



# ESPAÑA 1936

ESPAÑA 1936 is a strategy game simulating the conflict that took place in Spain between July 1936 and April 1939. A civil war that confronted two irreconcilable views of the country at that time. The player who controls more major cities at the end of the game will win the war.

## Overview

ESPAÑA 1936 is a 2-player game in which one player takes command of the government troops (Republicans) and the other the rebel army (Nationalists). It is recommended for people over 13 and the length of a full game is approximately 150 min.

The game begins after the initial military movements that followed the armed uprising of July 18th, 1936. Each game is divided in 10 turns. In each turn the players will perform various actions either in turns or simultaneously, according to a game sequence.

The game board depicts a map of Spain divided into boxes with two round areas where players will place their units. Such boxes are connected by links. Counters represent military units with a number indicating their combat strength. Cards show different events that happened or that might have happened during the course of the war and that may have an impact on the natural development of the game. Dice are used to resolve battles.

A game can be won by either fulfilling any of the automatic victory conditions or by controlling more objective cities than the opponent at the end of the game.

## Components

- One game board depicting Spain
- One battle aid chart
- 166 counters (one sheet of naval counters for the advanced game only)
- 110 cards (55 for each player; cards with an N are for the advanced game only)
- 10 dice (5 red and 5 blue)
- Two player mats (one for each player)
- This rulebook

### Game board

The board is a map of Spain divided into boxes. All of these boxes have two rounded areas where the units of each side must be placed (blue for Nationalist units and red for Republicans).

Each map box is connected to other boxes in different provinces by means of links. These links show the possible movements for ground units. A box can have counters belonging to both sides, but each counter must be placed in their corresponding area. A box can have either a white or a yellow background. Boxes with a yellow background and their city name underlined are considered Objective Cities (OC). Boxes with an anchor symbol next to them indicate a city with port.

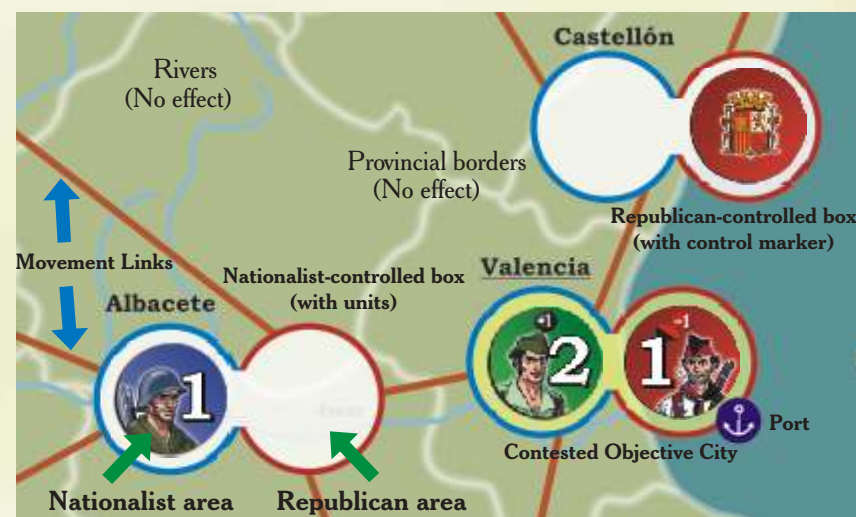
Province borders and rivers have no effect on the game—they are merely for decorative purposes.

**Important:** A box is considered friendly to a player if only that player has units or markers in it. If both sides have units in a box the box is considered contested. If none of the previous applies (i.e., if there are only units from the opposing player in it), the box is enemy-controlled.

If at any time during movement a box is left empty because the last unit in it moved out, the owning player must place one of his control markers to indicate that this box is still controlled by him.

On the top right of the mapboard there is the Turn Track, displaying the turn number, the year, the number of cards drawn at the beginning of the turn and the turns in which players receive Replacement Points (marked with an R). In the bottom right corner of the mapboard there is the Objective Cities Track (OCT), used to keep track of the number of OCs controlled by each side as well as the number of contested cities.

## Map Elements



The Marruecos box (bottom centre) is a special area whose rules are explained more in detail in the Movement section.

**Important:** naval base boxes, naval operation areas, ship units and cards marked with an N are only used in the naval rules (see p. 11). If these advanced rules are not being used, such areas and components have no effect on the standard gameplay.

## Battle aid

This aid can be used to resolve combats with a significant number of units involved.

## Player mat

Each side has a player mat which includes an area to keep track of the Replacement Points (RP's), two boxes to keep planes and generals when these are not on the map and a summary of the game sequence.

## Combat Units



## Counters

Counters are divided into two main types—combat units and markers.

- Combat units are:
- Small-sized troops with a combat strength of 1 or 2 depending on the side.
- Large-sized troops with a combat strength of 3 or 5 depending on the side.
- Tanks and planes.
- Tanks and planes.
- Generals (hexagonally shaped).

Combat units represent the different corps, detachments and columns that were involved in the Spanish Civil War. Republican counters have a red background, while Nationalist counters are either blue or green (Army of Africa).

## Combat Units



The number in a combat unit represents its combat strength, which indicates the amount of dice rolled in a battle. The smaller number at the top of a unit indicates a positive or negative die-roll modifier (DRM). The combat strength also indicates the ability of a given unit to sustain damage.

Some units also display an emblem (either a symbol or a flag). For Nationalist units this icon is merely for decorative purposes but Republican units need to take it into consideration if the optional rule for Republican generals is being used.

Units cannot be split into smaller units or merged to create larger units (e.g., a 3-strength unit cannot be separated into a 2-strength and a 1-strength unit).

Each player also has a set of control markers in their corresponding colour which is used to mark those map boxes which are under his control but have no combat unit at present. One of these counters is used to keep track of the number of Objective Cities under his control. The turn marker is used in the Turn Track boxes to display the current game turn. The 'Contested' marker is used in the Objective Cities Track to indicate the number of OCs which are not controlled by any player (that is, OCs with units from both sides).

## Cards

There is one deck for each player, with 55 cards each one.

A card has three different sections indicating:

- Card name, historical summary and date of the event.
- Effect of the event.
- Combat support.

All cards are based on historical facts except those indicated as “What if”, which represent events that might have occurred.

## Dice

Each player has a set of five dice which is used to determine the result of a battle. Red dice are for the Republican player and blue for the Nationalist player. In general terms, a result of 5 or 6 in one die is considered a hit.

## Game Setup

- Each player must place his counters on the map according to the starting game setup shown in page 9. The remaining troops, planes, tanks and generals are left aside within easy reach. These may come into play later.
- Both players then separate their cards in two decks—one including all events from 1936 and 1937 and the other with all events from 1938 and 1939 (see the card back for ease of reference). Each player then shuffles both decks separately and draws 6 cards from the 1936-37 deck.

### Republican decks



### Nationalist decks



- The turn marker is placed on the first space of the Turn Track.
- Finally both players place a control marker on number 4 of the appropriate side of the OCT (highlighted in yellow). The Contested marker is also placed on box 4 of the Contested cities track. These markers indicate the number of objective cities controlled by each player and the number of contested objective cities at the beginning of the game.

## Gameplay

A game is played through a series of game turns that follow a game sequence. Once all the phases of a game turn have been completed the turn marker is advanced one space and a new turn begins, with the sequence starting all over again.

During the Upkeep phase the victory conditions are checked. If a player fulfils any of these conditions the game ends immediately.

At the start of turn 6 both players will have to discard all the cards in their hands and replace the card deck they have been drawing from, using the 1938-39 deck instead of the 1936-37 from then on. Then they will both draw 6 cards from this new deck.

## Game Sequence

Each game turn is played according to this sequence:

- Draw phase. Both players draw 3 cards from their corresponding decks (6 cards instead in turns 1 and 6).
- Movement and plane assignment phase. Nationalist player.
- Movement and plane assignment phase. Republican player.
- Generals assignment phase (in turn, starting with the Nationalist player).
- Combat resolution phase (in turn, starting with the Nationalist player).
- Upkeep phase (simultaneous).
- Events phase (in turn, starting with the Nationalist player).
- Replacement phase (every odd turn, marked with an 'R' in the Turn Track).
- Status phase. Both players must discard down to 8 cards. Discarded cards are removed from the game.
- Start a new turn. Advance the turn marker one space on the Turn Track.

### Supply

A unit is supplied as long as it is connected to a friendly or contested adjacent box. Units which are out of supply (that is, with all the surrounding boxes controlled by the enemy) can neither move nor attack and cannot receive any replacement or reinforcement through the play of event cards unless clearly specified otherwise (Exception: units in the Morocco box are always supplied).

