

The Battle of Alcalá de Henares

21 March, 1937

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This fictional battle represents an extension of the end of the Battle of Guadalajara. Republican units of the 11th Division advance east along the Madrid-Guadalajara road towards the town of Alcalá de Henares, where Italian and Nationalist forces hope to make a stand.

Rules and Scale

This scenario was designed for our *Hail of Lead* rule set, but could be adapted for *Command Decision*, *Spearhead*, or any other system designed for platoon-level games.

The map represents a rectangular game table with dimensions of 1.8 x 2.4 meters (6 x 8 feet).
1 cm = 20 meters (1 inch = 50 yards).

Each infantry stand or vehicle model represents a platoon.

Map Terrain

Most of the map is clear terrain.

Hilly terrain is considered to be Difficult terrain for movement purposes; hilly terrain is located to the south of the Rio Henares (the larger river).

The whole board is criss-crossed by crestlines. These block LOS at the same elevation; units at higher elevation can easily see over crestlines below them. Crestlines do not hinder movement in any way. Turreted AFVs may take up Hull Down positions behind crestlines. You may choose to allow non-turreted vehicles to get the Hull Down benefit, but at the cost of not being able fire their weapons.

Weather

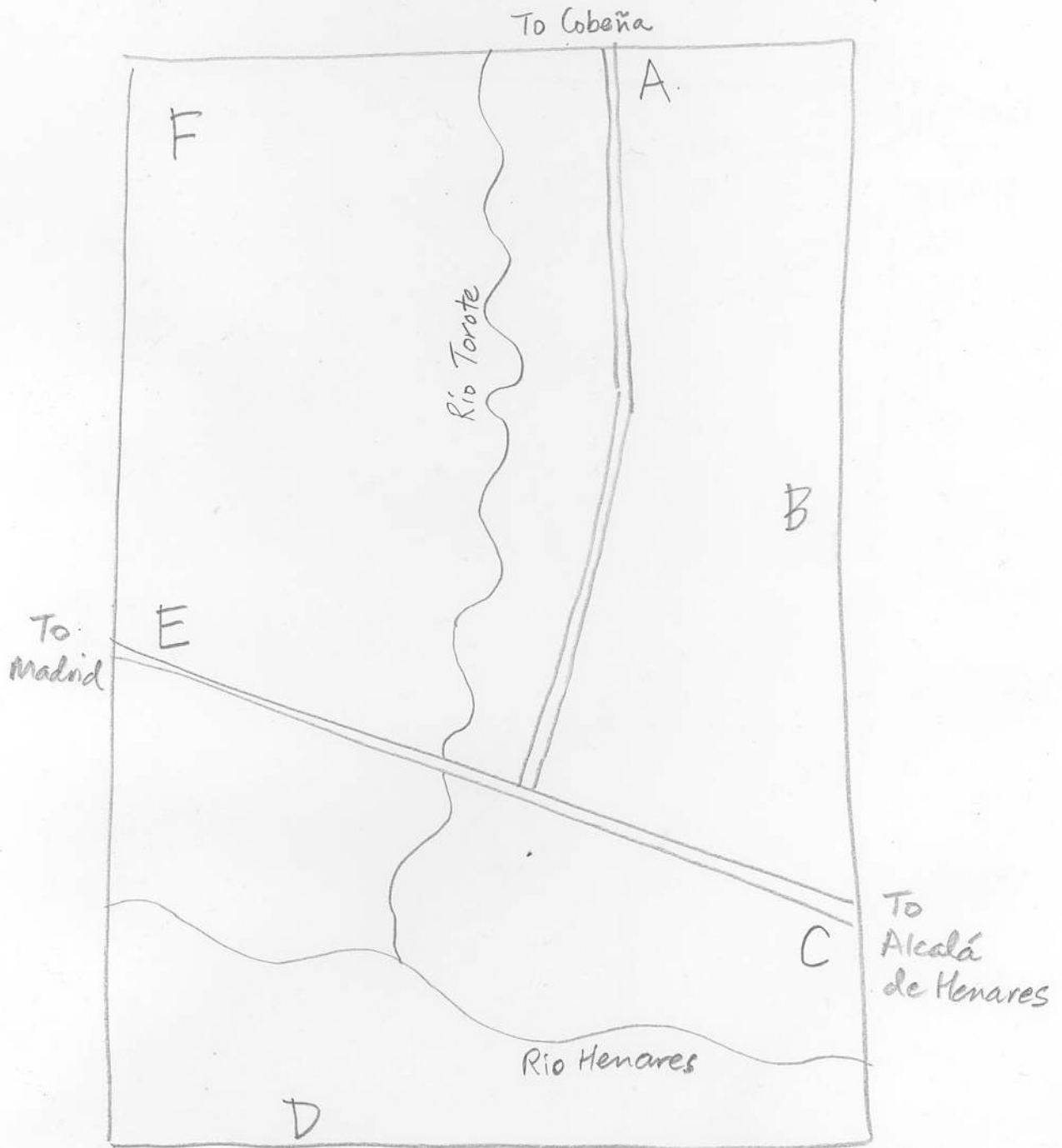
The skies are clear; maximum LOS is 100cm, increased to 125cm for units on the tops of hills looking down.

