

# RULES OF PLAY

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# Operation Isabella:

What If, Spain 1942?

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## 1.0 INTRODUCTION

### 1.1 In General.

Operation Isabella (OI) is an intermediate-complexity two-player wargame simulating the possible events that could have unfolded across Iberia during the late summer of 1942 if either side's planned but never run campaigns had been set in motion. See the historical game-support article in the magazine for more details. A complete game generally takes from two to three hours to complete, and it is suitable for solitaire play.

### 1.2 Scale.

Each hex on the map equals 20 miles (32.4 km) from side to opposite side. Each full turn represents one week. Every ground unit represents a regiment, brigade or division (or there ad hoc equivalent) of about 2,500 to 12,000 men and/or 50 to 350 armored fighting vehicles.

### 1.3 Force Groupings.

Allied forces are organized into three groupings: those of the US, those of British and their Commonwealth partner Canada, and those Spanish republic. If a rule is said to apply to "Allied" forces, it applies to all three of those groupings. Axis units are organized into two groupings: the German armed forces and those of the Falangist Spanish. If a rule is said to apply to "Axis" forces, it applies to both those groupings. If a rule applies only to some subset of units within those two major groupings, that will be spelled out in each such particular rule.

### 1.4 Portugal.

All Portuguese territory on the map, along with all that nation's units in the counter-mix, are "pro-Allied neutral" at the start of each match. During play, that territory and those units may be brought into the game on the Allied side based on the deliberate actions of the German or Allied player, or they may go through an entire match remaining neutral. Portugal is never on the Axis side. For details see section 8.0.

### 1.5 Compass & Map Directions.

Compass directions are shown by the arrow the printed in the corner of the mapsheet. For play purposes, the "east map edge" is made up of all hexes 4208 to 4228, inclusive. Functionally, given the irregularity of the coastline, there are no "west" or "south" or "north" map edges.

## 2.0 COMPONENTS

### 2.1 In General.

The components to a complete game of OI include these rules, the mapsheet and the sheet of die-cut counters.

### 2.2 Game Map.

The game map shows the militarily significant terrain across Iberia as it existed late in 1942 when portrayed at this scale. The hexagonal ("hex") grid printed over the map regulates the placement and movement of units. A unit is considered to be in

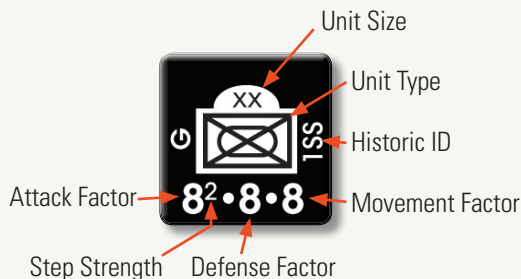
only one hex at any one time. Each hex contains natural and/or manmade features that affect movement and combat. Each hex on the map has a unique, four-digit identification number printed within it. They're provided to help you find referenced places more quickly. For example, the city of Madrid is in hex 2816. Those numbers also allow you to record unit positions if a match has to be interrupted and taken down before it can be completed.

### 2.3 Unit Counters.

The orders of battle (also referred to as “units” and “unit counters”) represent formations that were historically available for this campaign. That is, the orders of battle are derived from what was historically available to the Spanish, Portuguese and Germans (garrisoning France), along with what the Anglo-Allies historically committed to (now presumed cancelled) Operation Torch. Additional counters are provided as informational markers and memory aids. After reading through these rules, punch out the counters. Trimming the “dog ears” from their corners with a fingernail clipper will facilitate their easy handling and stacking during play.

### 2.4 Sample Combat Unit.

This unit is the Germans’ 1st SS Panzer Grenadier Division. It has an “attack factor” of “8,” a step-strength of “2,” a “defense factor” of “8” and a movement factor of “8.” Also note the Spanish-Falangist and Portuguese units have four-digit numbers in their upper-left corners corresponding to the their set up hexes.








Also note the backs of the units except one contain no numeric or textual data, only national flags. When the back of a unit is showing upward, it is said to be “disrupted.” See sections 5.0, 12.0 and 13.0 for the details in regard to the significance of that.

The single exception to that presentation is the British 1/2GGB. See 2.7, 6.3, 10.3, 12.1, 13.24 & 13.25 for more details on that unit.

### 2.5 Unit Types.

The units in the game all belong to one or another of the following types. When these distinctions are important in regard to specific movement, combat and replacement capabilities, etc., the details are explained at the most pertinent places in the rules below.

-  —Armor/Panzer
-  —Airborne Panzer\*
-  —Panzer Grenadier
-  —Infantry or Combined Arms Corps
-  —Mountain Infantry

 —Paratroops\*\*

 —Static Fortress Garrison





*\*Design Note.* The German “Hermann Goering Panzer Division” carries both the oval panzer symbol and airborne wings. The latter is purely a historic honorific; the unit has no airborne capability.

*\*\*Design Note.* All German paratroop units in the game have double designations, showing both the paratroop ‘wings’ symbol and the triangular mountain infantry symbol. That’s to clarify the idea that, though they were historically designated only as paratroops, they operatively had (and have in this game) mountain infantry capabilities. In fact, since all three German paratroop units in the counter-mix actually begin play already on the map, they have no airborne capabilities and function as regular mountain infantry units.



### 2.6 Unit Nationality & Sides.

A unit’s nationality grouping, and therefore the side it’s on, is shown by its color scheme.

#### Allied Color Schemes

-  UK units (including Canadian): black on tan
-  US units: white on olive drab
-  Portuguese units: black on sky blue
-  Republican Spanish units: white on red

#### Axis Color Schemes

-  German units: white on black
-  Falangist Spanish: black on gray

### 2.7 Historical Identifications & Organizational Sizes.

Individual units are further identified by numbers and/or letter abbreviations. The abbreviations refer to the historical name (for those that had them) or other designators.

- 250B—250th Spanish Blue
- Bar—Barentin\*
- C—Canadian
- FS—Falangist (Axis) Spanish
- G—German
- 1/2GGB—1st & 2nd Gibraltar Garrison Brigade
- HG—Herman Goering
- LMC—Lisbon Military Command
- P—Portuguese
- RS—Republican (Allied) Spanish
- SS—Schutzstaffel
- UK—United Kingdom\*\*
- US—United States

XXX—Corps  
 XX—Division  
 X—Brigade  
 III—Regiment

*\*Design Note.* The “Bar” unit has its size-symbol bracketed, meaning it was an ad hoc unit of approximately regimental size put together just for this campaign (historically, for the Tunisian campaign).

