

# THE EYES OF THE ENEMY

The Battle for Madrid, November 1936

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*"It was a brave sight. It had all the glamour and excitement that governments can use to make men forsake their homes and die on foreign soil... but it was ours!" –British brigadier, of the XI International Brigade, comment about the welcome received after parading into Madrid on the way to front, November 8, 1936.*

## 1.0 Introduction

*The Eyes of the Enemy* is a moderate complexity level solitaire play game on the battle for the capital city of Madrid during the first months of the Spanish Civil War. Following liberal victories in Spain's early 1936 elections the Spanish military in Spanish colonies in North Africa, led notably by Generals Emilio Mola and Francisco Franco, rose in rebellion in July starting a civil war. Aided by planes sent by Adolf Hitler that transported Spanish troops from North Africa to Spain proper, the "Nationalist" regular army soldiers, joined by fascist "Falangist" and royalist "Carlist" volunteers soon began taking control of several Spanish cities and towns in western provinces. These were joined by fascist "volunteers" soldiers and airmen sent by Italian dictator Benito Mussolini, as well as airmen and aircraft from Nazi Germany. The loyal "Republican" Spanish navy and armed forces, as well as some loyal elements of the Spanish Army, were hard-pressed to stop the Nationalist forces, now under the unified command of Franco (General Mola was killed just weeks after the start of the conflict in an airplane crash), who ordered that the capital of Madrid be taken as quickly as possible. However, volunteers and weapons from many democratic nations, as well as the Soviet Union, were also arriving at Spain's ports and deploying to Madrid. What ensued was the largest battle in Europe since the end of the Great War.

The player takes on the role of the commander of the Nationalist forces seeking to wrest control of key points in and around the city of Madrid that can lead to the capture of the Spanish capital. The rules govern the actions and counterattacks taken by the Republican defenders. As the Nationalist, you will be challenged in taking Madrid as Republican forces fight in terrain well suited for the defense, and as their reinforcements gather. Can you do as well or better?

### 1.1 Game Components

Each copy of *The Eyes of the Enemy* is composed of the following:

- Two 17 by 22 inch map sheets.
- 184 double-side counters.
- One Player's Aid Sheet with game tables.
- This set of rules.

Not provided but needed for play is an opaque container (mug, envelope or anything similar) and two differently colored six-sided dice.

### 1.2 Game Terms, Abbreviations and Unit Identification

The following abbreviations and terms are used throughout the rules and on the units:

**Almcms:** Alhucemas.

**AP:** Action Points

**CCR:** Combat Casualty Result

**CF:** Combat Factor

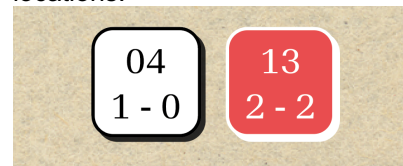
**DR(s):** Die Roll(s).

**Frndo:** Fernando.

**Gp.d.Cvljro.:** Grupo de Caviljero.

**IB:** International Brigade

**Map Areas:** The game's map section is subdivided into irregularly shaped areas that are used to regulate the movement of Nationalist units, deployment of Republican units, and where combat occurs. Each map area has a rectangular icon that has the map area number identifier (Top number), its elevation level (Left number 0 through 2) and a Resistance Level (Right number). Red Map Areas are Victory Point (VP) locations.



**Note:** See Map Terrain Identification at the PAC sheet.

**Map Area Control:** A map area will be a) under Republican control (default condition), b) Contested (has both Nationalist and 1 Republican unit), or c) Nationalist control (gained by successful combat result and marked with a Nationalist Control marker). **Exception:** Map areas 7, 15 and 26 start the game as Nationalist controlled and have Nationalist flags printed in them to denote this status.

**Nav.:** Navidad

**RF/RL:** Resistance Factor/Level. Map areas not controlled by the Nationalist player have a Republican RF/RL.

**Sn. Qntn.:** San Quenton.

**Ter.d.Alczr:** Tercio de Alcazar.

**Tet.:** Tetuan.

**Vol.:** Volunteer.

**VP:** Victory Points

**Game Scale.** All infantry units are mostly battalion sized or similarly sized battle groups (Banderas) of 600-800 men, and tank units represent a company of 12 to 15 vehicles. An inch on the map is about three kilometers. Each turn represents 3 days of time.