## Movement Phase

During the Movement phase units can be moved on the gameboard along the connecting lines. The Nationalist will conduct all of his moves first, followed by the Republican player. Movement varies depending on the unit type (troops, tanks and planes). Also, movement from Marruecos (the Morocco box) is handled differently (see below). Control markers are not combat units and as such cannot move.

### Movement of ground units (troops and tanks)

Units starting their movement in a friendly box can freely move on the board without limitation between connected boxes. However, if at any time during its movement a unit moves into an enemy or contested box the unit must stop and finish its movement there. Even if there is only an enemy control marker in the box the unit must end its movement there. If this is the case the enemy control marker must be immediately removed (note that since this removal is carried out immediately other units may now pass through this box without having to stop during the same movement phase, as this box is now considered friendly).

Units starting their movement in a contested box can only move to an adjacent (i.e., a box which is only one link away from the starting box) friendly or contested box.

**Exception:** Tanks are not forced to end their movement in an adjacent box when leaving a contested box.

**Important:** A unit cannot leave a contested box if it is the last friendly unit there.

If during the Movement phase a player leaves a friendly box without any units in it he must place a control marker to indicate that the box is still under his control.

Also, if units move into a friendly box with a control marker in it the control marker must be removed since it is no longer necessary. Each unit can only move once per movement phase.

**Tip:** In order to avoid any mistakes during movement players may agree beforehand on some sort of mechanism to mark which units have already moved. For instance, by slightly shifting the counter sideways once its movement has finished.

At the end of a player's Movement phase there can be no more than 4 troops in his side of any given box (generals, planes and tanks do not count for such limit). Units in boxes can be inspected at any time by any player unless players are using the optional rule 'Fog of war'.

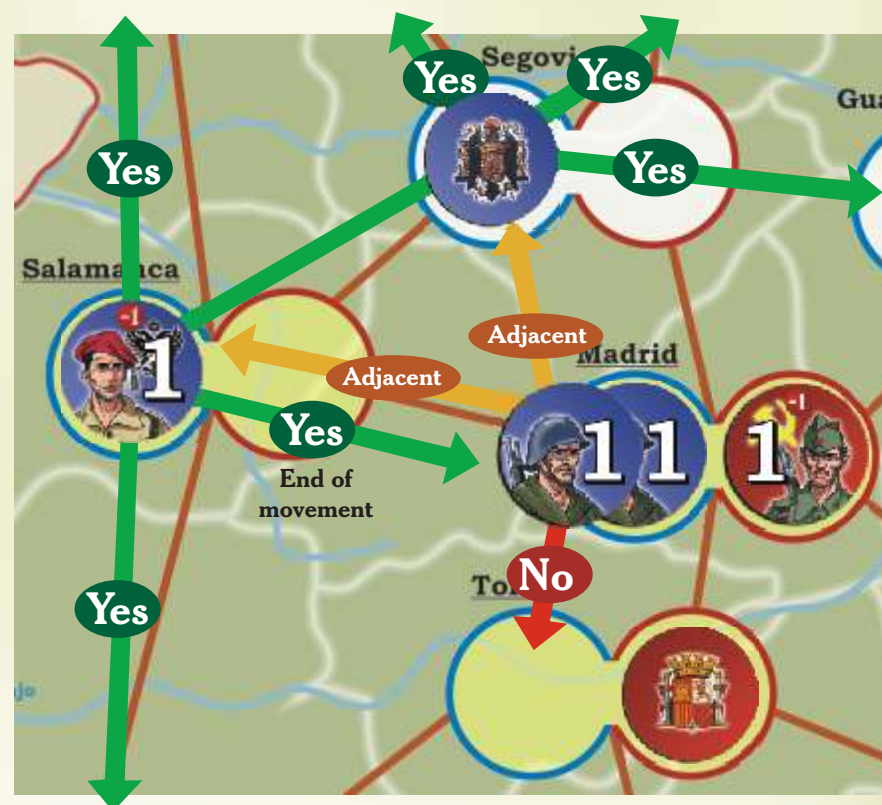
### Movement from Marruecos

The existing airlift and sealift between Northern Africa and mainland Spain during the war for Nationalist units presents a special case. Units in the Morocco box can only be moved out of it at the end of the Upkeep phase, before any event card is played. A maximum of 3 units per turn (including generals) can be moved out of the Morocco box and end their turn in Sevilla (1 unit max.) or Cadiz (2 units max.) as long as there is a Nationalist unit or marker in the destination city. Otherwise, the units must remain in Marruecos.

The Morocco box is considered a port and therefore units coming into play through event cards may be brought in there.

Generals in Marruecos cannot be assigned to boxes (see below) until they are taken out and move into the Iberian Peninsula.

## Example of Movement



*The Carlist unit can move any number of boxes but will have to stop when moving into a box with Republican units or markers.*

*The Nationalist infantry unit in Madrid can move to any adjacent box with friendly units or markers and it will have to end its movement there.*

## Assignment of Planes

Planes are taken from the player mat and are placed on any map box as long as that box has at least one friendly unit in it (i.e., is either friendly or contested). The reason is that, since these units can fly, their movement is not restricted by ground links and is not affected by enemy ground units.

When all battles have concluded all plane units must be removed from the board and placed back into the player mat so that they can be used again on the following turn.

**Exception:** some planes already start the game on the mapboard (see Game setup, p. 9) instead of being in the players' mats. During the first turn these planes can only be assigned either to these starting boxes or to boxes linked to them following the rules for ground movement.

## Assignment of Generals

Once both sides have finished their Movement phase each player takes the generals available in his player mat. Starting with the Nationalist side each player must in turn assign one general to a box containing at least one friendly unit. Only one general can be assigned per box per side (therefore, in a given box there can be a maximum of 2 generals, one Republican and one Nationalist). If a player has already assigned all of his generals and the other player still has some left, the latter can place all of his remaining generals with no additional limitation.

A battle can only be initiated by the current player if he has one of his generals in the box. When all battles have finished generals must be removed from the map and placed back in the corresponding area of the player mat. They will be available again in the following turn.

### GENERAL COUNTERS



Active General



Inactive General

**Exception:** some generals already start the game on the mapboard (see Game setup, p. 9) instead of being in the players' mats. During the first turn these generals can only be assigned either to these starting boxes or to boxes linked to them following the rules for ground movement.

**Note:** Republican generals Líster and Ulibarri and Nationalist general Dávila are not placed on the map during the starting game setup—they may only be brought later into play by means of the appropriate event card.

## Battles

Once all generals have been assigned battles may be initiated. Starting with the Nationalist player each side will in turn select one of his generals and decide whether that general is activated for attack or not.

If a general initiates a battle, proceed to the combat resolution stage. Otherwise simply turn over the general to its inactive side and give the turn to the opposing player. This process is repeated until both players have used all of their generals. If one player still has some generals left to use after his opponent has activated all of them, the player with some generals remaining may continue activating generals one by one with no additional limitation until he has selected all of them.

Battles can only be initiated if there is a friendly active general in that box. Combat takes place only between units in the opposing sides of the same box.

Combat is never mandatory. Therefore having one general in each side of a given box doesn't imply that a battle will ensue there.

Each unit can only attack once per turn, but when a box has been activated for combat all units in there may participate in a battle (in separate attacks, see below). The attacking player is not forced to attack with all units present in a box which has been activated for combat.

Generals who are out of supply cannot initiate a battle. However, they can still be activated during this phase and be flipped over to their inactive side. Unsupplied generals still contribute with their die-roll modifier (DRM) when defending against an attack.

Combat units can participate in a battle in two ways—attacking or supporting. Troops may only attack. Generals, planes and tanks may only support an attack.

A battle is resolved by rolling the dice and determining the number of hits against the enemy unit. Supporting units may contribute by modifying the die-roll result (generals and tanks) or by adding more dice to the die-roll (planes). At the beginning of a battle units can be withdrawn from the box and placed in the appropriate areas of the battle aid.

**Note:** using the battle aid is highly recommended when there is a significant number of units involved in a battle.

### Combat resolution

Each battle has a series of steps that must be carried out in the following order:

1. **Select attacking and defending units**
2. **Establish support**
3. **Play cards for combat support**
4. **Resolve air combat (if necessary)**
5. **Determine die-roll result**
6. **Apply hits**
7. **End of combat**

#### 1. Select attacking and defending units

Combat takes place between one attacking and one defending unit. The attacking player decides which unit is attacking and which is defending. Only troops can be chosen as attacking or defending units.