Victory Conditions

The Republicans must destroy any enemy units encountered on their way to Alcalá de Henares and continue their counter-offensive to Guadalajara.

The Nationalist/Italian force must prevent an enemy breakthrough along the Madrid-Alcalá de Henares road, including the crossing of the Torote River. It must destroy the Republican force and end the counter-offensive.

NORTH ↑



Nationalist forces

Aggrupacion Aldecoa, Marzo Brigade, Soria Division

Aggrupacion Headquarters

Aggrupacion Artillery Battalion

Attached Support Company

Attached Tank Company

Attached AA Battery

Attached Cavalry Squadron

"Gerona" Regular Army Battalion

"2nd Castille" *Falange* Battalion

"Tercio de Burgos" *Carlist* Battalion

Order of march

Turn 1	Attached Cavalry Squadron "Gerona" Regular Army Battalion Attached Support Company
Turn 2	"Tercio de Burgos" <i>Carlist</i> Battalion Attached AA Battery Aggrupacion Headquarters
Turn 3	"2nd Castille" <i>Falange</i> Battalion Attached Tank Company Aggrupacion Artillery Battalion

All units must enter the table at map point A, within 25cm of the road.

Italian forces

2nd Regiment, "Littorio" Infantry Division

Regimental Headquarters
Regimental Cannon Company
Attached Divisional AA Section
Attached Divisional Artillery Battalion (Off-board)
Attached "CRS" (Commando Reparti Specializzati)

1st Infantry Battalion
2nd Infantry Battalion
3rd Infantry Battalion

Order of march

Turn 1	1st Infantry Battalion Attached "CRS" (Commando Reparti Specializzati)
Turn 2	2nd Infantry Battalion Regimental Cannon Company Attached Divisional AA Section Attached Divisional Artillery Battalion (Off-board) Regimental Headquarters
Turn 3	3rd Infantry Battalion

All units must enter the table at map point C, within 25cm of the road.

Republican forces

Elements, 11th Division

Divisional Field Artillery Battalion (on-board)
Divisional Howitzer Battalion (off-board)
Attached *Asalto* Grupo "Barceno"
Attached Cavalry Squadron, "Jesus Hernandez" Cavalry Regiment
Attached Elements, "Pavlov" Tank Brigade

XII International Brigade
Brigade Headquarters
"Garibaldi" Battalion
"Dombrowski" Battalion
"André Marty" Battalion

70th Brigade (CNT)
Brigade Headquarters
1st CNT Battalion
2nd CNT Battalion
3rd CNT Battalion
4th CNT Battalion

Order of march

Turn 1	Attached Cavalry Squadron, "Jesus Hernandez" Regt. XII International Brigade Headquarters "Garibaldi" Battalion "Dombrowski" Battalion "André Marty" Battalion
Turn 2	Attached Elements, "Pavlov" Tank Brigade Divisional Field Artillery Battalion (on-board) Divisional Howitzer Battalion (off-board) Attached <i>Asalto</i> Grupo "Barceno" Division Headquarters
Turn 3	70th Brigade (CNT) Brigade Headquarters 1st CNT Battalion 2nd CNT Battalion 3rd CNT Battalion 4th CNT Battalion

All units must enter the table at map point E, within 25cm of the road.

Detailed Order of Battle

Nationalist and Italian Forces

Aggrupacion Aldecoa, Marzo Brigade, Soria Division

Aggrupacion Headquarters

Skill 4; Rally 4

1 mounted command stand (2 rolls/25cm)

Aggrupacion Artillery Battalion

Skill 4; Rally 4

Command (1 roll/25cm)

1 mounted FO stand (1 self-roll)

2 77L27 field guns

1 gun crew stand OOOOO

1 gun crew stand OOOOO

2 light limbers

Attached Support Company

Skill 4; Rally 4

Command (1 roll/25cm)

2 MMG stands

1 45mm mortar stand

1 81mm mortar stand oOOOO

1 homemade armored transport vehicle (carries 1 stand)

Attached Tank Company

Skill 4; Rally 3

1 command Panzer I (1 roll/25cm)