## 2.0 Game Set Up

There is one scenario to the game that portrays the fighting for Madrid that occurred from November 8<sup>th</sup> through 19<sup>th</sup>, 1936. The player sets up the game as follows:

- All regular Republican units (8x infantry, 4x MG, 3x Artillery Support, 1x FT-17 armor, 2x Snipers and 1x Republican Air Support) are placed in the opaque container.
- All units of the *XI International Brigade* units (4x infantry, 3x MG, 2x T-26, 2x Artillery Support and 2x Air Support) are set aside and will enter the game as reinforcements that enter via the Nationalist Counterattack Table.
- Place a Republican entrenchment marker in these areas (1 each): 2, 3, 8, 9, 10, 17, 18, 21, 27, 28, 33, 34, 35, 36, 40, 41, 42 and 48.
- Six of the *Castejon Column* units of the player's choice and 2 armor units set up in or adjacent to map area 7 subject to stacking limits. **Note:** The other six *Castejon Column* units set in the Nationalist Reserve Battalions Holding Area.
- Four of the *Ascencio Column* units of the player's choice and 2 armor units set up in map area 15 subject to stacking limits. **Note:** Three *Ascencio Column* units set in the Nationalist Reserve Battalions Holding Area.
- Five of the *Delgado Column* units of the player's choice and 2 armor units set up in map area 26. **Note:** Two *Delgado Column* units set in the Nationalist Reserve Battalions Holding Area.
- **Note:** Some of the above Nationalist units will have to set up in areas that are Republican controlled (map areas without a Nationalist flag). After setting up roll a die for each Nationalist unit. If the DR is 1 through 3 the Nationalist unit remains in place and is unaffected. If the DR is 3 through 6 the Nationalist unit must either be reduced or retreated off of the map (and can re-enter the game when activated at that map area later in the turn). If any Nationalist units remain in the area mark it as Nationalist controlled.
- The Nationalist *Falange* and *Tercio de Alcazar* units set up on the Nationalist Reserve Battalions Holding Area.
- The player rolls a die and consults the Artillery Support Table to determine the first-turn level Artillery Support. The number received is divided up among the three Nationalist Columns, at least 1 to each column (the remainder can be allocated to any Nationalist column(s) as the player desires). Place the three Nationalist Artillery Support markers in the appropriate spaces of the Game Record Keeping Track corresponding to the DR result and Artillery Support allocations.
- The player rolls the die and consults the Action Point Table to determine the number of AP available for use in the first round of the First Turn

Operations Phase. Place the Action Points marker in the appropriate space of the Game Record Keeping Track corresponding to the DR result.

- All Nationalist Control and VP markers are set aside for future use in the game.
- The player rolls to determine what turn the Durriti reinforcements will arrive. Place the Durriti marker on the Turn Record Track on the turn space it arrives in the game (see rule 9.4).
- The weather for turn 1 is automatically Clear. The Game Turn marker is placed in the first space of the Game Record Track.

## 3.0 Sequence of Play

*"I will destroy Madrid rather than leave it to the Marxists."*  
—Francisco Franco, October 1936.

Each turn is divided into a series of Phases as listed below. The Operations Phase is also subdivided into a variable number of rounds.

**3.1 Administrative Phase.** The player determines the weather for the turn, air and artillery support by consulting the Air and Artillery Support Tables (starting with turn 2). Remove or add Republican units to the Opaque Container as governed by the Reinforcement rules (see rule 8.0).

**3.2 Operations Phase.** The player determines the number of AP available for use in the first round of the Operations Phase by rolling a die and consulting the Action Point Table. AP are expended by the player to activate Nationalist units to conduct movement and combat on the map. An activated unit, or a single stack of units, is activated and then moved from one area to another, interrupting the movement to resolve any combats in Republican controlled or Contested areas as encountered. Activated units may resume moving if so desired by the player if possible (see rule 6.0). Mark activated units with Moved Uphill and/or Crossed River markers as appropriate. Once all AP are expended the player rolls the die on the Republican Counter-Attack Table to determine if a Republican counter-attack has been launched, and to establish its level and location(s). Once any Republican counter attacks are resolved remove all Crossed River and Moved Uphill markers from Nationalist units. The player again consults the Action Point Table to determine how many more AP are received and another round is conducted with potentially more Republican counter-attack(s) to resolve. Use the Operations Phase Rounds marker on the Game Record Keeping Track to record how many Rounds have been and are being played. The player continues conducting rounds of activations until an "End of Operations Phase" result is obtained on the Republican Counter-Attack Table. **Note:** There can be no more than 6 rounds in the Operations Phase (but this often is cut short with an End of Turn result on the Republican Counter Attack Table).

**3.3 End Phase.** If this is not the last turn of the game the player decides whether to:

- A) Deploy any reinforcement or units from the Nationalist Battalion Reserves or Reserve Area Holding areas to the game map(s) via rule 8.2.
- B) Flip any reduced units to full strength by expending VP to do so (see rule 6.2.2),
- C) Record the gain or loss of VP. Record the gain or loss of VP using the appropriate VP markers (x1, x10) on the Game Record Keeping Track.
- D) Starting with turn 7 of the game, place all of the *Republican* units in the opaque container, draw one and remove it permanently from the game. **Note:** Replace any Republican units used as markers in all Contested map areas after this step is performed (see rule 6.2, Step 4).
- F) Advance the Game Turn Marker one space on the Game Turn Track.

