

Brunete 1937. Rules

The Republic goes on the offensive



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1. General information and components

Brunete 1937. The Republic goes on the offensive, is a game that simulates the battle of the Spanish Civil War that took place in the hot summer of 1937, between July 6 and 25 west of Madrid, mainly near the Guadarrama and Perales rivers, and being the first major offensive of the Republic in the War.

1.1. General information

- When a mathematical calculation has to be made and it is not exact, the rounding of the decimals will always be done downwards.
- There is no weather, as it was always clear skies during the battle.
- The initial deployment is carried out, also in accordance with the provisions of the scenarios, and taking into account the special movement of the Republican 11th DI in the first turn (*see point 9 of these rules*).
- Scales: A mesh of hexagons is superimposed on the map, each representing approximately 1 km from side to side.

Combat units are represented by tokens that are mostly battalions, plus a few companies and garrisons. The tokens of the Republican battalions represent 2 battalions in reality, since these units had approximately half the number of troops than one from the national side (thus, a Republican Mixed Brigade, which had 4 battalions, is represented by only 2 tokens). *Cavalry Regiments*: Despite their name, have the approxi-

mate strength of a small battalion. Tank units represent approximately one tank company and armoured cars with machine guns and garrisons of between 1 and 2 companies. The combat units have 1 or 2 "steps" which is represented by the same number of faces printed on the card. Thus, a 2-step unit will have information on both sides, and a 1-step unit will have it on only one of its faces.

The *artillery support markers* represent approximately 40-50 guns and howitzers, of 75 mm caliber or higher, and the air support markers, about 40-50 aircraft of various models.

The *Turns* are variable, most of them representing 1 day. The exceptions are turn 7, which represents 6 days, and turn 12, which represents 2 days. This is so, because in those periods combat activity decreased and there was a certain pause in operations.

Stacking: The maximum stack of tokens that can be in a hexagon is:

- 2 infantry or cavalry units + a tank unit + a garrison token. The limit of the 2 tokens is absolute and independent of the state it is in, whether they are at full potential (2 "steps"), or reduced (1 "step"). Thus, in a hexagon there can only be 2 reduced battalions, (in addition to a tank unit and/or garrison), but not an entire battalion, and 2 reduced.
- Tank units can never be stacked together, i.e. there cannot be 2 tank units from the same side in the same hexagon

How to win?

The game is won or lost, by controlling certain hexagons on the map that grant victory points (VPs).

These VPs can only be obtained by the Republican player, and the total amount of these will cause victory to fall on one side or the other, or a draw will occur. You will find a more detailed explanation in

TOKENS & MARKERS

COMBAT UNITS

Infantry	Elite inf.	Cavalry	Tanks
7 8	8 8	5 10	+1 2 10
Garrison	Back Side		
0-4-0	4 6		

MARKERS

Air support	Artillery support	Turn	Command Points
Units unsupplied	Hexes. objective	Attack from Madrid	Retreating units
	1 PV	C. Vallecas	

RESOURCE MARKERS

+1 Elite replacement	+1 Regular replacement	Re-roll
+1 Command point	-1 command point for the opposing player	-1 aviation marker for the opposing player
+1 PM	-1 PMe	-1 PAv

	Company		Elite units
	Battalion		International Brigades
	Regiment		Legion
	Entry turn		Regulars
	Retreat turn		Moroccan soldiers

Figure 1

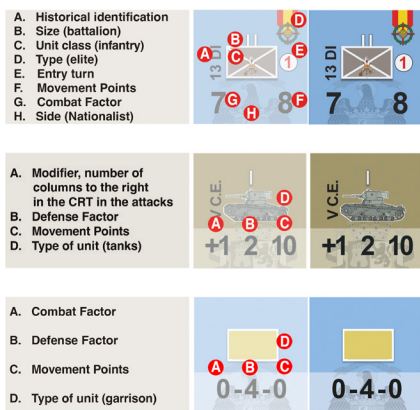


Figure 1

each of the scenarios at the end of these rules (*see point 12*).

The control of the hexagons, for the purposes of victory conditions, sources of supply and entry of reinforcements, is defined as those that must be occupied by one's own units, or if they are vacant, you have been the last to occupy them and are not now in the enemy Zone of Control (*see point 4*). In addition, it must be possible to draw a Supply Line (*see p.3*) from the objective to a valid source of supply, just as a combat unit would.

1.2. Components

1.2.1. Map

The game map represents the area around the Madrid town of Brunete, of about 18 km from north to south, and 25 km from east to west, and it is where the pieces move, the fights take place, etc... In it, the different types of terrain are represented, such as:

- Clear terrain (no major obstacles).
- Hills (scrubland and rugged terrain).
- Forests (mainly oak groves and olive groves).
- Vertices (elevated terrain with a better defensive position).
- Rivers (for most of the battle, the rivers were dry, so they were not too much of an obstacle for infantry or cavalry).
- Roads and paths (communication routes in better or worse condition).
- Towns (small villages and some hamlets).

These terrain types have various effects on movement and combat.

There are also some hexagons whose edges are colored, and serve to identify the target hexes that grant VPs, as well as letters on the first hexagon at the entrance points on the map of roads and paths, which have to do with the arrival of reinforcements and supplies, as explained in their corresponding sections.

On the right side of the map sheet, the boxes and counters appear for the con-

trol of various aspects of the game; the turn marker, command points, artillery and aviation support markers and the boxes to place casualties.

The "Air Superiority" box is not used in this version of the game, but will be required for when the optional air rules are released in the future.

In the upper left part of the map sheet, the hexagons where the advance of the Republican offensive from Madrid is abstracted are indicated.

1.2.2. Tokens

They represent the combat units that participated in the battle. There are also markers to make the game's tasks easier. (*see Figure 1*)

The following information is printed on combat units:

Blue color: Nationalist.

Rest of colors: Republicans.

- Light brown: V Republican Corps.

- Dark brown: XVIII Republican Corps.

- Red: Tanks of the Republican Manoeuvre Army.

The different background colors of the Republican tokens represent historical information about their units, and serve to differentiate one Corps from another, and if you use the optional rule 11.1.

The air support and artillery markers are blue for the Nationalists and red for the Republicans.

In the central part of a combat formation card, there is the NATO symbol for infantry, cavalry and garrison units. The tanks are depicted with the image of a T26 for the Republicans or a Panzer I for the Nationalists (also 1 captured T26).

Each division is represented with the NATO symbol and by a colour for each of them (in Republican units, two divisions can have the same colour, but they are differentiated by the Army Corps to which they belong); as well as by the number or name on the left side. This makes it easier to identify them on the map at a glance, as it does affect the game in this case, and is important to take into account when attacking with more than one division.

The units of the 71st National Infantry Division have, in addition to the color of their division, a stripe in the middle of the card of another color, which matches the colors of the 150th Division or the 11th Division, since these units can be automatically coordinated with other units if the stripe of their color matches that of the division. Thus we can say that there are units of the 71st ID (150th ID) and 71st ID units (11th ID).

Those that have the light green color in the NATO symbol, and do not have a division numeral, are Army Corps units, which can fight with any division without having to coordinate (*p.10.1*). The same also happens with tank units, even if they have the background color of one or the other Corps/Army.

Above the symbol of the unit, comes the size of the unit (I, II, III for companies, battalions and regiments respectively), and on the left, the number of the brigade and division for the Republicans and only the division for the Nationalists.

On the top right of the tokens of some units, there is a symbol of a medal. These units are considered elite and have some characteristics of their own that are explained later. In general, they represent the units of the Legion and the Groups of Indigenous Regular Forces on the national side, and the most veteran units and some of the International Brigades on the Republican side. Elite units have an effect on fights, retreats, and when receiving replacements. Units that do not have this symbol are considered regular units in both armies.

Also on the right, a little further down, there may be a number that is the turn in which that token arrives as a reinforcement.

Below the NATO symbol for unit type, there are 2 or 3 factors. In the case that they have 2, the first represents the combat factor (*CF*), both for attack and defense, and the second the movement points (*MP*) of the unit.

In the case that they have 3 factors they are garrison units or Republican tanks.

In garrisons, the first is the attack factor, the second the defense factor, and the third, the movement points; You can see that they only have one defensive factor, so they cannot attack, or move, only defend themselves (in the event they have to retreat they will be eliminated).

In the case of Republican tanks, these have a +1 as their first factor, indicating the modification of the column to the right in the combat results table that is made when used with infantry or cavalry in an attack. The second is the defensive factor and the third, the MP.

The size of the units of the tokens are represented in "steps". There are units with only 1 "step" such as tanks, garrisons or cavalry, but most units have two faces. In the first, the unit operates at the highest potential with 2 "steps", and the other side, when the token is turned, rep-

resents the unit reduced by casualties, fatigue and disorganization in combat. To differentiate the "flipped" side of the token or those that have a single "step", the factors are represented in a lighter colored lower stripe.

There are also a series of markers to remember and help manage the game: turn, command points, artillery and air support (with a number for the turn they arrive, or number and asterisk for the turn to be removed from the game), unsupplied unit, retreating units, the offensive from Madrid, objective markers (yellow) or those of resources.

Finally, the sheet of cards include some with the most detailed images of various types of aircraft, (with letters and other symbols) these cards are part of some optional more detailed rules for aviation that will be published in the next issue of the magazine and that for technical reasons, have been included in this issue.

1.2.3. Help sheet

In this sheet, there are various tables and aids to facilitate the player's task, such as the *Combat Results Table*, *Terrain Effects Table*,...

