BATTLES FOR SPAIN
GAME MANUAL
BATTLES FOR SPAIN (B4S) Summary

Quick Rules Summary

Units:
- There are 3 types of units in B4S: combat, support (don’t show combat factors) and leaders.
- Combat units and leaders have a movement factor, a combat factor and a morale factor.

Movement:
- A stack in a region can be made of an unlimited number of units, except in those regions with difficult terrains which can contain a maximum of 6 combat units.
- Stacks move from region to region, using their movement point’s allowance, spending it according to terrain and connection costs.
- A land stack may only enter a region occupied by enemy combat units if it has at least one leader.
- When a stack enters a region with enemy units, no other friendly stack may enter the same region (except air units already there or coming there).

Combat:
- Combats take place when there are Nationalist and Republican stacks in the same region.
- Air battles (interceptions) are handled automatically by the game engine without player’s intervention.
- Land battles last two rounds and are simultaneous.
- The Battle Morale of each side is computed as follows: mean of the combat units’ morale + leader’s morale value.
- Many modifiers (terrains, cards, various superiorities) may be applied to combat factors (or moral factors) of the units.
- In a battle round, one D10 die is rolled for each unit:
  * If the result is inferior to the modified combat factor, the unit inflicts one hit to the opposing side.
  * If the result is equal to the modified combat factor, the unit inflicts one panic to the opposing side.
- Panics are handled first. Each panicked unit leaves the battlefield and no longer fights. Each panic lowers the side’s battle morale by 1.
- Hits are inflicted next. A unit suffering a hit is destroyed (unless those with 2-steps, which are then reduced). Each destroyed unit (not reduced) lowers the side’s battle morale by 1.
- When the battle morale gets below 0, the side is demoralized and may rout.

Aviation:
- Air units move twice per turn and are not stopped by enemy units. They return to base automatically.
- During their air offensive phase, they can attack enemy stacks.
- During their air defensive phase, they can only be move on to friendly stacks (on land or on a river region in Ebro scenario) to help defend them.

Victory:
- Victory Conditions are detailed for each scenario so please check the scenario information sheet.

Warning
Please Read Before Using This Game Or Allowing Your Children To Use It.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.
- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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1. – Presentation

Battles For Spain is a strategy game system for 1 to 2 players allowing to replay four battles of the Spanish civil War including the decisive battle of Ebro. The game is turn-based and each scenario has a given number of turns.

In B4S, players receive Victory Points (VP) for the side they control, score being accounted for victories and defeats on the field, as well as specific regions under their control by the end of the scenario. In addition, some game’s cards also provide VPs. The player with the higher score at the end of the scenario usually wins the game, unless the scenario has particular victory conditions that may prevail (such as capturing a given location that could mean automatic victory).
2. – Main Menu

A / Menu
After the B4S logo presentation and loading, the main menu page appears (see Image 2.1) giving access to the main game functions (new game, load game, save game), options and store (not available in version 1.00 of the game).

Image 2.1
When you leave an ongoing game (see section III) you are taken back to a intermediate menu offering more options (related to the ongoing game) or permitting to come back to the main menu (validate your choice - see Image 2.1bis below)

Image 2.1bis
B / Options

The options menu as presented in Image 2.2 below can be accessed from the main menu. Parameters such as the game language, the music and sounds levels, or the AI difficulty level can be adjusted from there.

The game rules (this present manual) can be accessed directly in game, as well as information on Steam successes.

![OPTIONS](image)

**Image 2.2**

The autosave function is activated by default, and you need to uncheck it in order to prevent it from action (if not the game is saved automatically at the end of each turn).

C / Store

The function sends you to the Steam store.

D / Save and Load

The function that allows saving an ongoing game, or allows loading a previously saved game. See Images 2.3 and 2.4 below Remember the game has the autosave activated by default. (Saved games by end of each turn and each phase automatically). You can also load pbem games there.
You can rename the saves by double-clicking on their name inside their lines on the save window.
3. – Scenario Menu

A / The Scenarios
This menu allows selecting which scenario you can play. Scenarios are displayed by chronological order.

**SELECT SCENARIO**

Guadalajara 1937
Teruel 1937
Merida 1938
Ebro 1938

**TERUEL 1937**
This scenario covers the Republican offensive on 13th of December 1937 over Teruel. The Republicans objective is to take the city and hold it. The Nationalist player has to break the Republican line with the reinforcements that Franco sends to lift the siege over Teruel.

Image 3.1

After clicking ‘Continue’ you can see a brief description and objectives for each side (see Image 3.2). An estimated playing time is also given. To start, you must first select the flag (or the human/computer button) of the side you want to play before pressing ‘Start Game’. When playing hot seat, just click on the ‘Human’ button at the right side of the sides flags.

**CHOOSE NATION**

*Republican*

*Nationalists*

Teruel 1937

Teruel 1937 lasts 12 turns representing one day each between 15th and 27th of December 1937. The game represents the Republican offensive to take the city of Teruel, the only capital of province they captured during the whole war. You can choose either to take the offensive as the Republican or the Nationalist to avoid Teruel fall into enemy hands.

The game event cards allow full replay ability thanks to the numerous various situations that they create on the movements, weather and combat fields. Estimated Playtime: 2h30.

Favored Side: none.

Hardest to Play: Nationalists.
When the scenario starts, a load window is displayed (Image 3.3), showing the load percentage in progress. Once load is complete, you are on the mapboard of the scenario and a small window tells who is going to move first (as this may be the other side - see Image 3.4).

**B / Information on the Scenario**

When clicking on the icon to right of the Date in the scenario start window you can access the scenario information sheet. The game built-in PDF viewer will show you a presentation about your future game. It displays the first page of the pdf (see Images 3.5 below).
In this window you can read most important information about what is different in the current game from the basic rules, and also the specific victory conditions or game special rules that are in effect. You can zoom in or out, move the window, reduce it, or perform searches in it.

Translator Note: those sheets are only in Spanish and English in the current version of the game, and if you play in another language (such as Russian, German or French), the scenario sheet button won’t work. But you can always access those Information sheet in PDF format at the root of the scenario directory.

C / Intermediate Menu
When leaving an ongoing game, you are returned to an intermediate menu that allows you to perform various functions on your current game (such as save, resume, quit) or also return to the main menu or the game’s options. See Image 3.6 below.
4. – Mapboard and Main User Interface

A/ User Interface – Buttons and Functions

Please refer to Image 4.1 (and following) below to check the descriptions and explanations.

- **Back to Menu**: this button takes you back to the intermediate Game menu (see Image 3.6 above) giving access to various functions such as the save functions.

  **Warning**: if you decide to return to the menu and access other scenarios, the part of the ongoing game not previously saved will be lost. At best, after the first turn and if autosave function is still active, you can reload the game at the end of the previous turn.

- **Side in play**: the flag of the side in play are presented at the left of the Victory Point star. Clicking or Pressing the flag will show the map with a color overlay indicating which side controls which region (Image 4.1a).
Image 4.1a

- **Victory Points (VP)**: in vigor for the active side.
- **Information on Turn Number and Date**: the panel displays visual information on the current game date and the turn number (the figure after the / indicates how many turns in total there are in the scenario).
- **Phase in Progress**: the panel reminds you of the game phase currently in progress.
- **Next Phase** button shown as an arrow. When grayed-out, it means you can't move to the next phase (usually because some mandatory action is not dealt with). WARNING: once clicked, the game moves forward to the next phase and it is no longer possible to cancel or return back.
- **Access to Stack Content**: is indicated by the square button (with the soldiers silhouette). When a stack is selected on the mapboard, clicking on the button opens the detailed stack panel. This allows inspection of the stack content but is only possible for the stacks belonging to the player (unless a game playing cards allows you to, such as reconnaissance). See Image 4.1b below.

Image 4.1b
Selected Stack is highlighted and green arrows in movement are displayed below it. The stack presents the picture of the commanding leader (if any) or one of the most numerous units (if no leader). The figure in the small circle located at the right side of the stack counter indicates how many combat units it contains (information not given for opposing stacks, you just can see if it is a small, large or big stack by the look of the stack counter).

Closing the Selected Stack is possible by pressing this button, the panel will disappear and return to the usual small button state. When a unit (or more than one, multiple select by simple clicking. Clicking again on selected unit allows to unselect it) is selected, a white halo is displayed around its counter. See Image 4.1c below.

Structures are shown by icons on the map board showing their name, the owner (by its color on the name plate) and some specific properties such as fortification and defense level, port or airport status, victory location, etc… See Image 4.1d below.
Again, with a right click on the structure, an extended detail window is opened (see section C hereafter).

B / The Mapboard(s)
According to the scenario, the mapboard is more or less vast from 100+ to 270+ regions the bigger.

Refer to Image 4.2 above to follow the explanations that follow. Regarding the more detailed terrain effects, see also section B and C hereafter. Other elements and explanation are also presented in the next sections of this manual.

- **River Ebro Regions** have blue tones only resent in 'Ebro:1938' scenario for boats or bridges. The move cost of river Ebro region is a standard 1 per region. Planes can fly over them. Republican Supply may cross trough river Ebro regions between land regions.
Minor or Major River: they are in general a border between two land regions, shown as a more or less large blue line between those regions. Most of the time rivers cost one (if minor) or two (if major) movement points to cross, unless they are bridged. They provide usually a bonus to the defender on the first round of battle versus a crossing attacker.

Mountain (or hill) regions are usually shown with an explicit icon or look and cost more in movement points than the average land region, and thus may even stop it. They also usually provide a bonus to the defender and prevent pursuit. They are often difficult terrains, i.e. limiting the stacking of land combat units in them (6 maximum, while there are otherwise no stacking limits).

Marshes/Swamps Regions showing an explicit decoration (icons or pictures), cost more in movement points than the average land region, and thus may even stop it. They also usually provide a bonus to the defender and prevent pursuit or breakthroughs. They are difficult terrains, i.e. limiting the stacking of land combat units in them (6 maximum, while there are otherwise no stacking limits).

Clear/Plain Regions: have no particular effect on movement (1 MP/region) or combat (no effect).

Forest Regions are usually shown with many trees on. They usually provide a bonus to the defender and prevent pursuit. They are often difficult terrains, i.e. limiting the stacking of land combat units in them (6 maximum, while there are otherwise no stacking limits).

Structure: are located on off-mapboxes regions and show their name and content (airports). The name plate is colored as per the controlling side. When units are inside a structure, the black background circle becomes colored. More details can be seen by right-clicking on the structure. When clicking on a structure, you enter it (useful to see content and proceed to load/unload operations).

Roads and Railroads: those transportation networks, when present, reduce the land movement cost of a region to a flat ½ PM as long as the land move is done through a friendly region with such a transportation network. The full terrain movement cost must be paid when entering an enemy region, even it has roads or railroads.

Border between Regions: their style may vary but aside from rivers and mountain ranges sometimes, they have usually no impact on the game. Rivers crossing and landings from the river Ebro however have a strong impact on movement and combat.

Areas:
The mapboard is frequently divided into Areas. This is used in simple scenarios for VP collection or for some specific movement prohibitions (e.g. limit between Italian and Nationalist in Guadalajara, etc...), or also to help cards or events gameplay. Last but not least it is quite useful for the game AI.