## 4.0 Weather

Starting with turn 2 the player rolls a die to determine the weather for the turn.

- **Even DR:** Weather is Clear. The Game Turn marker remains showing on the Game Record Track. Determine air support for the turn. No adverse effects for movement or combat.
- **Odd DR:** Weather is Rain. The Game Turn marker is flipped to show “Rain Turn” on the Game Record Track. The player does not receive any Air Support for the turn, and 2 less Artillery Support. Units that move or retreat across a river boundary must have a DR check made to determine their status. There is also a negative DR modifier for Republican Counter-Attack Determination DRs for the second and later rounds.
- **Note:** See also rule 6.2, step 2.

## 5.0 Air and Artillery Support

During Set Up and the Administrative Phase of each turn the player rolls on the Air and Artillery Support Tables to determine the level of each type of support available for use in the upcoming turn. Use the appropriate markers to record each level of support for the turn on the Game Record Keeping Track.

Air and Artillery Support can be used to reduce the number of Republican units drawn from the opaque container for combat and counterattacks, or instead be used to increase the Nationalist CF by 1 each in those combats (see rule 6.2 and 7.0).

## 6.0 Action Points (AP)

AP are used to determine how many units can activate during a round of a turn’s Operations Phase. A unit can activate once per round, but as many times as desired during a turn. The player may not “save” unused AP for

use in a later round of the turn’s Operation Phase; any unused AP are lost.

It costs 1 AP to activate a unit during a game turn (**Exception:** It costs 2 AP to activate a unit crossing a river border marked with a Bridge Down marker, see rule 6.1.3). When activated a unit can move up to two or three areas on the map, moving from one connected map area to another within the rules for movement (see rule 6.1 below). A unit does not have to be activated to conduct combat or to defend in combat against counter-attacking Republican units. It does not cost any AP to retreat or withdraw a unit, or to deploy a regular reinforcement unit, or unit from the Reserve Holding Area, to the game map(s).

### 6.1 Movement

The player moves activated units about the maps. An activated unit can move up to three Nationalist controlled areas on the map(s), two areas during a Rain Weather turn, moving from one connected area to another. However, an activated unit must immediately suspend its movement when entering an area that is either vacant and not Republican controlled (i.e., Nationalist controlled) or is contested (occupied by Nationalist and Republican units).

It costs 1 AP to move a unit across a river boundary where a bridge spans the river; 2 AP if the bridge is marked as down (see rule 6.1.3). Units that moved into a Republican controlled or Contested area after crossing a River Boundary or moved from a lower elevation area to a higher one are marked as having done so with the appropriate marker (these markers will be removed during the End Phase of the turn).

An activated unit can leave a Republican controlled or contested area but only if it moves to either a connected Nationalist controlled area or another connected Contested area. If the activated unit moves to another Contested area the player rolls a die. Add 1 to the DR if the unit crossed a River boundary or moved to a higher elevation area (moved uphill). If the DR is 4 or less the activated unit is unaffected. If the DR is 5 or more the activated unit is immediately reduced or, if already reduced, withdrawn and moved back to the area it just exited (see rule 6.2.2). **Note:** See rule 6.1.2.

**6.1.1. Stacking.** The player can stack up to 2 infantry units in a map area if all are of the same Column formation (same color infantry icon); otherwise, no infantry units may stack. The Nationalist *Falange* and *Tercio de Alcazar* units can be considered a part of any Nationalist formation. Additionally, 1 armor unit can stack in the area. Stacking limits are in effect at all times. **Note:** See rule 9.1.

Nationalist control, air and artillery support markers units do not affect stacking.

**6.1.2 Armor Movement Limitations.** The following limits are in effect at all times:

- Armor units may move across an un-bridged river boundary subject to a DR check. As soon as the unit enters the area after crossing the river boundary the Nationalist player rolls a die. Add 1 to the DR if the area entered is controlled by the Republicans. Subtract 1 from the DR if the area is controlled by the Nationalists. If the DR is 3 or less nothing happens to the armor unit. If the DR is 4 or more the armor unit is immediately withdrawn to the Nationalist Reserve Holding Area. **Note:** A DR check is not performed when an armor unit crosses a bridged river boundary.

**6.1.3 Bridges.** There are seven road and railway bridges spanning the Mazanares River. Units may only cross a Mazanares River border where a bridge crosses the river border. Whenever a Nationalist unit enters a map area that is connected by bridge and a Republican controlled or contested area is also connected on the other end, the player rolls a die. Add the map area's RL to the DR. If the DR is 3 or less the bridge remains intact. If the DR is 4 or more the bridge is marked as down; place a Bridge Down marker to denote this status in the map area. There is no limit to the number of times an intact bridge can be checked during the game. Discontinue making this DR check once a Bridge is down or if the Nationalists control both areas connected by the Bridge. It costs 1 AP to cross a bridged border; 2 AP if the bridge is down. A downed bridge cannot be repaired during the course of the game.

