

For Whom the BRP Tolls: AAW and the Spanish Civil War

Introduction: Although the two sides in the Spanish Civil War were evenly matched in terms of manpower and willpower, the greater material assistance provided to Franco by Germany and Italy, combined with dissension among the Republican factions, led to the Fall of the Spanish Republic in early 1939, before the time period of *A World at War*. Still, the Civil War provided something of the ferocity and drama of the Eastern Front on a much smaller battlefield and, in spite of the lack of resources and space for blitzkrieg tactics, is worth reproducing. The rules for *A World at War* are easily adaptable to the Spanish Civil War, provided players are willing to use counters from other nationalities. Variation in color shades has been kept to a minimum in order to avoid confusion. Lastly the individual ground unit counters are generally of division- and brigade-size rather than corps-size as in WWII.

Duration: Summer 1936 until Summer 1939 or either Nationalist or Republican Spain surrenders, whichever comes first. The Nationalist player moves and sets up first, the Republican player moves and sets up second.

Situation: A right-wing Nationalist revolt has started against the left-wing Republican government of Spain. The Nationalist insurgents are actively allied with Germany and Italy. Republican Spain receives material assistance from Russia and France.

Playing Area: Only hexes in Spain, including Palma and Spanish Morocco, are playable. Axis and Nationalist units may trace supply through Portugal, but otherwise Portuguese hexes are off-limits to all units. Gibraltar is off-limits to ground units of both sides, though air units may fly over its hex.

Rules Used: The scenario uses only rules relating to ground and air movement, combat, and redeployment. Naval operations are abstracted. BRPs are received from France, Germany, Italy, and Russia and are used on a per-turn basis but are not tracked from turn to turn, i.e., they may not be carried over to the following turn. UCLs are ignored. Oil usage is not tracked, and the diplomacy and research rules are not used.

Weather: Due to an unusually hard winter, a winter effect of 6 applies for Winter 1936. On all other winter turns, a winter level of 4 is in effect for all hexes in mainland Spain. Palma and Spanish Morocco are not affected.

Supply Sources: Tangier and Palma are limited supply sources for units in them only. Sea supply may be traced provided the moving player has at least as many AAFs in range of each hex in the sea supply route. Other supply sources are as follows.

Nationalist: Zaragoza is a limited supply source for Nationalist units. Cadiz, La Coruna, Vigo, and Lisbon are full nationalist supply sources. Nationalist and Axis units may trace supply through Portugal.

Republican: Madrid, Santander, and Sevilla are limited supply sources for Republican units in them only. Bilbao is a full supply source for Basque units only. Barcelona, Valencia, and Cartagena are full supply sources for all Republican units.

Victory Conditions: Republican Spain surrenders at the end of any game turn in which (a) it only controls one or none of Bilbao, Barcelona and Madrid and (b) three or fewer cities are under Republican control. Nationalist Spain surrenders if both (a) the Republican player controls Barcelona, Bilbao, Madrid, and Zaragoza, and (b) the ratio of Nationalist and Axis ground/air factors to Republican ground/air factors is two to three or less, not counting partisans, at the end of any Nationalist player turn. The level of victory is measured as follows:

Republican Spain Surrenders In:

Fall 1937	Decisive Nationalist Victory
Spring 1938	Major Nationalist Victory
Fall 1938	Minor Nationalist Victory
Winter 1938	Pyrrhic Nationalist Victory
Spring 1939	Draw
Summer 1939	Minor Republican Victory

Republican Spain Doesn't Surrender Major Republican Victory

Nationalist Spain Surrenders Decisive Republican Victory

Optional: The scenario may also be played as a three-player game in which Republican Spain is split into communist and non-communist factions. If the game ends in a Republican victory, the Republican faction which controls the most cities at game end, with Madrid and Barcelona counting as two cities each, wins the game.

Special Rules

Terrain: In this scenario only, Barcelona and Tangier are considered ports, and Tangier is also considered a beach hex.

Stacking: In this scenario only, three normal ground units may stack in Madrid. In addition, Carlist, Falangist, and International brigades may overstack in the same manner as airborne units, though no more than two such units may occupy a hex.

