

# North of Brihuega

A Spanish Civil War scenario for *Hail of Lead* from the Battle of Guadalajara  
March 17, 1937

## Credits

Designed by Warwick Young, with help from John Gee.

## Recommended Players

5 Republican players, 4-5 Nationalist/Italian players.

## Public Player Knowledge

### Roles

The Republicans are the attackers in this scenario, and thus are Side 1 in the game turn sequence. The Nationalists/Italians are Side 2 as the defenders.

### Time

The battle has a time limit of 16 turns.

Hostilities commence at 0600 hours, at dawn. Visibility is limited:

0600 hours = 10" maximum visibility, with conditions similar to Rain;

0630 hours = 30" maximum visibility, with conditions similar to Mist;

0700 hours = full 50" maximum visibility.

Note that a unit that fires will get +20 inches to be seen during any turn. This may override the limited visibility ranges in the 0600 and 0630 turns.

### Nationalist Deployment

All units may be deployed anywhere northeast of the Muduex-Brihuega Road. Up to 4 battalions (the equivalent of a Brigade) may be deployed off-board, but the CinC must indicate their entry point and make a roll each turn to see if the units come on when called. The first roll is a 4-6; if this roll fails, rolls on subsequent turns get a +1 to the die roll (for a 3-6 on the second try, 2-6 on the third try, automatic entry on the fourth try).

Enemy units are presumed to be deployed anywhere southwest of the Muduex-Brihuega Road.

### Nationalist Command Limitations

Spanish Nationalist and Italian units may not issue commands to each other, nor may they cross-attach units.

### Nationalist Aircraft

The Republican air force has been frequently and vigorously attacking CTV units. Expect attacks from from strafing fighters and various bombers. To counter the enemy air advantage, the illustrious XVI "Cucaracha" (Cockroach) Grupo will be conducting CAP (Combat Air Patrol) missions when available. When Republican aircraft are known to be over the table, the Nationalist CinC rolls one die: a roll of 5-6 means CR.32 fighters are flying CAP to intercept the enemy. Roll one die again: low = 1 fighter intercepts, high = 2 fighters intercept.

### Republican Deployment

All units may be deployed anywhere southwest of the Muduex-Brihuega Road. Up to 4 battalions (the equivalent of a Brigade) may be deployed off-board, but the CinC must indicate their entry point and make a roll each turn to see if the units come on when called. The first roll is a 4-6; if this roll fails, rolls on subsequent turns get a +1 to the die roll (for a 3-6 on the second try, 2-6 on the third try, automatic entry on the fourth try).

Enemy units are presumed to be deployed anywhere northeast of the Muduex-Brihuega Road.

### Republican Command Quirks

Units of the 70th Brigade (Anarchists) may, if desired, ignore orders from other units of 11th Division.

### Republican Ammunition Problems

Some stands that have an ammunition roster (seen as O's) do not have a full load of ammo, especially the artillery.

### Republican Aircraft

At the start of each turn, the Republican CinC rolls one die: if a 6 was rolled, aircraft enter the battle. If yes, roll the die again:

1 = 1 flight of I-16 fighters conducting a strafing attack on a ground target.

2 = 2 flights of I-16 fighters conducting strafing attacks ground targets.

3 = 1 flight of unescorted R-5 light bombers.

4 = 1 flight of R-5 light bombers escorted by I-16 fighters flying CAP. Roll 1d6: low = 1 fighter, high = 2 fighters.  
5 = 1 flight of unescorted SB-2 bombers.  
6 = 1 flight of SB-2 bombers escorted by I-16 fighters flying CAP. Roll 1d6: low = 1 fighter, high = 2 fighters.

The Republican CinC chooses the target point of the air mission, and the referee determines the deviation (if any) of the mission from this chosen point. Aircraft do not distinguish friend from foe, and will generally attack the largest visible unit nearest the mission point.