2. Game Sequence

The game takes place over 6 or 14 turns, depending on the scenario, and each of them is divided into various phases and segments, as indicated in the following game sequence:

Administrative phase:

- Markers Update Segment:
 - Place the turn marker in the corresponding turn box.
 - Place the markers of the control points in 3.

- Arrival/withdrawal segment of support markers (artillery and aviation).

- Segment for the assignment of replacements according to the initiative*, starting with turn 2.

- Resource segment, starting with turn 2 for the Republican side, and 3 for the National side.

Operations phase:

- Infiltration Segment 11th Division (only turn 1).
- Offensive segment of the Vallecas Corps from Madrid (as long as the offensive is not cancelled).
- Aviation segment: bombing and aerial interdiction of the 2 sides, according to the initiative*.

- Reinforcements, movement, combat and supply segment of both sides. First the side with the initiative*:

- Reinforcements
- Movement
- Combat
- Supply check

This same segment is repeated for the side without the initiative*.

- Only on Turn 7**: entry of reinforcements and extra movement for the National player.

- Fire Support Reorganization Segment: Place the used artillery in the box of available. The aviation used in the turn becomes available again if 1 command point is spent, and if not, they have to pass a maintenance roll for each air unit.

*Initiative

The Republican player has it up to and including T6. At the start of T7, a die is rolled for each player, and the highest number wins the initiative; in the case of a tie, the roll is repeated. If the national player does not get it on turn 7, he automatically gets it on T8 and keeps it until T14.

When the initiative change occurs, the Republican player has an additional adjustment move. Just before the National player starts their movement segment, they roll 2D6 and the result will be the maximum number of units they can move up to half of their MP at that time. These units that have moved will be able to do so again normally in the Republican movement segment.

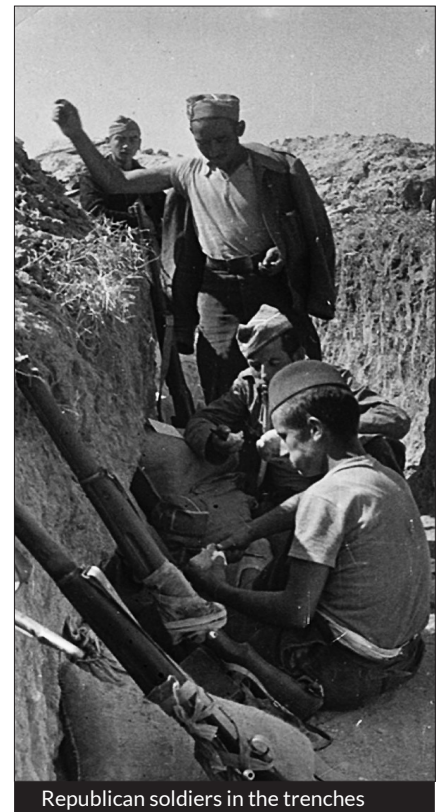
The player with the initiative assigns the air segment's replacements, bombardments, and interdiction missions first, and performs the reinforcements, movement, and combat segment first.

**On turn 7, after both sides have completed their operations phase, and before the fire support reorganisation segment the National player may include the two Navarrese Brigades, their cavalry units and their tanks as reinforcements.

These units will be able to move up to the maximum of their MP, but they will not be able to fight, so after this movement and the fire support reorganization segment, the turn is now over.

3. Supply

Each combat unit must draw a line of a maximum of 3 hexes to a supply source, or road/path that leads to that source. That line in its entirety is what we will call the Supply Line (LoS).



Republican soldiers in the trenches

The LoS can pass through any type of terrain, as long as it is not a hex where there are enemy units, enemy Zones of Control (as long as this is not nullified by the presence of a friendly unit) or a river hex side (supplies can only flow through roads and paths that cross rivers).

The valid sources of supply, as long as they are controlled by the respective side, are:

- The hexagons identified with the letters A and B for the Republican side. This last when under its control (it starts outside it).
- The hexagons identified from the letters C to L for the national side.

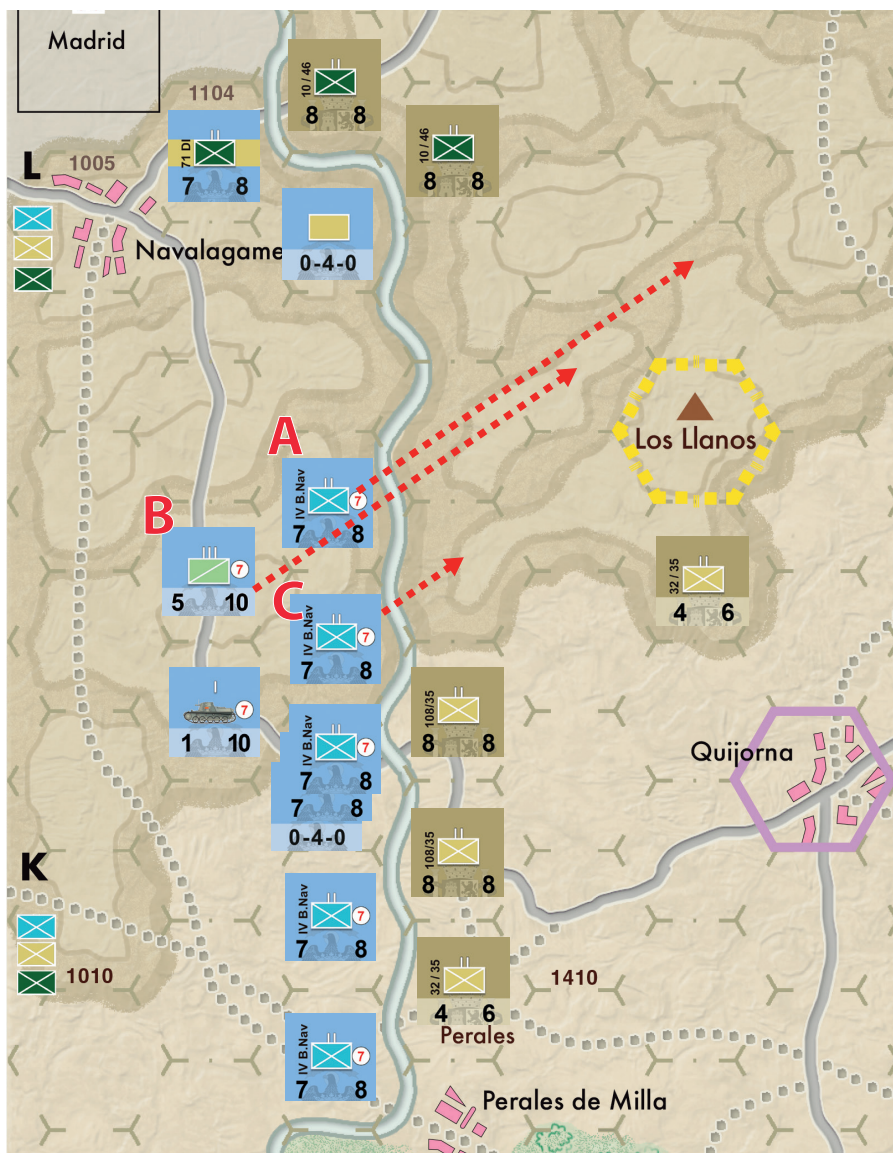
If a combat unit is unable to trace a valid LoS, the unit will be out of supply when the supply status is checked, in its corresponding segment.

The effects of being out of supply are:

- Combat factor and movement points are halved to a minimum of 1.
- Republican tanks cannot contribute their offensive modifier to fighting, and their defense is reduced by half.
- Loses its ability to project a Zone Control.
- You cannot receive replacements.

4. Zones of Control

Zones of Control (ZoCs) are all hexagons adjacent to a combat unit, including those on the other side of a river. All combat units exercise ZoC, except for units that are undersupplied, or those that are withdrawn after combat (see p.10.4.1),



Example. Movement and supply

The IV Navarrese Brigade began an offensive against the Republican positions on the Peralas River. To do this, and taking advantage of a gap left in the enemy lines, the units of hexagons **A** and **B** will cross the river and advance to the northeast.

The infantry unit will spend 3 MP (2 for hill +1 for the river) for entering the first hex, and 2 more MP for each hex that enters, for a total of 7 MP. The cavalry unit spends 3+4+3, for a total of 10 MP (the total of its MP).

Then, the unit in the **C** hex, also crosses the river and consumes 3 MP, but has to stop as it enters the enemy ZoC, and that consumes all its MP. From here, taking advantage of the fact that he now has no penalty for attacking across the river, he will attack together with the other units south of his current position, the Republican unit defending the bridge.

The tank unit south of hex **B**, cannot follow the **A** and **B** units, as it needs a bridge to cross the river.

Note that the units of **B** and **C**, once they have crossed the river, only if the attack on the bridgehead is successful and the other units advance to control the attacked hexagon, can they be supplied by being 3 or fewer hexagons away from a road or path that reaches a supply source.

Remember that the LoS cannot cross a river and must be traced through a road or path that crosses it. If it is not possible to expel the republican unity, they will be unsupplied. However, the unit of hexagon **A** will be undersupplied even if the attack is successful, since from the position it reaches, there are more than 3 hexes to a road or path that reaches its own source of supply.

which lose it for the rest of the enemy combat segment. These zones influence movement and supply.

4.1. ZoC and Movement

When a unit enters an enemy ZoC, it must end its movement, even if it has MP left to keep moving. A unit can move from ZoC to another enemy ZoC of the same or different unit, consuming all of its movement points, and therefore as its only move on that turn. It does not consume additional MP for entering or exiting an enemy ZoC.

