

For Whom the Bell Tolls

Errata, Q&A

June 1, 1996

Spanish Civil War: Counters

Insurgent Nationalist

The 2-6 Eng X AM counter's ID should be "M."

Insurgent Colonial

The 2-6* (front)/ 2-6 (back) Inf III "1 Tet" counter is mistakenly printed in Basque colors.

Insurgent Falangist

The 0-1-5 Cons X 1 (Fal) counter's ID should be "CT."

Insurgent German (KL)

The 2-10 mot hv AA III AA=4 88 should have a unit size of regiment, not battalion.

Insurgent Italian (CTV)

The 3-8 Inf XX 3 Lit counter's ID should be "4 Lit."

The SM.81 counter's ratings should be 2NB2 1-4/17.

The G.50 counter's ratings should be 3F3 0/6.

Loyalist Basque

There are nine Basque counters printed in Asturian colors:

1x 1-6 Lt Tank III	CAO (Bas)
1x 1-8 Police III	Ert (Bas)
2x 1-6 Art III	14, 17 (Bas)
1x 1-8 Tank II	N (Bas)
1x 0-1-6 Mortar III	Ortiz (Bas)
2x 1-6 Eng III	1, 2 (Bas)
1x 1-pt Task Force	LtTF-1 (Bas)

Loyalist POUM

The 3-4-5* Inf XX 29 Le (P) has no cadre; its back side should be a 3-5° Inf XX.

Spanish Civil War: Insurgent Orders of Battle

1936-39 Grand Campaign and Early-War Scenarios

Regular Reinforcements, Oct I 36, Any cities in mainland Spain: Delete: "2x 2-3-6° Inf XX 2 Sor, 3 Sor" and add:

Form: 2x 3-6 Inf XX 2 Sor, 3 Sor*

Regular Reinforcements, Nov I 36, Any cities in mainland Spain: Delete: "3x 2-3-6° Inf XX 1 Av, 2 Av, 2 Cas" and add:

Form: 3x 3-6 Inf XX 1 Av, 2 Av, 2 Cas*

Regular Reinforcements, Nov I 36, Any Atlantic or Mediterranean ports with an airbase: "1x Ju52 1B2 1-1/15 (KL)" should read:

1x Ju 52g4e 1B2 1-1/15 (KL)

Regular Reinforcements, Jan I 37, Any cities in mainland Spain: Change: 1x 0-1-5 Cons X 1 (Fal) to 1x 0-1-5 Cons X CT (Fal).

Regular Reinforcements, Jan I 37, Convert to: Should read:

1x 2-10 mot hv AA III AA=4 88 (KL)

Jan II 37: The upgrade only requires 0.5 art RP.

Regular Reinforcements, Feb I 37, Any cities in mainland Spain: The line "2x 3-4° Inf XX 12, 14" should read:

2x 3-5° Inf XX 12, 14

Mar II 37: The upgrade only requires 0.5 art RP.

Regular Reinforcements, May I 37, Add to General Replacement Pool: The line should read:

1x 1-8 hv AA III AA=2 71

Regular Reinforcements, Sep I 37, Any port with an airbase: The line should read:

1x Mxd 1A2 1/10

Regular Reinforcements, Sep I 37, Withdraw: Should read:

1x Ju 52g4e 1B2 1-1/15 (KL)

Regular Reinforcements, Oct II 37, Receive at the General RP Pool: Change: "3 art RPs" to "2 art RPs."

1937-39 Grand Campaign and Mid-War Scenarios

Initial Conditions, Fortifications: The hex number for Teruel is 23A:3304, not 23A:2833.

Initial Forces, Apr I 37, General Reserve: Delete two lines:

1x 1-10 mot hv AA II AA=2 88 (KL)

1x 0-1-10 mot lt AA II AA=1 88 (KL)

and replace with:

1x 2-10 mot hv AA III AA=4 88 (KL)

Army of the North: Add: 1x 2-3-5* Inf XX Ov.

Army of the South: The deployment instructions should read "Within three hexes of the front line from hex 23A:2821 to Motril (23A:4120).

In General Replacement Pool: Add: 1x 1-5 Inf X LC (Fal).

Available for Deployment as "Any" Units: 12x 1-5 Inf Xs are (Fal). Should only be 5x 1-8 Lt Inf II 1, 2, 3, 4, 5. Finally, add 2x 0-5 Cons III 1, 2

Air Force: 1x Mxd 1B2 1-1/F/10 is Nationalist, not CTV.