Aircraft in General Support will autospot any stands in open terrain within 20" of their target point. Stands that fired AA or IDF *last turn* will be autospotted in any type of terrain by aircraft *this turn*. The aircraft will attack the unit (friend or foe) nearest to the target point in the following order of priority:

- 1) Unit with the most fully-tracked vehicles; or
- 2) Unit with the most wheeled vehicles or halftracks; or
- 3) Unit with the most towed weapons; or
- 4) Unit with the most mounted personnel (cavalry, bicycle, motorcycle); or
- 5) Unit with the most foot personnel.

Move the target point onto the center of the target with the highest priority. If no enemy units are visible within 20" of the target point, the target point is not moved.

## Historical Outcome of the Battle of Guadalajara

March 8:

CTV units begin their attack down the road to Guadalajara, with "Soria" Division on their right flank. They make good progress. Rainy weather and fog ground Nationalist air units, which depend on dirt runways.

March 9:

The Republican government reacts to the enemy advance by sending the IV Corps, composed of the 11th, 12th, and 14th divisions, to do battle. The Italian motorized columns advance quickly, some Blackshirt units arriving in Brihuega that night.

March 10-11:

Having invested Brihuega, two Blackshirt divisions advance to take Trijueque, to the northwest, and are stopped there by the International Brigades. The Garibaldi International Battalion enters into a confused firefight with fellow Italians of a Blackshirt unit. Anarchist troops of 14th Division attack the environs of Brihuega. "Soria" Division continues its advance on the right flank.

March 12:

The Republican Air Force, operating from concrete runways, savages the motorized divisions of the CTV clogged in the mud of the environs of Brihuega.

March 13-14:

Littorio Division moves up and takes over at Trijueque and attacks Republican positions supported by flamethrower tankettes. Republican units counter-attack with International troops supported by Soviet tanks, forcing the Italians to vacate the town. Heavy air attacks turn the retirement into a disorderly retreat, with the Blackshirt units losing large amounts of equipment and some prisoners. Soria Division is also pressed by Republican counter-attacks.

March 15-17

*Falling back in good order, Littorio Division attempts to stabilize the front along the road between Mudeux and Brihuega with the help of units from Soria Division. This is the setting of the scenario.*

March 18

Brihuega was hit with a wave of Republican air attacks, plus a heavy bombardment from the surrounding hills that had never been cleared by the Blackshirts. Republican troops attacked Brihuega from the northeast and southwest, breaking the Italian line and forcing Blackshirt units to flee the town.

March 19-27

With the fall of Brihuega, Littorio Division conducts an organized retreat up the highway, pursued by the Internationals and other troops. Soria Division holds up well against repeated enemy attacks, but withdraws to cover the Italians and bolster the wavering front line. Exhausted Republican troops eventually halt their advance, and the front was established along a line some 20 kilometers southwest from where the CTV started their initial moves.

Losses for the Battle of Guadalajara:

Both sides suffered approximately 2000 dead and 4000 wounded, with the Italians losing somewhere near 300 men taken prisoner.

## Nationalist/Italian Forces

Air Assets					
XVI Grupo "Cucaracha" (CAP missions)		Regular			
	24th Squadron (CR.32 fighters)	Regular			
Elements of 4th Division "Littorio" (Italian)			<b>Stands</b>	<b>Base Size</b>	<b>Map ID</b>
	1st Infantry Regiment				
	Headquarters	Green	2	1 small	LHQ
	Attached Machinegun Company	Green	3	1 small	LMG
	Attached AA Battery	Green	4	1 small	LAA
	Attached Tank Company, Mixed (CV-3/33)	Green	3	1 small	LCV
	1st Grupo, 3rd Artillery Regiment (Off-Board)	Green	-	-	-
	FO for 1st Grupo	Green	1	no base	LFO
	III Grupo, Corps Artillery (Off-Board)	Green	-	-	
	1st Infantry Battalion (with attached 65mm IG)	Green	17	2 large	L1, L2
	2nd Infantry Battalion (with attached 65mm IG)	Green	17	2 large	L3, L4
	3rd Infantry Battalion (with attached 65mm IG)	Green	17	2 large	L5, L6
Elements of "Soria" Division (Spanish Nationalist)					
	Agrupacion de Aldecoa				
	Headquarters	Regulars	2	1 small	SHQ
	Attached <i>Guardia Civil</i> Company	Veterans	4	1 small	SGC
	Engineer Company	Regulars	3	1 small	SEN
	Attached Divisional Tank Company (Panzer I)	Green	2	1 small	SPZ
	Attached Divisional AA Battery	Regulars	2	1 small	SAA
	Attached Divisional AT Section	Regulars	2	1 small	SAT
	Attached Divisional Artillery Section	Regulars	4	1 small	SDA
	FO stand for Artillery Section	Regular	1	no base	SFO1
	"Gerona" Infantry Battalion	Regular	15	2 large	S1, S2
	"Requeté Tercio de Burgos Sigüenza" Inf. Battalion	Regular-Bold	12	2 large	S3, S4
	"2nd Castilla Falange" Infantry Battalion	Green	15	2 large	S5, S6
	Artillery Battalion	Regular	7	1 large	SAB
	FO stand for Artillery Battalion	Regular	1	no base	SFO2

