

TERRAIN TABLE

<div>A. Historical identification</div> <div>B. Size (battalion)</div> <div>C. Unit class (infantry)</div> <div>D. Type (elite)</div> <div>E. Entry turn</div> <div>F. Movement Points</div> <div>G. Combat Factor</div> <div>H. Side (Nationalist)</div>		<div><div><div><div><div><div></div><div>13 DI</div></div><div><div>C</div><div>B</div><div>E</div></div><div><div>7G</div><div>8F</div></div></div></div><div><div><div></div><div>13 DI</div></div><div><div>1</div></div><div><div>7</div><div>8</div></div></div></div></div>	<div>A. Modifier, number of columns to the right in the CRT in the attacks</div> <div>B. Defense Factor</div> <div>C. Movement Points</div> <div>D. Type of unit (tanks)</div>	<div><div><div><div><div><div></div><div>C.E.I.</div></div><div><div>A</div><div>B</div><div>C</div><div>D</div></div><div><div>+1</div><div>2</div><div>10</div></div></div></div><div><div><div></div><div>V.C.E.</div></div><div><div>+1</div><div>2</div><div>10</div></div></div></div></div>	<div>A. Combat Factor</div> <div>B. Defense Factor</div> <div>C. Movement Points</div> <div>D. Type of unit (garrison)</div>	<div><div><div><div><div><div></div><div>A</div></div><div><div>0</div></div></div></div></div></div>				
Air support	Artillery support	Turn	Command Points	Units unsupplied	Hexes. objctive	Attack from Madrid	Retreating units	+1 Elite replacement	+1 Regular replacement	Reinforcements
<div><div><div><div><div><div></div><div>2</div></div><div><div></div></div></div></div></div></div>	<div><div><div><div><div><div></div></div><div><div></div></div></div></div></div></div>	<div><div><div><div><div><div></div><div>Turno</div></div><div><div></div></div></div></div></div></div>	<div><div><div><div><div><div></div><div></div></div><div><div></div></div></div></div></div></div>	<div><div><div><div><div><div></div><div></div></div><div><div></div></div></div></div></div></div>	<div><div><div><div><div><div></div><div>"Boadilla del Monte"</div></div><div><div>1 PV</div></div></div></div></div></div>	<div><div><div><div><div><div></div><div>C.Vallecas</div></div><div><div></div></div></div></div></div></div>	<div><div><div><div><div><div></div><div></div></div><div><div></div></div></div></div></div></div>	<div><div><div><div><div><div></div><div>+1 RE</div></div><div><div></div></div></div></div></div></div>	<div><div><div><div><div><div></div><div>+1 RR</div></div><div><div></div></div></div></div></div></div>	<div><div><div><div><div><div></div><div></div></div><div><div></div></div></div></div></div></div>

Help aid shet Brunete 1937, Alea # 43

COMBAT RESULTS TABLE

Explanation of results

X / : number of steps lost by the attacker.	/ R : mandatory retreat of 2 hexes.
/ X : number of steps lost by the defender.	* : additionally, eliminates 1 Tank unit if it participates in the attack.
/ R : retreat of 1 hex., allowing for stubborn defense if on defensive terrain.	^ : additionally, if a Tank unit participates in the attack, it will be removed from the map and return 3 turn later.

Modifier Compilation

Defensive terrain (mountains, forests, towns, vertex) :
1 Col.to the left in the table (cumulative).







River hex side:
-1 to the FC of each unit attacking through it.

Fire support (artillery and aviation) :
1 bonus column per support marker in attack or defense on the table.
***Maximum 3 columns in attack and 2 in defense.**

Republican Tank Companies : +1 column to the right on the table.
*** Maximum one company per attack.**

Efficiency : if half or more of the steps used are elite, a modifier of 1 column on the table is obtained in attack and/or defense. It is voluntary to use it or note.

Attacking from :
4 hex. : 1 column to the right.
5 hex. : 2 columns to the right.
6 hex. : 3 columns to the right.

	International Brigades		Company
	Legion		Battalion
	Regulars		Regiment

Brunete 1937

GAME SEQUENCE

Administrative phase

Marker update segment:

- Place the turn marker one space forward to the corresponding turn.
- Set the command point markers to 3.

Support arrival/withdrawal segment (artillery and aviation).

Replacement allocation segment according to initiative* starting on turn 2.

Resources segment: starting on turn 2 for the Republican side, and turn 3 for the Nationalist side.

Operations phase

11th Division infiltration segment (only on turn 1).

Vallecas Corps offensive segment from Madrid (as long as the offensive is not canceled).

Aviation segment: bombing and aerial interdiction by both sides, according to initiative *.

Reinforcements, movement, and combat segment for both sides.

First side with initiative, then side without initiative *:

- Reinforcements
- Movement
- Combat
- Supply check

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

Turn 7 only**

Entry of reinforcements and extra movement for the National player.

Fire support reorganization segment: place used artillery in the available box.

Used aircraft return to available if 1 command point is spent, and if not, they must pass a maintenance roll for each air unit.

*Initiative

The Republican player has it up to and including T6. **At the start of T7**, one die is rolled for each player, and the highest number wins the initiative, in case of a tie, the roll is repeated.

If the national player does not obtain it in turn 7, they automatically get it in T8 and keep it until T14 (see point 2).

** Turn 7

After the operations phase for both sides, and before the reorganization segment for support, the National player can include the two Navarrese Brigades, their cavalry units, and their tanks as reinforcements.

These units may move up to their maximum MP, but they may not fight. Therefore, after this movement and the fire support reorganization segment, the turn is now complete.

SUMMARY OF RULES FOR QUICK REFERENCE

*Command points

There are 3 points per side per turn (may vary depending on resources). These points can be used to perform the following actions:

- Obtain replacements (from turn 2 onwards), as explained in *section 6.3.* of the rules.
- Automatically coordinate fire support missions (artillery and aviation). This cost 1 CP for each combat carried out during the segment. If you do not want to or cannot spend that CP, a coordination roll must be made for each support token to determine whether they intervene in the combat. See section on combat for more details (p.10.3.3.) de apoyo para saber si intervienen en el combate.
- Coordinate the attack of two or more divisions in a joint attack. It cost 1 MP for each coordinated attack together in the same hex. The defense of units from two different divisions does not need to be coordinated.
- Automatically recover aviation units used during the turn and move them to the available box, without having to roll the aviation maintenance. (p.8.3.)

*Coordination for artillery and air support

Result 1-2 : failure, cannot support combat

Result 3-6 : éxito, success, can support combat

*Aviation maintenance

Roll for each aviation unit in the used box:

Republican:

Result 1-3 : returns in 2 turns as reinforcements

Result 4-6 : placed in available

Nationalist:

Result 1-2 : returns in 2 turns as reinforcements

Result 3-6 : placed in available

Suborn defense

With **green results** on the Combat Results Table, and only on defensive terrain with 1D6: Result 5 or 6 is achieved, but with 5, regular units lose 1 step.

* Note: The 1D6 is rolled separately for each unit.

Aviation interdiction

An air marker is placed on a hex. and in that hex and adjacent hexes, it costs +1MP for enemy units to cross. A unit passing through a road/path hex with interdiction cannot use the extended movement bonus for using the road/path.

Bombing

A single marker may be used per turn in the corresponding segment to carry out a bombing raid against a single enemy unit. Once the target has been selected, roll 1D6, and with the result of 4 to 6, the target loses one step, and may be eliminated if it only had one step. A roll of 1 to 3 has no effect. Once used, the marker is marked as used for the rest of the turn.