*\*\*Design Note.* UK units not further identified with a “C” are British.

## 2.8 Combat Factors.

These numbers are measures of each unit’s ability to engage enemy formations in offensive and defensive combat. Their use is explained in section 13.0.

## 2.9 Movement Factors.

These numbers are measures of each unit’s ability to move across the hex-grid printed over the map. Their use is explained in section 12.0.

## 2.10 Step Strength.

All line units contain from one or two “steps.” That is an arbitrary term used to express the ability of a unit to absorb a certain amount of combat losses before ceasing to be an effective formation (a measure of its “robustness” in current US Army jargon). Each unit’s current step strength is shown by the small “1” or “2” between their larger attack and defense factors (see 2.4 above).

If a unit containing two steps suffers a step loss, it is removed from the map and replaced there by its one-step “substitute counter.” If a one-step unit, or a former multi-step-unit that has already been “reduced” in strength, suffers another step loss, it is removed from the map (“eliminated”) and placed in the “dead pile” off to the side.

Most eliminated units may be returned to play, and partially eliminated (“reduced”) two-step units may regain their lost step via the replacement rule. (See section 10.0 for details on that.) Step strength reduction and full unit elimination only take place as the result of combat.

All two-step units begin play during set up, or enter later in the game as reinforcements, at their full two-step strength. No two-step unit will ever have more than one of its counters in play on the map at any one time. One-step substitute-counters are easily recognized by the fact they have a dot in their upper-left corners.

## 2.11 Markers.

The counter-mix also includes the following markers. Their uses are explained in appropriate sections of the rules.



Airpower



Allied Beachhead Supply



Allied Hex Control



German Victory Points



German Hex Control



Gen. Patton

## 3.0 SET UP

### 3.1 Preparing to Play.

After first deciding who will command which side, both players should sort the units of their own side according to the following instructions. The “Axis player” commands all German and Falangist-Spanish units. The “Allied player” commands all US, British (and Canadian), Republican-Spanish and Portuguese units.

The Axis player should sit off the east side of the map facing west, with the Allied player sitting opposite him off the map’s west side and facing east. Set the game up in the sequence given below.

*Note that all units of both sides are setup on the map in their undisrupted state; that is, with the sides showing their numeric and textual data facing upward.*

### 3.2 Spanish & Portuguese Set Up.

Set up all five of the Portuguese units in the hexes shown on those counters. Similarly, set up all 10 Falangist Spanish units in the hexes shown on those counters. Temporarily set off to the side within easy reach the seven Republican Spanish units.

### 3.3 Determining Spanish Loyalties.

*Note that the Falangist Spanish I, IX and X Corps counters all have asterisks next to their set up coordinates.* That is a reminder they will always remain loyal to the Axis side. Each of the other seven corps must have their loyalties tested via a die roll made openly and individual by the Allied player for each one. On an unmodified result of one, two or three, a corps remains loyal to the Axis; on a roll of four, five or six, remove that unit and replace it on the map with its (weaker) Republican analog corps. No corps, having once had its loyalty determined, will change sides again during the game; so put away all defected Falangist corps.

*Design Note.* The Falangist I Corps is assumed to always stay loyal to the Axis because it would have served as Ramon Serrano Suner’s power base in the anti-Franco coup we are assuming he just launched, and that in turn has triggered both Anglo-Allied and German intervention into Spain. The IX and X Corps were made up of pre-civil-war Army of Africa veterans who had provided the original hard core for the Falangist side in that conflict. As such, they would have to fear for their own lives under any restored republic, so they also stay loyal to the Falangist cause no matter who is leading it.

### 3.4 Allied Set-Up.

The Allied player should first place the Gibraltar garrison unit into hex 1422, and then decide into which landing hex he will place his beachhead supply source marker. That is, he may choose any one Portuguese or Spanish port (city in a coastal hex) from Algeciras (1321) north and east to Bilbao (3710), inclusive. He should next select two US and two British units of his choice, and place that stack in the hex with the beachhead marker. He should then temporarily set the remaining US and British full-strength units, and all substitute units, off to the side of the map within easy reach.

### 3.5 German Set-Up.

The German player should first put his two reinforcement units—the 250B and HG Divisions—into the Turn 2 and Turn 8 boxes (respectively) on the Turn Track printed on the mapsheet.

He should next place the two German paratroop regiments into any one or two clear or city hexes anywhere on the map that is/are at that moment unoccupied by any enemy units or zones of control.

After that he should place all his 10 remaining German units in any hexes of Occupied France using normal stacking limits, while also putting all substitute units off to the side of the map within easy reach.

### 3.6 Initial Marker Placement.

Set aside, within easy reach, the remaining markers shown in rule 2.11: the five Allied/German Airpower markers, the Gen. Patton counter, and the Allied/German Hex Control markers. Place both (×1 and ×10) German Victory Point markers into the zero (0) box of that track, and put the Turn marker into the one (1) box of the Turn Track, both of which are printed on the mapsheet. That completes the set-up of the game.

## 4.0 HOW TO WIN

### 4.1 In General.

Both players need to go on the offensive if they hope to win the game. The game will usually be won by a reckoning of German “victory points” at the end of Turn 10; however, both sides can also win “sudden death” victories prior to the end of that turn. There are no drawn games.

### 4.2 Allied Sudden Death Victories.

If the Allied player declares the reestablishment of the republic and that die roll causes the German victory point total to go below zero (see 4.6 & 5.11), play stops at that time and the Allied player is declared the winner of the game. Similarly, if the Allied player ever gains control of the German supply source hex (4212) play stops at that instant and the Allied player is declared the winner of the game.

### 4.3 German Sudden Death Victory.

Play stops and the German player is declared the winner the instant he gains control of the Allied beachhead hex, either by entry into an undefended beachhead during movement or via advance after combat after a successful attack against a defended beachhead. The beachhead counter itself exerts no ZOC, nor does it have any intrinsic defense strength or stacking value.

### 4.4 End Game Victory Based on Points.

If, by the end of Turn 10, neither player has won a sudden death victory, either player might still win based on “victory points” (VP) that have been awarded to the German player for controlling certain hexes during play and at that time, as listed below. Based on controlling the hexes on the list (supply status has no bearing), if the German player has 25 or more VP, he has won the game at that time. If he has less than that number, that game has ended in an Allied victory.