For the purposes of movement, both a ZoC and a unit of its own do NOT negate the enemy ZoC in that hexagon.

Therefore, if a unit intends to move to an enemy ZoC where there is also a friendly unit, it must also stop at that ZoC.

The advance after combat and retreats are not a normal movement and are governed by their own rules where the enemy ZoC intervene, and which are explained in their corresponding section (see p.10.4).

4.2. ZoC and Supply

Enemy ZoCs block supply lines, so the supply line cannot be drawn through it. The presence of a friendly unit cancels out the enemy ZoC in the hex where it is located for the purposes of the LoS, and therefore can be traced by that hexagon, even if it is in an enemy ZoC.

5. Command Points and Resources

5.1. Command Points (CPs)

Command Points (CPs) represent the ability of the commands and staffs of the two Armies to carry out various actions, and their proper management can mean the difference between success or failure.

At the beginning of each turn, players have 3 command points per side, and an additional one can be received or lost by resource markers. At the end of the turn, unused CPs cannot be accumulated for other turns and are lost. At the start of the next turn, command points are reset back to 3.

With these points, the following actions can be carried out:

- Get replacements (from turn 2), as explained in point 6.3 of these rules.

- Automatically coordinate all fire support missions (artillery and aviation) of the same combat. It costs 1 CP for each fight that takes place during the segment. If you do not want to or cannot spend that CP, you must make a coordination roll for each support token to see if they get involved in the fight.

Of the 2 command tokens for each side, one is used to place on the CPs counter, and the other to indicate whether it is going to be used at this time or not. See more details in the combat section. (See p.10.3.)

- To coordinate the attack of two or more divisions in a joint attack. It costs 1 CPs each coordinated attack. Otherwise, units from different divisions cannot attack the same hexagon together. The defense of units from 2 different divisions does not need to be coordinated.

- Automatically recover the aviation markers used in the turn, and trans-

fer them to the available box, without having to make the maintenance roll. It costs 1 CP. If you don't want to or can't spend that CP, you must make a maintenance check for each aviation marker to know if they can return the next turn, or if they fail, return after 2 turns. See more details in the Aviation section, (see p. 8.3.)

5.2. Resources

There are 6 equal resource tokens per side for all turns in the Campaign scenario, and 3 randomly chosen for the Republican offensive scenario. They represent various capabilities that may be within the reach of the Command, and that may be important in the course of battle.

The resources will be placed out of sight of the other player, (from turn 2 for the Republican player and turn 3 for the Nationalist player). They can be used in their corresponding segment, at a rate of 1 per turn, in the turn that the player wants, without their use being mandatory.

At the beginning of the turn, in the resources segment of the administrative phase, each player secretly chooses the resource they are going to use and then they are shown at the same time. In case both choose to receive a replacement, regular or elite, it is assigned first by the player with the initiative and then by the other player.

These resources are:

- +1 CP for the player
- +1 Regular Replacement
- +1 Elite Replacement
- Reroll. You can reroll the die of a combat or bombardment, either friend or foe on that turn.
- -1 CPs for the opposing player
- -1 aviation marker of the opposing player, which immediately sends said marker to the used support box. Once used, they cannot be used again and are out of play for the rest of the game.

6. Reinforcements and replacements

6.1. Reinforcements

Reinforcements are received as dictated by the scenario. The arrival time of each token is the one indicated in the scenarios, and it is also printed on the tokens for faster reference.

They arrive in their corresponding segment of the operations phase, and are placed outside the map, but next to the hexagon where the player decides they will enter the map during the movement segment.

The first entrance hex already consumes MP. Republican reinforcements can en-



Supply column advancing to the front.

ter through hexes A and B (the latter, once under their control) and also from any hexes between the two hexes on the northern edge of the map, which is not occupied by an enemy unit.

The national units will do so according to the following list, and like the republican one, in the aforementioned hexagons, or in those between them, on the edges of the map.

- 11th Division and Guadarrama Division: Between the hexagons identified with the letters C and E.
- 13th Division: Between the hexagons identified with the letters E and J.
- 71st Division and 4th Navarre Brigade: Between the hexagons identified with the letters K and L
- 150th Division: Between the hexagons identified with the letters J and L
- 5th Navarre Brigade: Between the hexagons identified with the letters C and D.
- Tank and cavalry units, by the hexagons identified with any letter, where the national player decides.

If they enter the map by road, they will have all their MPs available to spend (remember that they pay for the entry hex), while if they enter through a non-road hex, they will only have half the MPs.

Visual aids in the form of an infantry symbol with the color of the unit are printed on the map, to have a quick reference of where the different national divisions can enter.

6.2. Recoverable Casualties

Also in the reinforcements phase, units that are in the recoverable Casualty box can be brought back to the map.

For every 3 infantry units with the same

CF, even from different divisions, 1 of them can be recovered. If all or most of those 3 units are elite, you can recover a unit of that quality, and the same goes for regular units. It is not necessary for the player, having 3 units, to return one to the game, he can wait, if it suits him.

The units recovered in this way, return to the game with their 2 "steps", and as normal reinforcements, using the entry points established above, depending on the side and the division chosen.

The 2 units used to recover the unit that returns to the board are placed in the final Casualty box. Units in the final Casualty box cannot be returned to the game in any form.

Republican tank units require 4 units to be able to recover 1 of them, but, in addition, the first 3 casualties of Republican tanks can be covered by as many tokens from the Army of Maneuver tank reserve (tanks with the color red in the background). When a T26 casualty occurs, it is placed in the recoverable casualty box, and immediately, a tank token from the Army reserve is placed on the Republican reinforcements of the next turn, while there are still of these tokens.

Cavalry units, garrisons, and national tanks cannot be recovered in this way and go directly to the final Casualty box when they are eliminated.

Example 1: if a player has 2 elite battalions with CF 7 in recoverable casualties, and in a bad turn he loses 3 regular battalions with CF 7, for a total of 5, in the next reinforcement segment he can recover only 1 unit, which can either be 1 elite, sending to the permanent Casualty box another elite and a regular one, remaining in recoverable 2 regular, or one regular, taking the units of permanent casualties to 2 regular units, and remaining in recoverable, the 2 of elite.



Republican army. Transport of wounded and column of T 26 tanks in the background

Example 2: The Republican player has 4 T26 tokens in the recoverable Casualty box. By losing the first 3, the T26 units of the Army reserve, have already been placed as reinforcements, and now you can bring a tank unit back to the map, and send the other 3 to the permanent Casualty box.

6.3. Replacements

In the corresponding segment, and from the second turn, the players (first the one who has the initiative), decide if they want to spend Command Points to recover a step from a combat unit of their own.

You can choose between one of two options:

- Spending 1 CPs is achieved 1 regular replacement.
- Spending 2 CPs is achieved 1 Elite Replacement.

A maximum of 1 replacement point can be earned per turn and side.

Once decided, the number of corresponding CPs is reduced and the chosen token that was reduced is turned. This token can be anywhere on the map, even adjacent to an enemy unit, but it cannot be out of supply.

Replacements can also be obtained as a result of the player's use of resources (see p.5.2).

Units in the recoverable decommissioning box cannot be replaced. These units can only return to the map in the manner indicated above (See p.6.2.).

7. Offensive from Madrid

Through simple mechanics, the game also represents the offensive of the Republican forces of the Army Corps of Vallecas who, from Madrid, sought to unite with their comrades who were advancing from the West.

This operation is abstracted with the three squares in the upper left corner of the game board and a marker that represents the advance of the Vallecas Corps. The lower hexagon represents the starting point of Madrid. In order for the marker representing the Republican forces to advance to the Carabanchel hexagon, 1D6 between T1 and T4 is rolled in its corresponding segment and, with a result of 6, it is advanced to that square. Any other result is considered a failure and the token is kept in Madrid.

If it manages to advance, immediately, a national aviation marker is removed from the available box, and if there is none, the first one to arrive as reinforcement is used.

The plane remains in the Carabanchel square as long as the marker remains in this position.

On the next turn, in the segment of this offensive, the Republican player has to roll 1D6 and if a 6 comes up, he has to roll again, and with another 6, he will advance to the hexagon of the San José asylum. Then, the national player must immediately remove an artillery marker and 1 additional aviation marker.

If on the first roll you get a 1 or 2, then the marker returns to the Madrid hexagon and the Republican offensive is cancelled. It is not necessary to roll the die again in their segment, and in addition, the national aviation marker is placed in the reinforcements of the next turn. If the roll comes up between 3 and 5, the marker stays where it is.

If the Republican player manages to advance to the hexagon that represents the San José asylum, from the next turn, only the national player rolls the die, and with a 1 or 2, he makes the Republican retreat to the Carabanchel hexagon, recovering

the artillery marker and 1 of the 2 aviation markers again as reinforcements for the next turn. In subsequent turns the same dynamic is followed, until the Republican returns to Madrid and the offensive is cancelled, or remains in the hexagons of Carabanchel or San José asylum.

If the Republican player has not managed to advance to Carabanchel in turn 4, the offensive is cancelled, and from turn 5 it is no longer necessary to continue with this segment.

8. Aviation

The Republican player starts the game with 3 aviation support markers in the Artillery and Aviation marker box. The national player will receive his own in the successive turns, entering the arrival/withdrawal of support segment of the turns with the number that appears on the card. Likewise, the Republican player must remove the aviation markers, when specified in the scenarios in that segment (it is also reflected with a number and an asterisk on the card).

In the aviation segment, two types of operations can be carried out (first the player with the initiative): bombing and interdiction.

Aviation markers not used in these operations may be used as support in combat, as specified in paragraph 10.3.3.