Remember that a unit cannot be split into different units (e.g., a 5-strength unit cannot be changed for a 2-strength and a 3-strength unit). Neither can units be combined to form bigger units.

A unit can only attack once per turn. However, a defending unit can be attacked more than once per turn. In this case, all attacking units would be necessarily different.



General Rojo is out of supply in Barcelona and therefore can only use his DRM for defence.

## 2. Establish support

Both attacking and defending units can be supported by friendly generals, tanks and planes (only if they won the preceding air combat if there was one; see below) if they are present in the same box.

The attacking player must first decide which units present in the same box are supporting the attack (if any). There is no limit to the number of units that can support an attack, but each supporting unit may only participate once per turn. When the attacking player has added in all of his supporting units the defender will proceed likewise with his units.

**Important:** The first attack in a box must be supported by the general that activated the box for battle by applying his DRM, be it positive or negative.

Planes supporting a unit add the number of dice indicated in the plane counter (plane DRMs are only used in case of air combat). Generals and tanks contribute with a DRM to the die-roll result.

After a supporting unit has participated in a battle it must be flipped over to indicate it has been used.

**Exception:** a general can support a defending unit once per turn without being turned over to its inactive side. Therefore this general could initiate a battle later during the same turn.

## 3. Play cards for combat support

During this step cards can be played to affect your own die-roll (DR) or the opponent's. All cards have two distinctive lower sections—one to support a friendly attack (bottom left) and another one to disrupt an enemy attack (bottom right). These card sections are known as Bonus and Penalty respectively.

Bonuses can support a friendly attack by adding more dice to the die-roll or by positively modifying the DR result. Penalties work exactly the other way around (i.e., by subtracting dice from the opponent DR or by negatively affecting the opponent's result).

Before rolling the dice for combat resolution and starting with the attacker, each player may use one card for combat support. If a player chooses to do so he must select one of his cards from his hand and place it face down, indicating also if he is using it as a Bonus or as a Penalty. Then the opposing player proceeds likewise. Once all cards (if any) have been played they are turned face-up simultaneously. Cards used for combat support are discarded after its effect takes place and therefore cannot be used later as an event.

## 4. Resolve air combat

If both sides choose to use planes to support their units in a battle an air combat must be resolved first. If there are planes belonging only to one side no air combat takes place.

To resolve an air combat opposing planes must be first paired against each other, since this combat is done on a one-on-one basis. The defending player must decide how these pairings are made. Any leftover planes (i.e., if a player had more planes than the other) can be used directly for ground support. Next all air battles are resolved.

Air battles are resolved by rolling the number of dice shown in the plane counter (1 or 2). Any DRM shown at the top of the unit must also be applied (Note: planes

## Example of Combat



The Nationalist player activates General Varela to initiate a battle in his box. He decides to use a 2-strength Legionnaire against a 2-strength anarchist Militia. He supports his Legionnaire with an Italian tank (+1 DRM). Since this is the first attack in this box General Varela is also forced to contribute with his DRM to the attack.

The Republican player decides then to support his defending unit with General Rojo (+2 DRM), an I-15 plane (1 die) and a T-26 Russian tank (+2 DRM). Finally the Nationalist player uses a card from his hand and places it facedown announcing it will be used as a Bonus (+2 dice). The Republican player also uses a card, this time as a Penalty to the Nationalist die-roll (-1 to two dice).

### Nationalist player

2 dice from the 2-strength unit  
+2 dice from the Bonus ] 4 dice

### Positive modifiers

+1 from the troop itself  
+1 from the CV-33 tank  
+1 from General Varela ] +3 (up to three different dice)

### Negative modifiers

The Republican Penalty card ] -1 to two dice from

### Republican player

2 dice from the 2-strength unit  
1 die from the I-15 plane ] 3 dice

### Positive modifiers

+2 from the T-26  
+2 from General Rojo ] +4 (up to two different dice)

### Negative modifiers

-1 from the Militia unit ] -1 to the highest die-roll

The dice are rolled and the modifiers are applied.

Nationalist player dice-roll: 4-4-3-2



One hit  
against  
the Militia

Republican player dice-roll: 6-3-1



Two hits  
against  
the  
Legionnaire

The Nationalist player must remove the Legionnaire unit, while the Militia unit is flipped over and turned into a 1-strength unit. The supporting units are also flipped over except for General Rojo (if this was the only combat in which he participated in the current turn).

rolling 2 dice only apply the DRM to one of the dice). Event cards cannot be used to modify air combat die-rolls. Combat is simultaneous (in other words, both players roll their dice and determine the result before applying any hits).

If the modified die result is 6 or more the opposing enemy plane is destroyed. The destroyed plane is then removed permanently from play and will not be able to provide ground support.

If the modified die result is 5 the opposing enemy plane cannot provide ground support for this battle. Turn it over to its used side. Any result other than that leaves the enemy plane available for ground support. In the case of 2-strength planes the owning player may always choose the most favourable die.

## 5. Determine die-roll result

Both players then calculate the number of dice to be rolled based on the combat strength of the unit plus any additional dice given by planes providing ground support. Bonuses and penalties that may add or subtract dice must also be factored in. If due to any penalties the number of dice to be rolled by a given player is 0 or less that player is not entitled to roll any die. Then both players roll the dice simultaneously. Any die result of 5 or more (after applying any DRMs) is considered a hit.

### Combat DRMs

Die-roll modifiers do not add dice to the DR but rather modify the DR result. As a general rule:

- Negative modifiers must be applied to the highest die-roll
- Positive modifiers can be applied to any die after the DR is made. The rolling player selects on which die he is applying the DRM.

Modifiers cannot be split. For instance, a +2 DRM provided by a tank unit must be applied to a single die and may not be used to provide a +1 DRM to two different dice. However a single die can receive more than one DRM.

## 6. Apply hits

Hits are applied to the opposing unit. Troops receiving any hits will be reduced or destroyed depending on the number of hits received and the unit's strength.

For each hit received a unit is reduced one step. Therefore, upon receiving a hit a 5-strength unit would be turned into a 3-strength unit (by flipping the counter over); a 3-strength unit would be turned into a 2-strength unit (by changing the large 3-value counter for a smaller 2-value counter of the same type); and a 2-strength unit would be turned into a 1-strength unit (flipping it over). Finally, a 1-strength unit which receives one or more hits is destroyed and removed from play.

All hits must be applied if possible. Any leftover hits (because the unit was destroyed) are not carried over to a different unit in the same box. Hence, a unit receiving 4+ hits is

### Apply Hits



always destroyed, regardless of its original strength.

If after applying hits a counter must be changed for a lower-strength counter, the troop type must be maintained if possible. If there are no units of the required type available (e.g. Italian units or International Brigades) or all units of that type are already on the board, the unit must be changed for a Regular Army unit. If no Regular unit is available, then the Republican player will have to change it for a Militia unit and the Nationalist player for a Falangist or Carlist unit.

Tanks supporting a battle are eliminated if the supported unit is destroyed or if there are no friendly troops left in their box at the end of a battle.

Planes that have no friendly troops in their box after a battle must be withdrawn immediately from the map and returned to the player's mat.

**Important:** If after applying hits and withdrawing any planes a box is left with no units from both sides, the attacking player may place a control marker in it.

## 7. End of combat

After applying all hits any plane, tank or general that supported the current battle is turned over. They will not be available for later use during the same turn.

**Important:** Republican tanks, unlike Nationalists', don't have a shaded side. Instead, the other side of a Republican tank is a Nationalist tank. This side is only used if the optional rule for capturing Republican tanks is in effect (see page 8).

The attacking unit will not be available for further combats during the same turn. Nevertheless, the attacking player may choose now a different unit to start another attack in the same box. A defending unit, on the other hand, can be attacked several times by different units during the same turn.

If later during the same turn the opposing player initiates a battle in a box where a battle has already taken place, all units will be available for use.

Once all attacks in a given box have been resolved the turn passes to the opposing player (if he has any active generals left) or stays with the same player (if he is the only one who has any active generals). If there are no active generals on both sides the Combat phase ends and players proceed to the Upkeep phase.

## Upkeep Phase

This phase is carried out simultaneously by both players.

First both players must withdraw from the map all their planes and generals and place them back in the appropriate box of their player mat. Tank units stay on the map. Next, all used units are turned over again so that they can be used in the following turn.

Then the Objective Cities Track must be updated. Each player counts the number of Objective Cities he controls and changes the OC marker accordingly. The counter for contested cities must also be checked and changed accordingly if needed. Note that the sum of all three values must always be 12 (since there are 12 objective cities).

