

BRPs TOLLS FOR THEE

Duration: Summer 1936 through Fall 1939, or until one of the two sides surrenders, whichever comes first. The nationalist player moves first.

Location: A fascist coup d'état led by the military has succeeded in some cities. The insurgents are active allies of Italy and Germany and with their help have quickly transported to the peninsula the experienced army of Africa, the first airlift in history. The popular resistance from political parties and unions, and the Republican administration, have prevented most populated and industrialized cities to fall into the rebel's side. The government still controls the air force and much of the navy, but the people who armed to prevent the coup are now forming revolutionary militias; the army which has remained with the government, has been decimated in their commands, and their loyalty is in doubt.

Game area: Only Spanish hexes, including the Balearic Islands and Morocco, are playable. Nationalists and their allies can trace supply through Portugal, but its border can not be trespassed by any unit. Neither can be crossed the the border with France or Gibraltar. Air units can fly over Gibraltar.

Rules used: Only the rules that deal with movement, air and land combat, as well as redeployment are used. Naval operations are treated abstractly. Oil consumption is ignored, and diplomacy and research rules are not used.

Weather: Winters have a level of 4. Morocco and the Balearic Islands are not affected by the weather.

Supply sources: Tanger and Palma are supply sources only for units in them. Maritime supply is traced only if the player has active air units simultaneously within reach of the two points to joint, making an airlift. Other supply sources:

Nationalists: Zaragoza is a limited supply source for nationalists units. Cadiz, La Coruña, Vigo and Lisbon are unlimited supply sources. The nationalist units can draw supply through Portugal.

Republicans: Madrid, Santander and Sevilla are limited supply sources for the Republican units occupying them. Bilbao is an unlimited supply source only for Basque units. Barcelona, Valencia and Cartagena are unlimited supply sources for all Republican units.

Victory Conditions:

The Spanish Republic surrenders at the end of any turn of play in which the following is met:

- They do not handle neither Bilbao nor Barcelona nor Madrid nor Valencia

The nationalist rebels surrender at the end of any turn of play in which the following are met:

- The Republic controls Bilbao, Barcelona, Madrid and Zaragoza, and;

- The sum of air and land factors is half that of the Republican at the end of any nationalist turn.

Victory levels:

The Republic surrenders the Summer of 1938 - Nationalist Decisive Victory - history has changed, Spain will be in a position to engage in WW II aligned with the Axis.

The republic surrenders the Fall of 1938 - Nationalist Major Victory

The republic surrenders the Winter of 1938 - Nationalist Minor Victory

The republic surrenders the Spring of 1939 - Draw - Historic Result

The republic surrenders the Summer of 1939 - Republican Minor Victory

The republic surrenders the Fall of 1939 - Republican Major Victory

The Republic does not surrender - Republican Decisive Victory - history has changed, WW II has started, allies change their perception of the Spanish fascists and do an intervention so as to not endangering the south of France and Gibraltar.

The Nationalists surrender; Decisive Republican Victory.

SPECIAL RULES

Terrain: In this scenario, Barcelona and Tanger are ports. Tanger is also a beach hex. Zaragoza and Madrid are fortifications. Neither side can make new fortifications (espionage and sabotage prevented it)

Stacking: Moroccans and International Brigades can overstack (as airborne units) but no more than two of them can occupy the same hexagon.

- To avoid confusion, the "*tropas regulares indígenas*" which in Spain are normally synthesized in "*regular*" are called "*Moroccan*" in this scenario -

Strategic War: there is no strategic war.

Republican Replacements: CTL 0 and DM -1. The Republican replacements can not be raised if eliminated. If available, when a Nationalist city falls they can be created for free in that city within the same turn. They represent the militias that initially stopped the coup, and were hastily armed for the defence of Madrid. They would have the same role as Falangists replacements in the taking of a city.

