

HERALDS OF DEFEAT

Colonel Casado's Putsch and the fight for Madrid in March 1939.

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1. INTRODUCCION.

HoD is a two player politico-military simulation of the events that took place in Madrid during the early days of March 1939 after Colonel Casado challenged the legitimacy of Dr. Negrin's Government and raised against it. The putsch took place on a background of growing war weariness, fifth column intoxication, dubious loyalties and anxiety over an uncertain future that degenerated into a tragic week of bloody fratricidal infight that only played into the hands of General Franco (the events were promptly dubbed by the natives of Madrid as the *five cent week* after a renowned department store's clearance of stock week).

The two players in HoD take the roles of Colonel Casado and his Consejo Nacional de Defensa (National Defense Council) - **CND** player thereafter, and the Spanish Communist Party Central Committee's Troika in Madrid – **PCE** player thereafter. Both players need to gauge the environment, secure and support friendly forces and try to subvert or crush opposing forces.

2. GAME COMPONENTS.

2.1. Rules booklet.

It is the document you're reading, which should include all the sections listed in the contents page.

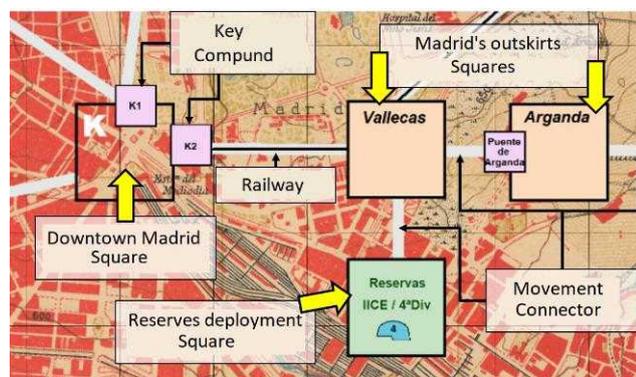
2.2. Game board.

The game board includes a series of interconnected squares printed on a street map of 1936 Madrid; tables and record tracks have been arranged on the board's sides in order to ease play.

The function of the squares is to define the location of military units, command posts, leaders and other resources in play, as well as to help visualizing movements on the board. The different types of squares represented on the board have the following features:

- I. Large not filled squares: they represent key nodes downtown Madrid, their location corresponds with the street map below and each one is identified by a capital letter.
- II. Small pink filled squares: represent **key compounds**. Each one of them is linked to a large space and constitutes an approach to it. The pink squares located downtown Madrid are identified by the letter of the square they belong to followed by a number (there is a list on the left board side naming all the compounds). The pink squares outside Madrid belong to the large square on which they are located and are directly identified by the compounds name.
- III. Large orange filled squares: they represent suburbs, neighborhoods or towns on the outskirts of Madrid, and are identified by their respective names. Their location on the board is only indicative of its relative position with respect to Madrid; this is a design license in order to achieve a compact and homogeneous board.
- IV. Large green filled squares: represent the **deployment areas** of the main units that made up the Army of the Center (which defended Madrid). Each one is identified with the unit's designation and an icon with that unit's characteristic background color.

Figure 1: Game board squares and connectors.



Squares are linked by grey connectors that represent the allowed **movement routes** (connectors with a black axis represent railway lines). **WARNING:** compounds placed out of big squares are considered to be placed inside the big space to which they are related by the capital letter in its name; there's no extra cost when moving into or out of these compounds to the parent squares to whom they belong to.

2.3. Game pieces.

The pieces included in the game have the following purposes:

- I. Implement the presence and/or activity of both factions on the game board.
- II. Ease the accounting and recording of the game status (turn, available points, resources, events...) in the auxiliary record tracks on the board.
- III. Show changes in the status or activity of faction pawns.

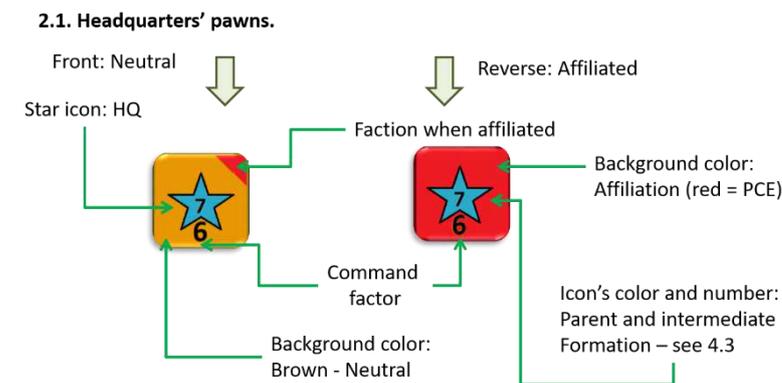
2.3.1. Pawns.

Pawns represent the military units (headquarters, agents & leaders and combat and support units) that intervened (or had the opportunity to intervene) in the events simulated by the game. The different types of military units are indicated on the pawns by means of icons (for example a star for headquarters or a helmet for combat units), the icon's color indicates its parent formation and, where applicable, the inscribed number relates it to an intermediate echelon of command.

Most tokens have a brown background on their front side indicating a neutral status; while a pawn remains neutral it is not controlled by any player. The reverse side of the pawns indicates its affiliation to one of the disputing factions; its background color can be yellow (CND affiliation) or red (PCE affiliation). Numerical values printed on the bottom rate the pawns for command, morale, or initiative.

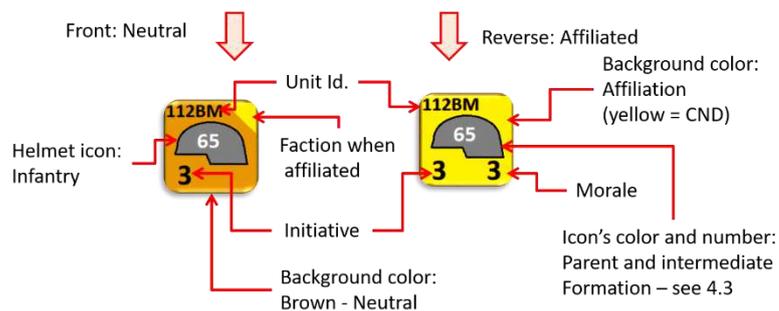
The number and type of pawns provided in the counter sheet cannot be altered; the pawns that take part in the game are those listed in the set up chart (see section15) and it is strictly forbidden to add/remove pieces.

Figure 2: types of pawns in play.



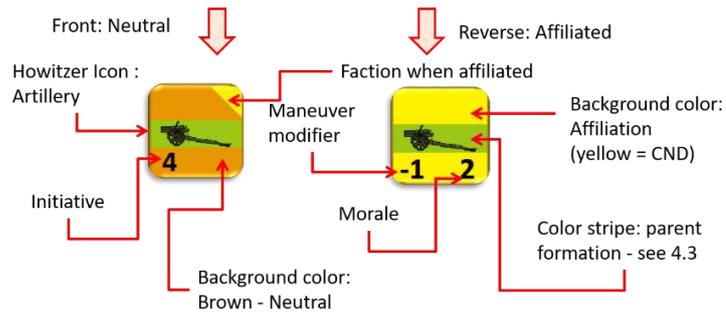
The pawn represents 7th división's (2nd Army Corps) Headquarter.

2.2. Combat unit pawn (Infantry).



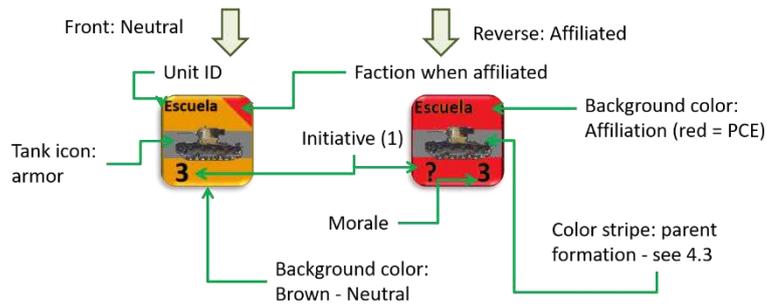
The pawn shown is an infantry detachment from 112th Mixed Brigade, 65th division, army of the Center.

2.3. Support unit pawn (Artillery).



The depicted pawn is an artillery battery from 17th army corps.

2.4. Support unit pawn (Armor).



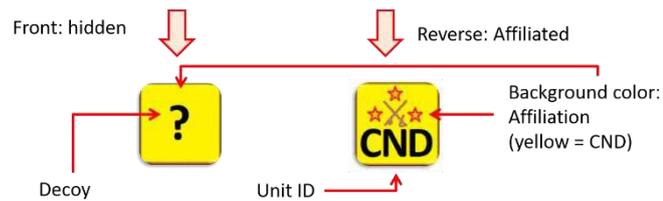
(1) The symbol ? Means that its initiative is equal to the initiative factor of the supported combat unit.

The depicted pawn is a tank platoon from the Army of the Centre Armor School.

2.5. Other type of support unit pawns.

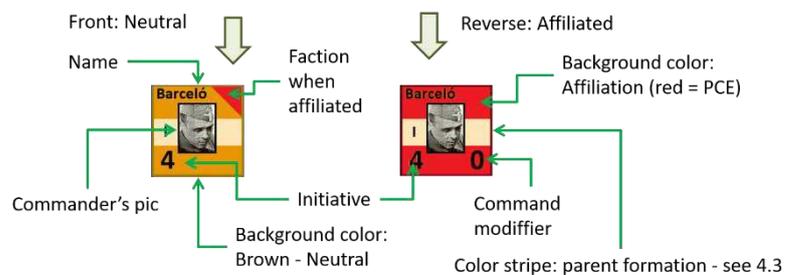


2.6. Faction representative token.



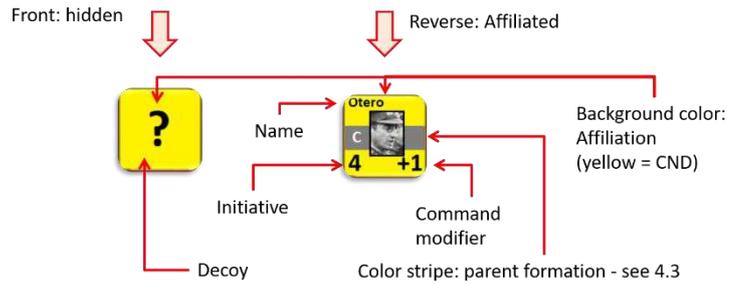
The depicted pawn is the CND player's representative token, it marks the site in Madrid where the player is supposed to be.

2.7. Commander pawn.



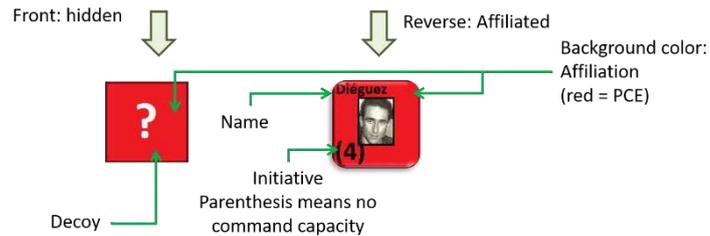
The depicted pawn shows Colonel Barceló, 1st Army Corps commander.

2.8.1 Agent pawn.



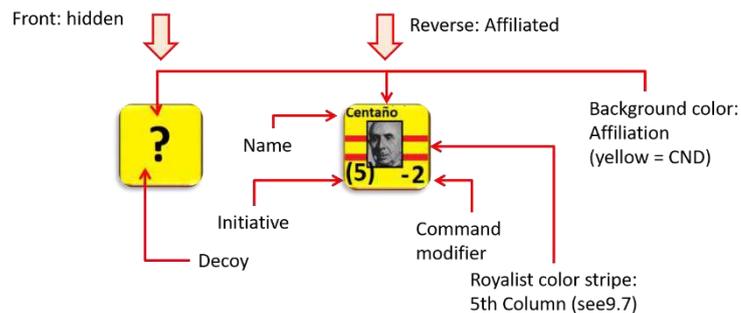
The pawn depicted shows LTC Otero, Chief Intelligence Branch, Army of the Center HQ.

2.8.2 Agent pawn (civilian).



The depicted pawn shown Isidoro Diéguez, Spanish Communist Party Troika member.

2.8.3 Agent pawn (5th Column).



The depicted pawn shows LTC Centaño, 5th Column member and Franco's liaison officer to the CND.

2.3.2. Counters & markers.

Both counters and markers are auxiliary pieces not assigned to any of the players (regardless of the fact that some of them may have one of the factions' background color). The main difference between counters and markers is that the former are linked to a record or space on the board and their initial location is defined in the game preparation instructions; use of markers is more flexible as they can be placed or removed from the board as the evolution of the game requires.

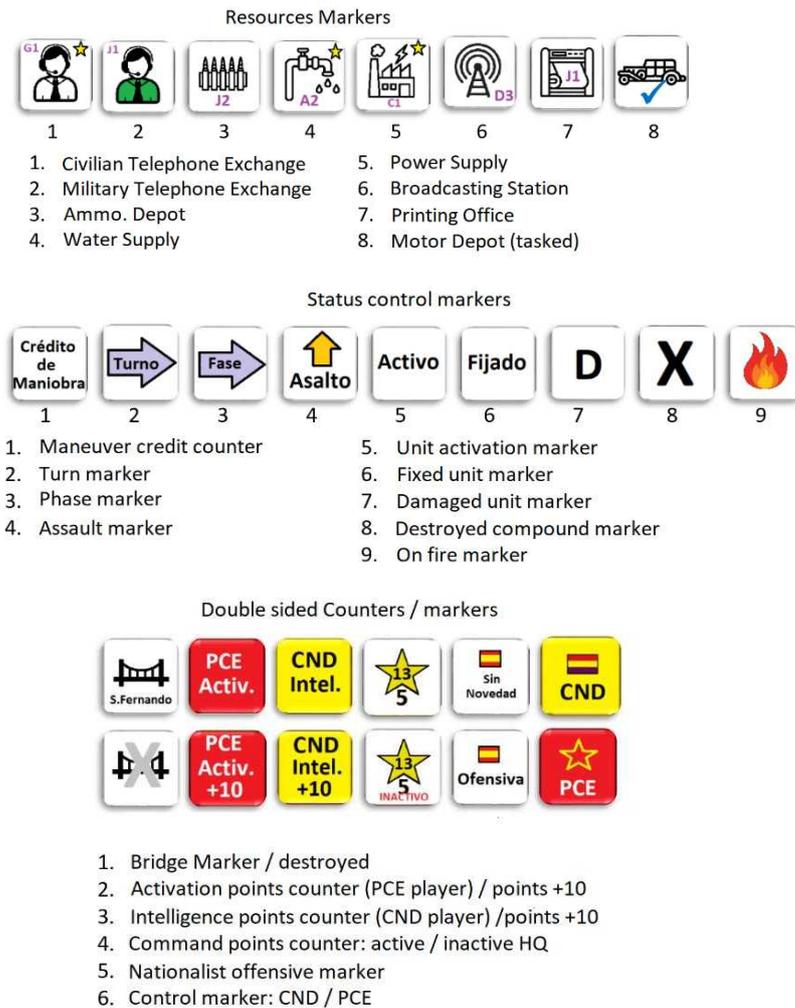
Both counters and markers are moved, flipped or removed according to what is stated in these rules. The responsible for updating them is the player who performs the action that generates the change of status/event, except in the markers update sub-phase (see section 12) when each player will be responsible for updating the markers assigned to tokens with that faction's background color.