Finally the victory conditions are checked. If a player fulfils any of the victory conditions (see below) that player wins the game. Otherwise the game continues as usual with the Events phase.

## Events Phase

This is the only time in which players are allowed to play cards as an event.

Event cards show events that occurred during the Spanish Civil War or hypothetical events that might have happened. They are also helpful in recreating the historical setting for the game.

Starting with the Nationalist side each player may play up to 3 event cards from his hand and apply their effect. During his turn a player may play one, some or none of his event cards, up to a maximum of 3.

Usually the effect of the card is applied immediately once the card has been played. After playing a card remove it from the game—it may not be used again for the remainder of the game. If a player uses an event card but later realizes that its effect cannot be implemented the card is considered used nevertheless and must be discarded.

Event cards are self-explanatory. However it is worth noting that:

- There are some cards (e.g. “Call-up”) whose effect is not resolved immediately but rather is implemented at a later phase or turn. In such cases the card must also be played during the Events phase and the card played will count for the 3-card limit. In such instances leave the card aside as a reminder and remove it from play immediately after its effect is resolved.

- Some cards (“War Academies” and “Interim officers”) should be left next to the game board as a reminder of their permanent effect throughout the rest of the game.

- “Republican intelligence” and “Nationalist intelligence” may be used immediately after the opposing side plays an event card to cancel its effect. Playing them counts for the 3-card limit. They cannot be used to cancel the effect of a card previously played.

- The term 'counter' used in event cards refers both to units and markers indistinctively.

- New units that are brought into play through the use of an event card can only be placed in a friendly or contested box; never in an enemy box.

## The Cards

### Republican card



DRM Bonus

### Nationalist card



ID Number

DRM penalty

## Replacement Phase

This phase is only carried out at the end of every odd turn, marked with an 'R' in the Turn Track (1, 3, 5, 7 and 9).

During this phase each player receives 1 Replacement Point (RP) for each objective city he controls plus 1 RP for each contested objective city, (see the Objective Cities Track for ease of reference). Mark each player RPs by placing a control marker in the appropriate space of the player mat.

A player can spend RPs in two ways:

- Reinforcing a unit one step (1 RP)
- Bringing a new unit into play (1 RP)

Starting with the player with fewer RPs, each player in turn must spend 1 RP to either reinforce a unit or bring a new one into play. If both players have the same amount of RPs the Nationalist side begins. When a player has no more RPs to spend the opposing player may spend all of his remaining RPs with no further limitation.

Reinforcing a unit means increasing a unit strength into the next step available (i.e., a 1-strength into a 2-strength; a 2-strength into a 3-strength; and a 3-strength into a 5-strength) by flipping over the unit or changing it for a unit of the same type when necessary.

Replacement Points can only be spent in supplied boxes and no more than 1 RP can be spent per box. Therefore, at a given box a player may only reinforce a unit one step or add a new unit, but he cannot do both in the same box. RPs are not carried over from one turn to the next (i.e., any unspent RPs are lost).

The units that may be reinforced or brought into play vary depending on the game turn:

### Turn 1 (1936)

- Bringing into play 1-strength units
- Reinforcing a 1-strength unit

### Turns 3 and 5 (1937)

- Bringing into play 2-strength units
- Reinforcing 1-strength or 2-strength units

### Turns 7 and 9 (1938-39)

- Bringing into play 2-strength units
- Reinforcing 1-strength, 2-strength or 3-strength units

When changing 2-strength units for 3-strength units the unit type must be maintained. However, if there are no available units of the same type, the owning player may choose a different 3-strength unit as long as the conditions specified below are met.

Replacement points can only be spent on the following units:

### Republican player

Regular army, Basque army, Communist militia and Anarchist militia

### Nationalist player

Regular army and Falangists

**Important:** Italian units, the International Brigades, Legionnaires, the Army of Africa and Carlist units can only be reinforced or brought into play through the use of event cards. Basque units can only come into play in Bilbao or San Sebastian.

**Tip:** players should agree on some sort of visual cue to mark those boxes where a RP has already been spent (for instance, by slightly shifting the unit sideways to indicate so).

## Victory Conditions

A game can be won in two different ways: by controlling a certain number of objective cities at the end of the game or by fulfilling any of the automatic victory conditions. Bear in mind that for a box to be considered friendly there can be no enemy units in it.

If none of the automatic victory conditions is met before the end of turn 10 the game will be won by the player who controls more objective cities at the end of the game. If both players have the same number of OCs the game is considered a draw.

Players may agree to end the game before turn 10 if they wish so. In such case, the winner will also be determined by the number of OCs controlled at the end of the game.

### Automatic victory conditions

A player wins immediately if any of the following conditions is met at the end of the Upkeep phase:

- He controls more than 7 OCs.
- The opposing player doesn't have units or markers in at least 8 connected boxes. Note that these boxes need not be OCs and that could be either friendly or contested.
- He controls each of Madrid, Barcelona and Seville.
- The Nationalist player controls Madrid before the start of turn 4.
- The Republican player has combat units in more than 3 objective cities at the end of turn 10. (Note: this reflects the outbreak of World War II and the Republican side moving into the Western Allies sphere).

## Optional Rules

This section includes optional rules that can be implemented to increase the level of detail in the game. Players may agree to include, some, all or none of these optional rules.

### Republican generals

Three of the five Republican generals have special rules reflecting their role during the war.

Generals Líster (communist) and Durruti (anarchist) have a distinctive emblem on top of the unit that reflects their political background. If any of these generals is activated to initiate a battle in a box with no units sharing the same emblem (i.e., communist for Líster and anarchist for Durruti) a -1 DRM must be applied to the Republican die-roll. If there is at least one unit with the same emblem in the box (even if that unit is not participating in combat) the negative DRM is disregarded.

Also, general Ulibarri can only initiate a battle if there is at least one unit with the same emblem in his box.

### Republican tanks

If a Republican tank is destroyed after a battle the Nationalist player must roll one die. If the result is 4 or more the tank is captured (flip the counter over to indicate it). At the end of the next Event phase the captured tank must be placed on any Nationalist-controlled box. From here on it will be considered as a Nationalist tank for the remainder of the game.

### Optional cards

Nationalist card #45 (The Santoña Pact) and Republican card #45 (Republican offensive) are optional. They can be added to the standard or the advanced game if both players agree.

### Fog of war

To add some uncertainty players may now stack all of their units in a box so that only the top unit is visible. The units below may only be examined by the opposing player when resolving a battle. Players may also use a maximum of 5 control markers to place them underneath their units in order to deceive the enemy on the actual number of units in a given box.

### San Sebastian

If the Republican player controls San Sebastian the city is considered a port and as such can be used to bring new units into play. This reflects the fact that the northern border passes with France are open.

### No foreign intervention

The Non-Intervention Committee works adequately and no foreign aid is provided to the warring parties.

The following cards must be removed from the game before setup:

#### **Nationalist cards:**

1936-37 deck: 2, 5, 6, 9, 10, 12, 14, 19, 21 and 22

1938-39 deck: 24-27, 31, 33-37 and 42-44

#### **Republican cards:**

1936-37 deck: 3, 5, 10-14, 17, 21 and 22

1938-39 deck: 22-26, 30, 33-37 and 42-44

Starting with the Nationalist player, each player must in turn play the following number of event cards at the end of his turn:

Turn 1	4 cards
Turns 2-5	2 cards
Turn 6	3 cards
Turns 7-9	2 cards
Turn 10	No cards played

Cards can only be used as events (in other words, they can no longer be used to support combats). Apart from this the rest of the game develops as usual.

### Historical variant

If players want to try a more accurate version of the conflict first they must remove from the game the following cards:

**Nationalist:** 11, 21, 22, 35, 36, 37, 42, 43 and 44.

**Republican:** 11, 21, 22, 35, 36, 37, 42, 43 and 44.

Each player must then arrange numerically their decks from lowest to highest so that card 1 is the first drawn and card 41 the last one.

Starting with the Nationalist player, each side must play the following number of event cards at the beginning of the turn:

Turns 1 & 2	5 cards
Turns 3-5	3 cards
Turn 6-9	4 cards
Turn 10	No cards played

Cards can only be used as events (in other words, they can no longer be used to support combats). Also, the Event phase takes place at the beginning of the turn, before any other phase. Other than this the rest of the game develops as usual.



