

Introduction

When the Spanish Civil War (SCW) began in the summer of 1936, few realized that it was the beginning of the bloodiest conflict in Europe in the period between the two world wars.

At first, it was a coup d'état by the military. But although it failed to succeed in the capital and major cities, such as Barcelona, the military gained enough support and control to avoid giving up and starting a civil war. Spain was divided between "Nationalists" and "Republicans."

In rural areas with a strong right-wing political presence, the nationalists generally won. They quickly assumed political power and instituted martial law. In other areas, particularly in cities with strong leftist political traditions, the military encountered strong Republican opposition and was crushed. Some officers remained loyal to the Republic and refused to join the uprising.

Between 35,000 and 40,000 volunteers from more than 50 countries rushed to join the International Brigades to defend the Republic. A smaller number of foreign recruits joined Franco's forces. The Spanish conflict quickly generated worldwide fear that a Europe-wide war could erupt.

In August 1936, more than two dozen nations, including France, Great Britain, Italy, Nazi Germany and the Soviet Union, signed a Non-Intervention Agreement in Spain. The last three signatories openly violated the agreement. Italy and Germany continued to supply Franco's forces, while the Soviet Union provided military advisers, tanks, aircraft, and other war supplies to the Republic.

In the United States, the SCW divided public opinion between those who supported the Republic and those who condemned the Republic's forces for attacking the Catholic Church. Isolationism also proved to be an effective motivation for non-intervention.

For many, this war not only pitted two sides against each other, but also different ways of seeing the world. It was a class struggle, a religious war, a clash between opposing nationalisms, as well as a struggle between dictatorship and democracy, and between fascism and communism. All committed atrocities in defense of their ideology.

For others, it was a dress rehearsal for World War II, where weapons and tactics were tested by the Germans, Soviets, and Italians, while the rest of the world took note.

Today, the Spanish Civil War is one of the most widely studied periods in the long spanish history. The great volume of historiographic production generated over last decades and the fact currently it goes on being one of the most followed tracks and the historical research proves it.



Basic Game Ideas

-SCW is a game where supplies are vital. You must keep your units connected to a supply source and ensure their consumption doesn't start to show red numbers. A unit without supplies won't be able to fight in good condition or last long against the enemy. LOGISTICS IS THE KEY TO VICTORY.

-Spain is the second most mountainous country in Europe after Switzerland. It is divided into several areas by mountain ranges and river valleys. So it has strategic mountain passes and road hubs that are key to controlling the country.

Spanish Geography with Main Cities:



-Organizing your units in a hierarchical tree will promote better performance from your forces.

-Officers are not just for decoration. Their skills must be taken into account and can decide battles.

-SCW is a game where the land battles are the main focus, but control of the sea is very important. Without a good command of the sea, it is very difficult to win the war, mainly for republicans.

Victory Conditions

The player is in a war without concessions. The way for both sides to win is to score victory points by capturing enemy bases and destroying the enemies ground, air, and naval units. Bombing cities and inflicting civilian casualties also provides points and increases enemy attrition. However, it is the conquest of cities and towns (bases) that provides the greatest number of victory points. In this way, the decline in enemy morale continues until it reaches a critical point where surrender is offered. For details on victory points and morale, see section 5.1 in the manual.

You can view victory points in **The Overview Report for Nations Screen. (ORNS)**



There is only one event in the game, in the Grand Campaign, which must be taken into account, whether you are playing against the AI or a human player: If the Nationalists capture Madrid before December 15 1936, they will have an instant victory.

This event was created to enhance the historical significance of Madrid in the first months of the war and the political importance of capturing the capital for a swift Nationalist victory.

Nationalist Strategy

At the beginning of the game and in almost all scenarios, the Nationalist side has the best army units, but must use them carefully.