1938-39 Grand Campaign and Late-War Scenarios

Initial Forces, Mar I 38, General Reserve: Delete two lines:

1x 1-10 mot hv AA II AA=2 88 (KL)
1x 0-1-10 mot lt AA II AA=1 88 (KL)
and replace with:
1x 2-10 mot hv AA III AA=4 88 (KL)

General Reserve: Change: 2x 1-2-6 Art III any to 1x 1-2-6 Art III any.

Available for Deployment as "Any" Units: Add: 4x 1-6 MG II 2, E, IMExp, O

Loyalist Orders of Battle

1936-39 Grand Campaign and Early-War Scenarios

Conditional Reinforcements, Euzkadi Garrison: Should read "A Loyalist unit in Euzkadi north of hex row 19xx..."

Regular Reinforcements, Aug I 36, Add to General Replacement Pool: "1x 0-1-6 Art III AD (Ast)" should read:

1x 1-6 Art III AD (Ast)

Regular Reinforcements, Sep I 36, Euzkadi Garrison, Available: The line should read:

4x 1-2-4 Inf X 5, 6, 7, 8 (Bas)

Regular Reinforcements, Oct I 36, Any city in mainland Spain: The line should read:

1x 1-2-6 Inf X 1 V

Regular Reinforcements, Oct I 36, Int Replacement City in Spain: The line should read:

1x 1-2-6 Inf X 11 Th (Int)

Regular Reinforcements, Nov I 36, Any cities in mainland Spain: The line should read:

10x 1-6 Inf X 16, 17, 18, 19, 20, 21, 22, 23, 24, 25

Regular Reinforcements, Nov I 36, Int Replacement City in Spain: The line should read:

1x 1-2-6 Inf X 12 Gar (Int)

Regular Reinforcements, Dec I 36, Any city in mainland Spain: Place 3-5° Inf XX 27 CM in Barcelona (33:3624/3625).

Regular Reinforcements, Dec I 36, Int Replacement City in Spain: The line should read:

2x 1-2-6 Inf X 13 Dom, 14 Mar (Int)

Regular Reinforcements, Dec I 36, Any city in Cataluna: The line should read:

1x 1-2-7 Mtn X 130 (Cat)

Regular Reinforcements, Nov I 37, Available for Assembly:

1x 3-6 Art [X] AIAP

Regular Reinforcements, Dec I 37, Any cities in mainland Spain: The line "1x 2-4° Inf XX 29" should read:

1x 2-5° Inf XX 29

Regular Reinforcements, Apr I 39, Any cities in mainland Spain: Delete the second entry for:

3x 3-5° Inf XX 57, 58, 59

Optional, Additional Aircraft: Change Jan I 39 to May I 39, change all references to "Barcelona (33:3625)" to "Alicante (23A:4206)." Delete the Jul I 39 entry.

1937-39 Grand Campaign and Mid-War Scenarios

Initial Conditions, Miscellaneous: Add: The French border status is "closed."

Army of the North: The 5x 1-2-4 Inf X 1, 2, 9, 10, 11 (Bas) and 4x 1-4 Inf X 5, 6, 7, 8 should be combined/corrected:

9x 1-2-4 Inf X 1, 2, 5, 6, 7, 8, 9, 10, 11 (Bas)

Army of North Reserves: Delete: 1x 1-8 Police III Ert (Bas).

Army of the East: Delete: 1x 2-5 Inf X Le (P).

Army of the Center: Add: 1x 3-6* Inf XX 14 (An). *Delete:* 1x 3-6 Art [X] AIAP. *Change:* 1x 1-2-6 Art III any to 3x 1-2-6 Art III any.

High Command Reserves: Add: 3x 1-2-6 Sec X 1 GA, 2 GA, 3 GA. *Change:* 5x 1-6 Sec III any to 2x 1-6 Sec III any.

In the General Replacement Pool: Change: 1x 1-6 Art III 11 (An) to 1x 1-6 Art III 11 (Cat). *Change:* 1x 0-1-6 Art III AD (Ast) to 1x 1-6 Art III AD (Ast). *Add:* 1x 2-6* Inf X 15AL (Int) and 2x 1-5 Inf III 5,6 (Cat).

