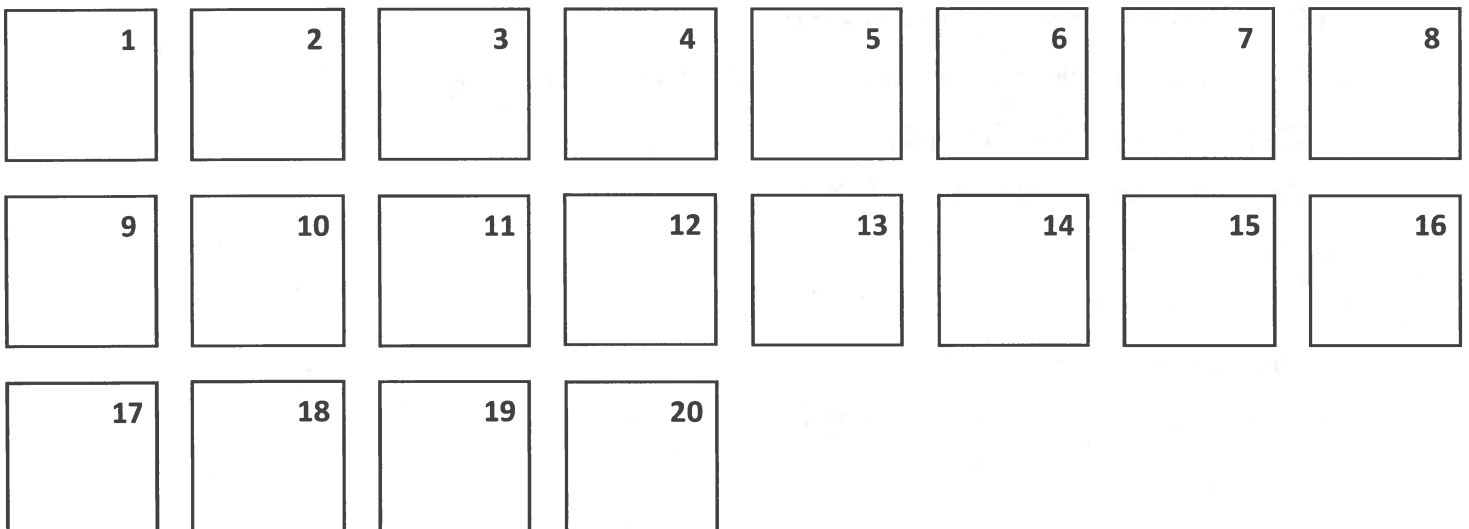
1 x Officer, 3 x Phalangist, 1 x Phalangist MMG

Nationalist map edges: west

Map Orientation:



Scenario Length: 20 turns



Victory Conditions:

The Nationalist player wins if he controls Pozuelo de Alarcon/Colonia de la Paz (hexes C506, C507, C606, C607, and C608). The Republican player wins by preventing this.

Terrain Notes: The river on Map D does not exist. The ford in hex D608 is considered to be a road. There is a trail running in a straight line through hexes A209 and A108 connecting with the trail in hex A309 (place Trail Overlay 1). There is a road running in a straight line through hexes D1310, D1410, and D1509 and connecting with the road in hex D1211 (place Road Overlay 1).

Place a Walled Villa overlay in hexes D310 and D502.

Special Rules:

- The latter part of the battle was fought in heavy rain. Beginning on Turn 11, the visibility/maximum range for spotting, attacks, and calling in artillery is three hexes. Because the ground is muddy, apply a +1 movement point cost for infantry in all terrain types except for built-up and road. Built-up hex movement costs remain normal. Apply a +0.5 movement point cost for infantry in roads. Movement costs for tanks and trucks are doubled in all terrain types except for built-up where they remain normal. Trails are considered to be clear terrain.
- Any leader from any of the Nationalist or Republican formations may call in artillery.
- Offboard units may not coordinate.

Special Rules Republican Player:

- The Republican player sets up first.

Special Rules Nationalist Player:

- The Nationalist player is the attacker and automatically receives the initiative on Turn 1.
- The first time the Nationalist player controls all of Pozuelo de Alarcon/Colonia de la Paz (hexes C506, C507, C606, C607, and C608), he immediately receives 2 Trenches and 2 Barbed Wire which he immediately places within two hexes of Pozuelo de Alarcon /Colonia de la Paz.

Historical Aftermath:

On 1 December 1936, the Nationalists attacked and captured the Colonia de la Paz area of the town after heavy fighting. The next day, the Nationalists continued their attack on Republican troops still holding part of the town. The Nationalists then went over to the defensive to hold their gains against the expected counterattack. On 3 December, the Republicans launched their attack in a driving rain. Bringing their artillery to bear, they pounded the legionnaire's positions. Republican troops, including three T-26 tanks and several battalions of carabineros, pressed their attack. The assault reached the barbed wire but stalled there in the face of fierce resistance by the legionnaires. After multiple attacks that were no more successful than the first, the line stabilized.

Boadilla del Monte – Tooth and Nail

ALB Scenario 28

Historical Introduction:

On 12 December 1936, Saenz's Column set out with the objective of capturing Boadilla del Monte to the northwest of Madrid. Heavy rain mixed with snow slowed progress and the Nationalists set up camp in the hills surrounding the town to await better weather conditions. As the weather cleared, the Republicans in Boadilla struck first, attacking the Nationalist lines with eight T-26s leading the assault.

Order of Battle

Republican: Elements of Miaja's Army of the Center.

Set up anywhere between the line of hexes C1200 – C1217 and C900 – C916 (inclusive):

1 x Officer, 6 x Communist Militia

1 x Officer, 5 x Anarchist Militia

1 x Officer, 3 x Republican Rifle (x3)

1 x Officer, 3 x Republican MMG

1 x Officer, 3 x T-26B

1 x Commissar

1 x 105mm offboard (full-strength), 2 x 75mm offboard artillery (full-strength)

On Turn 11, the following forces enter via hex C108:

1 x Officer, 3 x International Brigades (x3)

1 x Officer, 3 x International Brigades MMG

1 x Officer, 3 x Assault Guards, 1 x Assault Guards MMG, 1 x Bilbao-32

1 x Officer, 2 x T-26B

1 x International Brigades Commissar

Republican map edges: north

Nationalist: Elements of Saenz's Column and the VIIIth Bandera of the Spanish Legion.

Set up anywhere south of the line of hexes A1200 – A12017 (inclusive):

1 x Officer, 3 x Legionnaires, 1 x 37mm AT, 1 x Truck

1 x Officer, 3 x Legionnaires (x2)

1 x Officer, 2 x Legionnaire MMG, 1 x 70mm M1908 IG, 1 x Truck

1 x Officer, 3 x Moorish Troops (x3)

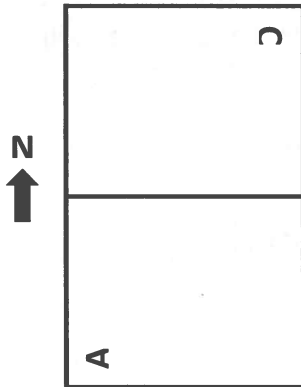
1 x Officer, 2 x Moorish Troops MMG

1 x Officer, 3 x Phalangist, 1 x Phalangist MMG (x2)

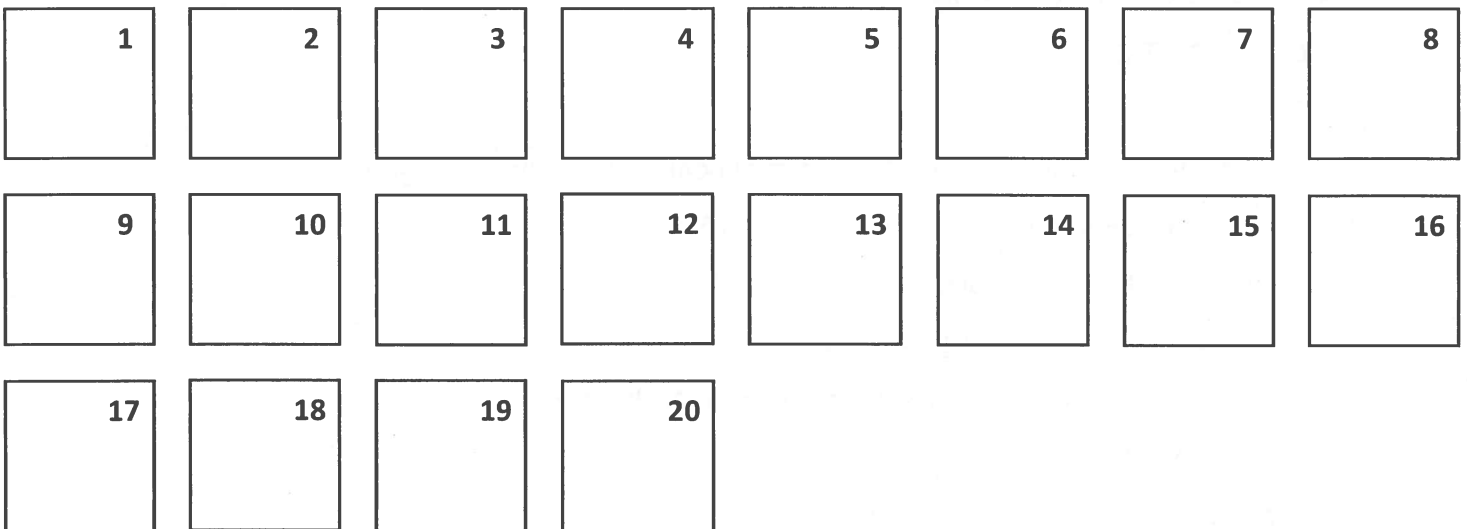
1 x 105mm offboard artillery (full-strength), 2 x 75mm offboard artillery (full-strength)

Nationalist map edges: south

Map Orientation:



Scenario Length: 20 turns



Victory Conditions:

A player wins if he controls Boadilla (hexes C506, C507, C606, C607, and C608), A1212/A1213, and A705/A706. .

Terrain Notes: There is a trail running in a straight line through hexes A209 and A108 connecting with the trail in hex A309 (place Trail Overlay 1).

Special Rules:

- Any leader from any of the Nationalist or Republican formations may call in artillery.
- Offboard units may not coordinate.

Special Rules Republican Player:

- The Republican player is the attacker and automatically receives the initiative on Turn 1.
- For the first three turns, Republican infantry (except MMG) and tank units must move at least half of their MP (round up) so as to end the turn closer to a Nationalist unit.

Special Rules Nationalist Player:

- The Nationalist player sets up first.

Historical Aftermath:

Thinking they would catch the Nationalists unprepared and disorganized, the assaulting troops were quickly disabused of that notion. Two tanks were knocked out and a counterattack by the VIIIth Bandera sent the Republicans reeling back to Boadilla. The next day, the Nationalists assaulted the town and captured the outskirts after three successive attacks. On 15 December, two battalions of the International Brigades and five T-26s launched a counterattack. The attack reached the legionnaire's position where it was repulsed by hand grenades and antitank guns with several T-26s knocked out. The Nationalists then went on the offensive, fighting house-to-house and reaching the town plaza where they ran into three T26s. Unable to advance directly in the face of the gunfire from the tanks, the legionnaires moved down side streets until they were able to attack the tanks from the rear, killing their crews and capturing all three. Following that success, the Nationalists stormed the fortified Palace of the Duke of Sueca and then mopped up the remaining pockets of resistance in Boadilla.

Pozuelo – The Battle of the Fog

ALB Scenario 29

Historical Introduction:

With the failure to take Madrid by direct assault, Franco decided to attack to the north-west of the city in order to cut off Madrid from its supply lines. In heavy fog at dawn on 3 January, 1937, the Nationalists attacked the Pozuelo – Brunete sector with four infantry and one cavalry columns totaling 17,000 men backed by at least 40 Panzer I tanks and heavy artillery. Pushing north, the central column under Barron cut the Corunna Road at Las Rozas on 4 January. On 5 January in continued heavy fog, the columns of Barron, Asensio, and Buruaga turned east towards Aravaca aiming to surround Pozuelo-Humera. The following day saw heavy fighting with severe casualties as Republican reinforcements began to arrive, and a sharp meeting engagement ensued.

Order of Battle

Republican: Elements of Pavlov's 1st Armored Brigade and the 36th, 41st, and 68th Mixed Brigades, Modesto's 4th Division.

Set up on Map A, C, or D east of the line of hexes A0900 – A0915:

1 x Officer, 6 x Communist Militia

1 x Officer, 3 x Republican Rifle

1 x Officer, 3 x Republican Rifle, 1 x Republican MMG

1 x Commissar

3 x 75mm offboard artillery (full-strength)

On Turn 2, the following forces enter via the eastern map edge of Map D:

1 x Officer, 3 x Assault Guards, 1 x Assault Guards MMG, 1 x Bilbao

1 x Officer, 3 x Republican Rifle (x2)

On Turn 3, the following forces enter via the eastern map edge of Map D:

1 x Officer, 2 x BA-6, 1 x FAI

On Turn 4, the following forces enter via the eastern map edge of Map D:

1 x Officer, 3 x Civil Guard

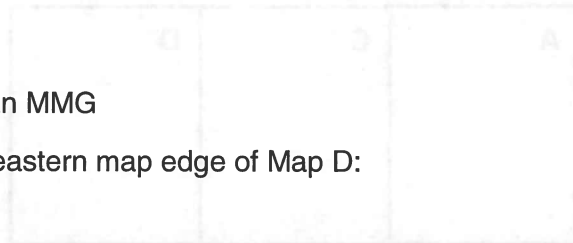
1 x Officer, 3 x Republican Rifle

1 x Officer, 3 x Republican Rifle, 1 x Republican MMG

On Turn 10, the following forces enter via the eastern map edge of Map D:

1 x Officer, 2 x T-26B

Republican map edges: east



Nationalist: Elements of the Escamez and Buruaga Columns.

Set up on Map A between the line of hexes (inclusive) A400 – A417 and A500 – A516:

1 x Officer, 4 x Panzer I (use the Panzer I that has no Formation ID as the fourth platoon – it is considered to be a part of the formation for the entire game).

Set up on Map A between the line of hexes (inclusive) A200 – A217 and A300 – A316:

1 x Officer, 3 x Legionnaires (x2)

1 x Officer, 3 x Legionnaires, 1 x Legionnaires MMG

1 x Officer, 3 x Moorish Troops (x2)

1 x Officer, 3 x Moorish Troops, 1 x Moorish Troops MMG

1 x 155mm offboard artillery (full-strength)

1 x 105mm offboard artillery (full-strength)

2 x 75mm offboard artillery (full-strength)

On Turn 2, the following forces enter via the western map edge of Map A:

1 x Officer, 3 x Panzer I

On Turn 3, the following forces enter via the western map edge of Map A:

1 x Officer, 3 x Nationalist Rifle (x4)

1 x Officer, 3 x Nationalist Rifle, 1 x Nationalist MMG (x2)

OPTIONAL: The following forces are set up on Map A between the line of hexes (inclusive) A400 – A417 and A500 – A516:

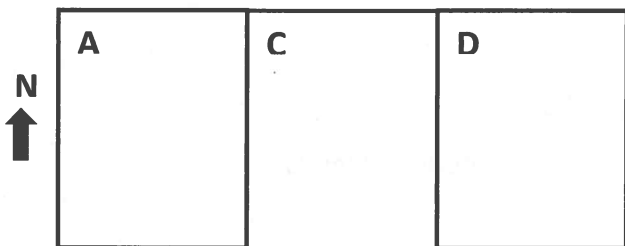
1 x 37mm AT, 1 x Truck (these units are considered to be part of the Panzer I formation set up in the same area).

