

¡Caudillo!



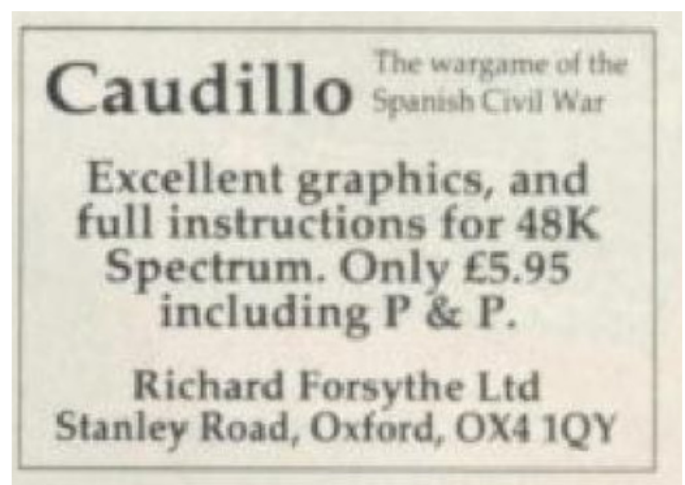
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Caudillo is a wargame about the Spanish Civil War available originally by mail order. It was written in 1988 and came with full instructions.

We don't have the instructions so I am trying to explain how to play.

Hopefully we can get in touch with the original creator or find an actual cassette copy!



Main Menu

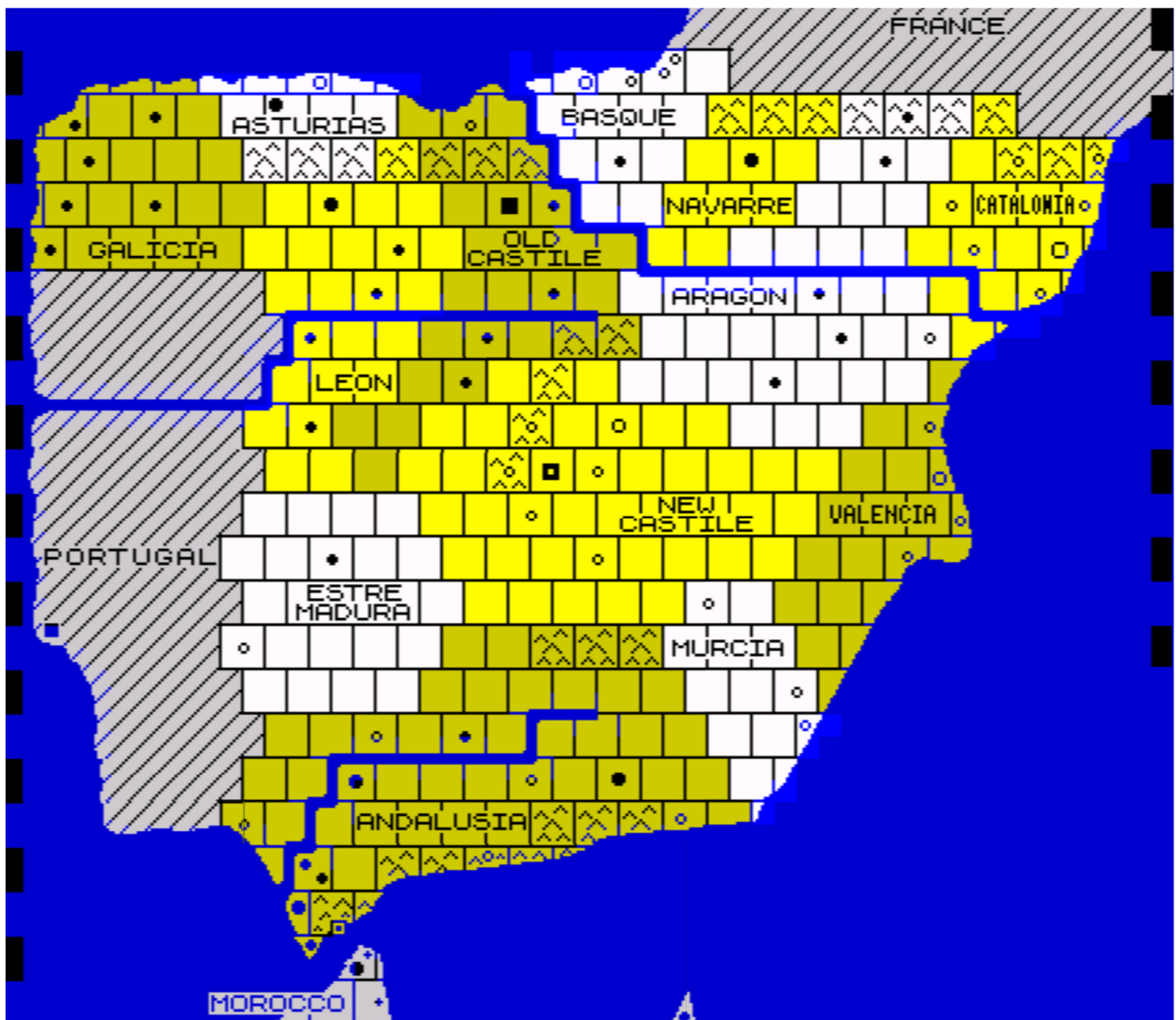
From the main menu there are 4 options, but only 3 of them work. Pressing 1 starts the game, pressing 2 loads a save game, pressing 3 does NOTHING and pressing 4 toggles between “Hidden” and “No hidden” movement. You can still see enemy units with “Hidden” movement, but you don’t know their strengths.