### 4.5 Tracking VP.

Use the track printed on the map, and the two counters provided for it, to keep a running record of the current German VP total all through the game. At the start of play the German player has zero VP.

### 4.6 German VP Awards & Debits.

The German player gains and loses VP according to the following list. Each such award or debit should be scored on the VP Track the instant it occurs or when called for in the list below. The supply state of units involved in VP situations is never a consideration.

- +2 VP for each turn that ends with one or more Axis units in 1421.
- +4 VP for each turn that ends with Gibraltar (1422) Axis-controlled. Note this award supersedes the one above. That is, the Axis player may not get both these awards during the same game turn.
- +10 VP for Axis-control of Tangier (1322) at the end of Turn 10.
- +10 VP for Axis-control of Lisbon (1409) at the end of Turn 10.
- +1 to +6 VP, with the exact number determined by the Axis player openly rolling a die, for Axis-control of Madrid (2816) at the end of Turn 10 and at sometime during the game the Allied player had reestablished the republic.
- +3 to +18 VP, with the exact number determined by the Axis player openly rolling two dice for Axis-control of Madrid (2816) at the end of Turn 10 and at no time during the game had the Allied player reestablished the republic.
- -2 to -12 VP, with that exact number to be deducted from the German VP total determined by the Allied player openly rolling two dice when/if he reestablishes the republic (see 5.11).

## 5.0 SEQUENCE OF PLAY

### 5.1 In General.

Every turn of OI is divided into nine segments called “phases.” Each full sequence of nine phases, as shown below in outline, makes up one “turn,” of which there are a maximum of 10 in an entire match. Every action taken by a player must be carried out during the appropriate part of the sequence below. Once a player has finished a particular phase or a specific activity within a phase, he may not go back to perform some forgotten action or redo a poorly executed one unless his opponent graciously permits it.

### 5.2 Turn Sequence.

The turn sequence is presented below in outline. The rest of the rules are organized, as much as possible, to present their particulars in the order they are first encountered as you progress through each turn. Note the sequence of every turn is mostly the same, but with one important variable. That is, Phases IV and VI may change places with each other from turn to turn. See 5.6 for details on that.

- I. Air Superiority Placement Phase
- II. Republican Partisan Placement Phase
- III. Movement & Combat Sequence Determination Phase
- IV. Alternating Actions Movement or Combat Phase
- V. Movement or Combat Recovery Phase
- VI. Alternating Actions Combat or Movement Phase
- VII. Combat or Movement Recovery Phase
- VIII. Allied Replacement Phase
- IX. German Reinforcement & Reinforcement Phase

### 5.3 Ending a Turn.

Each time a German Reinforcement & Replacement Phase has been completed, advance the Turn marker one box on the Turn Track printed on the mapsheet and start a new turn with Phase I.

### 5.4 Air Superiority Phases.

Starting on Turn 2, in this phase both players openly roll one die. The only modifier to these rolls is the player who had air superiority the prior turn adds +1 to his die roll. Note that modifier is never greater than +1 no matter how many prior turns one side might have enjoyed air superiority. Reroll ties. Subtract the losing player's total from that of the winner. That difference is the number of airpower markers (one through five) awarded to the winner for use that turn. The player with air superiority for the turn should deploy all the markers awarded to him on the map as detailed in section 9.0. Note that on Turn 1 neither side has air superiority and none of those markers are deployed on the map.

### 5.5 Republican Partisan Placement Phases.

When/if the republic is restored (see 5.11 below), starting in the following turn and each turn thereafter, the Allied player has available the one partisan counter for placement. Once it becomes available, it remains available for once per turn use even if Madrid is lost to the Axis.



### 5.6 Movement & Combat Sequence Determination Phases.

In each of these phases, excluding that of Turn 1, the Allied player should openly roll a die. On an (always unmodified) outcome of one, two or three, that turn's Alternating Actions Movement Phase comes as Phase IV, while that turn's Alternating Actions Combat Phase comes as Phase VI. On a roll of four, five or six, those two phases are reversed in their order that turn. On Turn 1 the sequence is always the movement phase followed by the combat phase.

### 5.7 Alternating Actions Movement or Combat Phases.

Always starting with the Allied player, the two players alternate either launching one attack or moving one unit (depending on whether the present phase is movement or combat). Individual attacks may have more than one attacking unit in them (see section 13.0 for details), but moves are always made one unit at a time. The unit(s) committed to those actions are, upon their completion, flipped over to show their disrupted sides. If a player does not want to make an attack or a move when it is his time to

do so, he must flip over one unit to its disrupted side just as if it had moved or launched an inconsequential attack—there is no “passing” allowed.

### 5.8 Movement or Combat Recovery Phases.

A movement or combat phase continues as described above in 5.7 until either both players are out of undisrupted units or both agree they want to end the phase. If one player runs out of undisrupted units before the other, the player with remaining undisrupted units may complete whatever actions he desires to perform with them within normal strictures, but now uninterrupted by having to pause to allow the opposing player to take an action. When a combat or movement phase is ended, both players should cooperatively turn over all disrupted units on the map so their undisrupted sides are showing upward.

### 5.9 Allied Replacement Phases.

During these phases, the Allied player may reorganize back into play units that had been previously eliminated in combat. Further, he may rebuild to two-step strength one reduced US and one reduced British or Canadian unit to two-step strength. See section 10.0 for details.

### 5.10 German Reinforcement & Replacement Phases.

During these phases, the German player may enter into play on the map newly arriving units, followed by reorganizing back into play units that had been previously eliminated in combat. Further, he may rebuild to two-step strength one reduced German unit to two-step strength. See section 10.0 for details.

### 5.11 Reestablishing the Spanish Republic.

When/if Madrid becomes Allied controlled—no matter the exact nationality of the unit(s) involved in that hex's change of control status—the Spanish republic is declared to have been restored. That declaration is not an option; it is automatic and mandatory. With that restoration, the following come into play.

- Immediately make a one-time debit to the German victory point debit as described at the end of rule 4.6.
- Assuming the VP deduction does not end the game in an Allied sudden death victory, Republican Spanish replacements become available to the Allied player starting that turn. See 10.3 for details.
- Assuming the VP deduction does not end the game in an Allied sudden death victory, the Republican Spanish partisan counter becomes available to the Allied player starting the next turn. See 9.8 for details.

