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Introduction of Sorts

The idea behind this strategic guide is to serve as a quicker reference tool for prosecuting the war from the side of the Republic. Instead of having notes and Word documents here and there for reference, I'm using CoPilot to pull everything I've learned so far from the manual, youtuber Cannae Gaming, and Osprey Books' "The Spanish Civil War 1936 -1939 (2) Republican Forces" from the "Men-at-Arms" series.

I'm focusing on the Republican Forces and playing in an ahistorical way. I usually do that with history games instead of trying to beat timelines or efficiencies of the victors, I'll often play as the losing side to

turn the tide. So, this will be geared towards Republican ahistorical play and very me-centric in that these are the notes I want at the ready to make quick decisions and to help me reconstruct the Republican military to try and be victorious. Also, this is all about the main campaign. I probably won't play the smaller scenarios until after I've played both sides of the main campaign.

I'm a historian by degree and interest and my love since I could read has been WWII. I've completely ignored this conflict my entire life and really it wasn't until I saw the team responsible for WITP:AE was making this did I take notice and then dove deeply into learning the game and the history which revealed a very balanced start to the conflict for each side initially, at least on paper. I think the terrain; the time and equipment access is interesting and honestly, I think being able to take a predominantly Militia force and helping (trying anyway) overcome their later disadvantages is a welcome challenge. I've played the western and eastern fronts to death and need a different ground to battle over. I still love me some Pacific Theater though 😊

So, I hope you take something away from this that is helpful in your gameplay. None of this will be perfect or meticulously reviewed, experimented or thought out prior to posting. In fact, I'm starting my first save as this is being finalized so I very much view this as a living document. All strategy is hypothesis at this point.

Much is AI driven with Microsoft CoPilot, research, idea formulation and structure and the formalized creation of this guide. I hope you enjoy it, learn something, enhance your game and it's able to make you a better player and hex general.

Historical & Strategic Context

The Strategic Situation in July 1936

The Spanish Republic enters the war with a fractured command structure, uneven regional loyalty, and a military that is simultaneously large on paper and hollow in practice. The Nationalists begin with fewer troops but far greater cohesion, superior officer corps, and immediate foreign support from Germany and Italy. The Republic's early survival depends on improvisation, rapid political consolidation, and the ability to transform militias into a functioning army under fire.

Republican Strengths

- **Manpower and industrial centers** concentrated in Madrid, Catalonia, and Valencia.
- **Access to foreign volunteers** through the International Brigades.
- **Strong defensive terrain** in the Central and Northern Zones.
- **A navy that initially outnumbers the Nationalists**, though poorly coordinated.
- **Political will** to reorganize into a modern army (Brigadas Mixtas, Divisions, Corps).

Republican Weaknesses

- **Militia fragmentation** (CNT, UGT, POUM, JSU, PCE) with inconsistent training and equipment.
- **Weak early armor and air forces**, especially CAS and naval aviation.
- **Poor early command cohesion**, with political officers competing with military professionals.
- **Geographic isolation of the Northern Zone**, which historically fell due to lack of supply.
- **Limited heavy artillery and almost no amphibious doctrine** at the start.

Nationalist Strengths

- **Superior officer corps** and unified command under Franco.
- **Immediate foreign aid**: German aircraft, Italian armor, Moroccan troops.
- **Interior lines** that allow rapid reinforcement.
- **Better early air superiority** and more effective CAS.
- **Concentrated armored forces** capable of breakthrough operations.

Nationalist Weaknesses

- **Smaller initial manpower pool**.
- **Reliance on foreign supply chains** vulnerable to naval interdiction.
- **Long coastal perimeter** that can be pressured by Republican naval forces.
- **Political factions** (Carlists, Falangists, Monarchists) that require balancing.

Geography and Regional Realities

Spain's geography dictates strategy more than ideology:

- **Central Zone (Madrid + Levante)** is the political heart and logistical hub.
- **Eastern Zone (Catalonia + Aragon)** is the Republic's industrial engine and the only viable route to link with the North.
- **Northern Zone (Basque + Asturias)** is rich in industry but isolated; survival depends on external relief.
- **Southern Zone (Andalusia)** is manpower-rich but militarily fragile.
- **Balearic Islands** control Mediterranean lanes and air reach into Catalonia and Levante.

Terrain heavily favors defenders—mountains, rivers, and urban centers slow offensives and reward methodical, artillery-driven operations.

Why the Republic Must Fight a Phased War

The Republic cannot win through early aggression. Its path to victory requires:

1. **Stabilizing Madrid and Catalonia**
2. **Transforming militias into Brigadas Mixtas**
3. **Building Divisions and Corps with real artillery support**
4. **Executing a deliberate Eastern → Northern link-up**
5. **Using naval and air assets to isolate the Balearics**
6. **Launching limited offensives only when AV–DL–Prep thresholds are met**

This is a war of **organization, logistics, and timing**, not blitzkrieg.



As a Republican player, here's what we're up against. I'll drop this in later when I discuss my main land strategy which involves connecting the North to the South through the Navarre region until something can be done about Med Sea area around Andalucia.

As I'm able to understand it in 1936 this is the Republic OOB focusing on Land (LCUs) primarily.

Very High level: REPUBLICAN ARMY (Ejército)

- |
- |— Central Army Corps (Cuerpo de Ejército)
 - | |— 1st Division (3 BMs)
 - | |— 2nd Division (3 BMs)
 - | |— Assault Column
 - | |— Standard Columns
- |
- |— Eastern Army Corps (Cuerpo de Ejército)
 - | |— Catalan Division (3 BMs)
 - | |— Aragon Division (3 BMs)
 - | |— Mobile Column
 - | |— Standard Columns
- |
- |— Northern Army Corps (Cuerpo de Ejército)
 - | |— Basque Division (3 BMs)
 - | |— Asturian Division (3 BMs)
 - | |— Corps Artillery + Cavalry
- |
- |— Southern Corps (Cuerpo de Ejército)
 - | |— Andalusian Division (3 BMs)
 - | |— Assault Guards
- |
- |— Balearic Command
 - | |— Menorca Defense Battalion
 - | |— Coastal Artillery

All of this is broken descends mostly like this:

I. REPUBLICAN Army (Ejército) (NATIONAL COMMAND)

- Central Army Corps (Cuerpo de Ejército)
- Eastern Army Corps (Cuerpo de Ejército)
- Northern Army Corps (Cuerpo de Ejército)
- Southern Corps (Cuerpo de Ejército)
- Balearic Command
- Armored Forces
- Air Forces
- Naval Forces

II. CENTRAL ARMY CORPS (Madrid + Levante)

Operational grouping of divisions.

Usually 2–4 divisions.

- **1st Division**
 - 1st Brigada Mixta
 - 2nd Brigada Mixta
 - 3rd Brigada Mixta
- **2nd Division**
 - 4th Brigada Mixta
 - 5th Brigada Mixta
 - 6th Brigada Mixta
- **Operational Columns**
 - Assault Column
 - Standard Column(s)

- **Corps Assets**
 - Corps Artillery
 - Signals
 - Supply
 - Medical

III. EASTERN ARMY CORPS (Catalonia + Aragon)

- **Catalan Division**
 - 7th Brigada Mixta
 - 8th Brigada Mixta
 - 9th Brigada Mixta
- **Aragon Division**
 - 10th Brigada Mixta
 - 11th Brigada Mixta
 - 12th Brigada Mixta
- **Operational Columns**
 - Mobile Column
 - Standard Column(s)
- **Corps Assets**
 - Recon Group (armored cars + cavalry)
 - Corps Artillery

IV. NORTHERN ARMY CORPS (Basque + Asturias)

- **Basque Division**
 - 13th Brigada Mixta
 - 14th Brigada Mixta

- 15th Brigada Mixta
- **Asturian Division**
 - 16th Brigada Mixta
 - 17th Brigada Mixta
 - 18th Brigada Mixta
- **Corps Assets**
 - Corps Artillery
 - Cavalry Detachments
 - Fortification Engineers

V. SOUTHERN CORPS (Andalusia)

- **Andalusian Division**
 - 19th Brigada Mixta
 - 20th Brigada Mixta
 - 21st Brigada Mixta
- **Corps Assets**
 - Assault Guards
 - Limited Artillery
 - Local Militias (reserve)

VI. BALEARIC COMMAND (Menorca)

- **Menorca Defense Battalion**
 - Rifle Companies
 - MG Section
 - Coastal Artillery
 - Naval Infantry Detachment

- **Island Assets**
 - Signals
 - Supply
 - Medical

VII. BRIGADA MIXTA (BM) — FULL INTERNAL OOB TREE

(This is the BM Construction Template integrated into the hierarchy.)

