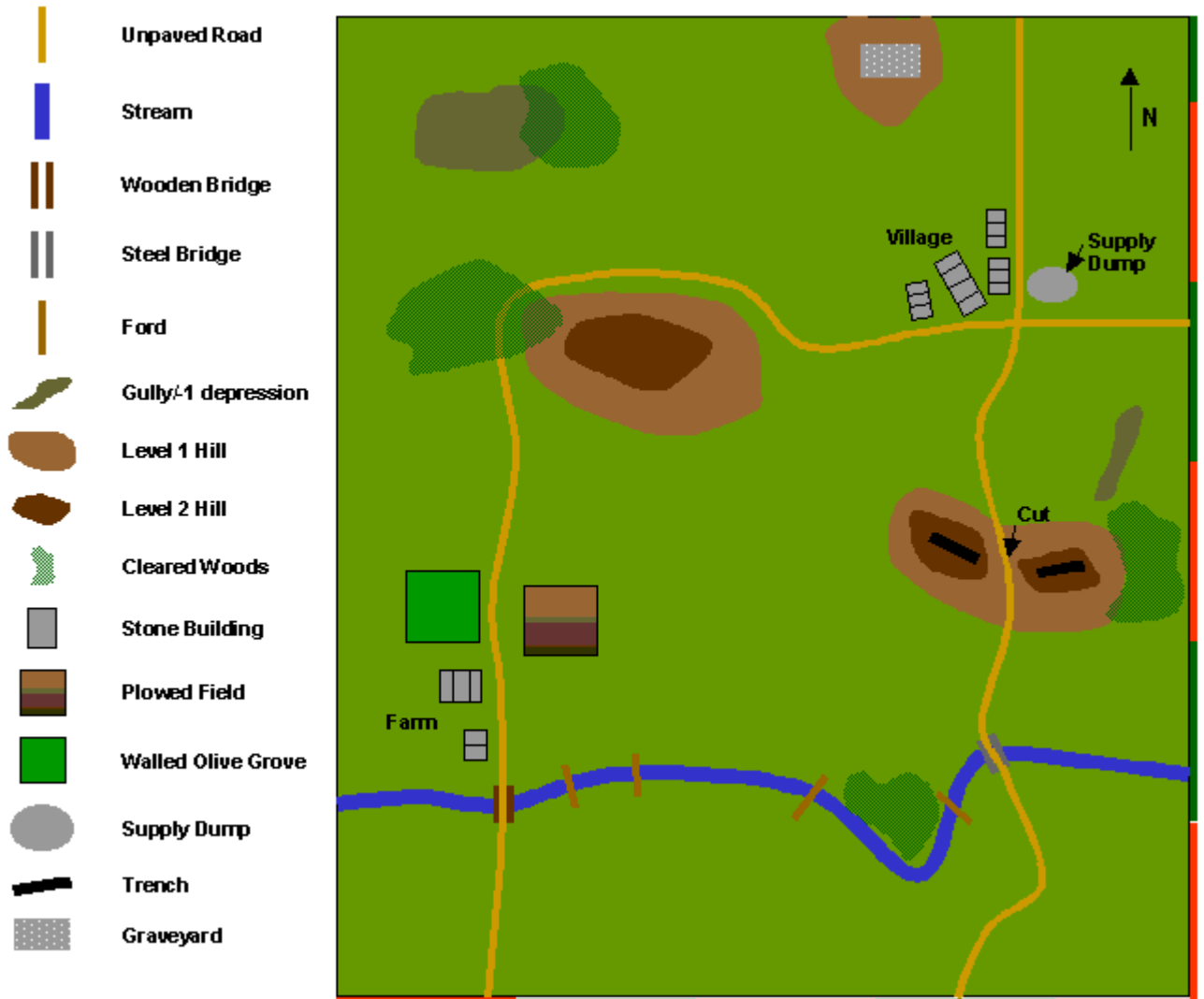


# Scenario Overview

## Situation

This fictitious Spanish Civil War scenario was inspired by from an article in Albandero on [MAGWEB](#)'s site. A loyalist international brigade force is defending a forward area supply dump against a cavalry/armor raiding force.