C / Regions, Terrains and Connections
As presented above, the board is divided into areas, which are groups of regions. Different region types can appear on a mapboard.

TERRAIN TYPES AND EFFECTS
As a rule, each terrain costs an expense in Movement Points (MP) to enter it. This cost is always 1 MP for all air units, whatever the terrain or the region. Terrain types provide bonus or penalties to combat units in battle. (NB: see each scenario sheet for detailed information).

CONNECTIONS TYPES
As a rule, a connection joins two regions together (not necessarily adjacent ones). Most of the time they cost 0 MP but some may have a cost - as listed below - and may impact on combat resolution.

River (small) / River Bridge (small): +1 MP / +1 bonus to defenders on 1st battle round only. No PM cost if a bridge is present.

River (large) / River Bridge (large): +2 MP / +2 bonus to defenders on 1st battle round only. No extra PM cost if there is a bridge.

Beaches: uses up all movement / +2 bonus to defenders on the 1st battle round only.

Roads: ½ MP if the whole move is over friendly regions with road. No combat modifier for the road itself (applies the one link to terrain).
**Rail:** Free movement for all land units that follow the railroad lines as long as this is inside friendly regions.

See also Image 4.2b below (see Structure - §C) to see the information about terrain depicted inside the Terrain Information Details Window (right-click on any empty part of any region to have it pop-up).

**VP AND OTHER VALUES**
Regions of importance are usually shown with a star symbol. When you right click on them, the detail shows more information for the sides in play as to how many VP they gain or lose for conquest or loss of region. See also Image 4.2a below.

*Image 4.2a:* Shows how much the 'strategic' valor for region of Torija (Guadalajara 1937).

**D / Structures**
Structures are mostly cities or air bases. They can hold airports. See Image 4.2b below for the Structure information detail window.
You can click (left) on your own structures to enter them - See Image 4.2c below – which will display to you which units (if any) are currently inside the structure if any.

Image 4.2b: on the right, Soria is a town with an airfield.

**E / Units**

There are three types of units in the game: **combat units** (CC), **support units** (SU) and **leaders units**. The information presented on the units is always displayed along the same pattern. One can see the units inside the units detail panel (click on a friendly stack on map and click on the small tank button), where the most useful data is presented (combat, movement, morale, name, type). See Image 4.3 below.

Image 4.2c
with a right-click on a unit counter, you can have the full unit information window opened, with extra data presented (See Image 4.4 below).

**Image 4.3**

**TYPOLOGY OF UNITS**

**Combat Units (CU)**
The information on the unit counter, whether numerical or iconic, is presented likewise:

- Top right, the **Morale Factor** (MF)
- Bottom right, the **Movement** potential in points, known as Movement Points (MP),
- Bottom left, the **Combat Factor** (CF).
  Important note if this factor is displayed on a square, the unit is considered as Heavy (H)
- Located between Moral and Movement, in the middle right, an indicator of either **Breakthrough** or **Elite**. If the Breakthrough indicator is there (a green arrow), the unit can breakthrough (note: only present in some scenarios for armored and other units). The E indicator (or a medal, or laurels) shows an Elite unit (which re-rolls failed dices).
- Last, top left, there the **Role** of the unit, displayed either as a graphical icon or a letter (details in Appendix):
  - C = cavalry/armor, M = Mountain
  - T = Transport, A = Artillery, N = Naval/Marines, Air = Air units [B = Bomber, I = Interceptor, AA = Anti-Air units,
  - In some scenarios, there could be extra **specific** elements displayed on CU's.

The unit name is also displayed (a short version on the counter, a more complete one in the unit window), as well as a silhouette, photo or Image. The counter background color is that of the nation to which the unit belongs. There can be different colors within the same side or nation (e.g. for a given nation we could have a different color for army and/or air force), this to help visual identification.

**Image 4.5**

The size of a unit is represented by a small green dot just above the combat value. See red arrow in **Image 4.5** above.

The unit size use to be battalions for infantry, companies for Armor units, squadron for Cavalry, battery for Artillery.

**Land Units**

They can only move on land regions by themselves. Republican units may be transported across the river Ebro in the Ebro scenario.

**Naval Units (boats)**

They can only move through river regions (only present in Ebro battle in this version of the game).

**Air Units**

They must be located on an airport structure.

All air units pay a single 1 PM cost for every region they fly over.
Some air units have no numerical value for movement (movement points for air units is also called range) but instead the infinite symbol (horizontal 8 - See red arrow in Image 4.7 above), showing that they can go all over the map board no matter how many regions they fly over. In other words, they have unlimited range.

Support Units (SU)
They are essentially Artillery (A) units.

Most of those SU only display a Movement Factor and no combat or moral values, as those units never fight directly on the battlefield (see section XXX combat below). **SU never count for stacking or terrain restrictions.**

When SU are found alone in a region and attacked by an enemy, they are eliminated.

**Attack and Defend Factors**

Some units have different combat factor for Defense or Attack. You can see this clicking on the shield or sword to the left of the stack window. **See image 4.5a**

**Leaders**

Leaders are units which illustrate the commanders that are particularly active or influential in the conflicts represented in the scenarios. Use to be battalion commanders.

Information (graphical or numerical) on leaders is the following:
Top right, the Morale Factor (MF)
Bottom right, the Movement potential in points, known as Movement Points (MP),
Bottom left, the Combat Factor (CF). In rare cases, it may even be negative.
Last, top left, the leaders’ Rank, shown by stars; they rank from 1* to 2**.

In some scenarios, there may be extra specific elements displayed on CU’s.
Hierarchy: shown only in the leaders detail panel, it’s a letter that allows distinguishing the hierarchical order of leaders of same rank.

Maximum Command and Command Penalties
The * leaders may command without penalty up to 5 combat units (CU)
The ** leaders may command without penalty up to 10 combat units (CU)
If a leader commands more units than his allowed maximum, he receives a penalty of -1 to its MF (Moral) and -1 to its CF (Combat), cumulative for each extra 5 full CU in excess.

5. – Game Duration and Victory

A / Duration
Each scenario has its own duration, being 12 turn for the shortest and 45 turns for the longest. The time unit of the scenario may vary (day or half a day). See Image 4.1, info 6 above for the location of the information.

B / Victory Conditions and Victory Points
Each scenario gives the detailed victory conditions for each side, usually inside the scenario information document. A VP gauge follows the gain or loss of VP phase by phase, turn by turn, till the game is over. See Image 4.1 and 4.1a, info 4 above for the location of the information.

In this version of the game, when a side reaches 40 VP or more (although this could be different in some scenarios) at the end of a full turn (i.e. after both players had their turn), that side wins the scenario.

Victory Points
As a general rule, VP acquired through battles and conquests of some regions (i.e. outside playing cards gains or losses) for a side are lost by the other side.
Note: VP never become negative, i.e. lowest value is zero.
The side that has the most VP by the end of the game usually wins the scenario. VP gains are coming from a different set of sources, as follows:
- Big Battles: a player earns +3 VP if he wins a battle where at least one of the sides had 6+ combat units
- Cards: the gain, or loss, is usually indicated on the card descriptive text.
- Battle losses: this is cumulative (positive for winner, negative for the loser)
  + 1 VP for every two units steps killed (in excess of our own losses)
  +1 VP if a ** Leader is killed (leaders don’t die in this version of the battles included on the game)
  +2 VP if a *** Leader is killed (leaders don’t die in this version of the battles included on the game)

Other Conditions - Sudden Death
In some scenarios (like Guadalajara), there are victory conditions called ‘Sudden Death’ (SD). This use to happen if some regions are conquered. The side that achieves the SD conditions wins the game immediately, even if it has less VP than its opponent or not reached the scenario end.

Valentin González, ‘El Campesino’
6. – Number of Players and Multiplayer

A / Number of players
B4S scenarios have been created for 2 players. You can select the side played in the second page of the scenario menu. See Image 6.1

B / Multiplayer / Pbem
This version of B4S handles the multi players Hot Seat version (i.e. the 2 players will alternate on the same PC) and the Play by email version. To pbem you have to do several things, first is to give your email and define a folder for pbem games. See image 6.2.
Then the player moving first select the scenario and his side (arrow 1), and the envelope for the other player (arrow 2), he has to give the game a name (arrow 3). Finally click 'Start Game'. See image 6.3 for details.

Image 6.3

Player makes his moves and at the end of his turn has to click on the envelope you can see on this image (6.4). This leads the player to the folder where a zip file containing the corresponding turn, see image 6.5. The player has to send this zip file to his opponent. A player that receives a zip file from his opponent has to copy that file in the folder he has defined as his pbem folder. The game will recognize this file as a new turn ready to be played and this is identified by an envelope in the Load Saved Game screen.
7. – Game Phases

A game of B4S is a turn-based game where each side play after the other, in a set of sequences called phases. The whole of possible phases (as listed below) may not be fully present in a given scenario. Some can be absent or they can be present only on certain turns. Possible phases are the following:

- Cards
- Reinforcements
- Supply
- Naval Movement (Ebro)
- Air Movement (Offensive)
- Land Movement
- Battles (and Breakthroughs)
- Second Air Movement (Defensive)
- End of Turn
- End of Game

At the start of each game turn (as well as at the start of each of the turn's phases), a warning message or animation is presented.

7-1 / Cards Phase

The game turn starts with this phase. As a rule a side will draw a new card at this phase in the game (in some scenarios the draw could be of 2 cards instead).

![Image 7.1](_card_draw.jpg)

Gameplay of Cards is described in section X below.

7-2 / Reinforcements

This is the phase that follows cards. It only occurs if the scenario has a planned reinforcement for the turn (by design) or if a card was played previously (this turn or even the previous one) that is giving reinforcements.
Gameplay of Reinforcements is described in section XI below.

**7-3 / Supply**

This phase takes place after the reinforcements. Cards that impact supply must be played at the start of that phase.

As shown in Image 7.3, regions where the player's side is supplied are indicated via green stripes (falling towards the right). Those where the player is not in supply for now are in red stripes (falling towards the left, opposite to those of the player’s). Also, when some regions do not provide supply to any side, they are showing grey stripes (either falling in the side of player or that of his enemy, depending on who owns those regions for now).

Gameplay of Supply is described in section XV below.

**7-4 / Naval Movement**
This phase always occurs when a scenario has naval regions (only Ebro 1938 in this version of the game, as Ebro river regions are managed as naval regions in terms of the game. And there are naval units that can move in it (river boats in Ebro 1938). The player can move his naval units (see Image 7.4), load land units from a land unit adjacent to the river where the naval units (with transport capacity) are present.

Image 7.4

Gameplay of Naval Movement and Combat is described in section XVI below

7-5 / Air Movement (Offensive)

This phase can only exist in the scenarios when air units become ready for flight for at least one of the sides. The player with planes may move his air units, as stack or individually, (see Image 7.5), choose to make recon or rebase missions. Once a move is validated, it can’t be cancelled.