Attached AA Battery

Skill 4; Rally 4

1 20L113 AA gun OOOOOO

1 gun crew stand

1 light truck

Attached Cavalry Squadron

Skill 4; Rally 4

1 command cavalry stand (1 roll/25cm)

1 recon cavalry stand (1 self-roll)

2 cavalry stands

"Gerona" Regular Army Battalion

Skill 4; Rally 4

Battalion Headquarters

1 command stand (2 rolls/25cm)

1 recon rifle stand (1 self-roll)

1st Infantry Company

3 rifle stands

2nd Infantry Company

3 rifle stands

3rd Infantry Company

3 rifle stands

4th Infantry Company

3 rifle stands

5th Machine-gun Company

2 MMG stands

"2nd Castille" Falange Battalion

Skill 5; Rally 5

Battalion Headquarters

1 command stand (2 rolls/25cm)

1st Infantry Company

3 rifle stands

2nd Infantry Company

3 rifle stands

3rd Infantry Company

3 rifle stands

4th Infantry Company

3 rifle stands

5th Machine-gun Company

2 MMG stands

"Tercio de Burgos" Carlist Battalion

Skill 4; Rally 3

Battalion Headquarters

1 command stand (2 rolls/25cm)

1 recon rifle stand (1 self-roll)

1st Infantry Company

3 rifle stands

2nd Infantry Company

3 rifle stands

3rd Infantry Company

3 rifle stands

4th Infantry Company

3 rifle stands

5th Machine-gun Company

2 MMG stands

2nd Regiment, "Littorio" Infantry Division

Skill 4; Rally 5

Regimental Headquarters

1 command stand (2 rolls/25cm)
1 car

Regimental Cannon Company

Command (1 roll/25cm)
3 65mm infantry guns
1 gun crew stand OOOOO
1 gun crew stand OOOOO
1 gun crew stand OOOOO
3 medium trucks

Attached Divisional AA Section

1 20L65 AA gun OOOOOO
1 gun crew stand
1 medium truck

Attached Divisional Artillery Battalion (Off-board)

1 FO stand (on-board) (1 self-roll)
1 medium truck (on-board)
1 100mm howtizer with crew OOOOO
1 100mm howtizer with crew OOOOO

Attached "CRS" (Commando Reparti Specializzati) Headquarters

1 command CV-3/33 tankette (2 rolls/25cm)

1st Company

2 CV-3/33 tankettes

2nd Company

2 CV-3/33 tankettes

3rd Company

2 recon Lancia IZ armored cars

4th Company

1 47mm AT gun OOOOO
1 gun crew stand
1 medium truck

5th Bersaglieri Company

1 command motorcycle LMG stand (1 roll/25cm)
2 motorcycle LMG stands

1st Infantry Battalion

Skill 4; Rally 5

Headquarters

1 command stand (2 rolls/25cm)
1 recon rifle stand (1 self-roll)

1st Infantry Company

3 rifle stands

2nd Infantry Company

3 rifle stands

3rd Infantry Company

3 rifle stands

4th Weapons Company

2 MMG stands

2 45mm mortar stands

2nd Infantry Battalion

Skill 4; Rally 5

Headquarters

1 command stand (2 rolls/25cm)

1 recon rifle stand (1 self-roll)

1st Infantry Company

3 rifle stands

2nd Infantry Company

3 rifle stands

3rd Infantry Company

3 rifle stands

4th Weapons Company

2 MMG stands

2 45mm mortar stands

3rd Infantry Battalion

Skill 4; Rally 5

Headquarters

1 command stand (2 rolls/25cm)

1 recon rifle stand (1 self-roll)

1st Infantry Company

3 rifle stands

2nd Infantry Company

3 rifle stands

3rd Infantry Company

3 rifle stands

4th Weapons Company

2 MMG stands

2 45mm mortar stands

Nationalist/Italian Aircraft

Condor Legion air crews are *Skill 3; Rally 3*

Italian air crews are *Skill 4; Rally 3*

1 He 70 attack bomber (Condor Legion): arrives on a cumulative roll of 13 (roll 1d6 each turn).

1 CR-32 fighter (Italian): player specifies turn of arrival, aircraft loiters for 3 turns as CAP or until engages enemy air.