### 5.12 Patton Rising.

At the start of every game turn's Phase VIII, provided there is/are one or more US units in play on the map, the Allied player should openly roll a die. If that result is a one, Patton has emerged (permanently) as a successful corps commander. When/if that occurs, the Allied player should immediately place the Patton counter atop any US unit on the map. Once placed with that corps, he remains there until such time as that unit is eliminated or the game ends, whichever occurs first.



If Patton's corps is eliminated, after recycling it, roll another die for the general. On a result of one, two or three, he was been KIA and is permanently out of play. On a result of four, five or six, he has survived and will reappear along with his recycled corps when it returns.

The effect of Patton on his corps is its movement factor is increased to 12. Further, it may make momentum and probe attacks during turns in which the Allies have air superiority (see 13.22 & 13.23). The Patton marker itself has no combat or stacking values, nor does it exert its own ZOC, though the corps he commands continues to do so normally.

## 6.0 STACKING & FOG OF WAR

### 6.1 In General.

Stacking is the word used to describe the piling of more than one friendly unit in the same hex at the same time. Your units may never stack with enemy units. For stacking purposes, all ground units in the game, no matter their organizational size, count equally as "one unit."

### 6.2 Stacking & Movement.

Stacking rules are in effect at all times throughout the turn, but there is no limit on the number of units that may enter and pass through a given hex over the course of a phase as long as the stacking limit is met in each hex at every instant.

### 6.3 Stacking & Over-Stacking.

For both sides—with one exception—there may be up to four friendly ground units—of any organizational sizes—in any hex at any one time. The exception is that both sides may never have more than one unit in the Gibraltar hex 1422. Also note that the top-down or bottom-up order of units in a stack is of no consequence.

### 6.4 Allied & Axis International Stacking.

Within the strictures given above and below, it is permitted for units of different nationalities on both sides to stack together.

### 6.5 Free Stacking Markers.

All the markers illustrated in rule 2.11 have no stacking value and may be added freely to any stacks within the strictures governing their particular uses.

### 6.6 Over-Stacking.

If any hexes are found to be over-stacked at the end of any unit's movement, or at the end of a battle, the violating player should select the minimum number of units necessary from that hex in order to bring it back into compliance with the stacking rules. Those units are eliminated no matter their side or nationality (but potentially may be brought back via the replacement rules.

### 6.7 No Stack Movement.

Units are always moved individually; they are never moved as stacks.

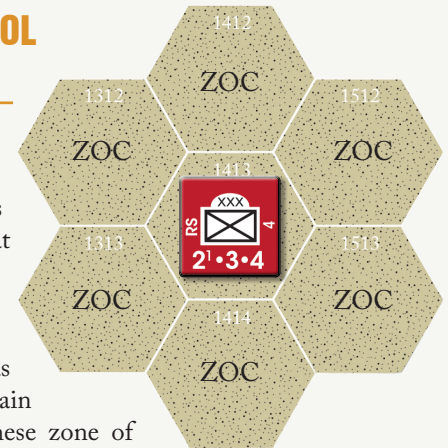
### 6.8 Fog of War.

Neither player may look beneath the top unit in any enemy stack unless he has declared an attack against it and it is time to resolve that battle. Similarly, neither player is allowed to examine his opponent's dead pile.

## 7.0 ZONES OF CONTROL & HEX CONTROL

### 7.1 In General

Zone of control rules are an abstraction of a unit's ability to project its combat power, through tactical fire and maneuver, coupled with the effect of reconnaissance uncertainty, into areas immediately around its main location. Do not confuse these zone of control rules with other rules concerning the control of hexes (see 7.7 below). Every ground unit on the map exerts a "zone of control" (ZOC) into the six hexes adjacent to its hex. Your units' ZOC stop enemy movement (see 7.5) and block supply paths (see section 10.0).



### 7.2 No-ZOC Markers.

None of the markers illustrated in rule 2.11 exert ZOC of their own; however, the presence of one or more such markers in a hex in no way inhibits ZOC-projecting units in that hex from projecting their ZOC normally.

### 7.3 ZOC Limits.

Units never exert ZOC across all-sea hexsides. For example, a unit in hex 1422 only exerts a ZOC into 1421. No other kind of terrain or water feature has any inhibiting effect on ZOC projection. Note, too, that out of supply units still project their ZOC while in that state.

There is no qualitative difference between a hex containing a ZOC projected there by one unit and a hex containing ZOC projected there by several units. A stack of units exerts the same ZOC as a single unit. The ZOC of units of both sides may be simultaneously exerted into the same hex.

### 7.4 Enemy Zones of Control & Supply.

A friendly ground unit or stack in a hex containing an enemy zone of control (EZOC) negates that EZOC for supply tracing purposes.

### 7.5 EZOC & Movement.

A moving unit must end its move for that phase when it first enters an EZOC. A unit that begins its move already in an EZOC may leave that hex, but only by entering a hex that does not contain an EZOC. Further, it must stop for that phase as soon as it does enter a hex with an EZOC. Thus units may not move directly from EZOC to EZOC. Friendly units do not negate EZOC for movement purposes.

### 7.6 EZOC & Retreats & Advances After Combat.

A friendly unit or stack may retreat-after-combat into an EZOC, and retreating out of an EZOC is also allowed. Similarly, EZOC have no inhibiting effect on advances-after-combat. See section 13.0 for further details.

### 7.7 Hex Control.

A unit may “capture” (gain control of) an unoccupied enemy controlled hex—thereby causing its control status to switch from one side to the other—by exerting its ZOC into that hex and provided that ZOC is not contested by an enemy EZOC or the presence of an actual enemy unit. For example, if no Axis units were in or adjacent to Cordoba (hex 1919), an Allied unit could “take control” of that hex for its side simply by moving adjacent to it. If, however, an Axis unit or stack were also adjacent to Cordoba, its ZOC would “contest” the Allied ZOC. In that case, the Allied unit would have to move into the Cordoba hex in order to take control of it, or wait for the contesting Axis force to move away.