## Map/Terrain Notes



- Each division on the map represents one foot (12") in 15mm scale for a board size of 5'6" long by 4'8" wide. Note that this game was originally developed for a 7 foot x 6 foot table using 20mm figures and a game scale of 1.25 to 1, so you can adjust your scale accordingly.
- All roads are unpaved.
- The stream is a wide stream
  - The Steel bridge may be crossed by all units without penalty. It is considered a defile for opportunity fire purposes.
  - The Wooden bridge may be crossed by foot cavalry and infantry without penalty. Vehicles must use a breaching move to cross the wooden bridge. It is considered a defile for opportunity fire purposes.
  - The four fords may be used at 1/2 speed by cavalry and infantry. Tracked vehicles use a breach move and wheeled vehicles a breach move with a bog-down check.
  - All other parts of the stream may be crossed by infantry and cavalry with a breach move, and by vehicles with a breach/bog-down move.
- All woods are cleared woods
- The Olive grove is treated as an orchard (Sparse Edge/Deep).
- All buildings are stone and considered to be hard cover.
- The plowed field is soft ground.
- The graveyard is considered rough terrain.
- The cut is a defile for opportunity fire.
- The depressions have steep sides and are considered deep gullies for movement.
- The supply dump is considered to be a built up area with no building sectors. It is dense for visibility but gives no cover bonuses. Vehicles may move through it at 1/2 speed.

# **Briefing for Officer Commanding Nationalist Forces**

## **Situation**

The communists, anarchists and Anti-Church heretics have given indications they are building up for an attack. General Franco desires that our forces derail such a buildup with a pre-emptive strike.

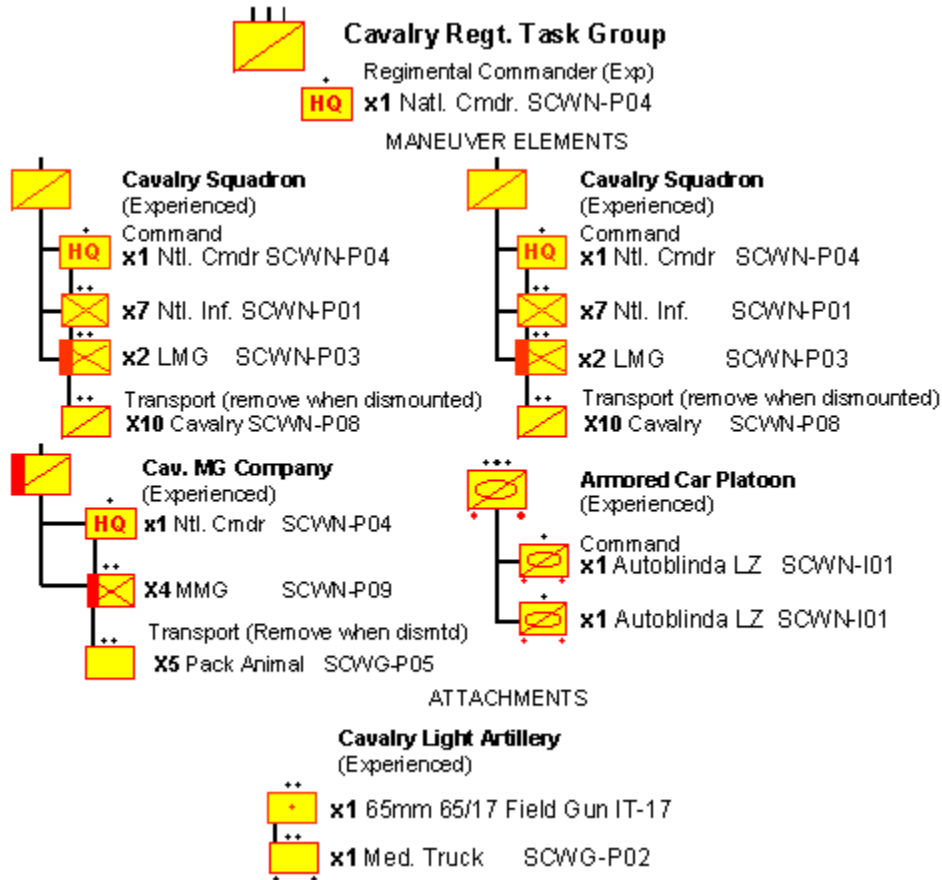
## **Mission**

You are to raid into their forward areas, destroying supplies and disrupting positions. If you find yourself making greater progress we are in a position to transition this mission into a more aggressive offensive

## **Execution**

Your forces consist of two cavalry squadrons, a cavalry medium machine gun troop, a 65mm battery, and a forward observer. Should you successfully establish a bridgehead across the river, a company of PzI tanks, and a lorried infantry company will be released to your command. There may also be air support available.