Attrition: Communist and non-communist Republican units are treated as being one alliance faction for purposes of attrition until Spring 1938, after which they are treated as separate alliance factions. In this scenario only, partisans and units adjacent to partisans may be used in attrition combat, but partisans may not occupy hexes from enemy units after attrition combat. For purposes of taking losses, partisans in enemy-controlled hexes are treated as being in a single supply-zone distinct from units in hexes under friendly control. Partisans in hexes under friendly control may not be taken as losses.

Bombing: Because all BRPs in this scenario come from foreign major powers, neither side may carry out strategic bombing missions.

Economic Effect of Partisans: At the end of his player turn, the Nationalist player records the number of Republican partisans in Nationalist-controlled hexes and subtracts that number of BRPs from the BRPs he receives from Italy and Germany the following turn. Similarly, the Republican player records the number of Nationalist partisans in Republican-controlled hexes at the end of his player turn and subtracts that number of BRPs from the BRPs he gets from France and Russia the following turn.

Militias: All 1-3 infantry units deployed at the start of the game are considered to be militias until Winter 1936. Militias are treated as partisan units in offensive and attrition combat, i.e., they have a CTL of 0 and suffer a -1 DM if attacked. All militia units are automatically upgraded to CTL 1 infantry units at the start of Spring 1937.

Naval Redeployment: In the redeployment phase, each player may NR up to two ground factors per turn between any controlled port in Spain, including Palma and Tangier, provided the moving player has at least an equal number of AAF in range of each hex in the NR route. Both Barcelona and Tangier are considered ports.

Invasions: Once per game, each player may attempt an invasion with up to two ground factors against Palma, Tangier, or either beach hex in mainland Spain (note that Tangier is considered a beach hex). A Republican invasion is supported by 2 factors of naval shore bombardment at no BRP cost. The Nationalists, who did not control significant parts of the Spanish navy, may not use shore bombardment.

No Quarter: Due to the exceptional level of ideological and religious hatred between the Nationalists and Republicans (which often led to the slaughter of prisoners and civilians and to no-quarter combat), the following rules are in effect:

- A. All non-winter attrition die rolls are at +1.
- B. Unless an attacking force consists entirely of CTL 2 or of German, Italian, or Moroccan ground units, it must take an ``EX`` result if a ``d`` result is rolled in offensive combat.
- C. If a Nationalist (but not German or Italian) unit is eliminated due to isolation, the Nationalist player must place an unbuilt partisan unit, if available, in its hex at no BRP cost, subject to stacking limits. Similarly, if a (communist/non-communist) Republican unit is eliminated by isolation, the Republican player must place an unbuilt (communist/non-communist) Republican partisan in its hex at no BRP cost, if available.

At Start Deployments (Summer 1936)

Nationalist	Cadiz	2-3 (regular), 2-3 (Moroccan), 1 AAF (German), 1 AAF (Italian).
	Granada	2-3 (regular)
	Sevilla	Two 1-3 (militia).
	Palma	1-3 (militia).
	La Coruna	1-3 (militia).
	Vigo	1-3 (militia).
	Zaragoza	2-3 (regular), 1-3 (militia), fortification.
	Adjacent to Madrid	1 partisan.
Republican	Barcelona	2-3 (Catalan), two 1-3 (Spanish Republican militia), or in any adjacent hex.
	Bilbao	Three 1-3 (Basque militias) in any adjacent hex.
	Madrid	2-3, 1-3 (Spanish Republican).
	Cartagena	1-3 (Spanish Republican militia).
	Valencia	2-3, 1 AAF (Spanish Republican).
	Hex S-13	1 partisan (Spanish Republican).
	X9, X10, Z10	Three 1-3 (Spanish Republican militia).

Initial Hex Control: Nationalist units control the hexes they start on, as well as Spanish Morocco and all hexes adjacent to Portugal. All other hexes start under Republican control. The Nationalist unit in Granada begins the Summer 1936 turn out of supply.

NATIONAL CAPABILITIES

NATIONALIST SPAIN (AND AXIS ALLIES)

Combat Training Levels: German, Elite Nationalist, and Carlist/Falangist units have a CTL of 2. Italian, Nationalist regulars, and Moroccan units have a CTL of 1. Militia units (Summer - Winter 1936) and partisans have a CTL of 0.

