

ALEA # 27 OPTIONAL RULES FOR DER WELTKRIEG

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0. Intro.

The following rules apply to the games Schlieffen Plan, Tannenberg and Galicia.

The "Attack", "Supplied" "Artillery Supplied", "Force Markers", and "Dummy" markers mentioned in these rules must be made from blanket counters or taken from other games.

1. Zones of Control.

Attacking Units in ZOC is mandatory. Any unit or stack in EZOC must attack the enemy units exerting that EZOC. That is, any unit(s) with enemy units in their ZOC must be attack these units.

At least one division or artillery regiment must attack for every hex side.

1 brigade counts as ½ division and 1 regiment as ¼ division. If units cannot fulfill the mandatory attack rule, they are ELIMINATED.

***Example.** A hex is in EZOC from three other hexes. That hex contains 5 infantry divisions and 2 arty regiments. That force could comply with the rule by using 2 divisions to attack two of the hexes and 1 arty regiment to attack the third hex. The defender' counterattack would affect only the 2 divisions and 1 arty regiment that attacked. Take into account also that arty units attacking alone can only be counter attacked by arty units.*

Exceptions: Units that are not forced to attack when in EZOC.

- Units in city hexes.
- Units under a fortress marker. The unit(s) on top of a fortress marker are supposed to be outside of the fortress. Those units must attack if in EZOC, and if attacked the fortress and the units inside can not join the follow-on counterattack. Units outside of the fortress can retreat normally or inside (under the marker) the fortress.
- Entrenched units.
- Units behind a major river hex side.
- Units in mountain hexes.
- Units in wooded rough hexes.
- Units adjacent to non-mobilized units. Only if the hex is occupied only by non-mobilized units. Non-mobilized units must attack if at the beginning of their side' combat phase they are in EZOC.

Units that attack or had been attacked are marked with an "Attack" marker to show that those units had fought.

Only units with an "Attack" marker can attack during the following round. There can be a maximum of up to three rounds per combat. The units that had been attacked are marked with an "Attack" marker and lose their ZOC for the rest of the Enemy Combat Phase unless the attacker is eliminated. If so, the defending unit(s) is not marked and do not lose its ZOC.

Units with an "Attack" marker that do not attack during the second round lose its marker, and therefore they cannot attack again during the third round.

This means that you can attack during two consecutive rounds (1st round-2nd round-3rd Round, 2-3 , 3, 1, 1-2, but not during two alternate ones (1st and 3rd).

Artillery units can be used to fulfill the mandatory attack on enemy units within ZOC. Arty units that do not attack during the first round may not attack during the 2nd or 3rd. If anyone arty unit attacks during the 1st, it must attack during the 2nd and 3rd rounds against the same hex.

The minimum number of attackers is a division or artillery regiment per attacked hex side. For instance, if there are enemy units in three surrounding hexes, at least 3 infantry divisions must attack.

A fortress exerts ZOC ONLY if there is inside at least one infantry division.

If the attacking units are all eliminated, the defending units do not lose its ZOC.

2. Attacking Empty Hexes.

Any unit may attack an empty hex, with an automatic result of advance after combat one hex. The attacked hex must have not been entered by any friendly unit during the last movement phase, including the attacking units.

The units attacking use the Combat rules, including combat supply and attacking any enemy units in their ZOC.

If the empty hex they are attacking is in EZOC, roll the die and check the Combat Table to see if there is any losses (minimum of 1 Combat Factor). Then the attacker can enter the empty hex.

3. Consecutive Attacks.

During combat, units may attack a second and a third round without expending Supply Points (SP). That is, they only need to expend SP for the first attack. When attacking for the second time they lost one Attack Factor, and 2 when attacking for the third time. Only units that expended SP can do this. See the **CONSECUTIVE ATTACKS TABLE** (end of rules).

During the second and third rounds the mandatory attack rule still applies. This means that when the attackers advance after combat, if they enter any EZOC s they must attack those enemy units.

Defending units with an "Attack" marker on it do not exert ZOC during the Combat Phase unless the attacking unit(s) were eliminated.

Column attack.

Units that use column attack are considered as units that have attacked during the First Round of the Combat Phase. These units receive an "Attack" marker and may attack during the 2nd round, but not during the 1st Round.

4. Reserves.

Units within two movement points of an attacked hex and within 2 hexes of an HQ that has not moved can be placed in an hex under attack AFTER the attack had been declared, but not BEFORE determining the combat results.

During the first round this unit(s) do not modify its Combat Factors (Double or Triple it according to terrain, supply, etc), suffer the results of the defender and add to the counterattack their basic factor.

During follow-on rounds the reserve unit(s) uses all modifiers that benefits the defender (doubled or tripled factors because of supply, terrain...).

They expend SP, so during the corresponding Phase they can receive SP.

The attacker can send reserves during the second and third rounds of combat. The units sent as reserves must be adjacent to the attacking hex and within 2 movement factors of an HQ.

Over stacking in an attacking hex is not allowed. The reserve attackers expend supply like other attacking units and modify its Combat Factors in the same fashion.

Units that move as reserves during the second and third round must do so only to hexes from were they can attack enemy units. They can attack units that were not attacked during the first and/or second combat rounds.