A. Brigade Headquarters (HQ)

- Commandant
- Soviet Advisor
- Political Commissars
- Chief of Staff
- Adjutants
- Runners
- Staff Sections
 - Administrative
 - Quartermaster / Ordnance
 - Intelligence
 - Supply
 - Food
 - Transport
 - Communications
 - Medical

B. Brigade Combat Support Units

- **Artillery Group**
 - 1–4 Batteries of 75mm guns

- 1 Battery of 105mm howitzers
- **Anti-Tank Battery**
 - 3 × 37mm M1930 AT guns
- **Light Infantry Gun / Mortar Section**
- **Reconnaissance Squadron**
 - Cavalry
 - Armored Cars
- **Engineer Unit (Zapadores)**
- **Signals Unit**
- **Supply Column**
- **Medical Section**

C. Infantry Component (Core Combat Power)

Four Infantry Battalions (x4)

- **Battalion HQ**
 - Major/Captain (CO)
 - Political Commissar
 - Adjutants
 - Runners
 - Quartermaster / Armourer
 - Medical Officer
- **Companies**
 - 3 × Rifle Companies
 - 1 × Machine Gun Company
 -

Total BM Infantry Strength:

- 4 Battalions

- 12 Rifle Companies
- 4 MG Companies

VIII. BATTALION INTERNAL OOB TREE

Infantry Battalion (Batallón)

- Battalion HQ
- Rifle Company 1
- Rifle Company 2
- Rifle Company 3
- Machine Gun Company

IX. COMPANY INTERNAL OOB TREE

Rifle Company

- Company HQ
- Rifle Platoons (typically 3)
- Light MG Section

Machine Gun Company

- Company HQ
- Heavy MG Platoons (typically 2–3)

X. OPERATIONAL COLUMN STRUCTURES (FOR REFERENCE)

Assault Column

- 3 BMs (artillery-heavy)
- Divisional artillery
- Engineers
- Optional International Brigade

Standard Column

- 2–3 balanced BMs
- Divisional artillery
- Engineers

Mobile Column

- 1 BM with cavalry/armored cars
- 1–2 BMs with good cohesion
- Recon Group
- Light artillery

I think some of the finer points in LCU construction / reconstruction will be managed by the devices that can be assigned to try and achieve the optimum units for battle.

I've been trying to marry HOI 4 (Hearts of Iron 4 by Paradox Games) unit creation with this game to build specific columns for specific purposes. Again, having not even playing a turn yet, this may not be possible and will require a lot of micromanagements which is fine with me 😊

Here's what I'd like to build within the confines of the game structure:

COLUMN COMPARISON TABLE

Standard Combat • Assault • Mobile

1. Composition Overview

Column Type	Composition	Purpose
Standard Combat Column	4 INF • 1 ART • 1 ENG • 1 LOG • (opt CAV)	Balanced, general-purpose operations
Assault Column	3 INF • 2 ART • 1 ENG • 1 LOG • (opt CAV)	Breaking forts, cities, mountains
Mobile Column	3 INF • 1 CAV • 1 ART • 1 ENG • 1 LOG	Exploitation, encirclement, maneuver

2. Operational Purpose

Column Type	Primary Role	Secondary Role
Standard	Mainline combat, holding ground	Supporting assaults, flexible defense
Assault	Breaking fortified or urban positions	Holding mountains/cities
Mobile	Exploiting breakthroughs	Screening, pursuit, cutting supply lines

3. Strengths & Weaknesses

Column Type	Strengths	Weaknesses
Standard	Balanced AV, good staying power, reliable in most terrain	Not specialized, average speed
Assault	Massive disruption, fort reduction, strong in rough/urban/mountain	Slow, supply-hungry, vulnerable in open terrain
Mobile	Fast, excellent pursuit, strong encirclement capability	Weak in static defense, poor in mountains/cities

4. Ideal Terrain

Column Type	Best Terrain	Acceptable	Avoid
Standard	Forest, rough, hills, towns	Clear	Mountains (Assault is better)
Assault	Mountains, urban, rough, forts	Forest	Clear plains
Mobile	Clear, plains, light forest	Rough, hills	Mountains, urban

5. Ideal Missions

Column Type	Offensive Missions	Defensive Missions
Standard	General attacks, supporting assaults	Holding lines, river defense
Assault	Fort assaults, city assaults, mountain attacks	Holding forts, cities, mountains
Mobile	Encirclement, exploitation, pursuit	Screening, delaying, mobile reserve

6. Missions to Avoid

Column Type	Avoid Offensively	Avoid Defensively
Standard	Heavy forts, mountains	Heavy artillery, multi-directional attacks

Assault	Open-terrain maneuver, long marches	Mobile threats, encirclement
Mobile	Forts, cities, mountains	Static defense, prolonged assaults

7. Offensive Role Summary

Column Type	Offensive Style
Standard	Balanced assault with moderate disruption and strong infantry push
Assault	High-disruption, engineer-led siege engine for breaking tough hexes
Mobile	Fast, opportunistic, designed to turn breakthroughs into collapses

8. Defensive Role Summary

Column Type	Defensive Style
Standard	Reliable line holder with good terrain synergy
Assault	Fortress defender with massive artillery disruption
Mobile	Flexible screen, counter-attack force, mobile reserve

9. Supply & Fatigue Profile

Column Type	Supply Demand	Fatigue Profile
Standard	Moderate	Moderate
Assault	High (dual artillery)	High (siege operations)
Mobile	Moderate	Low–Moderate (depends on movement)

10. Best Use Cases (Quick Reference)

Column Type	Best Used When...
Standard	You need a dependable, all-purpose formation for most terrain
Assault	You must break a fortified, urban, or mountainous position
Mobile	You want to exploit, encircle, or collapse enemy cohesion

Summary

Standard Combat Column: *Your dependable, balanced formation for most offensive and defensive operations.*

- **Assault Column:** *Your heavy, disruption-focused siege engine for breaking the toughest terrain.*
- **Mobile Column:** *Your fast, maneuver-focused formation for exploitation, encirclement, and pursuit.*

Ideally in the first 30 turns something like this by region will occur as I'm again going ahistorical and I'm going to try and build a fighting force on the defensive that can hold ground but also reorganize to counterattack. This laid out Zone by Zone. Following will be a more refined look of how the BMs build out.

REPUBLICAN ARMY — GAME-START → TURN-30 NATIONAL REORGANIZATION OUTLINE

I. National Overview

- Five isolated theaters at game start
 - Central Zone (Madrid + Levante) - Levante = Valencia, Castellion and Alicante
 - Eastern Zone (Catalonia + Aragon)
 - Northern Zone (Basque Country + Asturias)
 - Southern Zone (Andalusia)
 - Island Zone (Balearics)
- Strategic goals
 - Consolidate militias Into Brigadas Mixtas (BMs)
 - Form divisions (3 BMs each)
 - Create corps HQs
 - Build operational Columns (Assault, Standard, Mobile)
 - Synchronize regional timelines

II. Central Zone (Madrid + Levante)

A. Initial Assets

- Assault Guards
- Carabineros
- JSU, UGT, PCE militias
- Pre-war infantry remnants
- Scattered artillery
- Some armored cars

B. Turn 1–10 Actions

- Form 3–4 Brigadas Mixtas
- Concentrate artillery into 2 groups
- Form 1st Division (3 BMs)
- Form 2nd Division (3 BMs)
- Begin building Assault Column
-

C. Turn 10–20 Actions

- Create Central Army Corps
- Deploy Assault Column
- Build Standard Columns

D. Turn 20–30 Actions

- Prepare counter-offensives
- Integrate International Brigades

III. Eastern Zone (Catalonia + Aragon)**A. Initial Assets**

- CNT militias
- POUM militias
- Assault Guards
- Light artillery
- Locally produced armored cars

B. Turn 1–10 Actions

- Form 3–4 BMs in Catalonia
- Form 2–3 BMs in Aragon
- Concentrate armored cars into Recon Group
- Form Catalan Division (3 BMs)
- Form Aragon Division (3 BMs)

C. Turn 10–20 Actions

- Create Eastern Army Corps
- Build Mobile Column
- Build Standard Columns

D. Turn 20–30 Actions

- Prepare offensive toward Zaragoza
- Use Mobile Column for exploitation

IV. Northern Zone (Basque Country + Asturias)**A. Initial Assets**

- Basque militias
- Asturian miners
- Assault Guards
- Carabineros
- Limited artillery
- Some armored cars (Basque only)

B. Turn 1–10 Actions

- Form 2 Basque BMs
- Form 2 Asturian BMs
- Add third BM to each → Basque Division + Asturian Division
- Build fortifications around Bilbao and Oviedo