Air Nationality DRMs: Germany 2, Italy 1, Nationalist Spain 0.

Suggested Counters:

Regulars	Use Turkish units to represent Nationalist regulars.
Elite	Use Spanish units to represent elite Nationalist troops. Elite Nationalist units may not be constructed and instead must be placed by upgrading regular Nationalist units.
Moroccan	Use the Indian 2-3 and 1-3 infantry counters to represent Franco's Moorish Legion. These units can only be built in Tangier. The Moroccan 2-3 infantry unit may not be built on the same turn it is eliminated.
Carlist	Use South African 1-3 infantry units to represent Carlist brigades. Carlist units may only be built in Zaragoza. Carlist and Falangist brigades can overstack in the same manner as airborne units, but no more than two such brigades may occupy any hex.
Falangist	Use Bulgarian 1-3 infantry units to represent the Fascist-inspired Falangist brigades.
Militias	Use either Axis Middle-Eastern partisans or Hungarian units to represent Nationalist 1-3 infantry units.
Partisans	Use Axis or Western Allied (black and tan) Spanish and Turkish partisans to represent Nationalist partisans.

Construction: Except for partisans, all Nationalist units built, whether free or with BRPs, must be built in a Nationalist supply source. German and Italian units may only be built in Cadiz, La Coruna, or Vigo.

Free Unit Construction: The Nationalist player may build up to eight factors of regular, Carlist/Falangist, or militia infantry or partisans per turn at no BRP cost, subject to the following restrictions: (a) at least one 1-3 infantry unit must be built if all are not on the board, (b) no more than one Carlist and no more than one Falangist brigade may be built per turn, and (c) no more than one partisan may be built per turn without using foreign BRPs. All other units must be built using Italian and German-provided BRPs.

Economic Aid: In Summer 1936, the Nationalist player begins with 10 BRPs transferred from Italy and Germany which he may use for builds or offensive operations. At the start of all subsequent player turns, the Nationalist player rolls two dice for each of Germany and Italy and receives the following BRPs:

Germany			Italy		
2-4		5 BRPs	2-8		5 BRPs
5-8		10 BRPs	9-12		10 BRPs
9-12		15 BRPs			

The Nationalist player then subtracts from this total the number of Republican partisans units which were in Nationalist-controlled hexes at the end of his previous player turn. German and Italian BRPs must be used to pay for all offensive operations and non-free construction subject to the following restrictions:

- A. German and Italian BRPs may not be used to build Carlist and Falangist brigades.
- B. Except for partisans, all units built or upgraded with BRPs must be able to trace supply to a full Nationalist supply source.
- C. No more than one partisan unit may be built per turn using foreign BRPs for every 10 BRPs received (fractions rounded down). Partisans may not be constructed with foreign BRPs in Summer 1936.
- D. German BRPs must be used to rebuild German units eliminated in combat, and Italian BRPs to rebuild Italian units. German and Italian units may not be rebuilt on the same player turn they were eliminated.
- E. The Moroccan 2-3 unit may not be rebuilt in the same turn it was eliminated.

In Summer, Fall and Winter 1936, the Nationalist player receives additional German and Italian units which he may place in La Coruna, Vigo, or Cadiz at the end of the unit construction phase. There is no BRP cost for these units.

Any unused BRPs at the end of the Nationalist player turn are lost.

Upgrading: At the end of the Winter 1936 and all subsequent combat phases, the Nationalist player may use German and Italian BRPs to upgrade regular (CTL 1) Nationalist units on the board to elite (CTL 2) units, at a cost of 1 BRP per ground or air factor. No more than 6 ground or air factors may be upgraded per turn. Regular nationalist units which are upgraded are returned to the Nationalist force pool and may be rebuilt in the subsequent unit construction phase.