## 6.2 Combat

Nationalist unit(s) in a Republican controlled or Contested area at the end of the Activation Round must engage in combat. To resolve the combat the player performs the steps outlined below:

1. The player commits up to 2 (clear weather turn) or 1 (rain weather turn) available air/artillery support points to the combat. Adjust the appropriate support marker on the Game Record Keeping Track to record the expenditure of any air/artillery support for the combat.
2. Consult the Republican Resistance Table, roll a die and add the map area's Resistance factor (0 through 3). The player may reduce this number by committing available air/artillery support; up to 2 during a clear weather turn or 1 during a rain weather turn. If present, the player may also allocate any air/artillery support or an armor unit to reducing the number of Republican units to be drawn by 1 instead of using it for the combat resolution calculation. **Note:** The most the final result can be reduced is 2 regardless of the number of Nationalist air/artillery or armor units available/present. The player then randomly draws a number of Republican units equal to the modified map Area Resistance

Factor and the DR result from the opaque container and placing them in the area with the attacking Nationalist units. **Notes:** If the area was contested place the upside-down Republican unit back into the opaque container before drawing any Republican units. Also, if *XI Republican International Brigade* Reinforcements are in play, then the *XI International Brigade* units are placed into the opaque container before any Republican units are drawn.

3. The player then selects one Nationalist unit as a "lead" unit and uses its CF, and adds 1 for each additional Nationalist unit in the area. Do not count a Nationalist armor unit's CF if it was used to reduce the number of Republican units drawn to resolve the combat. The CF of all Republican units as well as the area's Resistance Factor are then totaled. The player then rolls two dice. The DR result of one die is added the Nationalist CF and unit(s) total and the DR result of the other DR added to the Republican unit CF total. Modify the Nationalist DR result as follows:

- Reduce the Nationalist DR result by 1 each if any of the attacking units are marked with a Moved Uphill or Crossed River Boundary marker.
- +1 for each artillery/air support used for direct support. **Note:** Do not count any artillery/air support or armor unit used to reduce the number of Republican units drawn for resolving the combat.
- Reduce the Republican DR by 2 if the area where the combat occurs cannot trace a series of connected areas to the east map edge free of Nationalist units or control.
- **Note:** See rule 9.3.

The side with the highest DR total is the winner and the difference of the two DRs is used to determine the Combat Casualties Result (CCR). The number of the CCR is the number of Republican units that are removed and placed back into the opaque container if the Republican DR was lowest. If the Nationalist DR was lowest the CCR is the number of Nationalist units that must either a) be retreated out of the area (see Retreat Below) or b) reduced if full strength or withdrawn from the map if already reduced (see Step Loss and Withdrawal below). It is the player's decision as to which result to apply to any of the affected Nationalist units. If the DRs were tied there is no decision and the area is considered Contested.

4. Following the combat, if the area is vacant of any Republican units the Nationalist player has won control of the area and can either mark it as such using a Nationalist Control Marker or record the area number on the sheet of paper. **Note:** Control of Victory Point areas (ones with a red border) are significant for winning the game, so the player should use the Control markers for visually marking Nationalist control of these map areas as much as possible. If following combat Republican units remain in the area with Nationalist units the area is

considered Contested. Return all but one of the Republican units to the opaque container and flip the remaining Republican unit over to its formation icon side to serve as a reminder that the area is contested. If the area has no Nationalist units in the area following the combat resolution the area remains in Republican control and return all of the surviving Republican units to the opaque container. **Note:** Republican units that have been permanently removed from the game during the End Phase can be used to mark Contested areas. Remember, however, to not return such units to the opaque container.

**6.2.1 Retreat.** A Nationalist unit can retreat to an adjacent area to satisfy 1 level of the CCR with the following limitations:

- The unit can retreat to an adjacent Nationalist controlled area.
- The unit can retreat to an adjacent Contested area if the combat has already been resolved.
- Units cannot retreat across a prohibited area boundary (ones marked with a red "X").
- A unit may not retreat into an area in violation of the stacking limit (rule 6.1.3).

Any unit that cannot retreat must take a step loss, or if already reduced, be removed from the map and placed in the Nationalist Reserve Holding Area. If the activated unit retreated to a Contested area the player rolls a die. Add 1 to the DR if the retreating unit crossed a River boundary or into a higher elevation area (retreated uphill). If the DR is 4 or less the retreating unit is unaffected. If the DR is 5 or more the retreating unit is immediately reduced or, if already reduced, withdrawn to the Nationalist Reserve Holding Area.

