

Help sheet

Deploy and Game Tables

Turn 1. Beginning (July 22)

Spanish deployment

HAMAN. Hex 10,12

2nd Co. / III Battalion, 11th Rgt. "San Fernando"
Lt. Colonel Ortiz. 11th Rgt. "San Fernando"

UESTIA. Hex 10,17

1st Co. Provisional, 11th Rgt. "San Fernando"

EL BATEL. Hex 16,33

14th Rgt. Alcántara Light Cavalry
Machine gun squad
1st Squad
2nd Squad
3rd Squad
4th Squad
8th Co. / Indigenous Police
Lt. Colonel de Rivera. 14th Rgt. Alcántara Light Cavalry
Cmd. Del Campo. 14th Rgt. Alcántara Light Cavalry
Cpt. De Aguirre. Indigenous Police

TISTUTIN. Hex 18,35

2nd Co. 68th Provisional Rgt. Africa

KANDUSI. Hex 4,31

2nd Co. / I/. 68th Rgt. Africa
Lt. Colonel. Piqueras. 68th Rgt. Africa

HAF. Hex 14,3

1 Co. 68th Provisional Rgt. Africa
6 Battery / Comd Artillery (2 x Krupp pieces of 7 cm.)
Colonel Arroyo. 68th Rgt. Africa

DAR DRIUS. Hex 9,10

2 Co. /III/. 11th Rgt. San Fernando
5 Co. /II/. 11th Rgt. San Fernando
4 Co. /III/. 11th Rgt. San Fernando
Lt. Colonel Corral. 11th Rgt. San Fernando

Mixed Artillery Rgt.

1st Mountain Battery (4 x Schneider of 7 cm.)
2nd Mountain Battery (4 x Schneider of 7 cm.)
Eventual Battery (4 x Schneider of 7 cm.)
6th Co. Engineers of the General Command
Capt. Rubio. Mixed Artillery Command

ANNUAL COLUMN. Hex 4,0

1 Co. /I/. 42nd Rgt. Ceriñola
1 Co. /III/. 42nd Rgt. Ceriñola
1 Co. /II/. 42nd Rgt. Ceriñola
3 Co. /III/. 42nd Rgt. Ceriñola
Machine Gun Company /II/. 42nd Rgt. Ceriñola
5 Co. Indigenous Police
6 Co. Indigenous Police
10 Co. Indigenous Police
11 Co. Indigenous Police
Co.1 /II/. 11th Rgt. San Fernando
Co. 1st, 2nd, 3rd, 4th and 5th Engineers of the Melilla Command
5th Mountain Battery (4 x Schneider of 7 cm.)
Colonel Riquelme. 42nd Rgt. Ceriñola
Colonel Morales. Indigenous Police
Gral. Navarro. Commander in chief
Com. Villar. 42nd Rgt. Ceriñola

ANNUAL COLUMN PROTECTION

5th Squadron 14th Alcántara Cavalry (Hex. 3,0)
Cmd. Llamas. 2nd Regulars of Melilla

2nd Regulars of Melilla (Hex. 5,0)
I Tabor / 2nd Regulars of Melilla
II Tabor / 2nd Regulars of Melilla
III Tabor / 2nd Regulars of Melilla
1, 2 and 3 Squadron / IV Tabor of Regular Cavalry
Colonel Núñez. 2nd Regulars of Melilla

IMPORTANT NOTE: Play 1D6 for desertions at the beginning of turn 1 for all Indigenous Police in this column.

Guerrilla Rif Deployment

HARKA BENI URRIAGUEL. Hex 0,1 and 0,2

2x Companies. Machine guns
8x Companies. Guerrilla on foot
1x Artillery Battery
1x Cavalry Squadron
2x Leaders

HARKA GUEZNAYA. Hex 18,6

5x Companies. Guerrilla on foot
1x Leader

HARKA TENSAMAN. Hex 0,25 and 0,26

5x Companies. Guerrilla on foot
1x Co. Machine guns
1x Leader

HARKA BENI TUZIN. Hex 21,17

4x Cos. Guerrilla on foot
1x Leader

HARKA METALZA. Hex 21,11

2x Cos. Guerrilla on foot
3x Cavalry Squadron
1x Leader

Reinforcements. Turn 2 (July 23, 0-12 h.)

