

# SPAIN 1936



## INTRODUCTION

**Spain 1936** relates the story of one of the toughest conflict in the pre-World War II era, depicting the Civil War that tore Spain apart from 1936 to 1939. The Nationalists must capture the whole of the peninsula, and in particular Madrid and Barcelona. The Republican player must repel the rebellion with the help of International forces and Soviets, and may be ultimately crush the Nationalists. But beware of Stalin's change of mind...

The scenario lasts 24 turns, each representing one month between July 1936 and December 1938. One player represents the Spanish Republicans various factions, the other has the Nationalists and their allies forces.

- The **Nationnalists** have numerous but dispersed land forces at the start of the game, and their reinforcements from the Fascist regimes are impressive.
- The **Republicans** must first hold desperately against the initial revolt, waiting for International and Soviet aids to alter the course of events.

Be careful however of the political instability of the Republic, as well as Stalin's duplicity, this may lead that side to lose many valuable assets...

The game event cards allow full replay ability thanks to the numerous various situations that their create on the diplomatic, military, political or economical fields.

## DURATION

Average Duration: 2h30

Favored Side: None

Most Difficult Side to Play: Republicans

The game lasts 24 turns (from July 1936 to December 1938) each turn being a month.

The **Nationnalist player** always plays first on each turn, followed by the **Republican player**



## FORCES

The **Nationalist** player  controls the **Nationalist Army, Navy and Air Force, Guardia Civil, Army of Morroco** , **Carlist** , **Falangists**  and **CTV (Italian)**  and **Condor Legion (German)**  units.

The **Republican** player  controls the **Republican Army, Navy and Air Force, Guardia de Asalto, Anarchists** , **POUM** , **International Brigades** , **Basque** , **Catalan**  and **Asturian**  units.

## MAPBOARD

The map shows the whole of the Spanish peninsula and islands, some of the peripheral areas, off-map boxes for foreign powers, and the nearby coastal sea zones. Adjacent Portugal and France are neutral and cannot be entered.



## VICTORY

### IMMEDIATE VICTORY

The **Nationalist** player reaches or exceeds 40 VP or more at the end of a turn, or controls all cities in Spain (mainland) and Morroco.

The **Republican** player reaches or exceeds 40 VP or more at the end of a turn, or controls all cities in Spain (mainland), or Popular Support reaches 10.

Otherwise the side with most VP at the end of the scenario wins the game.

### COMMANDER IN CHIEF ELIMINATION VP

Bonus VP for eliminating the enemy commander in chief: **Franco** 5VP, **Miaja/Rojo**: 1 VP  
VP penalty for losing your commander in chief: **Franco** -5VP, **Miaja/Rojo**: -1 VP



### VP BONUS

- The **Nationalist** player earns 5 VP for the first time he controls the following cities: Madrid / Barcelona.
- The **Nationalist** player earns 2 VP when he controls: Valencia / Cartagena / Bilbao
- The **Nationalist** player earns 1 VP when he controls at the end of the game: all other cities.
- The **Republican** player earns 2 VP for the first time he controls: Cadiz.
- The **Republican** player earns 10 VP when he controls at the end of the game: Barcelona
- The **Republican** player earns 5 VP when he controls at the end of the game: Madrid / San Sebastian
- The **Republican** player earns 2 VP when he controls at the end of the game: Valencia / Cartagena / Bilbao
- The **Republican** player earns 1 VP when he controls at the end of the game: all other cities

### VP LOSS

- Each player loses -1 VP when losing a city (except Madrid and Barcelona: - 3 VP each)

# SPECIAL RULES

## CARDS

In this scenario, two cards are drawn by each side each turn.

## ECONOMIC PHASE

Every even turn (turns 2, 4, 6...), there is an economic phase with income, maintenance and purchase.

## Units and Cards purchase costs

- Artillery / Armor / Aviation / Ships / Elite Units / Divisions / extra Card: \$3
- Militia Brigades / Guardia Civil / Guardia de Asalto / Anarchists Bde / Pouv Bde : \$1
- All others Brigades and units: \$2

## OFF-MAP REGIONS

Those regions can never be entered by any unit of any side.

## SUPPLY SOURCES

- For the **Nationalist** units: Morocco / all cities in Spain with a supply source symbol (except San Sebastian) plus Germany / Italy when support granted.
- For the **Republican** units: All cities in Spain with a supply source symbol. plus France / Britain / USSR when support granted.
- Ports allow supply only if unblockaded (by units or cards)



## POPULAR SUPPORT

This represent the support the Spanish population grants to the Republic. The higher the level, the less the Republic will suffer from political cards effects and the more it may win the war (if not on military field). Change of the level is mostly affected by capture of key locations (e.g. Madrid, Barcelona, Valencia) and events cards play.



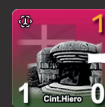
## REPUBLICAN POLITICAL UNSTABILITY

The **Anarchists** and **Pouv** units represent forces of factions that have serious infighting and opposition with the regular Republican government. Despite their quality (combat value, high morale), those forces may well be removed by Cards play (player choice or mandatory event).



## MAJOR FORTIFICATIONS

Those counters cannot move and are located in key areas of Spain, usually former major bases and forts. Those units ignore all panic and retreat effects, and are also having intrinsic artillery capacity (equivalent to one artillery). The **Basque** forts may appear via Card play only (not on map at start).



All forts, once destroyed, can never be rebuilt.

## FOREIGN INTERVENTIONISM

This is handled by card play. For the three non-Democratic powers, this support comes in the form of extra income and new units (free or to build).