The counter sheet includes all the counters and markers necessary for a proper conduct of the game in accordance with the rules; players can add as many (but not pawns) as they see fit.

2.3.3. Stacking.

There is no limitation to the number of pieces that can be placed on the same large square of the game board; there is also no limitation for neutral or affiliated pawns coexisting in the same large square (even pawns affiliated to opposing factions may coexist). There can never be more than two combat pieces and one support piece, in addition to an unlimited number of markers of any type, in the same key compound; and in no circumstance can pawns from opposing factions coexist in the same compound.

Figure 3: Types counters and markers.



2.4. Die.

Whenever a die is to be rolled to resolve a game event, use a six sided, 1 through 6 die (**1D6**).

3. GAME SEQUENCE.

An HD game consists of a maximum of 6 turns; each represents one day from March 6th to 11th, 1939. Each turn is divided into a series of phases and sub phases that seek to facilitate a sequence that allows players to interact realistically and coherently; this sequence is the following:

3.1. Game turn structure:

- **Commanders' phase.**
 - Initiative determination (section 5.1).
 - Political sub phase.
 - Propaganda orders (section 5.2.1).
 - Negotiation orders (section 5.2.2).
- **Maneuver phase.**
 - Intelligence point adjustment (section 8).
 - Maneuver orders (section 1).
- **Administrative phase.**
 - Resources update (section 12.1).
 - Will to fight check (section 12.211.1).
 - Refit (section 12.3).
 - Markers update (section 12.4).

Each turn after the first one begins with the commanders' phase and each of the phases and sub phases must be completed before starting with the next phase/sub phase in the sequence.

3.2. Initiative.

The game sequence is common for both players and both must complete their possible actions in each phase or sub-phase before moving on to the next. The order in which players intervene in a given turn is defined by which player has the initiative; the player who takes the initiative for the turn must initiate all actions/decisions of each phase or sub phase before the other player can intervene.

Initiative is determined at the beginning of the commanders' phase (see section 5.1) and remains in effect for the rest of the turn.

4. COMMAND AND CONTROL.

Each player assumes the role of the highest leadership body of the faction he plays: the National Defense Council for the CND Player and the Central Committee of the Communist Party troika for PCE Player. This circumstance invests them authority over their affiliated forces (those pieces with the color of their faction in their background), but this does not necessarily mean that they are able to assign them tasks at all times.

Both the CND and the PCE are implemented in the simulation by a pawn with the corresponding affiliation color (on both sides), with a decoy side on their front side and an icon with the acronym CND or PCE on their back; these tokens will be referred afterwards as **player tokens**. Players can keep these tokens on their decoy side (along with agent pawns and decoys) to hide their exact location from the opponent until the time of their disclosure.

4.1. Headquarters/hierarchy.

Both the player tokens and all pawns with a five-pointed star depicted on them are headquarters. Their function in the game is to implement the chain of command on the map and articulate combat and support units to carry out each player's orders.

4.1.1. Command capacity.

Each HQ (but not the player tokens) has a command factor printed below its star icon. This value indicates the number of orders each HQ may issue per turn to subordinate pawns per game turn. Thus, a command factor of 4 allows a HQ to issue one same order to 4 different subordinate units, four different orders to one single unit or any possible combination in between.

Each time a HQ issues an order, the player controlling it must update the remaining command capacity by relocating that HQ command points counter to the appropriate box in the generic track in the game board.

Hierarchy: The hierarchical relationship between HQs is determined by the following order of precedence:

1. Dark grey colored icon, without numeral inside, HQs.
2. All other HQs without numeral inside their icon.
3. All HQs with a numeral inside their icon.

An HQ cannot issue orders to other HQ of higher hierarchy.

Player tokens do not have a command factor printed; their ability to issue orders is determined by the number of action points obtained by each player in the initiative determination phase (see section 5.1). Furthermore, each order emanating from a player token can only be directed to a single HQ or agent/leader. That is, each player token can issue as many orders as action points the player has, but each order can only be directed to a single HQ (which can in turn reissue it to as many subordinate pawns as the HQ current command capacity) or leader.

Figure 4: Hierarchy levels.

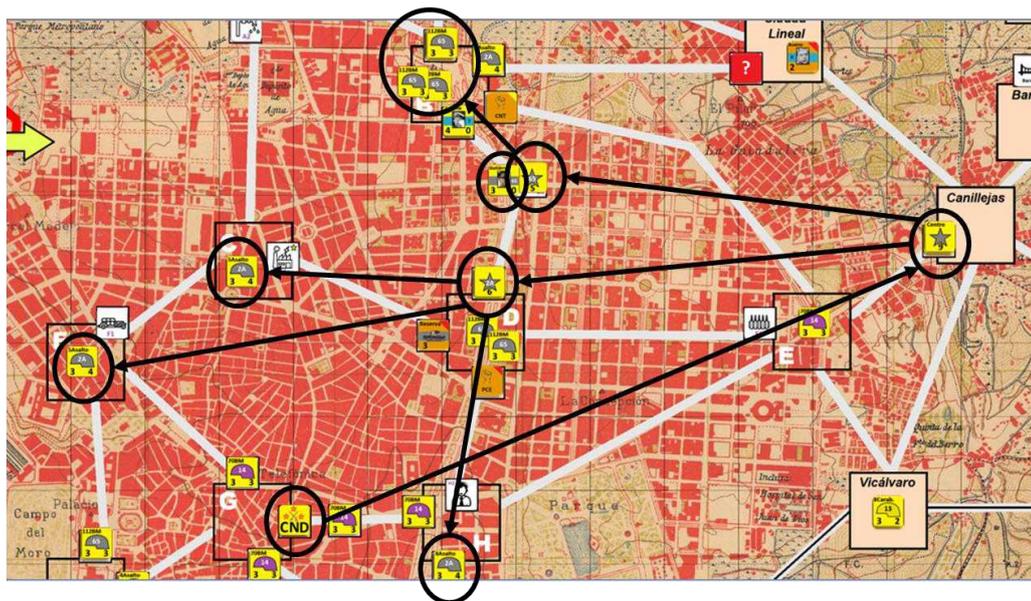


4.1.2. Authority.

A HQ can only issue orders to pawns of the same background color (faction), with the same icon color (formation, see 4.1.3 below) and same numeral (only if the issuing HQ icon has a numeral). EXCEPTION: 1st level HQs (Centro & GERC) have authority over every other HQ regardless of the icon color.

Example 1: Command capacity and authority.

In the figure below, the CND player spends one AP to issue an order, he directs it to Centro HQ (a first level HQ) who in turn, expends two command points, and reissues it to 2AHQ and 65HQ; 2AHQ expends 3 out of 6 command points available to activate 3 combat units and 65HQ expends 4 out of 5 command points available to activate one leader and 3 combat units.



4.1.3. Formations.

The pawns, regardless of their background color, are grouped into different formations according their icon color or color stripe. The Army of the Center included the following formations:

- I. Army of the Center assets and reinforcements from Levant y South Armies: Dark grey icon.
- II. 1st Army Corps: beige icon.
- III. 2nd Army Corps: blue icon.
- IV. 3rd Army Corps: yellow icon.
- V. 4th Army Corps: purple icon.
- VI. 17th Army Corps: green icon.
- VII. Air Forces (FARE): light grey icon.

There's no restriction for units from the same formation to be affiliated to opposed factions or neutral.

4.2. Leaders/Agents.

Leaders and agents are pawns assigned to specific HQs identified by an image of the leader/agent on top of its formation color stripe (if the color stripe is missing they are directly assigned to the player token). The main difference between agents and leaders is that agents are permanently affiliated to one faction while leaders may be placed in neutral status. Both types of pawns are key in implementing liaison and provide limited command capabilities that allow players certain reaction capability in dire circumstances.

4.2.1. Leadership/command stacks.

Leaders and agents (only those with an initiative rating not in parenthesis) may generate command stacks in order to fulfill a maneuver order (see section 5.2.3). Such leader/agent can command as many combat/support units as the value of its initiative factor. Selected combat units must belong to the same formation as the leader/agent strip indicates; if the stripe also includes a numeral, then only combat units with that numeral can be included. Support units are not affected by numeral restrictions, and those with a dark grey stripe may join any command stack regardless of formation (the subsuelo and armored train combat units are also included in this exception).

A command stack allows a player to activate units by just spending one command point to activate a leader/agent; such units can only fulfill tasks while stacked with the active leader/agent and cannot fulfill any action once dropped from the stack.

A command stack may include more than one leader/agent; extra leaders/agents stack for free, but the highest level leader/agent initiative rating must be used. Additional leader/agent pawns in the stack may not generate sub stacks. If two or more leaders/agents generate command stacks in the same square, they may not join into a single stack for maneuver but do it separately.

4.3. Issue of orders/Line of Command (LoC).

Any decision taken by a player that should be carried out by a pawn or uses resources in the board requires issuing an order. All orders must have a path traced on the map from the HQ issuing the order to the pawn that should fulfill it; this channel of communication is called **Line of Command (LoC)**.

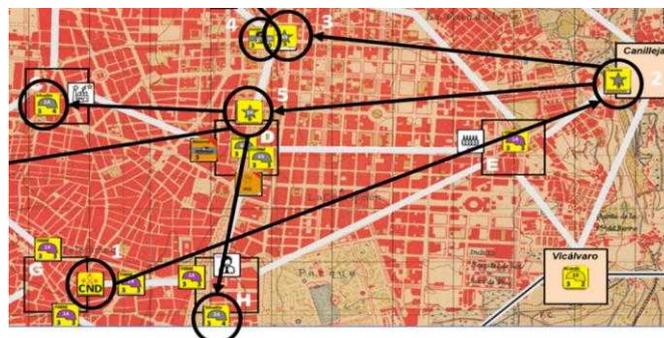
Although all orders initiate from a player token, players are not required to disclose the location of their token provided that they control the telephone exchange in G1, the first leg of the LoC is implemented by a hidden agent (see 4.3.3 below) or (only for the PCE player) uses Villa Eloísa (see 9.10).

4.3.1. Line of Command (LoC).

A LoC is a path from the square where the active player's token is located that following movement routes gets to the square where the pawn or resource needed to accomplish the order is located; if intermediate HQs are needed in order to relay the order, all the squares in which they are located must be included in the LoC following a sequence from higher to lower level (see 4.4).

The maximum extension of a LoC depends on the type of communication channel employed to convey the order: direct contact, courier or telephone. A LoC may include different types of channels from origin to receiver, but the channel between two relaying entities must be of a single type.

Example 2. Combining different channels of communication in a LoC.



As a continuation of the previous example, the CND player token (1) contacts the level 1 HQ (2) by telephone to avoid being disclosed; the level 1 HQ can either use telephone or courier to reach the level 2 HQs (3 & 5) and the level 2 HQ (3) can relay through direct order to the leader (4).

4.3.2. Direct orders.

An order can be directly issued to any pawn in the same square or from a downtown Madrid square to another directly connected downtown square provided the first square is friendly controlled (see 4.5.2). Direct orders cannot be intercepted.

4.3.3. Orders by courier.

A courier is an agent pawn that moves from a square that contains a HQ that has issued/received an order to a different square to relay the order. A courier may move as many squares as his maneuver credit allows him (see section 6.12), but he can be intercepted when he enters any square in his route containing opponent pawns (see 6.3). If the courier reaches its destination without being intercepted, the LOC is materialized.

When a player wants to implement a LOC, or part of a LOC, using a courier, he must designate one of his agents or decoys in the origin square to accomplish the task; already disclosed agents need to have a LOC traced to them but players do not need to trace a LOC to hidden pawns (which are immediately disclosed), decoys can still fulfill their liaison task but are removed from play afterwards.

The movement of a courier to implement a LOC does not require an order and neither uses action points nor counts against the command capacity of the HQ that tasks him; furthermore, that same agent, after materializing the LOC, can take part in the subsequent negotiation or maneuver that constitutes the object of the order he is conveying (in the latter case 1 command capacity factor must be deducted from the HQ that issued the order).

4.3.4. Orders by telephone.

The telephone network was the most agile and extensive way of conveying orders; all spaces in the board are considered to be integrated in the network so any two squares can speak to each other as long as the telephone exchanges are not destroyed.

There are 5 different exchanges in the game, each one implemented by a marker.

- I. The main telephone exchange in G1 which constitutes the hub for all telephone calls EXCEPT those between Guadalajara and IV CE reserves square.
- II. Guadalajara exchange, that allows for calls between Guadalajara and IV CE reserves squares and integrates both in exchange G1. NOTE: if exchange G1 is destroyed, Guadalajara and IV CE reserves square may still talk to each other; if Guadalajara exchange is destroyed both Guadalajara and IV CE reserves squares cannot be reached by telephone.
- III. Army exchange in J1 that links all HQs between them (player tokens, Guadalajara and IV CE reserves square are excluded). NOTE: player tokens CND & PCE were not established HQs, on the other hand, JACA does not lose its link if Centro HQ is destroyed.
- IV. The SIM exchange in H3 allows the CND player (exclusively) to call to any HQ, G2 and JACA.
- V. The wireless station in H2 allows to send/receive messages to/from Guadalajara and all reserves squares.

The player who controls a telephone exchange that his opponent intends to use, may:

- a) Negate the call and block the LOC.
- b) Allow the call; implementing the LOC but gaining 1 intelligence point (see section 8).

Wireless communications cannot be blocked from H2, but if H2 is in opponent hands he gains 1 intelligence point.

4.4. Command structure.

Combat units are integrated in the command structure through their level 3 parent HQ and support units (depending on their colored stripe) through level 2 or 3 HQs; all HQs integrate in the corresponding upper level HQ. Thus, a valid command structure is a requisite for tasking available assets. The way this structure is implemented depends on the faction played and is constrained by the hierarchical levels.