8.1. Bombardment

The player can use a maximum of 1 aviation marker per segment of those available in the *Artillery and Aviation Box*, changing it to "used", and declare that he is going to carry out a bombardment on the enemy unit he chooses from a hexagon (not for all the units of the hexagon). It can be anywhere on the map.

1D6 is then rolled with the following results:

- From 1 to 3: Failure.
The target unit is not affected.
- 4-6:
Removes a "step" from the target unit. If it is the last "step" or if it is a single "step" unit, it is eliminated.

8.2. Interdiction

The player may use any aviation markers he or she wishes, from among those available in the *Artillery and Aviation Box*, and declare that he or she is going to perform an air attack.

Then place the marker on any hex on the map with the following effect: on that hex and the 6 adjacent hexes, the cost of entering them for an enemy unit will increase by 1 MP.

In addition, if it has been placed in a hexagon that contains a road or path, for any unit that passes through that same hexagon or adjacent ones, making use of the road/path, it will not get the extended movement bonus for traveling its entire road/path journey. If 2 interdiction zones overlap, it does not have a cumulative effect, the movement penalty is still 1 MP.

Example, a Republican unit that enters as a reinforcement on road number 1, and wants to reach Brunete as soon as possible, using the road that passes through Villanueva de la Cañada, could move up to 11 hexes on the road, 8MP of its movement capacity + 3 additional for moving the entire route on the road and not entering or leaving enemy ZoC (see point 9 of the rules). If the national player places 1 aviation marker on an interdiction mission in the Lijar vertex, the republican unit will move 4 hexes and then enter the area affected by the interdiction, adding a +1 MP for entering those hexes, in such a way that it would consume the 4 MP it has left by entering 2 more hexes and would be stopped at the same Lijar vertex. Thus, from being able to move 11 hexes, in the end it only advances 6 thanks to enemy air interdiction.

The aviation markers used for interdiction remain on the map, until the phase of reorganization of fire supports.

8.3. Maintenance

Aviation markers used in a turn, in the "reorganization of fire supports" phase, have to pass a maintenance check roll to see if they are available for the next turn. If they do not pass this roll, then they have to be placed two turns later and arrive in the arrival/withdrawal segment of support markers.

Example: if an aviation marker is used on turn 2, and does not pass the maintenance roll, it will be available again on turn 4.

Important: As explained in the section on Command Points (see p.5.1.), if 1 CP is spent, all aviation markers will be available the next turn and there is no need to roll on the aviation maintenance table.

In the event that a Republican aviation marker has to be removed, because it is stipulated in the reinforcements, and there are no markers available in the support box, because they have to return later, simply remove the marker that has to return earlier, from the game.

Aviation Maintenance Table

Roll for each aviation marker in the used box:

- Republican:
Result 1,2,3: does not overcome the technical problems and returns in 2 turns.
Result 4,5,6: placed in available.
- National:
Result 1,2: Fails technical issues and returns in 2 turns. Result 3,4,5,6: Placed in Available.

9. Movement

A player can move all, some, or none of their combat units.

The units move in the order that the player wants, being able to alternate the units of different Corps/Divisions, without the need to move first those of one, then another, etc...

Units move by spending their movement points (MPs), when entering or crossing the map's hexagons with the different types of terrain they contain. The costs of the movement are detailed in the *Table of Effects of the Land*, (see on the next page).

For the movement, you must also take into account the effects of the enemy ZoC, the state of supply, and if it has received casualties (they have less MP as it appears in the token), as explained in their corresponding sections.

The national units located at the beginning in Las Rozas and Majadahonda cannot move, unless a republican unit ends its movement 4 hexes from those towns, in which case, they can immediately act like the rest of the units. To remember this, it has an asterisk in front of CF.

Special Move Turn 1

The 6 units that make up the Republican 11th Division (see deployment in point 12), in the first turn move in a special way, to represent the night infiltration they made towards Brunete.

First 1D6 is rolled. If the result is 1 to 4, the infiltration is successful and not discovered. All units are placed in the Brunete hexagon and 2D6 are rolled. The result is the MPs (with a minimum of 4 MPs if it is not enough in the roll), which can be distributed among the units of the Division to move that turn in that segment (they do not move in the normal movement phase of turn 1), so that there is no over-stacking at the end of that segment.

Example: the 2 dice are rolled (5+1) and a 6 is obtained. The first thing the republican player has to do is move 4 units of the 6 that make up the division, 1 hexagon in the direction he wants, to avoid overstacking in Brunete, for which he spends 4 MP. Then you must decide how to divide the remaining 2 PM. The player can take the 2 units that are left in Brunete to another adjacent hex, respecting the stacking limit, and can give those 2 points to a single unit to move them alone, or split them between two units to move an additional 1 MP each.

This represents the indecision of the command of the 11th Division in the way to continue after the capture of Brunete.

If the result of the infiltration roll is 5 or 6, then it is discovered. From there, the following effects are applied:

- The roll to know the number of MPs that the units of the 11th Division can move is reduced to 1D6, with a minimum of 4 as before, so the amount of MPs available is reduced and with them the mobility of the Division in this turn.
- National units arriving as reinforcements that turn can enter the map and move at that time, before units of the Republican 11th Division, up to half of their MPs, in addition to what they can normally move when their movement segment arrives

10. Combat

10.1. In General

This phase is where the fights that the player wants to carry out are resolved. It is not necessary to declare all of them at the beginning of the phase, they are resolved as the attacker announces them, but once declared, they must be resolved.

A hex can be attacked from one or more adjacent hexes. The attacker can choose whether to attack with one, any or all of the units from those adjacent hexes, while the defender has to defend with all the units present in the target hex.

Units cannot attack or be attacked more than once per turn.

Units from different Divisions (with NATO symbols of different colors) can coordinate and attack the same target in a combat as long as they spend 1 CP; otherwise, attacks can only be carried out with units of the same Division.

Additionally, Corps or Army units (tanks and units with a NATO symbol in light

green) can join any attack, as they do not need to coordinate with Divisions.

Fights are resolved by rolling 1D6 on the *Combat Results Table*. In this table, the ratio between CF is established to determine the base column (Republican tanks and national garrisons do not have CF, and use their column modifier for T26s in attack, and if they are defended, the defense factor), on which modifiers are then applied that can vary this column. Remember that rounding is always down.

The player on each side chooses the casualties that his forces have suffered, taking into account the following indications:

- Casualties are distributed among all forces participating in combat, before assigning 2 casualties to the same unit.
- Elite units must suffer the first Casualty if the Elite Unit bonus has been

used (and of these, the 2-step bonus before those with only 1 "step" remaining).

- If this bonus has not been used, a full-power unit (2 "steps") of elite or regular (the player's choice) loses the "step" first, as long as there are among the forces that have fought.

When a Republican infantry or tank unit loses all its "steps", it is sent to the Recoverable Casualty Box, whereas, if it is a cavalry unit, national tanks, or a garrison, it goes directly to unrecoverable casualties.

Fights with final attacker/defender ratios greater than 6 to 1 are resolved in the 6 to 1 column. With ratios less than 1:2, it is not possible to launch an attack. It is assumed that there are columns beyond 6 to 1.

Example: if the attacker has a ratio of 5 to 1 and a modifier in his favor of 2


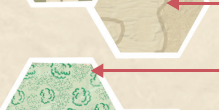
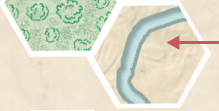







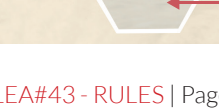

columns, he will go to 7 to 1, and if the defending player also had 2 columns of modifier in his favor, he would return to 5 to 1, that is, if the modifiers of the attacker add up to more than 6 to 1, it does not stop at 6 to 1, and then the defender's are applied, since in this specific case, for example, it would be a 4 to 1, and it would not be correct.

10.2. Combat Sequence

1 - The CFs of the attacker and the defender are totalled, and a base ratio is made between them, dividing the former by the latter (ATA/DEF). The rule of rounding down is followed.

Example: a ratio of 19/5 equals a 3/1. Remember that in order to add factors from 2 or more different divisions in a fight, you must use 1 command point.

TERRAIN TABLE

Type of terrain		Cost in MP	Combat effects
	Clear	1 MP	No effect
	Hill	2 MP Inf. 3 MP Tanks & Cavalry.	1 Col. left
	Forest	2 MP Inf. 3 MP Tanks & Cavalry.	1 Col. left
	River	+1 MP for crossing the side of a hex. con río, unless crossed by a road or path. Tank units can only cross rivers by a road or a path.	- 1 CF per unit
	Road	1 MP if a unit uses a road for its entire move without entering nor exiting an enemy ZoC, it can add 3 MP to its infantry unit or 5 to a Tank or Cavalry unit.	No effect
	Path	1 MP if a unit uses a road or mixes road and path for its entire move without entering nor exiting an enemy ZoC, it can add 2MP to its Infantry unit or 3 to a Tank or Cavalry unit.	No effect
	Vertex (Cliff face)	View another terrain printed on the hex.	1 Col. left
	Town	View another terrain printed on the hex.	1 Col. left
	Hexes. objective	View another terrain printed on the hex.	No effect
	Hexes. objective vertex	View another terrain printed on the hex.	No effect
	Point of entrance for reinforcements and supplies	View another terrain printed on the hex.	No effect
	Initial Line of the front	View another terrain printed on the hex.	No effect
	None playable Zone	Prohibited	- - -

2 - The column to the right is applied in case there are Republican tanks in an attack, (see p.10.3.4.).