**6.2.2 Step Loss and Withdrawal.** A Nationalist unit that is reduced is flipped to its reduced side (one with the lower CF). An already reduced unit that is to be reduced again is immediately removed from the map and placed in the Nationalist Reserve Holding Area (see rule 8.2). Reduced Nationalist units can be flipped back to full strength during the turn's End Phase, whether the unit is on the map or the Nationalist Reserve Holding Area, but the Nationalist player loses 1 VP for each unit flipped back to full strength. If the Nationalist player does not have VP to expend then a reduced unit cannot be flipped back to full strength.

### 6.3 Entrenchments

A Republican entrenchment marker increases a map area's RL by 1. The marker is flipped to denote the area being Nationalist Controlled when the player wins the combat. An entrenchment marker cannot be moved or used by the player and never benefits a Nationalist unit.

## 7.0 Counter Attacks

At end of each round the player rolls on the Republican Counter-Attack Table to determine if any counter-attack is launched in a Contested area or Nationalist controlled area if it is adjacent to a **Republican controlled** VP area. It does not matter which area is rolled for first, but every eligible area must have a counter-attack DR determination made. The player rolls a die and modifies the DR per those listed below the Republican Counter-Attack Table.

If a counter-attack result is achieved, then draw the appropriate number of Republican units from the opaque container. **Note:** If a Reinforcement result was achieved add the *International Brigade* units to the opaque container before any are drawn. Also, if the area was contested, remember to add the Republican unit used as a Contested area marker back to the opaque container before drawing any units.

The number of Republican units to be drawn for the counter-attack combat can be reduced per step 2 of rule 6.2 by any available air/artillery support or Nationalist armor unit present.

If a modified DR result of 0 or less is obtained on the Republican Counter-Attack Table a counter-attack is not performed, the Operations Phase for the turn is immediately ended, and play proceeds to the End Phase of the turn. **Note:** There can be a maximum of 6 rounds in the Operations Phase (although it is highly likely an End of Operations Phase result will occur before then on the Counter-Attack table).

**7.1 Counter-Attack Combat.** Resolve all counter-attacks per steps 3 and 4 of rule 6.2. Adjust area control status and VP as needed following the resolution of each counterattack. Do **not** use the Republican RL when calculating the Republican CF for counterattacks, however.

## 8.0 Reinforcements

Nationalist reinforcement units are of two types; regular (those placed in the Reserve Holding Area during set up) and those returned to play after being removed from the map following combat to the Nationalist Reserve Holding Area.

### 8.1 Nationalist Reserve Holding Areas

A number of units from all three Nationalist Columns set up in the Nationalist Reserve Battalions Holding Area. Nationalist units that are reduced and must take another step loss, or any Nationalist armor unit that must be reduced, are placed in the Nationalist Reserve Holding Area in reduced status (**Exception:** Nationalist armor units are placed at full strength status). The reduced units can be flipped to full strength during the End Phase of the turn per rule 6.2.2 and the loss of 1 VP per unit flipped to full strength.

A unit of any status (full or reduced strength) in the Nationalist Reserve Battalions Holding Areas can be deployed as a reinforcement at any point in the game starting with turn 2. Units in the Reserve Holding Area can be deployed to the game at the cost of 1 VP per unit.

Units of a Nationalist Column are placed in any Nationalist controlled map area that is adjacent to or occupied by Nationalist units of the same column subject to stacking limits. Nationalist armor, the *Falange* and *Tercio de Alcazar* infantry units can set up in any Nationalist controlled map area with any Nationalist units regardless of Column affiliation, subject to stacking limits. A unit in the Nationalist Reserve Holding Area cannot be deployed as a reinforcement if there is no VP to expend.

## 9.0 Special Units and Rules

The following rules pertain to certain units in the game.

### 9.1 Armored Units

**9.1.1 Nationalist Armor Units.** A Nationalist armor unit can be used for one of the following purposes during combat (regular or counter-attack):

- Reduce the number of Republican units by 1 that will be drawn from the opaque container, OR
- Include its CF, printed if the lead unit or 1 if stacked with the lead unit, in the Nationalist total for resolving the combat (see rules 7.0 and 6.2, case 3).
- Regardless of how an armor unit is used in the combat, it can still be used to fulfill any CCR incurred by the Nationalist side as a result of combat (see rule 6.2.2).

A Nationalist armor unit that is used to reduce the number of Republican units drawn from the Opaque container cannot then have its CF used in calculating the Nationalist CF (as lead or support unit). It can be used for fulfilling an adverse CCR following combat regardless of how it was used in the combat and for use in Republican MG DR checks (see rule 9.3). A Nationalist armor unit may not move or retreat across a river border.

**9.1.2 Armor Units.** Republican and Nationalist armor units have the following limitations and abilities:

- A Republican or Nationalist armor unit cannot be used for combat in a level 2 or higher elevation area. If an armor unit is drawn from the opaque container set it aside and draw another and use it for the combat. If yet another armor unit is drawn it will also not be used and the Republican side will have 1 less unit for the combat than would normally be the case (This is war. They'll have to deal with it!).

