# MALLORCA 1936
## Official Scenario For the Battles of the Spanish Civil War System
*By **Javier Hoyos***

### Special Scenario 1. The Mallorca Expedition, August 1936

The Republican activates first each turn (But see 3.18).

This scenario uses map E-1 and all counters marked with an "M".

### Republicans.
Set up the following units in the "Expeditionary Force Box" printed on the Play Aid Card.

### Baleares Column.
- Baleares Column HQ.
- 2 light artillery batteries, 1 medium arty battery.
- Baleares 1st, 2nd, Battallions, 1st, 2nd "Rojo y Negro" Battallions, 1st, 2nd Milicias Socialistas, 1st, 2nd ERC Milicias, 1st, 2nd Menorca Battallions.
- Tchapaiev, 1st Guardia Civil, 1st Carabineros, Marinería Companies.

### Naval Forces.
On any sea or coastal hex in the East Coast Naval Zone.
- Destroyers Almirante Miranda, Almirante Antequera.
- Gunboats Tetuán, Xauen.
- Torpedo Boat T-17.

### Republican Air Forces.
1 Savoia 62 HBOMB.
1 Macchi 18 HCZ.

### Reinforcements and Withdrawals.
- **August 18.**
  Withdraw from play Destroyers Almirante Miranda, gunboats Tetuán and Xauen.
- **September 1.**
  Enter the Gunboat Tetuán. Place it on any Naval Zone.
- **September 2.**
  Enter the Battleship Jaime I, and the Cruiser Libertad. Place it on any Naval Zone.

### Replacements.
See special rule 3.16.

### Nationalist.
### Fuerza de Defensa (Mallorca Defense Force).
- Mallorca Defense Force HQ: at Palma (F4).
- Any 2 Heavy Artillery Batteries: within 2 hexes of Palma (F4).
- Palma 2/1, 2/2, 2/3, 2/4 Companies: within 2 hexes of Palma (F4).
- 1st Guardia Civil company: within 2 hexes of Palma (F4).
- 2nd Guardia Civil Company: at Manacor (LL12).
- 1st Carabineros Company: within 2 hexes of Palma (F4).
- 2nd Carabineros Coy: At Soller (B9).
- 3rd Carabineros Coy: at J12.

### 1. Set Up.
The Nationalist deploys first, the Republican second.
- 4th Carabineros Coy: at Felanitx (N7).
- 5th Carabineros Coy: at Inca (F12).
- 1st to 4th "Mallorca Legion" Coys: within 2 hexes of Palma (F4).
- 1st Militia Battalion at Santany (Q4).
- 2nd Militia Battalion at Manacor (LL12).
- 3rd Militia Battalion at Santa María (F8).
- 4th Militia Battalion at Inca (F12).
- 5th Militia Battalion within 2 hexes of Palma.
- 1st, 2nd Militia coys. at Artá (K16).
- 3rd, 4th Militia coys. at C7.
- 5th, 6th Militia coys. at Andraitx (D2).
- 7th Militia coy. at C5.
- 8th Militia coy. at Pollensa (C16).
- 9th Militia coy. at Alcudia (E19).
- 10th Militia coy. at D13.
- 1st, 2nd Engineer coys. within 2 hexes of Palma.
- 1st Static Coastal Battery at B18.
- 2nd Static Coastal Battery at F18.
- 3rd Static Coastal Battery at A4.
- 4th Static Coastal Battery at J1.
- 5th Static Coastal Battery at H1.

### Fuerza de Maniobra (Maneuver Force).
- Maneuver Force HQ: sets up on any non-Palma hex, and stacked with any motorized column unit.
- **Inca Maneuver Column.**
  Palma 1/1, Milicias 11 coys., light artillery battery: at Inca (F12).
- **Palma Maneuver Column.**
  Palma 1/2 and Milicias 12 coys., light arty battery: at Palma (F4).
- **Campos Maneuver Column.**
  Palma 1/3, Milicias 13 coys., light arty battery: at Campos (Ñ3).
- **Mallorca Maneuver Column.**
  Palma 1/4, Milicias 14 coys., light foot artillery battery: on any hex outside of Palma.