There is no code to detect you pressing key 3, neither is the text “One player” in the snapshot. There is a reference to “one player”, in the context of “This save game is for one player” when you try to load a saved game from a single player game. I believe that perhaps the game came in two versions, side A and B, and one side was two player and the other was one player.



The Map

The map is of Spain and is made up of square spaces. These spaces are offset on each row so act like hexagons on a traditional wargaming map. Spain is made up of provinces which are shaded white, yellow or bright yellow.



Province	Loyalty	Cities
Galicia	Nationalist	Corunna (1), Santiago (1), Dontevedra (1), Vigo (1), Orense (1), Lugo(1)
Asturias	Republican	Gijon (2), Oviedo (2) – NATIONALIST
Old Castile	Nationalist	Santander (1) – Republican , Logrono (1), BURGOS (8) , Soria (1)
Basque	Republican	Bilbao (2), Guernica (1), San Sebastian (1), Irun (1)
Navarre	Nationalist	Pamplona (2)
Aragon	Nationalist	Jach (1), Huesca (1), Saragossa (1), Belchite (1), Teruel (1)
Catalonia	Republican	Barcelona (3), Gerona (1), Figueras (1), Puigcerda (1), Lerida (1), Reus (1), Tarragona (1)
Leon	Nationalist	Salamanca (1), Zamora (1), Valladoud (1), Palencia (1),Leon (2)
New Castile	Republican	MADRID (10) , Brunete (1), Guadalajara (2), Alcala (1), Ciudad Real (1), Talavera (1). TOLEDO (1) is loyal to the Republic but at the start of the game is occupied by Nationalist forces under Colonel Moscardo.
Valencia	Republican	Valencia (2), Gandia (1), Alicante (1)z
Estre Madura	MIXED	Badajoz (1) for the Republic, Caceres (1) for the Nationalists
Andalusia	MIXED	Almeria (1), Malaga (1), Jaen (1), Huelva (1), Lora del Rio (1) for the Republic, Algeciras (1), Cadiz (2), Jerez (1), Casas (1), Cordoba (1), Seville (2), Granada (2)
Murcia	Republican	Murcia (1), Cartagena (1)
Morocco	Nationalist	Cannot be entered



These are cities, small, medium and large. Solid cities are initially loyal to the Nationalists, hollow to the Republic. The square cities are the capitals of each of the sides, Burgos for the Nationalists and Madrid for the Republic.



Rivers are represented by a blue line between squares. They cost an additional movement point to cross. Attacking across a river is more difficult. The largest battle of the Civil War was the Battle of the Ebro River.



Mountains are shown as triangles. They cost an additional movement point to traverse and give a 50% defence bonus.

Republican Units- ¡No pasarán!

The Republic disbanded most of the army because it was not trusted and armed the people instead. Initially forces loyal to the Republic are various militias and paramilitary police forces.

The Republic has ONE regular army unit and the Spanish Air Force, 3 militias, the Assault Guards, the Civil Guards to deploy in empty cities at the start.



This is a Republican ground unit. It has an Attack of 2, Defence of 3 and Movement of 3.

Republican Militia, Catalan Militia, Basque Militia, Anarchist Militia (FAI) or Asturian Miners.



Civil Guards, Assault Guards or Catalan Assault Guards. The Assault Guards were special police units created to deal with urban violence. Attack of 3, Defence of 5, Movement of 3.



An International Brigade, volunteers who have come to Spain to fight Fascism. Like George Orwell did. Attack of 3, Defence of 5, Movement of 3.