OPTIONAL: On Turn 2, the following forces enter via the western map edge of Map A:

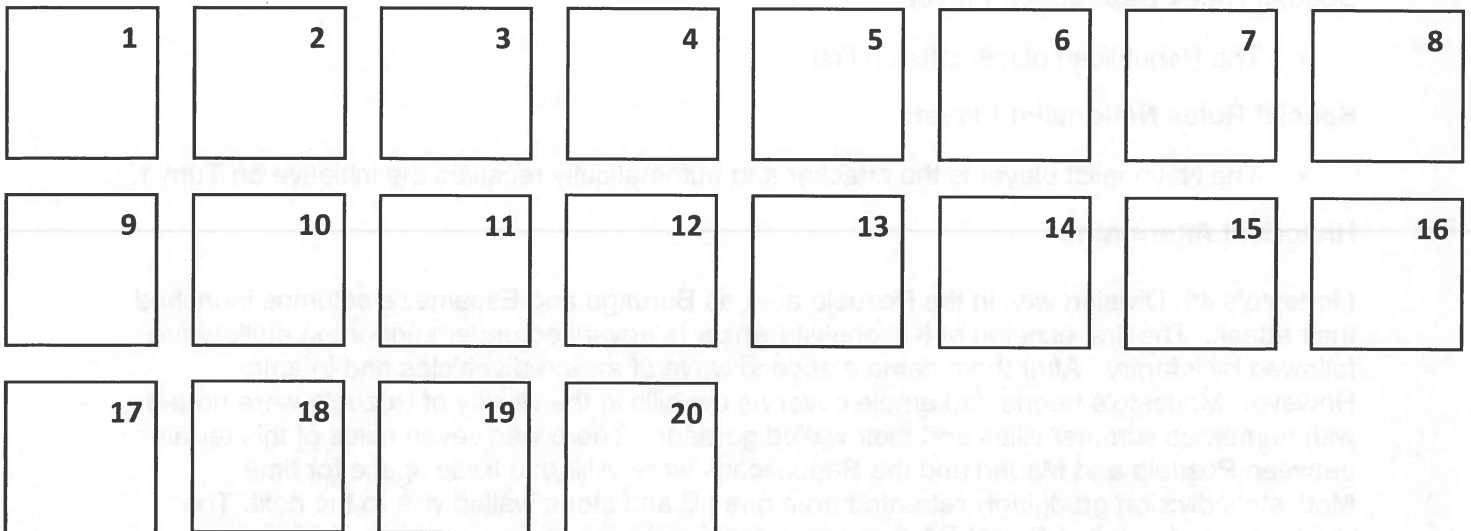
1 x 37mm AT, 1 x Truck (these units are considered to be part of the Panzer I formation entering the same turn).

Nationalist map edges: west

Map Orientation:



Scenario Length: 20 turns



Victory Conditions:

The Nationalist player wins if he exits at least 45 steps off the off the eastern map edge and controls hexes C507, C608, D310, and D502 at the end of the scenario. If the Nationalist Player exits fewer than 45 steps but controls hexes C507, C608, D310, and D502, or exits more than 45 steps and controls hexes C507 and C608 but doesn't control D310 and D502 at the end of the scenario, it is a draw. Otherwise, the Republican player wins.

Terrain Notes: The river on Map D does not exist. The ford in hex D608 is considered to be a road. There is a trail running in a straight line through hexes A209 and A108 connecting with the trail in hex A309 (place Trail Overlay 1). There is a road running in a straight line through hexes D1310, D1410, and D1509 and connecting with the road in hex D1211 (place Road Overlay 1).

Place a Walled Villa overlay in hexes D310 and D502.

Special Rules:

- The battle was fought in the fog. *Rule 5.8 Movement at Night or in Fog* is in effect. On Turn 1, the visibility/maximum range for spotting, attacks, and calling in artillery is two hexes. At the beginning of every turn thereafter, roll two dice and consult the following table:

| VISIBILITY CHART | |
|------------------|--------------------------|
| 2D6 Roll | Visibility/maximum range |
| 2-4 | 1 |
| 5-6 | 2 |
| 7-9 | 4 |
| 10-12 | 6 |

- Any leader from any of the Nationalist or Republican formations may call in artillery.
- Offboard units may not coordinate.

Special Rules Republican Player:

- The Republican player sets up first.

Special Rules Nationalist Player:

- The Nationalist player is the attacker and automatically receives the initiative on Turn 1.

Historical Aftermath:

Modesto's 4th Division was in the Pozuelo area as Buruaga and Escamez's columns launched their attack. The first echelon of Nationalist Panzer Is advanced under supporting artillery fire followed by infantry. After them came a second wave of armored vehicles and infantry. However, Modesto's troops had ample cover as the hills in the vicinity of Pozuela were dotted with numerous summer villas and their walled gardens. There was seven miles of this terrain between Pozuelo and Madrid and the Republicans were willing to trade space for time. Modesto's division grudgingly retreated from one hill and stone walled villa to the next. The appearance of a unit of Soviet BA-6 armored cars, and later on a group of six T-26 tanks, played havoc with the machine gun armed Panzer Is. At least a dozen Panzer Is were knocked out during engagements with the Soviet-supplied tanks and armored cars. The fighting was usually at close range due to the persistent fog throughout most of the battle. Escamez finally overran Pozuela on 7 January and the Republicans were steadily driven back. By 9 January, the Nationalists had reached Aravaca. The Republican tanks escaped mostly intact, but the Republican infantry suffered heavily. After an unsuccessful Republican counterattack near Las Rozas, the fighting ground to a halt and the battle ended by 15 January.

Jarama – The Pindoque Bridgehead

ALB Scenario 30

Historical Introduction:

After their failure to take Madrid by direct assault, the Nationalists developed a plan to attack across the Jarama River to the south of the city and then swing north to cut the road to Valencia and isolate the capital. On 5 February, 1937, the attack began with five brigades moving down from the hills towards the river. In heavy fighting, the Nationalists took the key towns of Ciempozuelos and Corbertas and advanced to the west bank of the Jarama by 10 November. With the first phase objectives reached, it was time to cross the Jarama and drive east.

Order of Battle

Republican: Elements of Pozas' Army of the Center and Pavlov's 1st Armored Brigade.

Set up on Map D in hexes D408, D507, and/or D607:

1 x Officer, 3 x Republican Rifle

On Turn 3, the following forces enter via the eastern map edge of Map C:

1 x Officer, 2 x BA-6, 1 x FAI

2 x 75mm offboard artillery (full-strength)

1 x Air mission (I-15/R-5/R-Z)

On Turn 7, the following forces enter via the eastern map edge of Map C:

1 x Officer, 3 x T-26B (x2)

OPTIONAL: On Turn 4, the following forces enter via the eastern map edge of Map C:

1 x Officer, 3 x Republican Rifle

1 x Officer, 3 x Republican Rifle, 1 x Republican MMG (x2)

1 x Officer, 6 x Communist Militia

1 x Commissar

Republican map edges: east

Nationalist: Elements of Barron's 3rd Brigade

Set up on Map D, west of the Jarama River and adjacent to the Republican Rifle units:

1 x Officer, 3 x Moorish Troops

Enter on Turn 3 via the western map edge of Map D:

1 x Officer, 3 x Nationalist Cavalry, 1 x Nationalist Cavalry LMG

1 x Officer, 3 x Nationalist Cavalry, 1 x Nationalist Cavalry MMG

Enter on Turn 4 via the western map edge of Map D:

1 x Officer, 3 x Panzer I, 1 x 37mm AT, 1 x Truck

1 x Officer, 3 x Legionnaire, 1 x Legionnaire MMG

1 x Officer, 3 x Moorish Troops, 1 x Moorish Troops MMG

1 x Officer, 3 x Nationalist Rifle, 1 Nationalist MMG

2 x 75mm offboard artillery (full-strength)

1 x AA point

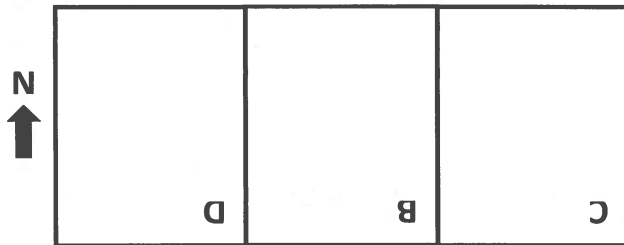
OPTIONAL: If the Republican receives the Turn 4 Optional Reinforcements, on Turn 4 the following forces enter via the western map edge of Map D:

1 x Officer, 3 x Moorish Troops, 1 x Moorish MMG

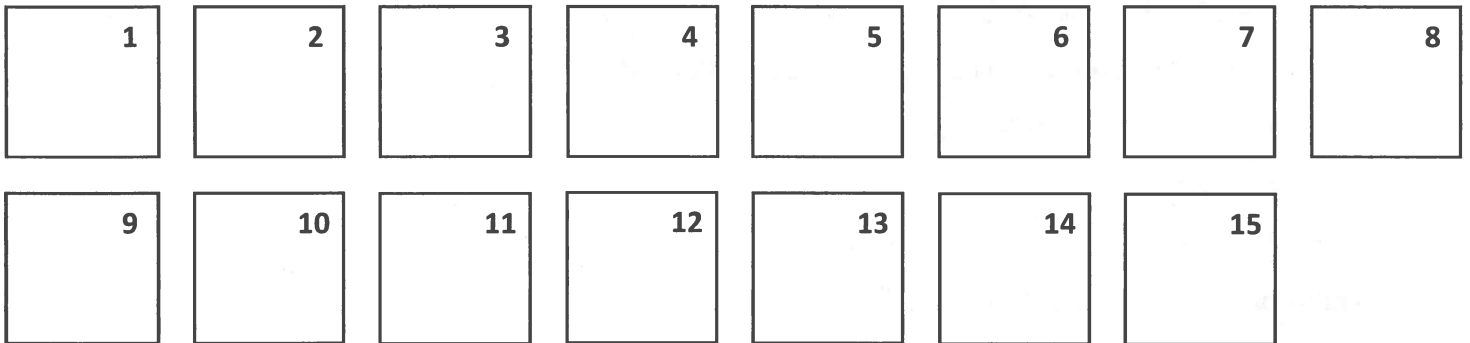
1 x Officer, 3 x Moorish Troops

Nationalist map edges: west

Map Orientation:



Scenario Length: 15 turns



Victory Conditions:

Whoever controls hexes B708 and B806 wins.

Terrain Notes: The river (Jarama River) on Map D is a Major River. There is a road running in a straight line through hexes D1310, D1410, and D1509 and connecting with the road in hex D1211 (place Road Overlay 1). There is a road running in a straight line through hexes B712,

B812, B911, B1011, B1110, B1210, B1309, B1409, and B1508 and connecting with the road in hex B613 and D108 (place the Road Overlay 2). There is a bridge over the Minor River in hex D608 (place a bridge marker) – treat the hex as if a road exists in it – the ford in hex D608 doesn't exist. The town and the hill around it on Map C don't exist. All woods hexes are treated as Light Woods.

Special Rules:

- The first two turns are night turns. *Rule 5.8 Movement at Night or in Fog* is in effect. On Turn 1, the visibility/maximum range for spotting, attacks, and calling in artillery is one hex. On Turn 2, the visibility/maximum range for spotting, attacks, and calling in artillery is three hexes.
- Any leader from any of the Nationalist or Republican formations may call in artillery or air missions.
- Offboard units may not coordinate.

Special Rules Republican Player:

- The Republican player sets up first.

Special Rules Nationalist Player:

- The Nationalist player is the attacker and automatically receives the initiative on Turn 1.
- The Moorish Troops units set up adjacent to the Republican Rifle units on Map D do not have to check morale before conducting a close assault against those Republican units, are not subject to Defensive Fire from them, and gain a -1 modifier to any roll on the Hand-to-Hand Combat Chart when attacking those units (in addition to the -1 modifier for Moorish Troops attacking).
- Nationalist units may only exit the map via hexes D1509-D1516.

Historical Aftermath:

In the early morning darkness of 10 November, Moroccan regulares slipped inside the perimeter of the Republican infantry company guarding the Pindoque railway bridge and overwhelmed them in close combat. Before they could seize the bridge, the Republicans detonated explosive charges attached to it. However, the damage was repairable, and by 10AM, Barron had moved two cavalry regiments across the river. A unit of Republican armored cars, supported by artillery and I-15 aircraft, appeared as Barron quickly pushed his infantry and tanks across the Jarama. The armored cars were repulsed, losing several of their number. The cavalry resumed the advance towards the heights east of the river with the rest of the brigade following. A group of 25 Republican T-26 tanks arrived and charged the advancing Nationalists. Lacking any infantry support, the T-26s fell prey to a combination of antitank gun fire, Nationalist tanks, and improvised gasoline bombs thrown by the infantry. The counterattack by the tanks failed and the Nationalists seized the heights with Buruaga's Brigade crossing the river that evening. The Nationalists were now across the Jarama with sufficient force to hold their bridgehead.

Jarama – Tank Attack on the Sunken Road

ALB Scenario 31

Historical Introduction:

The Battle of Jarama was the first action fought by the newly formed British Battalion of the XVth International Brigade. Shortly after being equipped with their rifles, the battalion was shipped out to the battlefield. They were immediately sent into action to counter the Nationalist advance from the San Martin bridgehead. For two days, the battalion fought in a series of fierce engagements against the legionnaires and regulares of Asensio's 4th Brigade, suffering horrendous casualties and being steadily pushed back. By the morning of 14 February, 1936, the remaining 225 men of the battalion held a position in a sunken road south of the Morata road with a 300 man Spanish battalion from Lister's Division deployed to their left. The acting battalion commander, Captain Cunningham, pulled his troops back from the sunken road which was too close to a large area of dead ground to its front as well as being subject to enfilade fire down its straight length, to a more defensible position in some olive groves to the rear. However, shortly after completing the move, an order arrived from XVth Brigade countermanding the withdrawal and ordering the reoccupation of the sunken road. Cunningham obeyed the order and moved his men and the Spanish battalion back to the sunken road.

Order of Battle

Republican: The British Battalion, Gal's XV International Brigade, and elements of Lister's "C" Division.