Image 7.5

As a major different from the other movement phases, combats may occur during the movement of air stacks/units (such as interception by enemy fighters or Anti-Aircraft fire) and those combats will be solved automatically by the engine (using a similar procedure to the usual battle procedure - see H below) without intervention of the active or inactive players. Surviving victorious units will pursue their mission till they successfully reach their destination. Units or stacks
which lost those intervening battles automatically abort and return to their original base. At the end of the air movement, air units of the player may thus be present in regions containing enemy units and, if those regions can become site of a battle, they will be solved in the ensuing land phase (if over land regions) or are solved immediately (if over a river Ebro region). This phase cannot be tweaked inside the editor, it is either active or not active. Cards impacting air movement or combat must be played at the start of this phase exclusively.

Gameplay of Air Movement and Combat is described in section XVI below

7-6 / Land Movement

Players may move their units one at a time or as stacks (see Image 7.7), may unload land units onboard boats, and engage enemy in battle. Note that, unless using some exceptional card, that a region may only be entered by one of the player’s stacks maximum (so no second or more stacks) and that the said stack must be commanded by a leader unit (in other words leaderless units do not attack). On the other hand, enemy regions empty of combat units can be entered. A stack that moved cannot be moved again, and a move already effected cannot be cancelled. This phase cannot be tweaked inside the editor, it is either active or not active. Cards impacting land movement must be played at the start of this phase exclusively.

Gameplay of Land Movement and Combat is described in section XVI below

7-7 / Battles

Battles take place only after the corresponding movement phase is over (land battle after land movement). The only exception is that of air movement which can trigger immediate air combats during the move (see F above). If a battle involves only air units on one side, those being able to attack land or river Ebro targets, will be resolved during the relevant battle phase (land or sea battle). Players can select battles to be solved in the order they want, by selecting them from the battle list window (see Image 7.7a), then each battle is solved immediately before going to the next (see Image 7.7b). This phase cannot be tweaked inside the editor, it is either active or not active. Cards playable during battles must be played upon the opening of the battle window, before the fighting actually starts. The attacker must play his cards first, followed by the defender. Some cards may even cancel the whole battle (such as a retreat card), in which case the game moves on the next unresolved battle (or next phase if this was the last or only battle).
Battles are always resolved along the same process, described in details in section XVII below.

A land battle always lasts two rounds, simultaneously solved (unless a card is played changing the duration or simultaneousness).

At the end of a battle, a check is made to see if there is a winner, if one side has routed (test effected when losses are higher than the side's morale), if there is a pursuit (only after a rout or via card play), a breakthrough (see below) and if leaders are injured or killed (leaders don’t die in combat in this version of the game).

When a battle generates a breakthrough, the winning player may make an immediate extra move with his breakthroughable units and leaders, limited to an adjacent region (see also section VIII / E and Image 8.8), then solve the breakthrough battle if there is one (however a breakthrough battle does NOT allow another breakthrough).

Battles are one of the main sources of VP, and after all battles have been resolved a summary window will display the results (see Image 7.7c) showing gain and losses of all sides involved.
See the end of the manual for an explanation of a land battle in section XXV below.

**7-8/ Return to Base and Second Air Movement (Defensive)**

The first part - return to base - is automatic and takes place immediately after the battle phase is over. All air units which are in regions without friendly airports must return to the airport or base they have originally moved from. Player has nothing to do, just see it While units return to base, no air combat or AA fire takes place (in this version of the game).

Once air units have returned to their base, players may order a second air movement (termed as defensive - see **Image 7.8b**) with their units, with the important restriction that the air units can only end their movement on friendly or empty non-enemy regions. This process is useful for the player to anticipate the enemy possible moves and position in advance his airpower to contribute to his future defense (e.g. above the player's own stacks to provide additional air support, or above regions where he feels his own interceptor air units could intercept enemy air flying by).
Note that interceptor type air units inside friendly air bases (airports) are not obliged to make a move, they will automatically intercept enemy air units that would move over their bases during enemy air movement. See also section XVI below.

7-9 / End of Turn
This phase is there to tell the player that his turn is now complete. During that phase, and when both players have played their full turn for the turn in question, a check is made to see if one of them wins the scenario, in which case a specific victory window will open. Some cards may be played at the start of this phase.

Some specific victory conditions (such as sudden death) may cause at this stage the victory of a player, even if he is not currently leading in terms of VP. See sections V below and XX & XXI below.

7-10 / End of Game
That phase only occurs at the end of the last turn of the scenario, showing it is now ended. A window displaying the final VP tally appears with a display of the victorious side (or, rarely, no victor if both sides have strictly the same VP score). See Image 7.10. No card may be played any longer.

![Image 7.10](image)

At this stage, the game will end.

7-11 / Note on Chronology of Phases and Actions
Phases are always solved in the above chronological order. However, within the phases themselves, the actions are left to the player choice in terms of order. See above section IV, Next Phase.

To go to the next phase, players must click on the top-right arrow button. When the button is not present or grayed-out, it means players must still solve some actions in the current phase before being allowed to move to the next. For instance, in the card phase, you can’t continue if you have no discarded cards in excess (and the Next arrow button won’t be displayed before the action is satisfied).

**Warning:** when playing too fast, you may go to next phase by error. In that version of the game, there is no way back. The only option is to load the autosave of the game (or the player’s own save) and restart from that point onwards. It is advised for new players to leave the autosave function on (which is the default setting).
8. – Nations and Sides

Those terms are frequently used all over the manual, inside the game and also inside the various parts of the game editor. Explanations below are useful to understand the structure of B4S scenarios and game.

8.1 / Nations: generalities

A nation is the base component of a side (see D). Each nation is unique, has two set of colors (one dark and one light), and has its own colored background counters and victory icons. A nation is the main nation of a side (Nationalist Spain or Republican Spain). Each nation has a flag assigned to it, which is usually placed on the map board when the nation owns a region for the game start. See Image 8.1.

Image 8.1. Flags on map

Some cards may affect only one nation in particular.

A nation usually has its own pool of units, may own sub-nations, has one main 'capital' region in each of the game's domains (air, sea, land, which is where units returns in last resort), a preferred play domain and sometimes specific AI parameters.

8.2 / Nations: sub-nations

A sub-nation is always attached to another nation, at least nominally. The main purpose is to give a visual difference (colors, counters) and thus to help better identify the various components of the same side. For example, in Merida 1938, when the Nationalist side is played, you can see the Falangists or the Africa Army as sub-factions of Nationalist Spain, also helping finding out those units easily in the stacks (as knowing where they are can be useful for card play for instance). See Images 8.2a and 8.2b.

Image 8.2a. Counters colors for some sub factions: Anarchists and Fascist Italians

A sub-nation has usually its own pool of units.

8.3 / Entrenchments

The land stacks may entrench. To do so, the player just click on the entrench button in the unit panel and the unit will entrench. See arrow in Image 8.6 below.

Image 8.6.

When a stack is entrenched, a visual indicator is placed on top of it, showing a trench icon and the red figure -1 (see right here). See Image 8.6a.

Image 8.6a.

In exchange of getting entrenched, the stack loses its movement capacity for the turn. An entrenchment inflicts to all attackers of the entrenched units a -1 penalty to the combat value of the attacking combat units.
When an entrenched stack leaves the region where it was entrenched, either voluntarily (via movement) or involuntarily (forced to retreat following a defeat) it loses its entrenchment. The indicator is removed. The opponent, when capturing a region where the defender was formerly entrenched does NOT get the benefit of the entrenchment (it is removed).

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### 8.4 / Breakthroughs

This special parameter is assigned to some units to have the possibility to effect a breakthrough (or follow one) IF the units are breakthrough-able (see section IX below for units parameters). The breakthrough principle is simple: when the side wins a land battle AND has breakthrough-capable in the victorious stack, he may move the said units (and all those which can follow them) into an adjacent region and, if a leader is available, may launch a new attack into the selected target region if enemy forces are present there.

Without a leader, units may only breakthrough into empty regions (i.e. regions without enemy combat units). All allowed regions (including the one when they are at the moment, which is how you decide NOT to move away from battle region) are shown on the map in yellow color.

Just click on the target region to effect the breakthrough there. See Image 8.8.

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**Image 8.8.**

A single unit may only breakthrough once per turn, even if its side wins again a battle that was generated by a previous breakthrough.

**Important:** note that breakthrough is not mandatory. If you don't want to take it, just click on the current battle region and the units won't move. Units unable to breakthrough will always stay 'behind' (i.e. in the battle region).

**Leaders and Breakthrough:** a leader will move with units in breakthrough only if the leader has the ability to do so. This is represented by an icon located on the leader counter, on the middle-right side.

If the leader in command has not the ability, another leader (even if not commanding) with the ability will take over and will go on the stack that does the breakthrough.

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### 8.5 / Sides and Victory Points

As indicated above, VP are assigned to each side. VP are awarded winning some battles, getting control of some regions or controlling them at the end of the game, players can also win VP playing some cards.

For a given game, could be a VP threshold which is termed as the Victory Level. It is used for both sides in the scenario, without difference, check scenario sheets for more info.
9. – Units and Stacks

A / Combat Units
The main tool at the disposal of a player in B4S is the Combat Units (CU). Such a unit, be it used on land, air or sea, is the one that directly fights in battle. CU always have the same type of parameters, as indicated below (see Image 9.1):

See examples below to find the disposition of information on various kinds of CUs.

Image 9.1.
- The Morale Factor MF (top right),
- A Movement Factor expressed in movement points MP (bottom right),
- A Combat Factor CF (bottom left), sometimes displayed over a dark grey rectangle for heavy Units,
- Sometimes, when necessary, a descriptive icon for a particularity, such as E (Elite),
- A number steps (above the CF) shown by small green dots (one to four),
- In the top left, a general type or role of the units, identified by a letter (F = fighter, T = Transport, ...),
- If the unit is a two-steps units that was previously damaged (one or two steps left, shown with red/green dots), a white stripes is displayed behind the unit picture, across the middle of the counter.

All this information (and many other) are also to be found inside the unit detail window – see Image 9.1a – that can be opened at any time via a right-click on the unit counter inside the unit panel or any panel showing those counters.

Image 9.1a.
A unit has a name, a picture, and a colored background corresponding to its nation or sub-nation (see § VIII above) according to the side it belongs to.
**B / Artillery Units**
The Artillery units are units whose effects will influence battle resolution.
They have no MF (moral) as they are not directly involved in battles and they don't affect battle morale calculations.
Do not count for stacking. They will be destroyed if found alone (i.e. without friendly CU) in a region with only enemy combat units.

**C / Leaders and Command**
Leaders are special units representing historical generals, colonels, commanders of both sides. They are represented on their counters as follows:

![Image 9.3.](image)

- A leader has:
  - a Morale Factor MF (top right),
  - A Movement Factor expressed in movement points MP (bottom right),
  - A Combat Factor CF (bottom left),
  - sometimes, when necessary, a descriptive icon for a particularity, such as Br (Breakthrough) which indicates the leader will move along with the units in breakthrough,
  - a hierarchical rank from 1* 2** stars.

All this information (and many other) are also to be found inside the unit detail window – see Image 9.3 below – that can be opened at any time via a right-click on the unit counter inside the unit panel or any panel showing those counters. As CU, a support unit has a name, a picture, and a colored background corresponding to its nation or sub-nation (see § VIII above) according to the side it belongs to.