### Historical Note.
*The maneuver columns were mobile reserves, hastily motorized with local vehicles. Historically these units were named after their commanders: Tejada, Llompart, Esquivias and Ordovás.*

### Nationalist Air Force.
1 Tiger Moth.

### Reinforcements and Withdrawals.
- **August 17.**
  2 light artillery batteries at Palma. Assigned to the Mallorca Defense Force.
- **August 19.**
  Withdraw 1 Italian Savoia X-55 HBOMB as per special rule 3.17.1.
- **August 21.**

1 light arty battery, 1 Mortar battery at
Palma. Assigned to the Mallorca Defense
Force.

- **August 28.**
  1 Italian light AA battery at Palma. Assigned
  to the Mallorca Defense Force.
  Nationalist Air Superiority Marker.
  1 Italian Macchi-41 HCZ.
- **August 31.**
  1 Italian SM-81 BOMB.
- **September 2.**
  1 Italian SM-81 BOMB.

**Replacements.**
See special rule 3.16.

## 2. General Rules.
### 2.1. Stacking.
Up to 15 Troop Points (TP) can be stacked in
Mountain hexes.
Up to 10 TP can be stacked in High Mountain
hexes.
Up to 20 TP can be stacked in the city of Palma
hex.

### 2.2. Movement Costs.
See Terrain Effect Chart.

### 2.3. Zones of Control.
A counter or stack with less than 5 TP does not
exert ZOC.
A unit or stack may enter Enemy ZOC without
penalty.

To exit an Enemy ZOC a unit or stack must pay
one additional Movement Point.

### 2.4. Artillery Accuracy Modifiers.
See Terrain Effects Chart.
Any artillery barrage against an hex not adjacent
to a friendly unit suffer an odds shift of 2 to the
left. (2L).

### 2.5. Demoralization.
This scenario uses a different Demoralization
Table. See the Play Aid Card.

### 2.6. Hidden Forces Markers.
No more than 2 Force markers per side can be
used.

### 2.7. Command.
The Command Factor of HQ units is 6.

## 3. Special Rules.
### 3.1. Orders of Battle.
Both sides must use only the historical OoB.

### 3.1.1. Nationalist OoB.
### 3.1.2. Republican OoB.
See Fig. 1 (page III of the rules).

### 3.2. Assignment Sheets.
Only the Nationalist player has an assignment
sheet because this side had two formations: the
Defense Force and the Maneuver Force. The
Republicans have only one formation, the
Baleares Column.

### 3.3. Naval Movement & Stacking.
There is no limit to the number of hexes a naval
unit may move during one turn.

There is no limit to the number of naval units
stacked in a Naval or Special Naval Zone.

### 3.4. Landing Areas.
The Republican player must land in any beach
or port hex in the East Coast Naval Zone.

### 3.5. Getting Ashore.
At the beginning of the scenario, the Republican
player deploys all its ground units in the
Expeditionary Force Box of the Play Aid Card.

On turn 1 the Republican must try to land troops.
To do so, the Republican moves up to 33 TP
worth of units to the *Cajetín de Oleada de
Desembarco* (Landing Wave Box).

No more than 33 Troop Points can be landed
per turn.
No more than 10 TP may be landed per
activation.
During the first activation of turn 1, the
Republican player must move up to 10 TP from
the Landing Wave Box to one or several beach
hexes.

This process is repeated during the following
Republican activations until the Landing Wave
Box is empty.

### 3.6. Disembarking in Ports.
If units are disembarked in a minor port hex, the
limit of TP per activation is 12.

If units are disembarked in a major port hex, the
limit of TP per activation is 18.