Set up anywhere in a Sunken Road hex from D808 – D1007 (inclusive):

1 x Officer, 3 x International Brigades, 1 x International Brigades MMG

1 x Officer, 3 x International Brigades

1 x International Brigades Commissar

Set up anywhere in a Sunken Road hex from D1106 – D1504 (inclusive):

1 x Officer, 3 x Republican Rifle (x2)

1 x Officer, 3 x Republican Rifle, 1 x Republican MMG

1 x AA point

Republican map edges: east

Nationalist: Elements of Asensio's 4th Brigade

Set up within one hex of B1214:

1 x Officer, 2 x Panzer I, 1 x T-26B

Set up within two hexes of B1015:

1 x Officer, 3 x Moorish Troops (x4)

1 x Officer, 2 x Moorish Troops MMG

1 x 155mm offboard artillery (full-strength), 1 x 105mm offboard artillery (full-strength), 1 x 75mm offboard artillery (full-strength)

1 x Air mission (He-45/46, RO-37)

Set up within one hex of D1308:

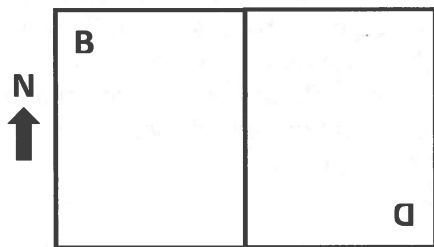
1 x Officer, 3 x Legionnaires, 1 x Legionnaire MMG

1 x Officer, 3 x Legionnaires

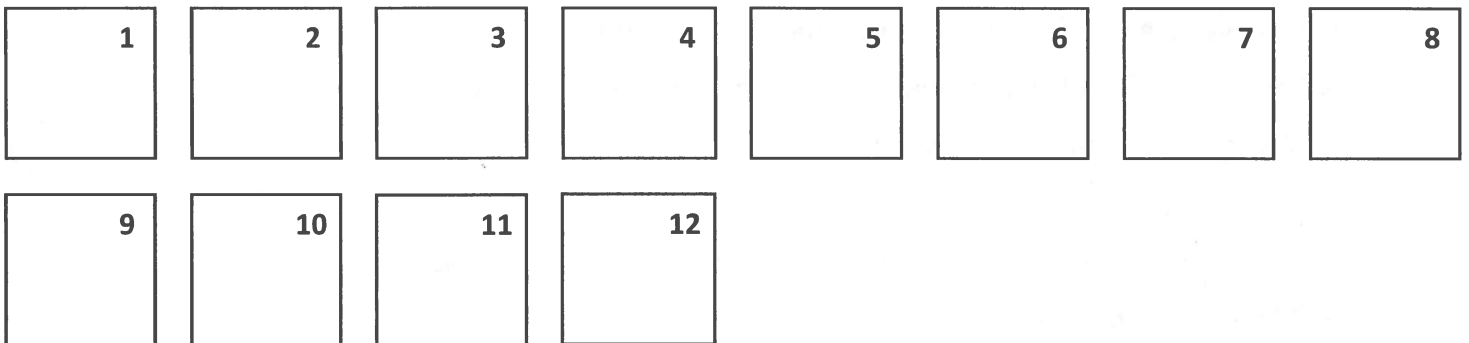
1 x Officer 3 x Nationalist Rifle, 1 x Nationalist MMG

Nationalist map edges: west

Map Orientation:



Scenario Length: 12 turns



Victory Conditions:

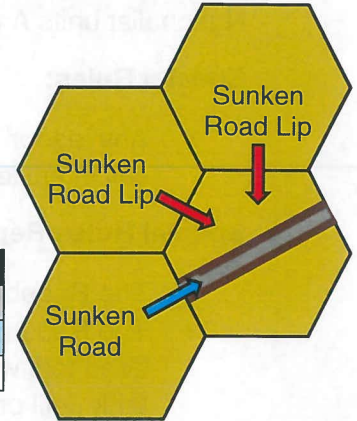
The Nationalist player wins if he controls the Sunken Road (D0808, D907, D1007, D1106, D1206, D1305, D1405, and D1504) and hexes D310/D410 and D502. The Republican player wins by preventing this.

Terrain Notes: The river on Map D does not exist. The ford in hex D608 is considered to be a road. The road running from hex D800 – D607 does not exist. The large multi-level hill in the northwest corner of Map D does not exist. There is a road running in a straight line through hexes D1310, D1410, and D1509 and connecting with the road in hex D1211 (place Road Overlay 1). There is a road running in a straight line through hexes B1507, B1407, B1306, B1206, B1105, B1005, and B904 connecting with the road in hex B0804 (place the Jarama Road Overlay 1). There is a road running in a straight line through hexes B1512, B1413,

B1313, B1214, B1114, B1015, and B915 connecting with the road in hex B0816 (place the Jarama Road Overlay 2). All woods hexes are treated as Light Woods.

There is a Sunken Road running in a straight line through hexes D0808, D907, D1007, D1106, D1206, D1305, D1405, and D1504 connecting with the road in hex D0708 (place the Jarama Sunken Road Overlay 1). The Sunken Road has the following effects:

| MOVEMENT CHART | | | |
|-----------------|-----------|---------|---------|
| Terrain Type | Foot | Wheeled | Tracked |
| Sunken Road | 1 + 1 hex | 0.5 | 0.5 |
| Sunken Road Lip | Open +1 | Open +6 | Open +4 |



| DEFENSIVE VALUES | | | |
|------------------|---------|----------|---------|
| Terrain Type | AP Fire | ART Fire | AT Fire |
| | DIVISOR | DIVISOR | DIVISOR |
| Sunken Road | 5 | 5 | 4 |

Exception: If the enemy unit is firing from a Sunken Road/Road hex with a straight line of sight/fire directly down the Sunken Road, the hex is treated as Open.

HTH Combat Die Roll Modifiers:

- Defender in Sunken Road and the enemy is not attacking from an adjacent sunken road/road hex +2
- Defender in Sunken Road and the enemy is attacking from an adjacent sunken road/road hex) +0

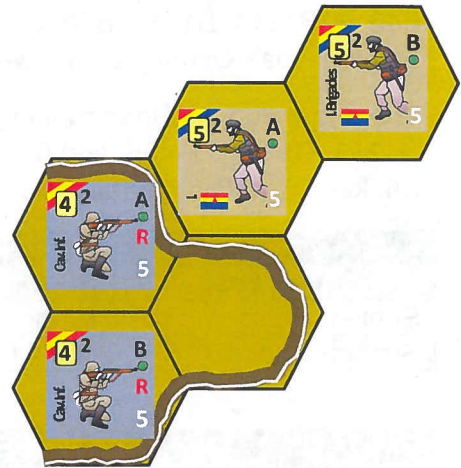
| Spotting Chart | | | |
|----------------|----------------------------|--------------------------------|-----------------------------|
| | Inf. / AT Small (Green) | Art. / Cav. Medium (Yellow) | Mot. / Mech. Large (Red) |
| Sunken Road | 3 - 5 | 4 - 6 | 4 - 8 |

Sunken Road hexes do not block LOS.

| Air Location Chart | | | | | |
|--------------------|---------------|----------------------------|-----------------------|----------------|------------------|
| | Open Rough | Open Woods Marsh/Fields | Woods D. Buildings | Sunken Road | 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 |

There is an area of Dead Ground in hexes D1108-D1208-D1307, D1209-D1308-D1408, and D1309-D1409-D1508 (place the Jarama Dead Ground overlay). Dead Ground is treated exactly the same as Open with the following exception. A unit in a Dead Ground hex may only see and be seen by a unit in a non-Dead Ground hex that is immediately adjacent to a Dead Ground hex.

Example: Nationalist units A and B are in Dead Ground.
 Nationalist units A and B have a LOS to Republican unit A and Republican unit A has a LOS to Nationalist units A and B.
 Nationalists units A and B do not have a LOS to Republican unit B and Republican unit B does not have a LOS to Nationalist units A and B.



Special Rules:

- Any leader from any of the Nationalist formations may call in artillery or air missions.

Special Rules Republican Player:

- The Republican player sets up first.
- The Republicans initially confused the Nationalist tanks for Republican armor they had been told was coming to support them. A Republican unit may not attack a Nationalist tank until one of the following occurs; (1) A Nationalist tank attacks a Republican unit, or (2) A Nationalist tank moves adjacent to a Republican unit.

Special Rules Nationalist Player:

- The Nationalist player is the attacker and automatically receives the initiative on Turn 1.
- The Nationalist player has one 155mm, one 105mm, and one 75mm offboard artillery available before the first activation begins, don't need a spotter.

Historical Aftermath:

In the early afternoon, Nationalist artillery began pounding the Republican positions. After being subjected to heavy artillery fire, the British heard the sound of tanks rolling through the olive groves. At first, they thought it came from Republican tanks which they had been told were coming to support them. However, it was Nationalist tanks, led by several captured T-26s, which were spearheading the main effort of a two-pronged assault by Asensio's brigade on the Republican line. The tanks, followed closely by Moroccan regulares, smashed into the exposed flank of the Spanish infantry battalion which broke under the attack and fled. The tanks and Moors pushed straight up the road, supported by an attack by Nationalist ground support aircraft, and hit the British Battalion. Raked by rifle fire, machine gun fire, and tank cannon fire on their exposed flank, the British left and center began to crumble. The secondary prong of the attack, conducted by infantry alone, hit the right of the British battalion. Despite the Nationalist troops exiting the dead ground at close range, the British held the line. However, the advance of the armor and regulares up the sunken road was unstoppable, and rolled up the British line, collapsing the Republican defenses. The remnants of the British Battalion fled, later regrouping on the last ridgeline before the vital Valencia Road, with the Nationalists following close behind. Later that evening, the XVth Brigade, along with the survivors of the British Battalion, launched a successful counterattack which drove the Nationalists back and stabilized the line.

Guadalajara – The Soria Division

ALB Scenario 32

Historical Introduction:

Holding the front line from the Zaragoza-Madrid road and westward towards Somosierra were the 15,000 men of the Nationalist Soria Division under Moscardo, the former commander of the garrison of the Alcazar and a Nationalist hero. The 2nd Brigade of 5,000 – 6,000 troops were tasked with protecting the right flank of the Italian Guadalajara offensive. Facing the Soria Division were elements of Lacalle's 12th Division. Consisting of five brigades, the 12th Division was considerably understrength with only 10,000 – 11,000 troops. On the morning of 8 March, 1937, the Soria Division opened the Guadalajara offensive, attacking the Republican lines.

Order of Battle

Republican: Elements of the 48th, 49th, 50th, 71st, and 72nd Mixed Brigades, Lacalle's 12th Division.

Set up on Map B and/or Map D, anywhere south of the line of hexes B500 – B516 (inclusive):

1 x Officer, 3 x Republican Rifle (x4)

1 x Officer, 3 x Republican MMG

1 x Officer, 3 x T-26B

2 x 75mm offboard artillery (full-strength)

1 x Air mission (I-15, R-5/R-Z)

Republican map edges: south

Nationalist: Elements of the 2nd Brigade, Moscardo's Soria Division

Enter on Turn 1 via the northern map edge of Map B:

1 x Officer, 3 x Nationalist Rifle

1 x Officer, 3 x Nationalist Rifle, 1 Nationalist MMG (x2)

1 x Officer, 3 x Requetes, 1 x Requetes MMG (x2)

1 x Officer, 3 x Carlist

1 x Officer, 3 x Phalangist, 1 x Phalangist MMG (x2)

1 x Officer, 3 x Phalangist

1 x Officer, 3 x Nationalist Cavalry, 1 x Nationalist Cavalry LMG

1 x Officer, 3 x Panzer I, 1 x Truck, 1 x 37mm AT

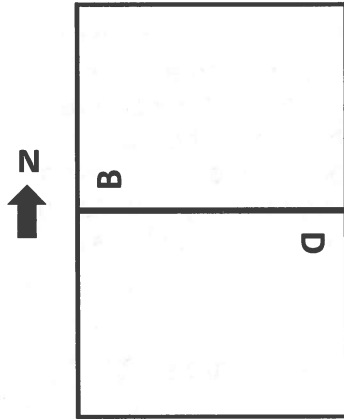
1 x 155mm offboard artillery (full-strength)

3 x 75mm offboard artillery (full-strength)

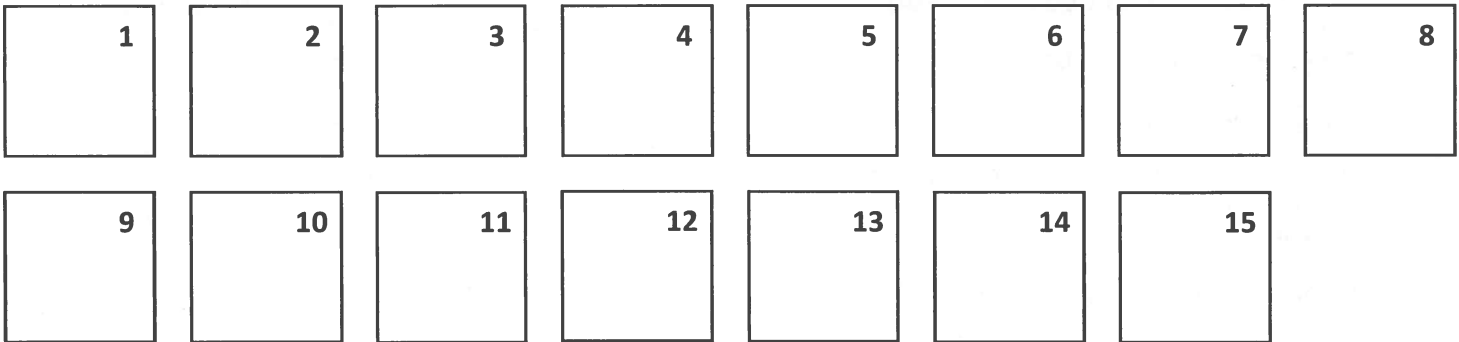
2 x AA points

Nationalist map edges: north

Map Orientation:



Scenario Length: 15 turns



Victory Conditions:

The Nationalist player wins if he controls hexes B501, B301, D608, and D1110. The Republican player wins by preventing this.

Terrain Notes: The river on Map D is a Minor River. There is a road running in a straight line through hexes D1310, D1410, and D1509 and connecting with the road in hex D1211 (place Road Overlay 1). There is a road running in a straight line through hexes B712, B812, B911, B1011, B1110, B1210, B1309, B1409, and B1508 and connecting with the road in hex B613 (place Road Overlay 2). There is a bridge over the Minor River in hex D608 (place a bridge marker) – treat the hex as if a road exists in it – the ford in hex D608 doesn't exist.

Special Rules:

- Any leader from any of the Nationalist or Republican formations may call in artillery or air missions.

Special Rules Republican Player:

- The Republican player sets up first.

Special Rules Nationalist Player:

- The Nationalist player is the attacker and automatically receives the initiative on Turn 1.