3 - Check if it is possible to use the Elite Unit Bonus, (see p.10.3.1.).

4 - Terrain modifiers are applied (see p.10.3.2.), modifying the ATA/DEF column.

5 - The ratio of the ATA/DEF column is modified if attacking from 4, 5 or 6 hexagons (see p.10.3.5.).

6 - Secretly choose the supports of each side, and a Command marker if you want to use it, and reveal them at the same time. The appropriate modifiers are then applied for the artillery and aviation supports, modifying the ATA/DEF column with the limits described below (see p.10.3.3.).

7 - The die is rolled (1D6) and the combat results table is consulted.

8 - Results apply, with Casualties, retreats (possible stubborn defense), and post-combat advances.

10.3. Modifiers, Table and Combat Results

Modifiers, expressed in terms of column shifts in the *Combat Results Table*, or CF variation, that must be taken into account for fights are as follows:

10.3.1. Elite Units

This is a bonus that can be used voluntarily, but it must comply with the following: the steps of the elite units involved in combat are counted for each side. If in any of them represent half or more of the steps, then you can get a bonus of 1 column on the left if defending, or on the right, if attacking. If they both have this modifier, they cancel each other out, and it is not counted. If it has been used and casualties occur, the first of them must be absorbed by an elite unit (and on a complete unit before a reduced one).

10.3.2. Land.

Always in favor of the defender.

- *Clear*: without effect.

- *River*: Infantry /cavalry units attacking across a river reduce their CF by 1 point, even if there is a road/path crossing it. The reduction is made per unit, not by stacking. Tanks cannot attack across river, except via highways or paths.

- *Hill*: 1 column to the left of the Combat Results Table.

- *Forest*: 1 column to the left of the Combat Results Table.

- *Vertex*: 1 column to the left of the Combat Results Table.

COMBAT RESULTS TABLE

Dice	Combat factors ratio (CF)							
	1/2	1/1	1,5/1	2/1	3/1	4/1	5/1	6/1
1	2*/-	2*/-	1*/-	1*/-	2*/1	1*/1	1*/1	-^/R
2	2*/-	1*/-	1*/-	2^/1	1^/1	1^/1	1/R	1/1R
3	1^/-	1^/-	2^/1	1/1	1/1	1/R	-/R	-/1R
4	1/-	2/1	1/1	1/1	1/R	-/R	1/1R	-/2R
5	2/1	1/1	1/1	1/R	-/R	1/1R	-/1R	-/2R
6	1/1	1/1	1/R	-/R	1/1R	-/1R	-/2R	-/3R

Explanation of results

X / : number of steps lost by the attacker.

/ X : number of steps lost by the defender.

/ R : retreat of 1 hex., allowing for stubborn defense if on defensive terrain.

/ R : mandatory retreat of 2 hexes.

* : additionally, eliminates 1 Tank unit if it participates in the attack.

^ : additionally, if a Tank unit participates in the attack, it will be removed from the map and return 3 turn later.

- *Town*: 1 column to the left of the Combat Results Table.

The type of terrain that produces a column variation in favor of the defender we will call defensive terrain (hill, forest, vertex, and town), and if there is more than one in a hex, then the modifiers are cumulative.

Example: if there is a vertex on clear ground, it will only modify 1 column in favor of the defender, but if that vertex is on a hill or forest terrain, then the modification will be 2 columns.

10.3.3. *Artillery and Aviation Supports*
These markers can support an attack at any point on the map, they do not have a limited range.

The maximum support markers of this type are 3 in attack and 2 in defense. Each support generates a column turn in the *Combat Results Table*, to the right for the attacker and to the left for the defender, separately or by combining the two types of supports.

In order for these modifiers to be used in combat, they must be able to coordinate with the forces participating in the battle. For this coordination to be effective, you have to roll 1D6 on this table for each support marker you want to use:

- *Result 1-2*: Failed, cannot support the fight.

- *Outcome 3 to 6*: Success, can support combat.

If 1 CP is spent, then the coordination for such combat is automatic, and the die should not be rolled.

The artillery and aviation markers, once the combat phase begins, are removed from the available box to a place out of sight of the opposing player.

When a fight occurs, both players secretly choose the number and type of markers that will support the combat, as well as whether or not they will use a command point, with a Command marker. They keep it hidden (they can be put under a card table, cardboard or kept in the closed hand, for example) until, simultaneously, both players reveal it, and those are the maximum of the supports that will intervene in the combat if there is coordination.

Once they have been used, whether or not they have participated in the fight (due to lack of coordination), they go to the used box, and remain there for the rest of the turn.

Example: once the supports that each player puts in a combat have been revealed, the attacker wants to support his attack with 2 artillery markers and one aviation, but he does not want to spend CPs or he no longer has them left, and the coordination rolls are 2, 1 and 4, so only the last of the supports would come into play to influence the combat which would give him a column to the right, and all of them would be spent, and would go to the used box. His opponent decides to support the defense with 2 artillery markers and use a CP so that the coordination is automatic, so he makes sure that his 2 supports will count in combat. In the end, the attacking player would see his combat ratio modified by moving a column to the left, which reduces his chances in attack.



Example. Combat

1

The Republican troops try to take the Castillo vertex. To do this, they attack with 3 infantry units and one tank unit, while the enemy defends itself with a garrison and a reduced battalion. Note that the tank unit attacks via a road over the river, otherwise it would not be able to do so. The first thing the attacker must do is reduce his command points by 1, since he is attacking with units from 2 different divisions.

The Republican has $8+7+7$ CF (two infantry units attack across the river and subtract 1 from their combat factor), for a total of 22. The national adds 4 CF in defense, which gives us a ratio of 22 to 4, which remains, applying the rule of rounding, at 5 to 1.

We modify a column to the right for the support of the Republican tank and we get a 6 to 1.

Now let's see if any side has enough elite units to get the elite modifier and would like to use it. We see that although the Republican has an elite unit, they are only 2 steps out of the total of 7 that intervene in the attack, so it is not half or more of the steps that attack, and they cannot use it. The ratio remains 6 to 1.

We now apply the modifiers for the terrain, and we see that the national troops are in a double defensive terrain, since it occupies a forest hexagon that also contains a vertex, which means that for each type of defensive terrain present in the hexagon, it modifies a column to the left and places us at 4 to 1.

The Republican attacks from 3 hexes, so he also does not get the bonus for enveloping attack, from 4 or more hexes.

Finally, each side chooses in secret the artillery and aviation support they want to use in combat. The Republican, short of CPs, decides to take a risk and use one of his air support points without using CPs, while the Nationalist, who has some more, decides to use one of them so that the artillery point he dedicates to combat has an automatic effect, moving the proportion one column to the left. Both players reveal their support at the same time, and then the national player has to roll to see if his aviation can support the attack. A 2 is rolled, so its air support is ineffective and is not taken into account in combat, although it is still used. After the supports, the ratio falls again to 3 to 1.

With no other modifiers to apply, the Republican player rolls 1D6 and a 6 is rolled. You consult the combat results table, and you get a 1/1R. The Republican player loses 1 "step" of the unit he decides from among those with the most "steps". Since he has not used the bonus of elite units, he is not obliged to make this one the first to have a Casualty, and the tank has only one "step". In this case, choose the unit stacked next to the tank. The national player must also lose 1 "step" and withdraw 2 hexagons. He decides to lose the "step" of the garrison, since this unit cannot retreat as it has no MP, and thus try to avoid losing the two units, if he chooses to lose the "step" of the reduced unit. However, the latter unit can only retreat through enemy ZoC (note that rivers do not affect the ZoC that extends through them), so being a regular unit (not elite), and having to lose 1 "step" when entering enemy ZoC during a retreat, it is eliminated as well. The garrison unit will go to the final casualty box, and the infantry battalion to the recoverable casualty box.

2

The Republican player can now advance after combat, and the first hex they must advance to is the one that has been attacked and is now vacant. Since he has managed to eliminate all the defenders, he can advance up to a maximum of 3 hexes. The unit that was attacking through the Aluencia River from the south, crosses it, enters the objective hexagon, and advances another one further east, now crossing the Guadarrama River. It would be in his interest to continue advancing towards the vertex of El Mosquito, but if he did, he would enter the enemy ZoC, and in the advances after combat, it is prohibited, so he advances his third hex to the southeast, without entering the enemy ZoC. The unit that has lost the step and the tank, advance towards the vertex of the Castle and move another one after crossing the Guadarrama river and stay there so as not to enter the enemy ZoC. The tank can only cross rivers by paths or highways. Meanwhile, the unit of the 15th Division advances to the objective hexagon, then returns to the hexagon from which it attacked, and advances the last one along the road towards Villafranca del Castillo.

After these advances, the combat is over.

10.3.4. Republican tank support

By the prevailing doctrine at the time in each army, tank units can only attack together with one infantry or cavalry token, and no more than one unit per attack. They cannot attack alone, or from a hexagon alone.

Armored (Republican tanks): 1 column on the right in the *Combat Results Table*, per combat, and only in the attack. In defense they only add their corresponding factor as one more unit.

The national tanks have no column modifier, only CF. It also has an additional restriction, which is that they cannot participate in an attack on a hexagon where there are Republican tanks.

10.3.5. Enveloping Attack

The enveloping attack modifier consists of attacking enemy units from 4 or more hexes in a single hex, according to the following table:

- Attack from 4 hexes =
1 column on the right.
- Attack from 5 hexes =
2 columns on the right.
- Attack from 6 hexes (fully
surrounded) = 3 columns to
the right.

10.3.6 Combat Results Table and explanation of results:

See page 11 and help player sheet.