- When a Republican armor unit is drawn, the player selects one Nationalist unit and rolls a die. If the DR is less than or equal to the armor unit's CF the Nationalist unit is immediately reduced before the combat is resolved; withdrawn to the Nationalist Reserve Holding Area if already reduced. Regardless of the DR result, the Republican armor unit's CF is still counted for resolving the combat.

**9.1.3 Republican Air Support Units.** Only 1 Republican air support unit can be used if drawn during a Rain turn. If a second Republican Air Support is drawn then draw for another unit. **Designer's Note:** *Unlike the Nationalist air formations that mostly operated from grass fields during the battle, the Republican air formations benefitted from using concrete runways that allowed for better operations during inclement weather.*

### 9.2 Snipers

When a Sniper unit is drawn the Nationalist player rolls a die. Modify the DR as follows:

- +1 DR if any Nationalist unit in the area is marked as having crossed a river.
- +1 DR if any Nationalist unit in the area is marked as having moved uphill.

If the DR is greater than the number of Nationalist units in the area the Nationalist player loses a VP. If there are no VP to lose then one Nationalist unit of the player's choice is immediately reduced, or withdrawn to the Nationalist Reserve Holding Area if already reduced. The Sniper unit also remains on the map and has a CF of 1 for calculating the Republican CF total for the combat. If the DR is less than or equal to the number of Nationalist units in the area the Sniper unit is immediately returned to the opaque container and not used in calculating the Republican CF total for the combat.

### 9.3 Republican MG Units

When a Republican MG unit is drawn the Nationalist player rolls a die for each such unit drawn for the combat. Modify the DR as follows:

- Subtract 1 from the DR if any attacking unit is marked as having crossed a river or moving uphill (-2 max).
- Subtract the map area's Republican RL.
- Add 1 to the DR if full strength Nationalist armor unit is attacking unit's map area (regardless of how it was used in the combat).

If the DR is less than or equal to the MG unit's CF one Nationalist unit must either a) be immediately retreated out of the area abiding by the retreat rules or b) is immediately reduced (or eliminated and placed in the Nationalist Reserve Holding Area). If the DR is greater than the MG unit's CF there is no additional pre-combat resolution effect. Regardless, the MG unit is still used when resolving the combat.

## 9.4 Buenaventura Durruti

Anarchist leader Durruti led his 6,000 Anarchist Militia force to Madrid. While leading a counterattack in the Casa de Campo area on November 19 he was accidentally shot and killed by one of his own men. After setting up, the player rolls a die to determine when Durruti and his reinforcements arrive in the game:

**DR 1 or 2:** Turn 9

**DR 3 or 4:** Turn 10

**DR 5 or 6:** Turn 11

At the start of the designated turn the Durruti marker is placed on the map area according to the following priorities:

1. Nationalist controlled VP area adjacent to a Republican controlled area. **Note:** Essentially, this will convert the VP area to Contested status. If more than one VP map area is eligible, use a die or flip a coin to determine where Durruti is placed.
2. Contested map area with the most Nationalist units (any strength). Add 2 to a map area total if it is a contested VP area. If more than one Contested map area is eligible, use a die or flip a coin to determine where Durruti is placed.
3. VP map area closest to a Nationalist controlled VP map area. If more than one map area is eligible, use a die or flip a coin to determine where Durruti is placed.

The Durruti marker has the following effects:

- Increased the Republican RL by 1 where the Durruti marker is located.
- Imposes a +1 DR modifier on the Republican Counterattack Table.

Remove the Durruti marker from play the instant a Republican Combat DR of 1 is obtained, and the player receives 1 VP for this unit's elimination.

If the Durruti marker is still in play at the end of a turn, move it at the start of the next turn to a map area using the priorities given above. It is possible that the Durruti marker may not be moved and remains in the same map area.

## 10.0 Winning the Game

The player wins the game by earning VP. VP are awarded or lost as follows:

- +3 VP for each VP area (ones with red bordered area identifiers) in Nationalist control at the end of the turn in which this change occurs. Note: All VP areas are under Republican control at the start of the game.
- +4 VP for each *unit* in the Nationalist Reserve Battalions Holding Area at the end of the game and

the Nationalist player controls a series of connected Nationalist controlled map areas to any Nationalist controlled east map edge area (awarded at the end of the last turn of the game only).

- -1 VP for each reduced Nationalist unit flipped to full strength status (awarded as this occurs).
- -? VP for Republican Snipers (rule 9.2).
- +1 VP Durruti eliminated.

The level of victory is dependent upon how many VP map areas are controlled by Nationalist units during the course of the game.

- Minor Victory if at least 15 VP were earned and Nationalist units won control of at least 8 VP areas on the map.
- Decisive Victory if at least 20 VP were earned and Nationalist units won control of at least 12 VP areas on the maps (historical result of the April scenario).
- Nationalist Defeat if neither of the above conditions can be met (historical result).