**Ranks and Hierarchy**
Hierarchy is a way to sort leaders of same ranks. It is displayed via the use of a bold letter in the Leader detail window the higher the letter in the alphabet the higher the position of the leader within the rank (A is before B, etc...)

**Command**

**Command order**

Command is sorted by rank, and within same ranks by hierarchy. 2** leaders are the top in hierarchy and then the 1* leaders. In B4S most leaders are one star Leaders.

If two friendly leaders (i.e. of the same side, whatever the nation or sub-nation) of same rank are on the same stack in a battle, the hierarchy will tell who is in effective command (thus a 1*A will lead a battle before a 1*B or 1*C, but not before a 2**).

**Command Limit and Penalties**

Leaders may effectively command a limited number of Combat Units (CU). This limit is calculated by batches of 5 CU, as follows:
- 1* leaders: may command without penalty up to 5 CU
**Leaders and Combats**

Leaders are essential in battle, on two grounds. First a leader is mandatory to start a land battle. Second their CF will influence the combat of their CU and their MF value influences both the stack morale (the higher it is the better as it is used to determine when the stack is demoralized) and the enemy performance (which is lowered if the opponent MF is higher than his own). See Combat Section XVII below.

Land Units without leaders cannot attack (but they can defend). See Combat Section XVII below. Air and Naval CU may attack without leaders.

**D / Stacking**

In the game, stacking is in principle unlimited, be it on land, or air. However, on land, stacking may sometimes be restricted inside what is called *difficult terrains*, where the *limit is 6 combat units* (leaders and support units are never counted for stacking). Those terrains are very common in B4S, being a way of limiting the number of units in a single region, the information about difficulty is show in the terrain detail as a forbidden symbol with a big 6 figure in it, in red color. It is shown only in the region detail window (right-click on a region to access it). See Image 9.4 below.
E / Information Windows
As a rule, a right-click on a unit, stack, structure or region will open the information window on same, as shown in previous paragraphs. This function is always active on friendly elements, and only on regions and structures (not units) for enemy elements. Those windows remain open until the player decides to close them by click on the X symbol located on the top right of the window.

F / Manipulation in the different phases
Most of the time, a left click on a game element will select it (stack of units, card, region). A right-click will open an information window if there is one (see G above).

When it comes to manipulating stacks and units on the game board, see the following sections.

Handling Units from or to Windows
You can use drag-drop method to do so. Left-click on the selected unit and drag it towards the section of the window where you want it. This is used mostly in structures such as airports. See Image 9.9 below.

Handling Units and Stacks on the Mapboard
The same click-drag function is used within a region for units. Just left-click on the selected unit and drag it to the location within the same region where you want it. This is useful for example when a player want to split different units from a stack, or wants to move a unit from a stack into a structure within the region. The most common use is when you have many air units inside the same airport (e.g. Battle of Teruel) and you need to send them individually to different targets, it is advisable to split them locally before moving, in order to avoid moving the whole stack by mistake. You can use the icon marked in Image 9.10 below to split the units selected.
When moving stacks (or even a single unit which is de facto a stack by itself) to another region on the map, you need to click and then drag or push the whole stack towards the destination, without releasing the click. Releasing the mouse is equivalent to ending the movement where the mouse pointer is located. See Image 9.11 below.

**G / Fog of War**

The player is not allowed to examine the content of enemy stacks. The only thing he can see is the stack on the map, with no other indication than the shape of the background counter (which gives a hint as to the stack size). See Image 9.12 below.
In addition, the restriction also appears when the opponent receives reinforcements, although this time there is an indication on the number of units in the received reinforcements.

Last, some cards allow the player to examine the enemy stacks (via spying, reconnaissance, leaks, etc...). When such a card is played, the player will see the stacks he is allowed to examine with a yellow highlight. Clicking on the stack de-activates the highlight and shows the stack content in a separate window. See Image 9.14 below.

Image 9.14

Note that the information thus received is only valid during the current player’s phase and will be lost in another phase. It will be lost also if you play another card immediately after it, so be careful to take good note of the feedback as it will not be possible to re-access it later.

10. – Play By Email. Instructions.

A/ Pbem Folder
On your PC, create a specific folder where you will store your PBEM saves (both those of your game and those you will receive), as this is where the WAW PBEM system will go to get the data and information on your email games. For example, you could use: C:MyDocuments/B4S-PBEM

B/ Options configuration
Select the Options, to configure the required information for an email game, in particular your user name (see 1 on Image 10.1) your email address (see 2 on Image 10.1), the path to and location of storage folder where your PBEM saves will be located (see 3 on Image 10.1), as indicated in the previous step. You may tick the check box (or not) an email client (e.g. Apple Mail, Outlook, Thunderbird). Please note that all this information is mandatory to start a PBEM game.
C/ Starting a new game
To launch a new email game, choose first the scenario AND, if you are the one initiating the game, you must select the first side see arrow 1 on image below. This is the constraint of PBEM. If you want to play the second side of the scenario, then your email partner should be the one to initiate the game. In short, the one who starts the game on his machine always plays the first side in the scenario. Then:
* A – Check/click on the envelop at the right of the second side’s emblem, see arrow 2 on image 10.2.
* B – On top of the screen, enter the name of your game (e.g. MyGameName), see arrow 3 on image 10.2.
* C Click on ‘start game’ button
* D- In the window that opens, right above the menu bars on the right, you can select your opponent among those already registered there, or you can create a brand new one by entering his player’s name (or nick) and his email address, and then by clicking on the + button to add him, see image 10.3.

![Image 10.3](image-url)

* E – Then, to launch the game, select the opponent you want from the list and then click on the starting arrow (will be grayed out while no opponent is selected).

D/ Sending your turn
In the game, just play your first turn normally, till its end. When the turn is over, you’ll see that the usual NEXT arrow has been replaced by an Envelope button, see image 10.4
When clicking on it, the game moves away from the current scenario and returns you to the main menu. IF you chose in the options that you were using an email client, the game will try to connect to it and send an email to your opponent with the current turn save as an attachment (as a Zip file). IF NOT, you will see a message asking you if you want to open the folder (previously defined) where the game stored the turn’s save. You will need to get there and manually attached the save (a zip) to an email that you will mail to your opponent.

The save is usually named in a consistent way, as follows: <name of scenario>_<name of game>_<name of your side in game>_<current turn number>_Start.zip

E/ Receiving a turn
When your opponent receives the mail (be it automatic or sent manually), he needs to download the attachment (i.e. the turn save) and place it directly into the folder he has defined as the location of his saves for PBEM. From there, he should be able to load the game, play his turn, then send you back the save after his own turn, as show in step 5 above.

When you receive your opponent return mail with his turn attached, take the attached zip and drop it into your PBEM save folder (at root, no need to put it into any of the subfolders present), and that’s it (all is automatic, we thought about you!)

F/ Open a new turn
Open the B4S again, you’ll notice a little green envelope on the Load Game menu bar. Just click on it to access it. See Image10.5.
When the Save menu opens, choose the **email tab** (see image 10.6) and select in the list the file received (the most recent will always appear on top), and then it is... your turn to play again...

**Image 10.5**

In case you receive a save while the game is already working, and after you placed it in the PBEM save folder, you can go into the saved game list (ingame) and click on the small round « recycle » button (top right of the window) to refresh the save list.

**Image 10.6**
11. – Playing Cards
Each game turn will start with the Cards Phase. As a rule, the playing side will draw card(s) at that point.

A / Typology
All cards are displaying a front (where the cards information is displayed) and a back (generic, to keep the details masked to the opponent). There are two kinds of cards: the black ones that can be drawn and playable any number of time in the same game and those, in red, that are usually playable only once and have effects that may be temporary, unique or permanent. The above-mentioned colors are used in the card title texts, in addition to any other information that can also be present on the card itself. See Image 11.1 below.

Image 11.1.
- Back of the card, usually displaying the side emblem and a discreet on-context decorative background.
- Card title, in red if unique (and usually not replayable).
- Card title in black for those cards that can be played and re-drawn without limitation.
- A decorative image illustrates the theme of the card.
- An icon is sometimes present to remind, on a non-exclusive way, which main phase of the game the card can be played into, a useful indication when the card is first drawn (or when already in hand at start of a game).

Below are the most frequent card icons that can be found.

- Combat
- Cards
- End of turn
- Various
- Movement
- Victory Points

- When the card requires one (or more) specific conditions to be played, those are shortly reminded right below the decorative image.
- A summary of the cards effects is presented right below the conditions.
- Last, for red cards, a short texts reminds the player of the card’s fate (removed, remain in play, etc…)

Player Hand
Cards drawn and not yet played are sent to the «hand» of the player, which is physically located on the bottom left of the main screen, and can be opened by simple click on it.

Deck
The Deck is made of all cards not yet drawn by the player AND all those (non one-time only) already played. The latter, when returning to the deck, are placed at the bottom of same. So except for red ones, most cards return to the deck, allowing some of them to be drawn – and played – more than once in the same scenario.

B / Drawing Cards
Cards are drawn at the start of each player’s turn. Cards are drawn from the deck. During this phase, the whole screen gets darker. This is normal and used to help players focus on the newly drawn card. See Image 11.1bis below.
If a card can be played immediately during the Card Draw phase, it will be shown with a light green blinking highlight around it. When a card is selected (by clicking on it), the card goes into the middle of the screen, and the place where it can be played appears with a green halo too. To play the card, just click and drag it on to the green zone (usually on the left-hand side of the screen). Card will be considered as played, even if its effect may apply only in a later game phase (at that point, the card will be shown again as a reminder).

If one card (or more) must be played (this phase or any other), it will be shown with a purple blinking highlight around it (see also Image 11.2 hereafter). The card button on the top right side will also show a purple halo, as well as the location where the card must be dragged. In that case, you can't move out of the phase till you have played the said card(s).

A played card goes to the bottom left of the screen, but can be read or checked again at any time, just by single click on it. See Image 11.3 below.
C / Card Play
When a card is playable after the Draw Card phase, as indicated above, a green blinking halo appears around it inside the player deck, at the start of the concerned phase. It is indeed impossible to play a card after action of the said phase at started, even if the phase is not yet ended. In other words, cards must be played at the beginning of a phase (excepted battle cards). You will notice on the top interface a small cards icon next to the phase name as a reminder.

As a rule, a card that does not show a green halo around it is potentially available and valid, it just cannot be played at the current moment. But that can change in a later phase during the same turn.

You are not forced to play a card when it is possible (or even play it at all), and you can always wait for another time. However make sure the card does not have a turn or special conditions limit. Also remember that the number of cards in hand is limited (see next) and when the limit is exceeded there is a risk to lose a card not yet played.

Note however that some rare cards must be played at required moments. If this is the case, the card will be in purple halo and the button for next phase will not unlock till the card is played.

Handling of Cards
See Section X next. Here also click-drag function is used. Left-click on the card, then drag it to the location of the screen where required (it is usually shown with a highlight).

D / Discarding
The overall principle of card play in the game is that a player cannot have a hand made of more than 5 cards at the end of the Card Draw phase. So the player may play cards during Card Draw, if allowed, but will be forced to discard every card in excess of 5 after that. Discarding is mandatory and prevents moving to the next phase till solved.