Historical Aftermath:

The infantry and tanks of the Soria Division, supported by artillery, cleared the villages of Castejon and Mirabueno which opened the way for the advance of the Italian 2nd Flamme Nere Division, the spearhead of the main attack. As the reinforcing Republican 11th and 14th Divisions moved up to confront the rapidly advancing Italians, the remainder of the 12th Division, supported by a small unit of tanks from the 1st Armored Brigade, shifted to the west to shore up the faltering line attempting to hold back the Soria Division. Soria's 2nd Brigade continued to advance with infantry, tanks, and cavalry, taking the important village of Cogolludo on 11 March after having knocked out six Republican tanks in a series of engagements. By 17 March, the 2nd Brigade had driven the 12th Division back to the line of Copernal – Padilla. When the Italian offensive collapsed under the Republican counterattack from 18-22 March, the Soria Division firmly held on to its gains and deployed its 3rd Brigade to relieve the Italians and stabilize their shattered front line slightly forward of where it had been at the start of the offensive.

Bilbao – Breaking the Ring of Iron

ALB Scenario 33

Historical Introduction:

Following the conquest of Guipuzcoa in 1936, the northern front was quiet until the Nationalists shifted their main effort back there in the spring of 1937. The first phase of the campaign was to capture Bilbao and eliminate the Basque Provinces from the equation. The Nationalist offensive started on 31 March, 1937, when General Solchaga's four Navarrese brigades, the XXIII Marzo Brigade, and the Flechas Negras division kicked off the attack from their positions on the border of Vizcaya province. The assault slowly rolled forward and was frequently delayed by heavy rains. By early June, the Nationalists were approaching the "Ring of Iron", the fortified line the Basques had built around Bilbao. After a brief pause when the Nationalist commander, General Mola, who had been killed in a plane crash, was replaced by General Davila, the Nationalists were ready to launch their assault.

Order of Battle

Republican: Elements of the XIVth and XVth Corps, Gamir-Ulibarri's Army of the North.

Set up anywhere on Map A or Map C:

- 1 x Officer, 3 x Gudari, 1 x Gudari MMG (x3)
- 1 x Officer, 3 x Catalan Militia, 1 x Republican MMG (x2)
- 1 x Officer, 5 x Anarchist Militia, 1 x Anarchist MMG
- 1 x Chaplain
- 1 x 105mm offboard artillery (full-strength)
- 2 x 75mm offboard artillery (full-strength)
- 6 x Improved Positions, 6 x Barbed Wire
- 2 x AA points

Enter on Turn 6 via the west edge of Map A or Map C:

- 1 x Officer, 2 x FT-17 37mm, 1 x FT-17 MMG, 1 x Trubia

Republican map edges: west

Nationalist: Elements of Solchaga's Navarra Brigades.

Set up east of the line of hexes (inclusive) D600 – D617 and B600 – B617:

- 1 x Officer, 3 x Requetes, 1 x Requetes MMG (x2)
- 1 x Officer, 3 x Carlist
- 1 x Officer, 3 x Moorish Troops (x3)

1 x Officer, 2 x Moorish Troops MMG

1 x Officer, 3 x Nationalist Rifle (x4)

1 x Officer, 3 x Nationalist MMG

1 x Officer, 3 x Phalangist, 1 x Phalangist MMG (x2)

1 x Officer, 3 x Phalangist

1 x Officer, 3 x Panzer I Ausf A, 1 x 37mm AT, 1 x Truck

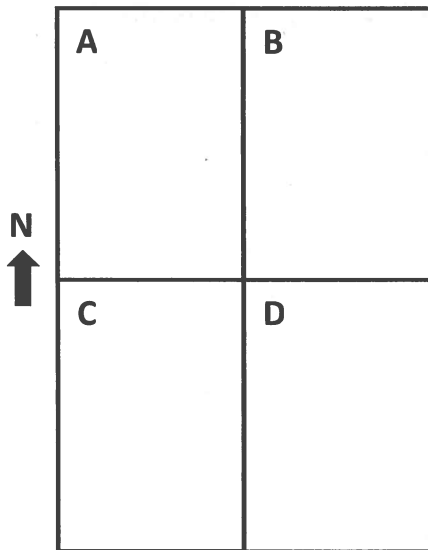
1 x Chaplain

1 x 155mm offboard artillery (full-strength), 2 x 105mm offboard artillery (full-strength), 2 x 75mm offboard artillery (full-strength)

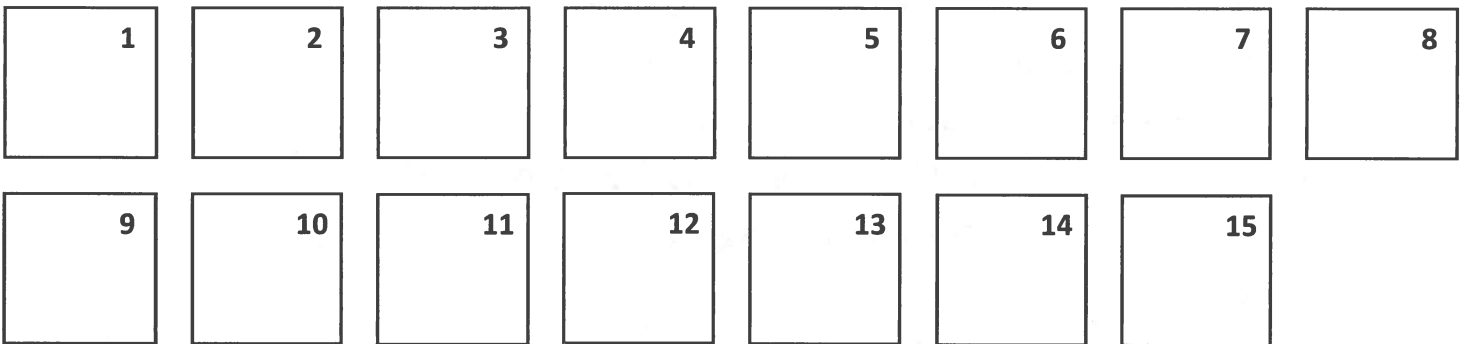
2 x Air missions (SM-79/Ju-52.3M), 2 x Air missions (He-45/46, RO-37)

Nationalist map edges: east

Map Orientation:



Scenario Length: 15 turns



Victory Conditions:

The Nationalist player wins if he controls three of the four following objectives; A504/A505/A606/A607/A608, A1112/A1113/A1212/A1213, C913/C914/C1013/C1112, and C506/C507/C606/C607/C608). If he controls all four, he wins a major victory. The Republican player wins by preventing this.

Terrain Notes: The river on Map D doesn't exist. The town on Map C does not exist. There is a road running in a straight line through hexes B712, B812, B911, B1011, B1110, B1210, B1309, B1409, and B1508 and connecting with the road in hex B613 (place Road Overlay 2). There is a trail running in a straight line through hexes A209 and A108 connecting with the trail in hex A309 (place Trail Overlay 1). The trail in hexes A912, A812, A711, A510, A410, A309, A209, and A108 is a road. There is a road running in a straight line through hexes D1310, D1410, D1509, and C1408 and connecting with the road in hex D1211 (place Road Overlay 3). There is a hill in hexes B1216-B1212, B1116-B1111, B1016-B1012, and B912 (place Hill Overlay 1). There is a hill in hexes C507-C506 and C608-C606 (place Hill Overlay 2).

Special Rules:

- Any leader from any of the Nationalist or Republican formations may call in artillery or air missions.

Special Rules Republican Player:

- The Republican player sets up first.

Special Rules Nationalist Player:

- The Nationalist player is the attacker and automatically receives the initiative on Turn 1.
- The Nationalist player has one 155mm, two 105mm, and two 75mm offboard artillery available before the first activation begins, don't need a spotter.

Historical Aftermath:

Beginning on the night of 11 June, multiple batteries of Nationalist artillery pounded the "Ring of Iron". The bombardment, supplemented by heavy air attacks, continued into the next day. The Navarrese brigades launched their assault on a weak point where the defenses were mostly incomplete that had been pinpointed on plans delivered by a deserter who had been instrumental in designing the defenses. The attack, supported by gunfire from tanks, struck immediately as the massive bombardment lifted. It broke the defensive line and as Basque units found themselves in danger of being surrounded by the rapidly advancing Nationalists, they quickly retreated. By dusk, the Nationalists were only 10 kilometers from the center of Bilbao. On 13 June, all the Republican troops were pulled off of the "Ring of Iron" and withdrawn into Bilbao. The Nationalists unleashed a massive bombardment of the city, dropping tens of thousands of shells. On 14 June, the Basque government fled the city, on 18 June the Basque troops were ordered to leave, and by 19 June the Nationalists had conquered Bilbao.

Villanueva de la Cañada – A Hot and Bloody Day

ALB Scenario 34

Historical Introduction:

The Republican's Brunete offensive was intended to relieve Madrid by an enveloping offensive launched from the northwest of the city and sweeping southeast, which would pin the Nationalist forces against the city. Two full corps were devoted to the main effort aimed at Brunete, Modesto's V Corps and Jurado's XVIII Corps. The 1st and 4th Tank Battalions of the 1st Armored Brigade with 70 tanks and 20 armored cars would support the main assault with one tank battalion per corps. A third corps, the II-bis, was to break through the enemy's lines to the southwest of Madrid, supported by the 2nd Tank Battalion with 30 tanks and 10 armored cars. One of XVIII Corps' objectives for the first day was the small town of Villanueva de la Cañada and the crossing over the Aulencia River immediately to the east. Villanueva de la Cañada was defended by two companies from a Phalangist infantry battalion of the 71st Division augmented by two 75mm artillery pieces and two 37mm anti-tank guns.

Order of Battle

Republican: Elements of the 3rd and 16th Mixed Brigades, Galan-Rodriguez's 34th Division and the 4th Tank Battalion, Pavlov's 1st Armored Brigade.

Set up between the line of hexes (inclusive) A800 – A817 and A900 – A917:

1 x Officer, 3 x T-26B (x2)

1 x Officer, 2 x BA-6, 1 x FAI

Set up west of the line of hexes A800 – A817

1 x Officer, 3 x Caribinero (x3)

1 x Officer, 3 x Republican Rifle (x 3)

1x Officer, 3 x Republican MG

1 x Commissar

2 x 105mm offboard artillery (full-strength)

2 x 75mm offboard artillery (full-strength)

3 x Air missions (I-15, R-5/R-Z)

Republican map edges: Map A north and west

Nationalist: Elements of a Phalangist Bandera, 71st Division.

Set up on Map C east of the line of hexes C300 – C316:

1 x Officer, 3 x Phalangist, 1 x Phalangist MMG, 1 x 75mm ART

1 x Officer, 3 x Phalangist, 1 x Phalangist MMG, 1 x 37mm AT (the 37mm AT must set up in hex C507 or C508)

4 x 75mm offboard artillery (full-strength)

8 x Improved Positions

4 x AA points

OPTIONAL: Add 1 x Officer, 3 x Phalangist, 1 x 75mm ART, 1 x 37mm AT, and 2 x Improved Positions to the forces setup on Map C east of the line of hexes C0300 – C0316

The remaining company of the Phalangist battalion garrisoning Villanueva de la Cañada along with four field guns and five anti-tank guns was occupying the small town of Villafranco del Castillo about three kilometers to the east. While they stayed in that position, which remained in Nationalist hands for the rest of the battle, they could have moved west to reinforce the defenders of Villanueva de la Cañada.

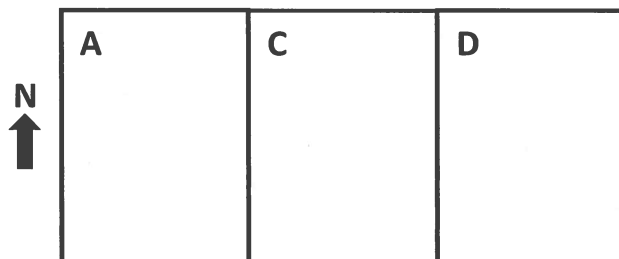
OPTIONAL: On Turn 3, the following forces enter via the eastern map edge of Map D

1 x Officer, 3 x Legionaries (x2)

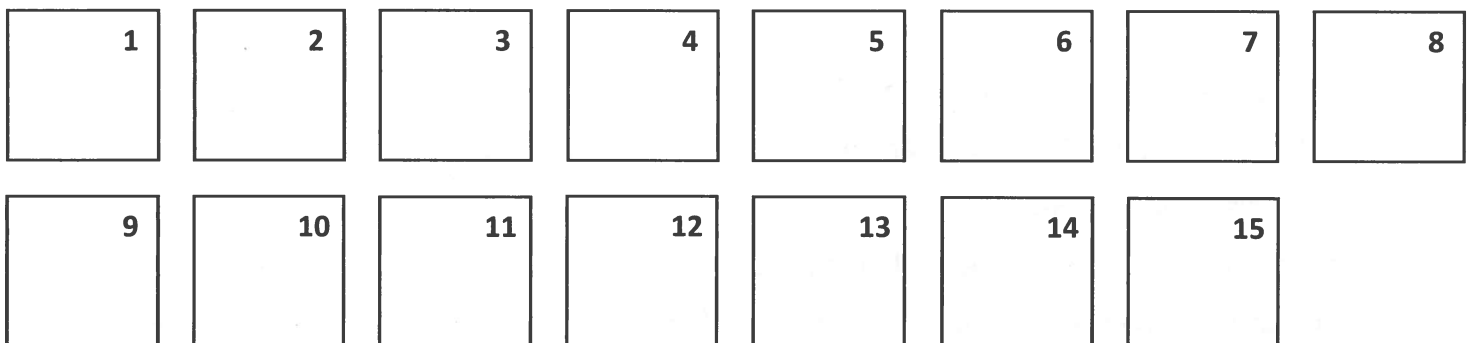
The II Bandera of the Spanish Foreign Legion was positioned about 4 ½ kilometers to the southeast of Villanueva de la Cañada. It is unclear whether or not any of the legionnaires were sent to reinforce the town, but they were certainly close enough to have done so.

Nationalist map edges: Map D south and east

Map Orientation:



Scenario Length: 15 turns



Victory Conditions:

The Republican player wins if he takes control of Villanueva de la Cañada (hexes C506, C507, C606, C607, and C608) and also controls hex D608. The Nationalist player wins by preventing this.

Terrain Notes: The river (Aulencia River) on Map D is a Minor River. The hill around the town on Map C does not exist. The hill on the southeast corner of Map A does not exist. There is a road running in a straight line through hexes D1310, D1410, and D1509 and connecting with the road in hex D1211 (place Road Overlay 1). There is a bridge over the Minor River in hex D608 (place a bridge marker) – treat the hex as if a road exists in it – the ford in hex D608 doesn't exist.

Special Rules:

- Any leader from any of the Nationalist or Republican formations may call in artillery or air missions.
- Offboard units may not coordinate.

Special Rules Republican Player:

- The Republican player is the attacker and automatically receives the initiative on Turn 1.