The one exception to the above concerns the capture of the enemy’s supply source hex. To capture (and thereby eliminate) an enemy supply source, an opposing unit must actually move into that hex, either by movement or advance- or retreat-after-combat. Also note that, in relation to supply line tracing, the fact a hex otherwise empty of enemy units and their EZOC is enemy-controlled does not prevent the tracing of your supply lines into and/or through that hex.

At the start of Turn 1 the Allied side controls all hexes containing and immediately adjacent to Republican Spanish units, as well as the hexes containing and immediately adjacent to the beachhead marker, along with all the hexes of Portugal if it has been brought into the game. The Axis side controls all the hexes of Occupied and Vichy France, as well as hexes containing and immediately adjacent to Falangist Spanish units and the two German paratroop regiments.

## 8.0 PORTUGAL

### 8.1 In General.

At the start of each match, Portugal is a pro-Allied neutral and therefore out of play. Its units on the map are frozen in place until such time, if at all, the country is brought into play by the deliberate action of one or the other player. Note, however, that Portugal, when it enter play, always does so on the Allied side, no matter the exact method of its entry.

### 8.2 Portuguese Entry Into Play.

Either player may, during any turn’s Phase IV or VI, bring Portugal instantly, permanently and fully into the war by doing any one of the following three things: 1) by tracing one of his supply lines into one or more hexes in Portugal; or 2) by launching an attack into any hex in Portugal; or 3) by moving or retreating-after-combat one of his ground units into Portugal. Further, the Allied player may bring Portugal into play during Turn 1 by putting his beachhead into either Porto or Lisbon.



### 8.3 Portuguese Units & Supply.

As soon as Portugal is brought into play, the Allied player gains control of all its units, and they become eligible for normal replacement as given in section 10.0. Portuguese units in Portugal are always considered by be in supply there. Portuguese units operating elsewhere on the map trace their supply to the Allied beachhead hex or take coastal supply.

## 9.0 AIRPOWER & PARTISANS

### 9.1 In General.

At the start of every Air Superiority Phase of every turn after the first, both players follow the procedure given in rule 5.4. The player who gains air superiority for that turn immediately places all his awarded markers on the map as described below. Note there will never be a turn in which both players have airpower markers on the map at the same time, and therefore the German markers are back-printed on those of the Allies.



### 9.2 Placement.

An available airpower marker may be placed in any hex on the map with the exception of neutral Portugal. The presence of friendly or enemy ground units or their zones of control has no inhibiting effect on air power marker placement. Note, though, no more than one marker may be placed in any given hex. All available markers must be deployed.

### 9.3 Range.

Every airpower marker effects the hex in which it is placed and all six of the immediately surrounding hexes. Those seven hexes are termed its “range.” If the ranges of two or more friendly airpower markers overlap, there are no additive effects because of that overlap. Also note there are no qualitative differences between hexes immediately adjacent to a marker and the one directly beneath it.

### 9.4 Airpower & Enemy Movement.

For an enemy unit to make a move into a hex in range of one or more of your airpower markers, it must pay an extra movement point (MP) to do so for both in-hex and hexside costs. Also note the movement penalty is not increased if more than one enemy marker is in range of the hex into which you are moving a unit, nor does the preexisting presence of a friendly unit in an enemy air power marker’s range negate the movement penalty for subsequently arriving units.

### 9.5 Airpower & Friendly Movement.

In general, due to the reconnaissance advantage they provide, when your side’s units enter a hex in range of one or more of your airpower markers they do so by paying only one MP no matter the terrain otherwise involved. Similarly, no river hexside crossing cost need be paid. The exception is the road movement rate is not enhanced in any way. See section 11.0 for more details.

## 9.6 Airpower in Combat.

If you make an attack into a hex in range of one or more of your airpower markers, your attack gains a one-right column shift (1R) on that account. That shift is cumulative with all other applicable shifts, but there is never more than a 1R bonus available on account of airpower no matter how many markers are in range of the battle being resolved. Conversely, if an enemy attack is launched against one of your units or stacks, and your defending force is in range of one or more of your airpower markers, that defense benefits from a one-left column shift (1L). Again, that is cumulative with all other applicable shifts, but with never more than one shift for airpower no matter how many markers are in range of the battle being resolved.

## 9.7 Nationality Strictures.

Allied airpower markers generate their bonuses for US, British, Canadian, Republican Spanish and (potentially) Portuguese units. German airpower markers will also benefit Falangist Spanish units.

## 9.8 Allied Republican Spanish Partisans.

Based on its availability as given in rule 5.5, the Allied partisan marker provides that side with the same benefits as described above for airpower markers. Similarly, Axis units then also suffer the same penalties as described above for operating in range of Allied airpower. The partisans may only be placed in rough or mountain hexes that contain no Axis units or their ZOC at the time of placement.



## 9.9 Airpower & Partisan Marker Retrieval.

Deployed airpower markers and the partisan marker remain on the map until the end of each turn, at which time they are retrieved for potential use again in the next turn. The partisan marker and airpower markers are never subject to elimination, nor may they be given up to satisfy combat losses. All the markers are always potentially available for use as described above and in rules 5.4 and 5.5.

# 10.0 REINFORCEMENTS & REPLACEMENTS

## 10.1 In General.

Reinforcements are units that enter play after a match has already begun. Only the German Army receives scheduled reinforcements during the game (see 3.5). On the Allied side, that player may in effect create reinforcements for himself by deciding to hold off landing all available units during Turn 1 (though there is no obvious advantage for him to do so).

Replacements are US, British, Canadian, Portuguese, German and Spanish units that are returned to play some time after having been eliminated in combat.

Whenever a reinforcement or replacement unit is placed onto the map, it does so in its undisrupted state and normal stacking limits pertain. Within the limits of the strictures given below, all replacements and reinforcements may potentially be entered into eligible hexes even if they contain EZOC at the time of their placement on the map.

## 10.2 US & British/Canadian Reinforcements

During each turn's movement phase, the Allied player may enter previously uncommitted US, British and Canadian units via the beachhead hex. The Allied player is not required to enter such units simply because they are available; he may hold them off map ("out at sea") as long as he wants. Also note that during their turn of landing, US, British and Canadian units have their MF halved. Start counting including the landing hex itself.