## Starting setup

**ESPAÑA 1936**

**FRANCE**

**PORTUGAL**

**ANDORRA**

**MARRUECOS**

**Mediterráneo**

**Estrecho**

**MAPA DE ESPAÑA**  
Mapa-Pizarra para seguir el curso de las operaciones

**1936** TURN 6  
**1937** 2 3 4 5  
**1938** 6 7 8  
**1939** 9 10

**Cantábrico**  
1  
Alfonso and Oviedo may not be used as ports

**Baleares**  
Baleares may not be used as a port. Republican player receives three Replacement point loss

**Mediterráneo**  
Republican player draws one extra card and may play one extra event  
Nationalist player draws one extra card and may play one extra event

**Estrecho**  
1  
Movement from Morocco to Cádiz is allowed

**MARRUECOS**  
2 2 2 2

**Objective Cities**

8	8	8
7	7	7
6	6	6
5	5	5
3	3	3
2	2	2
1	1	1

Objective Cities: Republican, Cantábrico, Nationalist

During the first turn planes and generals can only be assigned either to their starting boxes or to boxes linked to them following the rules for ground movement. Naval units are only set up if the advanced rules are in use.

# 1938 Scenario

## ESPAÑA 1936

Cantábrico

Bilbao and Oviedo may not be used as ports

1936  
1  
R

2  
R

3  
R

4  
R

5  
R

1938  
TURN

7  
R

8  
R

1939  
9  
R

10  
R

**MAPA DE ESPAÑA**

Mapa-Pizarra para seguir el curso de las operaciones

Movimiento desde Marruecos to Cádiz is allowed

Mediterráneo

Republican player draws one extra card and may play one extra event

Nationalist player draws one extra card and may play one extra event

8	8	8
7	7	7
6	6	6
5	5	5
4	4	4
3	3	3
2	2	2
1	1	1



All standard rules are applied. Republican and Nationalist cards #20 are both in effect. Planes and generals shown here must be placed in their owning player's mat. Naval areas and units are only used if the advanced naval rules are in effect. If using the advanced naval rules Republican card #N6 is considered to be in effect.

## Advanced Rules - The Naval War

These advanced rules for naval warfare have been designed to enhance the game's strategic depth by simulating the significance that naval operations had during the conflict. It is recommended that players are familiar with the standard game before incorporating these rules.

### Setup

Set up the game as in the standard game with the following additions:

1) Place the extra ship and plane counters on the mapboard as follows:

#### Nationalist player

Cantábrico	Battle cruiser Almirante Cervera
Ferrol naval base	Battleship España
Cádiz naval base	Control marker
Estrecho	1-strength Ju-52 plane

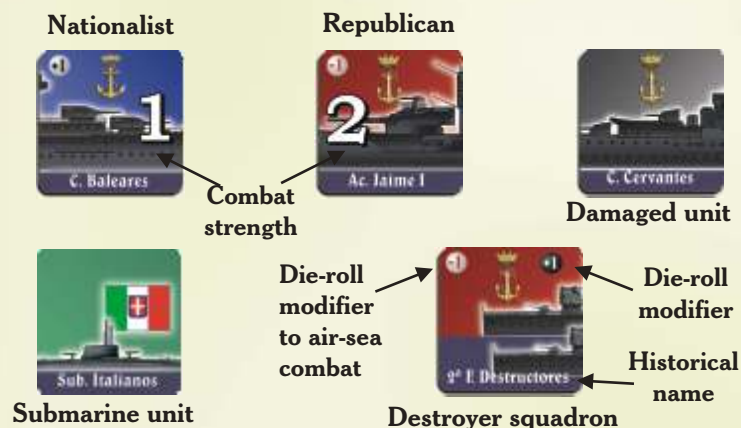
#### Republican player

Madrid	1-strength Ni-52 plane
Cartagena naval base	Battleship Jaime I and Destroyer squadron 2
Damaged units (grey side)	Battle cruisers Libertad and Cervantes, Destroyer squadron 1 and submarine unit.

The remaining naval counters may only be brought into play by means of event cards.

2) Sort out by year all naval cards (marked with an N) and shuffle them together with the appropriate player's decks.

### Naval Units



### Game sequence

The game is played as the standard game with the following additions:

#### Draw phase

- Both players draw one additional card during turns 1-5.

#### After the Draw phase:

- Assignment of ships to naval operations areas and map boxes (Nationalist player first). **Note:** the planes to naval operations are assigned in the movement phase

#### After the ground combat resolution phase:

- Naval combat resolution phase starting with Baleares, followed by Mediterraneo, Estrecho, Cantábrico and map boxes.

#### During the Upkeep phase:

- Implementation of the appropriate effects of the naval operations areas.

#### Event phase

- Each player may use up to 4 cards as an event.

**Note:** these changes in the sequence are highlighted in red in the players' mats.

### Naval bases and assignment of naval units

Each player has one or more naval bases in their corresponding colour represented in the mapboard.

**Nationalist naval bases** El Ferrol (next to La Coruña) and Cádiz

**Republican naval base** Cartagena (next to Murcia)

Naval bases are used to place damaged ships or ships that have withdrawn from a battle. However, a naval base may only be used as long as the adjacent land box is either friendly or contested. If a ship is damaged and the owning player has no bases available the ship must be moved to a friendly port. Ships in a friendly port may only be repaired by playing the appropriate event card never with Replacement Points.

Damaged ships may not be assigned to a naval area or map box. Undamaged ships may be assigned to any naval area, port or coastal box, regardless of their starting location. There is no limit to the number of naval units that may occupy one area or box.

**Note:** Republican cards 29 and 45 affect the assignment of naval units.

**Important:** the Republican player may not assign units to the Cantábrico naval area unless he has at least one unit in a port.

### Planes at sea

Each player may assign a maximum of two planes to naval operation area or port box in the movement phase. A player may only assign planes to a naval operation area or port as long as he controls at least one land box within 3 boxes of the target area.

**Exception:** no planes may be assigned to the Mediterraneo box.

**Important:** during the first turn no plane may be assigned to naval operation areas or ports, except for the Nationalist Ju-52 unit which begins the game already deployed in Estrecho (the Strait of Gibraltar.)

### Coastal boxes

Any land box touching a sea zone is considered a coastal box. Naval units in a coastal box may provide support to friendly ground units during the ground combat phase by contributing with dice or DRMs to the combat, just like supporting planes or tanks do in a standard combat (see p. 4).

### Naval combat in coastal boxes

If there are naval units of both sides in the same coastal box a naval battle ensues. This naval battle is resolved like a standard air combat (see p. 5), applying the air-sea combat DRM (white circle) of each unit after the die-roll.

A modified die roll of 6 or more damages the ship. A damaged ship must be turned over to its grey side and withdrawn to a friendly naval base. A die result of 5 will force the ship to be withdrawn to a friendly naval base, preventing it from supporting the ground combat.

Destroyer squadrons may be used to support friendly ships by adding +1 DRM to a ship's die-roll. They may also be used to support ground combat.

Submarines may not be used to support ground combat. However, they may engage in naval combat (see below).

**Important:** ground-supporting planes do not engage in air-sea battles against ground-supporting ships.

### Port boxes and blockades

Naval units and planes may be assigned to port boxes even if there are no friendly ground units in it. However, these units may not engage in combat with enemy ground units nor may they gain control of the box. Instead, these units are considered to attempt a blockade.

**Note:** planes are assigned during the Movement phase.

Likewise, players may assign planes and naval units to friendly ports to protect against an enemy blockade. If opposing units are in the same port a combat ensues:

- If there are only ships a naval combat takes place (see Naval combat)
- If there are only air units a standard air combat takes place (see p. 5)
- If there are both ships and planes an air-sea battle takes place (see below)

If any enemy unit remains after combat resolution, the port is considered under blockade. Blockaded ports may not receive reinforcements that are brought into play through the use of event cards.

**Important:** the port boxes of Murcia, Cadiz and La Coruña are considered to have a permanent defence of 3 dice in case of battle. (and +1 air-sea DRM.). This permanent combat value is used only if enemy units attempt to blockade that box. These defence points may not be reduced through naval or air combat. In any way, ships in a naval base may never be blockaded.

### Naval combats in naval operation areas

Each naval operation area has two coloured boxes where units of each side must be placed (blue for Nationalists and red for Republicans). Each of these boxes shows an effect that will be implemented during the Upkeep phase if one side controls the area.

A naval battle in a naval operation area is only initiated if both players agree. Should any player decline combat he must withdraw his ships back to one of his naval bases and return his planes to his player mat. In such case the opposing player would leave his units there and would gain control of the area.