To select a card to discard, just click on it. It will move to the bottom right of the screen (towards the discard zone - see Image 11.4 below). You can always cancel your choice by re-clicking on a discarded card; it will send it back to the hand. And so forth.
When the player is happy with his choice(s), it can be validated by clicking on the arrow button on the message box. Cards as selected will return to the deck (where they can be drawn again later) as if they had been played. Red cards will also return to the deck (they are not considered as ‘played’). Game will then move on to next phase.

E / Red Cards (Unique)
As indicated in paragraph A above, red cards are unique. Both because they are relatively important for the player in terms of effects, but also because they can usually be played only once.

After the card play, the effects are implemented in the relevant phase. The cards are then removed and NOT placed back in the deck.

Note that some red cards are mandatory: usually the information is clearly indicated on the card and the system forces the player to play the card (purple halo and lock of next phase). Those cards are rare but designed so that they can give a tempo or a balance to the scenario.

F / Permanence of Effects
When cards effects are deemed permanents the card will remain visible (by both sides) on the left-hand side of the screen, in the area where played cards are stored. This allows for anytime check and read of the card, a useful reminder in some games. It also helps remembering what other cards or conditions (if any) could cancel them. When and if such a card is cancelled or ceased to be effective at a later point in the game, it is removed and disappears from view.

G / Players Hands
Active player hand is located at the bottom left of the screen. The opponent’s hand is not visible, except in the case when a player’s card allows inspecting it (see Image 11.5), or even to draw or discard opponent’s cards. If this happens, the opponent’s hand is displayed in the top middle part of the screen.
H / Handling of cards in different phases
In most phases, clicking on card (playable or not) make it appear bigger and closer, in order to enhance readability. To play a card (which must show a green – sometime purple – blinking halo – see above), just click on it and drag it to where the game system requires, namely:

- Most frequently on the left-hand side of the screen which is also displayed in green/purple. See again Image 11.2 above.
- In the economic phases, or during battles, there are specific locations inside the different windows and screen to drag the playable cards. Here again, click and drag the cards where the game tells you...

I / Cards with Variable Results
Some cards will not provide the same results every time they are played because they have effects which are Dice dependant. When a dice roll is required to effect the card results, a special window pops up and the player is prompted to roll the dice, and can see the results there. As an example, see Image 11.6 below for the Nationalist card “Desertions” in the Merida scenario.
This is the phase that follows card draw. It only happens when the game turn has reinforcements appearing, either as per scenario design schedule, or because of previous card play (in a previous game phase).

A / Reinforcements (scheduled or card-generated)
Reinforcements are units given to a player at different turns of a scenario. This can be either from the scenario design or because a card was played to provide them. In both case, a summary window will appear at the end of the phase (so you can play card before) which gives all the information about the said reinforcements. See Image 12.1 below.
Each reinforcement (can be made of one or more units) appears on its own line, with the units part of it (not detailed if this is the opponent’s reinforcement summary).

The place where they appear is indicated and clickable: when you click on it, the game will zoom on to the reinforcement arrival region.

Last, at the right of the window, an icon will indicate if the reinforcement is the consequence of a card play (you’ll see a card icon) or if it is coming as per the scenario schedule.

**B / Placement of Reinforcements**

Most of the time reinforcements will arrive at a pre-determined location. In such a case, no action from the player is required. The summary window will give all relevant details.

However, some reinforcements, be they by card play or scenario schedule, can enter the game after the entry location has been chosen by the player. See Image 12.2.

First step will consist in selecting the destination region of the reinforcement. Valid regions are displayed with a yellow overlay, as shown in Image 12.2.

The player clicks on the region where he wants the reinforcement, and this region now has a green overlay. It still possible to unselect the region by clicking at any moment and any number of times to another orange-colored region. To confirm the selection, click on the validate button. Once this is done, the choice cannot be undone.

**C / Case of Leaders**

Leaders can also be received as reinforcements, either alone or with other units. Procedure is identical as the one described above.
13 – Supply

The supply phase follows the Card Draw phase.

Supply plays an important role in B4S, as unsupplied units may suffer serious penalties, and can even be eliminated from the board.

A / Sources and Supply Lines

Each side has one (or more) supply sources, where supply lines originate from.

Sources

Those are regions on the map board that display an icon of supply, the style of which varies according to the time period of the scenario, as follows:

Each source is either exclusive to a given side, or valid for both sides. The relevant information is present inside the region detail window, where the emblem of the supplied side(s) is present next to the supply icon. When a supply source becomes inoperative, the supply icon displays the forbidden symbol (see the icon on the right-hand side in the list above).

Lines

The game engine considers that a supply line is a group of contiguous regions, un-occupied by the opposing side and where the terrain type allows supply. In the supply phase, all the regions located in valid supply lines are shown with green stripes (leaning towards the bottom right of the screen) overlay. Those regions which are not inside valid supply lines are shown with red stripes (leaning towards the left of the screen). Last, regions that are not in supply lines because terrain does not allow are showing grey stripes. See Image 13.1 below.

When a line exists between a stack and a source, the stack is deemed to be 'In Supply'. If the stack is not in such a line (i.e. stack located inside a red-stripes region), the stack is unsupplied.
**C / Situations of Non-Supply**

When a stack is out of supply in the supply phase (i.e. not in a supply line), a white icon showing the unsupplied situation is placed on top of the stack on map, as follows:

The same icon is also displayed on each unsupplied unit inside the unit panel of the stack.

**D / Role of Logistical Units (supports)**

The main role of the support units of type «L» (logistics), in addition to the above-mentioned impact on land maintenance cost, is to give temporary supply to the stack in the case it would become unsupplied.

In such a case, the engine will remove one «L» support unit from the stack, which in turn is now supplied for the remaining phases of the current turn (till next supply phase). None of the effects described in E hereafter will be implemented in such a case. When the logistical unit is removed, it is shown as 'killed', as per Image 13.2. below.

**E / Effects of Absence of Supply and Adjustments**

At the start of their side's supply phase, stacks of land units not inside a valid supply line will become unsupplied. In such a case, those units will suffer the following penalties:

* Movement potential is limited to 1.
* Combat Factor is reduced by -3.
* Morale Factor reduced by -1

**Note 1:** air units that become unsupplied are stuck on the ground and can no longer fly any air missions (including interceptions). Naval units are locked in harbor and cannot move out to sea.

**Note 2:** land combat units of the Guerillas (Gu) type usually do not suffer from the lack of supply as they do not require any. This category of units is considered as always in supply and does not check for supply lines.

The summary of effects will appear in a window as described in Image 13.3. below.
Second successive non-supply situation

When at the start of a supply phase units are already unsupplied (from the previous turn), they will be eliminated from the game.
Reminder: a stack with support units of «L» type will gain one turn of respite via the 'consumption' of one such support unit.
14 – Movement and Stacking

During the movement phase (be it air, naval or land), the player moves his stacks (or even individual units if he wishes so). On any given region of the mapboard he can constitute one or more stack of units and then can move them in any order he wishes.

A / Movement Points, Creating and Moving Stacks

Each unit (including leaders) has a given number of Movement Points (MPs), either set 1 or infinite 2. The number of MPs of each unit is indicated both on the unit counter in the unit panel and inside the unit details window (see Image 14.1 and the detail window, Section XXX supra).

A player can move his units either in complete stacks (the most frequent case), or unit by unit, even if the last case is equivalent to moving stacks made of 1 unit each. When a stack still has remaining move points left it is shown in the map with an orange diamond. See Image 16.2. When a stack has completed its move, this diamond turns red.

Manipulating and Creating Stacks

Within the Region

To move or select only part of the units in a stack, you must first select it (click on the stack, it is slightly enlarged and an animated circle displayed around it), then select the unit(s) you want to separate and drag and drop the selection inside the same region in any empty space in that same region, such as a space next to the initial stack for instance. See Images 14.3a and 14.3b.
Image 14.3a: selected stack, slight enlargement and animated spiked circle around it

Image 14.3b: selected artillery unit, drag-dropped in a connected and valid region (which displays in blue).
**IMPORTANT HANDLING RESTRICTION:** the engine makes it impossible to drag and drop a stack on top of an opposing stack (it will return an invalid move message).

**Moving Stacks: click-drag**

To move a stack, select it (the animated green circle is shown around it by then) and then drag the stack, without releasing the mouse button, to the next adjacent region, and the next, and so forth till you reach the region where you want to go, and then release the mouse button to validate the move. Note that if you exceed your MP capacity, the movement arrow will change color - see next - and tooltipped information will tell you why you won't move further. See Images 14.5a, 14.5b and 16.5c next.

**Image 14.5a:** when crossing regions during move, information on move cost is displayed

**Image 14.5b:** forbidden regions are shown in red and with a red explicit message

Colored overlays are displayed on each of the crossed regions during the movement drag, and information on MP expenses is given. As long as the overlay keeps the same color, movement is accepted. When color changes to red, it is no longer possible and the move won't be implemented.
In order to help visualizing the movement, an arrow will follow your dragging of the stack. The arrow will keep the green color when the move is valid, then will change to red when the move has become impossible.

When a move is suitable, it is only implemented (if valid) when the player releases the mouse button. An animation will display the actual movement of the stack, usually physically following the path of the movement arrow that was drawn during the drag. CAREFUL: a valid movement, when implemented (mouse button released in a different region than the origin one) cannot be cancelled (at least in version 1.00 of B4S).

When a stack move is completed, the movement/activation indicator located on the left-hand site of the stack counter turns to red (it is green when the stack has not moved, orange when a move was done but some MP remains and a move is still possible). It is possible that within a same stack some units (the slowest) have no MP left, which will stop the whole stack. If you want to check if some units have MP left, you can double check inside the stack panel and see the MP value on the individual unit’s counters. See Image 14.6

Image 14.6: no PM left after the move, the Leader hasn’t moved yet

B / Costs of Regions and Connections

Movement always takes place from one region to the next, each region having its own cost in MP based on the region’s terrain, modified by the type of transportation network in the region (none, road, railroads), and adding the cost of the Connections between the regions (such as rivers, mountain, road-bridges). Some specific connections or movements may use up the entire stack’s MP, even if the balance after the move is still.

Terrains

Names of terrains vary according to the scenarios played, but overall the terrain typology in B4S is rather homogeneous and most terrains work the same from a scenario to the next. Information pertaining to terrains can be seen in the top part of the region 1 details window when selected, right below the region name. There you can see the MP cost of terrain 2 (both on the decorative sprite and inside the texts of the window) and, in some cases, for difficult terrains, the stacking limit in combat units, if any 3. Check Scenarios Sheets for more detail. See Image 14.7
We usually have the following (rather standard) types of terrains in B4S:

**Clear Terrains:** these are open terrains such as plains. Their MP cost is usually 1 and they don't have specific constraints.

**River Ebro (in Ebro scenario):** these are open terrains only allowed to Boat and bridges units. Their MP cost is usually 1 and they don't have specific constraints.

**Wooded Terrains:** They usually cost 2 MP and stacking may be limited in forests (not woods) to a maximum of 6 combats units (see stacking below). They also impact pursuit (see Combat) and/or Breakthroughs (see below).

**Rough Terrains:** such as hills, wooded hills, mountains or urban zones. They usually cost 2 MP and stacking may be limited in some of them to a maximum of 6 combats units (see stacking below). They also impact Breakthroughs (see below).