## 10.3 Replacements From the Dead Pile.

Whenever a unit is eliminated in combat, either offensively or defensively, its owning player should immediately roll a die for it. If the rolled-for unit was eliminated while OOS or while defending against a concentric attack (see 13.12), that unmodified roll of one through six is the number of turns later the unit is available for reentry into play at the Allied beachhead hex (for US, British and Canadian units), or Allied-controlled Madrid for Spanish Republican units, or Allied-controlled Lisbon for Portuguese units, or the German supply source hex for German units, or Axis-controlled Madrid for Spanish Falangist units. For example, if a unit were eliminated during Turn 2, and its replacement roll was a five, it would be available for reentry during Turn 7's Phase VIII or IX.

If a unit is eliminated while in supply, and not as a result of defending against an enemy concentric attack, the procedure is the same except the die roll number is halved (round up all remainders) for a final result of one, two or three turns until reentry availability.

If a unit's eligibility roll would bring it back after Turn 10, that unit is eliminated permanently. Other than that, a unit may potentially go through the replacement process any number of times during play.

In battles in which more than one unit is eliminated, make a separate roll for each unit.

*Note that if Lisbon is not Allied controlled no Portuguese replacements can be received. Keeping moving such units back one turn along the Turn Track until such time (if ever) that Lisbon is available to receive them. Similarly, only the side controlling Madrid will get Spanish replacements. Keeping moving such units back one turn along the Turn Track until such time (if ever) that Madrid is available to receive them.*

Finally, note that the two German paratroop regiments and the British 1/2GGB unit are never eligible for replacement.

Within the strictures above, two-step units reentering play do so at their two-step strength.

## 10.4 Replenishing Reduced Units.

In addition to the procedure given above, the Allied player can each turn replenish (rebuild to two-step strength) any one reduced-strength US and any one British or (OR!) Canadian unit then on the map that is in supply to the beachhead hex. Similarly, the German player can each turn replenish (rebuild to two-step strength) any one reduced-strength German unit then on the map in supply.

Simply replace the on-map one-step unit with its two-step counter. No movement or combat penalties are involved. Note, however, that this one-step-per-turn capacity may not be saved up in any way. Any step not used is lost.

### 10.5 German Reinforcements.

During Phase IX of Turns 2 and 8, the German player should enter the 250B (Turn 2) and HG (Turn 8) units via his supply source hex. Either unit may be withheld; if it cannot be placed as described here, it remains available for possible later entry.

## 11.0 SUPPLY

### 11.1 In General.

Units require supply to operate at their full movement and offensive combat values. A ground unit is always in one of two general supply states: “supplied” or “unsupplied” (that last is also referred to as being “out of supply” or “OOS”). Unsupplied units have their attack and movement factors halved. Those penalties last through every turn a unit remains unsupplied, but no unit is ever eliminated or reduced in strength solely for being OOS. Units may move into hexes where they certainly will, or may, become unsupplied.

### 11.2 When to Check Supply.

Check the supply status of each of your units at the time you want to move it. The status determined at that time lasts all through that move. Check the supply status off all attacking units as the start of each individual battle.

### 11.3 Allied Supply Sources.

Allied supply generally comes from the beachhead marker deployed on the map on Turn 1 (see 3.4). To be in supply an Allied unit traces a path of contiguous hexes no longer than five hexes, from its hex to a road hex. From there the supply path may run any number of contiguous road hexes back to the beachhead marker. Units within five hexes or fewer of the beachhead supply source may trace their supply path directly to it, omitting the road portion.

The supply lines of the various Allied nationalities may cross each other any number of times. Supply paths may cross any kind of terrain but may not cross any all-sea hex or hex side. Further, no supply path may pass into a hex occupied by an enemy unit. No supply path be traced into a hex containing an EZOC unless there is also a friendly ground unit in that hex to nullify the EZOC’s effect for that supply trace.

Also note that Allied units in coastal hexes anywhere on the map are in supply while in those hexes; however, such coastal supply may not be projected inland even one hex.

### 11.4 German Supply Source.

German supply is traced under the same general strictures as those given above for Allied supply. The supply source hex for German units is 4212. There is no German coastal supply. Also note the two German paratroop regiments (but not the division) are always automatically in supply.

### 11.5 Spanish & Portuguese Supply.

Spanish units (on both sides) are always automatically in supply. Portuguese units are always automatically in supply when in Portugal; however, if they leave their own country they must then plug into Allied overland or coastal supply as described above in 11.3.

*Old Hands Note.* There is no aerial supply for either side

### 11.6 Effects of Being OOS.

All ground units have their attack factors and movement factors halved. (Round up all remainders.) There is no defensive penalty for being OOS. Units may remain OOS indefinitely and may be deliberately moved by their owning player into hexes in which they will or likely will become OOS.

## 12.0 MOVEMENT

### 12.1 In General.

Every ground unit in the game has a movement factor printed in its front lower-right corner (see 2.4). That factor is the number of “movement points”—also called “MP,” “movement factors” and “MF”—available to the unit to use to move across the hex grid during each movement phase. Units move from hex to adjacent hex—no “skipping” of hexes is allowed—paying varied costs to do so depending on the terrain in, and any river running along the sides of, the hexes being entered. Move each unit individually; never move units as stacks.

Also note the British 1/2GGB unit is the only static unit in the counter-mix. It only moves from its hex of placement to go into the dead pile.

### 12.2 Limits.

MP may not be accumulated from turn to turn or phase to phase, nor may they be loaned or given from one unit to another. A player may potentially move all, some or none of his units in each of movement phase throughout the game. Units that move are not required to expend all their MP before stopping. The movement of each unit must be completed before that of another is begun. A player may only change the position of an already moved unit if his opponent agrees to allow it.

At the end of any move, that just-moved unit is “disrupted.” Show that by flipping it so the side with only its nationality’s flag is showing upward. Disrupted units remain disrupted until the immediately following recovery phase, at which time both players should cooperatively flip over all the disrupted units on the map to undisrupted status.

### 12.3 No Movement Guarantee.

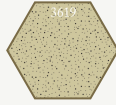
There is no guaranteed ability for any unit to be able to move at least one hex during a movement phase. To enter any hex a moving unit must have sufficient MP available to pay all the involved costs or the move may not be made. Also note moving units may generally enter hexes containing enemy units (exception: see 4.2). Disrupted units may not move in any way.

### 12.4 Terrain & Water Barriers.

There are nine types of terrain and hydrographic features on the map. The effects those various features have on the movement of units are described below and are also summarized on the Terrain Effects Chart (TEC) printed on the mapsheet for quick reference during play. There is always just one type of movement-governing terrain in any given hex (plus possibly a water barrier along the hexsides).