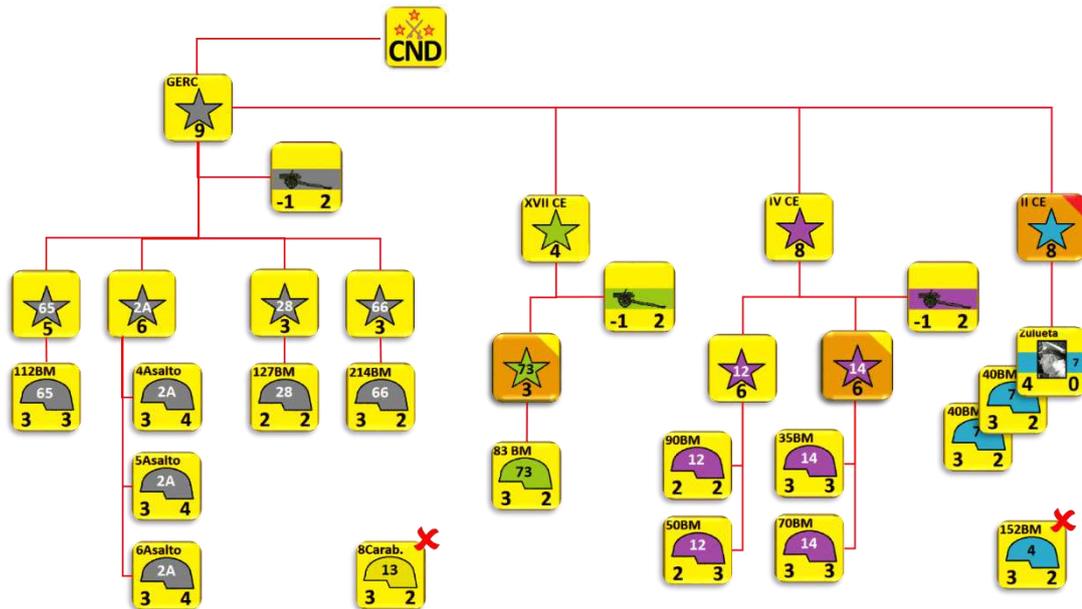
4.4.1. CND command structure.

The CND player, as claimant to legitimate power, must strictly stick to existing regulations; because of this he cannot issue orders bypassing any HQ in the command chain. In order to task any of its

affiliated units, the order must be channeled down along all 3 levels of command; this can only be done if all involved HQs are CND affiliated or neutral.

When the CND player conveys an order through a neutral HQ, the required command factor must be deducted from the parent HQ, instead of from the affected neutral HQ, and the PCE player gains one intelligence point (see section 8); if both level 2 and 3 HQs are neutral, one single order can be conveyed through them.

Example 4. CND command structure.



Supposing the following affiliation/neutrality situation, only the assets connected by a red line could be tasked by the CND player. Note that despite 7th Div HQ is missing from the command structure, some units have been enlisted in a command stack by activating the divisional leader which is directly subordinated to the corps HQ.

4.4.2. PCE command structure.

The communists took a more flexible approach by relying in party loyalty; their extensive network of affiliated cadres allowed them to bypass uncooperative HQs. Consequently, the PCE player may directly task any affiliated HQ or leader; but once an order from the player token is directed to one HQ, it may only be reissued to subordinated HQs, leaders or units of its formation according to 4.1.2.

4.5. Square control.

Squares in the board may simultaneously contain pawns of any possible affiliation, markers and counters; depending on its number and quantity, a square is to be considered either controlled by one faction, contested, destroyed or open.

4.5.1. Open square.

A large square where no affiliated combat units are present and/or no related key compound is controlled by either faction is considered open; open squares allow unrestricted movement and LOCs across it. A key compound is open when it is free of any type of affiliated pawns or control markers.

4.5.2. Controlled square.

A square becomes controlled by one faction when any of the following conditions is met:

- I. Key compounds where any type of affiliated pawn or control marker is present (neutral pawns may coexist). A controlled key compound blocks exiting/accessing a square or tracing a LOC through it.
- II. Downtown Madrid squares (including related compounds) where pawns of only a single faction are present (neutral pawns may coexist).

- III. Large squares in the outskirts of Madrid (including related compounds) where pawns of only a single faction are present (neutral pawns may coexist) and, at least, one combat or armor unit per every 2 movement routes connecting that square are present (round up).
- IV. A reserves area where pawns of only a single faction are present (neutrals may coexist).

Square control allows the owner faction access to any resources present in it and in related compounds except for resources located in key compounds where only neutral pawns are present; square control is key for obtaining action points (see 5.1) and to stem the will to fight (see section 11).

4.5.3. Contested square.

A large square becomes contested when combat units of both factions are present in it (including those inside related compounds). Both factions may accede or trace a LOC into a contested square without being interdicted by the opposing faction, as long as the employed route is not enemy controlled. Movement and LOCs across or out contested squares can be interdicted as per section 6.4.

Compounds can never become contested; combat units may only enter a compound if there are no opposing faction or neutral pawns inside it. Non-combat units can coexist with non-combat neutrals inside the same compound when required by setup or due to a change in affiliation of an already present unit. When a change of affiliation results in neutral combat units and affiliated ones coexisting in the same compound, those neutral must abandon the compound.

4.5.4. Destroyed square.

Only compounds may become destroyed, either due to deliberate action (see section 7.5) or due to collateral damage (see section 7.1.8).

No game piece can be placed in a destroyed compound except for destroyed "X" marker; HQs, resources and support weapon inside a compound when becoming destroyed are eliminated from play, combat units and leader/agents must abandon the compound and check for damage (see sections 7.1.6 and 6.4 respectively).

5. ORDERS.

Each player can issue a limited number of orders per turn; the game uses Action Points (**APs**) to record this capability. During the Initiative check sub phase of the command phase, both players check how many APs they are entitled for the turn.

5.1. – Action Points – Initiative check.

Action points are awarded according to the following circumstances:

- 2 points per HQ with a command capacity of **6** or higher affiliated to a player's faction.
- 1 point per other HQ affiliated to a player's faction.
- 1 point per recorded intelligence point (does not imply IP consumption).
- ± # points as will to fight modifier.
- 1 point per each of the following squares under control: B, Chamartín and Canillejas.
- 1 point if only own units and/or HQs in Alcalá de Henares.
- 1 point if the telephone exchange G1 under control.
- -2 point penalty for the PCE player if none of the following leaders became affiliated to its faction: Bueno (M. Cartón), Barceló, Ortega.
- -2 point penalty for the CND player if both CENTRO & GERC HQs are either neutral or eliminated.

The player with more APs has the initiative in the turn; in case of ties, initiative goes to the player controlling the telephone exchange G1 (if none, then the CND player).

5.2. Types of orders.

Whenever a player wants to issue an order (see 4.3) he must spend 1 AP. Orders are grouped in the following categories:

- I. Propaganda.
- II. Negotiation.
- III. Maneuver.

The player who is resolving actions derived from having issued an order is called **active player**; players switch roles as active players every time a new order is issued.

5.2.1. Propaganda.

Propaganda is used to stem one faction's will to fight (see section 11 for more details on will to fight). A propaganda order resolved without involving other HQs or pawns, and thus no command capacity adjustments (see 4.1.1); it is directly issued by player token (deduct 1 AP) and only requires stating the resources to be employed and materializing LOCs to each of them.

During the propaganda sub phase both players (initiative player first) alternate propaganda orders as many times as APs they wish to commit (a player may keep issuing propaganda orders if the other desists). Also, after the first propaganda order, subsequent orders require deducting one intelligence point in addition to the action point referred above.

Selected resources must be tasked either by a direct order (disclose the player token), by telephone call (no need to disclose the player token if exchange G1 is friendly controlled) or by moving an agent pawn to the resource square (or having an agent present in the resource's square); turn all tasked resources to their committed side so they cannot be further used for any purpose in the current turn.

Propaganda is resolved by rolling 1D6 and adding the modifier in the current will to fight box and 1 per type of resource tasked, additionally players may add 1 per deducted intelligence point (1 IP must be compulsorily deducted in any propaganda order after the first); if the modified roll is ≥ 6 , propaganda achieves its goal and the will to fight marker is moved 1 box upwards. If the modified roll is ≤ 1 , propaganda is counterproductive and the will to fight marker drops one box.

Allowed resources for propaganda purposes are the following:

- I. Print stations (only 1 allowed per player and turn).
- II. Broadcasting stations (only 1 allowed per player and turn).
- III. Syndicates (only if affiliated, turn upside down when tasked).
- IV. Motor depots (only 1 allowed per player and turn).

5.2.2. Negotiation.

By resorting to negotiation players intend to alter or maintain the affiliation or neutrality of pawns present on the game board. Although any type of token can be the target of a negotiation, only agents or leaders have the power to negotiate. Implementing contact for a negotiation follows a procedure similar to that indicated for the establishment of a LOC developed in section 4.3; that is, it can be done through direct contact, by agent/leader displacement or through a telephone call. In addition to these, negotiation can take place by summoning a leader to a location designated by the active player.

Summoning a leader is a negotiation where the goal is not to provoke a change in the neutrality/affiliation status of the summoned leader but to induce him to move to a new location where further negotiation will be more prone to the summoning player's interests.

During the negotiation sub phase both players (initiative player first) alternate negotiation attempts as many times as APs they wish to commit (a player may keep issuing negotiation orders if the other desists). There's no limit to the number of times the same leader/agent may be involved in negotiations in the same turn (only AP availability).

Negotiation may try to achieve any of the following goals:

- I. Affiliate neutral pawns to own faction.
- II. Turn an opponent pawn to neutral status.
- III. Reinforce own negotiating power (by moving one affiliated leader/agent to a prospective opponent's target square; in this case the AP is spent only for moving the leader/agent).
- IV. Summoning a leader (the summoned leader moves to a location designated by the active player).
- V. Request Francoist support (only available for the CND player, this type of negotiation is dealt in section 9.7 – Fifth Column).

Before resolving the first negotiation, both players (initiative player first) decide whether to use a motor depot marker to facilitate the movement of agents during the current sub phase. Selected markers must be tasked either by a direct order (disclose the player token), by telephone call (no need to disclose the player token if exchange G1 is friendly controlled) or by moving an agent pawn to the

motor depot square (or having an agent present in the resource's square); turn all tasked resources to their committed side so they cannot be further used for any purpose in the current turn.

To resolve the negotiation first state the sought for goal, then designate the target pawn (pawns with the same icon number and ID located in the same square are considered as a single pawn for this purpose); note that for goals I & II it is important to engage the higher level pawn in the square (leaders take precedence over their associated HQs) because not doing so implies a penalty DRM and because the negotiation effects the domino down the chain of command.

Agents tasked for goal III may be turned to their decoy side upon completing their move; selected decoys may be moved without being revealed.

The active player must task one agent/leader pawn to engage the target by tracing a LOC to it (agents must be disclosed if still hidden). If not in the target square, the engaging leader/agent must choose whether to move there or negotiate by telephone. Movement is resolved as indicated in 6; if the agent is unable to reach the designated square the negotiation fails (there's no possibility to resort back to telephone if movement fails).

The active player (only) may use 1 intelligence point to support the negotiation; then, both players (initiative player first) may choose to involve additional leaders/agents present in the target square in the negotiation. Selected leaders/agents only get involved if $1D6 \leq$ initiative rating (agents are first disclosed if currently hidden).

For negotiation purposes HQs use their command factor and other pawns their initiative factor as their **brokering value** (for support units use the higher initiative rating of combat units of their formation in the square, 3 if none). Roll 1D6 and apply pertinent modifiers as listed below; if result \geq 6, negotiation succeeds and sought for result is implemented. If result \leq 1, negotiation backfires and opponent player (even if target was a neutral pawn) gains 1 intelligence point.

Modifiers:

- + engaging leader/agent brokering value.
- - target pawn brokering value.
- -1 if target is not the higher level pawn for the selected negotiation goal.
- +1 per additional leader/agent involved in the negotiation by the active player.
- +1 if engaging leader/agent is of higher hierarchy than target pawn.
- +1 if engaging leader/agent belongs to same formation as target pawn.
- -1 per additional leader/agent involved by the non-active player (5th col. agents excluded).
- If PCE is active player, one 5th column agent in the square may use its command modifier.
- +1 per intelligence point expended (active player only).
- +1 if active player's will to fight modifier is higher than the targets' one (Neutral's is 0).
- -2 if negotiating by telephone.
- +1 if summoning a leader.
- +1 if target pawn is in an active player's controlled square.
- -2 if target pawn is in a non-active player's controlled square.

Domino effect: If a negotiation seeking goal I or II above succeeds, all subordinate pawns (as per 4.1.2) in the target square may also be affected by the result. Roll 1D6 per eligible pawn; neutral pawn become affiliated if $1D6 >$ brokering value, affiliated pawns become neutral if $1D6 \leq$ brokering value. For support units' check, use the higher initiative rating of combat units of their formation in the square (3 if none). The PCE player has a +1DRM bonus for the first turn (see also section 13).

Example 5. Negotiation.

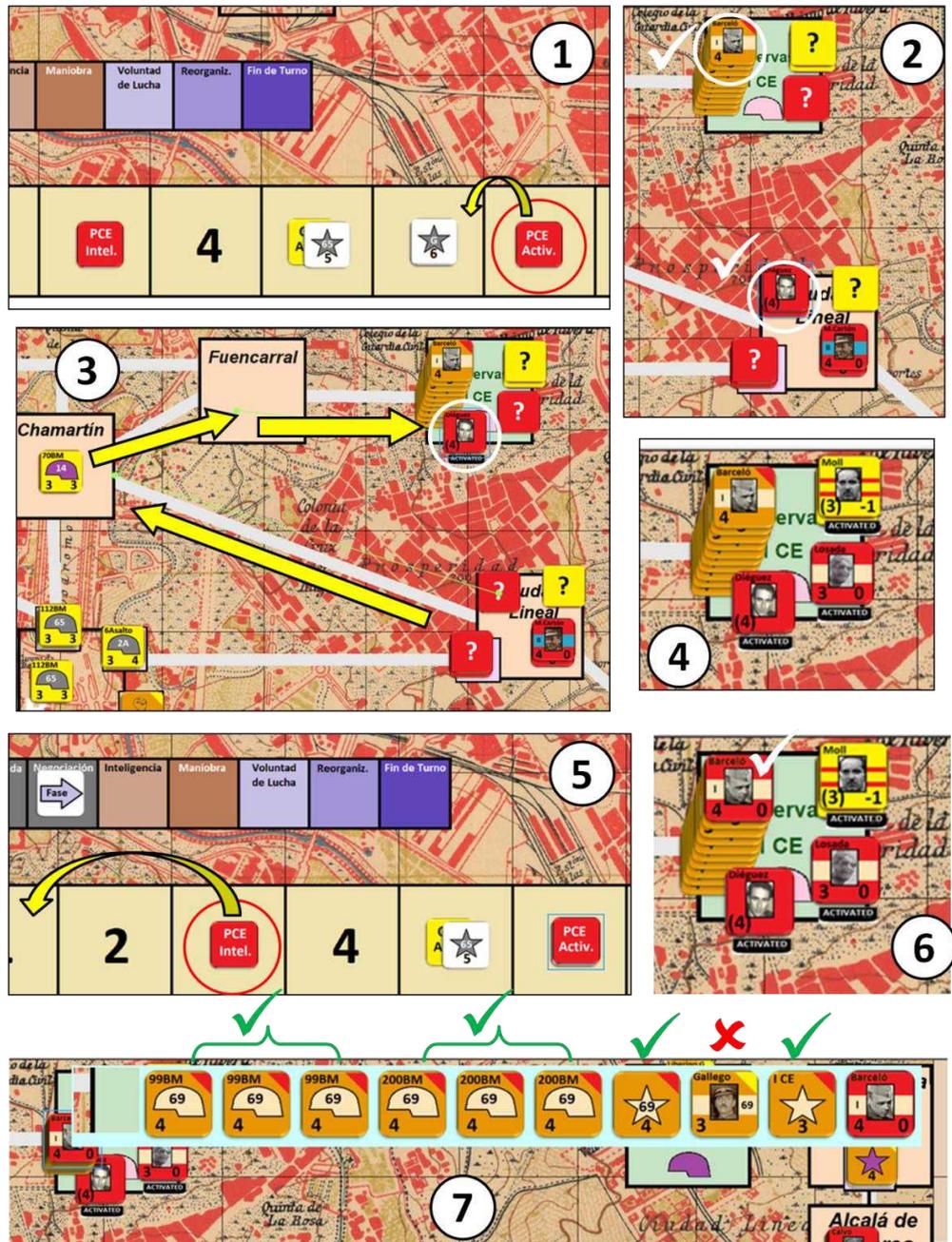
(1) The PCE player is the active player, so he spends 1 AP and issues a negotiation order; the goal is to affiliate leader Barceló in the 1st Corps reserves square to the PCE. (2) The task is assigned to agent Diéguez in Ciudad Lineal square who will attempt to move to Barceló's square in order to conduct the negotiation there.