Delay Roll	CR-32 Arrival
1	Arrives 2 turns early
2	Arrives 1 turn early
3-4	Arrives on time
5	Arrives 1 turn late
6	Arrives 2 turns late

Republican Forces

Elements, 11th Division

Division Headquarters

Skill 4; Rally 3

1 command stand (2 rolls/25cm)

1 car

Divisional Field Artillery Battalion (on-board)

Skill 4; Rally 4

Command (1 roll/25cm)

1 mounted FO stand (1 self-roll)

3 75L36 field guns

1 gun crew stand OOOOO

1 gun crew stand OOOOO

1 gun crew stand OOOOO

3 light limbers

Divisional Howitzer Battalion (off-board)

Skill 4; Rally 4

1 mounted FO stand (on-board) (1 self-roll)

1 114mm howitzer with crew OOOOO

1 114mm howitzer with crew OOOOO

Attached *Asalto* Grupo "Barceno"

Skill 3; Rally 3

Grupo Headquarters

1 command stand (2 rolls/25cm)

1 MMG stand

1st *Asalto* Company

2 rifle stands

2nd *Asalto* Company

2 rifle stands

Attached Cavalry Squadron, "Jesus Hernandez" Cavalry Regiment

Skill 4; Rally 3

1 command cavalry stand (1 roll/25cm)

1 recon cavalry stand (1 self-roll)

1 cavalry stand

Attached Elements, "Pavlov" Tank Brigade

Skill 4; Rally 3

1st Armored Company

1 command T-26/33 (1 roll/25cm) OOOOOOO

1 T-26/33 OOOOOOO

1 light truck with Quad AAMG

2nd Armored Company

1 command BA-6 armored car (1 roll/25cm) OOOO

1 BA-6 armored car OOOO

XII International Brigade

Skill 4; Rally 3

Brigade Headquarters

- 1 command stand (2 rolls/25cm)
- 1 command rifle stand (1 roll/25cm) (political officers)
- 1 mounted recon rifle stand (1 self-roll)
- 1 homemade armored car
- 1 81mm mortar stand OOOOO

“Garibaldi” Battalion

Headquarters

- 1 command stand (2 rolls/25cm)
- 1 command rifle stand (1 roll/25cm) (political officers)
- 1 motorcycle recon rifle stand (1 self-roll)
- 1 assault platoon

1st Infantry Company

- 2 rifle stands

2nd Infantry Company

- 2 rifle stands

3rd Infantry Company

- 2 rifle stands

4th Infantry Company

- 2 rifle stands

5th Machine-gun Company

- 2 MMG stands

“Dombrowski” Battalion

Headquarters

- 1 command stand (2 rolls/25cm)
- 1 command rifle stand (1 roll/25cm) (political officers)

1st Infantry Company

- 3 rifle stands

2nd Infantry Company

- 3 rifle stands

3rd Infantry Company

- 3 rifle stands

4th Machine-gun Company

- 2 MMG stands

“André Marty” Battalion

Headquarters

- 1 command stand (2 rolls/25cm)
- 1 command rifle stand (1 roll/25cm) (political officers)

1st Infantry Company

- 3 rifle stands

2nd Infantry Company

- 3 rifle stands

3rd Infantry Company
3 rifle stands

4th Machine-gun Company
2 MMG stands

70th Brigade (CNT)

Skill 5; Rally 3

Brigade Headquarters

1 command stand (2 rolls/25cm)
1 recon rifle stand (1 self-roll)
1 70L16 infantry gun
1 gun crew stand OOOOO
1 light limber

1st CNT Battalion

Battalion Headquarters

1 command stand (2 rolls/25cm)

1st Infantry Company
3 rifle stands

2nd Infantry Company
3 rifle stands

3rd Infantry Company
3 rifle stands

4th Machine-gun Company
1 MMG stand

2nd CNT Battalion

Battalion Headquarters

1 command stand (2 rolls/25cm)

1st Infantry Company
3 rifle stands

2nd Infantry Company
3 rifle stands

3rd Infantry Company
3 rifle stands

4th Machine-gun Company
1 MMG stand

3rd CNT Battalion

Battalion Headquarters

1 command stand (2 rolls/25cm)

1st Infantry Company
3 rifle stands

2nd Infantry Company
3 rifle stands

3rd Infantry Company
3 rifle stands

4th Machine-gun Company
1 MMG stand

4th CNT Battalion
Battalion Headquarters
1 command stand (2 rolls/25cm)

1st Infantry Company
3 rifle stands

2nd Infantry Company
3 rifle stands

3rd Infantry Company
3 rifle stands

4th Machine-gun Company
1 MMG stand

Republican Aircraft

All air crews are *Skill 4; Rally 3*

R-5 "Rasante" medium bomber: arrives on a cumulative roll of 8 (roll 1d6 each turn).
1 I-16 "Rata" fighter as escort.

SB-2 attack bomber: arrives on a cumulative roll of 13.
1 I-16 "Rata" fighter as escort.

Potez 540 medium bomber: arrives on a cumulative roll of 15.
No escort.