**Difficult Terrains:** here we have high (alpine) mountains, swamps. They usually cost 2 MP and stacking are limited to a maximum of 6 combats units (see stacking below). They also impact Breakthroughs (see below).

**Connections**

Connections exist between most regions. Most of the time they have nothing specific, they are present just to tell movement from a region to the next is possible via them. However, there are connections of specific types (list below) that will affect movement and/or combat. Usually they can be seen on the mapboard directly via a graphical representation, such as a river line, a bridge etc....

Main connection types in B4S are the following:

**Minor Rivers:** no impact on movement, but some on combat (see below).

**Major Rivers:** they cost 1 PM to cross. They also have combat effects (see below). If a stack has not enough PM left to both pay the next region terrain cost and the crossing cost, then movement through them is not allowed. Otherwise the cost is paid and if there are PM left, movement can continue beyond them.

**Beaches:** they are the connections between land regions and river Ebro regions. They are used for landings (move from onboard boats at river to the land) and loading (from the land to boats into the river). Such a connection uses up all the MP capacity of any land unit that uses it. They also inflict serious penalties on combat.

**C / Minimal Movement**

Stacks which have not spent any PM may always move to an adjacent region (with a valid connection), whatever the entry cost (terrain + connection) would be and even if higher than their remaining PM. If they use that possibility, stacks can no longer move this turn after entry in the adjacent region.

This minimal move is not allowed if any unit in the moving stack has used already part of its MP allowance.
D / River Movement
River Movements only takes place between River Ebro regions. Moving by river is strictly equivalent to moving by land, knowing that usually the sea terrain costs only 1 PM and there are no special connection costs for those linking sea regions between themselves or connections between seas and ports. River Ebro regions have no owner or controller, no impact on combat and no stacking limits, just the own of the boat or Bridge load capacity.

Loading from the shore, and Landings
To load a land stack from the land to boats in the Ebro River (provided the latter have enough transport capacity to accommodate the land units); just move the land stack on to the river (naval) stack, during the land movement phase.
Similarly, to land from boats/bridges on to a connected (via beach) adjacent land region, select the land units (and only them) aboard the boats/bridges (during the land movement phase) and move them to the land region.
In both cases, the moves use up all the MP capacity of the land units. See special aspects below.

E / Air Movement
Air movement is allowed between all connected regions, be they land or sea. Moving an air stack is similar to the general movement case presented above, with the limit and advantage that terrains bear no importance on the movement (all regions have an equivalent air move cost of 1 MP) and connections have no movement cost at all. In addition presence of enemy stacks do not stop movement in any case (unless voluntary).

Handling of Aircrafts
When the air movement phase is active, the engine will make the air units pop up from inside their airports, so that the player can easily spot his available units. Air units can be moved in whole stacks or individually. See Image 14.8 below.

Air Range
All planes that have a numbered MP factor (other than the infinite symbol) can move a number of regions equal to this value without any constraint. This value is called ‘Range’ and includes the cost of returning base (in other words, this is the cost of the single flight; the return flight will be done automatically with the same value). Planes with infinite range can move anywhere (if allowed) on the mapboard.

Aircrafts, Maintenance and Supply
A units based on off map Boxes are always supplied. Unsupplied air units (if any) are not allowed to fly.
Anti-Aircraft (AA)

Anti-aircraft (AA) is taken care of automatically during air movement. If an air stack flies over or into an enemy region that has at least one AA unit, the latter will shoot automatically at the said air unit(s). The AA fire lasts only one round. No battle is displayed for view, the engine handles it behinds the scene automatically (information and animation will tell the player what happens). Only the AA unit(s) fires, air unit(s) do not reply. Battle is resolve like the normal battle, it's only not shown.

According to that "battle" results:
* All panic result(s) inflicted on the air units by the AA make that number of air unit return immediately to their airport of origin
* All Hit/loss result inflicted by the AA unit is taken immediately (may lead to plane destruction if it has only one step), and the surviving planes (including one hit but not destroyed) continues their movement
* No moral or rout test is made, all surviving non-panicked planes keep on flying
* AA fire takes only one round

In the current version of the game, AA only shoots during the initial air movement phase and not when planes return to their airports of origin in the return to base phase. AA shoots during every region crossed, including the one where air units end their movement.

Interceptions

Interceptions are dealt like AA fire, in an automatic manner. Interception takes place when an air stack moves into an enemy region that contains at least one air combat unit with interceptors (usually they display the F - for Fighters - letter on their counters). Those interceptors can either be already flying inside the region of interception or be located in an airport in that same region. Again, no battle resolution needs to be handled manually by the player, the engine solves it automatically. Results will be displayed via message and animation.

However, the main difference is that the intercepted air units, if allowed to fight in the air, will react during the combat and return fire. Battle is solved as a standard battle.

According to that "battle" results:
* All panic result(s) inflicted on the air units by the intercepting plane make that number of air unit return immediately to their airport of origin
* All Hit/loss result inflicted by the interceptor unit is taken immediately (may lead to plane destruction if it has only one step),
* Air battle lasts two rounds, like a normal battle. Winner and loser are determined normally too. If the winner is the moving player, he may continue his movement normally. If he loses the battle, he must return to his origin airport.

In the current version of the game, interceptions only take place during the initial air movement phase and not when planes return to their airports of origin in the return to base phase. Interception may occur over every region crossed, including the one where air units end their movement.

Air-Sea (river Ebro) Attacks

Those attacks take place when air units end their movement on a River Ebro region with enemy stacks. The battle is then solved at the end of all air moves of the active player.

The battle is solved normally but only the planes with a capacity to attack naval targets will shoot effectively, and only those naval units with an AA fire value will participate in returning fire (including if they already effected AA fire in the previous move). That air-sea battle will last two rounds.

Air-Land Battles

Those battles take place when air units end their move on a region with enemy land units. The air-land battle is solved during the ensuing land phase only, in two ways:

* If the planes are alone in the enemy land region with only enemy land units (and no friendly land units), the battle is resolved normally and only the planes with land attack values will participate, and only the AA units of the defending side will return fire. This air-land battle will last two rounds.
* If the planes are 'joined' later during the land movement phase by friendly land units in the same enemy region, the battle is solved normally as a land battle with friendly air units presents, in two rounds. On the defending side, only the AA units, if any, can shoot down air units, the enemy land units will inflict loses only to their adversary land counterparts.
Changing Base

Planes always return to the base they come from in the Return to Base phase of air units. The only case when this does not happen is for planes when they change bases. To do so, you select to move your plane(s) from their current friendly airport onto another friendly airport, by dragging the air stack directly on top of the destination structure (on the structure circle). The destination structure is now highlighted with a green circle. In this version of the game player will find that there is no much strategic interest on changing base.

When the move is completed, all of the air units MP allowance is used. During the ensuing ‘return to base’ move, those units which changed based won’t be concerned and will stay where they were sent to. In practice, changing base will prevent the concerned air units to do anything else during their turn.

F / Roads and Railroads

The main purpose of roads (they will be physically drawn on the map) is to replace the various MP costs of the different terrain by a standard flat value of 0.5 MP per region (rounded up when at the end of movement). In other words, a unit moving alongside a road will pay 1 MP every two regions only. See Image 14.9 below.

In some scenarios railroads are only present for historical purposes but don’t provide any benefit. In others like Merida, railroad is available in some part of the map.

G / Enemy Presence

Enemy presence in a region blocks movement. To enter such regions with land units, a leader must be present in the moving/attacking stack (see section J below). Upon entry inside the enemy region, the moving stack halts and all its remaining MP are used up.

H / Stacking during Movement on the Board

Each region may, in theory, hold an unlimited number of units. Nevertheless, some terrains – known as difficult - will limit the number of combat units that may enter them. This limit is set to 6 units. An indication of this difficulty level and stacking limit is presented in the detail window of the region. You can also see the information when dragging your units for movement, as the tooltip will adjust to inform you about it. See Image 14.10 below.
I / Leaders Requirement and Number of attacks

Those are the two main principles to keep in mind:

Land attacks (i.e. entering an enemy region that contains enemy combat units) are only possible for stacks with a leader.

Secondly, a single region may be the target of only one single land attack in the same turn by the same side.

In addition, it is sometimes possible to attack the same single region with two different stacks (each having a leader however) coming from two different regions, but this may only occur upon the play of a specific game card. When such a card is played, the second stack that moved into the target region will most often join the ensuing battle during the second round of that same battle.

J / Entrenchments

The stacks of the different sides (one of them or both) may entrench. There is a special button in the units stack panel to allow it (See Image 14.11) that can be clicked on during the movement phase (only), allowing the trade the whole MP allocation against an entrenchment. In other words, the stack won't move and does nothing else in its movement phase than entrenching.

When a stack is entrenched, it receives some benefits, such as the fact that all enemy attacking entrenched units will suffer a -1 penalty to their combat factors. A reminder indicator is placed on the entrenched stack to tell both the defender and the attacker (visible by both sides). See Image 14.12 below
The entrenchment remains in place for as long as the entrenched stack does not move away from the region where it was entrenched. Moving away can be voluntary (the stacks moves in a future movement phase) or non-voluntary (the stack must retreat following defeat in battle).

When a friendly unit moves into a region with a friendly entrenched unit, it also becomes entrenched.
15 – Combats

Battles usually take place when all movement in the concerned domain has been executed (i.e. naval battle after naval movement, land battle after land movement). The only exception concerns air movement and the ensuing air battles and AA fires (see F above). A battle which shall see on one side only land-attack able air units would be dealt with in the land battle resolution (and naval-attack able air vs. naval units would be in the naval battle segment).

A player can choose to resolve his battles in the order he wishes, by selecting them in the Battles List window, each battle being resolve one at a time, after the previous and before the next.

Cards impacting battles are playable at the start of each individual battle (attacker first, followed by defender). Note that some cards may cancel battles completely (e.g. retreat card in some scenarios).

A / Generalities

When there are Republican and Nationalist stacks in the same region (land, or air when dealing with interceptions), a battle takes place.

When the Battle Phase opens, all combats initiated by the active side will be displayed inside the Battle Details window (see Image 15.1) which allows the player to select which battle is resolved before which, provided that, in the end, all battles have been resolved (not possible to skip un-resolved battles)

To launch a battle, click on the arrow button in the Battle Details window.

![Image 15.1](image15.1.png)

A land battle will last two rounds.

Once cards have been played (in pbem AI plays your opponent defensive cards during your turn), resolution of battle rounds is simultaneous.

The player selects the order in which battles are resolved. This is rather important because due to the fact it is not allowed to retreat into enemy regions OR into regions where battle is unresolved. There may be cases where some enemy troops can find themselves trapped and unable to retreat, thereby risking full elimination in case of defeat. See also Breakthroughs in the next section I below and see also Retreats.