Special Rules Nationalist Player:

- The Nationalist player sets up first.
- One of the Nationalist 37mm AT guns was located in a church steeple which gave it an outstanding field of fire. The 37mm AT is considered to be one level above the town hex it begins the game in. If it moves, it loses this height advantage for the rest of the game.

Historical Aftermath:

The attack by the XVIII Corps opened at 0530 on July 6, 1937 with a heavy artillery and air bombardment. The tank battalion then advanced across an open field with the infantry of the 3rd and 16th Mixed Brigades following behind. The tanks were stopped about 500-600 meters from the town by two well-concealed anti-tank guns and two field guns. Despite additional artillery and air support and four more attacks, the Republican's failed to dislodge the stubborn defenders from the town. One of the Nationalist's Pak 36 37mm anti-tank guns had been mounted in a church steeple which provided it with an excellent vantage point and was claimed to have accounted for a dozen tanks. Jurado would have to commit the 15th Division's XIIIth and XVth International Brigades before the town finally fell late that evening with the defenders having lost 30 percent of their number. The XVIII Corps had been badly delayed and failed to reach its first day objectives after suffering heavy losses.

Brunete – One Last Try

ALB Scenario 35

Historical Introduction:

The Republican plan for the Brunete offensive had Lister's 11th Division driving south, taking Brunete, and then forcing a crossing over the Guadarrama River. Once the offensive opened, Lister's troops duly captured Brunete after a fierce defense by its small garrison, but then halted just south of the town without establishing a bridgehead across the Guadarrama as Lister waited for the units on either side to secure his flanks by capturing Quijorna and Villafranco del Castillo. The delay derailed the Republican timetable and allowed the rapidly reacting Nationalists the time they needed to rush in reinforcements as both the 13th and 150th Divisions arrived on the battlefield. The Nationalists dug in immediately south of the 11th Division's positions. Over the next several days, repeated attacks were unable to break through the Nationalist line and the 11th Division went over to the defensive on 12 July. The area around Brunete remained quiet when the Nationalist counteroffensive began on 18 July until Barron's 13th Division attacked on 24 July and forced the 11th Division out of Brunete. Mera-Sainz's 14th Division relieved the badly battered 11th Division and took positions in the woods north of Brunete

Order of Battle

Republican: Elements of the 65th, 70th, and 72nd Mixed Brigades, Mera-Sainz's 14th Division.

Set up anywhere on Map D, north of the line of hexes D500 – D516 (inclusive):

1 x Officer, 3 x Republican Rifle (x6)

1x Officer, 3 x Republican MMG

1 x Officer, 3 x T-26B

1 x 105mm offboard artillery (full-strength)

2 x 75mm offboard artillery (full-strength)

3 x AA points

The first time three or more Republican infantry formations are in a Routed status at the same time, the following forces enter via the north map edge of Map D:

1 x Officer, 3 x Republican Cavalry, 1 x Republican Cavalry MMG

1 x Officer, 3 x Republican Cavalry, 1 x Republican Cavalry LMG

1 x Officer, 3 x T-26B

Nationalist: Elements of the 1st and 2nd Brigades, Barron's 13th Division.

Set up anywhere on Map C:

1 x Officer, 3 x Legionnaire, 1 x Legionnaire MMG

1 x Officer, 3 x Moorish Troops, 1 x Moorish Troops MMG, 75mm ART

1 x Officer, 3 x Nationalist Rifle, 1 x Nationalist MMG, 1 x 37mm AT

8 x Improved Positions

3 x 75mm offboard artillery (full-strength)

Beginning on Turn 5, the Nationalist player rolls one die at the beginning of his/her turn and consults the following table

| Reinforcement Table | |
|---------------------|---|
| Turn | Result |
| 5 | 1 = The Nationalist player receives the forces listed below 2-6 = No reinforcements received that turn |
| 6 | 1-2 = The Nationalist player receives the forces listed below 3-6 = No reinforcements received that turn |
| 7 | 1-4 = The Nationalist player receives the forces listed below 5-6 = No reinforcements received that turn |
| 8 | The Nationalist player automatically receives the forces listed below |

The following force enters via the south map edge of Map B:

1 x Officer, 3 x Legionnaire, 1 x Legionnaire MMG

1 x Officer, 3 x Moorish Troops (x2)

1 x Officer, 3 x Moorish Troops, 1 x Moorish Troops MMG

1 x Officer, 3 x Nationalist Rifle, 1 x Nationalist MMG

1 x Officer, 3 x Nationalist Cavalry, 1 x Nationalist Cavalry MMG

1 x Officer, 3 x Nationalist Cavalry, 1 x Nationalist Cavalry LMG

1 x Officer, 4 x Panzer I, 1 x 37mm AT, 1 x Truck (use the Panzer I that has no Formation ID as the fourth platoon – it is considered to be a part of the formation for the entire game).

1 x 155mm offboard artillery (full-strength)

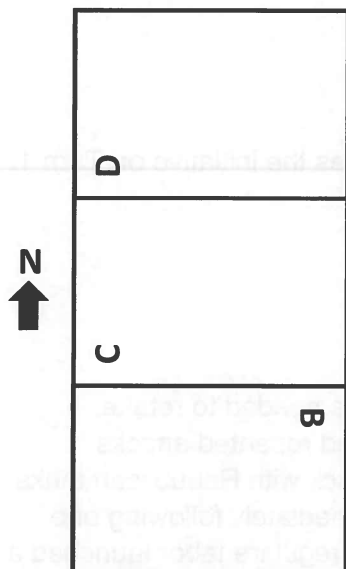
1 x 105mm offboard artillery (full-strength)

1 x Air mission (SM-79)

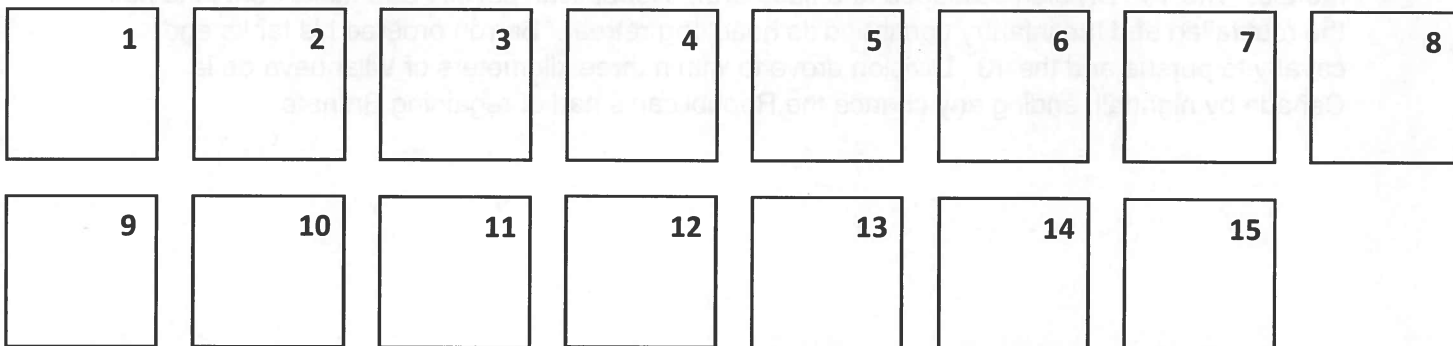
1 x Air mission (He-111B)

1 x Air mission (He-45/46, RO-37)

Map Orientation:



Scenario Length: 15 turns



Victory Conditions:

The player who controls Brunete (hexes C506, C507, C606, C607, and C608) wins. If the Nationalist player controls Brunete and exits at least 30 steps off of the north edge of the map, he wins a major victory.

Terrain Notes: The hill around the town on Map C does not exist. The river on Map D does not exist. The ford in hex D608 is considered to be a road. There is a road running in a straight line through hexes D1310, D1410, and D1509 and connecting with the road in hex D1211 (place Road Overlay 1). There is a road running in a straight line through hexes B712, B812, B911, B1011, B1110, B1210, B1309, B1409, and B1508 and connecting with the road in hex B613 (place Road Overlay 2).

Special Rules:

- Any leader from any of the Nationalist or Republican formations may call in artillery or air missions.
- Offboard units may not coordinate.

Special Rules Republican Player:

- The Republican player is the attacker and automatically receives the initiative on Turn 1.

Special Rules Nationalist Player:

- The Nationalist player sets up first.

Historical Aftermath:

In order to hold on to some of their hard bought gains, the Republicans needed to retake Brunete. The fresh 14th Division, backed by armored support, launched repeated attacks against the town. In fierce fighting, attack was followed by counterattack with Republican tanks and infantry penetrating into Brunete but unable to take the town. Immediately following one Republican attack on the afternoon of 25 July, 1938, a platoon from a regular tabor launched a spirited counterattack which quickly drew in the rest of the tabor and then the adjacent regular infantry battalion. The Republicans were forced back. As more troops from the 13th Division joined in the counterattack, a Nationalist air strike hit the retreating Republicans shattering their morale. The 14th Division collapsed and fled north. Republican cavalry and tanks sent in to halt the rout failed and the infantry continued its headlong retreat. Barron ordered his tanks and cavalry to pursue and the 13th Division drove to within three kilometers of Villanueva de la Cañada by nightfall, ending any chance the Republican's had of regaining Brunete.

Santander – Drive on Reinosa

ALB Scenario 36

Historical Introduction:

After the fall of Bilbao in June 1937, the next phase of the Nationalist's northern campaign was the capture of Santander. General Davila's Nationalist Army of the North was composed of six Navarrese brigades, two Castilian brigades, the Flechas Negras Mixed Brigade, and the entire Italian Corpo Truppe Volontarie (CTV) amply supported by artillery, armor (including both Panzer Is and CV3/35s), and aircraft. General Gamir-Ulibarri's Republican Army of the North was made up of a mix of Basque, Santanderino, and Asturian brigades which formed the XIVth and XVth Corps. While they had a large number of armored vehicles (FT-17 and Trubia tanks and BA-6 and FAI armored cars), they were deficient in artillery and especially lacking in aircraft. In addition, morale was low after the defeat in the Basque Provinces, particularly among the Basque troops. The planned offensive consisted of three wings. The Flechas Negras Brigade, 2nd and 3rd Navarrese Brigades and 1st Castilian Brigade formed the right wing which would drive towards Santander along the coast. The Littorio Division, Llamas Negras Division, and XXIIIrd de Marzo Brigade of the CTV made up the center and would seize El Escudo pass and then take San Miguel de Aguayo aiming to cut off much of the Republican Army of the North which was to the south of Reinosa. The left wing consisted of the 1st, 4th, and 5th Navarrese Brigades and 2nd Castilian Brigade and would attack through the rugged Sierra de Hajar and take the vital industrial center of Reinosa.

Order of Battle

Republican: Elements of the XIVth and XVth Corps, Gamir-Ulibarri's Army of the North.

Set up on Map A north of the line of hexes (inclusive) A1300 – A1316:

1 x Officer, 3 x Gudari (x2)

1 x Officer, 2 x Gudari MMG

1 x Officer, 3 x Catalan Militia (x2)

1 x Officer, 2 x Republican MMG

1 x Officer, 5 x Anarchist Militia

1 x Chaplain

1 x 105mm offboard artillery (full-strength)

2 x 75mm offboard artillery (full-strength)

8 x Improved Positions

2 x AA points

Set up on Map D south of the line of hexes (inclusive) D400 – D417:

1 x Officer, 1 x FT-17 37mm, 2 x FT-17 MMG, 1 x Trubia

Enter on Turn 6 via hex C108:

1 x Officer, 3 x Gudari, 1 x Gudari MMG

1 x Officer, 3 x Catalan Militia (x2)

1 x Officer, 3 x Republican Rifle (x3)

1 x Officer, 3 x Republican MMG

Enter on Turn 10 via hex C108:

1 x Officer, 1 x BA-6, 1 x FAI

Republican map edges: north

Nationalist: Elements of the 1st, 4th, and 5th Navarra Brigades and the 2nd Castilian Brigade.

Set up south of the line of hexes (inclusive) B400 – B416:

1 x Officer, 3 x Requetes, 1 x Requetes MMG (x2)

1 x Officer, 3 x Carlist

1 x Officer, 3 x Nationalist Rifle (x3)

1 x Officer, 3 x Nationalist MMG

1 x Officer, 3 x Phalangist, 1 x Phalangist MMG (x2)

1 x Officer, 3 x Phalangist

1 x Officer, 3 x Panzer I Ausf A, 1 x 37mm AT, 1 x Truck (x2)

1 x Chaplain

1 x 155mm offboard artillery (full-strength), 2 x 105mm offboard artillery (full-strength), 2 x 75mm offboard artillery (full-strength)

2 x Air missions (SM-79/Ju-52.3M), 2 x Air missions (He-45/46, RO-37)

Enter on Turn 7 via hex B1508:

1 x Officer, 3 x Moorish Troops (x3)

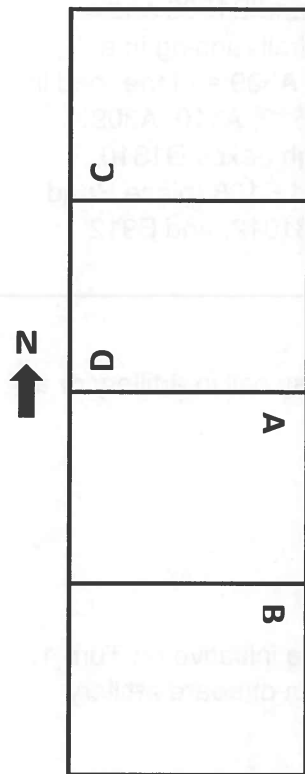
1 x Officer, 2 x Moorish MMG

1 x Officer, 3 x Nationalist Rifle, 1 x Nationalist MMG (x3)

OPTIONAL: Add 1 x Officer, 3 x CV3/35, to the forces setup on Map B:

Nationalist map edges: south

Map Orientation:



Scenario Length: 20 turns

| | | | | | | | |
|----|----|----|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| 17 | 18 | 19 | 20 | | | | |

Victory Conditions:

The Nationalist player wins if he controls three of the four following objectives; A504/A505/A606/A607/A608, D1201/D1109/D1110, D1312/D1313/D1314, and Reinosa (C506, C507, C606, C607, and C608). If he controls all four, he wins a major victory. The Republican player wins by preventing this.

Terrain Notes: The river on Map D doesn't exist. There is a road running in a straight line through hexes B712, B812, B911, B1011, B1110, B1210, B1309, B1409, and B1508 and connecting with the road in hex B613 (place Road Overlay 2). There is a trail running in a straight line through hexes A209 and A108 connecting with the trail in hex A309 and the road in hex D108 (place Trail Overlay 1). The trail in hexes A912, A812, A711, A510, A410, A309, A209, and A108 is a road. There is a road running in a straight line through hexes D1310, D1410, D1509, and C1408 and connecting with the road in hex D1211 and C108 (place Road Overlay 5). There is a hill in hexes B1216-B1212, B1116-B1111, B1016-B1012, and B912 (place Hill Overlay 1).