### Naval combat

Only units with a combat value may participate in a naval battle other naval units act as supporting units. Only one battle may take place per turn in each naval area. No general is needed to initiate a naval battle.

If both sides have planes in the area a standard air combat must be resolved before the naval battle. Any surviving planes may then attack any enemy ship, thus initiating an air-sea battle. Non-supporting planes are turned over but are not returned to the owning player mat.

To resolve a naval combat opposing ships must be first paired against each other, since this combat is done on a one-on-one basis. The side with more ships must decide how these pairings are made. Any leftover ship (i.e., if a player had more ships than the other) can be used directly to support a one-on-one ship combat. Next all naval combats are resolved.

This naval battle is resolved like a standard air combat (see p. 5), applying the air-sea combat DRM (white circle) of each unit after the die-roll.

A modified die roll of 6 or more damages the ship. A damaged ship must be turned over to its grey side and withdrawn to a friendly naval base. A ship which is

hit twice during the same combat is destroyed and must be removed from play. A die result of 5 will force the ship to be withdrawn to a friendly naval base, hence leaving immediately the naval operations area.

A squadron of destroyers may only be used to support a friendly ship or submarine by adding a +1 DRM to a naval unit combat value. A supporting destroyer squadron may not contribute with the air-sea combat DRM (white circle).

Submarines engaged in a naval battle are not paired. Rather they first roll against a ship of the player's choice. This die-roll may be modified by the sub air-sea DRM or by supporting destroyers. If the attacked ship is neither hit nor withdrawn, the ship makes then a die-roll against the submarine.

**Important :** Event cards cannot be used to modify naval and air-sea combat die-rolls.

Once the naval combat has concluded all undamaged ships and planes remain in the area or box.

### Air-sea combat

If one side has only ships and the other one has only planes in a box or combat zone, there is an aero naval phase. The player with planes must total the strength of his units and roll that many dice, applying air combat DRMs (white circle). A modified die roll of 6 or more will damage one ship the owning player must turn it over and send it back to a naval base. A modified die roll of 5 forces the ship to be withdrawn and sent back to a naval base, undamaged.

The player with ships must roll one die per naval unit (including destroyers and submarines), regardless of their combat value. The die-roll is modified based on the air combat DRM (white circle). A modified die roll of 6 or more will destroy one plane the owning player must remove it from play. A modified die roll of 5 forces the plane to be withdrawn and sent back to the owning player mat.

### Control and effects of the naval operation areas

At the beginning of the Upkeep phase players must check which player (if any) controls each naval operation area. A naval area is considered controlled by a player if he is the only one with units or control markers in it. If both sides have units in a naval area the area is considered contested.

Control markers remain in place as long as no enemy units move into that area. If all units of the controlling player leave a naval area, place a control marker of that player in it to indicate that the area is still controlled by him. Each visible effect (i.e., not covered by a unit or a control marker) is implemented in the corresponding phase as long as the box is controlled by the opposing player (hence, contested areas have no effect on either side).

**Exception:** if the Mediterraneo box is not controlled by any player (or the republican card N6 are played) both effects are implemented.

**Important:** if there are units of both sides in the Estrecho area, the Nationalist player will only be able to move 1 unit from Morocco to Cadiz and 1 unit from Morocco to Sevilla at the end of the Upkeep phase.

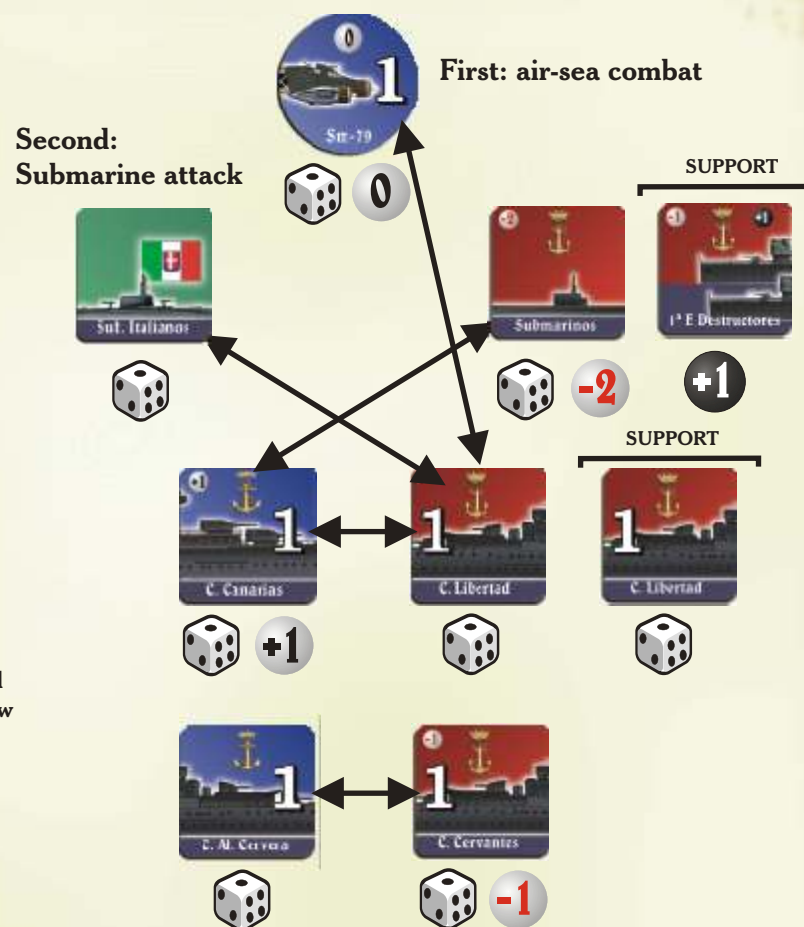
### Status and repair of naval units

Damaged ships may not be assigned nor participate in a battle. Destroyed ships are removed from the game. A damaged ship may be repaired by spending 1 RP during the Replacement phase. Destroyed ships may only be brought back into play through the use of event cards.

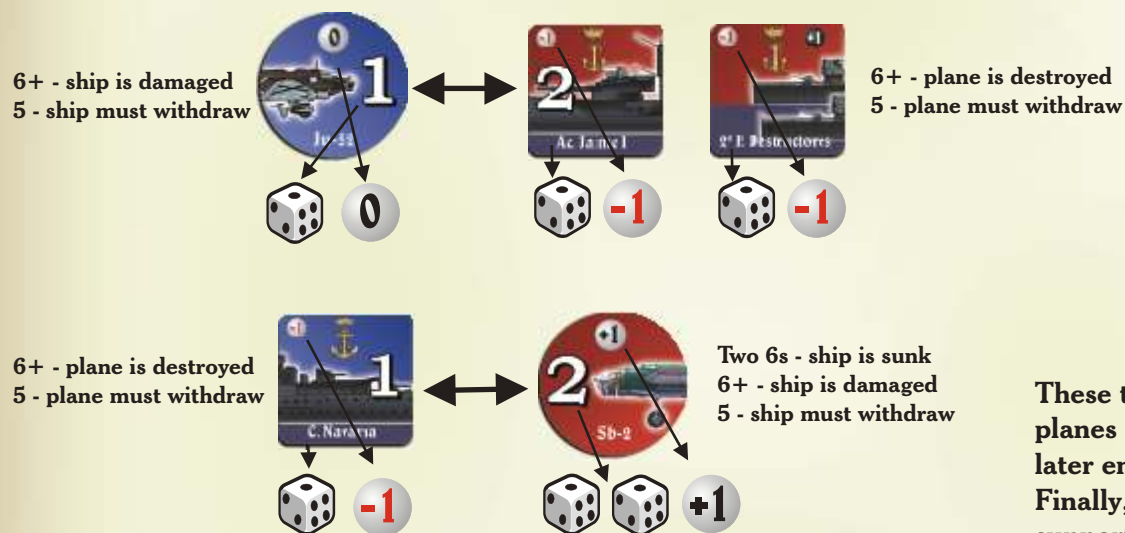
## Examples of naval battles



## Naval combat in naval operation boxes



## Air-Sea combat in coastal boxes or operational boxes

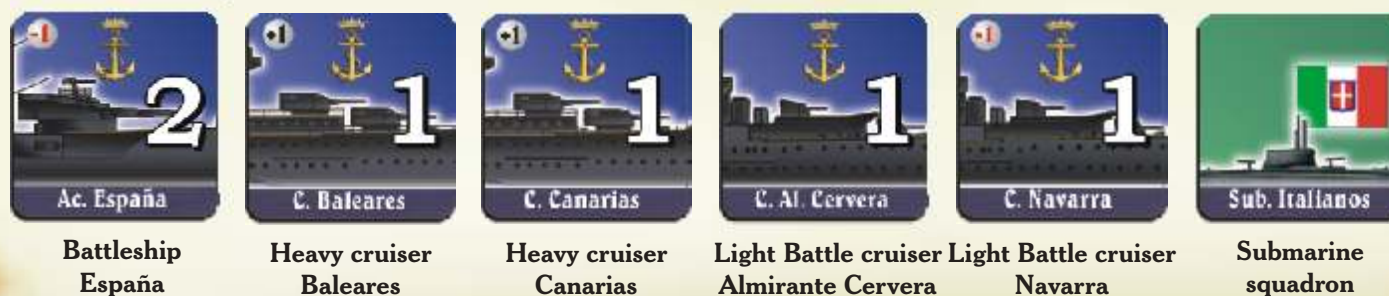


These two fleets are engaging in the Baleares naval area. If both sides had planes an air combat should be resolved first. Should a plane survive it may later engage in the ensuing air-sea battle. Next the sub attack must be resolved. Finally, all remaining ships are matched. Any leftover ships may be used for support purposes.