A regular army unit loyal to the Republic. Attack of 3, Defence of 5, Movement of 4. About half the Spanish Army on the mainland remained loyal but the Republic dissolved the army.



Soviet Infantry, Attack of 3, Defence of 5 and Movement of 3.



Soviet Armour. The Soviet Union eventually send tanks and crews to help the republic. Attack of 5, Defence of 8, Movement of 6. This is the strongest unit in the game!

T-26 tanks performed well in Spain. The only way the Nationalists could stop them was with petrol bombs (a Spanish invention).



This is an air unit, the Spanish Air Force. It has an Attack of 2 and a Movement of 4 but does not have a defence value.



This is an air unit, the Soviet Air Force. It has an Attack of 2 and a Movement of 4 but does not have a defence value. When it arrives, it can be placed in any empty, friendly city.

The Soviet Union sent technical advisors, aircraft and tanks to the Republic in exchange for, in total, three quarters of Spain's gold reserves.



A random event may lead to French support for the Republic. French Infantry appears along the border and has an Attack of 3, Defence of 5 and Movement of 3. If lost, French units in the build phase must be built in France.



A random event may lead to French support for the Republic. French De Gaullist Armoury appears at the border. It has an Attack of 4, Defence of 7 and Movement of 6.



A random event may lead to British troops being sent to Gibraltar in support of the Republic. English Infantry has an Attack of 4, Defence of 6 and Movement of 4.

Replacement British units can only be built in Gibraltar.

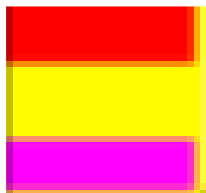
Gibraltar cannot be "captured" by the Nationalists so will require a garrison to keep it.



A random event may lead to British aircraft being sent to Gibraltar in support of the Republic. They Royal Air Force has an Attack of 1, and Range of 4.

Replacement British units can only be built in Gibraltar.

Gibraltar cannot be "captured" by the Nationalists so will require a garrison to keep it.



This is the symbol for a Republican unit if the game is played with Hidden Movement.

Nationalist Units ¡Arriba España!

The Nationalists have the powerful Army of Africa in Morocco as well as various army units and right-wing militias.

At the start of the game, they have 2 Civil Guards, 5 Falange Militia, 6 Right Wing Militia, 3 Spanish Army units to deploy in empty cities.



Colonel Moscardo held the Alcázar of Toledo in defiance of the Republic until relieved. This unit represents his forces which occupy Toledo, giving the Nationalists one Victory Point at the start of the game.

Attack of 1, Defence of 2, Movement of 3.



This is a Nationalist ground unit, Falange Militia. Attack of 2, Defence of 3 and Movement of 3.



This is a Nationalist ground unit, Fascist Militia. Attack of 2, Defence of 4 and Movement of 3.



This is a Nationalist ground unit (Carlists). The Carlists were Royalists but for a different dynasty than the previous king. Attack 3, Defence 5, Movement 3.



This is a Nationalist ground unit, the Spanish Army. This represents Regular army units who side with the Nationalists. Attack of 3, Defence of 5 and Movement of 4.



This is a Nationalist ground unit (Moroccans). This is the Spanish Army from Moroccan who have had a lot of combat experience. Flown over to the Mainland by German aircraft.



Attack 4, Defence 6, Movement 4.



Italian infantry. Attack 3, Defence 5, Movement 3.



Italian infantry arrives via any empty, Nationalist controlled port on the south-east coast.



A random event may lead to Mussolini sending increased support via Italian Armour, which has an Attack of 1, Defence of 2 and Movement of 6. It can land at any empty, Nationalist controlled port on the south-east coast.



This is an air unit, the Nazi Condor Legion. It has an Attack of 2 and a Movement of 4 but does not have a defence value.

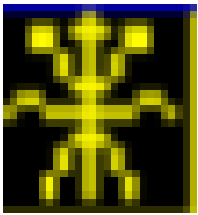
When it arrives, it can be placed in any empty, friendly city.



A random event may lead to Portugal sending help to the Nationalists. This is Portuguese Infantry and has an Attack of 2, Defence of 4 and Movement of 3.



A random event may lead to Portugal sending help to the Nationalists. This is Portuguese Armour and has an Attack of 1, Defence of 2 and Movement of 6.



This is the symbol for a Nationalist unit if the game is played with Hidden Movement.

Starting the game

One starting the game each player must deploy their units, starting with the Republican player. Units must be placed in empty, friendly cities. You can press ENTER to cycle through units to choose another one. Once the Republican player has deployed all units, the Nationalist player does the same.