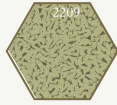
#### 12.5 Clear Terrain.

This is the “base” terrain of the game; it is devoid of any natural features that would enhance defense or slow movement at this level of operations. Each clear hex costs most ground units one MP to enter. Note that cities are considered to exist in hexes that are otherwise clear. For a hex to be considered “clear,” it must be entirely devoid of any other terrain than a city.



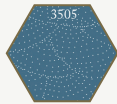
#### 12.6 Rough & Mountain.

Each mountain or rough hex costs most units two MP to enter. Note, though, that mountain infantry qualified units (▲) pay only one MP.



#### 12.7 All-Sea Hexes & Hexsides & Straits Hexsides.

No movement is allowed into or across all-sea hexes or hexsides by any unit of either side. Allied units may move and attack across the two straits hexsides on the map (1321/1322 & 1422/1322) as if they were river hexsides. Axis units may not move or attack across the straits hexsides in any way.



*Design Note.* That means the Falangist Spanish IX Corps is, in effect, trapped in Morocco for the duration of play. Further, the only other Axis units that could get to Morocco—a potentially important consideration for end-game VP—are one or both of the paratroop regiments placed during Turn 1.

#### 12.8 Roads.

The effect of roads is to provide moving units the ability to enter the hexes along their paths at the rate of only half an MP (0.5) per hex. The only proviso is that such “road movement” must be from road hex to road hex across a hexside traversed by the road. Units may enter EZOC using road movement.



#### 12.9 Cumulative Costs.

The total movement cost for entering any hex is always the sum of all the applicable costs.

## 13.0 COMBAT

### 13.1 In General.

Attacking is always voluntary. The mere fact of enemy adjacency does not necessitate combat. No attack may have more than one enemy occupied hex as its objective. No unit in a hex being attacked may be withheld or excluded from the defense of that hex. To execute an attack, first designate the hex being attacked along with those of your units that will be participating in that action.

Multi-hex attack force deployment is allowed, and not all units in a hex containing one or more friendly units need participate in an attack, only those you designate. That is, though all the units you choose to include in an attack must be immediately adjacent to the chosen objective hex, single attack actions may consist of units attacking from up to all six hexes adjacent to the targeted hex.

The player whose launching the present attack is considered the “attacker,” and the other player is considered the “defender,” no matter the general situation across the map.

### 13.2 Repeat Attacks & Defense & Disruption.

Any given hex may potentially be attacked, by one or both players, any number of times in each turn’s combat phase. Each such effort, however, constitutes a separate attack. Undisrupted units that participate in a defense are thereby disrupted and, because of that, they will not themselves be able to attack any time later that same phase.

Disrupted units defend normally, no matter how many times they are attacked during a given combat phase. Note, however, participating in just one attack generally disrupts all the units participating in that attack effort for the rest of that combat phase (but see 13.22 and 13.23 below for important exceptions). So units may generally attack only once per combat phase, but they may potentially be attacked any number of times during a combat phase.

### 13.3 Indivisibility of Units.

No single attacking unit may have its attack factor divided and applied to more than one battle. Likewise, no defending unit may have part of its defense factor attacked by one or a few attackers while another part is attacked by other units.

### 13.4 Attack Sequencing.

There is no arbitrary limit on the number of attacks each player may resolve during the combat phases. Neither player need declare all his attacks beforehand, and he may resolve them in any order he wishes, alternating one at a time with the attacks of his opponent, as long as the resolution of one is completed before that of the next is begun.

### 13.5 Combat Procedure.

The attacking player should strive to have several times more attack factors involved in a battle than the defender has defense factors. Such battles are called “high odds” attacks. To resolve such fights, the attacking player begins by calculating his “odds.” Do that by adding together the attack factors of all the attacking units involved in the battle; then add up the defense factors of the enemy units defending in the battle. Divide the defender-total into the attacker-total and round down any remainder. For example, if 26 attack factors attack 7 defense factors, the situation yields an odds ratio of 3:1 (“three to one”). That is,  $26 \div 7 = 3.71$ , which rounds down to 3. To turn that “3” into a ratio, you must set a “1” next to it on the right. Thus “3” becomes “3:1,” which corresponds to a column-heading on the Combat Results Table (CRT) printed on the mapsheet.

### 13.6 Poor Odds Attacks.

Battles in which the attacker has odds of 1:3 or less are called “poor odds attacks.” In all such situations, the automatic result – no die roll is made – is AL1.

### 13.7 CRT Odds Limits.

Note the column headings on the CRT range from 1:3 to 8:1. Final odds of or greater than 8:1 automatically get a result of DE. Final odds of or less than 1:3 automatically get a result of AL1. Always fully calculate a battle’s combat odds, including applying all combat strength modifiers and odds column shifts, before referring to the CRT.

### 13.8 Combat Column Shifts.

Combat odds may be shifted by the terrain in the defender’s hex, a river flowing around it, as well as by other factors described below. All applicable shifters are cumulative in their effect. That is, in every battle, all applicable shifts are combined to get one final left or right shift. Leftward shifts favor the defender; rightward shifts favor the attacker.

### 13.9 Clear Terrain.

Units defending in clear hexes devoid of all other terrain features derive no benefit to their defense for terrain

### 13.10 Mountains & Rough

Units defending in mountain hexes receive a two-column-left (2L) shift on that account. Units defending in rough hexes receive a one-column-left (1L) shift on that account.

### 13.11 Cities.

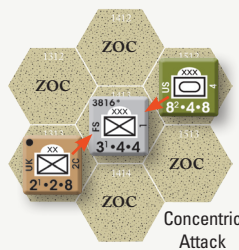
Units defending in city hexes receive a two-column-left (2L) shift on that account. Further, no concentric attack bonus may ever be applied against defenders in cities and rolled combat results of DR, DL1 and AS are mandatorily converted to EX.

### 13.12 River Hexsides.

If all attacking units in a battle are attacking through a river hexside (or hexsides) the defenders in that battle receive a one-column-left (1L) shift on that account. If just one attacking unit is coming across a non-river hexside, that bonus is lost to the defenders.

### 13.13 Concentric Attack Bonus.

In general, if a defending hex is attacked by units in opposite hexes, or by units from three surrounding hexes with one hex between each and the next attacker-occupied hex, or by units from more than three hexes, that attack receives a “concentric attack” rightward one column shift bonus. See 13.11 above for the exception.