C. Turn 10–20 Actions

- Create Northern Army Corps
- Concentrate artillery into Corps Artillery Group
- Use armored cars for counter-attacks only

D. Turn 20–30 Actions

- Hold Bilbao as long as possible

- Hold Gijón and Oviedo
- Delay Nationalist advances

V. Southern Zone (Andalusia)

A. Initial Assets

- CNT/UGT rural militias
- Assault Guards
- Carabineros
- Pre-war remnants
- Very limited artillery
- No armor

B. Turn 1–10 Actions

- Form 1–2 Andalusian BMs
- Form Andalusian Division (3 BMs)
- Build defensive lines (Málaga–Ronda–Antequera, Jaén–Martos–Andújar, Almería corridor)

C. Turn 10–20 Actions

- Create Southern Corps
- Concentrate artillery
- Avoid open-terrain battles

D. Turn 20–30 Actions

- Delay Nationalist advances
- Preserve manpower
- Maintain coastal supply routes

VI. Island Zone (Balearics)

A. Initial Assets

- Small militia detachments
- Naval infantry
- Coastal artillery

B. Turn 1–10 Actions

- Consolidate into Menorca Defense Battalion
- Do not attempt to retake Mallorca

C. Turn 10–20 Actions

- Use Menorca as naval/air base
- Tie down Nationalist resources

D. Turn 20–30 Actions

- Maintain island defense
- Support mainland operations

VII. Unified National OOB (Turn 30 Target State)

A. Central Army Corps

- 1st Division (3 BMs)
- 2nd Division (3 BMs)
- Assault Column
- Standard Columns
- Corps Artillery

B. Eastern Army Corps

- Catalan Division (3 BMs)
- Aragon Division (3 BMs)
- Mobile Column
- Standard Columns

C. Northern Army Corps

- Basque Division (3 BMs)
- Asturian Division (3 BMs)
- Corps Artillery + Cavalry

D. Southern Corps

- Andalusian Division (3 BMs)
- Assault Guards

E. Balearic Command

- Menorca Defense Battalion
- Coastal Artillery

VIII. Operational Column Integration

A. Assault Column

- Built from strongest BMs + divisional artillery
- Used for forts, cities, mountains

B. Mobile Column

- Built from BMs with cavalry/armored cars
- Used for exploitation, encirclement, pursuit

C. Standard Columns

- Built from balanced BMs
- Used for line holding and general combat

IX. Turn-1 → Turn-30 Synchronization Timeline

A. Turns 1–10 (Consolidation)

- Merge militias into BMs
- Concentrate artillery
- Form first divisions
- Begin fortification in north and south

B. Turns 10–20 (Standardization)

- Form Corps HQs
- Build Columns
- Integrate International Brigades
- Establish regional defensive lines

C. Turns 20–30 (Specialization & Deployment)

- Deploy Assault Column to key fronts
- Deploy Mobile Column to Aragon
- Hold northern pockets
- Delay in Andalusia

BRIGADA MIXTA (BM) CONSTRUCTION TEMPLATE

I. Brigade Headquarters (HQ)

- Commandant (Brigade Commander)
- Soviet Advisor (common in 1936–37)
- Political Commissars (brigade, battalion, company levels)
- Chief of Staff
- Adjutants
- Runners / Orderlies
- Staff Sections
 - Administrative
 - Quartermaster / Ordnance
 - Intelligence
 - Supply
 - Food
 - Transport
 - Communications
 - Medical

II. Brigade-Level Combat Support Units

- Artillery Group (Grupo de Artillería)
 - 1–4 Batteries of 75mm field guns
 - 1 Battery of 105mm howitzers
- Anti-Tank Battery
 - 3 × 37mm M1930 AT guns
- Light Infantry Gun / Mortar Section
- Reconnaissance Squadron
 - Horsed cavalry
 - Armored cars (if available)
- Engineer Unit (Zapadores)
- Signals Unit
- Supply Column
- Medical Section

III. Infantry Component (Core Combat Power)

Four Infantry Battalions (Batallones de Infantería)

- Battalion HQ
 - Major or Captain (CO)
 - Political Commissar
 - Adjutants
 - Runners
 - Quartermaster / Armorer
 - Medical Officer
- Companies
 - 3 × Rifle Companies
 - 1 × Machine Gun Company

Total BM Infantry Strength:

- 4 Battalions
- 12 Rifle Companies
- 4 Machine Gun Companies

IV. BM Operational Characteristics

- Designed to be **autonomous** (unlike Nationalist brigades)
- Contains its own artillery, AT, recon, engineers, and logistics
- Can operate independently or as part of a division
- Ideal building block for:
 - Standard Columns
 - Assault Columns
 - Mobile Columns (if cavalry/armored cars present)

V. BM Strength Evaluation Checklist

Use this to assess any BM you form in-game.

- Infantry battalions present (4)
- Rifle companies at full strength
- MG company present in each battalion
- Artillery group functional (≥ 1 battery)
- AT battery present ($3 \times 37\text{mm}$)
- Recon element present (cavalry or armored cars)
- Engineer unit present
- Signals and supply units present
- Medical section present
- HQ staffed (commander + commissars + staff)

VI. BM Upgrade Path (Game-Start → Turn-30)

- **Phase 1:** Merge militias into 4 battalions
- **Phase 2:** Add artillery and AT
- **Phase 3:** Add engineers and recon
- **Phase 4:** Integrate into division (3 BMs)
- **Phase 5:** Specialize into Column type (Assault, Standard, Mobile)

VII. BM Quick Reference (Wristband Version)

- **4 Infantry Battalions**
- **Artillery Group** (75mm + 105mm)
- **AT Battery** (37mm $\times$ 3)
- **Recon Squadron** (cav/armored cars)
- **Engineer Unit**
- **Signals + Supply + Medical**
- **HQ + Commissars + Soviet Advisor**

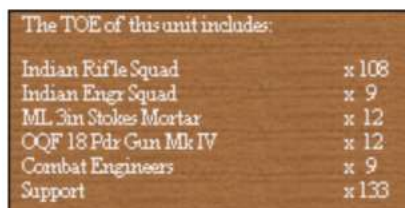
Ok almost done on the LCU side. Some reminder cards for how units operate, and we can understand what's going on.

I pulled this screenshot from the War Plan Orange manual as it describes the parenthesized number more clearly to me than the WIS game manual.

The central column displays:



- The number of **Infantry (1404)** (essentially, riflemen and support gunners), **Vehicles (0)** (such as jeeps, trucks, and halftracks), **Guns (24)**, and **Second Line Troops (3008)** (support and supply personnel) in the unit
- The unit's composition, broken down by unit type. **The number at the far right is the number of ready (healthy, combat effective) elements.** The number in parenthesis is the number of disabled (non-combat effective) elements.



In this above example, we see that the 8th Indian Brigade currently has 108 ready squads and 0 disabled squads. If, however, the Show unit TOE selection is made from the lower left corner of the screen, this information may change:

This is the ideal composition of this unit.

If you choose to micro units like I'm forming up to do, you'll be living here. Mark at Cannae Gaming on YouTube does a great job walking through this in game at his channel here in episode 5 of his tutorial series. https://youtu.be/BP9AaTGs0XY?list=PLxEMuYumtXSJKp260hnLuur3HesYt4gS_&t=2299

He's done/ doing a fantastic tutorial series that infuses history, storytelling immersion and showing key gaming systems in incredible detail. I found a new toy through his creations also. This is where he creates is cool in video OOBs: [Battle Staff Tools - www.spatialillusions.com](http://www.spatialillusions.com)

This is an amazing example from I think Video 3 of his tutorial just to give you an idea.

Final Plan: The Assault on Ibiza

He created the OOB himself in that tool. Yeah.....I see hours ahead messing with that.

Anyway....here's a little about devices that we need to remember when tweaking / building LCUs (from the manual):

DEVICE INFO REMINDER

At the top center of the screen is an image of the type of unit. In this case an Infantry unit. Also, the national flag, the army the unit belongs to and the unit type.

Below the picture is a list of the devices that make up the unit. And to the right of this area is the quantity of each device in the unit.

- The number in parentheses is the number of disabled devices of that type.
- Devices with a ** attached indicate that it is a static device and that

makes it immobilized.

- A (u) indicates an upgrade is available for the device,
- a (L) indicates the device originates in another nation of your side and is "Lend Leased" to the current unit and
- a (F) indicates a foreign (probably hostile) origin. This is commonly the case for devices acquired during combat from less than friendly nations.

These 2 different a bit in handling since captured hardware can be used on top of the unit's own TOE, while Lend Leased hardware cannot.