In the AIAP Breakdown Box: Delete: 2x 1-2-6 Art III any.

Available for Deployment as "Any" Units: Change: 12x 1-6 Sec III to 9x 1-6 Sec III. [Remove any three of these units.]

Air Force: Change: 2 pts pos AA to 5 pts pos AA.

1938-39 Grand Campaign and Late-War Scenarios

Initial Conditions, Miscellaneous: Add: The French border status is "open."

Army of the East: Change: 1x 1-6 Art III 11 (An) to 1x 1-6 Art III 11 (Cat). *Add:* 2x 1-2-5 Inf III any (Cat) and 1x 1-6 lt AA III any.

Army of the Center: Add: 1x 1-6 lt AA III any.

Army of Andalucia: The deployment instructions should read "Within three hexes of the front line from hex 23A:3518 to 23A:4119."

High Command Reserves: Change: 1x 1-6 Eng III any to 2x 1-6 Eng III any.

In the General Replacement Pool: Change: 1x 5-6 Inf X 15 AL (Int) to read 1x 5-6 Inf XX 15 (Int). *Add:* 3x 2-6 X 86, 150, 129 Eu (Int)

Air Force: The air unit in the Eliminated box on the Air Chart should be type A-101, not Mxd. [The rating is correct.] *Change:* 4 pts pos AA to 7 pts pos AA.

Spanish Civil War: Rules

Rule 10B2 (Armor and Antitank Effects, Values, Half)

In the "for example" sentence the two references to "AECA" should read "AECD" instead.

Rule 10C (Armor and Antitank Effects, Proportions)

In the first paragraph: the "for example" sentence's "three tank brigades (3 REs, half AECA)" should read "three tank brigades (3 REs, full AECA)" instead.

Rule 23A1 (Special Air Rules, Fighter Capabilities, Fighters-Bombers)

In the first paragraph, the reference that a fighter on a bombing mission does not have its air defense strength modified is incorrect. (This is correct for the latter part of World War II, but not for the time period of the Spanish Civil War!) The paragraph should read:

1. Fighters-Bombers. A type F air unit flying a bombing mission has its air attack and defense strengths each reduced by 2 (but never below 1). For example, a Me 109E fighter (7F5) flying a bombing mission would have an air attack strength of 5 and an air defense strength of 3.

Rule 12E (Supply Effects)

The example in the second paragraph is incorrect. It should read, "A Loyalist unit is first judged to be out of general supply in the Loyalist initial phase of the Jan I 37 game turn. Its first turn out of general supply consists of the Jan I 37 Loyalist player turn and the Jan II 37 Insurgent player turn."

Rule 28C (Movement of Naval Units, Movement and Combat)

In the first paragraph, the sentence "The movement of naval groups may initiate submarine and/or naval combat" should read instead "The movement of naval groups may initiate submarine and/or surface naval combat"

Rule 34B (Special Naval Rules, Replenishment)

The sentence "(its gunnery and AA strengths are unaffected)" should read instead "(its gunnery, submarine warfare, and AA strengths are unaffected)."

Rule 38A3b (Nations, Insurgent Spain, Italian Forces, Italian Operations on Mallorca)

Mentions of the "Italian naval Intervention holding box" should read "Italian off-map ports holding box."

Rule 38D (Nations, Gobernitos)

The reference to "(per Rule 40N)" should instead read "(per Rule 40C)."

Rule 39D (Occupation, Intrinsic Garrisons)

The first sentence of the third paragraph of the rule should read, "The intrinsic strength of a city is treated as an unsupported static (unit type) unit..."

Add as the last sentence to the third paragraph, "Intrinsic garrisons are always considered to be in general supply."

Rule 40A1 (Ground Reinforcements and Replacements, Reinforcements, Concepts)

For the section on transfers, "in the indicated holding box" should instead read "in the indicated garrison box."

Rule 41 (Preparing for Play)

The terrain in two hexes on the east edge of map 23A differs from the terrain in the corresponding hexes on the west edge of map 33, creating confusion when the maps are assembled. To clarify, 33:2234 is rough and 33:3434 is wooded rough.

Victory Chart

The Grand Campaign Scenarios, Victory Point (VP) Awards, VPs Awarded Upon Occurrence of Events,

Both Players Section (only): Delete the listings for Capture of Enemy Government +50 VPs, Enemy Government Relocates +5 VPs, and Enemy Government Goes into Exile +25 VPs. Note: Do not change similar lines in the player-specific awards below this section.