Combined Nationalist and Axis Force Pool

	Regular			Elite %			Moroccan #		Militia	Carlist @	Falangist	German		Italian		
	2-3	2-5	AAF	2-3	2-5	AAF	1-3	2-3	1-3	1-3	1-3	2-6	AAF	2-3	2-5	AAF
Start	[3]							[1]	[6]				[1]			[1]
Su36	3[6]		1[1]				1[1]			1[1]	1[1]		2[3]*			1[2]*
Fa36	1[7]	1[1]	1[2]							1[2]	1[2]			1[1]*	1[1]*	
Wi36				3[3]						1[3]	1[3]	1[1]*				
Sp37				2[5]		2[2]										
Su37				2[7]	1[1]											
Total	7	1	2	7	1	2	1	1	6	3	3	1	3	1	1	2

- % May only be added by upgrading.
- # May only be built in Tangier
- @ May only be built in Zaragoza.
- * No initial BRP cost for placement.

Other Nationalist Abilities:

Militias	All Nationalist 1-3 infantry units at start are militias (CTL 0, -1 DM). At the start of the Spring 1937 turn, they are automatically upgraded to regular infantry (CTL 1) at no BRP cost.
Partisans	Only one partisan per turn may be built with BRPs for every 10 BRPs (fractions rounded down) received from Germany and Italy. Partisans may not be built with BRPs in Summer 1936. A maximum of fourteen Nationalist partisans may be on the board.
Fortifications	No more than one may be built per turn, at a cost of 5 BRPs in a nationalist supply-source city, 10 BRPs in any other controlled city. Note that Zaragoza already starts as a fortified city.
Airbases	Germany and Italy may each add one airbase in Fall 1936, at no BRP cost. No more airbases may be added.
Railhead	If Madrid is under Nationalist control, the Nationalist player may build one railhead at a cost of 5 BRPs, to be used for SR between the railhead and Madrid. No more than one Nationalist-built railhead may be on the board.

REPUBLICAN SPAIN

Combat Training Levels: Elite communist units and International Brigades have a CTL of 2. Regular communist, Spanish Republican, Basque, and Catalan Units have a CTL of 1. Except for International Brigades, Republican 1-3 infantry units from Summer-Winter 1936 are militias with a CTL of 0. Partisans have a CTL of 0.

Air Nationality DRMs: Communist air units 1. Other Republican air units, 0.

Suggested Counters:

Spanish Republican	Use Polish units to represent Spanish army units that remained loyal to the Republic.
Catalan	Use Greek units, including Western Allied Greek partisans, to represent Republican units of Catalan nationality. Catalan units other than partisans may only be built in Barcelona. Catalan partisans may never move further than two hexes from Barcelona or Valencia. No Catalan infantry unit may move farther than two hexes from Barcelona and Valencia unless Zaragoza is under Republican control. (Exception: the Catalan 1-4 AAF may operate anywhere in Spain).
Basque	Use Ukrainian units to represent Republican infantry of Basque nationality and Irish partisans to represent Basque partisans. Basque infantry units may only be built in Bilbao. Basque partisans may never move farther than two hexes from Bilbao or Santander, and Basque infantry units may not move farther than two hexes from Bilbao or Santander unless Zaragoza is under Republican control.
International Brigades	Use Russian 1-3 infantry units to represent the communist-organized International Brigades. International Brigades may overstack in the same manner as airborne units, but no more than two may occupy any hex. (<i>Optional:</i> players who want to portray the Brigades national origins, albeit at additional color confusion, may substitute one each of American, British, French, Italian, German, and Yugoslav 1-3 infantry units in place of the Russian units. Regardless of color, International Brigades are treated as communist units).
Communist Regulars	Use Vlasov units to represent communist Republican units trained and equipped by Russia.
Elite Communist	Use Russian units to represent battle-hardened communist Republican units. Elite communist infantry units may not be constructed but must be placed by upgrading regular communist units. Communist AAFs and the 3-5 armor unit are constructed directly.

Partisans Use Polish partisans for Spanish Republican partisans, Greek western allied partisans to represent Catalan partisans, Irish partisans to represent Basque partisans, and Russian partisans to represent communist-aligned partisans.

Construction: Except for partisans, all units must be built in Republican supply-source cities. Units may not be built or upgraded using Russian BRPs unless they can trace a supply line to a full supply source from the hex they are built in. Units may not be built or upgraded using French BRPs unless they can trace a supply line to a full supply source or to the French border.