5. Column March Unit Limits.

Only stacks of up to two divisions (or divisional equivalents) may use Column Movement. Cavalry and artillery count double against that limit. This limit is in effect always. Therefore, a stack using Column march may not end up its move in a hex where they would be over stacked.

6. Mandatory Advance.

According to rule 37.17 of the rule book it is mandatory to advance towards certain objectives. This rule still applies, but it is not mandatory to enter EZOC(s) while doing so. Players are obliged only to move as close as possible. Of course, during mandatory attack turns it is mandatory to enter EZOC(s).

7. Maximum of Units Crossing a River.

Two divisional equivalents per hex side and turn. If there is no bridge across the hex side, the units must begin its movement phase adjacent to the river hex side. At the beginning of their Movement Phase, the unit(s) cross the river hex side and may not move further.

8. Maximum of Units Across a Minor River.

Up to four divisional equivalents per hex side and turn. If there is no bridge, the unit(s) must begin its movement phase adjacent to the major river hex side. At the beginning of their Movement Phase, and only if the units have enough movement points, the unit(s) cross the river hex side. These units may not move further.

9. Retreats Across river and minor river hex sides.

Units that can only retreat across river hex sides are treated as surrounded units. These units, though, loss 50% of Combat Factors per Divisional equivalent, not 1 CF per Division.

Units retreating across minor rivers loss 1 factor per divisional equivalent. If the attacking units have at least twice more Cavalry Factors than the defenders, the retreating units loss half of their divisional equivalents if they retreat across a minor river. If they retreat across a major river they loss two thirds of their divisional equivalents.

10. Turn 4 French Mandatory Attacks.

All French units in EZOC must attack. The rule that allows to fulfill the mandatory attack only with artillery units can not be used here (See 1. Zones of Control. Trans).

11. Supply Points.

Supply Point (SP) counters are considered 6-Movement Factor units. They have no Combat Factors.

These units move in groups or stacks of up to 10 SP. To move a group of 10 SP or fraction costs 1 SP for every 10 SP, or fraction of 10. Round down remainders.

Example: One of the players move 15 SP (two counters, one 10 and one of 5). Actually, only 13 SP arrive to the destination hex, because moving those 15 SP cost 2 SP. ($15-2=13$).

Players move their SP after the Combat Phase. Infantry and Artillery units (but not siege arty) that start its Movement Phase within 5 or more hexes of an SP counter(s) must lose 10% of its factors OR not move at all. **Exception.** German units during Game Turns 1 and 2. But if these units move they can not use Column Movement.

An HQ must be within 4 hexes of the SP unit to distribute those SP, and must be also within 4 hexes of the unit that receives those SP. **Exception.** Units in the same hex as an SP unit can use directly these SP. They do not need an HQ to expend SP's.

The attacking player assigns first supply, then the defender. To indicate what units are supplied, put a "Supp" marker on top of the unit, and an "." marker on supplied arty units.

SP consumption is calculated by hexes. That is, players add the SP expended per hex, rounding down remainders.

Example: if the German player is going to attack from three hex sides with 17, 16 and 20 Combat factors in each attacking hex, the SP needed are $17/8=2$, $16/8=2$, $20/8=3$. Total, 7 SP expended.

After one combat round, the "Supplied" markers placed on units that have not yet fought can be recovered by the nearest SP unit.

Continuing with the same example: had the German player decided not to attack with the 20 Combat Factor stack, he could have withdrawn the "Supplied" marker from it and add 3 SP to the nearest SP unit.

12. Attacking Simultaneously from Two or More Hex Sides.

Units attacking the same hex from different hexes must be within 4 or less hexes of an HQ, or must be connected to an HQ by a repaired rail road line. If more than one HQ participates in the attack, they must be interconnected by an undamaged rail road line or be within 6 movement points of each other.

Units must fulfill the above conditions to attack one hex from more than one hex.

13. Column Movement.

Units may only use it across controlled terrain. Units moving across hexes that had not been entered before by friendly units can not use Column Movement.

14. Limited Intelligence.

Both players can use dummy counters. These dummies will be placed on top of the stacks at the end of the Combat Phase but only if these stacks had not fought during the previous Combat Phase.

If the players agree, instead of dummy counters they can use "Force markers". These markers will be placed and moved on map while the units included will be kept out of sight from the other player in a off-map box. These units will be revealed only during combat resolution.

15. Trench Building.

Starting with the September 1914 Monthly Turn, players can begin digging trenches. To do so, a "Trench" marker (showing its "under construction" side and rotated 180°) must be placed under a brigade, regiment or bigger unit at the beginning of the Monthly Turn. The trench is considered to be under construction by that unit.

At the end of each Normal Turn (NT), rotate 90 degrees the Trench marker. At the end of the fourth NT, the Trench marker can be flipped to its "Completed" side, but ONLY IF the player expends SP's. It costs 1 SP to flip 5 Trench markers to its "Completed" side. Flipping 4 or less costs also 1 SP. That is, if there is only 1 Trench marker, it cost 1 SP too to complete it.