### 3.7. Landing Combat.
When units are landed in an enemy-occupied
hex a landing combat must be resolved.

This combat is an special type of Mobile Attack.
The Mobile Attack rules apply, with the following
exceptions:

- All the attacking units enter the beach/port
  hex from a sea hex, paying the required
  Movement Points (MP), but not paying the
  costs of entering enemy ZOC.
- Attacking units have their combat factors
  halved.
- If the landing hex is cleared of enemy units,
  the attackers may NOT continue moving
  even if they have enough MP to do so.
- If the attackers suffer a Retreat result, the
  hexes retreated are substituted by TP
  losses. (Even if this results in the landing
  units being eliminated).
- If the attacking force uses up all its MP, or if
  does not have enough MP to launch more

Landing Combats, and the target hex is not clear of enemy units, or the Republican player decides not to continue the attack, the landing force must be withdrawn to the Expeditionary Force Box.

**3.8.**
**3.9. Republican Beach Heads.**
At the end of turn 1, the Republican player places a *Cabeza de Playa* (Beach Head) Marker on every hex where their units have landed successfully.

### 3.10. Naval Bombardment.
Naval units can be used as floating batteries.

Every Naval Zone has printed a Naval Bombardment Box (*Cajetín de Bombardeo Naval*). This box is divided into three compartments, corresponding to three bombardment ranges: short, medium, and long. Naval units are placed in any one of these compartments to bomb coastal hexes.

Special Naval Zones (*Zona Naval Especial*) do not have printed a Naval Bombardment Box because the procedure for these zones is different. See 3.12.2.

A Naval Formation can bombard any hex within range that belongs to the Naval Zone they are deployed in.

Naval Bombardments are resolved using the Bombardment Table of the Standard Rules.

Each ship has a CDM of 6 Points. Each artillery attack cost the ship 2 CDM points. When a ship fires receives a CDM reduction marker in the same way as a ground artillery unit. When the ship runs out of CDM points she can not fire more barrages this turn.

Naval Units have printed on the back of the counter a Bombardment Factor (representing a number of Bombardment Points) and their range (*Alcance*).

There are three different ranges: L (long, *largo*), M (Medium, *Medio*), and C (Short, *Corto*).

To determine the range of the Bombardment, check the Naval Bombardment Range Table (*Tabla de Alcance de Bombardeo Naval*).

#### 3.10.1. Naval Bombardment Modifiers.
Naval Bombardment is affected by the Terrain Effect Table and by the same modifiers that affects artillery units (See rule 11.4 of the Standard Rulebook).

Naval barrages against ground targets within more than 2 hexes of the coast receive a leftward odds shift of 2 columns.
To be bombarded the target hex MUST be adjacent to friendly units.

### 3.11. Anti Ship Air attacks.
During the Air Mission Planning Phase the Nationalist player may assign air units to attack Republican ships. The Nationalist player writes secretly in a piece of paper the name of the ship(s) to be attacked.

The anti ship air attack is resolved just like a Air Bombardment mission. It must pass the Air Superiority Check and the AA fire of the target.
Add the Anti Aircraft factors (*Factores Antiaéreos*) of all naval units stacked with the target ship and roll on the AA Defense Table. (*Tabla de Defensa Antiaérea*).

Before solving the Anti Ship Air Attack, the Nationalist player must specify which kind of bombardment is going to be performed (See 3.10.1).

The Anti Ship attack is resolved using the Anti Ship Bombardment Table (*Tabla de Bombardeo Aeronaval*).

Keep track of the Damage Points, ( DP, *Puntos de Daño*) inflicted by placing DP Markers under the attacked ship(s).

When a ship losses half its DP value, all its factors are halved. When a ship receives a number of DP equal or higher to the DP Value printed on the counter, she sinks and is withdrawn from play.

#### 3.11.1. Types of Anti Ship Bombardment.
- Low level Bombing.
- Medium level bombing.
- Dive Bombing.

- CZBOMB type air units can perform low level and dive bombing.
- HCZBOMB type air units can perform low and medium level bombing.
- BOMB, HBOMB type air units can perform low and medium level bombing.

#### 3.11.2. Anti Ship Bombing Modifiers.
Add or subtract the Tactical Modifier  of the naval unit under attack.
Multiply the Bombardment Factor per 0,25 is the attack is a Medium Level one.
If the attack is at Low Level the Bomb. Factor is not modified.
If the attack is a Dive Bombing one it receives a rightward odds shift of 1.

See Anti Ship Bombardment Table.