Free Unit Construction: The different Republican nationalities may build infantry units, partisans, and fortifications at no BRP cost as follows:

Basque	Either two infantry factors per turn in Bilbao, or starting in Winter 1936, one fortification in either Bilbao or Santander. Or one partisan per turn if Bilbao is under enemy control.
Catalan	Two infantry factors per turn in Barcelona, or one partisan per turn if Barcelona is under enemy control.
Spanish Republican	(a) Two infantry factors per turn in Madrid, (b) one infantry factor per turn in any of Cartagena, Santander, or Valencia, (c) one infantry factor per turn in each of Sevilla and Cordoba, or a 2-3 infantry unit in either city provided both cities are under Republican control, and (d) one Spanish Republican partisan per turn.
International Brigades	One factor per turn in any full supply source city or in Madrid, if Madrid can trace full supply.

All other Republican units must be built with French or Russian BRPs.

Economic Aid: At the start of his Fall 1936 and all subsequent player turns, the Republican player rolls two dice for Russia and receives the following BRPs:

Russia	Fall 1936-Summer 1938	Fall 1938-Summer 1939
	2-4 5 BRPs	2-3 0 BRPs
	5-9 10 BRPs	4-8 5 BRPs
	10-12 15 BRPs	9-12 10 BRPs

At the start of his Summer 1937 and all subsequent player turns, the Republican player rolls two dice for France and receives the following BRPs:

France	Summer 1937-Summer 1939.
	2-3 0 BRPs
	4-8 5 BRPs
	9-12 10 BRPs.

The Republican player then subtracts the number of Nationalist partisans in Republican-controlled hexes in his last player turn from the BRPs he receives above. French and Russian BRPs must be used to pay for all offensive operations and non-free construction subject to the following restrictions:

- At least half (fractions rounded up) of BRPs from Russia used for construction must be used to build or upgrade communist units. If a separate communist player is in the game, he decides how Russia's BRPs are allocated.
- At least half (fractions rounded up) of BRPs from France used for construction must be used to build non-communist units. In a three-player game, the non-communist Republican player decides how BRPs from France are allocated.
- No more than one communist and no more than one non-communist partisan may be built per turn using foreign BRPs.
- In addition to the free International Brigade, no more than one additional International Brigade unit may be built per turn, at a cost of 2 BRPs.
- The 3-5 armor unit may not be rebuilt in the same turn it was eliminated.

Any unused BRPs at the end of the Republican player turn are lost. Note that the Republican player does not receive BRPs in Summer 1936.

Upgrading: At the end of the Spring 1937 and all subsequent combat phases, the Republican player may use French and Russian BRPs to upgrade regular (CTL 1) 2-3 communist infantry units on the board to elite (CTL 2) communist units, at a cost of 1 BRP per ground factor. No more than 4 ground factors may be upgraded per turn. Regular communist infantry units which are upgraded are returned to the Republican force pool and may be rebuilt in the subsequent construction phase.

Combined Republican Force Pool

	Spanish Republican			Catalan @		Basque #		International Brigades	Communist (Regular)	Communist (Elite)		
	1-3	2-3	AAF	2-3	AAF	1-3	2-3	1-3	2-3	2-3*	3-5	AAF
Start	[7]	[2]	[1]	[1]		[3]						
Su36		1[3]		1[2]			1[1]	2[2]				
Fa36			1[2]				1[2]	2[4]	2[2]			1[1]
Wi36				1[3]	1[1]			2[6]	2[4]		1[1]	1[2]
Sp37				1[4]						2[2]		
Su37										2[4]		
Total	7	3	2	4	1	3	2	6	4	4	1	2

@ May only be built in Barcelona.

May only be built in Bilbao.

* May only be placed by upgrading.