The Mid-War Scenario: Shift the final level of victory one level in favor of the Loyalist player for each replacement city he owns at the end of play which the Insurgent player owned at the start of the scenario. [The Republic launched a series of ultimately futile offensives on the Central Front and in Aragon during this period intended to distract and/or destroy the Nationalist Army. The capture of a city such as Toledo or Zaragoza would have had a significant impact on Franco's Northern campaign.]

Game Play Chart (2), Militia Reliability Table

Change the modifiers "+1 To Defender's die roll if he has air support (GS or DAS)" and "-1 To Attacker's die roll if he has air support (DAS or GS)" to "+1 For friendly air support (GS or DAS)" and "-1 For enemy air support. (GS or DAS)."

Optional: Assault Engineers

An Italian assault engineer shows up during the play of the game. If you wish to use its special abilities, add the following to Rule 44C (Optional Rules, Ground Units):

2. Assault Engineers. Assault engineers are not construction units. They have the combat abilities of combat engineers. In addition, an assault engineer attacking into or defending in a major city or improved fortress has its combat strength doubled and has its RE size doubled for the purposes of calculating the engineer proportion. Example: A 1-8 assault engineer battalion attacking an improved fortress would have an attack strength of 2 and would be counted as 1 RE for the engineer proportion.

World War II Scenarios: Counters

Portuguese

The 1-2-6* Inf III 19 counter should be unsupported.

Spanish Regulars

The 2-3-4* Static XX Viz counter's ID should be "Vis."

Spanish Colonial

The 2-6* (front)/ 2-6 (back) Inf III "1 Tet" counter is mistakenly printed in Basque colors.

German Army

The 15-8 Art XX Grp 44 counter should have a movement rating of 5, not 8, for both its divisional and cadre sides.

The 4x 2-10 mot hv AA III 88, 133, 151, 164 (LW) counters should all have a unit size of regiment, not battalion.

World War II Scenarios: Europa Orders of Battle

Portugal, 1939-45

Neutrality Watch, Active Army, Mainland Portugal, Santarem: The hex location of the city of Santarem should read 23A:1726.

General Mobilization Turn 1, Mainland Portugal: The line "1x 5-6 Inf XX 1, 2, 3, 4, Lis" should read:
5x 4-5-6 Inf XX 1, 2, 3, 4, Lis

General Mobilization Turn 4, Mainland Portugal, Lisboa: The line "1x 0-1-8 MG II 1" should read:
1x 0-1-6 MG II 1

General Mobilization Turn 4, Cape Verde Islands: The line "3x 1-5 Inf III 21, 23, 24" should read:
3x 0-1-5 Inf III 21, 23, 24

Supplementing Portuguese Forces in Exile: In the example, "1x 1-5 Inf III" should read "1x 0-1-5 Inf III."

Spain, 1939–45

Neutrality Watch, Active Army, Mainland Spain, Barcelona: The hex location of the city of Barcelona should read "33:3625/17A:4823." This error is repeated several other places in the order of battle.

Production, Ground Replacements, Infantry Replacement Points: The line for Tetuan should read:

City	Spanish Inf RPs	Colonial Inf Rps
Tetuan (Sp. Morocco)	–	0.5

General Mobilization Turn 3, Mainland Spain, Any ports in mainland Spain: The line "3 pts naval transport, any ID" should be in bold italics.

General Mobilization Turn 4, Mainland Spain, Valencia: The line "1x 1-2-6 Eng III 43" should read:
1x 1-2-6 Art III 43

Reinforcements, Regular Reinforcements, Nov I 43: The line "Viscaya Garrison, Forming" should read: "Euzkadi Garrison, Forming."

Optional, Task Forces, Mainland Spain, Any ports in mainland Spain: Both lines should be in bold italics.

Spanish Pro-Allied Forces

In all cases, "3-6 Inf XX" should read "3-6* Inf XX."

Operation Felix & Invasion of Spain Scenarios

German Forces: "Panzer" is occasionally abbreviated "Pan" as well as "Pz."

German Forces, Regular Reinforcements, Sep I 40, Bayonne: The line "1x 2-10 mot hv AA III 151 (LW)" should read:

1x 2-10 mot hv AA III 133 (LW)

German Forces, Regular Reinforcements, Oct I 40: The 1x 1-10 mot hv AA II II/36 is a Luftwaffe unit, not German Army.