### The Republican Navy during the war



### The Nationalist Navy during the war

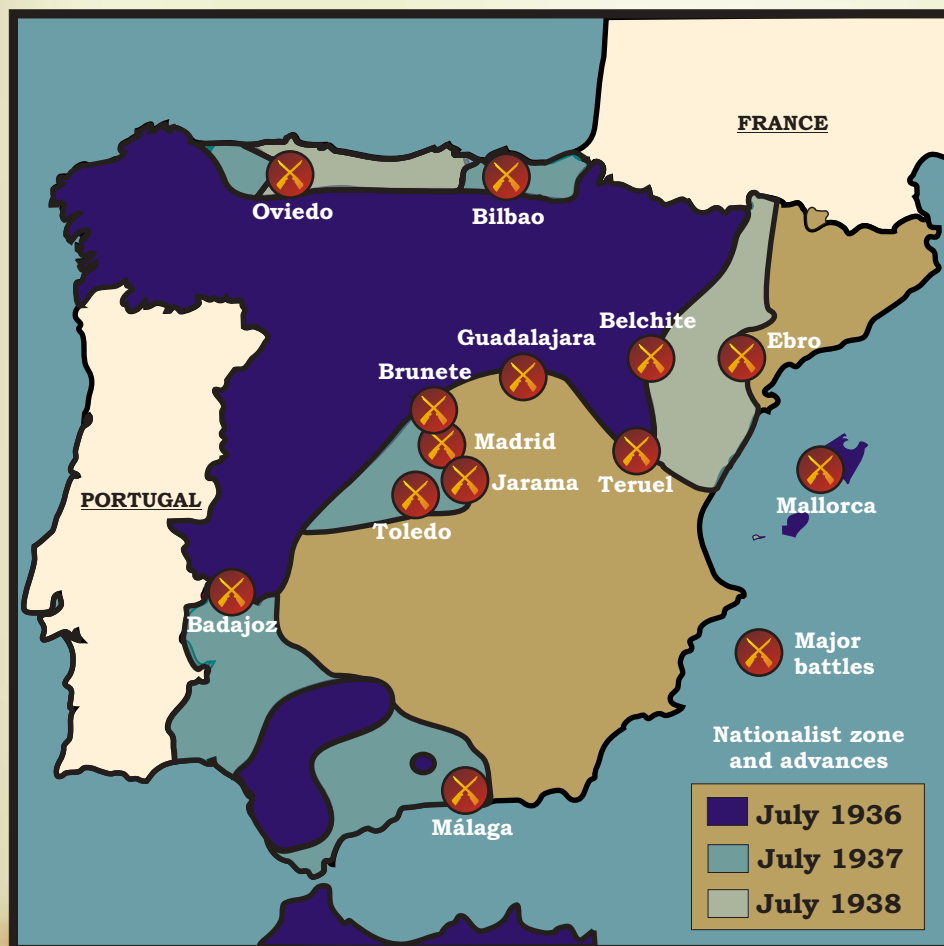


## A quick overview of the Spanish Civil War

The most brutal military conflict that has ever taken place in Spain started with the uprising of the Spanish Army of Africa on July 17th, 1936. The military coup was in fact the culmination of a period of political turmoil in a country deeply divided between two antagonistic factions Republican and left-wing one, Monarchist and right-wing the other. The historical roots of this conflict date back from the days of the Spanish War of Independence against the French occupation. However the underlying tensions reached their peak after the proclamation of the 2nd Republic (April 14th, 1931) and the victory during the '36 elections of the Frente Popular, a gathering of liberal parties that faced the staunch opposition of a conservative coalition.

The uprising in Northern Africa quickly spread through many military units in mainland Spain during the following two days. Basically the revolted prevailed in the more traditional regions while failing in the provinces where the working class was predominant. In the latter, improvised left-wing militias managed to abort the military coup. Eventually Spain was split in two the Republican side, with more population and industrial resources, including Asturias, Cantabria, the Basque Country, Catalonia, Valencia, Menorca, Castile La Mancha and the eastern areas of Aragon, Andalusia and Extremadura; and the so-called Nationalist side, more rural and conservative, comprising Galicia, Castile Leon, Navarra, Majorca, the Canary Islands, the Spanish Morocco and the western areas of the aforementioned provinces.

At the beginning the war was characterised by rapid movements of ad hoc columns that moved across the country trying to take hold of as many territory as possible. The fiercest combats took place in Andalusia and Extremadura after the Nationalists concentrated their efforts in linking their forces, which at the time were split in two. Meanwhile in northern Spain the taking of Irun in September 1936 by Nationalist troops proved a major blow to the Republicans, as it prevented them from being in contact with France.



However the Nationalist army was still at a disadvantage during these early stages, since the Republicans had been able to keep the industrial areas and most of the navy and air forces had remained loyal. Nevertheless, the former were able to build on their better organization and discipline, whereas the Republicans were immersed in a bitter fight between the various political factions. Besides they were lacking a proper central military command.

No doubt the early successes of the Nationalists were also strongly supported by the materiel provided by the Nazi and fascist regimes of Germany and Italy respectively, both of which shared many ideological sympathies for the Nationalist cause. This foreign aid allowed the Nationalists to quickly transfer troops from Africa to Andalusia during this crucial phase of the conflict.

A second stage in the war was initiated with the Nationalist offensive on Madrid, the capital city of Spain and viewed as the ultimate key to victory. However the Republican troops, which had been receiving military aid from Stalin's USSR and the International Brigades, managed to keep the Nationalists at bay from late 1936 until February 1937.

While the democratic powers sat on the fence and advocated for non-intervention the Soviet, German and Italian contribution filled the Spanish skies with vicious air fights, not much unlike the ones that would take place soon after during the Second World War. The war eventually became a testing ground for tanks, aircraft and all sorts of modern warfare material supplied by the totalitarian regimes.

At this stage the Republicans made the serious mistake of conceding the strategic initiative to the Nationalists. Even though General Franco, Commander in Chief of the Nationalist army, has often been accused of conducting the military operations at a exceedingly slow pace (some argue that out of plain incompetence; some others viewing it as a deliberate attempt to protract the war and strengthen his position as a leader), the fact is that the Republican army remained on the defensive for almost the remainder of the war. Due to this, it was never in a position to decide when and where to fight.

Adding to that, the few Republican counter-attacks that were launched, such as the ones in Brunete or Belchite, were hindered by inadequate officers that quite often were dictated by Moscow. For instance, some well-known figures such as General Lister or El Campesino were significantly lacking in their military competence. Even after reorganizing their militias into a unified People's Army, the best materiel and equipment was given to communist and international units that were to act as mobile task forces while the main body of the Republican army slowly languished in fixed positions without ever being authorized to launch a single local attack.

The scales finally tipped when the Nationalist side seized the northern industrial areas between March and September 1937, thus gaining access to major manufacturing and mining resources.

Another significant turning point was the capture of Teruel in February 1938, which eventually brought about the partition of the Republican forces. After the Nationalist advance towards the Mediterranean the Republicans were effectively split in two. From then on Catalonia would remain cut out from the rest of the army.

The conflict had by then turned into a manoeuvre warfare, anticipating to a certain extent the notorious Blitzkrieg. Indeed, only four days had passed since the conclusion of the campaign in Aragon when the Nationalists resumed their offensive by advancing southwards on Valencia. Castellon de la Plana fell on June 14th. This time however the Republicans were resolved to gather all their strength, ready to make one last stand.