Special Rules:

- Any leader from any of the Nationalist or Republican formations may call in artillery or air missions.

Special Rules Republican Player:

- The Republican player sets up first.

Special Rules Nationalist Player:

- The Nationalist player is the attacker and automatically receives the initiative on Turn 1.
- The Nationalist player has one 155mm, two 105mm, and two 75mm offboard artillery available before the first activation begins, don't need a spotter.

Historical Aftermath:

The offensive opened on 14 August 1937. The 1st Navarrese Brigade spearheaded the assault, attacking the Republican front line in the Sierra de Hajar. After intense fighting, the Navarrese broke through and rapidly advanced through Barruelo, Salcedillo and Reinosilla. By the next day, they had reached Portillo de Suano, less than four miles from Reinosa. The Republicans attempted to halt the Nationalist advance at Portillo de Suano, but their effort failed and by nightfall of 16 August, the Nationalists had taken Reinosa. By 17 August, the Italians of the CTV had seized El Escudo Pass and linked up with the advancing Navarrese at San Miguel de Aguayo, encircling 22 Republican battalions. Within 10 days, the city of Santander had fallen and the remnants of the Basque Eusko Gudarostea had surrendered at Santona.

Fuentes de Ebro – Death of the International Tank Regiment

ALB Scenario 37

Historical Introduction:

In October 1937, the Republican Army planned an offensive in the Aragon region aimed at seizing Fuentes de Ebro as a stepping stone for a breakthrough to Zaragoza. The spearhead for the attack would be the International Tank Regiment and the XVth International Brigade. The International Tank Regiment consisted of the 50 BT-5 fast tanks that were the last shipment of tanks Republican Spain was to receive from the Soviets. Its personnel came from the cream of the Spanish tank crews and members of the International Brigades that had been sent to the Gorky Tank School in the Soviet Union in the spring of 1937. However, the unit had been limited to stationary training and hadn't any opportunities to conduct platoon or company field exercises. Planning for the offensive by the Republican Army command was haphazard. No reconnaissance was conducted, there was little to no artillery preparation provided for, and infantry units of questionable reliability were assigned to support the attack. The International Tank Regiment finally received its orders for the assault very late the night before. Upon arriving on scene, and only two hours before the attack was to begin, orders were given for the International Brigade troops to ride the BT-5s into battle despite their lack of training to do so and the unsuitability of the BT-5 to carry troops. Despite the protests of the tank regiment's officers and those of the Soviet advisors, the orders stood.

Order of Battle

Republican: Elements of the International Tank Regiment, the XVth International Brigade, 35th Division, the 120th Mixed Brigade, 26th Division, and the 143rd Mixed Brigade, 44th Division.

Set up between the line of hexes (inclusive) B200 – B217 and B300 – B316.

1 x Officer, 3 x BT-5 (x2)

1 x Officer, 3 x International Brigades (x3)

1 x Officer, 3 x International Brigades MMG

1 x International Brigades Commissar

On Turn 3, the Republican player rolls 1 die at the beginning of his/her turn: 1 = Enter the below forces via east edge of Map B, north of hex B108, 2-6 = No reinforcements received

1 x Officer, 3 x Catalan Militia (x2)

1 x Officer, 3 x Republican Rifle, 1 x Republican MMG

On Turn 3, the Republican player rolls 1 die at the beginning of his/her turn: 1 = Enter the below forces via east edge of Map B, south of hex B108, 2-6 = No reinforcements received

1 x Officer, 3 x Catalan Militia (x2)

1 x Officer, 3 x Republican Rifle, 1 x Republican MMG

OPTIONAL: On Turn 6, the following forces enter via the eastern map edge of Map B

1 x Officer, 3 x T-26B (x2)

OPTIONAL: Add 2 x 75mm offboard artillery (full-strength) to the initial forces.

Republican map edges: east

Nationalist: Elements of the Nationalist Army of the North.

Set up on Map C west of the line of hexes C200 – C217:

1 x Officer, 3 x Nationalist Rifle, 1 x 75mm ART

1 x Officer, 3 x Nationalist Rifle, 1 x 37mm AT

1 x Officer, 3 x Nationalist Rifle

1 x Officer, 3 x Nationalist MMG

1 x 105mm offboard artillery (full-strength)

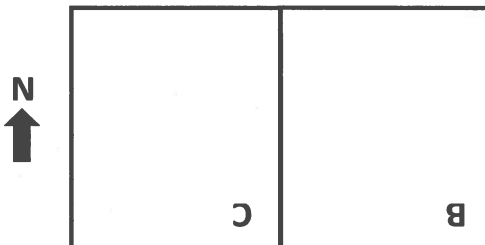
3 x 75mm offboard artillery (full-strength)

10 x Improved Positions

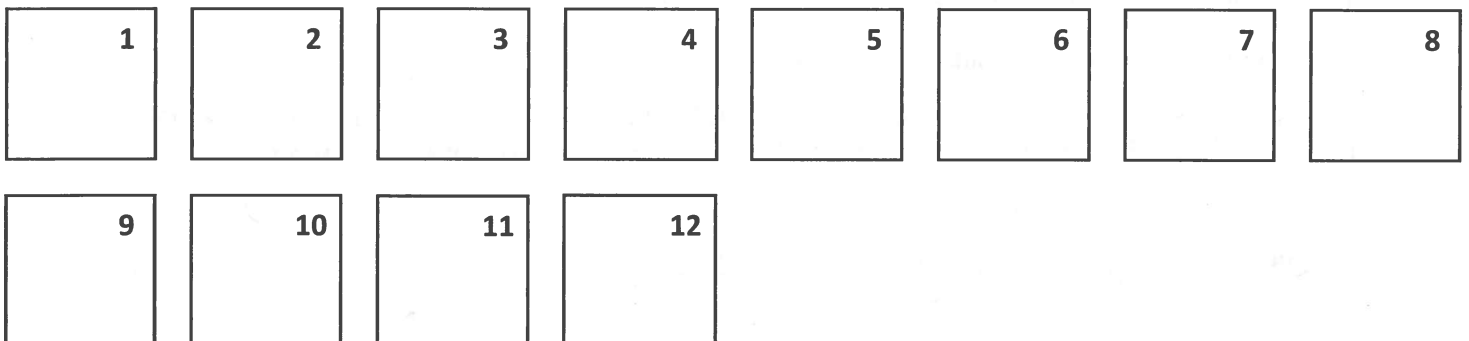
2 x Roadblocks

Nationalist map edges: west

Map Orientation:



Scenario Length: 12 turns



Victory Conditions:

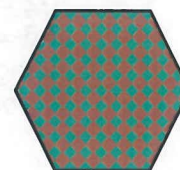
The Republican player wins if he takes control of Fuentes de Ebro (hexes C506, C507, C606, C607, and C608). The Nationalist player wins by preventing this.

Terrain Notes: The hill around the town on Map C and the hill on Map B do not exist.

All hexes between hex rows B1200 – B1217 and B1500 – B1516 (inclusive) are irrigated cane fields (Place the cane field overlays). Each time a tank enters an irrigated cane field hex, roll one die:

1-4 = no effect. The tank may continue to move.

5-6 = the tank bogs down (place a “Bogged” marker on it) and may not move again for the rest of the game, it may continue to attack normally.



Irrigated cane fields have the following effects:

| MOVEMENT CHART | | | |
|----------------------|------|---------|---------|
| Terrain Type | Foot | Wheeled | Tracked |
| Irrigated cane field | 2 | 6 | 4 |

| DEFENSIVE VALUES | | | |
|----------------------|---------|----------|---------|
| Terrain Type | AP Fire | ART Fire | AT Fire |
| | DIVISOR | DIVISOR | DIVISOR |
| Irrigated cane field | 3 | 2 | 2 |

| Spotting Chart | | | |
|----------------------|----------------------------|--------------------------------|-----------------------------|
| | Inf. / AT Small (Green) | Art. / Cav. Medium (Yellow) | Mot. / Mech. Large (Red) |
| Irrigated cane field | 5 - 8 | 7 - 9 | 9 - 14 |

Irrigated cane field hexes do not block LOS.

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

Special Rules:

- Any leader from any of the Nationalist or Republican formations may call in artillery.
- Offboard units may not coordinate.

Special Rules Republican Player:

- The Republican player is the attacker and automatically receives the initiative on Turn 1.
- Most of the International Brigade infantry begins the game mounted on the BT-5 tanks (place the infantry unit on top of the tank unit they are riding on), one International Brigade infantry unit per BT-5 tank unit. The International Brigade Officers may be placed one to a BT-5 tank unit along with the International Brigade infantry unit mounted on the tank. The International Brigades MMG may not be mounted on a tank. An infantry unit mounted on a tank moves with it as part of the tank unit's formation until it dismounts (voluntarily or involuntarily). It may not attack while mounted.

If a BT-5 tank unit with infantry mounted on it moves, roll one die before it does:

1-2 = No effect, the infantry remains mounted.

3-6 = the infantry falls off the tank. Place the infantry unit (and any officer also riding on the tank) in the hex, underneath the tank unit they were riding on and roll one die:

1 = apply two step losses to the infantry unit and conduct a morale check.

2-3 = apply one step loss to the infantry unit and conduct a morale check.

4-6 = conduct a morale check.

Infantry units/officers riding on a tank may not be attacked independently from the unit that is transporting them. All hits inflicted on their transports also apply to the infantry unit/officer. If the tank the infantry/officer is riding on is routed, the infantry unit/officer immediately dismounts and is also routed.

To voluntarily dismount a tank costs both the tank unit and the infantry unit/officer half of its movement points. Once an infantry unit or officer dismounts a tank, it may not remount.

Special Rules Nationalist Player:

- The Nationalist player sets up first.

Historical Aftermath:

The attack began around noon when the 48 tanks of the International Tank Regiment fired a salvo and then set off at high speed with the infantry clinging to them. After a slowdown to cross an escarpment to the plain below, the tanks once again rushed forward. During the rough ride, many of the infantry riding the tanks were thrown off. Once on the plain outside of the town, the tankers found that the terrain in front of Fuentes de Ebro consisted of muddy sugar cane fields, crisscrossed with irrigation ditches, where many of them quickly became bogged down. Having been thrown from their mounts, crushed beneath the treads of their own transports, or run over by other tanks, the International Brigade troops were completely disorganized and unable to provide any significant support for the BT-5s. The 120th and 143rd Brigades, which were slated to support the assault, never even left their trenches. Under heavy fire from Nationalist field guns and anti-tank guns in Fuentes de Ebro, the attack disintegrated. The survivors of the tank regiment retreated back to their starting point, leaving 19 vehicles knocked out or bogged down, several more damaged, and a third of the regiment's crews dead or wounded.

Villalba de Arcos – High Water Mark of the Ebro Offensive

ALB Scenario 38

Historical Introduction:

By the end of the first day of the Ebro offensive, the Republicans had advanced deep into Nationalist territory. The Republican XV Corps held the heights to the east of the key town of Villalba de Arcos and prepared for an assault to breach the Nationalist line. The assault would be led by the 31st Mixed Brigade of Cabezos-Morente's 3rd Division. Unfortunately for the Republicans, no armor was available to support the attack as the tanks couldn't get across the Ebro due to nationalist aircraft damaging the bridges. The Nationalist defense line consisted of a hodgepodge of units – remnants of the badly mauled 50th Division, a Legion bandera from the Army reserve, and a Moroccan tabor from the 13th Division.

Order of Battle

Republican: Elements of the 121st, 122nd, 123rd, and 124th Battalions, 31st Mixed Brigade, and 131st Battalion, 33rd Mixed Brigade, Cabezos-Morente's 3rd Division and the 24th Mixed Brigade, Mora's 16th Division.

Set up anywhere within four hexes of D1110:

1 x Officer, 3 x Republican Rifle (x2)

1 x Officer, 3 x Republican Rifle, 1 x Republican MMG

Set up anywhere within four hexes of D1116:

1 x Officer, 3 x Republican Rifle

1 x Officer, 3 x Republican Rifle, 1 x 81mm MTR

1 x Officer, 3 x Republican Rifle, 1 x Republican MMG

1x Commissar

Set up anywhere within six hexes of B806:

1 x Officer, 3 x Republican Rifle (x2)

1 x Officer, 3 x Republican Rifle, 1 x Republican MMG

1 x 105mm offboard artillery (full-strength)

3 x 75mm offboard artillery (full-strength)

2 x AA points

On Turn 10, the following forces enter via the eastern map edge of Map D

1 x Officer, 3 x Catalan Militia (x 4)

1 x Officer, 2 x Republican MMG

1 x Commissar

Republican map edges: east

Nationalist: Elements of the XVI Burgos Battalion, Coco's 50th Division, Nuestra Senora de Montserrat Tercio, 1st Brigade, Arias-Jimenez's 74th Division, V Melilla Tabor, 1st Brigade, Barron's 13th Division, XVIII Legion Bandera, and the 3rd Tank Company, 1st Bandera, Legion Tank Group:

Set up anywhere within two hexes of C604:

1 x Officer, 3 x Nationalist Rifle

1 x Officer, 3 x Nationalist Rifle, 1 x 81mm MTR

1 x Officer, 3 x Nationalist Rifle, 1 x Nationalist MMG

3 x Improved Positions

Set up anywhere within two hexes of I609:

1 x Officer, 3 x Legionnaires (x2)

1 x Officer, 3 x Legionnaires 1 x Legionnaire MMG

3 x Improved Positions

Set up anywhere on Map A:

1 x Officer, 3 x Moorish Troops (x2)

1 x Officer, 3 x Moorish Troops, 1 x Moorish Troops MMG

4 x Improved Positions

3 x 75mm offboard artillery (full-strength)

1 x Air mission (SM-79), 1 x Air mission (He-111B), 2 x Air missions (He-45/46, RO-37)

On Turn 3, the following forces enter via hex C108:

1 x Officer, 2 x Panzer I, 1 x T-26B

On Turn 5, the following forces enter via the west edge of Map A or C:

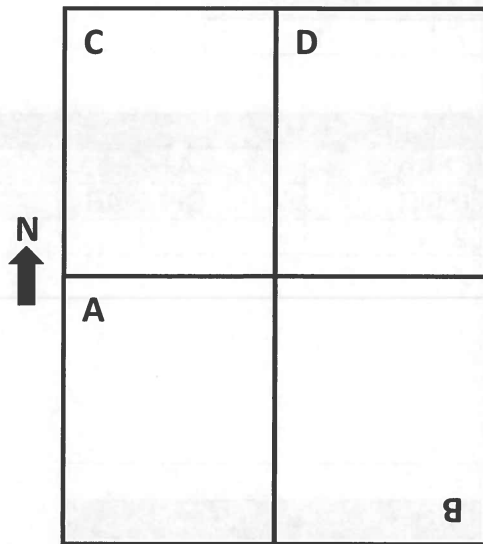
1 x Officer, 3 x Requetes, 1 x Requetes MMG (x2)

1 x Officer, 3 x Carlist

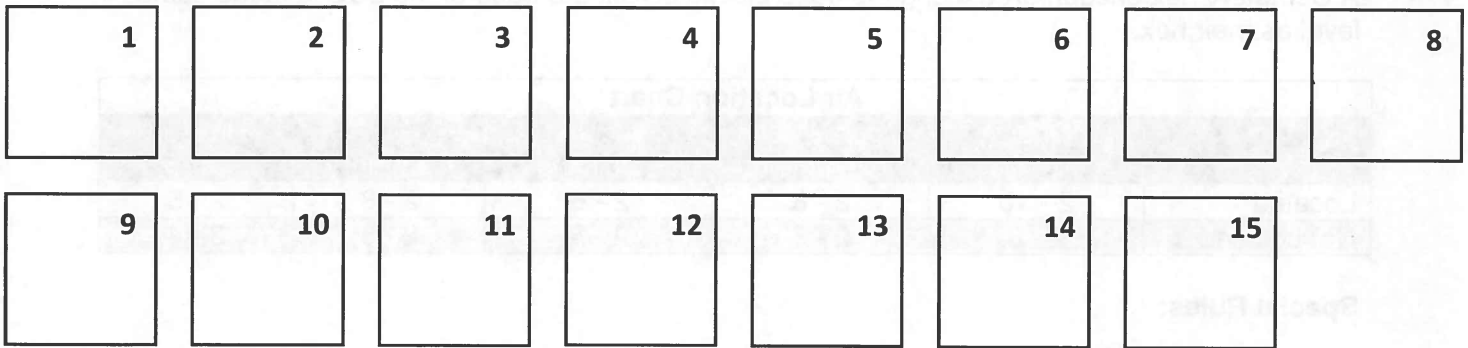
1 x Chaplain

Nationalist map edges: west

Map Orientation:



Scenario Length: 15 turns



Victory Conditions:

The Republican player wins if he takes control of Villalba de Arcos (hexes C506, C507, C606, C607, and C608) and also controls hexes A706 and A1212. If the Republican player controls two of the three objectives, it is a draw. Otherwise, the Nationalist player wins.