Militia 1-3 and 2-3: Basque, carlists, and anarchists can promote all units that have participated in offensive and attrition combat to units 2-3 of their corresponding faction at the end of the construction phase, spending 2 BRP per unit. With a maximum of 2 anarchists units 2-3 present on the board, 2 for the Basques and 1 for the Carlists. Replaced units return to the Force Pool and will be available for the next purchase. (This rule reflects the poor training and equipment at the beginning of the war and its progression in combat as experience was acquired under warfare) If Bilbao falls into nationalist hands and the republican player fails in its attempt to regain control of the city in their turn the Basque 1-3 units on the board are destroyed and the 2-3 become 1-3. Basque partisans changing token for token in the same place where they are. If the partisans are eliminated they can not be raised again. Each partisan factor on the board at the beginning of the nationalist turn subtracts 1 BRP that turn.

Falangists replacements: CTL 0 and DM -1. Falangists replacements units can not be raised if eliminated. If available, when a Republican city falls they can be created for free in that city within the same turn. (They are the ones involved in liquidating the resistance, reckoning the vanquished and organizing the new administration)

International Brigades 1-3: Those units have a CTL 2 and can not be raised if eliminated. They can only be created in Madrid or Valencia, with no BRP costs. At the end of any turn in which the sum of Russian factors (including tanks and aircraft) and IB on the board exceeds 7 the IB disappear from the board and the Force Pool, not being available for new purchases. If the player chooses not to retreat the IB, they can not promote the regular units to Elite nor purchase or repurchase regular tanks and aircraft throughout the rest of the game (IB were demobilized to satisfy the Committee of non-intervention and reassure the international anti-communist preventions)

Regular Militia Units 1-3: All units from both sides who have taken part in offensive or attrition combat can promote to 2-3 infantry at the end of the construction phase at a cost of 2 BRP per unit. Units replaced return to the Force Pool and will be available for the next purchase.

Regular Units 2-3: 2-3 Regular units of both sides can only be obtained by the promotion of 1-3 units present on the board in earlier turns. The maximum is 6 units per side present in the board.

Elite Units 2-3: 2-3 Regular units can promote to elite units with a CTL 2 at a cost of 2 BRP per unit at the beginning of the production phase. Each side can only have one elite unit of this type on the board. The replaced unit is destroyed.

Naval Redeployment: Within the redeployment phase, each player can make up to two NR of land factors between controlled ports.

Invasions: Each player has only one opportunity during the game to make an invasion with up to two land factors on Palma or any beach hex. BridgeHeads Can not be placed. A Republican invasion will have two factors of naval bombardment with no BRP cost. Nationalists, who had naval inferiority, have no support bombardment.

Merciless: Due to the intensity of fighting, these rules apply:

- Attrition dice roll on non winter turns add a +1.
- When the Nationalist occupies a Republican city, if available, a new Falangist replacement can be placed on the same city, with no cost of BRP.
- When the Republican occupies a Nationalist city, if available, a new Republican replacement can be placed on the city, with no cost of BRP.

Initial deployment (summer 1936)

Nationalists: Cadiz: Morocco 1-3, 2-3 Legion, a German air, an Italian air
Granada (OOS) 1-3 Falangist
Tangier: 1-3 Regular
Palma: 1-3 Regular
La Coruña: 1-3 Regular
T15 (Alava): 1-3 Regular
R14 (Oviedo) (OOS) 1-3 Regular
V10 (Cáceres): 1-3 Regular
Zaragoza: 1-3 Regular, Fortification

Republicans: Barcelona: 1 Replacement, 1-3 Anarchist
Bilbao: 1 replacement, 1-3 Basque
Santander: 1 Replacement
Madrid: 2 Replacements, 1 Republican air, Fortification
Cartagena: 1 Replacement
Valencia: 1-3 Regular, 1 Republican air
Córdoba 1 Replacement
Z10 (Málaga): 1 Replacement

Initial control of hexagons: The nationalist faction controls the hexagons occupied by its units, U14, T12, T13, T14, S12, Vigo, La Coruña, and Spanish Morocco. All other hexagons start under Republican control.

NATIONALIST SIDE

CTL: Germany, legion, Moroccan, and nationalist elite: CTL 2
 Regular 2-3: CTL 1
 Italian, replacement and other units: CTL 0

DM: The replacements have DM -1.