(3) Assuming that Diéguez movement credit roll yields enough points to reach Barceló's square, its pawn is moved to 1st Corps reserves square and negotiation begins. (4) The PCE player discloses the hidden pawn in the square in order join it in the negotiation; the 1D6 roll for Losada yields a 2 so he joins. (5) The PCE also spends 1 Intel Point to support his effort. On his part, the CND player discloses one of his hidden pawns in the square, which happens to be a fifth column agent, with the intention of sabotaging the negotiation; the 1D6 roll for Moll yields a 3 so he also gets involved.

(6) Both the engaging agent and the target leader brokering values are 4 so the DRMs cancel each other, as Barceló is the higher level pawn in the square there's no penalty as per bullet 3, the PCE player has a +1DRM for

engaging an additional agent but it is cancelled because of the -1DRM for the fifth column agent present in the square and finally the PCE gets a +1DRM for the expended Intel Point (no DRMs for controlling the square or either player). The 1D6 roll yields a lucky 5 +1 DRMs ≥ 6, so the negotiation succeeds.

(7) Next, all neutral pawns subordinated to Barceló roll for domino effect, so rolls for 1st Corps HQ, 69th Div HQ and 99th and 200th BMs are required; leader Gallego is excluded as he cannot become affiliated to the PCE faction.



5.2.3. Maneuver.

A maneuver order allows the active player to activate one or several stacks with the purpose of conducting movement and combat with them; although movement and combat blend during maneuver, they are dealt separately in sections 6 and 7 of these rules respectively.

Although stacks maneuver one at a time, the active player must first designate all active pawns and spend the appropriate number of combat factors according to section 4 in these rules; use “active” markers to identify all designated pawns. Once a stack begins its maneuver no further command points may be spent for designating new stacks.

During the maneuver sub-phase of the game sequence, both players (initiative player first) alternate orders, deducting one action point for each order issued. If one player runs out of action points, the other can continue issuing maneuver orders as long as has action points available. Both players have the option to pass; but, in that case, the passing player forfeits all remaining action points.

Note that a single order may involve activating several stacks and that players alternate orders, not activating stacks; notwithstanding, the non active player has a limited capacity to react (see 6.4).

Each designated stack may carry as many movement and combat actions as its **maneuver credit** allows it (see 6.2 below); each action has a cost in maneuver points as stated in the **Movement Costs Chart (MCC)**. There are no restrictions on the order and number of movement and combat actions that a single stack may carry during its activation as long as the maneuver credit is not exceeded. Remove active markers from stacks when they end conducting actions.

6. MOVEMENT.

Movement is an action that allows moving from one square to another following a movement route connecting them or directly into compounds associated to the square the unit or stack is located; only pawns with a printed initiative factor or modifier may move during a maneuver order (HQs may only move during the refit sub-phase in the administrative phase – see section 12.3).

6.1. Maneuvering stack.

Stacks maneuver one at a time; the active player designates a stack with pawns located in the same large square, checks its maneuver credit and conducts movement and combat with it. The stack may be generated as a command stack (see 4.2.1) or by any number of pawns with the same icon number and ID located in the same square; in a command stack only the leader (or agent if its initiative is not in parenthesis) must be marked as active, other stacks must have all pawns marked as active. Remove active markers from units joining the stack and place them under the “selected” marker.

A maneuvering stack may drop and add pawns during its activation; dropping a pawn has no impact in the maneuver credit, but the dropped pawn’s credit becomes zero (0). Adding a pawn to the maneuvering stack is only possible if the new pawn complies with stack generation (see paragraph above) and the stack has maneuver credit enough to pay for the cost (1 maneuver point per added unit).

6.2. Maneuver credit.

Maneuver credit is the number of maneuver points that the maneuvering stack is allowed to spend for movement and combat. Once a maneuvering stack is generated the active player rolls 1D6 and modifies it according to the criteria below:

- + The lowest initiative factor of the combat units in the stack, zero if any of the units is pinned (see 7.2) and +3 for leaders/agents/decoys moving alone or without combat units.
- + Command modifier of the highest level leader/agent in the stack.
- ± Active player’s will to fight modifier.
- -1 per artillery unit in the stack.
- -1 if **four** or more infantry units in the stack (helmet icon).

The final value is the maneuver credit, **the total cannot exceed 10 points**; but, if the movement is motor pool supported (see 10.6), double the total even if in excess of ten. Use the “maneuver credit” counter to keep track of available credit.

No new stack may check its maneuver credit while the active player has not fully spent or renounced to spend the maneuver credit of the maneuvering stack. Once a new credit is determined no previous action can be amended.

6.3. Movement procedure.

Movement is implemented in a square to square basis. The active player declares a valid destination square and deducts from his maneuver credit the cost indicated in the MCC; then his opponent has the chance to declare a reaction, according to 6.4 below, and, if the reaction does not impede it, the stack is moved to its destination square.

Any of the following is a valid destination:

- If the maneuvering stack is inside a compound:
 - The large square to which a compound is associated.

- A large square directly connected to the compound by an unblocked movement route.
- If the maneuvering stack is in a large square:
 - An open or controlled compound associated to the large square.
 - An open or controlled compound directly connected to the large square by an unblocked movement route.
 - A large square directly connected to the current one by an unblocked movement route.

Movement routes are blocked when any compound astride them is a destroyed bridge or controlled by the opposing faction (also see 4.5.2.1); on fire or non-bridge destroyed compounds do not block movement. Agents/leaders moving alone can try to sneak through enemy controlled compounds (but not through destroyed bridges), risking being intercepted (see 6.4 below).

Note that a moving pawn is not required to enter into compounds astride its movement route (and pay the cost stated in the MCC) unless they are enemy controlled or it intends to end its move inside the compound. Compounds when friendly controlled, open, neutral or not the final destination can be ignored when moving from one big space to another.

When intending to move into an opponent controlled or contested square, the active player may decide to spend maneuver points in excess of those required by the MCC in order to difficult a possible enemy interception attempt.

6.4. Reacting to a movement.

When the destination square of a movement declared by the active player becomes contested, any non-active player's combat units (and accompanying agents/leaders) in the destination square player may attempt one of the following reactions:

- I. Move into an open or controlled key compound associated to that square.
- II. Exit a key compound (may only move into its associated square).
- III. Intercept the incoming pawns.

Only one attempt is allowed per move; if more than one pawn attempts to react they must be able to constitute a valid stack as stated in 6.1.

Roll 1D6 and apply any valid modifier below, if result is ≥ 6 the reaction attempt succeeds.

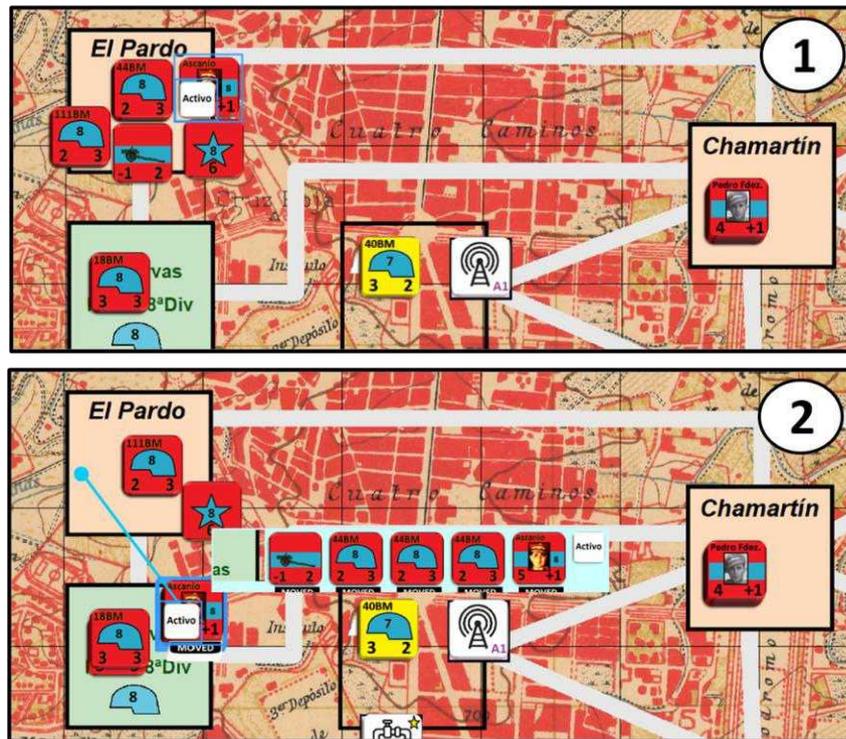
- + The lowest initiative factor of the reacting combat units.
- -1 if the lowest initiative factor of the combat units in the maneuvering stack is higher than the reacting player lower factor.
- + Command modifier of the highest level leader/agent in the reacting stack.
- +1 per intelligence point expended.
- +1 if non-active player's will to fight modifier is higher than active player's.
- +1 if active player moves into a square controlled the by the reacting player.
- -2 if reacting against an agent/leader moving alone.
- -1 per each extra maneuver point expended by the active stack.

An intercepted stack must immediately engage its opponents by declaring an assault or parley (see 7.1 & 7.3 respectively) or becomes fixed (see 7.2) and the maneuver comes to its end. If the reacting player moves into a compound blocking the intended movement route, the move is cancelled but the active player may continue his maneuver if he still has credit to declare further movement or combat. Intercepted/blocked agents/leaders moving alone are eliminated if $1D6 >$ initiative factor; if intercepted no further movement is allowed and if blocked they return to departure square and may re-route their movement (if intercepted upon returning to the departure square they are eliminated).

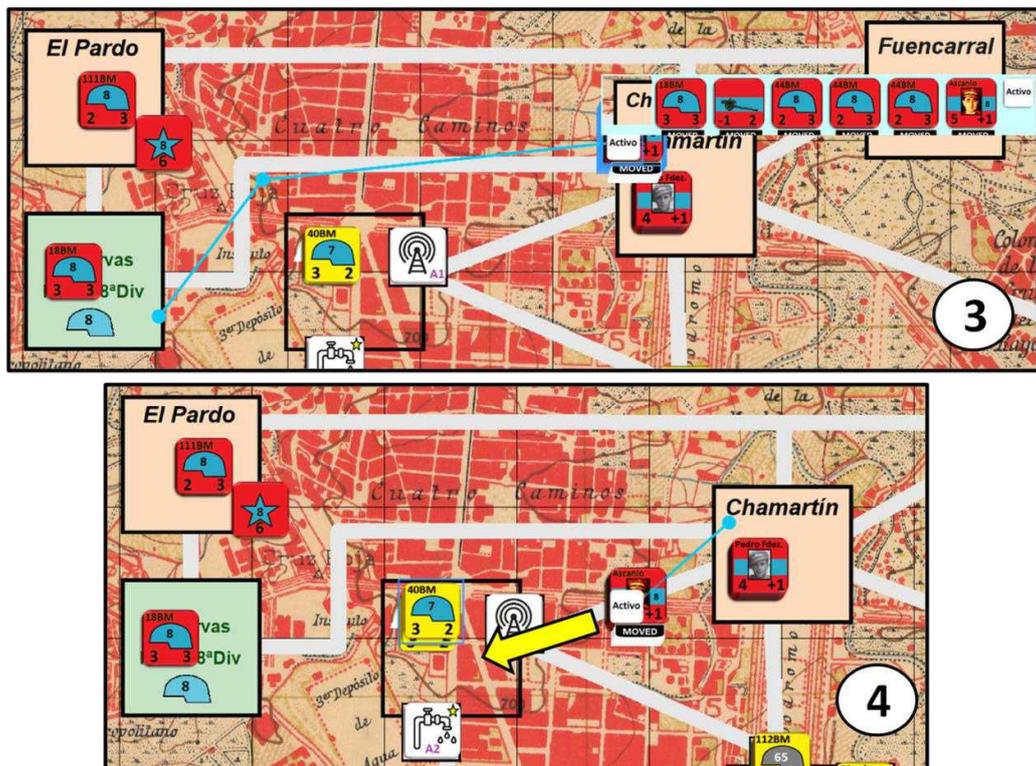
Example 6a. Stack movement.

(1) The PCE player activates Ascanio and generates a command stack in El Pardo with 2 detachments from 44BM and the division's artillery; he rolls 1D6 to determine the maneuver credit and adds 2 for the initiative factor of the combat units in the stack, deducts one for the artillery unit and 1 for Ascanio's command modifier. The roll yields a 4, so he gets a maneuver credit of 6.

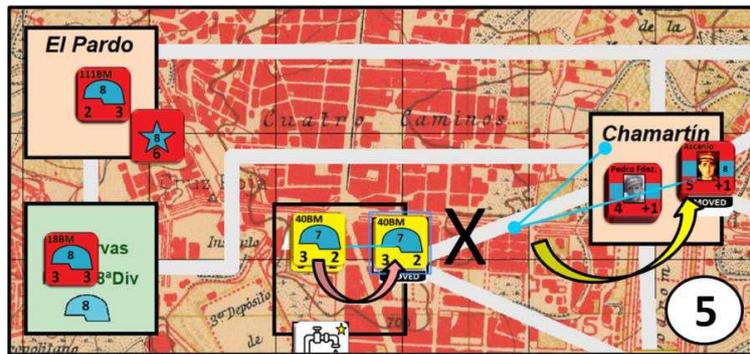
(2) Ascanio first move is into the 8th division reserves square, which being friendly controlled only deducts one from his maneuver credit. There, Ascanio has one detachment from 18BM join into his stack, which deducts one further point from his maneuver credit.