**Table Results.**
Number of DP inflicted to the target ship.

**AA Fire Modifiers.**
- Low Level Bombing: x2 FAA, -1 AA Die Roll.
- Dive Bombing: x 2 FAA, -1 AA Die Roll.
- Medium Level: use printed FAA.

### 3.12.    Air Reconnaissance.
**Historical Note.**
*The Republican ships operated so close to the shore than it was not necessary to send recon planes to find them. In future volumes of the Spanish Civil War series there will be specific rules for air recon missions.*

The Savoia-62, Macchi-18 and Savoia-55X can perform ground reconnaissance.

### 3.13.    Air Superiority.
When the Republican player has Air Superiority all Nationalist Air Missions must check the Republican Air Superiority Table.

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See the Nationalist and Republican Air Superiority Tables.

### 3.14.    Nationalist Ammo Shortage.
Until the 28 August Turn, every artillery barrage costs the Nationalist 3 CDM points.

After the 28 August, the artillery barrage cost is 2 CDM per attack.

### 3.15.    Coastal Batteries.
Coastal Batteries have a Defense Factor of 1 against ground attacks. When defending receive the Position modifier.

The Coastal Batteries are considered facilities (*Instalaciones*) for air or artillery barrages. These units can only be eliminated by a DST result or 2 DÑG results of the Bombardment Table. The Position Modifier applies against air/artillery attacks.

### 3.15.1.   Coastal Batteries as Artillery.
Coastal batteries can fire against ground units within their range and field of fire (See diagram, page V).

Coastal batteries suffer ammo shortage per rule 3.13.

### 3.15.2.   Coastal Batteries and Naval Combat.
When naval units enter an Special Naval Zone a combat between the coastal batteries deployed in that zone and the naval units must be solved.

**Naval Combat Procedure.**
There are up to 4 rounds per Naval Combat.

#### A)  First Round.
**Target Selection.**
Each naval unit selects a coastal battery to fire at. The same battery can be targeted by more than one ship, but each ship must resolve fire individually. That is, ships may not add their bombardment factors.

**Naval Fire Resolution.**
Ships use their Bombardment Factors to fire at coastal hexes. The fire is solved using the Bombardment Table.
Coastal Batteries can only be destroyed by a DST result or two DÑG results.
Coastal Batteries benefit from the Positional Bombardment modifier.

**Coastal Fire Resolution.**
The coastal batteries fire at the naval units using their Naval Combat Factor. The embarked Expeditionary Force units are considered naval units and can be bombarded by the coastal batteries.
Roll one die per coastal battery, add the Tactical Modifier of the target ship to the die roll.
If the modified roll is 5 or less the naval ship is hit. If the ship receives a hit, it loses a number of Damage Points equal to the Naval Combat Factor of the firing battery.

**Bombing Results.**
Naval units and batteries fire and apply simultaneously DP inflicted.
Retreat.
Naval units may announce retreat. These units may move to any one Naval Zone adjacent to the Special Naval Zone.

#### B)  2$^{nd}$, 3$^{rd}$ and 4$^{th}$ Rounds. Repeat the above procedure.

#### C) End of Naval Combat.
A naval combat may not last more than 4 rounds.

#### D)  Post Naval Combat Landing.
If there is any Embarked Expeditionary Forces in the Special Naval Zone after the Naval Combat, these units may land on any beach or port hex of the Special Naval Zone.

### 3.16.
### 3.17.    Republican Militia.
**Historical Note.**
*During the Mallorca landing the Catalan militia probed extremely unreliable. They rarely followed the orders received, and did not advanced in a coordinated fashion, usually moving in the direction that was clear of enemy troops.*

*This was specially true during the first few hours of the landing: instead of moving forward quickly to establish a solid bridge head, the landed troops wasted precious time doing absolutely nothing.*

To reflect this, every time the Republican player tries to operate with Militia unit, roll a die.
Compare the die roll with the Effectiveness Factor (EF) of the unit. If the result is equal or less than the EF, the unit uses its full Movement Allowance.

If the result is higher, the player will subtract from the MF of the unit a number of Movement Points equal to the difference between the roll and the EF of the unit.