Terrain Notes: The river on Map D does not exist. The ford in hex D608 is considered to be a road. There is a road running in a straight line through hexes D1310, D1410, and D1509 and connecting with the road in hex D1211 (place Road Overlay 1). There is a road running in a straight line through hexes B712, B812, B911, B1011, B1110, B1210, B1309, B1409, and B1508 and connecting with the roads in hexes B613 and A1508 (place Road Overlay 2). There is a trail running in a straight line through hexes A209 and A108 connecting with the trail in hex A309 (place Trail Overlay 1).

Place the Cemetery overlay in hex C806. The Cemetery has the following effects:

| MOVEMENT CHART | | | |
|----------------|------|---------|---------|
| Terrain Type | Foot | Wheeled | Tracked |
| Cemetery | 2 | 1 | 1 |

| DEFENSIVE VALUES | | | |
|------------------|---------|----------|---------|
| Terrain Type | AP Fire | ART Fire | AT Fire |
| | DIVISOR | DIVISOR | DIVISOR |
| Cemetery | 3 | 2 | 3 |

HTH Combat Die Roll Modifiers:

- Defender in Cemetery +1

| Spotting Chart | | | |
|----------------|---------------|-----------------|--------------|
| | Inf. / AT | Art. / Cav. | Mot. / Mech. |
| | Small (Green) | Medium (Yellow) | Large (Red) |
| Cemetery | 4 - 6 | 6 - 8 | 6 - 10 |

A Cemetery hex encountered along the trace blocks 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 | Cemetery | Built-up Area |
| Located | 2 - 10 | 2 - 8 | 2 - 6 | 2 - 8 | 2 - 6 |
| Not Located | 2 - 8 | 2 - 6 | 2 - 5 | 2 - 6 | 2 - 4 |

Special Rules:

- Any leader from any of the Nationalist or Republican formations may call in artillery or air missions.
- Offboard units may not coordinate.

Special Rules Republican Player:

- The Republican player is the attacker and automatically receives the initiative on Turn 1.

Special Rules Nationalist Player:

- The Nationalist player sets up first.

Historical Aftermath:

The attack began at 11:00 AM on 26 July, 1938, but failed as the troops advanced uphill towards the town under heavy fire. Retreating to the cemetery outside of town, they were forced back further by a Legion counterattack. A second Republican attack in the evening retook the cemetery but went no further. The 3rd Tank Company of the Legion Tank Group, consisting of 12 Panzer Is and four T-26s, arrived and joined the defense, moving to threatened parts of the battlefield as the Republicans continued to unsuccessfully attack the dug-in

defenders of Villalba de Arcos. While the attacks on Villalba continued, elements of the 31st Brigade holding Hill 481 which dominated the important crossroads of Cuatro Caminos just to the south of Villalba, attacked the Nationalist positions in the hills to the west of the crossroads held by the V Mellila Tabor. On 29 July, the Tercio de Requetes de Nuestra Senora de Montserrat from the newly arrived 74th Division reinforced the Cuatro Caminos line. Attacks and counterattacks continued all along the front with the requetes capturing Faristol Hill and then repulsing at least nine separate attempts to retake it. On 31 July, the 24th Mixed Brigade of the 16th Division relieved the exhausted 31st Brigade and continued the attacks on Villalba until 2 August, when it became clear that the Nationalist line could not be broken and the Republican Army of the Ebro shifted into a defensive mode.

The Fayon-Mequinenza Pocket – El Autz

ALB Scenario 39

Historical Introduction:

As part of the initial Republican attacks, the 42nd Division crossed the Ebro north of the town of Fayon and established a bridgehead on the left flank of the Nationalist army between Fayon and Mequinenza. The first of the Nationalist counteroffensives targeted the Fayon-Mequinenza pocket in order to allow the attacks in the central sector of the Ebro front to go ahead without danger of a flanking movement by the Republicans. The Nationalist 82nd Division, reinforced by tanks and heavy corps-level artillery, was tasked with the assault.

Order of Battle

Republican: Elements of the 227th Mixed Brigade, Alvarez's 42nd Division.

Set up anywhere on the large hill on the southeast side of Map A:

1 x Officer, 3 x Republican Rifle, 1 x Republican MMG

1 x Officer, 3 x Republican Rifle, 1 x 45mm AT

4 x Improved Positions, 4 x Barbed Wire

1 x 75mm offboard artillery (full-strength)

1 x AA point

Republican map edges: east

Nationalist: Elements of the 2nd Brigade, Delgado-Serrano's 82nd Division.

Set up anywhere west of the line of hexes (inclusive) A1200 – A1217:

1 x Officer, 3 x Nationalist Rifle, 1 x Nationalist MMG (x2)

1 x Officer, 3 x Nationalist Rifle (x2)

1 x Officer, 2 x Panzer I, 1 x T-26B

1 x 155mm offboard artillery (full-strength)

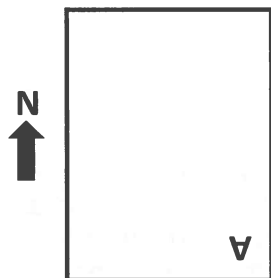
1 x 105mm offboard artillery (full-strength)

1x 75mm offboard artillery (full-strength)

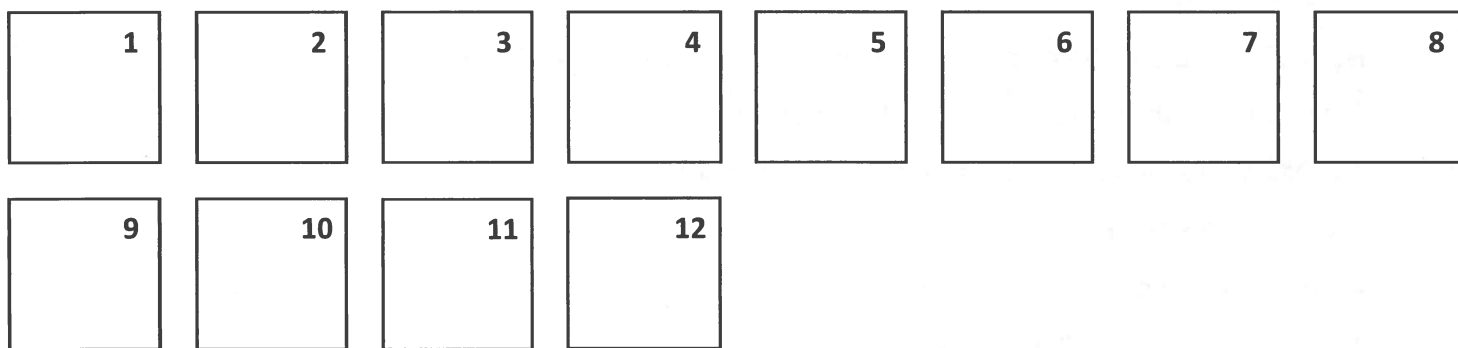
1 x Air mission (SM-79) 1 x Air mission (He-111B), 1 x Air missions (He-45/46, RO-37)

Nationalist map edges: west

Map Orientation:



Scenario Length: 12 turns



Victory Conditions:

The Nationalist player wins if he controls hexes A606, A607, and A505. The Republican player wins by preventing this.

Terrain Notes: None.

Special Rules:

- Any leader from any of the Nationalist or Republican formations may call in artillery or air missions.

Special Rules Republican Player:

- The Republican player sets up first.

Special Rules Nationalist Player:

- The Nationalist player is the attacker and automatically receives the initiative on Turn 1.

Historical Aftermath:

The heights of El Auts dominated the pocket. The 2nd Brigade, 82nd Division attacked on 6 August, 1938, led by tanks and supported by a heavy artillery and air bombardment (the Condor Legion dropped some 50 tons of bombs during the operation). They encountered relatively

weak opposition as the 42nd Division quickly collapsed and El Auts was taken. By the morning of 7 August, elements of the 82nd Division had reached the Ebro. In danger of being cut off and destroyed, the 42nd Division abandoned the pocket and retreated across the river.

Hill 481 – Storming the Targa

ALB Scenario 40

Historical Introduction:

Following the stalemate which ended the first Nationalist counteroffensive against the Sierra de Pandols, General Davila, the Army of the North's commander, ordered another attack, this time aimed at the Cuatro Caminos road junction and the heights of Gaeta to the northeast of Villalba de Arcos. The attack was led by the 74th Division and supported by the 13th and 82nd Divisions. Cuatro Caminos, a junction of the roads connecting Fatarella, Poble de Masaluca, Batea and Gandesa, was dominated by Hill 481 held by the 31st Mixed Brigade of the Republican 3rd Division. The position, known as the Targa, had been heavily fortified with trenches, barbed wire, and machine gun strongpoints. In addition, there was a tank platoon and a number of antitank guns available to respond to any attacks. The Targa was very close to the Nationalists' positions around Hill 427 with only about 500 meters separating the lines.

Order of Battle

Republican: Elements of the 121st, 122nd, 123rd, and 124th Battalions, 31st Mixed Brigade, Cabezas-Morente's 3rd Division.

Set up anywhere on Map D:

- 1 x Officer, 3 x Republican Rifle (x5)
- 1 x Officer, 3 x Republican Rifle, 1 x 45mm AT
- 1 x Officer, 3 x Republican MMG
- 1 x Commissar
- 8 x Trenches, 3 x Fortifications, 6 x Barbed Wire
- 1 x 105mm offboard artillery (full-strength)
- 2 x 75mm offboard artillery (full-strength)
- 2 x AA points

Set up within one hex of D608:

- 1 x Officer, 1 x T-26B

OPTIONAL: On Turn 3, the following forces enter via the eastern map edge of Map D

- 2 x T-26B

Republican map edges: east

Nationalist: Elements of the Nuestra Señora de Montserrat Tercio, CXXXI Bailen Battalion, and "B" Ceuta Battalion, Arias-Jimenez's 74th Division.

Set up between the line of hexes (inclusive) B200 – B217 and B800 – B817:

- 1 x Officer, 3 x Nationalist Rifle (x5)

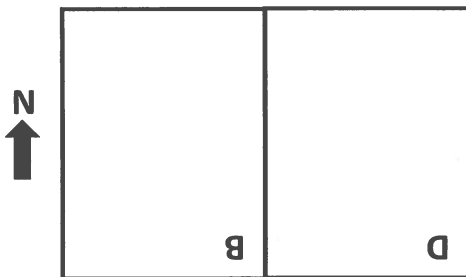
1 x Officer, 3 x Nationalist Rifle, 1 x 37mm AT
 1 x Officer, 3 x Nationalist Rifle, 1 x 81mm MTR
 1 x Officer, 3 x Nationalist MMG
 1 x Officer, 3 x Requetes Militia, 1 x Requetes Militia MMG (x2)
 1 x Officer, 3 x Carlist Militia
 1 x Officer, 1 x Panzer I
 1 x Chaplain
 10 x Improved Positions
 1 x 155mm offboard artillery (full-strength)
 2 x 105mm offboard artillery (full-strength)
 3 x 75mm offboard artillery (full-strength)
 1 x Air mission (SM-79) 1 x Air mission (He-111B), 2 x Air missions (He-45/46, RO-37)

OPTIONAL: On Turn 3, the following forces enter via the western map edge of Map B

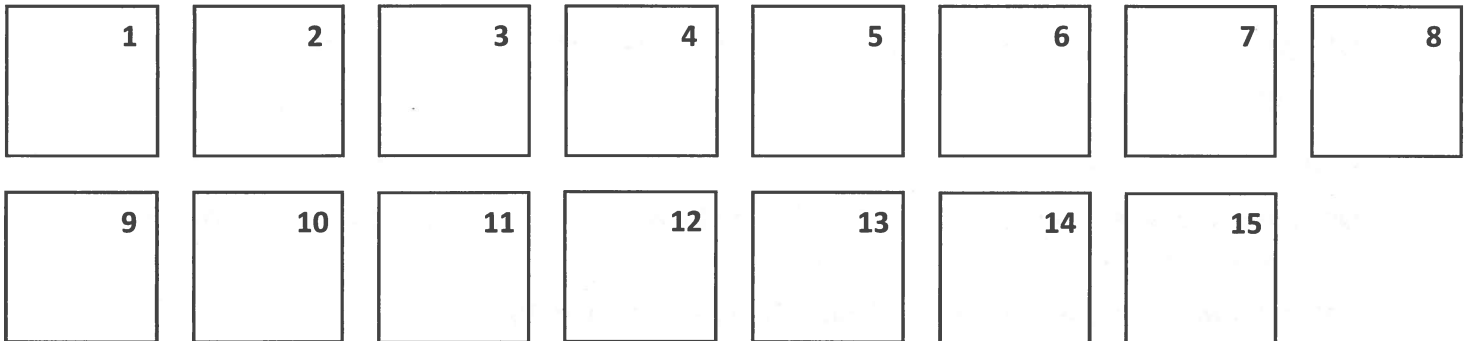
1 x Panzer I, 1 x T-26B

Nationalist map edges: west

Map Orientation:



Scenario Length: 15 turns



Victory Conditions:

The Nationalist player wins if he controls hexes D1313/D1214 and D1210/D1110. If the Nationalist player controls one of the two hill tops (either D1313/D1214 or D1210/D1110), it is a draw. Otherwise, the Republican player wins.