(3) Next, he moves forward to Chamartín spending 1 more point from the credit as Chamartín is also friendly controlled. (4) Ascanio declares his intention to move into square A (which would become contested upon Ascanio's entrance) spending his 2 remaining maneuver points.

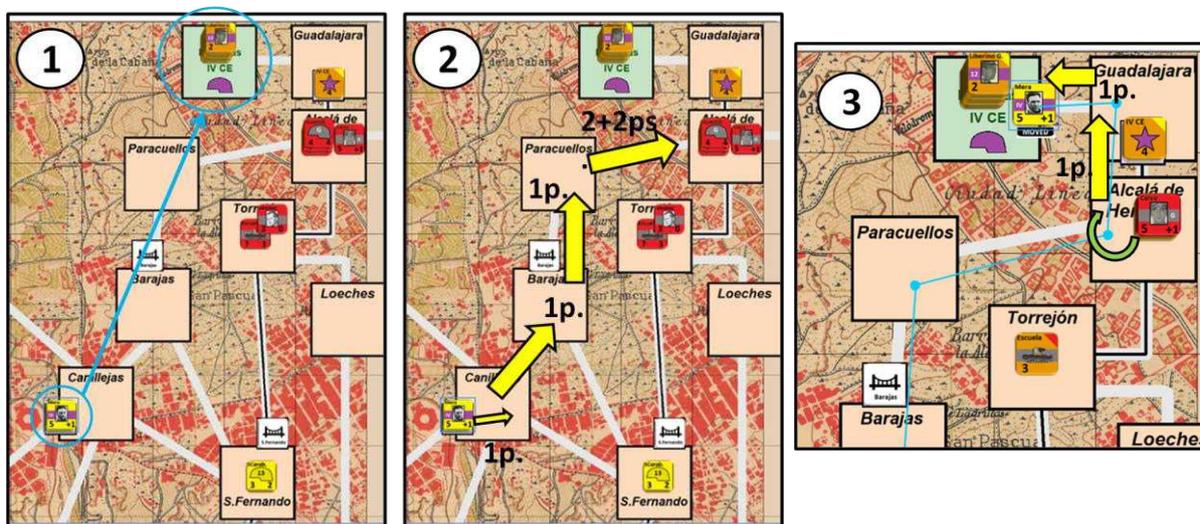


(5) One of the three CND 408BM detachments in A attempts to prevent Ascanio's move by entering compound A1 and blocking the movement route into A. The CND player rolls 1D6 and add 3 for the initiative of his units in A and +1 for controlling the square; as the roll yields a 3, his total is $3 + 4\text{DRM} = 7 > 6$ so the CND reaction succeeds and Ascanio returns to Chamartín with his maneuver credit spent.



Example 6b. Single leader/agent movement.

(1) The CND player wants to conduct a negotiation in order to affiliate 4th Corps units in its Reserves area; leader Mera in JACA is tasked, through a telephone call, to move to the target square to accomplish the order. The 1D6 roll to determine the maneuver credit yields a 5 and a +3DRM (leader moving alone) and +1DRM (command modifier) are added, so a maneuver credit of 9 is available for Mera’s movement. (2) Mera moves out of JACA into Canillejas (1 point) and the moves north along Barajas and Paracuellos open squares paying one additional point for each of them; then Mera needs to move across enemy controlled Alcalá, so he chooses to deducts two additional points to the 2 required to enter the square in order to improve his chances of not being intercepted.



(3) The PCE player attempts to intercept Mera’s entrance in Alcalá with his combat units and leader Calvo located in the square. The PCE player 1D6 roll is a 4 and adds +3 for his combat unit’s initiative factor, +1 for Calvo’s and a further +1 for having Alcalá under control, but then subtracts 2 for the extra points used by Mera to enter Alcalá and another 2 for a leader moving alone, so the final modified roll is 5 < 6 and fails to intercept Mera. Mera’s remaining 2 maneuver points allow him to reach the 4th Corps reserves area (both entered squares are neutral).

7. COMBAT.

Only stacks including combat units in them may engage in combat. Neutral pawns may be engaged without restriction but this implies immediate affiliation to the opposing faction or a penalty to the will to fight (see section 11). The following actions are included in the category of combat:

- I. Assault.
- II. Fix.
- III. Parley.
- IV. Take hold of a compound.
- V. Intentional destruction.

7.1. Assault.

The purpose of an assault is to dislodge an opponent force from a square or compound. Only the active player’s pawns in the maneuvering stack (attackers) and the opposing forces in the target square

(defenders) intervene in its resolution; all other pawns in the square or associated compounds are considered bystanders. Assault resolution depends on the type of square in dispute.

7.1.1. Assaulting a key compound.

Assaulting a key compound is an automatic event which deducts 1 point from the maneuver credit. Assault resolution follows the generic procedure explained in 7.1.4 with the following considerations: the defender doubles his number of combat units (only three of those present allowed to defend) and reduces their initiative to zero and the attacker diminishes his initiative factor in two (2) digits.

7.1.2. Assaults in a downtown Madrid square.

Declaring an assault in a downtown Madrid square deducts 1 point from the maneuver credit but will only take place if the opponent is fixed (see 7.2) or becomes engaged. An opponent becomes engaged if a modified 1D6 is ≥ 6 .

Modifiers:

- +1 per combat or support unit in the square (neutral pawns and those inside compounds excluded).
- +# Command modifier of the highest level leader/agent in the attacking stack.
- +1 per expended de intelligence point.
- +1 if active player's will to fight modifier is higher than non-active's.
- +1 if lowest initiative factor of combat units in the attacking stack is higher than defender's.

Assault resolution follows the generic procedure in 7.1.4. If no engagement occurs assault does not take place; activation continues if active player still has credit to declare further movement or combat.

7.1.3. Assaults in other large squares.

All other assault declarations deduct 2 points from the maneuver credit and will only take place if the opponent is fixed (see 7.2) or becomes engaged. An opponent becomes engaged if a modified 1D6 ≥ 6 .

Modifiers:

- + The result of halving (drop fractions) the number of combat or support units in the square (neutral pawns and those inside compounds excluded).
- +# Command modifier of the highest level leader/agent in the attacking stack.
- +1 per expended de intelligence point.
- +1 if active player's will to fight modifier is higher than non-active's.
- +1 if lowest initiative factor of combat units in the attacking stack is higher than defender's.

Assault resolution follows the generic procedure explained in 7.1.4. If no engagement occurs assault does not take place; activation continues if active player still has credit to declare further movement or combat.

7.1.4. Assault resolution.

The first step in resolving an assault for both attacker and defender is to designate one combat unit, from those involved, as lead unit as well as a leading agent/leader. Next, compare both lead units' initiative ratings (add to the initiative ratings the command modifier of any designated leader/agent) to obtain a differential; the player with the highest initiative chooses whether to add this differential to his combat die roll or deduct it from his opponent's roll. Then both players roll 1D6 and add the number of combat units involved, the attacker (only) may also add twice the number of support units in his stack (see sections 9.1 through 9.24) and the differential is added or deducted (to a minimum of zero). A result ≥ 6 inflicts damage to the opposing lead unit (see 7.1.6). If the unmodified roll is 1, the leading agent/leader suffers damage; if none present, one unit in the stack (not necessarily the lead unit) suffers damage.

If only the active player causes damage, then the non-active player is defeated and may be forced to withdraw according to section 7.1.7; any other result is a defender's victory, unless all defender combat units become neutral or destroyed, and both factions become fixed if both are inside the same square and the activation ends at this point. If the defender is dislodged from a compound, the attacker may enter it or access its associated large square. A combat unit in the defending stack may try to take the place of a defeated lead unit to prevent a withdrawal; roll 1D6, if result \leq its moral factor (+1DRM if from different formation) it becomes the new lead unit and withdrawal is forfeited. Only

one replacement attempt may be conducted regardless of the number of defenders in the stack. If the attempt fails, the defender must withdraw.

7.1.5. Follow on assaults.

After resolving one assault round, the active player may declare other follow on assaults provided:

- No engagement roll is required in follow on assaults.
- Support units can only contribute to follow on assaults if they can trace a LOC to either a controlled ammo depot or a reserves square no longer than one maneuver point (3 if supported by a motor depot counter).
- Assaults against compounds or downtown Madrid can be reiterated two more times without extra maneuver credit expenditure.
- Follow on assaults on other large squares deduct one maneuver point.

7.1.6. Damage effects.

A damaged combat unit must undergo a morale check; if $1D6 > \text{moral factor}$ (-1DRM if defending a compound), the unit becomes neutral and withdraws. Also, regardless of the morale check outcome, the damaged unit gets a damaged "D" marker; damaged units have their printed factors reduced by one. Neutral damaged units cannot affiliate to a warring faction.

A damaged unit being damaged again is eliminated if $1D6 > \text{moral factor}$ (-1DRM if defending a compound); if $\leq \text{morale factor}$, becomes neutral and withdraws.

If after resolving the assault round(s) one faction's involved combat units become neutral or destroyed, support units and HQs of the defeated faction become destroyed and agents/leaders must check for survival; if $1D6 > \text{agent/leader initiative factor}$ eliminate from play, surviving agents/leaders may move to a directly connected square (but may be intercepted as per 6.4) or remain in current square. Hidden pawns become disclosed and then become hidden again and withdrawn as stated for agents/leaders.

When the combat differential in 7.1.4 is used to increase a roll (whether the attacker or defender one), agent/leader damage due to an unmodified roll of 1 causes its immediate elimination from play of the involved agent/leader. If the differential is used to decrease the opponent's roll, an unmodified roll of 1 the agent/leader is eliminated if $1D6 > \text{initiative}$ and if survives cannot take part in follow on rounds (a command stack ends its activation).

7.1.7. Withdrawal procedure.

If only the active player damages his opponent, the defender has the following options:

- Withdraw from the disputed compound or square.
- Try to substitute the damaged combat unit with other defending combat unit.

In case of withdrawing the following conditions must be fulfilled:

- I. Only combat units and agents/leaders can be withdrawn, all other pawns are eliminated.
- II. Withdrawn pawns may only move into a compound associated to the square they are located in or into a directly connected square.
- III. Pawns inside a compound cannot retreat into a different compound.
- IV. Pawns inside a compound cannot retreat into the square where the assault came from.
- V. An enemy controlled or destroyed compound blocks withdrawal.
- VI. Withdraw into an enemy controlled square is forbidden.

Combat units unable to withdraw into a valid destination are eliminated; agents/leaders unable to withdraw are considered intercepted (resolve as last paragraph in 6.3). **Surrender (Optional):** Combat units unable to withdraw into a valid destination surrender (place a POW marker on them).

7.1.8. Collateral damage.

Compounds must check for damage after each assault round; a compound is damaged if a modified $1D6 > 6$. Applicable modifiers are listed below:

- +2 if an ammo depot inside the compound.
- +1 if artillery, aviation, armor or armored train took part in the assault round.
- -1 if the differential in 7.1.4 was used to reduce the defender's roll.

Combat units in a damaged compound become damaged and must withdraw, agents/leaders must check as if intercepted and all other pawns/markers are eliminated. Damaged compounds are marked with a “on fire” marker during the turn they become damaged. Change the “on fire” marker for a “X” (destroyed) marker and consider the compound as non-existent EXCEPTION: bridges are turned to their destroyed side the movement route across them becomes blocked.

7.2. Fix.

A maneuvering stack may try to fix an opponent in a square in order to ease the job for a following activated stack. A maneuvering stack may only attempt to fix an opponent if it has, at least, half as many combat units as his opponent has in the square (those inside associated compounds excluded). Resolve following the same steps (and same costs) as in an assault resolution, but place “fix” markers on both the maneuvering and opponent stacks upon getting engaged. Both stacks will remain fixed until one of them moves out of the square or the turn ends.

A maneuvering stack ends its activation once it achieves a fix result. Fixed pawns have their initiative reduced to zero both for maneuver credit rolls and assault resolution, and reduced by 1 factor for parley.

7.3. Parley.

By resorting to parley an agent/leader led stack can convince an opponent to become neutral or a neutral force to affiliate to their own faction; when both neutral and opponent pawns coexist in the same square, the active can only engage with one of them at a time.

Parley is resolved following the same steps (and same costs) as in an assault resolution till engagement is determined (all neutral pawns are considered fixed); if the opponent becomes engaged the agent/leader in the active stack may engage in negotiation as explained in section 5.2.2, but, for the active player, only leaders/agents in the active stack may take part.

If parley fails its first attempt, the opposing faction gains 1IP; if a follow on attempt also fails, the active stack becomes fixed and the activation ends.

7.4. Taking hold of a compound.

Taking hold of a compound means detaching a small guarding force to secure the compound (implemented in the game by placing a control marker). The active stack must be present in the square to which the compound is associated and 1 point is deducted from the maneuver credit.

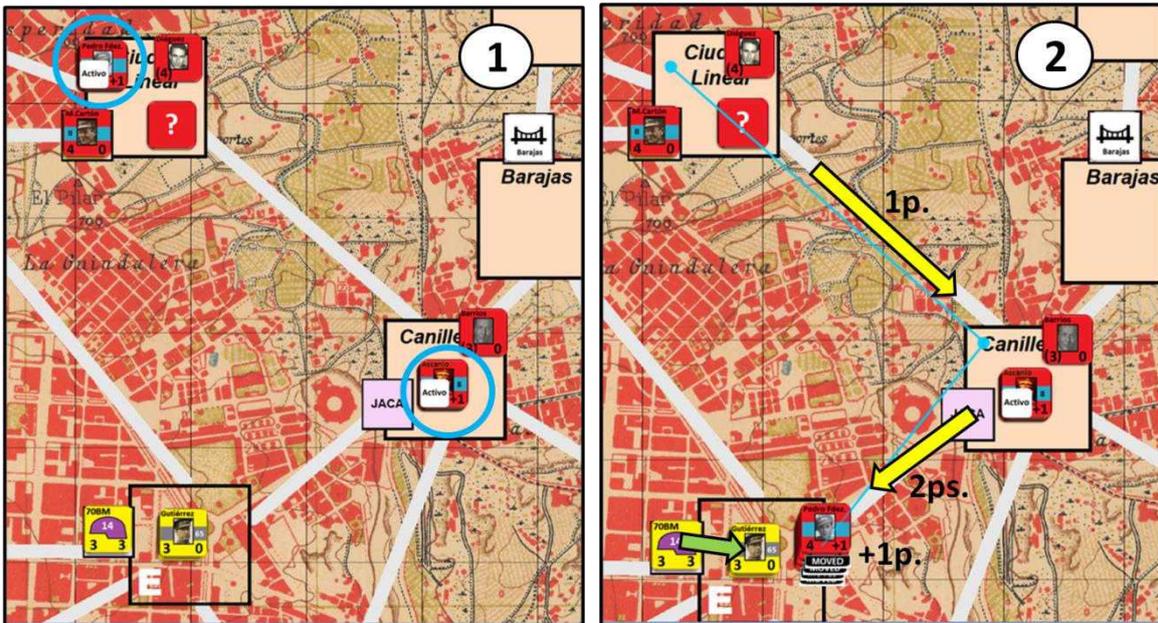
7.5. Intentional destruction.