B / Battle Window and Card Play

Once the player has selected its battle, it is resolved immediately. Explanations on what you see in the window are shown in Image 15.2 below.
Battle window reminds both sides where it takes place, 1.
- As well as the terrain type and the round in session, 2.
- On both sides of the central information display, the portrait of commanding generals is present, 3, and the side's morale level is indicated below, next to the side's shield (see C below) 4.
- On the sides of the top part, a box summarizes the bonus and penalties for each side, with the overall total on top of the box, 5, while the details which have been added for that total are displayed one by one inside the box itself 6.
- The two squares, 7, between the modifiers and the leaders, show panics (top, white flag) and hits (bottom, cross) suffered cumulatively during the battle round in progress.
- On the lateral sides, on the edges of the battlefield itself, there are sections used to received the panicked units, 8 (top), the support units present, 9 (middle) and the unit lost, 10 (bottom).
- The battlefield is located right in the middle of the window (a semi-transparent generic photo in the background reminds the player of the terrain environment), with the units of both sides facing each other, 11.
- Finally, right in the center of the screen, a dice-looking button, 12, allowing starting battle resolution.

When one side (or both) has no leader, a silhouette showing a 'generic' leader (with 0 values) is displayed on the leader box, in Image 17.2 the Nationalist doesn’t has commander 3.

C / Battle Sequence

When the battle opens, you see the battlefield with the units present (and their leaders). Players will be offered the option to play cards if they have some (attacker first, followed by defender). Morale values and modifiers are then calculated and adjusted when relevant, as they may be altered by card play.

Card Play

The attacker plays all the cards he wants first (the only limitation being the number of playable cards in his hand). When a card is playable, it receives a green halo and when it is dragged on the center part of the battlefield, the location where to release it also becomes green-highlighted. See Image 15.3 below.
Then the defender proceeds similarly. See Image 15.3b below.

### Image 15.3

Once both sides have played (or not) their cards, the active player can click on the dice button (middle of battlefield) to actually launch the fighting. In each of the subsequent battle rounds, action is simultaneous (except at sea) and as follows:

- Each combat unit shoots (Elite units re-shoot if they fail their first shot)
- Panics are applied, then the losses
- A rout test is made when panics and losses exceeds the morale (battle ends if one side routs)
- Pursuit test if there was a rout
- Surviving units of the loser may retreat; a breakthrough may take place for the attacker (not for the defender in this version of the game).
Role of the Leaders

Leaders are essential in battles, on TWO GROUNDS: they impact on the morale of the stack in battle (0 for both sides on this example below) and they influence the performances of their units via their tactical and moral factors (see below and next paragraphs). See Image 15.3c below

- This same tactical value is compared between the 2 opposing leaders: the one with the highest obtains, for all its units, a combat value bonus equivalent to the difference (shown in 5, 6 above)
- Then the morale value of the leaders is compared: the one with the lowest suffers, for all its combat units, a combat value penalty equivalent to the difference (shown in 5, 6 above)

Image 155.3c

Battle Morale and Demoralization

The main factor contributing to the duration of a battle is called BATTLE MORALE (or BM – see 4 in section B above). It is a calculated value that includes the leader’s morale factor and the average mean of all morale values of combat units engaged in the battle (mean rounded to the next closest full value).

The higher his BM value, the longest the duration of the battle.

Indeed, a side ‘lasts’ in battle for as long its BM has not fallen below 0 (zero) AND has not routed.

- When the BM is below 0, a ROUT test is made (see G below) and battle end may occur when failed (it may even generate a pursuit in some cases).
- When the test is passed (i.e. no rout) and another round remains to be done, battle goes on.

The BM is lowered by 1 for every CU completely eliminated or panicked in the force engaged in the battle (when a unit moves from the battlefield to sections 8 or 9 in the battle window.) See Losses and Panics below.

Rounds and shoots

A land (or air) battle lasts a maximum of 2 rounds, and can be ended earlier if one of the involved sides (or both) has no combat units left on the battlefield at the end of the first round, or if it has routed.

In a battle, each combat unit only shoots once, whatever the number of steps it has. Elite units may shoot twice, as they are allowed a second shoot if the first one failed to score hit or panic (see below).

Modifiers

The sum of all modifiers applying to combat units is presented on the top left and right sections of the battle window (see 5 and 6 in B above). Those modifiers can come from leaders, terrains, connections or units. They are classified as follows:

Leaders
- As a bonus the difference of their Combat values, in favor of the side whose leader has the highest value
- As a Malus (penalty) the difference of their Morale values, inflicted to the side whose leader has the lowest value

Terrains
- May vary according to terrains: as a rule, usually a +1 or +2 in favor of the defender in non-clear terrains, and sometimes -1 penalty to the attacker in some difficult terrains. You can check terrain details window for value.

Long Range
- See below, naval battles only: if the side with the maneuver advantage chooses Long Range, all combat units of both sides suffer a -2 penalty.

Connections
- May vary according to type: as a rule a +1 or +2 bonus to the defender when fighting against an attacker that crossed a river, mountain pass, major river, strait or did an amphibious landing. However this modifier is only effective in the first round of the battle
Cards
- All kind of modifiers can in theory be inflicted by cards, be they positive or negative, according to the card definition and purpose. This is the most random and uncertain modifying factor in a battle (aside from the die itself) and adds a lot to the game's replayability.

Units and Superiorities
- **Cavalry / Tanks / Armor**: if a side has twice as many Combat Units of the «Cavalry/Tanks/Armor (C)» type as his opponent, all its combat units gain a +1 combat factor modifier. For thrice as many, the modifier is +2, for four times (or more) as many, modifier is +3. If one side has a C-type unit while the other has none, the modifier is +1 (and is +2 for 2 units, +3 for three or more).
- **Artillery**: if a side has twice as many Support Units of the «Artillery (A)» type as his opponent, all the opponent's combat units suffer a -1 penalty to their combat factor. For thrice as many, the modifier is -2, for four times (or more) as many, modifier is -3. If one side has an A-type unit while the other has none, the modifier is -1 (and is -2 for 2 units, -3 for three or more).
- **Heavies** (shown by dark square under the combat value figure): if a side has twice as many Heavy Combat units (H) type as his opponent, all the opponent's combat units suffer a -1 penalty to their combat factor. For thrice as many, the modifier is -2, for four times (or more) as many, modifier is -3. If one side has an H-type unit while the other has none, the modifier is -1 (and is -2 for 2 units, -3 for three or more).

Visually: in addition to the details (value and type) of each modifier shown in the modifiers boxes on the battle window (and the summation of them above the boxes), all combat units whose values have been modified are colorized, in light green if their value has increased, red if it has decreased. Combat values in white have remained unmodified.

Hits, Losses and Panics
The two 'positive' effects (i.e. a successful shoot) are Panics and Hits. A missed/failed shoot has no effects. There is a Panic when the dice roll is strictly equal to the modified combat value of the shooting unit. There is a hit when the die rolled is strictly inferior to that modified value. Every other roll is failures.

Each Hit inflict a loss on the opponent (barring a few exceptions).

Hits and Panics are accounted for individually during the fighting and their total is accrued in the 7 part of the battle window. Their implementation takes place globally when the round's shooting is over (i.e. shooting on both sides simultaneously in land battles, or of the active side in a naval battle).

Panics are always implemented first, and the units going into panic are moved to the 8 box of the battle window. Panics are assigned in priority on the combat units with the lowest morale first.

Hits are then assigned, with the destroyed units going to the 9 box of the battle window if the said units have only 1 step left.

**Units with 2 steps** suffer the loss on the battle and are turned back there, showing their damaged side – a white stripe across the midst of the unit's counter – and losing a step, but not leaving the battlefield (and this not impacting the side's battle morale). The choice of which of those units on to which to inflict hits is left to the player (or to the AI for the opponent).

Visual and Sound Aspects
Each time a units shoots, the unit counter is a bit magnified and animated. If the shoot is successful, the animation moves the unit counter a bit closer to the opponent too. The numerical value displayed in big on the unit is the die roll result (a value between 0 and 9) and it will be colored according to the end result: in red 1 if a failed shoot, in yellow 2 for a panic and in green 3 for a hit inflicted on to the adversary. See Image 15.4 below.
NB: the roll values remain on the unit counters till the end of the ongoing round.

**End of Battle - Victory and Defeat**

A battle ends when one side is completely eliminated from the battlefield (units all destroyed or in panic) or has retreated. The winner of a battle is, in decreasing and exclusive order of importance:

- the side which is the only one with combat unit on the battlefield, else
- the side that did NOT retreat, else
- the defender.

The defeated side, if it has surviving units, must retreat. See Image 15.5 below.
Demoralization, Rout, Pursuit and Retreat
See below for all precisions on leader’s survival, demoralization, rout and pursuits. Once all of those steps are solved, the battle ends with the actual retreat of the loser (if any of his units survived). Details in F below.

D / Anti-Aircraft (AA) and Air Combats
As a major difference with all other combats, combats exclusively involving air units and AA units will be handled during the movement of air units (interception by enemy fighters and AA fire) and dealt with automatically by the game engine without player intervention.

This said, the procedure is strictly identical to the general unfolding of battles, without player intervention AND no battle window display. A player that would want to play a card that can influence air battles or AA must do so at the start of the air movement phase (and not during the battle itself, as in other cases, because it won’t be possible).

Anti-Aircraft (AA)
In every region crossed by air units during their movement (including their final destination) where there is an enemy AA unit, an immediate AA combat takes place when the air unit(s) enters the region. It is solved as follows:
Warning: only the AA fires, air units won’t shoot back (as a non-simultaneous combat where AA shoot first).
Modifiers: there are only two of them, cumulative, that apply on the combat factors (CF):
- +1 to the CF of the AA if their owning nation has radars (a national parameter set in the scenario).
- -3 to the CF of the AA if ALL opposing air units are of the SL (Stealth / Invisible) type.

Results implementation is automatic: panics are assigned to air units with the lowest moral values (chosen at random among those concerned). Hits are assigned totally randomly on the surviving non-panicked air units.

Panics are flying back immediately to the base they started from (and can no longer move). All other planes will continue their movement. An AA fire never inflicts any retreat.

Interceptions
In every region crossed by air units during their movement (including their final destination) where there are enemy air units (flying or not) AND at least one of the two sides has Interceptors (also called Fighters, F letter on the unit), there is an Interception test as follows:
- If one side only has Interceptor, it will handle the test
- If both sides have some, the defender (inactive side) handles it

An Interception is deemed successful on a modified die roll of 0 to 3, modified as follows:
- -1 if the intercepted air stack has reached its final destination
- -3 if at least one nation of the intercepting side has Radar,
- -3 if the intercepting side has EW (electronic warfare) type units in the region,
- +5 if none of the inactive side air units is of Fighter type
- +1 if all intercepting air units where originally on the ground (in an airport structure), and lastly
- +3 if all planes in the intercepted stack are of SL «Stealth » type
- +/- ? if a card was played at the start of the air movement phase

In case of successful interception, an air battle is resolved. In case of failed interception, nothing happens and the moving stack will pursue its movement to the next region (where another test could happen if the conditions are met), and so forth, till all possible interception attempts have been tested or the stack has reached its final destination without being intercepted.

Air Combat
It is solved automatically with one battle round for each side, simultaneously. All air units with an air-to-air combat capability will fire (be they Fighters or not).