Terrain Notes: The river on Map D does not exist. The ford in hex D608 is considered to be a road. There is a road running in a straight line through hexes B712, B812, B911, B1011, B1110, B1210, B1309, B1409, and B1508 and connecting with the road in hex B613 (place Road Overlay 2). There is a road running through hexes D1310, D1410, and D1509 and connecting with the road in hex B108 (place Road Overlay 5).

Special Rules:

- Any leader from any of the Nationalist or Republican formations may call in artillery or air missions.
- Offboard units may not coordinate.

Special Rules Republican Player:

- The Republican player sets up first.

Special Rules Nationalist Player:

- The Nationalist player is the attacker and automatically receives the initiative on Turn 1.

Historical Aftermath:

The attack opened on 19 August, 1938 with a massive air and artillery bombardment that had little effect on the well dug-in troops. The Tercio de Nuestra Senora de Montserrat moved forward across the open ground between the positions. A hail of machine gun fire, rifle fire and hand grenades from the entrenched Republicans stopped the requetes in their tracks. Three Nationalist tanks supported the attack, but they were driven back by concentrated anti-tank fire and Molotov cocktails. Raked by the same fire pounding the tercio, two regular infantry battalions that were to have supported the attack were unable to leave their positions. The requetes were pinned in place from noon till 9PM when they were finally able to withdraw to their original positions after having suffered tremendous casualties. The next day, the Nationalist offensive had gained ground along the front, outflanking the position, and the 131st Bailen and "B" Ceuta battalions successfully took the Targa.

Pinell – Advance to the Ebro

ALB Scenario 41

Historical Introduction:

The final Nationalist counteroffensive on the Ebro began on 30 October, 1938 with a massive artillery bombardment by some 500 guns accompanied by heavy air attacks. Under cover of the bombardment, Nationalist troops moved up close to the Republican positions in the Sierra de Pandols. After savage fighting, the Republican positions on the critical high ground had either surrendered or been destroyed. The Nationalist Maestrazgo Army Corps moved into the second phase of the operation and pushed down from the mountains towards the Ebro.

Order of Battle

Republican: Elements of the 10th, 37th, and 101st Mixed Brigades, Leal's 46th Division and remnants of the 3rd Tank Battalion and the 3rd Armored Car Battalion.

Set up anywhere east of the line of hexes (inclusive) B500 – B516:

1 x Officer, 3 x Republican Rifle, 1 x Republican MMG (x2)

1 x Officer, 3 x Republican Rifle (x2)

1 x Officer, 1 x T-26B, 1 x BA-6 (use a BA-6 from the "D" formation – it is considered a part of the T-26B formation for the entire game).

1 x Commissar

2 x 75mm offboard artillery (partial-strength)

1 x AA point

Republican map edges: east

Nationalist: Elements of the 1st and 2nd Brigades, Arias-Jimenez's 74th Division.

Set up west of the line of hexes (inclusive) B1200-B1217. A maximum of six formations set up on the map. The remainder of the formations enter on Turn 2 via the west edge of Map B:

1 x Officer, 3 x Nationalist Rifle, 1 x Nationalist MMG (x2)

1 x Officer, 3 x Nationalist Rifle, 1 x 81mm MTR

1 x Officer, 3 x Nationalist Rifle (x2)

1 x Officer, 3 x Requetes, 1 x Requetes MMG

1 x Officer, 3 x Requetes

1 x Officer, 3 x Phalangist, 1 x Phalangist MMG

1 x Officer, 2 x Panzer I, 1 x T-26B (x2)

1 x Chaplain

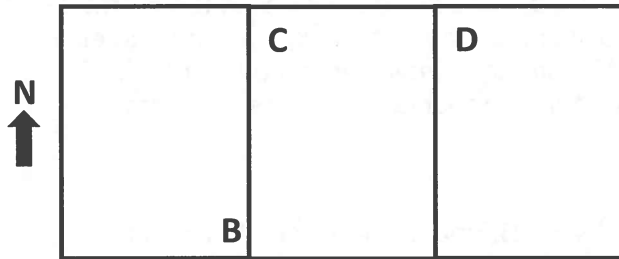
1 x 105mm offboard artillery (full-strength)

2 x 75mm offboard artillery (full-strength)

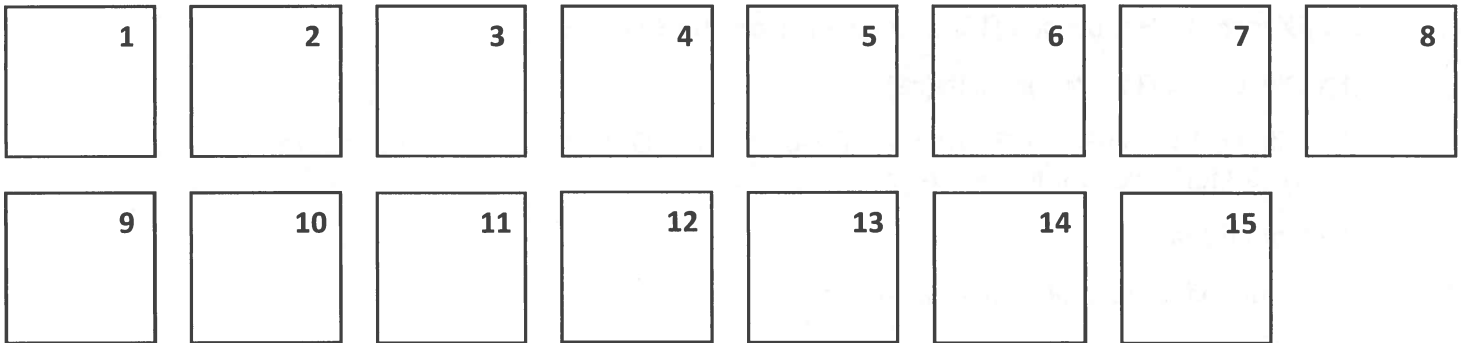
2 x Air missions (He-45/45, RO-37)

Nationalist map edges: west

Map Orientation:



Scenario Length: 15 turns



Victory Conditions:

The Nationalist player wins if he controls Pinell (hexes C506, C507, C606, C607, and C608) and D507. The Republican player wins by preventing this.

Terrain Notes: The hill around the town on Map C does not exist. The river on Map D (Ebro River) is a Major River. There is a road running in a straight line through hexes B712, B812, B911, B1011, B1110, B1210, B1309, B1409, and B1508 and connecting with the road in hex B613 (place Road Overlay 2). There is a road running in a straight line through hexes D1310, D1410, and D1509 and connecting with the road in hex D1211 (place Road Overlay 1). There is a pontoon bridge over the Major River in hex D608 (place a pontoon bridge marker) – the ford in hex D608 does not exist.

Special Rules:

- Any leader from any of the Nationalist or Republican formations may call in artillery or air missions.
- Offboard units may not coordinate.

Special Rules Republican Player:

- The Republican player sets up first.
- Republican units may only exit the map via hexes D1509 – D1516

Special Rules Nationalist Player:

- The Nationalist player is the attacker and automatically receives the initiative on Turn 1.
- Nationalist units may not cross the Ebro River.

Historical Aftermath:

The town of Pinell formed a natural defensive point on the low lands to the southeast of the Pandols. Once the 1st Navarre Division had captured the heights, the 74th Division moved through their position, advanced to the low lands, and launched a concerted infantry and tank attack on Pinell. The combined arms attack overwhelmed the defending units from the 46th Division and Pinell fell on 3 November. The 74th Division pushed on and reached the banks of the Ebro on 4 November, cutting the Republican V Corps sector in two.

La Fatarella – The Last Strongpoint

ALB Scenario 42

Historical Introduction:

As the Nationalist counteroffensive began to break up the Republican's Ebro bridgehead, the Republican XV Corps commander, Taguena, pulled his troops back to a defensive line running from Asco on the Ebro through La Fatarella in the mountains of the Sierra de la Fatarellas. Taguena needed to delay the Nationalists long enough to organize a complete retreat from the Ebro pocket. The area around Fatarella was part of a continuous defense line on a ridge east of the town. The defense of the Fatarella position was critical as the position would allow the Nationalist artillery a direct line of sight to the river crossings at Ribaroja, Flix and Asco. The XVth International Brigade was deployed on the central sector of the Fatarella Ridge on two hills, Hill 554 and Hill 562, known as Raimats. The defenses consisted of trench lines and pillboxes connecting the two hills, some of them containing antitank guns while others had heavy machine guns. On 11 November, 1938, Davila, the Nationalist Army of the North commander, ordered the heavily fortified position around Fatarella to be taken which would allow the advance to continue north and cut the river crossing at Ribaroja. The 82nd Division formed an assault group of six infantry battalions, one tank company, and two artillery batteries to advance north along the Camposines-Fatarella road and conduct the attack.

Order of Battle

Republican: Elements of Mateo-Moreno's XVth International Brigade, 35th Division.

Set up anywhere on the two hills on Map A:

1 x Officer, 3 x Republican Rifle, 1 x Republican MMG (x3)

1 x Officer, 3 x Republican Rifle, 1 x 45mm AT

1 x Commissar

8 x Trenches, 3 x Fortifications, 6 x Barbed Wire

1 x 75mm offboard artillery (partial-strength)

Republican map edges: north

Nationalist: Elements of Delgado-Serrano's 82nd Division.

Set up anywhere on or within one hex of the road on Map B running between hexes B609 to B613 to B1508 (inclusive):

1 x Officer, 3 x Nationalist Rifle, 1 x Nationalist MMG (x2)

1 x Officer, 3 x Nationalist Rifle, 1 x 81mm MTR

1 x Officer, 3 x Phalangist, 1 x Phalangist MMG

1 x Officer, 3 x Phalangist, 1 x 75mm ART, 1 x Truck

1 x Officer, 3 x Moorish Troops, 1 x Moorish Troops MMG

1 x Officer, 3 x Moorish Troops

1 x Officer, 3 x Legionnaire, 1 x Legionnaire MMG

1 x Officer, 3 x Legionnaire

1 x Officer, 3 x T-26B

1 x 155mm offboard artillery (full-strength)

1 x 105mm offboard artillery (full-strength)

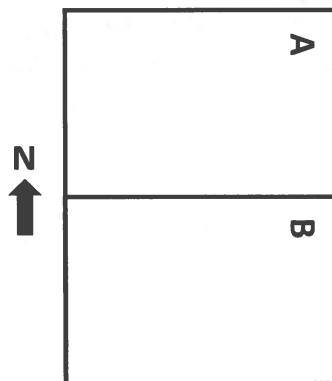
2 x 75mm offboard artillery (full-strength)

1 x Air mission (SM-79) 1 x Air mission (He-111B)

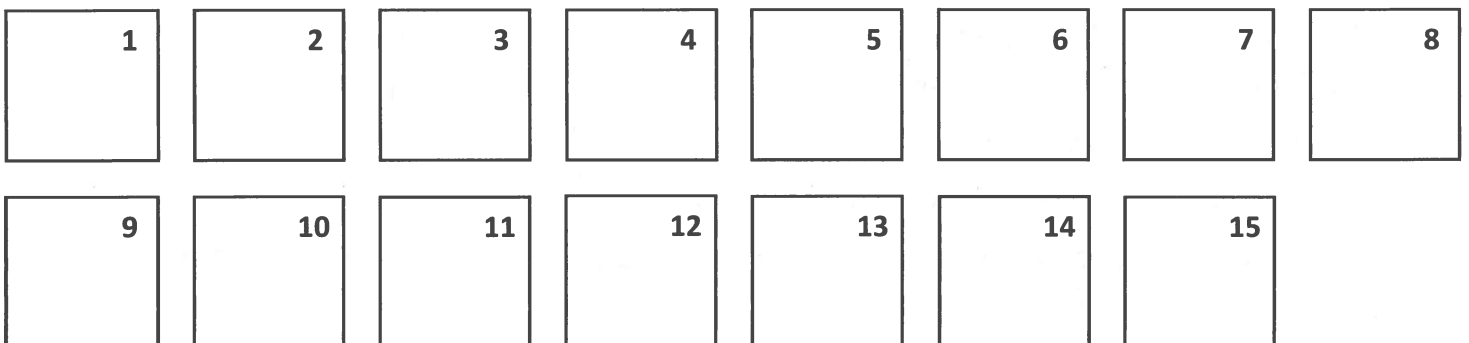
2 x Air missions (He-45/45, RO-37), 1 x Air mission (He-51)

Nationalist map edges: south

Map Orientation:



Scenario Length: 15 turns



Victory Conditions:

The Nationalist player wins if he controls hexes A1213/A1212, A607/A608, and La Fatarella (hexes A413, A414, and A513). If the Nationalist player controls two of the three objectives, it is a draw. Otherwise, the Republican player wins.

Terrain Notes: There is a road running in a straight line through hexes B712, B812, B911, B1011, B1110, B1210, B1309, B1409, and B1508 and connecting with the road in hex B613 (place Road Overlay 2). There is a trail running in a straight line through hexes A209 and A108 connecting with the trail in hex A309 (place Trail Overlay 1).

Special Rules:

- Any leader from any of the Nationalist or Republican formations may call in artillery or air missions.

Special Rules Republican Player:

- The Republican player sets up first.

Special Rules Nationalist Player:

- The Nationalist player is the attacker and automatically receives the initiative on Turn 1.

Historical Aftermath:

The Republicans were firmly entrenched around Fatarella, but had little artillery support as Taguena had ordered the remaining artillery to begin withdrawing across the Ebro two days before. The assault opened with heavy air attacks. The Condor Legion executed an attack by 27 aircraft on the Raimats position, the Aviazione Legionaria hit the defensive line with 23 planes, and the 1st Brigada Aérea Hispana also bombed the area. In total over 100 aircraft bombarded the Republican positions in and around Raimats. Intense bombardment by batteries of 155mm, 105mm and 75mm guns from the corps and divisional level artillery grupos also pounded the defensive line. The Republican line was then attacked by a two-pronged armored assault using captured T-26s, the best tanks of the Nationalist army. The tanks approached from different directions, catching the pillboxes in a crossfire that was extremely effective in disabling them. At the same time, the infantry attacked the position using rifles, hand grenades and machine guns. Close quarters combat, featuring the heavy use of hand grenades, cleared both the pillboxes and the trenches. Despite a determined defense, Fatarella fell. The Republicans retreated, collapsing their lines inward as what remained of their army retreated across the Ebro until the last troops crossed on the night of 15-16 November and blew the final bridge behind them.