Names and Abbreviations

German, Waffen-SS: "TK" is the abbreviation for "Totenkopf," not "Totenkampf."

Spanish Colonial: "dCF" is the abbreviation for "Guardia del Caudillo Franco." This unit was Franco's personal bodyguard.

World War II Scenarios: Rules

(Rule 38B2) First bullet, last sentence: Delete the phrase "The Allied player..."

Questions and Answers

Q: 3E1 and 3E3. Spanish Morocco is not part of Spain, but it is still a region of Spain. Is this correct?

A: Yes.

Q: Rule 40B3c allows a player to equip an unsupported unit in his initial phase to change it to its supported strength. Why then does the Loyalist OB list the following as upgrades?

Regular Reinforcements:

Oct II 36: 1V and 11 Th (Int)

[Note: Should be 1-2-6 Inf X]

Nov II 36: 16-25

[Note: Should be 1-6 Inf X]

12 Gar (Int)

[Note: Should be 1-2-6 Inf X]

Dec II 36: 13 Dom, 14 Mar (Int)

[Note: Should be 1-2-6 Inf X]

130 Mtn X (Cat)

[Note: Should be 1-2-7 Mtn X]

A: These OB listings are in error, and should be deleted; ignore the references to "upgrading" these units and follow the normal rules for equipping units.

Q: May a divisional unit in the "form" box be formed using replacement points or only by removing on-map units?

A: It may only be formed by removing on-map units.

Q: May a unit be formed using a unit replaced that same turn?

A: Yes.

Q: A unit used to form a unit goes into the replacement pool. May it be replaced in the same turn it is used for the form?

A: No.

Q: The rule in reinforcements for placing only where units can be replaced effectively eliminates point cities for enter hexes?

A: Correct, point cities are not replacement cities, therefore not entry hexes.

Q: How do naval units get past hex 23A:2633 of neutral Portugal?

A: Allow naval units to enter coastal hex 23A:2633 without any penalty or violation of Portugal's neutrality.

Q: It appears there are a number of counters that are not used in any of the scenarios included in the game.

A: Yes, there are a few and here is a list:

Insurgent/Spanish

1x 3-8 Cav X Mar (Col)

1x 3-6* Inf III Tdl (Col)

2x 0-1-6 Inf II I/Tdl, IV/Tdl (Col)

1x 1-8 Lt Arm II S

1x N.52 1F1 0/4

1x Bre.19 0A1 1/8

1x Vild 1A1 1/F/9

Loyalist:

1x A-101 1A1 1/9

German:

1x 7-6 Inf XX Pol (SS)

Note that the Nationalist air units above may come into play when using Rule 44H (Variable Beginning to the Rebellion). Similarly, use the Loyalist A-101 in the place of the Bre.19 in the Insurgent OB should it go over to the Loyalist player.

Q: Are "steps of supply" in the OBs and "Supply" on the Factory Production Table what are called "steps of attack supply" in the rules?

A: Yes.

Q: (Rule 14A1) If a temporary airfield is removed from the map because there is no longer a construction engineer in its hex, then what happens to an air unit at that airfield?

A: It attempts to escape per Rule 17B.

Q: Although supply cannot be traced through a friendly-owned, not-yet-pacified city that doesn't have its required pacification garrison, may units still rail through such a city?

A: No, units may not rail through an unpacified city lacking the requisite garrison.

Q: Rule 40B4 (Special Replacements) Do you use the attack, defense, or average strength when determining how many special replacements an eliminated unit yields?

A: Use the average strength to calculate special replacements.

Q: (Rule 27B1 and Insurgent OB) What's the difference between "Any ports" and "Any Atlantic or Mediterranean ports"?

A: There are three varieties of ports in the game: Mediterranean, Atlantic, and Biscay. Thus the difference per the questions is "any Biscay ports."

Q: (Rule 37D) Example: The Insurgent player receives an additional +1 to his militia reliability roll due to the rough terrain in the defenders' hex. This leads to the Requete unit defending at full strength and the Falangist unit defending at half strength. Correct?

A: Correct, the example is in error, in that it does not take into account the rough terrain militia reliability DRM.

Q: What, if any, restrictions are or should be imposed on Gobernito fleet units?

A: None.