## Republican Forces

Republican Air Assets					
	1st Squadron "Minayev", Grupo 21 (I-16 fighters)	Regular			
	Squadron "Vochev", Grupo 15 (R-5 light bombers)	Regular			
11th Division			<b>Stands</b>	<b>Base Size</b>	<b>Map ID</b>
	Headquarters	Regular	5	1 large	Lister
Off-Board Artillery					
	1st Artillery Grupo (Off-Board)				
	Forward Observer for 1st Grupo	Green-Steady	1	no base	FO1
	4th Artillery Grupo (Off-Board)				
	Forward Observer for 4th Grupo	Green-Steady	1	no base	FO4
	1st Battery, "Ana Panker" Artillery Grupo (Off-Board)				
70th Brigade (Anarchist)					
	Headquarters	Green-Steady	4	1 small	AHQ
	Attached 1st Tank Battalion (T-26)	Green-Steady	3	1 small	1TK
	"1 Confederales" CNT Battalion	Green-Steady	9	1 large	A1
	"2 Confederales" CNT Battalion	Green-Steady	9	1 large	A2
	"3 Confederales" CNT Battalion	Green-Steady	9	1 large	A3
	"4 Confederales" CNT Battalion	Green-Steady	10	1 large	A4
Movil de Choque Brigade (PCE)					
	Headquarters	Green-Steady	4	1 small	MCHQ
	Recon Bilbao armored car	Green-Steady	1	no base	MCR
	Dinamitero Company (no command stand)	Green-Steady	2	1 small	MCD
	Attached 2nd Tank Battalion	Green-Steady	2	1 small	2TK
	"El Campesino" Battalion	Green-Steady	10	1 large	MC1
	"Juventud Campesina" Battalion	Green-Steady	9	1 large	MC2
	"Choque de Huelva" Battalion	Green-Steady	9	1 large	MC3
XI International Brigade					
	Headquarters	Green-Steady	3	1 small	1HQ
	"Thaelmann" Battery	Green-Steady	3	1 small	1B
	"Thaelmann" Battalion	Regular	11	1 large	11
	"Edgar André" Battalion	Green-Steady	12	1 large	12
	"Commune de Paris" Battalion	Green-Steady	11	1 large	13
XII International Brigade					
	Headquarters	Regular	4	1 small	2HQ
	Recon Bilbao armored car	Regular	1	no base	2R
	Attached 3rd Tank Battalion	Green-Steady	2	1 small	3TK
	"Garibaldi" Battalion	Green-Steady	18	2 large	21, 22
	"Dombrowski" Battalion	Regular	12	1 large	23
	"André Marty" Battalion	Green-Steady	11	1 large	24

## Nationalist/Fascist Order of Battle

### Air Assets

XVI Grupo "Cucaracha" (CAP missions)  
24th Squadron (CR.32 fighters)