Players may intentionally destroy compounds and the facilities in them but this type of action implies a penalty and every time it is conducted their will to fight marker is moved one box to the left. In order to attempt an intentional destruction, the active player first declares how many maneuver points he is committing to the task and then rolls 1D6; if the total figure (+2 if an ammo depot is inside the targeted compound) is ≥ 6 , the compound is destroyed. Follow the directions in 7.1.8 for implementing the effects of destruction.

Compound destruction by using the *Subsuelo* combat unit follows the directions in section 9.6.

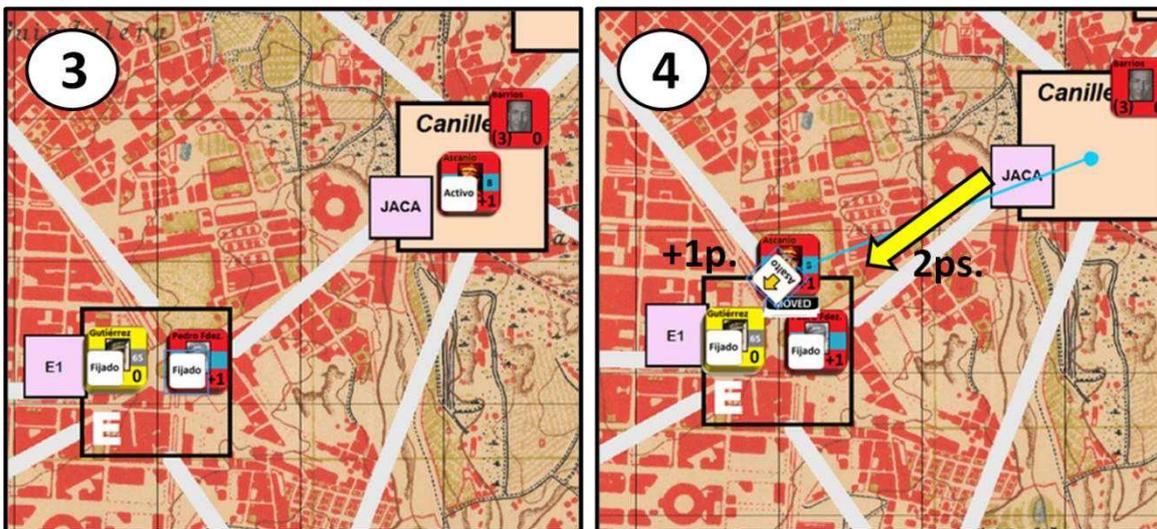
Example 7. Combat.

(1) The PCE player issues a maneuver order to 8th Div. HQ, which redirects it to Ascanio in Canillejas and Pedro Fernández in Ciudad Lineal; both activate generating a three combat unit command stack each. **(2)** Pedro goes first and gets a 4 in the maneuver credit roll, adding 3 for the initiative of his combat units, another 1 for his command rating, which yields a total of 8 maneuver points. Pedro moves to Canillejas (1 point) and then to square E (2 points for being enemy controlled) contesting the square; CND player attempts to react moving the 70BM detachment out of the compound to join Gutiérrez for the fight; he rolls a 2 +3 for the units initiative and a further +1 as the CND controlled the square before Pedro entered it, so the total is 6 and the 70BM joins Gutiérrez. Pedro spends 1 more point to initiate combat in a downtown Madrid square.

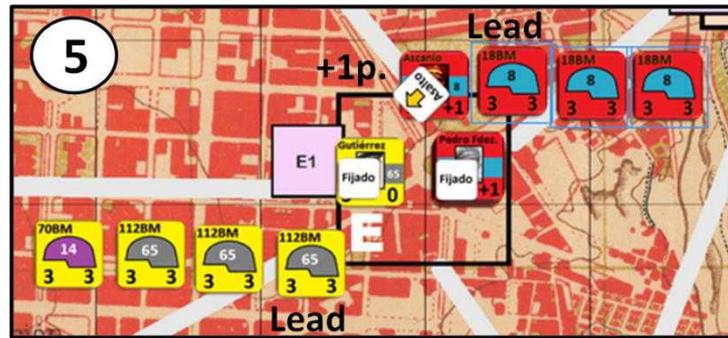


(3) With the odds against him, Pedro opts to fix Gutiérrez and wait for Ascanio's help. Engagement occurs automatically as there is a +7DRM for 7 combat units in the square, +1DRM for Pedro's command modifier and a further +3DRM for the PCE combat units' initiative. Both stacks become fixed and Pedro's activation ends.

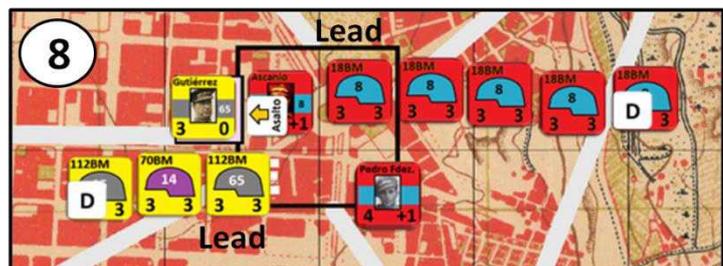
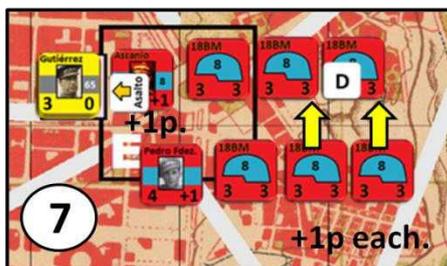
(4) Now is Ascanio's turn and rolls a 4 +3DRM for his combat units' initiative and +1DRM for his command modifier getting a total of 8 maneuver points; he spends 2 points to move into square E and another 1 to initiate combat.



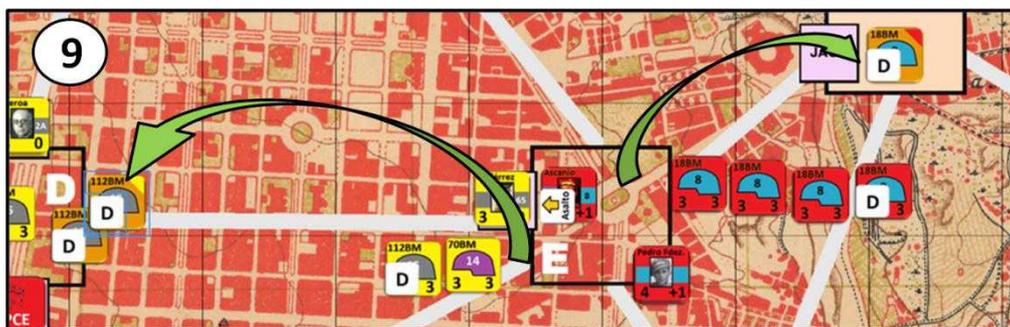
(5) Both sides designate their lead units; CND initiative is zero because Gutiérrez is fixed and PCE is 3 +1 for Ascanio's command modifier, so there's a differential of 4 for the PCE player. Ascanio uses the differential to lower the CND, so the assault is resolved with 3+1D6 for the PCE and 4-4+1D6 for the CND. In the first round Ascanio rolls a 5 +3DRM = 8 ≥ 6 --> inflicts damage, and the CND a 6 +0 = 6 ≥ 6 and also inflicts damage, so the CND wins. The PCE lead unit rolls a 2 ≤ initiative factor so it continues in the fray, but the CND lead unit rolls a 5 > initiative factor so, in addition to being damaged, it defects: withdraws to square D and becomes neutral. (6) Ascanio calls a follow on round (as the square is downtown Madrid, he can reiterate the assault two time without spending another maneuver point), he switches the lead unit and keeps the differential to lower the CND's roll; in the second round Ascanio rolls a 3 +3DRM = 6 ≥ 6 --> inflicts damage, and the CND a 5 +0 = 5 < 6 and fails to inflict damage, so the PCE wins. The CND lead unit rolls a 3 ≤ initiative factor so it continues affiliated. Gutiérrez has a chance to bring a new combat unit to replace the defeated lead unit, but instead he decides to withdraw inside the compound.

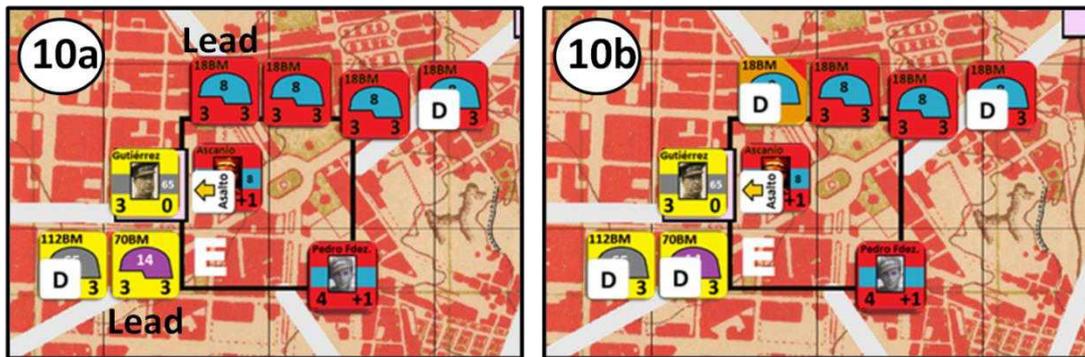


(7) Ascancio still has four remaining maneuver points; he spends two to have two combat units from Pedro's no longer fixed stack join his own and a (8) third point to strike Gutiérrez again.

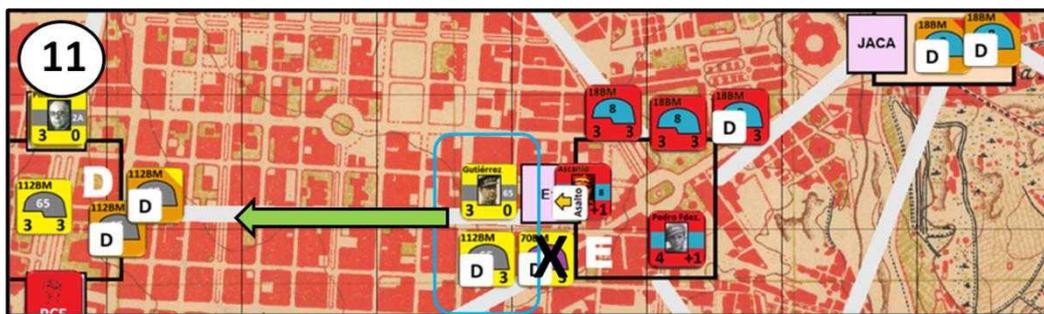


(9) As Gutiérrez is defending a compound his initiative drops to zero and Ascancio's is lowered by 2; again the differential favors Ascancio, this time $3 - 2 + 1$ for the command modifier: $+2$. Again Ascancio uses the differential to lower the defender's roll; this time from 6 (defender inside compounds double their number) to 4. Both players roll 4s in their assault rolls, which mean mutual damage ($4 + 5 > 6$ for the PCE and $6 - 2 + 4 > 6$ for the CND), then the PCE rolls a 5 in the damage check and the CND a 6, so both lead units defect in addition to being damaged; the CND unit retreats to square E and the PCE to Canillejas. (10) Ascancio goes for a second follow on assault, again using the differential to lower the defender's roll; this time the defender has $2 \times 2 - 2$ (differential) and the PCE assaults with 3. This time the PCE rolls a 3 and the CND a 6, so it's mutual damage again. The PCE lead unit rolls a 5 in the damage check and defects in addition to damage, the CND rolls a 4 and stays affiliated (it has its morale increased by one while defending inside a compound).





(11) A third assault round follows, again using the differential to lower the defender's roll; the PCE rolls a 3 and inflicts damage and the CND a 1, so it fails to inflict damage and also has to check for leader damage. The CND lead unit rolls a 4 in the damage check and is eliminated (morale rating 3 -1 due to damage +1 inside compound = $3 < 1D6$), Gutiérrez rolls a 2 and survives. Gutiérrez tries to avoid retreat by bringing his 112BM detachment to substitute the mauled 70BM, but it rolls a 6 in the morale check so he's forced to withdraw to square E.



Ascanio has still 1 maneuver point remaining, but at this point he brings to an end his activation. Square E becomes PCE controlled so the CND will to fight marker moves one square leftwards.

8. INTELLIGENCE.

The opportune use of information gathered during operations for the advancement of propaganda, negotiations or maneuver is implemented by the use of intelligence points.

Intelligence management is a continued process that may bring effects to all phases and sub-phases of the game sequence; notwithstanding, collected intelligence points are ephemeral and those unspent are lost every intelligence sub-phase in the maneuver phase.

After resetting their intelligence markers to zero in the intelligence sub-phase, both factions can gather new intelligence points from different events happening during play and spend them when the opportunity arises.

The players can claim intelligence points each time any of the events below takes place:

- 1 point every time an opponent is allowed to convey an order through the G1 controlled telephone exchange (see 4.3.4).
- 1 point every time the opponent conveys an order using the telegraph station in (see 4.3.4).
- 1 point every time an opponent agent/leader pawn is eliminated through interception.
- 1 point every time an opponent negotiation result is ≤ 1 (see 5.2.2).
- 1 point per opponent failed first parley attempt (see 7.3).
- 1 point per eliminated opponent HQ.
- 1 point every time opponent combat unit(s) surrender.
- The PCE gains 1 point every time the CND player conveys an order through a neutral HQ (see 4.4.1).
- The CND gains 1 point every time he uses the air unit (FARE) in a reconnaissance role (see 9.4).

9. SPECIAL RULES.

9.1. Artillery.

Artillery played a minor role in the events recreated in this simulation, mostly limited to subduing defenders inside compounds.

Once affiliated, artillery lacks an initiative rating meaning that it cannot maneuver if not stacked with combat units and is constrained to a supporting role; the initiative of those combat units being supported is

hampered by the modifier printed in the artillery pawns. The artillery modifier affects all combat units in the stack regardless of how many artillery units join the maneuvering stack.

Artillery may only contribute to assaults when attacking; each attacking artillery pawn counts as two combat units for the assault roll, but may only take part in follow on assaults provided ammo is available as explained in section 7.1.5. In addition, artillery has a morale effect upon defenders; damaged defenders have +1DRM in their morale checks, this modifier is in force even if artillery cannot secure ammo availability.