Spanish reinforcements

CHEIF COLUMN. Hex 8,0

Co. Machine guns /I/ 59th Rgt. Melilla
1st Co. /II/ 59th Rgt. Melilla
2nd Co. /II/ 59th Rgt. Melilla
3rd Co. /II/ 59th Rgt. Melilla
4th Co. /II/ 59th Rgt. Melilla
Cpt. Almansa. 59th Rgt. Melilla

Reinforcements. Turn 3 (July 23, 12-24 h.)

Riff reinforcements

HARKA TENSAMAN. Hex 0,25 and 0,26

3x Companies. Guerrilla on foot
1x Artillery Battery
1x Cavalry Squadron
1x Leader

HARKA BENI TUZIN. Hex 21,17

2x Companies. Guerrilla on foot
3x Cavalry Squadron

HARKA METALZA. Hex 21,8

3x Companies. Guerrilla on foot

HARKA BENI ULIXEK. Hex 7,0 and 8,0

4x Companies. Guerrilla on foot
2x Cavalry Squadron
1x Leader

Reinforcements. Turn 6 (July 25, 0-12 h.)

Spanish withdrawal

All units of Inf. & Cab Melilla Regulars (Tabor / Tabor Rgt.) retire from de game.

Reinforcements. Turn 7 (July 25, 12-24 h.)

Riff reinforcements

HARKA BENI URRIAGUEL. Hex 4,0

5x Companies. Guerrilla on foot
2x Cavalry Squadron
1x Artillery Battery

HARKA BENI ULIXEK. Hex 7,0

3x Companies. Guerrilla on foot
1x Artillery Battery
1x Leader

Reinforcements. Turn 10 (July 27, 0-12 h.)

Riff reinforcements

HARKA TENSAMAN. Hex 0,25 and 0,26


1x Companies. Guerrilla on foot
1x Cavalry Squadron

HARKA BENI URRIAGUEL. Hex 4,0

2x Companies. Guerrilla on foot

COMBAT RESULTS TABLE

Attacker vs Defender Combat Ratio

		1:3		1:2		1:1		2:1		3:1		4:1		5:1 +	
		Normal	FD	Normal	FD	Normal	FD	Normal	FD	Normal	FD	Normal	FD	Normal	FD
	< 1	A1R2		A1R2		A1R1		A1R1		A1R1		A1		A1	
	2	A1R2		A1R2		A1R1		A1		A1		A1		ADS	DS
	3	A1R2		A1R1		A1		ADS		ADS		ADS		DDS	1
	4	A1R1		A1R1		A1		A1D1		A1D1		DDS	DS	D1	1
	5	A1R1		A1R1		A1D1		DDS	DS	DDS		A1D1	1	D1	1
	6	A1R1		A1		A1D1		DDS	DS	DDS		A1D1	1	D1R1	1
	7	ADS		A1		DDS	DS	D1	1	D1		D1	1	D1R1	1
	8	ADS		ADS		D1	1	D1	1	D1		D1	1	D2R2	2
	9	A1		ADS		D1	1	D1R1	1	D1R1		D1	1	D2R2	2
	10	A1		ADS		D1R1	1	D1R2	1	D1R2		D1R1	1	D2R1	2
	11	A1		D1R1	1	D1R1	1	D1R2	1	D2		D1R1	1	D2R1	2
	> 12	A1D1	1	D1R2	1	D1R2	1	R2	1	D2	2	D1R2	2	D2R2	2

A: attacker - **D:** defender - **R:** retreat - **X:** lost steps / Hex. retreat - **DS:** disorganized - **FD:** casualties Defensive Fire (for the attacker) all other results have no effect - Example: Defender D2/R2 loses 2 and retreats 2 hex.

Reaction Combat: Defensive Fire, consider results from the DF column.

Disorganized: 1/2 Combat and Movement Factors (reduced upwards).

They cannot assault / charge.

Leaders do not apply bonus to the die (defense/attack).

-1 in Combativity (can never be 0).

Attack on columns: Sum of Attack Factors / 2 vs sum of Defense Factors / no. Units that contribute factors (rounding down).


If there is Cavalry in the column (not in Panic) it can react. It is not computed for defense.

Compact Defense Bonus. 1 column to the left of the defender. Column cavalry can react.

Terrain: modifies the die roll.

MORALE

Morale Check = (Combativity-Missed Steps+Officer Morale+ modifiers)

		Morale Value of the Unit								Result
		16 -	2	3	4	5	6	7	8 +	
	11..50	11..45	11..39	11..32	11..24	11..15	11	11	11	Desert*
	51..61	46..60	40..55	33..52	25..50	16..39	12..31	12..24	12..24	No effect
	62..66	61..66	56..66	53..66	51..66	40..66	32..66	25..66	25..66	Recovered

Morale Value Modifiers: +1 Urban Zone (Spanish).