**Example**. We have a unit with a EF of 4. If the reliability roll is 6, then we have a difference of 2 (6-4=2). The Movement allowance of that unit will be then decreased by 2. Thus, if their printed Movement Allowance is 4, it will be reduced to 2.

### 3.18.    Replacements.
Both players receive Troop Points as replacements.
To receive replacements a units must be In Command.
The boxes of the Turn Record Track marked "R" or "N" indicate that this turn that player receives replacements. "R" means Republican Replacements, "N" Nationalist.

To determine the number of TP received per turn players must roll on the Replacement Table (*Tabla de Reemplazos*, on the Play Aid Card).

Army Troop Points may only be used to replenish Army units.

Militia Troop Points may only be used to replenish Militia units.

If the Table does not specify the type of TP received, these TP may be used to replenish any kind of unit, militia or army.

Replacement points can be accumulated from turn to turn. Up to 5 TP per type of troop (Army or Militia). Players should keep track of the accumulated replacements using the Replacement Control Track printed on the Air Card. Replacement TP in excess of 5 are eliminated.

### 3.19.    The Savoia-55X Seaplanes.
### 3.17.1. Savoia 55X Withdrawal.
**Historical Note.**
The arrival of Italian Savoia seaplanes was the first Italian action in the defense of the island of Mallorca. Nevertheless, the Air superiority enjoyed by the Republicans until the arrival of CR-32 Fiat fighters, and the shortage of bombs to arm the seaplanes, made their situation precarious. The damage suffered by one of them during a Republican air raid convinced the Italians of the necessity of withdrawing these planes until adequate air cover could be provided.

Italian Savoia 55X seaplanes must be withdrawn at the end of turn 21 August.

### 3.17.2. Bombing/Anti Ship capabilities of the Savoia 55X's.
**Historical Note.**
*The Savoia seaplanes arrived from Italy with a full bomb load, but after these bombs were dropped the planes had serious trouble to be rearmed. The lack of aircraft bombs in Mallorca forced the crews to improvise using mortar shells and hand grenades. These makeshift bombs were of some use against ground targets but completely useless against naval ones.*

**Effects.**
The Savoias use their non-parenthesized factors only during the first air mission performed. On later missions the seaplanes use the parenthesized factors.

### 3.20.    Count Rossi.
**Historical Note.**
The arrival to Mallorca of Arconovaldo Bonacorsi, better known as "Count Rossi", and the intervention of Italian aircraft late in August galvanized greatly the Nationalist Mallorca Defense Force. "Count Rossi" was of the opinion that the Nationalist Command should be more aggressive and try to destroy the Republican beach head. Most of the garrison officers agreed with him. Moreover, they feared that the Italians would stop their support if the Italian point of view was not accepted. Therefore, Lt. Col. García Ruiz was named new commander in the island and ordered to throw the Republicans to the sea.

**Effects.**
Starting with turn 31 August, the Nationalist player activates first each subsequent turns.

### 3.21.    Enter the Chirris.
**Historical Note.**
The arrival of 3 Fiat CR-32 "Chirri" fighters and 3 Macchi-41seaplanes fighters, complete with crews, on board of the Italian merchantmen *Morandi* changed completely the air war over the islands. The Italian craft quickly gained air superiority against the Republican seaplanes.
**Effects.**
When the Nationalist player receives the Air Superiority Marker, he places that marker in the 28 August Box of the Turn Record Track (*Control de Turnos*).

From that turn on, the Republican player must check the Nationalist Air Superiority Table for each Air Mission.