You can click any device in the list to open a small window giving more info on this device type and its abilities. Aside from giving detail info on a device, the screen can also be used to upgrade a slot (replace the current device with some other device type) and perform other actions like replacing horse-based support and logistics with motorized counterparts or vice versa

Now, the question is what the heck do these all do. Seems that there will be a lot of trial and error with discovery. Information does appear on the side when one is selected but which is better than which for what situation? That will be fleshed out during gameplay and utilizing the templates provided.

To wrap up the LCU portion, here is a Combined Arms Strategy list just in case at 3am you need to remember what you were just doing. This is the “NFL QB Wristband” version as I like to call it. I have a more detailed and fleshed out one, but these are basic principles most of us just need reminders of especially in the wee hours.

1. PREP THE TARGET

- **Recon first** — confirm strength, supply, and terrain.
- **Artillery disrupts** — fire until cohesion drops.
- **Mortars suppress** — MGs + AT guns must be quiet. (hopefully have these devices in your columns)
- **Engineers prep** — mandatory for forts, cities, mountains.

2. SHAPE THE BATTLEFIELD

- **Cut supply** if possible (cavalry/armor behind lines).
- **Pin flanks** with secondary attacks.
- **Fix reserves** so they can't reinforce the target.

3. EXECUTE THE ASSAULT

- **Infantry leads** — never armor first.
- **Stack 2–3 BMs** for the main push.
- **Attack from multiple hexes** if terrain allows.
- **Engineers in the lead** for hard terrain.

4. EXPLOIT THE BREAK

- **Armor + cavalry flood the open ground.**
- **Cut roads/rails** immediately.
- **Encircle**, don't chase.

- **Recon confirms retreat paths.**

5. AIRPOWER (WHEN AVAILABLE)

- **CAS only after artillery** — never alone.
- **LBs for interdiction**, not hex attacks.
- **Recon aircraft** always up before major ops.

6. CONSOLIDATE

- **Engineers fortify** the captured hex.
- **Artillery moves up** to new firing positions.
- **Rotate tired BMs** out of the line.
- **Re-establish supply** before next push.

7. TERRAIN RULES

- **Urban:** Infantry + engineers + artillery.
- **Woods:** Infantry + mortars.
- **Mountains:** Infantry only.
- **Open plains:** Armor + cavalry + CAS.

8. DO NOT DO THESE

- Don't attack without artillery prep.
- Don't lead with armor.
- Don't attack across rivers without engineers.
- Don't attack in open terrain with infantry alone.
- Don't use CAS into strong AA.
- Don't chase — **encircle**.

One-Line Doctrine

Artillery breaks them, infantry takes the hex, armor/cavalry turn the win into collapse.

Speaking of Arty and movement.

Again, provided by Cannae Gaming here is a graphic of the Arty ranges of the available equipment for the Republicans.



Here's another provided by Cannae Gaming to help you ascertain distances / speed your units travel so we can plan assaults. I might build my own spreadsheet calculator for this at some point.



Ok on to the Air Force. Cannae Gaming has used several informative graphics in his tutorial series that illustrate points very well which are included below.

So from an organizational standpoint according to Osprey, Squadrons were loosely based on the following:

Tactical units were, theoretically, the three- or four-plane flight (patrulla), the squadron (escuadrilla) with 9 to 12 aircraft, and the three- or four-squadron group (grupo).

At first operational organization was purely ad hoc, depending upon available aircraft and pilots; flights were widely dispersed between three fronts, and sometimes had mixed equipment.

de Quesada, Alejandro. The Spanish Civil War 1936–39 (2): Republican Forces (Men-at-Arms Book 498) (p. 79). Bloomsbury Publishing. Kindle Edition.

The core fighting aircraft at your disposal are the: ***Polikarpov fighters and Tupolev bombers purchased from the Soviet Union.***

de Quesada, Alejandro. The Spanish Civil War 1936–39 (2): Republican Forces (Men-at-Arms Book 498) (p. 78). Bloomsbury Publishing. Kindle Edition.

And the good news for our I-15s (when they finally arrive) is this:

the I-15 proved superior to the Italian Fiat CR.32, and both Polikarpov types could outfly the Heinkel He 51.

de Quesada, Alejandro. The Spanish Civil War 1936–39 (2): Republican Forces (Men-at-Arms Book 498) (p. 81). Bloomsbury Publishing. Kindle Edition.

So, the possibility of air superiority may be within the realm of possibility. Like everything else once in game, I need to figure out how to organize and make this happen. Part of the strategy though will be to aggressively pursue Nationalist air base overruns to deny them anywhere to launch their ME 109s and HE 111s when they start arriving. I think if this is possible to even a small degree air dominance would be a realistic dream.

So, here's the Air Doctrine CoPilot and I came up with interspersed with screenshots from the War Plan Orange (WPO) manual and Cannae Gaming creations.

This is all hypothetical to those of us not on the development or testing teams so this could be way off, but I wanted to at least provide potential guidance.

UNIFIED AIR OPERATIONS DOCTRINE (WIS + WPO + WITP:AE LOGIC)

Cruising Altitude + Release Altitude for Every Aircraft Type & Mission

0. UNIVERSAL RULES (THE "CHEAT SHEET")

These rules apply across WIS, WPO, and AE because they're based on physics and engine logic:

- **Higher altitude = safer from flak, less accurate**
- **Lower altitude = more accurate, more flak**

- Dive bombers ALWAYS release at ~2,000 ft
- Torpedo bombers ALWAYS release at ~200 ft
- Sweep missions ALWAYS drop to 100 ft and strafe
- Recon detects better at low altitude
- Level bombers <5,000 ft = very accurate but very vulnerable
- Skip bombing only at 100 ft, requires EXP ≥ 60
- Fighters escort a few thousand feet above bombers
- CAP resets altitude to match incoming bombers

These rules are explicitly supported by your WPO notes:

“Dive bombers and fighter bombers always automatically dive down to 2,000 feet to release their bombs.”

“Torpedo bombers must drop down to 200 feet.”

“Planes on a Sweep Mission will always drop to 100 feet and strafe.”

“Planes flying Recon Missions are more likely to detect the enemy at lower altitudes.”

“Planes flying Naval Attack at 100 feet will skip bomb.”

“Level bombers attacking below 5,000 feet will have their accuracy and effectiveness increased.”

These are the backbone of the doctrine.

Bombing Altitudes	
Mission: Bombing	
A/C type: DB	
<u>Group altitude</u>	
<1K	low level attack
1-9K	normal horizontal attack
10-15K	diving attack
16-19K	glide attack
20+	normal horizontal attack
The attacks are based on altitude flown.	
Diving attacks have a better chance than gliding attacks to make a hit; pilots with good NAVAL_BOMB skills have a better chance. Exit altitude is 1000-4000'.	

1. ALTITUDE BANDS (WIS MANUAL)

Category	Range
Low	0–10k ft
Medium	10–15k ft
Medium-High	16–20k ft
High	21–30k ft
Very High	31k+ ft

WIS aircraft rarely operate above Medium-High because SCW engines are weak at altitude.

2. FLAK MODEL (MERGED)

Large AA Guns

- Best at **3,000–12,000 ft**
- Weak below 3,000 ft
- Zero firepower at 100 ft
- Dangerous to **heavy/medium bombers**

Small AA Guns

- Deadly **below 1,000 ft**
- Accuracy depends on aircraft size
- Fighters and 1-engine bombers survive best
- Extremely dangerous to DBs, TBs, and level bombers at low alt

This matches your document:

“Large AA guns suffer at low altitudes from below 3K feet.”

“Small AA guns defend from low level attacks.”

3. AIRCRAFT DOCTRINE BY TYPE (CRUISING ALT + RELEASE ALT)

This is the laminated card version.

3.1. Fighters (Sweep, Escort, CAP)

Sweep

- **Cruise:** 8,000–10,000 ft
- **Attack:** 100 ft (forced by engine)
- **Notes:** Strafes; takes flak twice (cruise + 100 ft)

Escort

- **Cruise:** Automatically adjusts to bomber altitude + 2–3k ft
- **Notes:** If >3k above bombers, drops down; if below, climbs up

CAP

- **Cruise:** Set 8,000–12,000 ft
- **Attack:** Automatically matches bomber altitude
- **Notes:** High CAP may fail to intercept if climb rate insufficient

3.2. Fighter-Bombers

Cruise: 6,000–10,000 ft

Release: 2,000–3,000 ft (automatic dive)

Notes:

- Dive bomb but less accurate than DBs
- Take flak at cruise + release alt

3.3. Dive Bombers (DBs)

Cruise: 8,000–12,000 ft

Release: 2,000 ft (automatic)

Notes:

- Best accuracy of any attack profile
- Take flak twice
- Avoid <1,000 ft unless forced

This matches WPO:

“Dive bombers always automatically dive down to 2,000 feet.”