16. Markers.

Players must provide some additional markers not included in the original game. These are:

- Supplied. ("Supp"). Stacks marked with it are supplied for combat.
- Supplied Arty. Only arty units are supplied in this stack.
- Dummy. Used to conceal stacks from the other player.
- Attack. Stacks marked with it have participated in combat.

17. Recombination.

Units can be re-combined only if:

- They are not in EZOC.
- They are within 4 or less movement points of an HQ

- They have not moved during the previous Move Phase.

18. HQ Restrictions.

HQ units that move lose some of its capabilities.

When an HQ moves, rotate it 180°. The unit will remain rotated until the following Reinforcement Phase. While rotated, these units may not:

- Co-ordinate attacks from more than two hexes (see 12 ff).
- Order movement of SP counters (see 10).
- Send reserves in attack or defense (see 4).

19. Dismantling Fortresses.

Players can opt for dismantling fortresses. For every 6 Fortress Combat Factors withdrawn from play, that side receives ONE of the following:

Notes.

These optional rules are centered on logistics and intelligence. If players are not very careful tracing their supply lines and do not control which enemy units appear in front of him during combat (if the "Force Markers" option is used) they will be in trouble. It is highly recommended to take note of the enemy units in front of you. This simulates Tactical and Operational intelligence.

The idea here is to maintain a "No Man's Land" between opposing forces. If you do not have enough forces or you suspect that in front of you there are three full stacks of infantry, stay where you are, and if you go use the artillery. You can fulfill the mandatory attack rule with the artillery so that you can use two arty units to "contain" two hexes and attack with all the units against any one hex. This simulates a tactic typical of WWI, i.e., to attack one or more sectors with artillery whilst the infantry attacks elsewhere.

What I want to prevent here is the irritating "soaking off" that so many players are so fond of. You know, to attack a Panzer division at 1:3 with a regiment: if you are lucky, you destroy the division. If you aren't, you've lost only a regiment.

CONSECUTIVE ATTACKS TABLE.

Round	Attacker	Defender	Retreating Defender
1 st	AF x 1	DF x 3	DF x 2
2 nd	AF -1	DF -1	(DF -1) x 2
3 rd	AF -2	DF-2	(DF-2) x 2

AF. Attacking Factors.

DF. Defending Factors.

- 1 Supply Point, or.
 - 3 Infantry Points, or
 - 1 Arty point
-

The War Arrives to Catalonia May 1938 (SCW)

Historical Introduction

After the Nationalist victory in Aragon during the early months of 1938, the Nationalist advanced unopposed towards Catalonia. They quickly seized the city of Lleida (Lérida) and reached the natural defense barrier formed by the Noguera Pallaresa and Segre rivers.

A direct consequence of the political crisis that the disaster provoked among the Republicans was the reorganization of their forces in Catalonia. The Army of the East was replenished with the young recruits of the 1941 class (the so-called "Quinta del Biberón" or "Feeding-Bottle" class). The Ebro Autonomous Group (later renamed Army of the Ebro) was created with the mission to prevent the enemy from crossing the Ebro. Both armies would form the Grupo de Ejércitos de la Región Oriental or Eastern Region Army Group, GERO, under Gen. Sarabia.

Meanwhile, the Nationalists, facing the danger of international pressures if their forces sealed completely the Pyrenees frontier with France, redirected its offensive efforts towards the South, on to Valencia.

In order to take pressure from the Republican troops defending the approaches to Valencia, the Republican chief of Staff, Gen. Vicente Rojo, ordered Perea, commander of the Army of the East, to launch an offensive against the bridgehead established by Franco's troops over the Segre river at Balaguer. That pocket was quite wide, its boundaries marked by the villages of La Sentiu de Sió, La Rápita and Vallfogona.

The Objectives.

The Balaguer operation was divided in two phases. First, the XVIII Army Corps should break the front. After that, four truck-borne divisions from the V and XV Corps would exploit the gap, retaking the Pyrenees hydroelectric power stations and linking with the 43rd Division, that had been isolated in the upper Pyrenaic valleys since April. This would attract Nationalist reserves, forcing Franco to stop its offensive on to Valencia.

The Results

The Republican general Juan Modesto, in his memoirs *Soy del Quinto Regimiento*, explains well how the ineptitude of Juan del Barrio, commander of the XVIII Corps, was one of the main causes of the abject failure of the offensive. First, the troops went to battle without clear orders, or without knowing what was expected from them. And, secondly, more that half of the XVIII Corps was kept in reserve, supposedly to do a mission (cover the southern

flank) that the Army of the Ebro was already doing.

Despite of the accurate artillery support, the lack of coordination between the armored units and the air force (the Republican Air Force disappeared after the first day of the offensive), and the lack of any clear plans and imaginative leadership limited the Republican offensive to bloody, fruitless frontal assaults.

The later intervention of the Campesino's Division, the 46th, when the surprise factor had been wasted, only added unnecessary casualties when the final result of the battle was clear. Moreover, that division had not yet completely recovered from the losses of the battles of Teruel and Aragón.

Aftermath

With the XVIII Corps badly mauled by the Balaguer operation, the V and XV Corps were withdrawn to prepare the coming Ebro offensive.