### 3.22.    Enter the Navy.
### 3.23.
**Historical Note.**
*The initial landings at the islands of Cabrera and Ibiza were supported by the cruiser Libertad and two destroyers during two days. Nevertheless, in mid-august the control of the strait of Gibraltar was the main concern of the Republican Marina de Guerra.*

*The damage inflicted to the Battleship Jaime I by a German flown JU-52 forced that ship to withdraw to Cartagena for repairs. But the main cause why the navy did not sent more ships to support the Mallorca operation was the opposition of the Central Government to the*

*invasion of the Balearic archipelago. Madrid saw the Mallorca expedition as a Catalan adventure, a dangerous secondary effort that was squandering the scarce resources available.*

*When Bayo (Commander of the Expeditionary Force, Trans). saw that the invasion was stalemated, he insisted that the support of the guns of the navy were sine qua non to advance. He asked many times to be reinforced by destroyers, by the cruiser Libertad, or preferably by the battleship Jaime I. The Jaime I and the Libertad were sent finally to Mallorca waters but only to cover the retreat of the Expeditionary Force.*

*The following rules allows to explore what could have happened had the Republican Navy fully supported the landing.*

*From turn 19 August on, during the Reinforcements Phase the Republican player may ask the Central Government for the support of the navy. The Republican can ask for support only ONCE per match.*

*Roll one Die on the Naval Participation Table (Tabla de Participación Naval). The result will be the number of ships arrived and the number of turns that each ship will be available.*

*If the Libertad cruiser is already on map the turn it enters as a reinforcement, it will be available until the end of the match.*

### 3.24. Activations.
The activation level for the Republicans is the division. The Columna Baleares is considered as a division.
The Activation level for the Nationalist is the Combat Formation. There are two: the Mallorca Defense Force and the Maneuver Force. See the OoB/Assignment Chart.

### 3.21.2. Activations during Landings.
During landing turns the units to be landed must be activated and disembarked before any other Republican units are activated. Only when the Landing Wave Box is empty the Republican player can activate other units.

The landing units are activated in groups of up to 10 Troop Points, except when landing in major or minor port (see 3.5).

### 3.24.1. Naval Activations.
Naval Units are activated during the operations phase like ground units. Activations of ground and naval units may be alternated.

The Republican player rotates the activated units or places any convenient marker to show that these units had been activated.

### 3.25. Command & Supply.
Republican HQs must trace a line of Communications free of enemy ZOCs and units

to any road hex leading to a beach head or Republican controlled port.

Nationalist HQs must trace a line of Communications free of enemy ZOCs and units to any road hex leading to Palma (F4).

The road to the beach head, port or Palma must be free of enemy ZOCs and units.

### 4. Victory Conditions.

| | | |
|---|---|---|
| Palma | | 30 VP. |
| Manacor | 5 VP. | |
| Campos | | 5 VP. |
| Felanitx | 5 VP. | |
| Lluchmajor | 5 VP. | |
| Inca | 5 VP. | |
| Artá | 5 VP. | |
| All other towns | 1 VP each. | |

| | |
|---|---|
| Ports (Porto Cristo, Porto Colom, Porto Petro, Port d'Andratx, Port de Sóller, Alcudia, Port de Pollença) | 2 VP each. |
| For every eliminated Battalion (4 companies equal one Battalion). | 1 VP. |
| Sunk Ships | 1 VP per DP inflicted. |
| Damaged Ships | 0,5 VP per DP inflicted. |

### 4.1. Victory Levels.
Add the total number of Victory Points and consult the Victory Determination Table (*Tabla de Determinación de Victoria*, on the Play Aid Cards).

### 5. Scenario Length.
19 turns, from August 16 to September 3 1936.

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**Special Scenario 1.1.**
**Mallorca, Open Plan. Free Sep Up Variant.**
**Historical Note.**
*The Special Scenario 1 simulates the Republican invasion of Mallorca following the historical plan laid out by Bayo. Therefore, the Republican player must land in the same place as Bayo's forces. This scenario allows the Republican to land in another suitable location (or locations) in the Eastern coast of Mallorca, and explore what could have happened. Bayo's plans were too rigid. But his plan was neither the only one, nor the best: there were other plans to land simultaneously in different locations.*

### 1. Deployment.
Ground, Air units: same as scenario 1.
Naval Forces: on any sea or coastal hex in any Naval Zone.

### 2. Special Rules.
All the special rules of scenario 1 apply, plus the following:

**2.1. Free Landings.**
There are 8 Naval Zones printed on map.
Special Naval Zone Alcudia.
Special Naval Zone Pollensa.
Special Naval Zone Palma.
Naval Zone East.
Naval Zone South.
Naval Zone West (Oeste).
Naval Zone North.