3.4. Attack Bombers

Cruise: 4,000–6,000 ft

Release: 1,000–2,000 ft

Special:

- Can perform interdiction <1,000 ft
- Behave like FBs below 5,000 ft
- Avoid <1,000 ft unless interdiction

3.5. Torpedo Bombers

Cruise: 2,000–4,000 ft

Release: 200 ft

Notes:

- Take flak at cruise + 200 ft
- Require long, straight approach
- Skip bombing possible at 100 ft (if EXP ≥ 60)

Matches WPO:

“Torpedo bombers must drop down to 200 feet.”

3.6. Heavy Bombers

Cruise: 12,000–18,000 ft

Release: 8,000–12,000 ft

Notes:

- Safer from small AA
- Large AA still dangerous
- Terrible at naval attack
- Only one bomb hit per mission (WPO rule)

3.7. Medium Bombers

Cruise: 10,000–14,000 ft

Release: 6,000–10,000 ft

Notes:

- Balanced accuracy
- Avoid <5,000 ft unless desperate
- Skip bombing at 100 ft (EXP ≥ 60)

3.8. Light Bombers

Cruise: 6,000–10,000 ft

Release: 3,000–5,000 ft

Notes:

- Good low-level performance
- Still vulnerable <1,000 ft
- Best for tactical strikes

3.9. Recon Aircraft

Cruise: 6,000–10,000 ft

Low-alt Recon: 1,000 ft

Interdiction: <1,000 ft

Notes:

- Lower altitude = higher detection
- Higher altitude = safer from flak

Matches WPO:

“Planes flying Recon Missions are more likely to detect the enemy at lower altitudes.”

4. SPECIAL CASES

4.1. 100-Foot Attacks (Strafing + Skip Bombing)

Triggered when:

- Sweep mission
- Naval attack set to 100 ft
- Airfield/port attack set to 100 ft
- Ground attack set to 100 ft

Effects:

- Strafes everything
- Skip bombs ships
- Takes massive, small-AA fire
- Climbs to 1,000 ft after attack

Matches WPO:

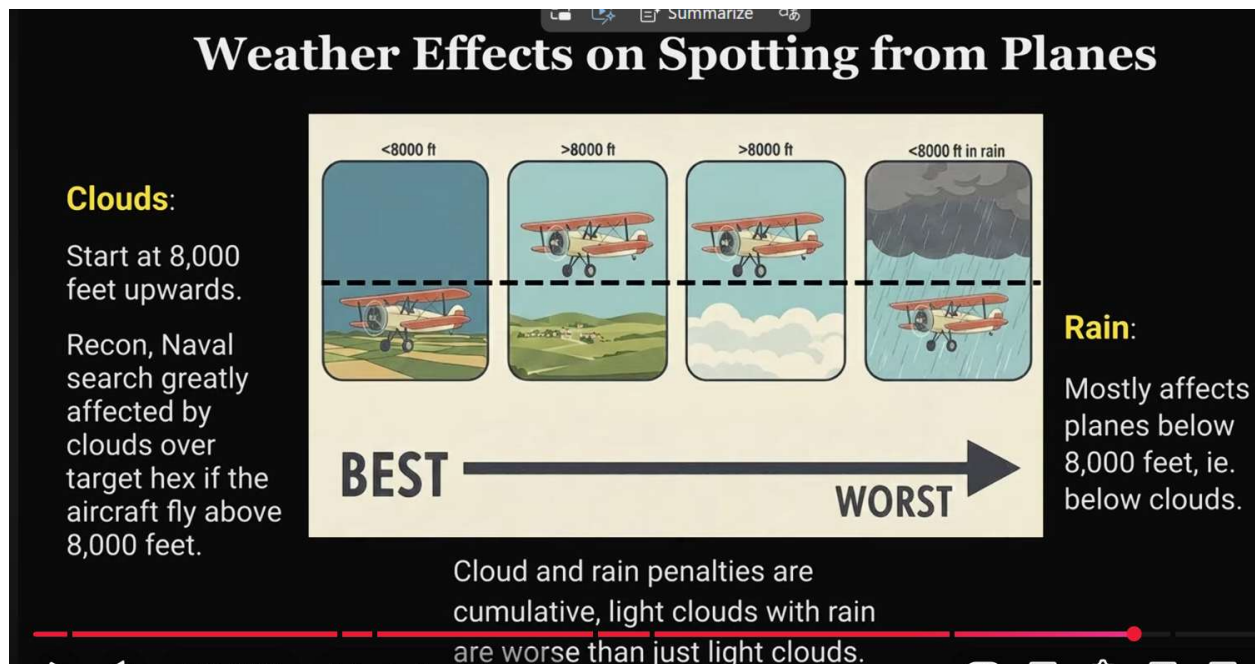
“Planes attacking at 100 feet will climb to 1000 after the attack.”

5. MISSION-BASED ALTITUDE SETTINGS (THE QUICK CARD)

Here’s the final laminated card:

Mission	Cruise Alt	Release Alt
Fighter Sweep	8–10k	100 ft
Escort	Bomber alt + 2–3k	N/A
CAP	8–12k	Matches bombers
DB Naval/Ground	8–12k	2k
FB Ground	6–10k	2–3k
Attack Bomber	4–6k	1–2k
Torpedo Attack	2–4k	200 ft
Level Bomb Naval	10–14k	6–10k
Level Bomb Ground	10–14k	6–10k
Light Bomber	6–10k	3–5k
Recon	6–10k	1k (low recon)
Interdiction	4–6k	<1k
Skip Bombing	2–4k	100 ft

This graphic by Cannae Gaming demonstrates how to account for weather effects which of course need to be checked when planning, prior to executing and executing aerial sorties:



He's also created a graphic for Air Mission Timings. From watching the video, the way the game plans and processes (or seems to anyway) missions / sorties you can hem yourself up with mistiming's if you aren't paying attention.

Air Mission Timings

Missions	AM - Day	PM - Day	Night
CAP and LRCAP	05:00	13:00	19:00
Scout and Reconnaissance	06:00	14:00	21:00
Air Attack	08:00	16:00	22:00

Definitions of what you see in game.

- Day Ops (am /pm twice a day)

- Am only
- Pm only
- Nighttime only

Only pilots with 80 > can fly night missions and you need to ensure they get coordinated rest. So, get em training. There doesn't seem to be any early on that fit the bill.

I was going to touch on Recon, but Cannae Gaming does such a great job showing how to create search arcs and group settings.... just go watch his content.

Ok finally on to Naval Operations. Again, check Cannae Gaming and Jochen Heiden's "The Combined Fleet" Channel. I mostly blame his content for steering me down the path of these types of hex war games. [\(14\) The Combined Fleet - YouTube](#)

Ok so here's how I intend to deal with Naval Ops to start:

REPUBLICAN AMPHIBIOUS OPERATIONS SCRIPT

Balearic Islands Model — Ibiza + Mallorca

0. PURPOSE

- Establish a repeatable, top-down operational framework for early-war Republican amphibious operations.
 - Ensure coordination of supply, naval forces, air assets, and LCUs.
 - Provide a scalable template for future landings beyond the Balearics.
-

1. PRE-OPERATION SUPPLY PREPARATION

1.1. Port Supply Assessment

- Check supply levels at:
 - Valencia
 - Barcelona
 - Tarragona
- Required thresholds:
 - Port supply ≥ 5
 - Local supply ≥ 20
 - Fuel ≥ 10

1.2. Supply Priority Adjustment

- Set staging ports to **Supply Priority 4** if below thresholds.
 - Wait 1–2 turns for stabilization.
-

2. NAVAL PREPARATION

2.1. Identify Available Naval Assets

- Light cruisers
- Destroyers
- Transports
- Auxiliaries

2.2. Form Task Groups

TG1 — Fire Support Group

- Composition: cruisers + destroyers
- Mission: coastal suppression, escort, screening

TG2 — Transport Group

- Composition: transports + auxiliaries
- Mission: troop delivery, logistical support

2.3. Naval Posture Settings

- Aggressive: **Off**
 - Engagement: **Normal**
 - Range: **Short**
-

3. AIR OPERATIONS PREPARATION

3.1. Reconnaissance Pattern

- Deploy recon aircraft in a **3-hex fan** covering:
 - Ibiza
 - Balearic Sea
 - Mallorca

3.2. Fighter Operations

- Assign I-15/I-16 fighters to:
 - Air Superiority over Ibiza
 - Air Superiority over Palma