## 11.0 Designer Notes

*"Don't forget, Madrid, the war. Never forget that in front the eyes of the enemy are throwing at you looks of death." –Excerpt from the poem by Rafael Alberti, Madrid.*

At the end of October Francisco Franco declared that he would be lodging and taking mass in Madrid no later than November 7<sup>th</sup>. However, his African troops took increasingly heavy losses as they neared the Spanish Capital, and although their ranks were nearly back to full strength thanks to fascist volunteers from cities and towns that had fallen to him earlier, it would not be until four days after that deadline that his forces were in position to launch their offensive that many thought would end the civil war and usher in another fascist regime. By the time the Nationalists did attack, however, the Republican defenders had received substantial reinforcements from throughout Spain, volunteers from several democratic nations, as well as the Soviet Union who sent boatloads of modern weapons and military advisors. Franco's forces were actually out-numbered by the Republican defenders, and the Nationalist leader was counting upon their more extensive military training and superior weaponry to win out. However, the Republican defenders' morale and the excellent defensive terrain surrounding the city inflicted staggering losses upon the fascists.

Of the three Nationalist columns, only Castejon's was able to cross the Manzanares River in force, only to become engaged in bitter and costly fighting in University City. Several units from Asencio's Column were dispatched to reinforce those in University City, but Republican counterattacks in the Casa de Campo (where Durruti was killed) eventually led to stalemate and exhaustion. By the end of November Franco called off further attacks on Madrid and withdrew his forces to rebuild, and to lay siege to Spain's capital. By this time

vast numbers of Italian “volunteers” were arriving, as well as more aircraft and armaments from Nazi Germany. The Spanish Civil War would continue and Franco would not be able to keep his Madrid appointments for over two more years.

For all those who play *Eyes of the Enemy*, learn and enjoy!

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## **12.0 Variant Rules**

The following rules add some more historical detail to the game but with more die rolling and time required for play.

### **13.1 Tank Duel!**

When a Republican armor unit is drawn from the opaque container and a Nationalist armor unit is present the player rolls a die. If the DR is even the Republican armor unit's attack per 9.1.2 is resolved per the rule. If the DR is odd the Nationalist armor unit “fires first” and the player rolls a die. If the DR is less than or equal to the Nationalist armor unit's CF the Republican armor unit is returned to the opaque container after its attack is resolved, and is not used in calculating the Republican counter-attack resolution.

### **13.2 Random Events**

Beginning with turn 2, at the start of the Administrative Phase of the turn, the player rolls a die to determine which of the Random Events on the Random Events Table is in play for the upcoming turn.

## COMBAT (REGULAR AND COUNTER-ATTACK) RESOLUTION, RULE 6.2

1. The player commits up to 2 (clear weather turn) or 1 (rain weather turn) available air/artillery support points to the combat. Adjust the appropriate support marker on the Game Record Keeping Track to record the expenditure of any air/artillery support for the combat.
2. Consult the Republican Resistance Table, roll a die and add the map area's Resistance factor (0 through 3). The player may reduce this number by committing available air/artillery support; up to 2 during a clear weather turn or 1 during a rain weather turn. If present, the player may also allocate any air/artillery support or an armor unit to reducing the number of Republican units to be drawn by 1 instead of using it for the combat resolution calculation. **Note:** The most the final result can be reduced is 2 regardless of the number of Nationalist air/artillery or armor units available/present. The player then randomly draws a number of Republican units equal to the modified map Area Resistance Factor and the DR result from the opaque container and placing them in the area with the attacking Nationalist units. **Notes:** If the area was contested place the upside-down Republican unit back into the opaque container before drawing any Republican units. Also, if *XI Republican International Brigade* Reinforcements are in play, then the *XI International Brigade* units are placed into the opaque container before any Republican units are drawn.
3. The player then selects one Nationalist unit as a "lead" unit and uses its CF, and adds 1 for each additional Nationalist unit in the area. Do not count a Nationalist armor unit's CF if it was used to reduce the number of Republican units drawn to resolve the combat. The CF of all Republican units as well as the area's Resistance Factor are then totaled. The player then rolls two dice. The DR result of one die is added the Nationalist CF and unit(s) total and the DR result of the other DR added to the Republican unit CF total. Modify the Nationalist DR result as follows:
  - Reduce the Nationalist DR result by 1 each if any of the attacking units are marked with a Moved Uphill or Crossed River Boundary marker.
  - +1 for each artillery/air support used for direct support. **Note:** Do not count any artillery/air support or armor unit used to reduce the number of Republican units drawn for resolving the combat.
  - Reduce the Republican DR by 2 if the area where the combat occurs cannot trace a series of connected areas to the east map edge free of Nationalist units or control.
  - **Note:** See rule 9.3.