9.2. Armor.

Due to the armor doctrine at the time, the role of armor is constrained to supporting attacks and cannot assault if not stacked with combat units; but different from artillery, armor can move accompanied by a leader/agent counter. Armor, once affiliated, uses the initiative factor of the supported maneuver stack (thus the ? symbol).

Armor may only contribute to assaults when attacking; each attacking armor pawn counts as two combat units for the assault roll (see 7.1.4). In follow on rounds the use of armor is conditioned to ammo availability as explained in section 7.1.5. Armor has a morale effect upon attackers; damaged attackers have -1DRM in their morale checks, this modifier is in force even if armor cannot secure ammo availability.

9.3. Armored train.

In opposition to artillery and armor, the armored train is a combat unit and can maneuver independently; this is because it included and accompanying infantry detachment that could dismount and fight on foot supported by the entrained weapons. Like artillery and armor, the armored train counts as two combat units for the assault roll and its use follow on rounds is conditioned to ammo availability, but the penalty for not being within reach of an ammo depot is that the armored train no longer counts double for the assault roll. The armored train has both the armor and artillery morale effects.

The armored train may only be located and move along squares connected by rail movement routes (those with a black line along their axis); in addition, armored trains can only enter compounds astride rail movement routes. The armored train is eliminated the moment it is forced to move into a forbidden square or across a blocked route.

9.4. Aviation.

The aviation pawn lacks initiative and morale factors; it affiliates to the CND faction the moment its parent HQ (FARE) gets affiliated. During the maneuver phase, the aviation pawn, in case of being activated, it may be used as a combat unit or in a reconnaissance role in order to gather one intelligence point (see section 8). The aviation pawn may be used independently or join any active stack anywhere in the board.

The CND player, when in the active player's role, simply states that he is using the aviation pawn and the role assigned to it. Aviation does not roll for maneuver credit; but if it is joining a maneuver stack it must do so before the stack rolls for maneuver credit. If part of a maneuver stack, the aviation pawn contributes as if an artillery unit in one single assault round; if used independently in a combat role no assault resolution is done but only has impact in the PCE player's will to fight (see 11.2.II) or, if its target is a compound, checks for possible collateral damage. When used in a reconnaissance role, simply collect 1 IP.

The aviation pawn may only be used once per turn, to avoid duplication move the aviation pawn to the next turn box in the turn record track after being used.

9.5. Syndicates.

Syndicate pawns represent the headquarters of the main political parties involved in the events being simulated. Its only role is to contribute to the propaganda effort; but due to the importance of a successful propaganda in keeping the will to fight alive, their role in the game is a relevant one.

Syndicates have a neutral and an affiliated side but no initiative. Syndicate affiliation in an irreversible player's choice; at the beginning the CND may opt to affiliate the CNT and/or *Agrupación Socialista* syndicates and the PCE player can do the same with the PCE syndicate. While neutral, syndicates cannot contribute to the propaganda effort but, on the other hand, the active player incurs in a penalty if he assaults the compound where a neutral syndicate is located (shift will to fight one box left, see 11.2.I).

9.6. *Subsuelo* (underground sappers) unit.

For two long years a bitter underground battle had been ongoing beneath the university compound in the outskirts of Madrid; with this background, the underground sappers constituted the most deadly threat to the CND survival. Little is known yet on the reasons why the attempt to blow down the national Treasury building where Casado's CND hid during the coup failed.

In addition to fighting as an ordinary combat unit, the *subsuelo* unit can try to blast down one (1) single compound during the whole game. This attempt requires an individual maneuver order carried out singly by the *subsuelo* unit (its commander, the agent *López valle* – may join in the maneuver); the attempt cannot take place if the *subsuelo* unit is not able to trace a LOC of 2 maneuver points or less to an ammo depot and the unit is in the target square or in a directly connected one. As the attempt is a stealthy underground move, the CND player cannot conduct any reaction to it.

To resolve the blast attempt, the PCE player rolls 1D6, deducts 1 if the unit attempts it from a square connected to the target one, adds *López Valle's* command modifier (if joining the attempt) and +1 per IP committed; if the result is >6 the attempt succeeds, all pawns and markers in the compound are eliminated and the compound is destroyed (place a fire marker). After resolving the attempt, regardless of its result, remove the *subsuelo* unit (and *López Valle*, if joined) from play.

9.7. 5^a Column.

There are three 5th column agents in the CND faction; their role in the simulation is dual: first, they have a negative modifier that serves to backfire any PCE action taking place in the square where they are located (provided the CND player discloses the pertinent pawn); on the other hand, they implement the liaison with the Francoist forces enabling their intervention in the game.

The game only considers the two interventions that the Francoists historically carried out during the time span of the simulation (both after being requested by the CND); these are allowing safe passage across the Arganda bridge (it was under continuous harassment by the Francoist artillery) and a probing assault in the University sector of the Madrid front (defended by those communist units that were most compromised in the countercoup). Liaison between the CND and the Francoists is implemented during the negotiation sub-phase; the CND player just needs to trace a LOC (telephone excluded) to the square where one 5th column agent is present, disclose it and declare which Francoist intervention wants to take place.

The opening of the Arganda Bridge has immediate effect and it will remain open for both factions till the CND player issues a new negotiation order with the purpose of closing it again. Flip the bridge marker to its open side to show its new status.

The CND player may only call once for a Francoist offensive to take place; its implementation is also immediate, but its effects may vary. First, the PCE player must roll 2D6 and withdraw from the board that number of combat or support unit pawns; selected pawns must belong to 7th & 8th divisions from 2nd Corps. The PCE player must first remove units from the 7th & 8th divisions' reserves squares (both affiliated and neutral can be chosen); if not enough, then he will continue removing pawns from other squares, but only pawns affiliated to his faction will be eligible. The number of withdrawn pawns and the ability to fulfill the quota has an impact the factions will fight as stated in section 11.2.

9.8. GERC.

GERC (Central region Army Group) HQ pawn represents the command group sent by that HQ to replace the staff of Centro Army HQ after being captured at JACA redoubt. Due to this circumstance, its affiliation to the CND follows what is stated in this section.

Affiliation of GERC HQ and associated leader and agents (those with GERC scripted in their color stripe) may take place the turn following the one Centro HQ is eliminated from play; the CND player only needs to use one negotiation order to state that they are being affiliated. Leaders/agents associated to Centro HQ may continue in play if not eliminated along with its HQ and become associated to GERC HQ.

9.9. 3rd Corps leaders.

9.9.1. Ortega.

Colonel Ortega, commander 3rd Corps, played a very controversial role during the coup; being a prominent communist party member, he refused to get involved in the countercoup and then interceded on behalf of Casado to deactivate the countercoup. Additionally, the deployment of his forces astride the communications bottleneck linking Madrid with other Republican territories, gave him the power to shift the scales at will.

Accordingly, Ortega has the following capabilities:

- No affiliated combat unit may enter the Carabaña and 3rd Corps reserves squares while Ortega remains neutral in any of them.
- Carabaña blocks paths for refit (see 12.3).
- Once Ortega is summoned to a CND level 1 HQ (or to the player token's square), the CND player may use him as an own agent.

9.9.2. Pertegaz.

Major Pertegaz, commander 9^a division, 3rd Corps, was designated by the communist party to play a leading role in the planned counter-coup; in order to gain freedom of movement, Pertegaz feigned illness and moved downtown Madrid ready to receive instructions.

Due to this circumstance, his pawn is included in the free set-up along with the agents and his color stripe has the color of his own corps and that of 2nd corps (the one from which he was expected to command troops).

9.10. Villa Eloísa.

Villa Eloísa compound in Ciudad Lineal sub-urban square, very close to where 2nd Corps HQ was located (villa Fleta), served as an underground hub for communist couriers. While Villa Eloísa is not CND controlled, any PCE leader/agent/HQ in Ciudad Lineal square can receive an order without having a LOC traced to him; in addition, LOCs traced to the PCE Syndicate can end in Villa Eloísa instead of in compound D3.

10. RESOURCES.

Resource is the generic term for all facilities and assets servicing Madrid and its garrison. Some resources are classified as critical as their breakdown would compromise the survival of the city; these are the following:

- I. Power supply. There are two power stations, one in C1 and the other in K1.
- II. Water supply. There's only one water pumping station, it is located in A2.
- III. Main Telephone exchange, located in G1.

10.1. Power supply.

Most actions in play require having access to power supply, but players do not need to claim access to power stations as long as both of them remain in play. Damage to one of the stations may cause both factions will to fight to drop (see section 11.2).

10.2. Water supply.

As with power supply, there's no effect to players while the water pump marker is in play; but once it becomes damaged, both players may be penalized as per 11.2.

10.3. Telephone exchanges.

Each of the exchanges and stations in 4.5.4 is implemented by a marker on the board (white icon for civil exchanges and green for military); of all the, only the one in G1 is critical as most of the public services and supplies were coordinated through it. Its destruction is penalized according to 11.2.

10.4. Broadcasting stations.

Broadcasting stations have a relevant role in keeping the players will to fight alive through propaganda. There are 2 stations depicted in the game located in squares A1 & B5. The stations can only be tasked once per turn, the reverse sides of the markers show a committed side to help players track their status.

10.5. Printing offices.

Along with the broadcasting stations, printing offices also contribute to spreading propaganda and thus arise the will to fight of the faction that uses them. There are two printing offices in the game, they are located in D3 & J1; their marker also have a committed reverse to show that the resource has already been tasked for the current turn.

10.6. Motor pools.

The motor pools served the transport needs of the Madrid garrison which at the time also supported basic civilian needs as well; they can be used either during the propaganda sub-phase (for distributing press

or other morale raising items), negotiation sub-phase (easing the go around of agents) or maneuver sub-phase (supporting the movement of a single stack per marker). The motor pool markers also have a committed reverse to show that the resource has already been tasked for the current turn.

10.7. Ammo depots.

Only the ammo depots downtown Madrid are implemented in the game with the use of markers, all reserves squares are also considered to be sources of ammo supply (also see section 7.1.5); also note that, for ease of play, ammo supply has been only considered for support weapons.

11. WILL TO FIGHT / VICTORY CONDITIONS.

In an environment of morale breakdown due to the lack of prospects in the face of imminent defeat, both factions strode to mobilize as much supporters as possible to their own “how to end the war” chimeras. In this simulation this is implemented by establishing 5 different will to fight levels and the mechanics to shift the players will from one level to other depending on the events taking place.

11.1. Will to fight register.

In the lower right margin of the board it is located a 5 square track for registering both players will to fight during the game. The squares are numbered from 1 to 5, where the higher the number the higher the will; also, each square has a modifier printed in it to be used when the rules call to use the will to fight modifier.

Use a control marker to track each player’s current will to fight; place the markers in the squares stated in the set up instructions and shift them whenever any of the events in 10.2 calls for and during the will to fight check in the administrative phase. The will to fight cannot ever exceed a value of 5 and implies automatic defeat if it falls below 1.

11.2. Factors affecting the will to fight.

- I. With an immediate impact in the game (any player).
 - Per each successful propaganda order (shift one square rightwards).
 - Per level 2 HQ affiliated through negotiation (shift one square rightwards).
 - For dislodging Centro HQ from JACA (shift one square rightwards).
 - For attacking a neutral syndicate pawn (shift one square leftwards).
 - Per each two critical resource markers destroyed (shift one square leftwards – both players).
- II. Immediate impact to PCE player only.
 - 1st time aviation attacks him (shift one square leftwards).
 - If the Francoist offensive forces him to withdraw 5 or more pawns and fully complies (shift one square rightwards).
 - If unable to withdraw the required number of pawns in a Francoist offensive (shift one square leftwards).
- III. Immediate impact to CND player only.
 - Per each of the following squares becoming PCE controlled: B, C, D, E, F, H, J & K (shift one square leftwards – up to a maximum of 3 per turn).
 - If square G becomes PCE controlled (shift two squares leftwards).
 - If the Francoist offensive requires 9 or more PCE pawns to be withdrawn (shift one square leftwards).
- IV. To be updated every will to fight check:
 - Turn penalty. The PCE player (only) shifts his marker leftwards as many squares as indicated in the current turn track square.
 - If PCE syndicate pawn remains neutral (beginning in turn 2), PCE player shifts one square leftwards.
 - If Ortega is PCE affiliated, PCE shifts one square rightwards.

11.3. Victory conditions.

A player achieves **automatic victory** the moment his opponent’s will to fight falls below 1 or its player token is eliminated. If this happens before turn 3 ends, then he achieves an **overwhelming victory**.

The player with the higher will to fight at the last turn will to fight check achieves a marginal **victory**. Any other result is a tie.

12. TURN ADMINISTRATION.

Once player cease alternating maneuver orders, the administrative phase takes place; follow the steps below so the game is ready for a new turn to begin.

12.1. Resources reset.

All committed resource markers are returned to their available side.

12.2. Will to fight check.

Both players (initiative player first) adjust their will to fight according to 11.2.IV.

12.3. Refit.

Affiliated HQs with full capacity available may spend it to move themselves to a new location in the map, any square reachable along an open movement route can be selected. Also, remaining command capacity may be used to fulfill any of the following actions:

- Remove one damage marker from a subordinate unit (see 4.1.2) to which an unblocked path can be traced (2 command points per removed marker).
- Move a POW marked unit. A subordinated combat unit must be located in the same square and an unblocked path can be traced to it. Use the initiative factor of the subordinate unit to move the POW unit.

Once both players finish refitting, return all command markers to full capacity.

12.4. End of turn adjustments.

Move the turn marker one box ahead and place the phase marker at the beginning of the sequence; both action point markers are placed in the zero box. Remove from the board any remaining “active” or “assault” marker still present. Command capacity markers of affiliated HQs are reset to their face values.

POW marked units not in a square with an opponent combat unit or not inside a compound with an opposing faction control marker, have their markers removed and are turned to their neutral sides.

13. GAME SET UP.

In order to prepare the game for playing, first place all resource and bridge markers in the squares indicated in their counters; all resources should be in their available faces and both Barajas and San Fernando bridges open. Arganda bridge begins closed and the Francoist offensive marker in its “all quiet” (sin novedad) side.

Next, place all pawns in the squares specified in the set up chart; leader/agents without an assigned square are placed last (PCE player first, CND next).

Finally both players place a control marker in the square 4 (dispirited 1) of the will to fight track, the turn marker in the March the 6th box, the phase marker in the negotiation box and a PCE control marker in the initiative box. Place the command capacity counters for Centro, 2A, 66 and G HQs (those that begin play already affiliated) in their full capacity boxes.