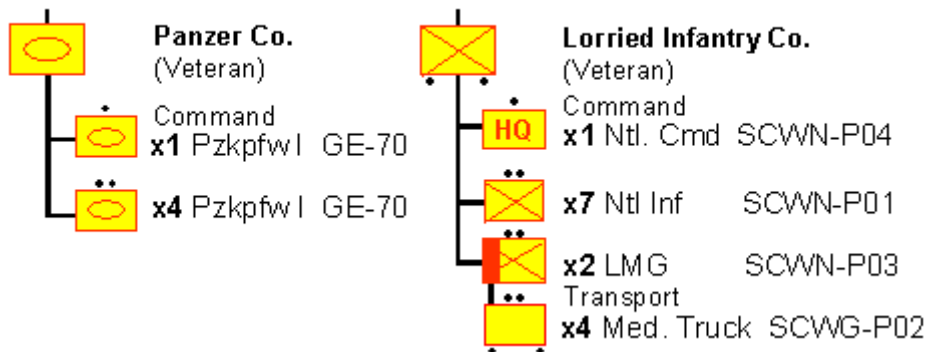
## Starting Forces



All units begins off-board and enter from the Southern edge. The artillery FO may be attached to any company or squadron. The 65mm gun may operate as an independent maneuver element (no commander bonus) or be attached to one of the maneuver elements to gain the commander bonus.

## Reinforcements

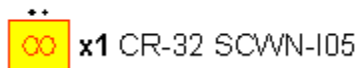
### REINFORCEMENTS



The PzI and lorried infantry companies may enter any turn AFTER at least one cavalry squadron has established itself on the opposite side of the stream (established itself means that at least 3 cavalry units from a single squadron or the machinegun company BEGIN their turn to the North of the stream-on the turn after this occurs, the reinforcements arrive).

## Air Support

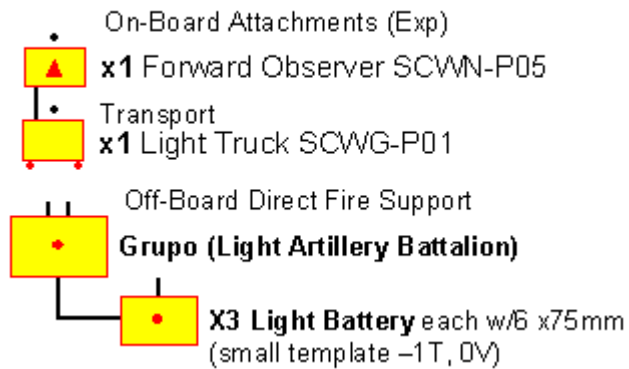
Air Support



The regimental commander may call for an air mission at the beginning of every Nationalist turn. It arrives on a roll of 10 on a d10 (no modifiers). Air support may be arrive more than once during the course of the game. Do this first, if the air support does not arrive, the Regimental commander MAY perform other functions (this is an exception to the normal rules). If it does arrive, the Regimental commander may not perform any maneuver actions, direct artillery, or offensive fire.

## Artillery Options

### FIRE SUPPORT



- The FO for the 75mm battalion may be attached to any company/squadron.
- The FO will be transported in a light truck.
- Calls for fire may be done by the FO or the Regimental CO. Both use the German call-for-fire roll with a -1 die roll modifier.
- The nationalists must fire by battalion and may fire any one (but only one) of the following patterns:
  - A random shelling mission (two small templates -2 V, -1 T G sV)
  - A battery shelling mission (six small templates -1 V, 0 T G sV)
  - A battalion concentration mission (six small templates 0 V, +1 T G sV)

### Game length

The game lasts 15 turns. The Nationalists move first.

### Victory

The Nationalist force must seize one of the two hills, the village, and destroy the supply dump. There are 15 turns in the game beginning with the Nationalist turn. To seize a location, you must have been the last through it and there may be no undisordered enemy units within 5" of the location. To destroy the supply dump, you must occupy it with an undisordered combat unit for one turn.