### Elements of 4th Division "Littorio" (General Annibale Bergonzoli)

*Skill: 5-6 green*  
*Rally: 5-6 uncertain*

### 1st Infantry Regiment (Colonel Pascarolo)

#### Headquarters

1 command stand  
1 car

#### Attached Machinegun Company

3 MMG stands

#### Attached AA Battery

2 20L65 AA guns  
2 gun crew stands  
2 light trucks

#### Attached Tank Company, Mixed

1 command CV3/33 tankette  
1 CV3/33 tankette  
1 CV3/33F flamethrower tankette OO

### 1st Grupo, 3rd Artillery Regiment (Off-Board)

1 100L17 howitzer OOOOO OOOOO  
1 100L17 howitzer OOOOO OOOOO

#### On-Board:

1 forward observer stand  
1 car

### III Grupo, Corps Artillery (Off-Board)

1 100L17 howitzer OOOOO OOOOO  
1 100L17 howitzer OOOOO OOOOO

*No forward observer is available for this unit.*

### 1st Infantry Battalion

#### Headquarters

1 command rifle stand  
1 recon rifle stand

#### 1st Company

3 rifle stands

#### 2nd Company

3 rifle stands

#### 3rd Company

3 rifle stands

#### Weapons Company

2 MMG stands  
1 45mm mortar stand OOOOO  
1 45mm mortar stand OOOOO

#### Attached Infantry Gun Battery

1 65L17 infantry gun  
1 crew stand OOOOO  
1 light truck

### 2nd Infantry Battalion

#### Headquarters

1 command rifle stand

1 recon rifle stand

**1st Company**

3 rifle stands

**2nd Company**

3 rifle stands

**3rd Company**

3 rifle stands

**Weapons Company**

2 MMG stands

1 45mm mortar stand    OOOOO

1 45mm mortar stand    OOOOO

**Attached Infantry Gun Battery**

1 65L17 infantry gun

1 crew stand            OOOOO

1 light truck

**3rd Infantry Battalion**

**Headquarters**

1 command rifle stand

1 recon rifle stand

**1st Company**

3 rifle stands

**2nd Company**

3 rifle stands

**3rd Company**

3 rifle stands

**Weapons Company**

2 MMG stands

1 45mm mortar stand    OOOOO

1 45mm mortar stand    OOOOO

**Attached Infantry Gun Battery**

1 65L17 infantry gun

1 crew stand            OOOOO

1 light truck

## Elements of "Soria" Division (General Moscardo)

*Skill: 4-6 regular*

*Rally: 4-6 steady*

### Agrupacion de Aldecoa

#### Headquarters

- 1 mounted command stand
- 1 recon cavalry stand (recon rifle stand)

#### Attached Guardia Civil Company

*Skill: 3-6 veteran*

*Rally: 3-6 bold*

- 1 command rifle stand
- 1 recon rifle stand
- 1 rifle stand
- 1 MMG stand

#### Engineer Company

- 1 command engineer stand
- 2 engineer stands

#### Attached Divisional Tank Company

- 1 command Panzer I tank
- 1 Panzer I tank

#### Attached Divisional AA Battery

- 1 20L65 AA gun
- 1 gun crew stand
- 1 light truck

#### Attached Divisional AT Section

- 1 command stand
- 1 20L65 ATR stand

#### Attached Divisional Artillery Section

- 1 mounted command stand
- 1 mounted forward observer stand
- 1 155L14 howitzer      OOOO
- 1 gun crew stand
- 1 limber