It is open to speculation what could have happened had the Republicans broken the front and exploited the gap. But it should be taken into account that the Nationalist had complete air superiority, and that to occupy the town of Balaguer, placed west of the river, could had been a tough nut to crack. In other Republican offensives, road junction towns such as Brunete, Belchite, Quinto or even Gandesa during the battle of the Ebro were enough to stall whole Republican offensives.

Cronology of the Battle

Sunday, May 22nd. At 0400 am the Republican artillery, deployed forming an arch around the bridgehead, opens fire. The barrage is accurate because the fields of fire had been marked and prearranged during the previous days. The artillery of the Nationalist Corps of Aragón replied quickly with counter battery fire, while the Nationalist divisional artillery remains silent in order to conceal its position.

At 0800 the tanks broke into No Man's land, followed at a prudent distance by the infantry. After four hours of frontal attacks, the Republicans fails at their objective of the first day, that is, to open a breach that would be exploited by the truck borne infantry that was waiting along the Tárrega-Balaguer road.

Monday, May 23th. Same results as the first day. The first echelon is relieved by fresh units because of the bloody losses. Actually, both sides were growing tired: the defenders had suffered around 30% casualties. The attackers' percentage was much higher.

Tuesday, May 24th. For the first time since the start of the offensive, the Nationalist air force makes felt its presence from the early hours of

the morning, bombing and strafing the Republican troops. After a two-hour barrage, the Republicans renew the assaults on the "El Merengue" hill and the village of La Sentiu de Sió. Their garrisons resist the attack, and the battle degenerates more and more into an WWI "Big Push". During that day, the artilleries of both sides exchanged more than 20.000 rounds.

At the end of the day, the 53rd Nationalist division relieves the 54th, though several units of the former remain in the first line.

Wednesday, May 25th. The attacks lost steam because of the casualties and attrition caused by three days of battle. The last reserves are committed stubbornly against El Merengue and La Sentiu de Sió, as well as against the Central and Southern sectors of the pocket. The battalions formed by the green recruits of the 1941 class were at 50% of their initial strength. Therefore, during the night of the 25th forces of the 46th Division from the Ebro Autonomous Group relieved the 72nd Division. The 16th Division (XII Corps) would take over the Southern sector, in front of Vallfogona, to try to renew the offensive.

Thursday, May 26th. The 27th Division attacks again El Merengue and La Sentiu de Sió. Nevertheless, now the main effort is focused in the Central sector. The attack there is led by the 46th Division, that achieves a modest advance. Late in the afternoon, two bomber squadrons attack erroneously that unit. This, coupled with the firm Nationalist defense, turns the attack into another fiasco. The 16th Division obtain similar results in front of Vallfogona.

Friday, May 27th. Last day of the offensive. The attack is led again by the 46th Division. The Republican artillery is particularly efficient, but not the tanks, that attack slowly and without elan. At 1900 PM a sudden rainfall turns the Segre valley into a quagmire, making almost impossible further operations, and thereby stopping the offensive for good. The 46th had suffered 13% losses in just two days of combat.

From "Exèrcit de Catalunya" to "Ejército del Este"

In May 1937 the Anarchist and the POUM (A non-Stalinist, non-Trotskyist Communist party, to put it simply) clashed with the Catalan Autonomous government or Generalitat. The Generalitat asked the Central government for help. After some days of bloody inter-Republican fighting, the Anarchist and their allies were defeated and purged. Then, the Government ordered the units of the Aragón front (The "Army of Catalonia", *Exèrcit de Catalunya*, in Catalan) to be disbanded. Its troops would be used to raise the *Ejército del Este* or Army of the East, under Gen. Pozas, with LTC Vicente Guarner as its Chief of Staff. The Divisions were reformed as follows:

- The Durruti Division (Anarchist) would become the 26th Division, with the 119, 120 and 121 Brigades, under Ricardo Sanz.
- The Lenin Division (POUM) would become the 27th (AKA "Witch" Division) with the 122, 123 and 124 brigades, under Manuel Trueba.
- The Macià-Companys Division (Catalan Nationalist) would be the 30th (131, 132 Bdes., under Jesús Pérez Salas).
- The Ascaso Division (Anarchist) would be the 28th, with the 125, 126, 127 Bdes., under Gregorio Jover.
- The Pyrenees Mountain Group would be renamed 130th Mixed Brigade, under Mariano Bueno. It included the 520th Battalion (raised by the ERC or Catalan Republican Left, Catalan Nationalist). Among its ranks fought El Xandri, the archetypal Catalan popular hero of the war. He was killed during the retreat of the 43rd Division towards France, June 1938.

The reserve divisions (1st, 2nd, 3rd) were reformed as the 31, 32 and 33 Divisions. All three divisions, and others units, were under direct control of General Pozas, commander of the new Army. Some of them will fight at Belchite and Teruel. After the *debacle* of the Aragón front, the Army of the East was all but destroyed. But it a matter of weeks a new army was raised with new recruits and massive quantities of war material arrived from the Soviet Union and Czechoslovakia. The baptism of fire of that new Army of the East would be the battles for the Segre and the Ebro.