The PCE player begins play with 7 action points and 2 intelligence points, the CND player with 5 APs and no IPs; during the first turn there’s neither initiative nor propaganda sub-phases and the negotiation has particular rules. During the negotiation sub-phase of the first turn only the PCE player may start negotiations; negotiations may only take place in squares where agents/leaders are already present (no agent/leader movement allowed) and there’s no need to trace LOCs to them and a +1DRM is applied for domino effect; the CND player is restricted to interfering the PCE negotiation attempts by involving leaders/agents already present in the affected squares. Each PCE attempt and each CND interfering agent costs 1 action point.

14. MOVEMENT COSTS CHART.

MOVEMENT COSTS CHART					
SQUARES		ROUTE	COST	OBSERVATIONS	
DEPARTURE	DESTINATION				
DOWNTOWN MADRID	DOWNTOWN MADRID	OPEN, NEUTRAL OR FRIENDLY	OPEN	0	1 IF MORE THAN 3 ENTERED IN SAME MOVE
			BLOCKED	N/A	COMBAT MANDATORY
		DISPUTED OR IN OPPONENT CONTROL	OPEN	1	ALSO IF SQUARE BECOMES DISPUTED UPON ENTRANCE
			BLOCKED	N/A	COMBAT MANDATORY
	KEY COMPOUND	RELATED TO DEPARTURE SQUARE	OPEN	0	DESTINATION COMPOUND MUST BE OPEN OR FRIENDLY
			BLOCKED	N/A	COMBAT MANDATORY
		NOT RELATED TO DEPARTURE SQUARE	OPEN	0	DESTINATION COMPOUND MUST BE OPEN OR FRIENDLY
			BLOCKED	N/A	COMBAT MANDATORY
	PERIFERY OR RESERVES	OPEN, NEUTRAL OR FRIENDLY	OPEN	1	
			BLOCKED	N/A	COMBAT MANDATORY
		DISPUTED OR IN OPPONENT CONTROL	OPEN	2	ALSO IF SQUARE BECOMES DISPUTED UPON ENTRANCE
			BLOCKED	N/A	COMBAT MANDATORY
PERIFERY OR RESERVES	DOWNTOWN MADRID	OPEN OR FRIENDLY	OPEN	1	
			BLOCKED	N/A	COMBAT MANDATORY
		DISPUTED OR IN OPPONENT CONTROL	OPEN	2	ALSO IF SQUARE BECOMES DISPUTED UPON ENTRANCE
			BLOCKED	N/A	COMBAT MANDATORY
	KEY COMPOUND	RELATED TO DEPARTURE SQUARE	OPEN	1	DESTINATION COMPOUND MUST BE OPEN OR FRIENDLY
			BLOCKED	N/A	COMBAT MANDATORY
		NOT RELATED TO DEPARTURE SQUARE	OPEN	2	DESTINATION COMPOUND MUST BE OPEN OR FRIENDLY
			BLOCKED	N/A	COMBAT MANDATORY
	PERIFERY OR RESERVES	OPEN OR FRIENDLY	OPEN	1	
			BLOCKED	N/A	COMBAT MANDATORY
		DISPUTED OR IN OPPONENT CONTROL	OPEN	2	ALSO IF SQUARE BECOMES DISPUTED UPON ENTRANCE
			BLOCKED	N/A	COMBAT MANDATORY
DEPARTURE	DESTINATION	ROUTE/SQUARE STATUS	COST	OBSERVATIONS	
KEY COMPOUND	SAME LETTER AS DESTINATION DIFFERENT LETTER THAN DESTINATION	DIRECTLY CONECTED KEY COMPOUND	OPEN	0	DESTINATION COMPOUND MUST BE OPEN OR FRIENDLY
			BLOCKED	N/A	COMBAT MANDATORY
			OPEN	0	DESTINATION COMPOUND MUST BE OPEN OR FRIENDLY
			BLOCKED	N/A	COMBAT MANDATORY
	RELATED TO DESTINATION SQUARE	DOWNTOWN MADRID	OPEN, NEUTRAL OR FRIENDLY	0	
			DISPUTED OR IN OPPONENT CONTROL	1	ALSO IF SQUARE BECOMES DISPUTED UPON ENTRANCE
			OPEN, NEUTRAL OR FRIENDLY	0	
			DISPUTED OR IN OPPONENT CONTROL	1	ALSO IF SQUARE BECOMES DISPUTED UPON ENTRANCE
	NOT RELATED TO DESTINATION SQUARE	PERIFERY OR RESERVES	OPEN, NEUTRAL OR FRIENDLY	1	
			DISPUTED OR IN OPPONENT CONTROL	2	ALSO IF SQUARE BECOMES DISPUTED UPON ENTRANCE
			OPEN, NEUTRAL OR FRIENDLY	1	
			DISPUTED OR IN OPPONENT CONTROL	2	ALSO IF SQUARE BECOMES DISPUTED UPON ENTRANCE
N/A - NOT ALLOWED					

15. DEPLOYMENT CHART.

SQUARE	PAWN'S NAME (A) AFFILIATED (N) NEUTRAL	FORMATION	QUANTITY	OBSERVATIONS
A	40BM (A)	7D - IIICE	X3	
A1	BROADCASTING ST.	RESOURCE	X1	
A2	PUMP STATION	RESOURCE	X1	
B	112 BM (A)	65D - CENTRO	X2	
B1	112BM (A)	65D - CENTRO	X2	
B1	AMMO DEPOT	RESOURCE	X1	
B1	ART (A)	CENTRO	X1	
B2	6 ASALTO (A)	2A - CENTRO	X2	
B3	HQ 65DIV (A)	65D - CENTRO	X1	
B3	GUTIERREZ (A)	65D - CENTRO	X1	

	B3	AGR SOCIALISTA (N)	SYNDICATE	X1	
	B4	CNT (N)	SYNDICATE	X1	
	B5	BROADCASTING ST.	RESOURCE	X1	
	B5	HQ 7DIV (A)	7D - IICE	X1	
	B5	ZULUETA (A)	7D - IICE	X1	
	C	5 ASALTO (A)	2A - CENTRO	X2	
	C1	POWER STATION	RESOURCE	X1	
	D	112BM (A)	65D - CENTRO	X2	
	D1	6 ASALTO (A)	2A - CENTRO	X1	
	D1	HQ 2A (A)	2A - CENTRO	X1	
	D1	PIÑEROA (A)	2A - CENTRO	X1	
	D2	RESERVA (N)	CENTRO	X1	ARMOR
	D3	PCE (N)	SYNDICATE	X1	
	D3	PRINTING OFFICE	RESOURCE	X1	
	E	70BM (A)	14D - IVCE	X1	
	E1	AMMO DEPOT	RESOURCE	X1	
	F	5 ASALTO (A)	2A - CENTRO	X1	
	F1	MOTOR DEPOT	RESOURCE	X1	
	G1	70BM (A)	14D - IVCE	X1	
	G1	TEL. EXCHANGE	RESOURCE	X1	
	G2	4 ASALTO (A)	2A - CENTRO	X1	
	G2	ALVAREZ	2A - CENTRO	X1	
	G3	70BM (A)	14D - IVCE	X1	
	G4	70BM (A)	14D - IVCE	X1	
	H	ART (A)	CENTRO	X1	
	H1	70BM (A)	14D - IVCE	X1	
	H2	TEL. EXCHANGE	RESOURCE	X1	
	H3	4 ASALTO (A)	2A - CENTRO	X1	
	H3	TEL. EXCHANGE	RESOURCE	X1	
	J	SUBSUELO (N)	CENTRO	X1	
	J	AMETRALL (N)	7D - IICE	X1	
	J1	CENT. TELEF	RESOURCE	X1	
	J1	112 BM (A)	65D - CENTRO	X2	
	J1	PRINTING OFFICE	RESOURCE	X1	
	J2	4 ASALTO (A)	2A - CENTRO	X1	
	J2	AMMO DEPOT	RECURSO	X1	
	K	41BM (A)	4D - IICE	X1	
	K	ART (A)	CENTRO	X1	
	K1	POWER STATION	RESOURCE	X1	
	K2	BASE (N)	CENTRO	X1	ARMOR
	K2	41BM (A)	4D - IICE	X1	
	K2	MOTOR DEPOT	RESOURCE	X1	
	L	41BM (A)	4D - IICE	X1	

CANILLEJAS	JACA	70BM (A)	14D - IVCE	X1	
CANILLEJAS	JACA	HQ CENTRO (A)	CENTRO	X1	
CANILLEJAS	JACA	GAZZOLO (A)	CENTRO	X1	
CANILLEJAS	JACA	MERA (A)	IVCE	X1	
RESERVES	XVII CE	83BM (N)	73D - XVII CE	X3	
RESERVES	XVII CE	ART (N)	XVII CE	X1	
RESERVES	XVII CE	HQ XVII CE (N)	XVII CE	X1	
RESERVES	XVII CE	HQ 73DIV (N)	73D - XVII CE	X1	
RESERVES	XVII CE	G.VALLEJO (N)	XVII CE	X1	
RESERVES	XVII CE	CARRO R (N)	73D - XVII CE	X1	
RESERVES	LEV Y EXTR	214BM (N)	66D - GERC	X3	
RESERVES	LEV Y EXTR	127BM (N)	28D - GERC	X3	
RESERVES	LEV Y EXTR	FARE (N)	GERC	X1	AVIATION
RESERVES	LEV Y EXTR	HQ GERC (N)	GERC	X1	
RESERVES	LEV Y EXTR	HQ FARE (N)	GERC	X1	
RESERVES	LEV Y EXTR	HQ 66DIV (N)	GERC	X1	
RESERVES	LEV Y EXTR	HQ 28 DIV (N)	GERC	X1	
RESERVES	LEV Y EXTR	MATALLANA. (N)	GERC	X1	
RESERVES	LEV Y EXTR	CASTAN (N)	66D - GERC	X1	
RESERVES	LEV Y EXTR	MAYORDOMO (N)	28D - GERC	X1	
RESERVES	LEV Y EXTR	GARIJO	GERC	X1	HIDDEN
RESERVES	LEV Y EXTR	CAMACHO (N)	FARE - GERC	X1	
	CHAMARTIN	70BM (A)	14D - IVCE	X2	
	VICALVARO	8 CARABINEROS (A)	13D - IIICE	X3	
	SAN FERN	5 CARABINEROS (A)	13D - IIICE	X3	
	VALLECAS	152BM (A)	4D - IIICE	X3	
RESERVES	IIICE/4D	HQ 4D (N)	4D - IIICE	X1	
RESERVES	IIICE/4D	67BM (N)	4D - IIICE	X3	
RESERVES	IIICE/4D	OLIVA (N)	4D - IIICE	X1	
RESERVES	IIICE/7D	42BM (N)	7D - IIICE	X6	
RESERVES	IIICE/7D	53BM (N)	7D - IIICE	X3	
RESERVES	IIICE/8D	18BM (N)	8D - IIICE	X6	
	EL PARDO	ASCANIO (A)	8D - IIICE	X1	
	EL PARDO	HQ 8D (N)	8D - IIICE	X1	
	EL PARDO	44BM (N)	8D - IIICE	X3	
	EL PARDO	111BM (N)	8D - IIICE	X2	
	EL PARDO	ART (N)	8D - IIICE	X1	
RESERVES	I CE	BARCELO (N)	I CE	X1	
RESERVES	I CE	HQ I CE (N)	I CE	X1	
RESERVES	I CE	HQ 69D (N)	I CE	X1	
RESERVES	I CE	69 BM (N)	I CE	X3	
RESERVES	I CE	200 BM (N)	I CE	X3	
RESERVES	I CE	GALLEGO (N)	I CE	X1	

RESERVES	I CE	D. HERVAS	I CE	X1	HIDDEN
C. LINEAL	V.ELOISA	HQ II CE (N)	2CE	X1	
C. LINEAL	V.ELOISA	BUENO (N)	2CE	X1	
	ALCALA	HQ G (A)	G - CENTRO	X1	
	ALCALA	CALVO (A)	G - CENTRO	X1	
	ALCALA	G(N)	G - CENTRO	x3	
	TORREJON	ESCUELA (N)	CENTRO	X1	ARMOR
	GUADAL.	FFCC (N)	CENTRO	X1	ARMORED TRAIN
	GUADAL.	CG IVCE (N)	IV CE	X1	
	GUADAL.	TEL. EXCHANGE	RECURSO	X1	
RESERVES	IV CE	LIBERINO (N)	IV CE	X1	
RESERVES	IV CE	G.CARO (N)	IV CE	X1	
RESERVES	IV CE	HQ 12D (N)	IV CE	X1	
RESERVES	IV CE	HQ 14D (N)	IV CE	X1	
RESERVES	IV CE	50BM (N)	IV CE	X3	
RESERVES	IV CE	90BM (N)	IV CE	X3	
RESERVES	IV CE	35BM (N)	IV CE	X3	
RESERVES	IV CE	ART (N)	IV CE	X1	
	CARABAÑA	ORTEGA (N)	III CE	X1	
	CARABAÑA	HQ III CE (N)	III CE	X1	
	CARABAÑA	HQ 13D (N)	III CE	X1	
	CARABAÑA	110BM (N)	III CE	X2	
	CARABAÑA	F.RECIO (N)	III CE	X1	
RESERVES	III CE	HQ 9D (N)	III CE	X1	
RESERVES	III CE	ART (N)	III CE	X1	
RESERVES	III CE	45BM (N)	III CE	X2	
RESERVES	III CE	77BM (N)	III CE	X2	
FREE DEPLOYMENT (3 PAWNS PER PLAYER AND SQUARE MAXIMUM)					
PLAYER TOKEN	CND		X1		ANY SQUARE
DECOY	CND		X4		ANY SQUARE
CENTAÑO	CND		X1		ANY DOWNTOWN SQUARE
MOLL	CND		X1		ANY DOWNTOWN SQUARE
PEDRERO	CND		X1		ANY SQUARE
SIM	CND		X2		ANY SQUARE
ALVAREZ	CND		X1		JACA OR ANY DOWNTOWN SQUARE
OTERO	CND		X1		JACA OR ANY DOWNTOWN SQUARE
VERARDINI	CND		X1		ANY SQUARE WITH A 70BM UNIT
PLAYER TOKEN	PCE		X1		ANY SQUARE
DECOY	PCE		X4		ANY SQUARE
GIRON	PCE		X1		ANY SQUARE
DIEGUEZ	PCE		X1		ANY SQUARE
BARRIOS	PCE		X1		ANY SQUARE
LOPEZ VALLE	PCE		X1		ANY DOWNTOWN SQUARE

SANCHEZ	PCE	X1	ANY SQUARE WITH AN ARMOR UNIT AFFILIATE CHOSEN UNIT
PEDRO FDEZ	PCE	X1	ANY SQUARE WITH A 8D/II CE UNIT
CONESA	PCE	X1	ANY SQUARE WITH A II CE UNIT
CORTINAS	PCE	X1	ANY SQUARE WITH A II CE UNIT
PERTEGAZ (A)	PCE	X1	EITHER IN 7D/IICE RES. OR III CE RES.