### "Gerona" Infantry Battalion

*Skill: 4-6 regular*

*Rally: 4-6 steady*

#### Headquarters

- 1 command rifle stand

#### 1st Infantry Company

- 3 rifle stands

#### 2nd Infantry Company

- 3 rifle stands

#### 3rd Infantry Company

- 3 rifle stands

#### 4th Infantry Company

- 3 rifle stands

#### MG Company

- 2 MMG stands

### "Requeté Tercio de Burgos Siguenza" Infantry Battalion

*Skill: 4-6 regular*

*Rally: 3-6 bold*

#### Headquarters

- 1 command stand
- 1 recon rifle stand

**1st Infantry Company**

1 command rifle stand  
2 rifle stands

**2nd Infantry Company**

1 command rifle stand  
2 rifle stands

**3rd Infantry Company**

1 command rifle stand  
2 rifle stands

**4th Infantry Company**

1 command rifle stand  
2 rifle stands

**MG Company**

2 MMG stands

**“2nd Castilla Falange” Infantry Battalion**

*Skill: 5-6 green*

*Rally: 5-6 uncertain*

**Headquarters**

1 command rifle stand

**1st Infantry Company**

3 rifle stands

**2nd Infantry Company**

3 rifle stands

**3rd Infantry Company**

3 rifle stands

**4th Infantry Company**

3 rifle stands

**MG Company**

2 MMG stands

**Artillery Battalion**

*Skill: 4-6 regular*

*Rally: 4-6 steady*

**Headquarters**

1 mounted command stand  
1 mounted forward observer stand

**1st Battery**

1 77L28 field gun  
1 gun crew stand   OOOOO  
1 limber

**2nd Battery**

1 77L28 field gun  
1 gun crew stand   OOOOO  
1 limber

**3rd Battery**

1 77L28 field gun  
1 gun crew stand   OOOOO  
1 limber

## **Republican Order of Battle**

### **Republican Air Assets**

*Skill: 4-6 regular*

*Rally: 4-6 steady*

1st Squadron "Minayev", Grupo 21 (I-16 fighters)

Squadron "Vochev", Grupo 15 (R-5 light bombers)

1st Squadron "Proskurov", Grupo 12 (SB-2 bombers)

### **11th Division**

#### **Headquarters (Lt. Col. Lister)**

*Skill: 4-6 regular*

*Rally: 4-6 steady*

1 command stand

1 command infantry stand (political officers)

1 staff radio truck

#### **Engineer Company**

2 engineer stands

### **Off-Board Artillery**

*Skill: 5-6 green*

*Rally: 4-6 steady*

#### **1st Artillery Grupo**

1 forward observer stand (On-Board)

1 75mm field gun OOOO

1 75mm field gun OOOO

1 75mm field gun OOOO

#### **4th Artillery Grupo**

1 forward observer stand (On-Board)

1 114mm howitzer OOO

1 114mm howitzer OOO

#### **1st Battery, "Ana Panker" Artillery Grupo**

1 150mm howitzer OO

### **70th Brigade (Anarchist) (Maj. Sans Acencio)**

*Skill: 5-6 green*

*Rally: 4-6 steady*

#### **Headquarters**

1 mounted command stand

1 recon rifle stand

1 75L34 field gun

1 gun crew stand OOOO

1 limber

#### **Attached 1st Tank Battalion**

1 command T-26/33 tank OOOOOOO

1 T-26/33 tank OOOOOOO

1 T-26/33 tank OOOOOOO

#### **"1 Confederales" CNT Battalion**

##### **Headquarters**

1 command rifle stand

##### **1st Company**

3 rifle stands

##### **2nd Company**

2 rifle stands

##### **3rd Company**

2 rifle stands

**Machine-gun Company**  
1 MMG stand

**"2 Confederales" CNT Battalion**

**Headquarters**  
1 command rifle stand  
**1st Company**  
3 rifle stands  
**2nd Company**  
2 rifle stands  
**3rd Company**  
2 rifle stands  
**Machine-gun Company**  
1 MMG stand

**"3 Confederales" CNT Battalion**

**Headquarters**  
1 command rifle stand  
**1st Company**  
3 rifle stands  
**2nd Company**  
3 rifle stands  
**3rd Company**  
3 rifle stands  
**Machine-gun Company**  
1 MMG stand

**"4 Confederales" CNT Battalion**

**Headquarters**  
1 command rifle stand  
**1st Company**  
3 rifle stands  
**2nd Company**  
3 rifle stands  
**3rd Company**  
2 rifle stands  
**Machine-gun Company**  
1 MMG stand

**Movil de Choque Brigade (PCE) (Maj. Gonsales, a.k.a. *El Campesino*)**

*Skill: 5-6 green*

*Rally: 4-6 steady*

**Headquarters**  
1 command stand  
1 command rifle stand (political officers)  
1 recon Bilbao armored car  
1 37mm infantry gun  
1 gun crew stand        OOOO  
1 limber