Army of the East Morale

In those new units there was a continuous trickle of desertions mainly because they were fighting near home. But the desertions never reached the same proportions as in the Republican units in the North (Euskadi, Santander, ...during the North campaign). The commissars did a continuous, great job to improve the morale of the troops. Much more intense and important than those done by the chaplains among the Nationalist ranks. For the Komintern, the moral recovery that followed the disaster of Aragón was something they would be proud of in later years.

But most of the soldiers that died in the Segre and the Ebro in a series of lost battles were not fighting for the triumph of Marxism, or because they were under menace of reprisals from the commissars. They stood and fought because they knew that all the political and social advances and rights brought by the Republic would be lost if Franco would ever rule over Spain.

Quinta del Biberón
Official Scenario for the Spanish Civil War Series.

Special Scenario 2. "The Segre Offensive".

The following scenario covers the offensive unleashed by the Republican Army against the Balaguer bridgehead, 22 May 1938.

1. Deployment

The Nationalist player deploys first.

He can deploy 4 fortifications markers as he sees fit (use markers from No Pasarán!). Infantry units deployed in non-urban hexes can begin the match under fortification markers.

The Republican player must attach tank and armor (blindados) units before beginning play.

Nationalist Deployment

- **54th Division (Marzo).**
283° Tir. If. in F8 (El Merengue).
281° Tir. If. In any hex between the Tossal de les Forques (G13) and La Sentiu de Sió (I 14).
47° Las Palmas at I 11.
Ceriñola C., at J 13.
24° Bailén, I 13.
28° La Victoria, within two hexes of P 13.
23° América, at Pedrís (Q 13).
132° América, within two hexes of Q 11.
Tercio Requetés Valvanera, en Vallfogona de Balaguer (R 8).
Medium Arty. #1 (Art. Media 1) on or within one hex of H 7.
Medium Arty. #2 (Art. Media 2) on or within one hex of P 7.
Light Arty (Art. Ligera) at La Rápita, (N 10).
AT Arty (Art. Contracarro) at Pedrís, (Q 13).

Anywhere in Balaguer hexes: AA Arty (Art. Antiaérea) P F88, Engineers (Ingenieros).
54th Division, CEA (Aragón Army Corps)
CG's (HQ's)

Reinforcements

May 24 (Turn 3).

53th Division (Sueiro). All its units enter through hex K.3 (in Balaguer, marked as N1).

Nationalist Air Units.

Available at the beginning of turn 4, May 25: 1 SM-81, 1 Ju-87, 2 Ju-52, 1 Hs-123, 1 Ro-37.

Republican Deployment

- **27th Division (Usatorre).**
1st, 2nd, 3rd /122 Bde. Within 2 hexes of A 7.
1st, 2nd, 3rd /123 Bde. Within 2 hexes of A 13.
1st, 2nd, 3rd /124 Bde. Within 2 hexes of C 19.
CG (HQ) of the 27th Div. Stacked with any unit of the division.

- **72nd Division.**
1st, 2nd, 3rd /213 Bde. On or within 1 hex of F 19.
1st, 2nd, 3rd /214 Bde. On or within 1 hex of L 19.
1st, 2nd, 3rd /215 Bde. On or within 1 hex of Q 19.
CGs (HQs) of the 27th Div. And XVIII Corps stacked with any unit of the 72nd division.
- **60th Division (Buxó).**
1st, 2nd, 3rd /84th Bde. On or within 1 hex of T 19.
1st, 2nd, 3rd /95th Bde. On or within 1 hex of Y 12.
1st, 2nd, 3rd /224 Bde. On or within 1 hex of Y 7.
CG (HQ) of the 60th Div. Stacked with any unit of the division.

Tanks and Armored units.

- 1° Tanques (1st Tank Bon) at H19.
- 2° Tanques (2nd Tank Bon) at Y 7.
- 4° Tanques (3rd Tank Bon) at R 3.
- 3° Blindados (3rd Armored cars Bon) at R 19.

Artillery.

- 27th Division' Art. Media (Medium Arty) at D 19.
- 72nd Division' Art. Media (Medium Arty) at P 19.
- 60th Division' Art. Media (Medium Arty) at Y 12
- XVIII Corps' Art. Pesada 1 (Hvy. Arty. 1) at A 19.
- XVIII Corps' Art. Pesada 2 (Hvy. Arty. 2) at V 19.
- XVIII Corps' Art. Ligera (Light Arty. 1) within one hex of P 1.
- XVIII Corps' Art. Antiaérea (AA Arty.) within one hex of any Republican unit.

Reinforcements.

May 22 (Turn 1).

- 46th Division. All units enter through hexes marked R2 (I 19 and R 19). The 3° Tanq. is attached to that division.
- 16th Division. All units enter through hex marked R 1. (Y 7). The 2° Blindados (2nd Armored Cars Bon) is attached to that division.

The Light Artillery (Artillería ligera) and 1° Cab units (1st Cavalry Regiment) can be attached freely to any Republican formation.

Republican Air Units.

Available at the start of turn 1, May 22: 1 SB-2 bomber, 2 I-15 fighter-bombers, 1 G-23 bomber.

2. Scenario Rules.

2.1. Stacking.

Stacking limit is 10 PT for all hexes. Exception: in Balaguer hexes units can be stacked up to 12 PT.