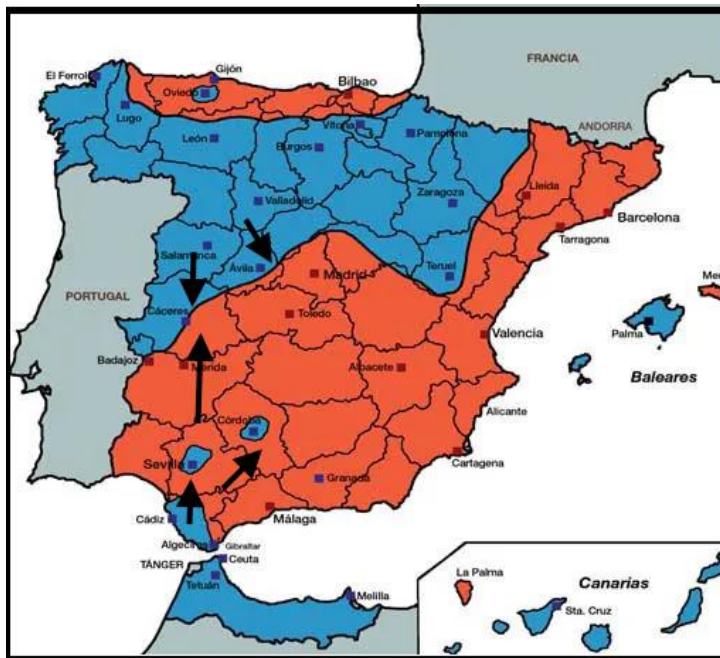
In the Grand Campaign, the player begins by dominating three distinct areas: a wide northern zone, a narrow southern strip around the Cadiz-Seville-Cordoba axis, and the African territories, where their best troops are located. You have the symbolic cities of Toledo and Granada within enemy territory. However, you have barely any navy and few air forces.

Your first move, if you want to quickly win the war by capturing Madrid before Christmas, should be to send the veteran african troops to the peninsula and link up your southern and northern areas. Then, advance with the african columns toward Madrid while pressing the capital with your northern troops through the mountain passes north of Madrid.

Your secondary options are to liberate Toledo and Granada. Which are cities of significant value.

The Nationalist player must be alert to Republican attacks, which will come mainly from the east, toward the strategically important city of Zaragoza throughout the war, or from the north, to relieve pressure on Madrid.

First Nationalist movements in 1936



Starting in October-November 1936, the German and Italian allies will send aid. The Germans will send the Condor Legion, comparable to a WW2 Luftflotte, and several Panzer I units, which will be very useful.

Commented [JW1]: Probably capitalize German, Italian, Nationalist and Republican ...

The italians will send a corps of military units, (the CTV) and supply aircraft and tankettes. It will be time for another push toward Madrid or wherever you see fit.

If Madrid cannot be taken before mid-December, it will be necessary to consider whether it is necessary to continue the push towards the capital or to press on other fronts in the next year.

Historically, the Nationalists decided to conquer the Republican north in 1937, a region of great industrial value. They then focused on the Mediterranean and Barcelona in 1938, following the Republican offensive in Teruel. Although, you as the player can have their own

strategy to shorten the war. However, it is advisable to conquer the Republican **north** before any major offensive in the East.

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Although this game is primarily a land game, you must not forget the naval aspect. At sea, you must stop supplies to the Republican enemy, who relies almost entirely on convoys from the USSR to continue the war.

Control of the seas and coasts near the enemy's main ports will be essential for ultimate victory. The navy and air force are your weapons in this mission. Organize task forces to control access to the main enemy ports and protect your aid from Italy and Germany.

Republican Strategy

At the beginning of the game and in almost all scenarios, the Republican side has weaker but more numerous units. In the first year of the war, these units will be primarily militias, with high morale and little experience.

Starting in the summer of 1937, a popular army organized into corps, divisions, and brigades with better officers and much more discipline will gradually emerge.

In the Grand Campaign, the player begins by dominating two zones: a large zone encompassing the east, center, and most of the south of the country, and a smaller, but valuable, zone in the north. You have two cities like Toledo and Granada within enemy **territory**. In Madrid, like other cities, there are also enemy units in the streets.

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You control most of the navy and air force.

Your first move is to clear the Madrid area of all enemy units. If possible, also important cities like Toledo or Malaga.

Militias will emerge in large numbers in the capital during the first few weeks. You must use them to prevent the city from being lost, because taking Madrid before mid-December grants instant victory to the Nationalists.

To defend Madrid, you must control the mountain passes to the north, the road to Zaragoza (northeast), and the road to Badajoz (west). These are the fastest routes to the capital. Taking Toledo will aid the defense of Madrid.

In the east, you must advance to Zaragoza before the enemy strengthens. Taking the city would be a primary objective and allows for a subsequent advance to link-up with the northern area.