# **Briefing for Col. Commanding** **French forces of The International Brigade**

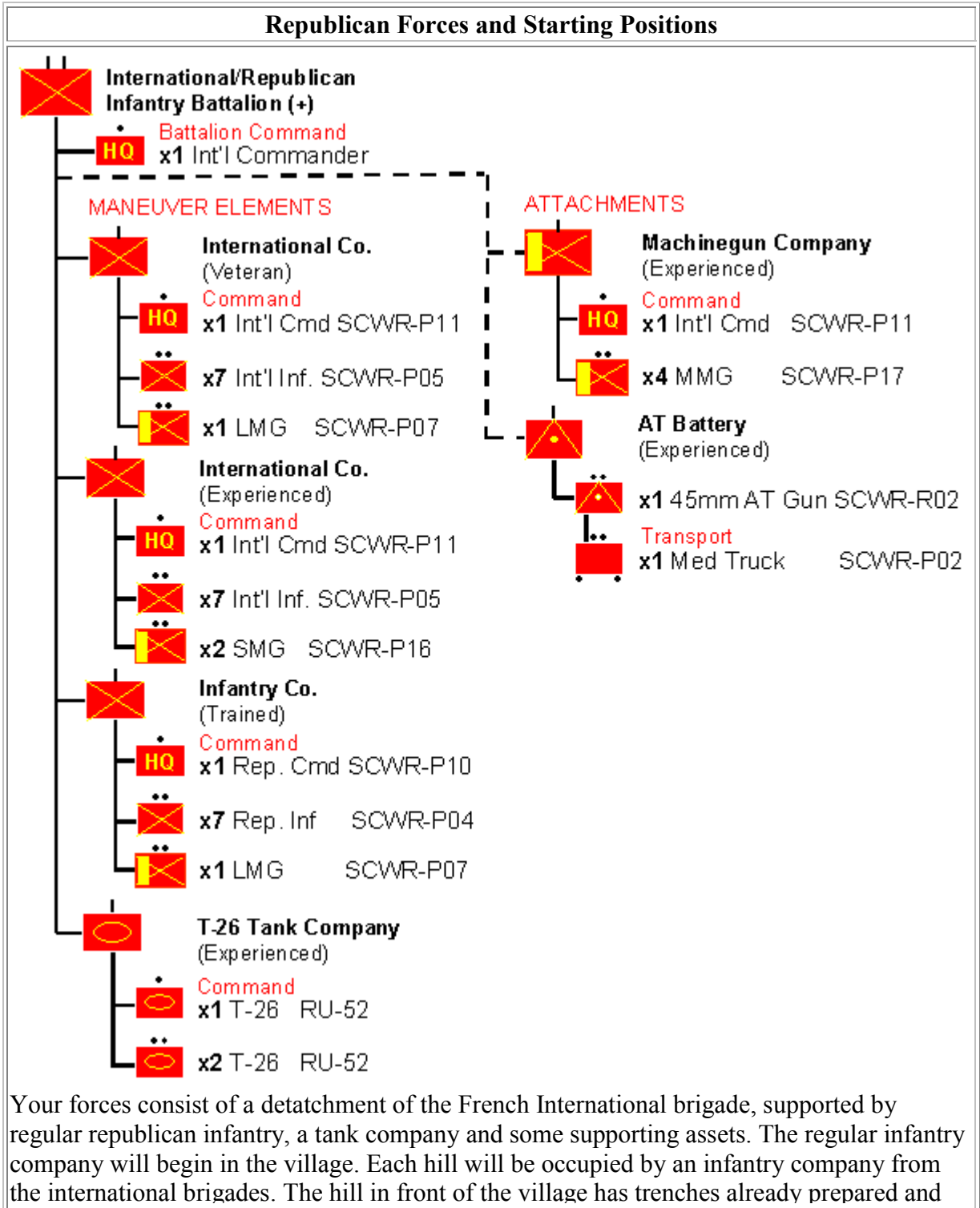
## **Situation**

In anticipation of our Spring offensive supplies have been built up and deposited in forward areas for some weeks now. Intelligence reports indicate there will be raids along this part of our front by rebel units.

## **Mission**

Two companies of your battalion plus assorted assets have been assigned to take over the defense of one of our forward areas. As the game begins you have occupied the two hills outside of the village. A local regular company is occupying the village itself. At all hazards you are to keep the supply dump safe and keep the fascists out of the village.

## Execution





10" of barbed wire. The other hill has prepared positions and 10" of barbed wire. The FO must occupy the entrenched positions and will, therefore, be attached to the company occupying that position. The ATG may be placed anywhere. The machine gun company may be retained as a single unit or broken up among the international brigade companies (if this is done, the commander of the MG company is not used). The T-26 company must start anywhere behind the hills. All units start in hidden positions or marked with counters (use up to 10 dummies) and are revealed when they fire or when an enemy unit comes within spotting distance.

### Artillery Options

#### ARTILLERY SUPPORT



Forward Observer (On-board) SCWR-P12



x2 75mm Off-board Direct Support  
Sml Temp (-1V, 0T)

- Calls for fire may be done by the FO or the Battalion CO. Both use the German call-for-fire roll with a -1 die roll modifier. There is no other support.
- The battery may fire any one (but only one) of the following patterns:
  - A random shelling mission (two small templates -2 V, -1 T G sV)
  - A battery shelling mission (two small templates -1 V, 0 T G sV)
  - A battery concentration mission (one small templates 0 V, +1 T G sV)

### Game length

The game lasts 15 turns. The Nationalists move first.

### Victory

There is only one objective. The rebel forces must be kept away from the village and the supplies.

The Nationalist force must seize one of the two hills, the village and the supply dump, you must prevent this.