2.2. Zones of Control.

Nationalist units under a fortification marker have a ZoC of 2 hexes. (That is, they exert a ZoC within 2 hexes of the hex they are deployed in).

2.3. Artillery Accuracy Modifiers.

During the 1st turn the Republican artillery barrages have an odds shift of one to the right using the BOM Table.

Republican Air Bombing.

Medium Level bombing: Multiply x 0,5.

Low Level Bombing: no modifiers.

2.4. Command & Control.

HQ units have a command range of 8 hexes.

Republican HQ's must trace a line of hexes free of enemy ZoCs and enemy units to any road hexes connected with the North, South or East map edges.

Nationalist HQ's must trace to any road hex connected with Balaguer.

2.5. Republican Militia.

(Special Rule 3.15, published with the Special Scenario 1, Mallorca 1936, Alea issue #24).

Every time the Republican player tries to operate with one militia unit (27th, 60th, 72nd Divisions) he must roll a die to check its reliability.

Roll one die. If the result is equal or lower than the Effectiveness Rating of the unit, the unit can use its full movement factor. If the result is higher, the unit will lose Movement Points equal to the difference between the die roll and the Effectiveness Rating.

Example. We have a unit with a ER 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. Scenario Special Rules.

3.1. Orders of Battle.

Both players must use ONLY the historical organization of the formations that fought the battle.

3.2. Activation.

The Republican player activates first. The basic activation formation is the Brigade for the Republican, the half brigade or regiment for the Nationalist. (See OB diagram, page 10).

4. Victory Conditions.

Republicans.

- 3 Victory Points (VP) for every enemy infantry unit eliminated.
- 2 VP for eliminating any other type of unit.

Nationalist.

- 3 VP for every Republican unit eliminated (any type).

4.1. Victory Levels.

At the end of turn 7 (28 May) compare the VP levels of both sides.

If the Republican player has 10 VP more than the Nationalist, the game is a Republican tactical victory.

If the Republican player has 11 or more VP than the Nationalist, the game is a Republican decisive victory.

Any other result is a Nationalist victory.

5. Scenario Length.

7 daily turns, from 22 May to 28 May 1938.

6. Game Scales.

1 turns per day, 1 hex= 500 meters. Basic units: battalions, squadrons and batteries.

Designer's Notes.

Scenario length. I have added an additional turn to the historical battle because if the V Corps units would have had the slightest success the offensive would have continued despite of the tremendous casualties suffered.

Order of Battle. Any study of Republican Orders of Battle has to sort out many contradictory sources.

A clear example of this would be the deployment of the 23rd Mixed Brigade, that some authors think it was in the simultaneous attack against the Serós bridgehead, further South. I have included it in the Balaguer OB because of Nationalist veterans testimonies that clearly remember having seen the distinctive uniforms of the Republican *Carabineros* Corps in front of them (The 23rd Bde. was formed by *Carabineros*, an special border guard and police corps).

Also, I have included a BT-5 tank unit (Christie model). Most authors lost the trail of these units after their defeat at Fuentes de Ebro, (October 1937). The only thing clear is that all these tanks were lost in the Catalan campaign of 1938-39.

The historian J.L. Infiesta doubts that the BT-5s fought at the Ebro because those tanks were too heavy for the pontoon bridges laid across that river. Moreover, according to the war reports of the Nationalist divisions that fought at Balaguer, during that battle there were destroyed Russian tanks "of a new type". Since the T-26, the other standard Republican tank, was well known by the Nationalist (to the point that several Nationalist tank companies had been equipped with captured T-26s), the "new tank" could only be the BT-5.

After all, it was logical that these elite units were attached to the V Corps, that was the spoiled child of the Communist Party. The Campesino, the commander of the 46th Division, would only fall in disgrace two months later because of their performance at the Ebro.

The Map. To adapt a topographical map to an hex grid requires to simplify certain terrain features. We have chosen to represent the most relevant features that were fought over during the battle. We have suppressed some elements that were not decisive during the historical battle

such as the rail road that crosses Balaguer, some trails and minor heights, and the myriad irrigation ditches and orchards that characterize that part of the Segre valley.

Counters. Due to the low counter density, we have chosen to represent only Divisional and Corps HQ's.

Unit Designations.

Blind. Blindados. (Armored Cars).
Bat. Batería. (Battery).
CE: Cuerpo de Ejército (Army Corps).
CEA: Cuerpo de Ejército de Aragón (Aragón Army Corps).
CG: Cuartel General (HQ).
Dv/Div. División. (Division).
F.E.T. Falange Española Tradicionalista, (Falange, "Phalanx", Spanish Fascist Party).
Grp: Grupo (Group).
G-23: Grumman G-23 "Dolphin" bombers.
P F88 Batería Pesada del Flak Abteilung 88 (Heavy Battery, Legion Kondor' Flak Abteilung 88).
T. Req. Valvan. Tercio de Requetés de Valvanera. (Valvanera Requetés Tercio, Carlist militia).
T. Req. Pilar. Tercio de Requetés del Pilar. (Del Pilar Requeté Tercio).
Tanq. Tanques. (Tanks).
Tir. If. Tiradores de Ifni (Ifni Rifles, North African troops).

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Credits.