### 13.14 Final Combat Resolution.

After all applicable shifts have been applied, the attacker rolls a die and cross-indexes that result beneath that proper odds column on the CRT to get a “combat result.” For example, a result of “3” rolled for an attack made under the “3:1” column heading gets a result of “DL1.” All the combat results are explained in detail below.

### 13.15 Exchange Result (EX).

The combat result of EX means the attacking and defending force must both have one step (total) eliminated from them. The owning player chooses the step to sacrifice on his own side. If an EX leaves a defended hex empty, it is eligible for advance after combat by the victorious attacker.

### 13.16 Attack Stalled Result (AS).

The combat result of AS (Attack Stalled) means nothing happens to either side’s involved force and no post-combat advance or retreat takes place.

### 13.17 Attacker Lose 1 (AL1).

The attacking player must eliminate any one step from among his involved attacking force.

### 13.18 Defender Lose 1 (DL1).

The defending player must eliminate any one step from among his involved units. If a DL1 leaves a defended hex empty, it is eligible for an advance-after-combat by the victorious attacker. If you are the owner of a defending unit or stack, and it is not in a city hex, and a DL1 is the attacker’s rolled result, you may choose to convert it to a DR. Of course, an eligible hex must be available into which a retreat can be made and, further, if your defending force consisted of more than one unit, that entire force must retreat and not just the single step you would have given up for the DL1. Hexes vacated by this kind of result conversion still also allow for the victorious attacker to make an advance-after-combat.

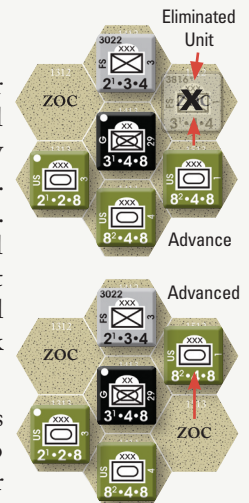
### 13.19 Defender Eliminated Result (DE).

All involved defending one step units are eliminated; all involved defending two step units are reduced to one step (and then stay in place).

### 13.20 Advance-After-Combat.

At the end of every attack, whenever the defender’s hex is left empty of all units, the victorious attacking units may advance-after-combat into that hex. Stacking limitations must be observed. Such advances are not part of normal movement; they do not cost any MP, but advancing units must still observe normal terrain prohibitions. EZOC do not block advances after combat.

Advancing-after-combat is an option; it is never mandatory; however, the decision to advance must be made immediately after

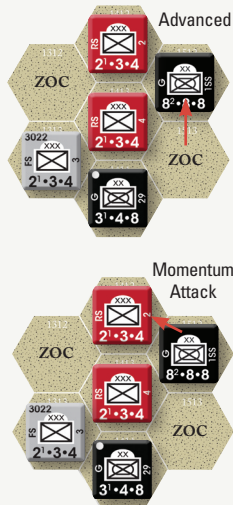


the battle is resolved and before that of another is begun. It is not necessary for advancing attackers to stack-full the newly won hex; the victorious player may send just one or a few units. There's never any defender advance-after-combat; victorious defenders simply hold in place.

At the end of an advance-after-combat, disrupt those advanced units unless they are going to immediately take part in a momentum attack (see below).

**13.21 Momentum Attacks.**

On turns during which the Axis has air superiority, supplied German units may make momentum attacks. Within those eligibility strictures, units that advance-after-combat may attack again immediately (Axis player's choice), but such "momentum attacks" are always resolved as only one hex of attackers versus one hex of defenders. Further, the option to launch such an attack must be exercised immediately, prior to starting the resolution of any other battle.

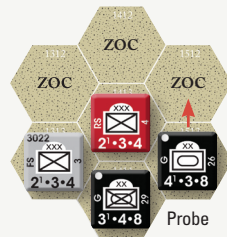


Also note there are never any serial momentum attacks. That is, even if a given momentum attack is successful in clearing another defended hex, and that victorious attacking force advances-after-combat again, it would not be allowed to make yet another momentum attack that same phase.

At the end of a momentum attack, disrupt those involved attacking units. Also note Falangist Spanish units may never take part in momentum attacks, and also see 5.12.

**13.22 Probing Attacks.**

On turns during which the Axis has air superiority, supplied German units may make probing attacks. If an eligible unit or stack is located such that it is immediately adjacent to one or more hexes containing enemy units as well as other hexes that contain only EZOC, the Axis player may decide to attack into any one of those empty-but-EZOC-containing hexes in a procedure known as a "probing attack."



Probing attacks are conducted using the same general procedures as regular attacks, with the important exceptions no odds calculation process is undertaken and neither side suffers any losses. Instead, the Axis player simply announces the probing attack and then makes an advance-after-combat into the probed hex, where that force is disrupted unless it is going to launch an immediate momentum attack.

Momentum attacks may be conducted as probing attacks, and the advance resulting from an initial probing attack may be used to create the opportunity for a momentum attack. Note, though, no unit may ever make more than one probing attack and one momentum attack, in either order, per combat phase.

Also note Falangist Spanish units may never take part in probing attacks, and also see 5.12.

**13.23 International Attacks.**

International attacks are allowed on both sides without penalty.

**13.24 Attacking Gibraltar.**

The Gibraltar hex (1422) may only be attacked from hex 1421. Due to the local micro-geography there, no attack from 1421 into 1422 by either side's forces may ever contain more than one unit. Note that stacking in, and attacks from, 1421 are otherwise normal; it is only when attacking from 1421 into Gibraltar that this one-unit limit applies. Even then more than one unit (up to the normal stacking limit) may be in 1421; it is just that only one unit from that stack may attack from there in to Gibraltar.

**13.25 Allied 1/2GGB Defense of Gibraltar.**

Whenever an Axis attack is made against the British 1/2GGB unit, rolled results of AS may, at the Axis player's discretion, be rerolled as many times as necessary to get a non-AS result.

**13.26 Allied Naval Gun Support.**

Whenever Allied units or stacks defend in, or attack into, any coastal hex, they receive naval gunfire support. The effect of that is to grant them a one column odds shift in their favor.

**14.0 CHARTS & TABLES**

See back cover and game map.



Blue Division Commander Gen. Agustín Muñoz Grandes in 1942.