3.3. Bomber Operations

- Naval Attack: **Off**
 - Ground Attack: **On**
 - Target priorities:
 - Ports
 - Airfields
 - Coastal defenses
-

4. LCU PREPARATION & ASSEMBLY

4.1. Identify Available LCUs

- Infantry brigades (1–2)
- Marine/assault unit (if available)
- Artillery unit
- Engineer unit (optional but ideal)

4.2. Staging Locations

- Primary: **Valencia**
- Secondary: **Barcelona**

4.3. Readiness Checks

- Fatigue < 20
- Disruption < 15
- Supply ≥ 20
- TOE ≥ 80%

4.4. Loading Order

1. Infantry brigade #1
 2. Infantry brigade #2
 3. Artillery
 4. Engineers
-

5. INVASION EXECUTION

5.1. Phase 1 — Ibiza

1. Recon confirms garrison
2. Fighter sweep
3. Bomber strikes
4. Naval bombardment
5. Land infantry
6. Secure port
7. Land artillery
8. Land engineers

5.2. Phase 2 — Mallorca (Palma)

1. Recon
 2. Fighter sweep
 3. Bomber strikes
 4. Naval bombardment
 5. Land infantry
 6. Expand beachhead
 7. Bring artillery
 8. Push inland
 9. Secure Palma
-

6. POST-CAPTURE CONSOLIDATION

6.1. Air Repositioning

- Move fighters to Ibiza
- Move bombers to Palma

6.2. Infrastructure Repair

- Repair ports
- Repair airfields

6.3. Supply Stabilization

- Ensure supply lines from mainland
- Rotate fatigued LCUs back to Valencia/Barcelona

7. COMMAND & CONTROL (FUTURE EXPANSION AREA)

7.1. Commander Assignment

- Identify best leaders for:
 - Naval groups
 - Air groups
 - Amphibious LCUs
 - Staging HQs

7.2. Command Range & HQ Placement

- Ensure HQs are within command radius of staging ports
- Ensure landing forces remain under optimal command coverage

7.3. Political/XP Considerations

- Track leader traits
- Track experience gain
- Rotate leaders to maximize long-term efficiency

8. SCALABILITY

- This script can be adapted for:
 - North African landings
 - Southern Spain coastal operations
 - Future island operations
 - Multi-axis mainland offensives

Lastly before the definitions tables that I find as useful reminders, this is my evaluation list of go – go for amphibious assaults and attacks based on two key game matrices; DL (Detection Value) and AV (Assault Value).

DL- Go/No-Go System (0–20 Scale)

This version replaces the earlier 0–7 shorthand with the actual 0–20 range from the manual.

1. DL Thresholds (0–20)

DL is not “how much you see”—it’s **how accurate the intel is**.

Higher DL = more precise unit composition, strength, and readiness.

DL 0–4: Blind / Unreliable

- You know *something* is there, but not what.
- Composition unknown.
- Strength unknown.
- Reserves unknown.
- **Never attack. Never land.**

DL 5–9: Partial Picture

- You know unit *type* (infantry, militia, armor).
- You know approximate size.
- You know terrain and fort level.
- **Land assaults possible**, but risky.
- **Amphibious operations still NO-GO.**

DL 10–14: Good Picture

- You know unit count.
- You know approximate disruption/fatigue.
- You know supply status.
- You know adjacent hex activity.
- **Land assaults are GO** if AV and Prep thresholds are met.
- **Amphibious operations still need more intel.**

DL 15–20: Full, High-Confidence Picture

- You know exact unit composition.
- You know disruption/fatigue accurately.
- You know supply level accurately.
- You know reserves and reinforcement routes.
- **Required for amphibious landings.**
- **Ideal for major offensives.**

2. AV Thresholds

AV is still the backbone of the go/no-go system.

Land Assaults

- Open terrain: **2.5–3×** defender AV
- Rough/woods: **3–4×**
- Mountains/cities/forts: **4–6×**

Amphibious Landings

- Minimum: **3×**
- Preferred: **4–5×**
- Port assault: **6×**

3. Prep % Thresholds

Prep % is still the “unit readiness for this specific target.”

Land Assaults

- Infantry: **70%+**
- Armor/cavalry: **60%+**
- Engineers: **80%+**

Amphibious Landings

- Infantry: **80–100%**

- Engineers: **100%**
- Artillery/AT: **70%+**
- Armor (if used): **60%+**

4. Logistics Readiness

Logistics is still the final gate.

Land Assaults

- Full supply
- Artillery ammo stockpiled
- Engineers rested
- Mobile Column fueled
- Reserves ready

Amphibious Landings

- Transports loaded
- Escorts ready
- Capital ships fueled
- Air cover available
- Follow-on waves staged
- Supply ships queued

5. DL-Corrected Go/No-Go Table

Category	Land Assault	Amphibious Landing
DL Required	10–14	15–20
AV Ratio	2.5–6×	3–6×
Prep %	70–80%	80–100%
Logistics	Full supply + rested	Fleet + air + supply staged
Weather	Favorable	Favorable + low enemy air

If any one of these is RED → **NO-GO**.

6. DL-Driven Operational Triggers

This is the corrected “DDAY Conditions Achieved” checklist.

DDAY = GO when:

- **DL ≥ 15** (amphibious) or **DL ≥ 10** (land)
- **AV ≥ required ratio**
- **Prep % ≥ required threshold**
- **Logistics = GREEN**
- **Weather = GREEN**
- **Enemy reserves = FIXED or DISTRACTED**

This is your launch authority.

7. Why DL 15–20 is mandatory for amphibious ops

Because amphibious landings are the most fragile operations in the game:

- You need to know **exactly** what’s on the beach.
- You need to know **exactly** how many defenders.
- You need to know **exactly** how disrupted they are.
- You need to know **exactly** where reserves are.
- You need to know **exactly** what coastal guns exist.
- You need to know **exactly** what air cover they have.

DL 15–20 gives you that.

DL 10–14 gives you “pretty good intel,” but not enough for a landing.

DL 5–9 is “we think something is there.”

DL 1–4 is “we’re blind.”

8. How to raise DL to 15–20

This is the practical part:

- **Daily recon flights**
- **Multiple recon aircraft types**
- **Subs parked off the coast**
- **Surface ships doing short patrols**
- **Ground recon (if land-based)**
- **SIGINT from ops reports**
- **Repeated sightings over multiple turns**

DL rises fastest when **multiple recon sources overlap**.

9. The corrected one-line doctrine

DL tells you what’s there, AV tells you if you can beat it, Prep tells you if your units are ready, Logistics tells you if you can sustain it.

Tables, Charts, Definition from all the games manuals.

Game Abbreviations

Abbreviation/Term	Meaning/Description
ASW	Anti-Submarine Warfare
CAP	Combat Air Patrol
LRCAP	Long Range Combat Air Patrol
DH	Destination Hex
DL	Detection Level
LCU	Land Combat Unit(s)
TF	Task Force(s)
LC	Landing craft
KDYS	One KDYS (KiloYards) equals One Thousand Yards
AVS	Aviation Support Squads
MVR	Maneuver
LBA	Land Based Air
Stevedore Squads	These squads help in loading operations in ports. Civilian version of “Naval Support”. No re-arm bonus from these squads.

CAM Ships	Cargo ships with a catapult for aircraft. Normally you cannot land back on the ship again. The aircraft either lands on a shore AF or is lost upon use.
Lighters	Small craft (abstracted) that help to load/unload ships in port. Especially ships that cannot dock pier side and must be loaded/unloaded while being at anchor. Lighters are provided by Stevedores, sometimes by Naval support and depend on port size.