Series Designer: Javier Hoyos.
Scenario design & research: Enric Martí.
Map Graphics & counters: Xavier Rotllán.

Designer's Dedication. To all those that, despite of its inexperience, offered their enthusiasm to fight for a right cause for the good of their grandsons.

Napoleon Crosses the Pyrenees. The Battle of Gamonal, 10 November 1808.

After the defeat at Bailén and the withdraw of the French forces North of the Ebro line, the Emperor decides to take command himself of their armies in the Peninsula. He reaches Bayona (Bayonne) the 3 November, and, after studying the situation, he opts for a rapid advance towards Burgos. First, to prevent the two main Spanish armies from joining hands. And secondly, to defeat them separately.

The Spanish plans were based on the strange idea of attacking first the supply lines and then surround the wings of the French army. To do that, the Spanish Army deployed 5 armies in two main bodies, forming a wide arch around the French. Some 60 to 65000 in front of Ney and Moncey, and another 30000 facing Lefebvre and Victor. In the center of that deployment there was a gap of some 150 km. that the Army of Extremadura (still at Madrid) and Moore's British Expeditionary Corps were supposed to cover.

The Battle

The night of the 7 November the 1st Division of the Army of Extremadura reaches Burgos. They found that part of the population were fleeing from the French troops, so the Spaniards immediately established outposts at the wood of Gamonal, were they took by surprise elements of Lasalle's cavalry, advanced guard of the French 2nd Army Corps, deployed between Cubo and Quintanapalla. The following day, the arrival of the 2nd Division allows to fend off again the enemy cavalry. The 9 November passes without novelty, with both sides preparing for the oncoming battle.

At dawn of the 10, the French, that deploy now almost all the 2nd Corps, begin to advance in earnest. After brushing aside the Spanish advanced posts, they find Belveder' Army deployed in a single line in front of the wood of Gamonal.

The French attacked in Battalion-sized Columns because the terrain in front of the forest did not allowed much maneuver. Mouton' Division led the march, and therefore they were the first to receive the Spanish artillery fire, that started firing as soon as the French are within range. Despite of the casualties, the veteran French infantry kept advancing. Facing such a determined attack some of the green Spanish troops supporting the artillery routed even before engaging the enemy. Only the Royal Spanish and Wallon Guards resisted and covered the retreat of the rest, suffering many casualties in the process.

Meanwhile, on the Spanish right a cavalry charge by Lasalle's troops quickly routs the

weak Spanish cavalry. The panic spreads to the infantry that was still holding the line. Defeated at the right and center, the Army of Extremadura routs, with the French cavalry following it on hot pursuit until well South of Burgos.

In Conclusion

The mistaken belief that the French were completely demoralized after their defeat at Bailén, and the faulty strategic planning, led to the encounter of Gamonal between two completely different forces. A weak Army of Extremadura, led by a green commander, and deploying very few veteran units, facing a great French army that had among its ranks prestigious leaders and troops battle-hardened campaigning across all of Europe.

The tactical deployment in a single line, without reserves, (see 3D map) planned by an inexperienced general such as Belveder only accelerated the defeat of its little force. The most reasonable tactic would have been to deploy behind the wood of Gamonal and try to counterattack there.

On the strategic level, the consequences were much more important, since the Spanish disposition was broken at their center. This allowed the French to advance unopposed towards Madrid, towards the center of the Peninsula. The two Spanish wings were isolated, and therefore the French were able to defeat them piecemeal at the battles of Espinosa de los Monteros, Zornoza and Tudela.

The Contenders

The Spanish Army

After the rising of the 2 of May 1808 and the first battles (Medina de Rio Seco and Bailén) many volunteers came to join the Army. They joined units that already existed or newly created ones. Because of the great degree of improvisation and chaos that characterized the first stages of the war, many of these volunteers did not had enough weapons and uniforms, and this was the case for some of the units that fought at Gamonal.

The command of the Army of Extremadura fell on the Marshall Don Ramón Rufino Patiño, Count of Belveder. Belveder owed its appointment to political influence in the Junta Central (The Juntas were the local governments that covered the power vacuum created by the French invasion and the imprisonment of the Royal Family). Belveder has no military formation to command an army, so he limited himself to follow the instructions of the Junta.

To make things worse, its suicidal deployment in a single line only served to make easier the French victory.

As for the infantry, save from veteran units (the Spanish and Walloon Royal Guards, the Provincial Grenadiers and the regiments Mallorca, Badajoz, 2nd Cataluña, and Provinciales de Tuy), it performed irregularly. These units were mostly newly created, and therefore their training was far from being complete, as would be demonstrated on the battlefield.

The cavalry had during the whole war the problem of lack of enough remounts, and had very little numbers in that battle. Nevertheless, its performance was acceptable, being specially active in vanguard actions and trying to cover as best as it could the retreat of the army.

The brave behavior of the artillery in that battle, and that of artillerists, engineers and *zapadores* (combat engineers) during the whole war had been noted by many authors and historical witnesses. At Gamonal, the participation of the artillery was brief since, after concentrating its fire on the advancing enemy, the general rout forced the artillerists to flee and abandon almost all of its pieces.