DRM national air: Germany 1, Italy 0.

Construction: Nationalists units must be build in a Nationalist supply source. German and Italian can only be built in Cadiz, La Coruña and Vigo. Carlists can only be built in Zaragoza. Moroccan and Legion units can only be created in Tanger. The Legion can not be rebuild the same turn in which it has been eliminated.

Free costs Construction: if at least one Falangist unit is involved in the successful attack on a city, 1 Falagist replacement can be placed immediately in the city if available, at no BRP cost.

German units costs: The Germans were paid for their services. To reflect this, the purchase of two German tank factors costs 6 BRP instead of the usual 4, and the German air factor costs 4 instead of the usual 3 BRP.

Italian units costs: Mussolini contributed generously to the nationalist war efforts. Italian units have decreased BRP costs: infantry, aviation and armor cost 1 BRP per factor, but can not be raised again if lost.

BRP: The player recieves 10 BRP at the start of each turn for unit construction. Nationalist player does not need to pay for offensive operations. The BRP surplus is lost at the end of the turn.

Nationalist Force Pool

	Regulars			Morroc	Legión	Carlists		Falangists	Germany		Italy			R@
	1-3	2-3*	Elit*	1-3	2-3	1-3	2-3*	1-3	2-6	1-4	2-3	2-5	1-4	1
Start	7			1	1			1		1			1	
Su36		6				1		2[3]					2[3]	6
Fa36			1			1[2]		1[4]			2	1[1]	2[5]	
Wi36				1[2]					1	3[4]				
Sp37	1[8]						1							
Su37													2[7]	
Total	8	6	1	2	1	2	1	4	1	4	2	1	7	6

* Only by promoting lower units

@ With conditions

SPANISH REPUBLIC

CTL: International Brigades, elite and regular USSR: CTL 2
 Regular 2-3: 1 CTL
 Replacements and other units: CTL 0

DM: Replacements have DM -1

DRM national air: URSS 1, Republican 0.

Construction: Republican units must be built in a Republican supply source . International Brigades can only be build in Madrid or Valencia. Anarchists can only be build in Barcelona and can not move further than two hexagons from Barcelona or Valencia unless Zaragoza is under Republican control. The Basque units must be created in Bilbao and can not move further than two hexagons from Santander or Bilbao unless Zaragoza is under Republican control.

Free units Construction units: International Brigades can only be built in Madrid and Valencia, at no BRP costs, but can not be raised again if lost. If a nationalist city is conquered, a Republican replacement token can be placed immediately in the city if available, at no BRP cost.

Costs of the Russian units: The USSR was the only country that provided large modern material support, military advisers and qualified pilots to the Republicans, but at inflated prices. To reflect this, Republican 3-5 tanks and USSR aircraft have a cost double than the usual BRP (12 BRP a tank token of tank, and 6 BRP 1 air factor)

BRP: The player receives 15 BRP at the start of each turn for unit creation and offensive operations. The surplus of up to 5 BRP can be added to the next turn, the excess is lost.

Republican Cooperation: While Madrid remains in Republican hands, only 1 anarchist factor may be adjacent, and can not enter the city. In addition, until the end of the spring of 37 turn, all Republican factions cooperate without restrictions, but the next turn, the same rules that govern the Anglo-French cooperation (for example, can not be stacked together) apply to anarchists, Basques, and the rest.

Republican Force Pool

	Regulars				Anarchists		Basques		URSS		IB #	R@
	1-3	2-3*	Elit*	1-4	1-3	2-3*	1-3	2-3*	3-5	1-4	1-3	1
Start	1			2	1		1					6
Su36	2[3]	1			1[2]	1	1[2]	1				3
Fa36	4[7]	2[3]	1	2[4]	1[3]	1[2]	1[3]	1[2]		2	1	
Wi36		3[6]			1[4]				1	2[4]	1[2]	
Sp37	2[9]										1[3]	
Su37											1[4]	
Total	9	6	1	4	4	2	3	2	1	4	4	9

* Only by promoting lower units # At not BRP costs @ With conditions