Other Republican Abilities:

- Militias** All Spanish Republican and Basque 1-3 infantry units are militias (CTL 0, -1 DM) until Winter 1936. At the start of the Spring 1937, they are automatically upgraded to regular (CTL 1) infantry at no BRP cost.
- International Brigades** The first time a non-partisan Nationalist or Axis unit moves adjacent to Madrid, the Republican player may *immediately* deploy a 1-3 International Brigade in Madrid at no BRP cost. Other International Brigades are deployed normally.
- Partisans** No more than one communist and one non-communist partisan per turn may be built using BRPs. A maximum of four Spanish Republican, two Catalan, two Basque, and eight communist-aligned partisans may be on the board.
- Fortifications** Except for fortifications placed by free Basque construction, one fortification per turn may be placed in a Republican supply-source city at a cost of 5 BRPs, or in any other controlled city at a cost of 10 BRPs.
- Airbases** The Republican player may place one Russian airbase at the start of his Spring 1937 turn. No other airbases may be added.
- Railhead** If Madrid is under republican control, one railhead may be built at a cost of 5 BRPs in order to provide SR between Madrid and the railhead. No more than one Republican-built railhead may be on the board.

Republican Cooperation: Relations between the Russian-equipped and trained communist units (including the International Brigades) and their non-communist Republican counterparts deteriorated rapidly as the war went on and eventually ended in open fighting. By the eve of the Republic's surrender to Franco, the Republican troops were fighting each other more than they were fighting the Nationalists. To reflect this collapse, impose the following cooperation rules:

1. Communist and non-communist (Spanish Republican, Basque, Catalan) units cooperate without restrictions until the Nationalist Fall 1937 player turn.

2. Beginning in their Fall 1937 movement phase, communist and non-communist units must abide by Anglo-French cooperation restrictions (e.g., they may not stack together). In a three-player game, the player with fewer ground factors in a hex must vacate that hex if it is occupied by both types of units at the start of the movement phase. If both factions have an equal number of factors in the hex, both roll one die and the side with the higher die roll retains control of the hex.
3. Beginning in Summer 1938, communist and non-communist units must abide by Russian-western allied cooperation restrictions, and are treated as separate alliance factions for purposes of attrition combat.
4. Beginning in Winter 1938, at the end of the Republican player turn communist and non-communist units, whether or not they are adjacent to each other and including partisans, must simultaneously each roll one die and apply the corresponding ``C`` results from the attrition table to each other. Communist units must then occupy hexes from non-communist units if there is a net ``H`` result of +1 or higher in their favor, or vice versa. In a two-player game, the Nationalist player chooses which hexes are occupied. Note that each faction can thus make two attrition die rolls during its turn: one against Nationalist forces, and one against the other alliance faction. The +1 DRM for non-winter attrition die rolls applies in both cases as do modifiers for CTL differences.

SPANISH CIVIL WAR SCENARIO TIMELINE

Summer 1936

Nationalist player may spend up to 10 BRPs, but may not build partisan units using BRPs. Republican player may not spend BRPs. Nationalist reinforcements: 2 AAF (German), 1 AAF (Italian).

Fall 1936

Nationalist player begins rolling for BRPs from Italy and Germany, and may begin building partisans using BRPs. Republican player begins rolling for BRPs from Russia. Nationalist reinforcements: 2-3 infantry, 2-5 armor (Italian).

Winter 1936

Winter effect of 6. Republican player may build fortifications in Bilbao or Santander at no BRP cost. Nationalist player may begin upgrading regular nationalist units. Nationalist reinforcement: 2-6 armor (German).

Spring 1937

All 1-3 militia infantry units are automatically upgraded to regular infantry units. Republican player may begin upgrading regular communist 2-3 infantry units.

Summer 1937

Republican player begins rolling for BRPs from France.

Fall 1937

Latest turn for a decisive Nationalist victory. Anglo-French cooperation restrictions apply for communist and non-communist Republican units starting in their own movement phase.

Winter 1937

Winter effect of 4.

Spring 1938

Latest turn for a major Nationalist victory.

Summer 1938

Russian-Western Allied cooperation restrictions apply for communist and non-communist Republican units, including attrition combat.

Fall 1938

Latest turn for a minor Nationalist victory. Republican BRPs received from Russia are reduced (see Economic Aid for Republican Spain).

Winter 1938

Winter effect of 4. Communist and non-communist Republican units must engage in attrition combat against each other at end of turn and until scenario ends. Pyrrhic Nationalist victory if Republican Spain surrenders this turn.

Spring 1939

Latest turn for a scenario stalemate due to Republican Surrender.

Summer 1939

Minor Republican victory if Republican Spain surrenders this turn. Major Republican victory if Republican Spain does not surrender by end of turn.