The side with the highest DR total is the winner and the difference of the two DRs is used to determine the Combat Casualties Result (CCR). The number of the CCR is the number of Republican units that are removed and placed back into the opaque container if the Republican DR was lowest. If the Nationalist DR was lowest the CCR is the number of Nationalist units that must either a) be retreated out of the area (see Retreat Below) or b) reduced if full strength or withdrawn from the map if already reduced (see Step Loss and Withdrawal below). It is the player's decision as to which result to apply to any of the affected Nationalist units. If the DRs were tied there is no decision and the area is considered Contested.

4. Following the combat, if the area is vacant of any Republican units the Nationalist player has won control of the area and can either mark it as such using a Nationalist Control Marker or record the area number on the sheet of paper. **Note:** Control of Victory Point areas (ones with a red border) are significant for winning the game, so the player should use the Control markers for visually marking Nationalist control of these map areas as much as possible. If following combat Republican units remain in the area with Nationalist units the area is considered Contested. Return all but one of the Republican units to the opaque container and flip the remaining Republican unit over to its formation icon side to serve as a reminder that the area is contested. If the area has no Nationalist units in the area following the combat resolution the area remains in Republican control and return all of the surviving Republican units to the opaque container.

## VARIANT RANDOM EVENTS TABLE

<b>DR 1</b>	<i>Increased Fascist Aid.</i> The player can flip any one reduced unit back to full strength without the VP cost. This event can only occur once per game. Treat as No Event if rolled more than once.
<b>DR 2</b>	<i>Merde!</i> The player receives one less AP in the first round of the Operations Phase.
<b>DR 3</b>	<i>Fire for Effect!</i> The player receives 1 additional Artillery Support for the turn.
<b>DR 4</b>	<i>No Pasaran!</i> One additional Republican unit is drawn in the first combat conducted in a VP area OR the first counter-attack of the turn, whichever occurs first. Additionally, place an Entrenchment marker in each Republican controlled open terrain map area that is adjacent to a Nationalist controlled or Contested map area.
<b>DR 5</b>	<i>Viva la Muerte!</i> The player receives one additional AP in the second round of the Operations Phase.
<b>DR 6</b>	<i>Fifth Columnists!</i> One less Republican unit is drawn in the first combat conducted in a VP area OR the first counter-attack of the turn, whichever occurs first.

## GAME TABLES

### Weather Table, Rule 4.0

DR	Weather	Note
<b>Even</b>	Clear	
<b>Odd</b>	Rain	No Nationalist Air Support. 2 less Nationalist Artillery Support. -1 Counterattack DR modifier. Nationalist units moving or retreating across River border make DR check. See 6.2, step 2.

### Air Support Table, Rule 5.0

<b>Even DR</b>	Four Air Support Points
<b>Odd DR</b>	Five Air Support Points

**Note:** Air Support is not available on a Rain Game Turn.

### Artillery Support Table, Rule 5.0

<b>DR 1-2</b>	Four Artillery Support Points
<b>DR 3-4</b>	Six Artillery Support Points
<b>DR 5-6</b>	Eight Artillery Support Points

**Note:** Reduce result by two in Rain Game Turn

All Artillery Support must be divided up among the three Nationalist Columns; at least 1 to each. Any additional beyond the 1 minimum can be allocated as the player sees fit.

### Action Point (AP) Table, Rule 6.0

Good Weather Turn	AP = DR plus 4
Rain Weather Turn	AP = DR plus 2

Use the Action Points marker to record the number available AP on the Record Keeping Track.

### Republican Resistance Table, Rule 6.2, Step 2

Odd DR	1 Republican Unit
Even DR	2 Republican Units

The number of Republican units to be drawn is equal to the Table Result plus the map area's Resistance Factor. Reduce the number of units to be drawn by 1 for each Nationalist air/artillery support and armor unit allocated for this purpose (up to -2 maximum).  
+1 Republican unit if Durruti is in play (rule 9.4).

### Republican Counter-Attack Table, Rule 7.0

DR 0 or less	No Counter-Attack and the immediate end of Operations Phase. Proceed to End Phase of the turn.
DR 1	No Counter-Attack.
DR 2 or 3	Small scale Counter Attack. Draw number of Republican units equal to area's Resistance Factor +1.
DR 4	Serious Counter-Attack. Draw number of Republican units equal to area's Resistance Factor +2.
DR 5 or 6	Reinforcements! Draw number of Republican units equal to area's Resistance Factor +2. <b>Note:</b> Include <i>International Brigade</i> units in the opaque container.

These DR modifiers apply to the Republican Counter-Attack Table:

- -1 DR during Second Round, -2 for Third and later Round.
- -1 DR Rain turn starting with Second Round.
- +1 Durruti in play (see rule 9.4).

#### Notes:

- Decrease the number of Republican units drawn by 1 for all counter attacks on the map if the Nationalist player controls 9 or more VP map areas. Do not use the Republican RL when determining the Republican CF for counterattack