The Republic last hopes for victory lied in the convulsed European political scene. Precisely at that time Europe was in the throes of what came to be known as the Munich

Crisis, which held the continent in suspense until finally Great Britain and France yielded up the Czech Sudetenland to appease the Third Reich. The 25th of June 1938 marked the beginning of the Battle of the Ebro river, by means of which the Republicans attempted to stop the Nationalist advance on Valencia and rejoin the two Republican sides while at the same time dealing a crushing defeat to Franco's troops. As a matter of fact, the Republicans were also hoping that the European crisis would turn into a full-fledged war in which the western democratic nations would side with them.

The operations in the Battle of the Ebro extended until the 16th of November. However, the People's Army staff overestimated its chances and the offensive was soon brought to a halt thanks to the significant amount of reserves that the Nationalists threw in. A series of small attacks ensued that were nonetheless stopped by a barrage of fire and steel from the Nationalist artillery.

The situation in the skies did not change either the German and Italian fighters managed to retain their superiority. Led into a hopeless attritional battle, the Republicans

were unable to create a fluid position that would have granted them the freedom of movement that they much needed. When the battle finally ended Catalonia had been bled to exhaustion and the only thing it could do from then on was to conduct an organized withdrawal into France.

The last chances for the Republic were gone. Barcelona was taken on January 1939 and with it the main factories that had been supporting the Republican war effort. The remaining Republican areas could not resist for much longer officials, soldiers and citizens alike were demoralized. The Republic finally collapsed. On March 28th Nationalist troops entered Madrid without firing a single shot. On March the 30th it was the turn of Valencia.

On April 1st 1939, the Spanish Civil War ended “with the Red Army captive and disarmed”. The conflict had left 500,000 casualties including troops and civilians, and a ravaged country in the hands of a totalitarian regime.

Ramon Sarobe, Historian

## War timeline

This is a basic chronology of the Spanish Civil War arranged according to the game turns. as a way to illustrate the Overview the Spanish Civil War (see above) and to have a better understanding of the game background.

Also indicated are the card events that occurred during the time-frame that each turn represents, so that players can compare their game to the historical development of the conflict.

### Turn 1. July-August-September 1936

July 18th. Army uprising against the Republic  
 July. Madrid, Barcelona, Valencia and Bilbao remain loyal  
 August. Yagüe advances on Badajoz. Battle of Cordoba  
 September. Offensive on San Sebastian. Skirmishes in Talavera and the Alcazar

Nationalist card events: 1-4      Republican card events: 1-3

### Turn 2. October-November-December 1936

October. Nationalist advance on Madrid  
 November. Arrival of the Condor Legion. ¡No pasarán! Madrid is fortified  
 December. Combats in the Madrid environs

Nationalist card events: 5-9      Republican card events: 4-10

### Turn 3. January-February-March-April 1937

January. Italian troops occupy Malaga  
 February. Republican forces on the offensive in the Jarama river and Asturias  
 March. Nationalist attacks on Cordoba and Biscay. Battle of Guadalajara  
 April. Air bombing of Guernica. The Republic counter-attacks in Madrid

Nationalist card events: 12-14      Republican card events: 12-14

### Turn 4. May-June-July-August 1937

May. Republican offensive in Segovia  
 June. Republican offensive against Huesca. Bilbao taken by Nationalist troops  
 July. Battle of Brunete. Republican troops attack in Jaen, Caceres and Teruel  
 August. Occupation of Santander. Republican offensive in Belchite

Nationalist card events: 15-17      Republican card events: 15-17

### Turn 5. September-October-November-December 1937

September. Asturias occupied. Republican offensive in Aragon  
 October. Fall of Gijon. End of the war in northern Spain  
 November. Republican offensive in Huesca  
 December. Republican troops conquer Teruel

Nationalist card events: 18-20      Republican card events: 18-20

### Turn 6. January-February-March-April 1938

January. Battle of Teruel  
 February. Nationalist troops retake Teruel  
 March. Nationalist offensive in Huesca  
 April. Fall of Lleida. Nationalist advance on the Mediterranean

Nationalist card events: 23-26      Republican card events: 23-26

### Turn 7. May-June-July-Agosto 1938

May. Republican offensive in Aragon  
 June. Nationalist offensive against Valencia  
 July. Combats in Extremadura. Republican troops cross the Ebro river  
 August. Beginning of the attritional Battle of the Ebro

Nationalist card events: 27-30      Republican card events: 27-30

### Turn 8. September-October-November-December 1938

September. The Battle of the Ebro wages on. Republican counter-attacks in Lerida  
 October. Nationalist counter-offensive in the Ebro river  
 November. The Republican army falls back to its starting positions in the Ebro river  
 December. Nationalist offensive in Catalonia

Nationalist card events: 31-34      Republican card events: 31-34

### Turn 9. January-February-March-April 1939

January. Republican offensive in Peñaroya and Brunete. Fall of Barcelona  
 February. End of the battle for Catalonia  
 March. Uprising in Cartagena. Casado's coup  
 April 1st. General Franco announces the war is over

Nationalist card events: 38-41      Republican card events: 38-41

## Design notes

When I first started working on España 1936 I had three clear goals in my mind.

First, I wanted to produce a faithful rendering of the Spanish Civil War which was historically accurate but that would offer at the same time the possibility for a different outcome based on the players' skills and the different random elements.

Secondly, I wanted to create a simple game for all types of players that would not require much time investment both in rules-reading and in playing time.

And thirdly, I wanted to fill a perceived gap in the Spanish wargame scene by providing both an accessible and yet realistic game.

The game was designed from a grand strategy approach, with the emphasis placed on simple decision-making rather than on highly detailed turns.

As such, counters do not represent specific military units other than a certain number of troops and equipment capable to act in a given front. Their strength is but an abstract representation of both men and materiel.

On the other hand the play of cards for combat purposes symbolises the use of battle resources. They also portray the most important war events that took place during the conflict and add a degree of uncertainty on how the game will develop. The idea behind them was to provide the game with a high level of replayability by incorporating events that might have happened or that actually happened but could have done so at a different time.

The board design was taken from a real wartime map i own, similar to those used to mark the movement of troops and the major battles during a conflict. This is why, as a tribute of sorts, the map board still has the Republican emblem and a text written in Spanish in the lower part. Besides, the graphic layout, with these toned-down colours and the fold-marks, creates this worn impression as if caused by the passing of time.

The box cover is a collage made up of two wartime posters from the great illustrator Parilla which have stood out as icons of the Spanish Civil War. The units' pictures were drawn by Joan Mundet, with whom I had already had the pleasure to work in one of my previous designs, El Capitan Alariste.

What you have in your hands is the result of two years of hard work. Hopefully it will also provide a better understanding of a conflict that never should have happened in the first place.

Barcelona, September 2007

### Notes from the English edition

When my publisher, Quim Dorca, first asked me to produce an English edition of the game I thought it was some sort of practical joke. When he later asked me to add some naval rules to it I thought the joke was good enough. And when he finally told me he wanted the edition to be finalized by April 2008 I realized it was no joke at all.

This English edition incorporates some elements that were not included in the first Spanish edition, such as the naval rules, the new cards and counters and the 1938 scenario. A lot of effort has been put into it to have a world-class quality edition. The advanced naval rules allow for a deeper strategic approach, with more room for alternative developments and endings. However, to fully enjoy each version I strongly suggest to play at least twice using the standard ruleset before incorporating the naval rules.

I have a long career in the games industry but I must say I am honoured to have one of my games published in English. For that I have to thank not only Devir publishing company but also all Spanish playtesters and the people from BSK ([www.labsk.net](http://www.labsk.net)) and Boardgamegeek ([www.boardgamegeek.com](http://www.boardgamegeek.com)) who have helped me in this project. I will be more than happy if this game provides a better understanding of the Spanish Civil War and, over all, a rewarding game experience.

Barcelona, April 2008

## Credits

Game design: Antonio Catalán  
Graphic design: Antonio Catalán  
Illustrations: Joan Mundet  
Publishing: Xavier Garriga and Joaquim Dorca  
Design assistance: Ramón Pardellas Luis and Francisco Franco Garea  
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English translation: Oriol Garcia  
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This game is based on the events that took place during the Spanish Civil War (1936-39).  
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## Badges and emblems

### Republican side



Emblem of the Republic



Anarchist flag



Red army



Communist Party



International Brigades



Basque country

### Nationalist side



Nationalist emblem



Carlist emblem



Condor Legion badge



Falange badge



Italian army



Army of Africa