At the beginning of turn 1, the Republican Player chooses one or more Naval Zones where their units will try to disembark.

AT the end of the turn, the Republican player places a Beach Head marker on any hex(es) where their units had landed successfully.
The maximum number of landing per turn is limited by the number of Embarked Expeditionary Forces markers available (There are two markers, so no more than 2 landing may be attempted per turn).

**2.2. Embarked Expeditionary Force.**
The Republican units can be kept embarked, without landing, any number of turns.

There are two Embarked Expeditionary Force (EEF) markers that represent the transport ships that carried the Republican forces to Mallorca. These units are treated as naval units for stacking, movement and combat purposes.
When all Republican units had been landed, the EEF markers are withdrawn from the map.

**2.3. Attacking the EEF.**
The EEF counters may never be sunk, but can receive Damage Points (DP) that will cause losses among the embarked units.

The EEF markers have no Naval factors save from a Tactical Modifier printed in the reverse of the counter.

**2.3.1.    Air Attacks against the EEF.**
The Nationalist air units can attack the EEF units like any other naval unit.

To solve air attacks against EEF apply the rule 2.8 of Special Scenario 1.

When the EEF suffers any DPs, consult the *Tabla de Blanco Cargado* (Loaded Target Table).

Add the number of Troop Points embarked and roll one die. Cross index the number of TP with the die roll. If the die roll is equal or lower to the number printed in the *Dado* (Die) column,
then the result is applied to a "loaded" target/ship. If the result is higher, the result is applied to an "empty" target: the embarked troops suffer no damage.

Every DP inflicted to a loaded target represents the loss of one Troop Point among the troops in the Expeditionary Force Box. If the target suffers

more than one DP all DPs must be inflicted to the same unit. If the result is higher than 3 DP, the ground unit is eliminated.
The unit that must absorb the losses is determined by a die roll. See column *Pérdidas* (losses) of the *Tabla de Blanco Cargado* or Loaded Target Table.

**2.3.2.    Naval Attacks against the EEF.**
Each Embarked Expeditionary Force counter can carry up to 33 Troop Points worth of units. Players must keep track of which of the two markers carries each ground unit.

**3.    Victory Conditions.**
Same as in scenario 1.

**4.    Scenario Length.**
Same as in scenario 1.

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**Unit Terms & Abbreviations.**

AA Lig. Light Anti Aircraft Artillery.
AC: Acorazado (Battleship).
Al: Almirante (Admiral).
Bat: Batería (Battery).
C: Crucero (Cruiser).
Crb: Carabineros (Carabineer).
CNT: Confederación Nacional del Trabajo or National Federation of Labor, Anarchist union.
Cost FL: Costera Fija Ligera or Static Light Coastal Battery.
Cost FP: Costera Fija Pesada or Static Heavy Coastal Battery.
D: Destructor (Destroyer).
ERC: Esquerra Republicana de Catalunya or Catalan Republican Left. Catalan left wing Nationalists.
FAI: Federación Anarquista Ibérica or Iberian Anarchist Federation. Anarchists group.
GCivil: Guardia Civil. Paramilitary police corps still active today that perform border guard, counter-terrorist, and other functions.
GCST: Guardacostas (Coastguard).
HCZ: Hidroavión de Caza (Seaplane fighter).
HBOMB: Hidroavión de Bombardeo (Seaplane bomber).
Ing: Ingenieros (Engineers).
Lg Mall: Legión de Mallorca (Mallorca Legion).
Lig: Ligera (Light).
Marinería: sailors.
Menor: Menorca (Minorca island).
Milic: Milicias (Militia).
Mil Soc: Milicias Socialistas (Socialist Militia).
Morteros: Mortars.
Pes: Pesada (Heavy).
PSUC: Partit Socialista Unificat de Catalunya (Unified Socialist Party of Catalonia) the Catalan counterpart of the Communist Party of Spain.
R y N: Rojo y Negro (Red and Black, the colors of the Anarchist flag).
T: Torpedero (Torpedo Boat).

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