**Dinamitero Company**  
2 dinamitero stands

**Attached 2nd Tank Battalion**  
1 command T-26/33 tank    OOOOOOO  
1 T-26/33 tank            OOOOOOO

**"El Campesino" Battalion**

**Headquarters**  
1 command rifle stand  
**1st Company**  
3 rifle stands  
**2nd Company**  
3 rifle stands  
**3rd Company**  
2 rifle stands

**Machine-gun Company**  
1 MMG stand

**“Juventud Campesina” Battalion**

**Headquarters**

1 command rifle stand

**1st Company**

3 rifle stands

**2nd Company**

2 rifle stands

**3rd Company**

2 rifle stands

**Machine-gun Company**

1 MMG stand

**“Choque de Huelva” Battalion**

**Headquarters**

1 command rifle stand

**1st Company**

2 rifle stands

**2nd Company**

3 rifle stands

**3rd Company**

2 rifle stands

**Machine-gun Company**

1 MMG stand

**XI International Brigade (Maj. Hans)**

*Skill: 5-6 green*

*Rally: 4-6 steady*

**Headquarters**

1 command stand

1 command rifle stand (political officers)

1 recon infantry stand

**“Thaelmann” Battery**

1 mounted spotter stand

1 77L28 field gun

1 gun crew stand    OOOO

1 limber

**“Thaelmann” Battalion**

*Skill: 4-6 regular*

*Rally: 4-6 steady*

**Headquarters**

1 command stand

1 command rifle stand (political officers)

1 recon rifle stand

**1st Company**

2 rifle stands

**2nd Company**

2 rifle stands

**3rd Company**

2 rifle stands

**Machine-gun Company**

2 MMG stands

**“Edgar André” Battalion**

*Skill: 5-6 green*

*Rally: 4-6 steady*

**Headquarters**

1 command stand

1 command rifle stand (political officers)

1 recon rifle stand

- 1st Company**  
3 rifle stands
- 2nd Company**  
2 rifle stands
- 3rd Company**  
2 rifle stands
- Machine-gun Company**  
2 MMG stands

**“Commune de Paris” Battalion**

*Skill: 5-6 green*  
*Rally: 4-6 steady*

- Headquarters**  
1 command stand  
1 command rifle stand (political officers)  
1 recon rifle stand

- 1st Company**  
3 rifle stands

- 2nd Company**  
2 rifle stands

- 3rd Company**  
2 rifle stands

- Machine-gun Company**  
1 MMG stand

**XII International Brigade (Gen. Lukacs)**

*Skill: 4-6 regular*  
*Rally: 4-6 steady*

- Headquarters**  
1 command stand  
1 command rifle stand (political officers)  
1 recon Bilbao armored car  
1 81mm mortar stand   OOOO  
1 cart

- Attached 3rd Tank Battalion**  
1 command T-26/33 tank   OOOOOOO  
1 T-26/33 tank           OOOOOOO

**“Garibaldi” Battalion**

*Skill: 5-6 green*  
*Rally: 4-6 steady*

- Headquarters**  
1 command stand  
1 command rifle stand (political officers)  
1 recon motorcycle rifle stand  
1 assault rifle stand

- 1st Company**  
3 rifle stands

- 2nd Company**  
3 rifle stands

- 3rd Company**  
3 rifle stands

- 4th Company**  
3 rifle stands

- Machine-gun Company**  
2 MMG stands

**“Dombrowski” Battalion**

*Skill: 4-6 regular*  
*Rally: 4-6 steady*

- Headquarters**  
1 command stand  
1 command rifle stand (political officers)

**1st Company**  
3 rifle stands

**2nd Company**  
3 rifle stands

**3rd Company**  
2 rifle stands

**Machine-gun Company**  
2 MMG stands

**“André Marty” Battalion**

*Skill: 5-6 green*

*Rally: 4-6 steady*

**Headquarters**  
1 command rifle stand

**1st Company**  
3 rifle stands

**2nd Company**  
3 rifle stands

**3rd Company**  
2 rifle stands

**Machine-gun Company**  
2 MMG stands