+1 Abd-el-Krim Leadership Level is greater than 3.












+1 If there is a unit in good order in the column.

Reading the result of 2D6: First die, tens. Second die, units.

* Affects only Indigenous Police units.


* If they are Rif units, they are removed from the game, but they are not counted as casualties.

EFFECTS OF THE TERRAIN ON MOVEMENT / COMBAT

Type of terrain	Effects on movement		Effects on combat (# Die)	Notes
	Foot	Cavalry		
 Open	1	1	--	* If attacker and defender are on the same level do not apply bonus.
 Hills	2	2	-1*	
 Mountain	3	Forbidden	-2*	** They get an extra MP if total the movement is on the road.
 Town	1	1	--	
 Fort	1	1	-2	
 Road	1	1**	--	
 Track	1	1	--	
 River	+1	+1	-2	
 Dry riverbed	1	1	--	
 Oasis	1	1	-1	
 Enhanced Defenses	1	1	-1	

ASSAULT RESULTS TABLE

Attacker vs Defender Ratio

		1:2	1:1	2:1	3:1	4:1 6 +
	2	A2	A2	ADS	A1	R
	3	A2	A1	ADS	ADS	R
	4	A1	ADS	DDS	DDS	D1
	5	A1	DDS	R	DDS	D1
	6	A1	R	R	R	D1R
	7	ADS	R	R	R	D1R
	8	ADS	R	R	R	D1R
	9	ADS	R	R*	D1R	D2
	10	DDS	D1	R*	D1R*	D2R*
	11	DDS	D1R	D1	D1R*	D2R*
	12 +	DDS	D1R*	D1R	D2	D2R*

A: attacker - **D:** defender - **DS:** disorganized - **X:** numbers of casualties - **R:** 1 Hex. Retreat - *****: Panic

Assaults / Charges: 1 col. to the left defending with machine guns and/or fortifications.

The combativity factor is not used.

2 col. to the right if there are cavalry units in the charge.


Commanders add a bonus to the dice if they are in the same hex.

Panic Unit: Combativity at 0 and Defense Factor =1. Leaders never Panic.

Pursuit: It is taken as a normal attack. See Combat Results Table.

Reaction Fire: Attack vs Defense Factor Ratio (chosen units). Combativity is Not used.

SHOOTERS FIRE "PACO"

	1 a 4	NO EFFECT
	5	OFFICER DEAD *
	6 or +	DISORGANIZED
Mod:		-2 Fire on cavalry
		+1 2 Cos. or + in Hex. objective
		+2 Fire on column
		* In urban zone it has no effect

ARTILLERY BOMBARDMENT

Bombardment Factor		1 to 4			5 to 8			9 or +		
		range Hex.			range Hex.			range Hex.		
		1-2	3-4	5-6	1-2	3-4	5-6	1-2	3-4	5-6
	1	--	--	--	--	--	--	--	--	--
	2	--	--	--	--	--	--	DS	--	--
	3	--	--	--	DS	--	--	DS	DS	--
	4	DS	--	--	DS	DS	--	DS	DS	DS
	5	DS	DS	--	1P	DS	DS	1P	1P	DS
	6 +	DS	DS	DS	1P	1P	DS	1P	1P	DS

Mod: +1 if hex. bombed has 4 or more stacking points.

-1 if hex. bombed is a hex. fortification

SEQUENCE OF PLAY

1. INITIAL DEPLOYMENT / REINFORCEMENT PHASE

Place units in the map following the indicated deployment.

Shoot for desertions from the Indigenous Police (only initial turn).

2. COMMAND CONTROL PHASE

Check units in command range.

Roll given for "send order link" operations.

3. INITIATIVE PHASE

Roll dice to determine player with initiative.

4. ACTIVATION AND ACTIONS PHASE

Movement.

Construction of improved defenses.

Combat. Artillery support. Normal combat. Attacks on columns. Assaults or Cavalry Charges. Rifian shooters.

Defensive reaction fire. Retreat (by combat or tactical retreat). Capture of equipment.

5. ADMINISTRATIVE PHASE

Control of Casualties and Leadership Table of Abd-el-krim

Morale Check (units in Panic). Desertions.

Withdrawal of Markers (Disorganized / Panic).

Victory conditions check.

End of Game Turn