10.4. Post-combat retreats and advances

10.4.1. Retreats

With a retreat result in the Combat Results Table, the player must remove the defending units present in the hexagon, in the following ways:

* If the result is an **R in green**, Retreat 1 hexagon, but it allows, voluntarily, to make a stubborn defense if it is in defensive territory (gives advantage to the defender).

In this type of defense, you can choose to ignore that retreat after making a roll of 1D6 and get a 5 or a 6. If this roll is successful, it will be possible to avoid retreat, but if there is a regular unit, with the result of 5, each regular unit present must lose 1 additional step to the possible casualties of the combat.

Example: if in a town hex that has had a result of **R in green**, there is a regular unit and an elite unit, both reduced to a single "step", and the player decides to make a stubborn defense so as not to lose the town, if he gets a 6, both units could stay in the hexagon,

but if the roll was a 5, The regular unit would lose the remaining "step" and would be eliminated, leaving only the elite unit to stay in the hexagon. If there were 2 regular units, and a 5 came out, each unit would lose a "step", so you have to be careful with the use of stubborn defense.

* If the result is an **R in black**, then the defending player must retreat 2 hexes.

In both cases, the units when retreating must avoid the enemy ZoC if they have another option to pass through. If there is no other option, and the retreat is of a regular unit, when passing through an enemy ZoC not denied by the presence of a unit of its own, it loses 1 "step", and if it was reduced, it is eliminated. Elite units, under the same circumstances, do not suffer casualties in the first hex they go through retiring, but they do suffer in the second.

The withdrawal must always be made to a source of supply of its own, always remaining at least the number of hexagons indicated in the result, i.e. 1 or 2 hexagons.

If you retreat to where there are any of your own units, you cannot exceed the stacking limit at the end of the retreat, and if so, you must go on 1 additional hexagon that meets these limits. If in that additional hexagon, the stacking limits are also exceeded, then the retreating unit has to eliminate steps until they are met, even going so far as to remove the unit, if necessary.

Units that have retired, and that have ended up in a hex with their own units that will be attacked in a subsequent combat, do not participate in combat and therefore do not contribute their CF to the defense and cannot be used to absorb combat casualties. If they are forced to retreat again, they will also be reduced by 1 "step". If the friendly unit(s) that withstand the attack in that hex are eliminated, then the one that retreated first is also eliminated.

If they retreat to an unoccupied hex, opposing units that did not participate in the previous combat cannot attack those retreating units.

If all possible hexes for retreat are occupied by enemy units, the retreating defenders are automatically eliminated.

Retreating units do not generate ZoC for the remainder of the enemy combat segment.

If a unit is forced to retreat outside the edge of the map, the following must be taken into account:

The northern edge of the map is controlled by the republican player, while the rest of the edges are controlled by the national player. A unit cannot exit through the edge it does not control. If it is forced to, it is immediately eliminated.

If it retreats through an edge that it controls the unit exits the map and stays next to the hexagon through which it left. In its next movement segment it can re-enter in the next phase of movement of its side through the nearest hexagon through which it retreated or that it chooses which that is not occupied by an enemy unit. But it can also do so in an enemy ZoC and stop, as it normally would.

10.4.2. Advance after combat

If there has been a retreat of the defenders of the target hexagon of the attack, any or all of the attacking units may voluntarily advance to it or remain in the hexagon from which they attacked. If the defender has only retreated 1 single hex, the attacker can only advance 1 hex, which must be the one vacated by the defender. In this hex, there is considered to be no enemy ZoC.

If the defender has retreated 2 hexes, the attacking player can advance 2 hexes, entering the vacant one first and another one to wherever he wants, as long as he does not enter an enemy ZoC, unless there is a unit of his own (unlike in other games, where units advancing after combat have to stop when entering the ZOC, they can't enter here, even if they have a second hexagon to advance to). Remember that units that have been retreating do not generate ZoC.

If the defender turns out to have lost all units in a hex, the attacker can advance up to 3 hexes, within the limitations outlined above.

11. Optional Rules

11.1. Slowness of the XVIII Republican Corps

During turn 2 (July 7), the command of the Republican XVIII Corps acted rather slowly when it came to ordering its troops to advance, and they lost some precious hours that affected the course of the battle. To simulate this, during this turn, the units of said Corps, those with a dark brown background, can only move half of their MP, and can only advance 1 hex after the combat, regardless of its outcome.

You can use this rule if you want a little more historical realism, at the cost of less freedom to make your own decisions. The rule adds more difficulty to victory for the Republican player.

11.2. Anti-aircraft defense

When the die is rolled in an aviation bombing action, a result of 1 will cause the used aviation marker, in addition to not being able to cause damage, to return 2 turns later, without the possibility of using CPs or the maintenance roll to return them on the next turn.

11.3. National T26 tank

When the republican player has lost 5 tank units (they can be in recoverable or definitive Casualties) the national player receives a T26 token, the same as those of the republican, but with the colors of his side and that he can use from the next turn as another reinforcement, with the characteristics and limitations that republican tank units have.

11.4. Solo play

If you want to play the game alone, placing yourself in the position of the commander of both Armies, and doing the best for each of them in their phases and segments, simply ignore the rules where the hidden selection of supports (air and artillery) and resources is used, and select them according to what suits that side best. A good part of the surprise is lost, but it is inevitable in this game mode.

12. Scenarios

12.1. Campaign Scenario

Duration: 14 turns

Resources: Each side has its 6 resource markers available.



Nationalist Army. Captured T 26 tank



Nationalist Army. Supply Column

Initial deployment:

* Republican deployment:

3 artillery markers + 3 aviation markers in the available section of the Artillery and Aviation support box.

3 Maneuver Army Tank Companies (red background), available off the map, for when Corps Tank Company casualties occur.

V Army Corps

101^a Br. Mix/46^a DI in the 1302 hexagon.

108^a Br. Mix/35^a DI in the 1402 hexagon.

10th Br. Mix/46th DI in the 1502 hexagon.

11th DI in Brunete stacked up (special move turn 1).

3 x V Corps tank companies, in the 3 hexes occupied by the Corps units.

XVIII Army Corps

XIII Br. Inter/15^o DI in Valdemorillo.

XV Br. Inter (2 Battalions)/15th DI in the 1602 hexagon.

XV Br. Inter (1 Battalion)/15th DI + Cavalry of the XVIII CE in the hexagon 1701.

16th Br. Mix/34th DI in the 1702 hexagon. 3rd Br. Mix/34th DI in the 1802 hexagon.

68^a Br. Mix/34^a DI in the 1901 hexagon. XVIII Corps x3 tank companies, in any of the hexes occupied by the Corps units (1 per hex).

*National deployment:

1 artillery marker in the available section of the Artillery and Aviation support box.

71st DI (150th ID)

1 Regular Battalion in Navalagamella. 1 regular battalion and 1 elite battalion in Quijorna (both factors 5-8).

71st DI (11th DI)

1 Regular Battalion in Villanueva de la Cañada (factors 5-8). 1 regular battalion (7-8) and 1 elite battalion (5-8) in Villanueva del Pardillo.

11th DI

1 Elite Battalion in Las Rozas (*see movement for these units*). 2 regular battalions in Majadahonda (*see movement for these units*).

13th DI

1 Regular Battalion in Villaviciosa de Odón.

Fittings:

0-4-0 in hexagon 1205.

0-4-0 in hexagon 1209.

0-4-0 at Los Llanos vertex.

0-2-0 at Vértice Castillo.

0-4-0 in Villafranca del Castillo.

0-2-0 in Boadilla del Monte.

Reinforcements

Artillery and aviation markers arrive and depart in the support arrival/withdrawal segment of the administrative phase, while combat units arrive in the reinforcement segment of the operations phase:

Republicans:

Turn 2: XI Br. Inter/35th DI + Cavalry of the V Corps.

Turn 3: 32nd Br. Mix/35th DI + 2nd and 111th Bri. Mix/10 DI.

Turn 4: XII-CL Br. Inter/45th DI (2 elite battalions). Turn 5: XII-CL Br. Inter/45th DI (1 regular battalion).

Turn 7: 69th Br. Mix/39th DI and remove 1 aviation marker from the game definitively.

Turn 8: 28th and 105th Br. Mixed.

Turn 10: 49th Br. Mix/39th DI.

Turn 11: 70th and 98th Br. Mix/14th DI+151st Br. Mixed (marines) and definitively remove 1 aviation marker from the game.

Turn 12: 99th Br. Mix/39th DI and 1 artillery marker is removed from the game.

National:

Turn 1: 4 Elite Battalions/13th DI + 1 Regular Battalion/71st DI (150th ID).

Turn 2: 1 Elite Battalion and 1 Regular/13th DI + 1 Regular Battalion /71st DI (150th DI) + 3 Elite Battalions and 2 Regular Battalions/11th DI + 1 Artillery Marker and 1 Aviation Marker.

Turn 3: 1 Elite Battalion and 1 regular/13th DI + 1 Elite Battalion and 4 Regular/DI Battalions. Guadarrama + 5 Regular Battalions/150th DI + 1 Aviation Marker.

Turn 4: 1 Elite Battalion and 3 Regulars/13th DI + 1 Elite Battalion/Guadarrama DI + 1 Elite Battalion/71st DI (150th DI) + 1 Elite Battalion/150th DI + 1 Aviation Marker.

Turn 5: 1 Elite/DI Battalion. Guadarrama + 1 artillery marker.

Turn 6: 1 Elite Battalion and 5 Regulars/DI Guadarrama + 1 Regular Battalion V Br. Navarra.