Modifiers: there are only two of them, cumulative, that apply on the combat factors (CF):
- +1 to the CF of the Fighters (and them only) if their owning nation is the only one to have radars (a national parameter set in the scenario). Modifier is 0 if at least one nation on each side has radars.
- +2 to the CF of Fighters (and them only) if their side has EW (electronic warfare) type air units in the battle. If both sides have EW type air units, the modifier is 0.
- -3 to the CF of the air units of the side if ALL opposing air units are of the SL (Stealth / Invisible) type.

Results implementation is automatic: panics are assigned to air units with the lowest moral values (chosen at random among those concerned). Hits are assigned totally randomly on the surviving non-panicked air units.
Panics are flying back immediately to the base they started from (and can no longer move). All other planes will continue their movement ONLY IF they won the air battle. If not they fly back to their base. In case of ties, the defender (intercepting player) wins the battle.

If the defender lost, it returns to its base (if unknown or unavailable, to the closest friendly airbase).

**E / Particular Cases in Land Combats (from Cards)**
The general procedure described above applies, but may be changed sometimes due to the play of some specific cards

**Retreat Card**
If one side plays such a card at the start of the battle, the whole battle will become cancelled and the playing side will retreat (if the card says so, or it could be the attacker forced to retreat). This 'missed' battle will generate no VP change – See K below.

**Non Simultaneous Battle Card**
If a side plays a card that allows it to shoot first in one (or both) round(s), then the combat is no longer simultaneous. The side benefiting from the card effect will shoot first, and inflict all its results first. The other side will then replicate with its surviving unit(s), if any.

**Intervention of Another Stack (Card Effect)**
if a side play a card, during the movement phase, that allows it to attack one region with two different stacks (which is an exception to the base rule of the game), then the second stack that moved into the battle region will participate and intervene in the battle only at the start of the second round (provided the player who benefits from the card did not lose the battle in the first round)

**F / Demoralization, ROUTs and Pursuits**
A rout is the consequence of a test which is made when a side is demoralized, that is when the side's battle morale is lower than zero. If a rout ensues, it may in some cases imply of pursuit of the routed side.

**Rout**
When the conditions are satisfied (side is demoralized); a rout test takes place.
If both sides are demoralized, the one which suffered most loss and panics cumulatively is the only one to make the test.
In case of ties of those cumulated loss/panics, the loser is the one which suffered more panics than loss. In case of total tie, there is no test.
**Reminder:** if, during a non-simultaneous battle, the enemy may become demoralized even before having a chance to shoot back, he won’t fight and will make a rout test immediately instead. See Image 15.6
Rout Test: done via the roll of a D10, modified by +1 for each unit in Panic. The demoralized side will retreat, unless the other side is also demoralized and failed its rout test. See Image 15.7

Important: Rout is automatic if all combat units of the loser are destroyed or in panic.

Pursuit

There can be a pursuit ONLY if there was a previous rout AND the side not in rout has C-type units (cavalry or armor). In such a case an extra Pursuit round takes place, where all the C-type units of the victor will make another shooting, if terrain allows (not always possible, some terrains - such as Urban - do not allow Pursuits)

Important Exception: in a pursuit round, all extra 'Panic' results are converted into Hits instead
A modifier is applied to the combat factor of the pursuing C-type units: +1 for each panicked CU of the opponent.

**Total Elimination**
If at the end of a pursuit all the combat units of a side are eliminated, then all support units also present are fully eliminated as well.

**G / Breakthroughs**
For a breakthrough to occur at the end of a battle, the following conditions must be met:

- The victorious side is allowed breakthrough (it is a scenario parameter)
- The victorious side has combat units engaged in the battle that are allowed to breakthrough or follow a breakthrough (more or less those are armored or mechanized units)
- If a victorious leader is allowed to breakthrough, it will accompany the units in breakthrough. If none is present, those units will move alone (i.e. with no leader, see consequences below).

**Target Region of the Breakthrough**
The target region must be a region allowing breakthrough (a terrain parameter) and adjacent to the region where the battle took place.

- If a leader is present with the units in breakthrough, an enemy-occupied region can be selected
- without a leader, only an empty region can be selected

Valid regions are highlighted in yellow overlay. See **Image 15.8**.

**Number of Breakthrough**
A same stack of units may only breakthrough once per turn; even if it wins a battle generated by the breakthrough stack and could - theoretically - get another breakthrough.

**Important:** note that undertaking a breakthrough is never mandatory, and the receiving side may choose NOT to execute it. To do so, just click on the region where the stack is presently located (i.e. where the battle initially took place) and the breakthrough will be cancelled.

Also, note that once a breakthrough region is selected, the moving units go there. Then the game returns to the battle list if there are unresolved battles (including the one potentially created by the breakthrough).
H / Retreats
In this version of the game, retreats are effected automatically, including for the active player when necessary. The destination region of a retreat is chosen according to the following guidelines:

- A retreating attacker goes back to the region from where he entered the battle region.
- The defender must retreat towards a friendly region (non occupied by enemy forces), and not the one from which the attacker entered, that is also not the site of an unresolved battle, and which is closest to the defender's supply source.
- And, in all cases, terrain of and connections into the retreat region must be allowed.

Important: a stack that could not retreat is eliminated instead.

The attacker being forced to retreat from where he initiated the attack, in case this region is no longer friendly to him will mean he is eliminated instead.

The defender must retreat into an adjacent region free of enemy combat units; it will be eliminated if none can be found. A region where a battle is yet unresolved does not qualify for defender's retreat. However, if the region of the battle holds a friendly fortified structure, the defender can retreat inside the structure if no other choice is possible.

Last, if the only possible region has a stacking limit, all units in excess are eliminated (the choice being made randomly by the game engine).

I / Battles and Victory Points
Battles are one of the main sources of gain and loss of Victory Points (VP), mostly based on the side which is victorious, the number of units involved and the difference in losses between both sides.

Losses and VP
The game engine calculates the losses of each side. The side that suffers the most losses receives a -1 VP penalty for every 2 losses in excess to those of the other side (rounded up, so basically a 1-loss difference costs no VP)

The VP lost by one side are gained by the other.

Big Battles
If at least one of the involved sides had 6 (or more) combat units (supports are not counted), the battle is a Big battle.

The winner of such a big battle receives a bonus +3 VP (and the loser thus suffers a -3 VP penalty) which goes in addition to the losses-generated VP.

Battle Summary Window
When all battles of the same turn have been resolved, a Battle Summary window is displayed with the account of all those battles. See Image 15.9 below
Image 15.9.

It summarizes the various scores, VP, winners and losers and many other details.
16 – Special Rules

A/ Amphibious Assaults (Ebro scenario)
Amphibious assaults are landings through connections with River Ebro (only on Eboro scenario) on land regions that are occupied by enemy combat units.

Beaches: those are connections that link land and river Ebro regions. They are used for landings (movement from the river to the land). A Beach connection will use up all the PM of a stack. In addition, in case of battle, the attacker will suffer serious penalties.

To land from the river Ebro, while embarked on boats, the land unit inside the ship must be selected (during the land movement phase) and the transporting boat must be in a river Ebro region.

To make an Amphibious Assault, a leader is mandatory (as it is a land attack).

B/ Changing Air Bases
In this version of the game, to change base, the player just need to target a friendly airport region within range and order the stack to move there. To target the airport, drag and drop the stack on to the airport structure big circle.

The movement is executed normally, and when the stack reaches its destination, it ceases all movement for that phase. The new base is now its airport of origin and will be used as such in all ensuing air phases, till another base change takes place. In other words, air units will return to the newly reached base, and not to the one they initially left from.

Air units that rebased in the initial air movement phase can fly in the following Air Defense move of the same turn.

17 – Windows and Messages

A/ Scenario Presentation
In any moment during the game at the main interface you can go to the scenario sheet to read information about that battle. Just click on the icon on the top menu at the right of the date. See Image 17.1.

Image 17.1

By clicking on it, the player will open the scenario descriptive sheet that explains summarily all what is necessary to know about the peculiarities of the scenario. See Image 17.1a, and 17.1b below.
B/ Information on Sides
At any time during the game, by clicking on the active side shield. You can see colored regions with the side's color.
See Image 17.2
C/ Tooltips

Tooltips are present on a great number of game elements, such as unit’s stacks on the map. Tooltips will appear not immediately but after a short delay of 1 or 2 seconds.

D/ Battle Log

In the battle screen, at the bottom middle of the battlefield, there is a battle log that lists all the events that occurred during the battle. It can be an interesting feature for those who want to examine in details what happened during the battle.
E/ Events

In the current game, there are no events besides those generated by card play.

Some cards will make an Event Window pop-up, to give players more hints and advice about what is really important. For instance, instance in Teruel 1937, key information about the limited movement for the is presented in an event window. See Image 17.5 below.
18 – Hints and Tips

Leaders
Keep your best leader(s) with your strongest stack.
If you have spare leaders, place one as backup with the largest army.
Also make sure, if you have units able to breakthrough that you also have a leader that can do so, otherwise your units in breakthrough won’t be able to generate an attack.
Always respect the command limits, the penalty for exceeding it is too stringent.

Stacks
Always respect the command limits, there is no need to overstack units with a leader who can’t command them.
In difficult terrain, keep your stacks with the maximum allowance of 6 combat units, but you can add as many supports as you want.
If you plan to move deep into enemy territory and the supply rules are active, beware of supply lines for your stack.

Coordination of movements
Try to move forces behind enemy stacks if you can, in particular forces that are not too important but good enough to cut supply and retreat lines. This can do sometimes more damage than a battle.
Don’t forget battles prevent further movement through the battle areas, so beware of the order in which you plan and time your moves, as you could find out that stacks behinds your lines are prevented to move their full allowance by battles generated by your forward units.

Order of Resolution of movements and battles
Always resolve those battles where there is a possibility for you to retreat.
Also resolve those where the enemy won’t have many (or any) retreat options, as in case of his defeat, total annihilation could be your reward. Remember that retreat is not allowed on to the region where the attacker comes from, enemy regions or regions with yet unresolved battles.

Supply
Never put yourself deliberately out of supply, unless this guarantees some serious damage to the enemy (e.g. cutting his supply lines). If you plan some risky move ahead, take logistical units along, they do marvel to grant you the extra one or two turns needed to reach or capture the next supply source.
Use naval movement to carry slow logistical units and land them closest to where they are needed, your survival without supply is a matter of time.
19 – Appendices & Various

A / Units Icons

- Heavy units (H) have their combat factor displayed on a square.
- Located between Moral and Movement, in the middle right, an indicator of either Breakthrough or Elite: If the Breakthrough indicator is there (a green arrow), the unit can breakthrough (note: on armored units, this is de facto, so the indicator is not present). The medal shows an Elite unit (which re-rolls failed dice).
- Last, top left, there the Role of the unit, displayed either as a graphical icon or a letter:
  T = Transport, A = Artillery, Air = Air units [B = Bomber],
  I = Interceptor, AA = Anti-Air units,

B / Cards Icons

Below are the most frequent card icons that can be found.

- Combat
- Cards
- End of turn
- Various
- Movement Victory Points
XVIII – Credits

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Art Director: Miguel Santacruz
Map(s): Miguel Santacruz
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Documentation: HEADQUARTER S.L./ SAS STRATEGIAE
Proofreading & Localization: HEADQUARTER S.L./Avalon Digital
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Republican Tanks at Teruel