ARMY

Español	English
Teatro de Operaciones	Theater of Operations
Reg. Administrativas	Administrative Regions (military areas)
Cuerpo de Ejercito	Army Corps
Division de Infantería	Infantry Division
Division Asturiano	Asturian Division
Division Vasca	Basque Division
Division Montanesa	Mountain Division
Brigada	Brigade
Brig.de Infantería	Infantry Brigade
Brigada Mixta	Mixed Brigade
Brigada Guerrillera	Guerrilla Brigade
Brigada Móvil	Mobile Brigade
Brig. Internacional	International Brigade
Brigada Blindada	Armored Brigade
Brig.de Caballeria	Cavalry Brigade
Columna de Milicia	Militia Column
Agrupación	Group
Agrupacion Carros de C.	MBT Group
Agrupacion de Mil.	Militia Group
Grupo de Artilleria	Artillery Group
Grupo Antitanque	ATG group
Grupo de D.C.A.	AA Group
Grupo Mixto de ART	Mixed Artillery Group
Grupo de Asalto	Assault Group
Gr.de Intendencia/Aut.	Quartermaster Group
Grupo Mixto de Zapadores	Mixed Engineers Group
Grupo de Morteros	Mortar Group
Regimiento	Regiment
Regimiento de Infant.	Infantry Regiment
Regimiento de Milicia	Militia Regiment
Reg.de Caballeria	Cavalry Regiment

Reg.de Ferrocarriles	Railways Service Regiment
Sector de Milicia	Militia Sector
Batallon	Battalion
Batallon de Guarnicion	Garrison Battalion
Batallon de Infantería	Infantry Battalion
Batallon de R.I.	Battalion of the Infantry Regiment...
Batallon de Milicia	Militia Battalion
Batallon de Ferrocarriles	Railways Service Battalion
Batallon de Montana	Mountain Battalion
Batallon Carros de C.	MBT Battalion
Batallon de Blindados	Armored Cars Battalion
Bandera de Falange	Falange Battalion
Tercio de Requetes	Requetes Battalion
Bandera de Legion	Legion Battalion (elite troops)
Tabor de Regulares	Regulars Battalion (elite troops)
Batallon de Ametralladoras	Machine Gun Battalion
Batallon Móvil	Mobile Battalion
Batallon de Voluntarios	Volunteer battalion
Batallon de Carabineros	Border Police Battalion
Batallon de Trabajadores	Workers Battalion
Batallon de Zapadores	Sappers Battalion
Bat.Internacional de Inf.	International Infantry Battalion
Tabor de Tiradores	"Shooters" Battalion (Morocco elite troops)
Tabor de Mehal-la	Mehal-la Battalion (Morocco infantry battalion)
Batallon de Cazadores	Light Infantry Battalion
Batallon de ingenieros	Engineer Battalion
Batería	Battery
Bateria Antiaérea	AAA battery
Bateria Antitanque	Anti-Tank Gun battery
Compania	Company
Comp.de Intendencia	Quartermaster company
Compania de Blindados	Armored company
Comp. de Zapadores	Sappers/Engineers company
Compania de Asalto	Assault Company
Comp.de Tren/Servicios	Transport Company
Compania de Milicia	Militia Company
Bateria de Campana	Field Battery
Comp.Zap.de Puentes	Bridge engineer company
Compania de Requetes	Requetes company
Centuria de Falange	Company of the fascist party
Centuria	Company (in anarchist or fascist militia)

Escuadron de Caballeria	Cavalry Squadron
Requete Esc.de Caballeria	Requete Cavalry Squadron
Tabor de Caballeria	Cavalry Battalion (Morocco troops)
Seccion de Caballeria	Cavalry section
Seccion Carros de C.	MBT Section
Guarnicion	Garrison
Hospital Militar	Military Hospital
Servicio de Tren/Parque	Transport Service

NAVY

Spanish	English
Comandancia Naval	Naval Command
Administ.de Puertos	Port Administration
Servicios de Base Navales	Naval Base Services
Brig.Inf.de Marina	Marine Brigade
Batallon de Inf. Marina	Marine Battalion
Compania de Inf. Marina	Marine Company

Air Force

Spanish Term	English Translation
Air Force	Air Force
Grupo Aereo	Air group
Escuadrilla	Air squadron
Aviacion Rgt	Air Force Regiment
Batallon de Aviacion	Air Force Battalion
Comp.Aviacion Base	Air Force company Base

RANKS

ARMY

Spanish Rank (1936)	Abbrev.	U.S. Army Equivalent (1936)
Alférez	ALF	Second Lieutenant (O-1)
Teniente	TNT	First Lieutenant (O-2)
Capitán	CAP	Captain (O-3)
Comandante / Mayor	COM / MAY	Major (O-4)
Teniente Coronel	TCOR	Lieutenant Colonel (O-5)
Coronel	COR	Colonel (O-6)
General de Brigada	GENB	Brigadier General (O-7)
General de División	GEND	Major General (O-8)
Teniente General	TGEN	Lieutenant General (O-9)
Generalísimo	GENAR	General of the Army (5-Star)

NAVY

Spanish Navy Rank	Abbrev.	U.S. Navy Equivalent (1936)
Alférez de Navío	ALFN	Ensign
Teniente de Navío	TNTN	Lieutenant
Capitán de Corbeta	CAPC	Lieutenant Commander
Capitán de Fragata	CAPF	Commander
Capitán de Navío	CAPN	Captain
Contralmirante	CONT	Rear Admiral (Lower Half)
Vicealmirante	VICE	Vice Admiral
Almirante	ALM	Admiral

AIR FORCE

Spanish Air Force Rank	Abbrev.	U.S. Air Corps Equivalent (1936)
Alférez	ALF	Ensign / Pilot Officer
Teniente	TNT	Lieutenant
Capitán	CAP	Captain
Comandante / Mayor	COM / MAY	Major
Teniente Coronel	TCOR	Lieutenant Colonel
Coronel	COR	Colonel
General de Brigada Aérea	GENBA	Brigadier General
General de División Aérea	GENDA	Major General
Teniente General	TGEN	Lieutenant General
Generalísimo	GENAR	Generalissimo (Head of State)

Ship Types Table

Code	Ship Type	Notes
AC	Coal Collier Support Ship	A bulk cargo ship used for underway replenishment of coal to coal fired ships.
ACM	Minefield Tender	Small minefield servicing craft designed to repair and update defensive minefields. Prevents decay of a portion of minefield.
ACR	Armored Cruiser	This ship has the capability of defeating most ships but is fast enough to get away from more powerful ships like battleships.
AD	Destroyer Tender	Auxiliary used to tend destroyers. Will rearm and assist in repairs.
AE	Ammunition Ship	Ship equipped to carry ammunition and rearm other ships underway.
AG	Miscellaneous Auxiliary	General-purpose auxiliary with several uses. Can tend small craft, repair and rearm (not including torpedoes), carry cargo in a cargo TF.
AGC	Command Ship	Auxiliary modified to carry Amphibious Headquarters units and provide command and control during landings.
AGP	Torpedo Boat Tender	Tender for PT type craft capable of repairs and rearming, including torpedoes.
AH	Hospital Ship	Works by having medical squads in ship TOE at slot 19. When disbanded in a port, medical squads added to those in base. LCU's in hex heal disabled squads faster.
AKA	Attack Cargo Ship	Cargo ship modified to land equipment and supplies during amphibious operations. Carries landing craft and can unload at accelerated rate.
AKE	Ammunition Transport	Ship adapted to carry ammunition but cannot perform underway replenishment. Can rearm ships when anchored at same location, and transfer cargo to AE ships when docked in port.
AK	Military Cargo Ship	Ship designed to carry cargo, including military equipment, supplies and resources.
AKL	Light Cargo Ship	Like AK type ships, other than size and range.
xAK	Cargo Ship	Civilian cargo ships are used for moving military equipment, supplies and resources from port to port.
xAKL	Cargo Ship, Light	Smaller, shorter ranged, civilian cargo ship, used in same fashion as xAK.
AKV	Aircraft Transport	Ship designed to carry aircraft as cargo. Aircraft not crated and not disabled when unloaded.
AMC	Armed Merchant Cruiser	Auxiliary Escort Cruiser converted from a fast merchant ship. Capable of escort roles and transporting troops and supplies.
AM	Minesweeper	Small, usually purpose-built, minesweeper.

AMc	Coastal Minesweeper	Small local general-purpose minesweeper.
APA	Attack Transport	Transport ship modified to land troops and equipment during amphibious landings. Carries landing craft and can unload at accelerated rate.
AP	Military Troop Transport	Ship designed to transport troops. May carry equipment and cargo.
APc	Coastal Transport	Small local service troop transport used for movement between islands and coastal areas.
APD	Destroyer Transport	Destroyer modified to carry troops and light equipment.
xAP	Transport	Civilian passenger ships used to move troops from base to base.
xAPc	Coastal Transport	Small civilian ship used for movement between islands and coastal areas.
AR	Auxiliary Repair Ship	Auxiliary ships are used to repair other ships.
ARD	Auxiliary Repair Dock	Floating dry-dock used to repair damage below the waterline.
AS	Submarine Tender	Auxiliary used to tend submarines. Will rearm and assist in repairs.
BB	Battleship	Large surface capital warships.
BBc	Coastal Defense Battleship	Warships built for the purpose of coastal defense. They were small, often cruiser sized warships that sacrificed speed and range for armor and armaments.
BC	Battlecruiser	Variation of Battleships that trade protection for speed.
BM	Coastal BB/Monitor	A class of a relatively small warship that is lightly armored and often equipped with disproportionately large guns. Used for coastal warfare.
CB	Large Cruiser	Large fast cruisers.
CA	Heavy Cruiser	Large cruisers. "Heavy" indicates guns larger than 6.1".
CL	Light Cruiser	Cruisers equipped with smaller guns. Generally, 5" to 6" guns for main battery.
CLAA	Anti-Aircraft Cruiser	Cruisers specially adapted for anti-aircraft roles with AA guns as primary weapons.
CM	Minelaying Cruiser	Larger and faster ships primarily used for offensive mine laying or operations in dangerous waters.
CMc	Coastal Minelayer	Smaller and slower ships primarily used for defensive minelaying.
CP	Protected Cruiser	Cruisers that are typically lighter in displacement and mount fewer, lighter guns than larger armored cruisers.
C	Cruiser	Post WW1 cruisers which are typically smaller than battleships but larger than a destroyer.
CS	Floatplane Cruiser	Large, faster ship adapted to carry and operate float type aircraft.
CV	Aircraft Carrier	Originally designation for all aircraft carriers. By WWII, indicated large, fast, fleet carriers. Not present in War in Spain 1936-39, shown for historical reasons.