The French Army

Once arrived to Bayonne, the Emperor begins the reorganization of its armies. Since then, the reinforcements begin to flow in. The 2nd Army Corps, supported by the Imperial Guard and Ney's 6th Corps, will be the spearhead of the French invading force, with the mission of attacking the Spanish center.

Commanding the 2nd Corps is the Marshall Nicolas-Jean de Dieu Soult, that had recently substituted Bessières, appointed commander of the Cavalry General Reserve. Marshall of recognized prestige, Soult starts the offensive following the instruction of the Emperor. Not knowing the strength of the enemy, he is cautious at first. He did not advanced until received confirmation that all its units were concentrated and supported by other Army Corps. Their presence and influence on the battle of Gamonal is minimal. He reached the battlefield when the Spanish Army was retreating. The divisional commanders, Mouton and Lasalle, were the main characters of the play.

The French cavalry superiority over the Spanish and Allied one is out of the question during all of the Independence War. In Gamonal, a short combat against the scarce enemy cavalry and a charge against the infantry was enough to decide the outcome of the battle.

The Imperial artillery intervened only at the end of the action. There are only references to bombardment of Spanish units already retreating.

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Gamonal.

Official Scenario for the Shadow of the Eagle system.

Special Scenario 1.

The Battle of Gamonal, 10 November 1808.

0. Historical Introduction.

The following scenario simulates only the historical battle. Other units from both armies that could have fought are not included.

1. Scenario Length.

6 game turns. Begins with the French Phase of turn 1, 0830 am.

2. Initial Orders.

Spaniards: Defend (all units).

French: Attack (all units).

Reinforcements.

French: Maneuver.

Changing Orders. (See *Special Rules, Shadow of the Eagle II rulebook*).

Spanish: divide by 1. Belveder (C-in-C), Henestrosa, Alos: 1 attempt per turn.

French: Divide by 3. Soult, Mouton, Bonet, Lasalle, Milhaud: 2 attempts per turn.

3. Reorganization.

Spaniards: reorganization base at Gamonal.

French: reorganization base at Villafría.

4. Commanders.

Spanish Command radius is 3 hexes.

French Command radius is 4 hexes.

Until Soult enters the map, the town of Villafría is considered the French HQ.

5. Demoralization.

According to General rules. See Scenario Demoralization Table. (On countersheet).

6. Victory Conditions.

According to General rules. The Demoralization Table specifies some geographical objectives.

7. Deployment.

French Initial Deployment.

4° léger, leader Mouton, hex M 10.

15° line at N 10.

2° léger at O 10.

36° line at P 10.

The whole Bonet division (its commander included) enters through hex P 10, Villafria (France road).

The whole Lasalle Division (its commander included) enters through hex P 10, Villafria.

Reinforcements.

Turn 2, the Milhau Division complete with its commander enter through hex P 10, Villafria.

Turn 3, C-in-C Soult, through hex P 10.

Spanish Initial Deployment.

Hus. 1° Extremadura, hex N 5.

Hus. 2° Extremadura, hex H 5.

1 / 2° Badajoz, hex N 6.

Leader Henestrosa, hex LM 6.

2 / 2° Badajoz, hex N 7.

1 / 2° Mallorca, hex N 8.

2 / 2° Mallorca, hex N 9.

Artillería a caballo (Horse Artillery, factor 4, Alos Division) hex N 10.

Artillería a caballo (Horse Artillery, factor 4, Henestrosa Division) hex N 10.

Spanish Royal Guards at N 11.

Walloon Royal Guards, leader Alos, hex N 10.

2° Cataluña, hex N 12.

Gran. Prov., hex M 12.

Cz. Vol. Esp., hex K 13.

Tir. Mérida, hex J 14.

Art. a pie (Foot Artillery, factor 4, under direct command of Belveder) hex F 10.

Esc. Benaven. Hex E 7.

M. P. Tuy, hex F 7.

C-in-C Belveder, hex K 10.

Turn 1 Special Rules.

All units have their movement factors reduced by 1.

Variants

Free Set Up

The Spanish player may deploy its units freely, provided that no units are deployed beyond the line of hexes N1-N16.

Units under direct command of Belveder (Art. a pie, Esc. Benave., M. P. Tuy), enter the map through the Burgos road on turn 1.

The French units follow the historical deployment.

Design Notes

The Counters.

The morale level shown by certain units can surprise some people. The morale of the different units varied greatly during the war. This was especially true with the Spanish troops that

at the beginning of the war came from the pre-war professional army. The "overestimation" of the morale of certain units comes from their performance in that battle.

As for the French side, there are few things to comment. Only the slightly inferior ratings of the 4th Battalions of some regiments. This reflects that the "last" battalion of each regiment had a higher percentage of recruits, though that fact did not affected the combat performance of the parent unit, the regiment.

Considered as a minor action, the importance of Gamonal lies on their short-term strategic consequences. This simulation is a mere *divertimento*, since that unless the Spanish player uses the Free Set Up variant he has little possibilities to win. If you are to play the historical scenario, it is recommended to play two matches alternating sides. The one that does better as the French, wins.

To play this scenario players must have the Standard rules for the Shadow of the Eagle system (Vol. II, Bailén 1808).