Turn 7: 1 Regular Battalion/DI Guadarrama + Extra reinforcements, after the end of the operations phase (*see game sequence*): IV Br. Navarra + rest of the V Br. Navarra + 2 Cavalry Regiments + 3 Tank Companies.

Turn 8: 1 artillery marker.

Victory conditions:

Only the Republican player gets victory points (VP). Each town that is in a hexagon with colored borders (purple or yellow and continuous outline) is a target town.

All target towns give 1 VP, except Brunete which grants 2 VP. There are 3 vertices within a yellow hexagon (dashed), and controlling all 3 grants only 1 VP.

To get target VP in purple-edged hexes, they must be controlled at the end of turn 14, while to get target HP in yellow hexes, it is sufficient for them to be controlled at the end of turn 6 or at any subsequent turn end.

Important: VP earned by objectives in yellow hexagons, once earned, is maintained until the end of the game, even if the objective is lost to the enemy later. If one or more of the yellow objectives were achieved, the Republican player takes one of the tokens that represents said objective(s) and the victory point, to remember it at the end of the game.

To obtain the VP of the objectives, they must be controlled, this means that they must be occupied by Republican units, or if it is vacant, they must have been the last to occupy it and not be now in enemy ZoC, not denied by the presence of a friendly unit, and in addition, it must be possible to trace a LoS from the objective to a valid Republican source of supply, just as a combat unit would.

At the end of the scenario, i.e. at the end of the operations phase of turn 14, the Republican VP is counted and compared with the following table to know the result of the battle:

VP Number : Result

7 or more VP:	Republican victory
5 or 6 VP:	Tie
4 or less VP:	National Victory

Optional for the National:

If the Republican side at the end of the game has in the Casualtybox, recoverable or definitive, units that add up to less CF in total than the national side, it gains 1 additional VP, if not, it loses one of those it would have gotten. To this end, the Republican tank units add their defense factor, and the national garrisons only account for half of their defense factor.

12.2. Scenario Republican Offensive

Duration: The first 6 turns.

Resources: Each side draws 3 resource markers at random, which will be the available ones.

Initial deployment: same as the scenario of the Campaign.

Reinforcements: Same as the Campaign scenario, until turn 6.

Victory conditions:

In this scenario, the republican player must have control of the target Towns in the purple hexes at the end of turn 6, and in addition, one of the objectives of the yellow hexagons. The latter is not the one that the Republican player chooses, but rather, once all the purple objectives have been captured, at the end of the turn in which that happens, 1D6 is cast in stealth in the following table:

Result : objective

1:	Las Rozas
2-3:	Boadilla del Monte
4-5:	Villaviciosa de Odón
6:	Sevilla la Nueva

The republican player takes the token that has come out and that represents the last objective he must take, and keeps it away from the sight of the nationalist player (he also does the same with the rest of the objective tokens, but places them apart from the one that has been drawn), and will only show it at the end of the stage to be able to check what their objective was.

If the Republican player achieves the objectives of the purple hexagons, and the objective of the yellow hexagon obtained from the roll in the table above, and controls them at the end of turn 6, then he wins the game.

If the Republican player fails to take the yellow hexagon objective, but manages to control all 3 vertices in the yellow hexagons, and keeps the purple targets, then it is considered a tie.

In any other case, the national player wins.



Republican army, Brunete 1937.
Infantry column advancing.

Glossary of abbreviations used in the rules

DI: Infantry Division
Br.Mix: Mixed Brigade
Br. Inter: International Brigade
Br. Navarra: Navarre Brigade
VP: Victory Points
CF: Combat Factor
MP: Movement Points
CPs: Command Points
LoS: Supply Line
ZOC: Zone of Control
1D6/2D6: 1/2 6-sided die/s
ATA: Attacker
DEF: Defender

Glossary of abbreviations used in the tokens

DI (ID): Infantry Division
XI : 11th International Brigade
V C.E.: 5th Army Corps
XIII: 13th International Brigade
XV : 15th International Brigade
XII-CL: 12th International Brigade
XVIII C.E.: 18th Army Corps
D. Guada.: Division Guadarrama
IV B.Nav.: 4th Navarre Brigade
V B.Nav.: 5th Navarre Brigade



Designer's notes

Brunete 1937, La República goes on the offensive

In these notes I want to comment on some aspects of the game design, so that the player has a better understanding of why things have been done one way or another, and I will also give some tips on possible strategies for both sides.

One of the things that may catch the player's attention is that the battalions of the 2 sides only have their denomination at the level of Brigade/Division for the Republicans and Division for the Nationalists, when the units represent battalions (the Republican tokens represent two battalions, but I will come back to this later). The reason is that placing a denomination on the cards of this style: "441+442/ 111/ 10", or "4º Tercio de Requetas de San Miguel/ V B. Nav," seemed a bit excessive to me. In addition, with the little space for all that text, it made the worksheet cumbersome to read, even applying acronyms, for example "4º Ter. Req. S. M./V B.N." that in the end was not going to be understood and you would have to go to some separate list to know what it was referring to, which is not very practical.

Thus, for reasons of simplicity and reading comprehension, I decided to leave aside the nomenclature of the battalions which, on the other hand, would have no impact on the game, and so make it more understandable. If any player wants to know exactly what the names of the battalions present in the battle were, there is abundant bibliography on the subject, and the sources named in the historical article can serve as a guide.

As I said before, the Republican infantry tokens represent two battalions each, being that a Mixed Brigade, which would be made up of 4 battalions, and in the game is represented with only two units. I decided to group them like this for an eminently practical reason, and that is that the number of chips was above the total number possible on the printing plate, which prevented it from being done.

But, in addition, although there were battalions that operated more isolated from their brigades, in general they used to move in groups, and although joining two in a single piece can make the front not be so covered because it may give the impression that there is a lack of tokens, especially in the first turns, the truth is that with the rules about the Zones of Control and the density of tokens after those first turns, I think they are enough to represent a more or less defined front. Putting one token per battalion, in general, would only make more units stacked in the same hexagon to have more strength, which is what is achieved directly by representing them in a grouped way, and in the tests, it has given good results.

Another feature that I think is important is the Combat Results Table, the classic "CRT" of a lifetime. As the player can see, and more so if he has already played a turn, the "CRT" is quite "unfriendly" to the attacker, so to speak. Indeed, the table is hard for the attacker and more benevolent with the defender. And why is this so? Well, because in everything I have read about this battle, the defensive forces had the advantage over the attacking ones. Making advances was quite complicated, even in the first days of the Republican offensive, when they achieved surprise and had numerical superiority. When the front was stabilized, the advances were very costly, always with the need to use a good number of supports, whether artillery, aviation, tanks, etc. And even so, the casualties were significant.



Valentín González, "El Campesino", delivering orders to a liaison

So how do you represent this? I think I could have done it in 3 ways: with many defensive position markers that gave bonuses to the defender, with different attack and defense values, where the attack values were lower than the defense values, or with a "CRT" that reflected that difficulty for the attackers. In the end, I decided on the latter as I found it to be the "cleanest" and simplest for the design and for the player.

Putting defensive position markers would have increased the number of tokens too much, and they would also have made it possible for there to be a lot of tokens on the board and larger stacks, which is something I don't like too much. Putting attack factors lower than the defense ones, is what is usually done in these cases, but it seemed to me that a harder "CRT" with the attacker, suited better to this game. In testing it has worked, and I hope that players will also find it works and agree it was the right decision.

On the mechanics of the offensive from Madrid by the Vallecas Corps, this part of the Republican attack was not going to be reflected in the game, but a veteran player who knew the battle made me see that it was part of it and that it would be good if it was included, and he was certainly right. The problem is that doing it in detail, on the scale of the rest of the Republican attacks, made the map much larger and the number of tokens grew too much. It was unfeasible to do so, therefore, I opted for something much more abstract, which reflected how difficult and shallow the Republican advance was in that sector with a very simple mechanic, which if it went well for the Republican, would attract national resources to that front, and take them away from Brunete front. In any case, as happened in reality, the most likely thing is that the offense will achieve little, or very little, and that it will end up being canceled. Only once during the tests, the advance of the Vallecas Corps reached its final objective, and it has been quite a few games...

I also wanted to talk about the topic of Command Points (CPs). What these points allow us to do is a mechanic that represents, in an abstract way, the capabilities of the superior Corps, Army or even higher commands. You can do quite different things such as getting replacements for units that have been downsized in combat, representing the ability to manage field hospitals to recover wounded soldiers as soon as possible, or bringing in troops from other rear units.

Different divisions can also be coordinated in attacks, representing the ability of the Army Corps Staffs to plan multi-divisional offensive operations, which is not always easy, and requires a lot of organization and coordination. And if coordinating the attacks of several divisions is not easy, neither is coordinating the ground forces with their aviation or artillery support. There were several cases where artillery or aviation arrived late to support a fight, or did not arrive, or even bombed their own troops, so the work of all the forces acting in unison and well oiled, depended to a large extent on the action of the most professional senior commanders.

Finally, the possibility of recovering all aviation markers by spending one CPs means that the command has allocated the necessary logistical and human resources so that the aircraft can be available as soon as possible.

The limited number of 3 CPs I believe adequately represents the capabilities of the sides. The player, especially the one who is on offense, always has to worry about managing his points well, because it can be very important for the actions he wants to carry out, or he will not be able to perform them due to a lack of CPs. For example, a player who has run out of CPs and wants to make an important attack with units of two divisions, will not be able to do so, and if he wants to coordinate it with fire supports, he will not be able to do it automatically, but will have to roll on a table where he may or may not be lucky. The same goes for aviation maintenance. In short, the use of CPs can be important for the development of operations, and it is important to manage them well.