CVB	Aircraft Carrier (Battle)	Variation of a CV. Primarily for the USN Midway Class. Not present in War in Spain 1936-39, shown for historical reasons.
CVE	Escort Carrier	Small, slow Carrier for support use. Not present in War in Spain 1936-39, shown for historical reasons.
CVL	Light Aircraft Carrier	Smaller carriers capable of operating with larger fleet carriers. Not present in War in Spain 1936-39, shown for historical reasons.
DMS	Destroyer Minesweeper	Destroyer modified to sweep mines.
DM	Destroyer Minelayer	Destroyer modified to lay mines.
DD	Destroyer	General purpose fleet escort, varying in size, speed and weapons.
DE	Destroyer Escort	Variation of destroyer with reduced speed. Used to escort slower combat TF's and transports.
E	Escort	Foreign naval designation for warships between Patrol craft and destroyer escort.
HDML	Harbor Defense Motor Launch	Variation of the YP.
KV	Corvette	Slower ocean going ASW escorts.
LB	Landing Barge	General purpose landing barges of various types.
LCS(L)	Landing Craft, Support (Large)	Craft modified to provide close inshore support for amphibious landings.
LCI	Landing Craft, Infantry	Beaching craft designed to land infantry directly onto shore.
LCI(G)	Landing Craft, Infantry (Gun)	LCI modified to provide gunfire support during landings.
LCI(M)	Landing Craft, Infantry (Mortar)	LCI modified to provide mortar support during landings.
LCI(R)	Landing Craft, Infantry (Rocket)	LCI modified to provide rocket support during landings.
LCT	Landing Craft, Tank	Beaching craft capable of landing one or two tanks directly onto shore.
LCVP	Landing Craft, Vehicle and Personnel	Small beaching craft capable of landing a single vehicle or small troop formation directly onto shore.
LSI(L)	Landing Ship Infantry, Large	British designation. Operates same as APA.
LSI(M)	Landing Ship Infantry, Medium	British designation. Operates same as APA.
LSI(S)	Landing Ship Infantry, Small	British designation. Operates same as APA.
LSM	Landing Ship, Medium	General-purpose beaching craft for landing troops and equipment.
LST	Landing Ship, Tank	Large slow ship designed to beach and land tanks and equipment directly onto shore.
LSD	Landing Ship Dock	Landing ship with floodable dock. Can load troops directly into landing craft prior to flooding. Carries landing craft and can unload at accelerated rate.
LSV	Landing Ship Vehicle	Cargo ship designed to unload larger vehicles during amphibious landing. Carries landing craft and can unload at accelerated rate.
MGB	Motor Gun Boat	Small boats, similar in size to PT Boats, only armed with guns.
ML	Motor Launch	British designation used like SC's.
MTB	Motor Torpedo Boat	Identical in usage to PT Boats.

PB	Patrol Boat	Wide range of ships from converted destroyers to modified fishing trawlers.
PC	Patrol Craft	General purpose patrol ship of varying types. Mostly for ASW patrols.
PF	Patrol Frigate	Fast escort and patrol vessel.
PG	Patrol Gunboat	Smaller warships of several types. Varying from small coastal vessels to large ocean-going warships.
PR	River Gunboat	A small river craft designed to operate in rivers. Equipped with small caliber cannons or a mix of cannons and machine guns.
PT	Patrol Torpedo Boat	Small fast craft armed with torpedoes and few small guns.
SA	Sailing Ship	Represents sailing ships of all types which can move men and material.
SC	Sub Chaser	Small, short ranged ASW ships.
SS	Submarine	Submersible warships generally armed with torpedoes and a few deck guns.
SSM	AI Minelaying Submarine	Used for the AI to lay mines.
SSO	Oiler Replenishment Sub	Submarine oiler replenishment subs used to refuel submarines at sea.
SST	Transport Submarine	Submarine used for supply transport or small infantry raids. Can carry specialized troops such as commandos.
SSX	Midget Submarine	Very small submersible submarine used to gather intel and attack warships in enemy ports.
TB	Torpedo Boat	Smaller version of destroyers from Naval Limitation Treaty. Not as capable as destroyers but sometimes same roles.
TK	Tanker	Ship adapted to carry fuel or oil as cargo. Cannot perform underway replenishment but can refuel ships when anchored in same port.
YO	District Oiler	Identical function to a Tanker but has shorter range and capacity.
YMS	District Minesweeper	Small general-purpose minesweeper.
YP	District Patrol Craft	Small general purpose patrol craft.

TF Type	Description
Air Transport	These TFs are tasked with moving air units and supplies to friendly air bases with a port.
Amphibious	These TF's are used for invasions of enemy held locations.
Anti-Submarine Warfare (ASW)	These TFs are used for hunting enemy submarines exclusively and will not allow large warships in them. (only AM, DMS, SC, PG, PC, APD, DE, DD type ships). Chance of contacting enemy subs is higher in coastal hexes than open water, and ASW TF's are more likely to shoot first if contact is made.
Barge	These TF's move supplies and LCU's in front-line areas over limited distances. They are slow, carry minimal materiel, but are useful in restricted areas.

Bombardment	Surface Combat TF whose sole mission is to shell enemy-held bases, facilities, and troop concentrations.
Cargo	These TF's are meant to carry supplies and resources.
Escort	General purpose "ship movement" TFs used to evacuate damaged ships from battle and move ships between bases.
Fast Transport	Moves men and material quickly, usually at night. Ships are fast and agile (e.g., converted Destroyers/APD), but carry much less than regular transports.
Landing Craft	A merger of Barge and Amphibious; a beaching craft invasion TF mainly used for short-range and beach-to-beach invasions.
Local Minesweeping	These Missions seek to find and remove anti-ship mines in a localized area. The ships are generally not deep sea capable.
Mine Laying	These TF's lay anti-ship mines in friendly ports for defensive purposes.
Midget Sub Carrier	Certain submarines configured to carry midget subs into combat. Requires both a carrier sub and an available Midget Sub to combine into the TF.
Midget Submarine	A subset of Sub Patrol TF's, these small subs have very limited range but can protect bases or, with a carrier, attack enemy bases.
Minesweeping	These Missions seek to find and remove anti-ship mines.
PT Boat	These TF's protect assigned ports by patrolling for and reacting to enemy surface forces or bombardment TF's.
Replenishment	These TF's can refuel other TF's at sea. They are primarily made up of Oilers and escorts for protection.
Sub Minelaying	Stealthier than surface mine layers, these TFs lay mines quietly but in smaller numbers than surface groups.
Sub Patrol	Unseen and unheard, usually single-sub-TFs gather intelligence and attack targets of opportunity.
Sub Transport	Harder to detect than Transport/Fast Transport TF's, but with even more limited capacity.
Support	Contain repair ships, tenders, fuel and ammunition ships, and escorts. Can create temporary naval bases or move support ships between bases.
Surface Combat	Use battleships, cruisers, destroyers, and other specialized ships to seek out and destroy the enemy.
Tanker	A TF used to carry fuel or oil.
Transport	Move large amounts of men and material. Troops and supplies are loaded for efficiency but do not arrive battle ready.

Shells designed to detonate near enemy aircraft	Area effect	Suffer at low altitudes from below 3K feet, zero firepower at 100 feet	Large 2 or 4 engine bombers will not do well at altitudes covered by small AA
Projectiles that need to contact enemy aircraft	Direct contact damage	Defend from low level attacks	Highly depend on aircraft size to achieve a hit; only fighter aircraft and 1 engine bombers can operate at that altitude with no additional penalty

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