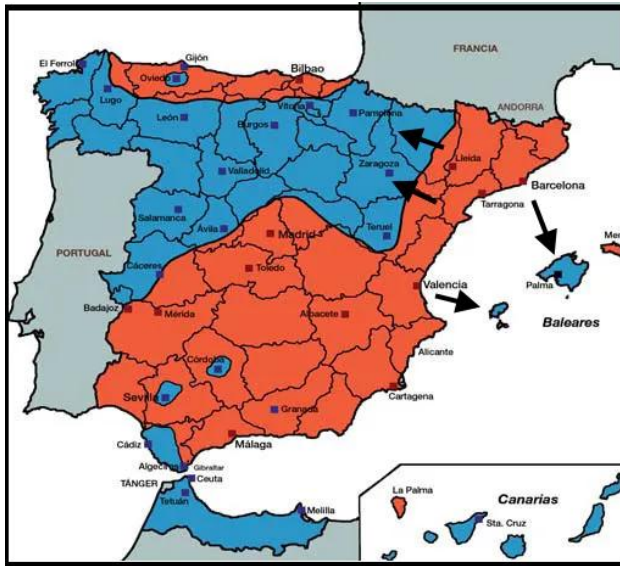
In the north, your units are like a separate faction, The Northern Republic, and wish to show their independence in the war from Madrid. But they are not strong and lack supplies. In the first few months, you can carry out small attacks to distract the enemy, but organizing an offensive with the available troops and supplies is very risky and can lead to collapse.

Any attempt to link up with units in the center or east requires coordinated planning with the units in these areas. However, you have very good defensive positions, as you occupy a mountainous area with few roads. It's a good idea to send naval and air support to the north, which is always short of help.

You have the majority of the Spanish air force at the start of the campaign and must use it to attack enemy units advancing toward Madrid and also assist the navy in its quest to dominate the Strait.

Beginning in November 1936, the International Brigades arrive, along with aid from the USSR: tanks and planes. This was excellent equipment and excellent troops. It came in very handy to help combat the Nationalist army and its German and Italian allies.

First Republican Movements in 1936



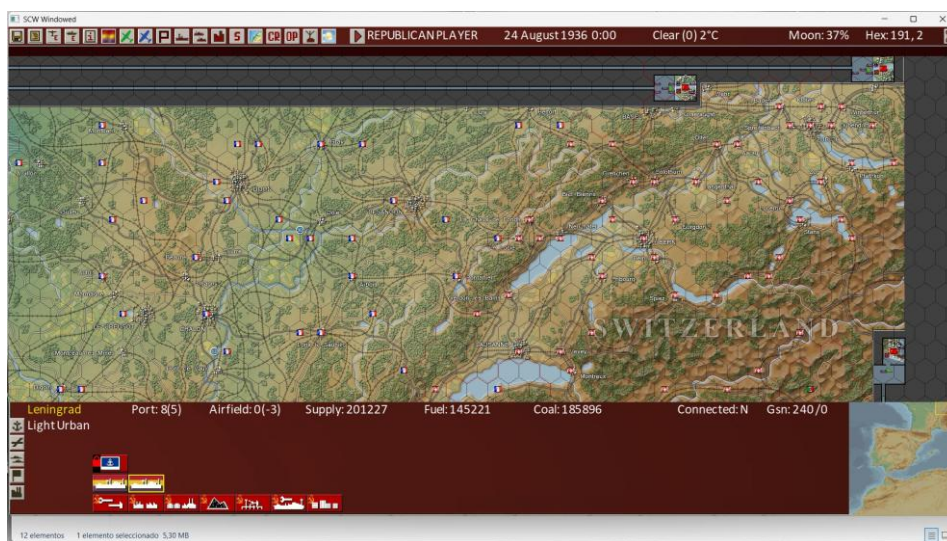
Beginning in the summer of 1937, the militias will gradually be replaced by a regular army, (the People's Army), organized like any other army (corps, divisions, brigades, etc.). This year, you must hold the north, and if you hold Madrid, you have several options: 1. link up with the north, 2. try to cut the nationalist area in two with an offensive to the portuguese border in the center, or 3. advance south toward Seville.

At sea, you initially have most of the navy's ships on your side. So in the first few weeks you must protect the Strait of Gibraltar to prevent african troops from easily reaching the peninsula. You can also carry out amphibious assaults on the enemy rear.

It's advisable to occupy Mallorca and Ibiza to better protect your sea routes and leave the enemy without bases in the Mediterranean Sea. But for such a task, you should use part of your air and navy to protect the troop convoys, leaving other areas more unprotected and limiting the power of your possible offensive to Zaragoza, as it was historically. It's your decision.

Afterward, you must protect supply convoys from the USSR, because you depend on naval convoys to continue the war. The sea lines to Leningrad, Murmansk and Odessa are crucial for your survival.

You must organize transport convoys (task forces) and send them to those cities, which have special hexes at the top of the map:



For details on off-map movements see section 6.3 in the manual.

Your mission is difficult and your resources are limited in this war. You're leading a civilian army against a real army with german and italian support. But your faith in the victory is unshakeable.

GOOD LUCK. THE FATE OF SPAIN IS IN YOUR HANDS.