Finally, I do not want to leave out the issue of aviation. The game is treated abstractly, with markers representing a certain number of aircraft of all kinds, bombers, assault, and fighters. Its functions of bombardment, interdiction and ground support are those that occurred during the battle. But there are 2 things left a little in the inkwell, air defense and fighter-to-fighter combat. Both have been deliberately left aside in the rules, for the sake of greater simplicity and speed of the game. Still, there is an optional air defense rule that is quite simple, for those who want to explore that route. Also tested during the testing phase has been an optional more complete combat system where aviation intervenes, this time with air-to-air combat, which includes a series of more specific air markers, representing the aircraft that took part in the battle and their capabilities. Although in this issue of the magazine the cards appear and there is a box on the map for an optional rule about aviation, this will appear in a future issue, and thus, those who want to play with more detailed aerial rules, will be able to do so.

When I was considering designing a game about the Battle of Brunete, and after researching it, my main concern was how to make an interesting and playable game, of a battle, which was largely a fight of attrition, with few and expensive advances. I didn't want the game to "die" as the turns progressed, and the fronts in stalemate.

Unfortunately, there's always going to be some of that in these kinds of battles. This isn't Barbarossa or the invasion of Iraq in '91. But how I thought to make the game more fluid and interesting was something that we wargame players usually like, which is decision-making. That is, that the player always has to make a decision and think about what is best for his side. In general, it is only decisions such as where did I attack? Do I make a secondary attack to immobilize enemy forces or do I go with everything on the main axis?, Do I try a pincer or go to a frontal collision?, Do I take refuge in the most defensive terrain even if I lose some ground?, etc... They're usually the ones that are taken in these games, but I wanted there to be more.

So, from the beginning of the turn and the game sequence, the player already has to think about whether or not I



assign replacements, what will it cost me in CPs that I may need later? If I do, do I recover a regular or elite unit, which is more "expensive" to recompose and I quickly run out of CPs?, what is the most interesting resource to put in this turn?, Or is it better to save it for later?, do I spend 1 aviation point on bombing, do I put interdiction... Am I going to need them later to support the ground combats?, Where do I get the reinforcements?, Do I use 1 CP in this combat that is important, but not decisive to coordinate the artillery and aviation support or do I leave it to recover the aviation markers automatically?

In short, that the player, even if the front is continuous and it is difficult to advance (or defend), does not get bored and always has something to think about, and that he has the feeling that he is really in command of his forces and the decisions he makes are important.

TIPS ON POSSIBLE STRATEGIES

Republican side:

The Republican player has an advantage in the first turns of the game, especially in the first 3 turns. It begins with significant numerical superiority and fire support. As the turns progress, the nationalist player receives more reinforcements and his support increases as well. It is important that the Republican player is aggressive in those initial turns. He must be willing to take losses, but he must get results and advance all he can, because later on it will be very difficult for him to do so.

Protecting the road from Navalagamella to Valdemorillo is essential. If the nationalist player manages to sneak in there the republican player will have a pretty bad time. He then needs to establish a right flank resting on the Perales River, mainly at its crossing points, and if possible, take the vertex of Perales and the town of Perales de Milla. It will really help when you have to face the enemy counterattack.

The space between the south of Quijorna and Brunete, up to the 2 vertices located to the southeast of this town, is a complicated issue. There are no natural obstacles and the objective of Sevilla la Nueva seems within reach, but the nationalist army usually brings the 13th Division which is quite strong, and if sufficient resources are not allocated, the attack may soon be stopped. The use of a significant amount of forces means that other sectors are less garrisoned and there may be unpleasant surprises later, so the Republican player has to think carefully when attacking to the south.

To the east or southeast, in the direction of Boadilla del Monte or Villaviciosa de Odón, the terrain is more difficult with rivers, forests, mountains and vertices, but the reward is greater, since there are 3 objectives, the aforementioned towns, as well as the vertices of Romanillos and the Mosquito (which together with the control of the vertex of the Llanos, grant 1 VP if controlled on turn 6 or later). Therefore, it is not only important to take it, but to keep it until at least the sixth turn, which is not easy, although perhaps this is where the Republican player should take his main push.

It is also important to take the Aulencia-Guadarrama triangle, to drive the nationalists away from Valdemorillo, con-

quer the objective of Villanueva del Pardillo, and threaten Las Rozas. This objective, depending on the circumstances, may be simpler than others, but it will also cost a lot of effort.

In general, during the Republican offensive phase, the first 6 turns, you have to be aggressive, but also know how to "swim and put your clothes away". A furious offensive towards any target can leave your forces very exposed when the inevitable nationalist counterattack arrives, and that can be deadly for your army.

In defense, in the second part of the game, the Republican player, who will have tried to advance as much as possible but with planning, he must also act with a cool head. If he has occupied a lot of ground, it can give it up little by little, so as not to be surrounded or with a significant gap in the lines. It is also interesting to have some reserve force to cover possible enemy breakthroughs, and also capable of inflicting significant damage.

Above all, we have to try to keep Brunete. It is essential to at least try to force a draw, or depending on how things went during the initial offensive, even a victory. The fall of Brunete makes it a very uphill game very for the Republican. However, he cannot go crazy and give up everything for lost. You can continue to fight if you earned 1 yellow VP in the early part of the game, or even try to mount a counterattack if the circumstances arise.

In the end, the Republican player is going to have a difficult time throughout the game, first with the pressure of taking ground and objectives and holding them until turn 6 at least, and then, with the pressure of maintaining the maximum of conquered ground and not giving up important objectives that make him lose the battle.

Nationalist side:

For the nationalist side, the first turns are distressing, they are at a clear numerical and support disadvantage. The first thing to do is to try to hold out as long as possible in places like Quijorna or Villanueva del Pardillo, to delay the enemy as much as possible. He must also try to block the advances of the enemy 11th DI to the south and southeast, while trying to maintain at all costs the vertices of Romanillos, El Mosquito, and surrounding areas to block the Republican advance towards Boadilla or Villaviciosa de Odón. This area is critical since the concentration of objectives is high there, but at least the terrain favors defense somewhat and reinforcements arrive quickly from the eastern edge of the map.

In principle, the area of Las Rozas and Majadahonda, with the three battalions that protect these towns, are a certain guarantee, but some units must be assigned to block the Republican attack in that direction, especially if it is observed that the enemy is employing significant forces. In short, we must try to ensure that in the first six turns, the Republican side does not manage to achieve any of the yellow objectives and retain them, or if they do, try by all means to expel him before the end of the sixth round since he would get a victory point that in the end can be important.

From turn 4 or 5, the nationalist player can even consider a local counterattack, depending on how the enemy offense evolves and his own casualties. Another important objective for the nationalist while his enemy is on the offensive, is to try to reduce the ground he loses, as it can then be difficult to recover.

With the arrival of the two Navarre Brigades, starting on turn 8, the national player must choose how to use them best, since they are 2 very large formations and they arrive fresh. At first it will seem to him that there are quite a few turns and that Brunete or other purple objectives can be reconquered without difficulty, But it is not that simple. The turns advance and the progress is slow, and the end can be a very close run thing.

The nationalist side must attack with everything, sometimes accepting proportions that are not very propitious, but that can reduce the enemy's strength, and from a certain point then try to break through and take some objectives. This is not easy either, as from turn 7 onwards the Nationalists do not have any more reinforcements, while the Republicans are still receiving some. But at least, the enemy aviation and artillery support markers are diminishing and a good management of the attacks with support and command points can make things very difficult for the Republican.

In particular, it is necessary to take into account as the possible routes of offensive actions, the road from Navalagamella to Valdemorillo, the area between Quijorna and Brunete, which if penetrated into it, not only threatens to envelop the two towns, but also threatens the Brunete-Valdemorillo road, which is an important supply route, and even Villanueva de la Cañada would be within reach.

Crossing the Guadarrama to the west, through the area of the road from Boadilla to Brunete is also interesting, but here the terrain favors the defender somewhat, and it is more complicated, although it is possible that the nationalist player has more strength in that area.

An attack on Villanueva del Pardillo is complicated, unless some ground has been preserved in the Aulencia-Guadarrama triangle. If not, at least in testing, significant progress has rarely been made in that area.

Therefore, the national side must try to delay the enemy advance as much as possible in the first turns of the game, even accepting some casualties, to prevent them from taking a yellow objective and occupying too much territory, and can even be somewhat aggressive in the final part of the Republican offensive, depending on the situation.

And when his forces go on the attack, we must not be timid or conservative, but neither should we be crazy. Constant pressure and looking for the weak points of the opposing deployment can make his forces advance, but he must be ready for the game not to be resolved until the last turns, and always keep pressing one more turn.

THANKS

Last but not least, I would like to value the work of the players who have helped me to get the game get released and improved upon compared to how it was in the beginning. And without the tests and the "playtesters", the game would be lame, or it would not have developed the many possibilities that it now contains. Without those games, both solo on my part or even by a player on their own, like the ones we have done together, and without the comments, corrections, advice and contributions of the players, "*Brunete 1937*" would have been "halfway" to its potential. For that, I want to express my sincere thanks to all of them for their selfless help.

And of course, for the members of *Alea* magazine, for trusting once again in one of my designs, I can only have words of gratitude.

If you have come this far, finally, I only wish you that "*Brunete 1937. The Republic goes on the offensive*", provides you with some moments of "wargamero" enjoyment, simple, agile and interesting, since that is the purpose of this game.

Brunete, 1937 - Credits	
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