Controls

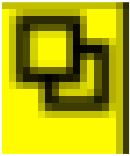
Move the cursor using the keys W and E to move Up-Left and Up-Right, D to go Right, A to go Left, and Z and X to go Down Left and Down Right.



Key S is for select and will deploy a unit.

Key Q can be used for help and will let you know if there is a problem. For example, if you are trying to place a unit in an enemy city, or outside a deployment area.

Pressing F will toggle between units in a stack (air/ground units). The STACK symbol is shown below.



Press ENTER to select a unit to advance or to retreat or to be unsupplied.

Press BREAK to end a phase.

Once deployment for the Republicans is completed, the Nationalist player deploys.

Then the game starts, beginning with the Nationalists.

The first turn is July 1936, and then each turn is one or two months long.

January-February, March-April, May, June, July, August, September-October, November-December.

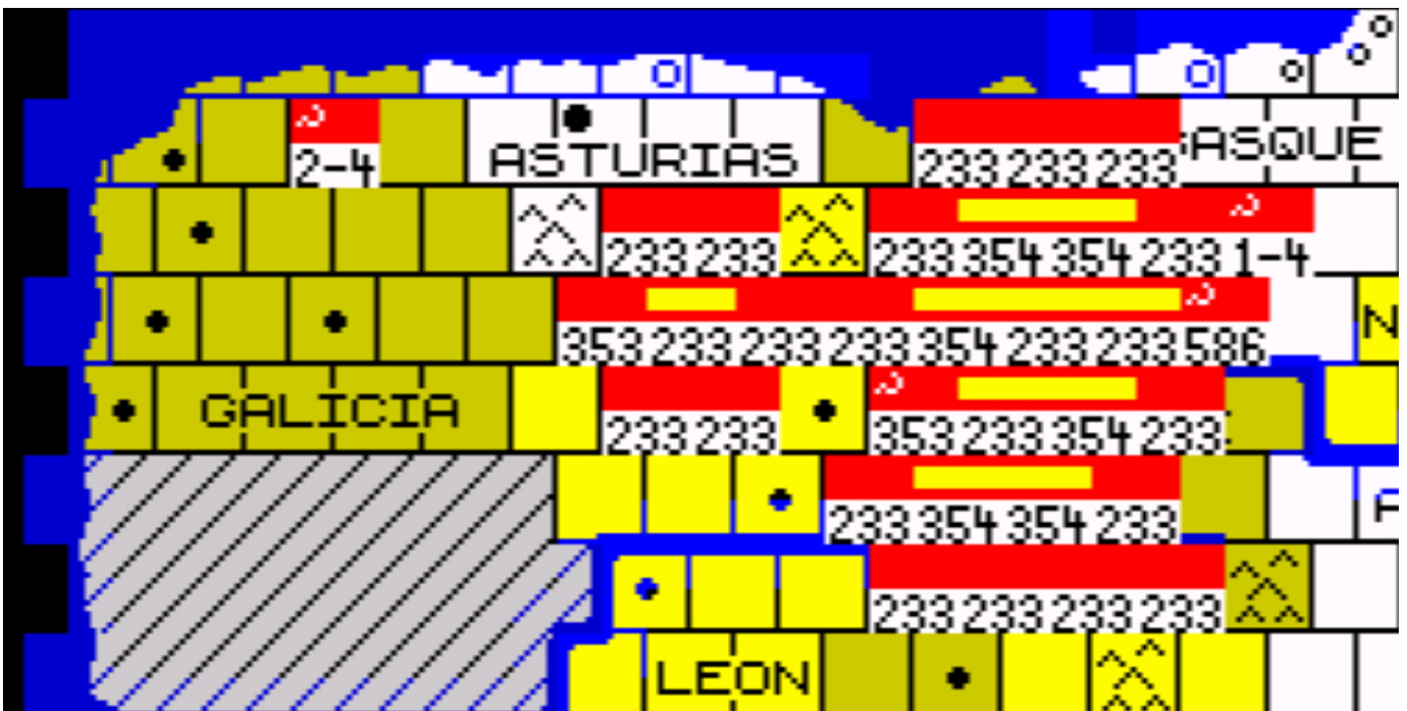
Once you get to 1949 the year wraps back to 1940!

Supply Phase

Units must be able to trace an unobstructed line to their capital. supplied by friendly cities.

Units that cannot be supplied by friendly cities are marked with an X during the Supply Phase. They cannot move or attack (but may defend at full strength).

Units that cannot be supplied for two consecutive turns are removed as casualties.



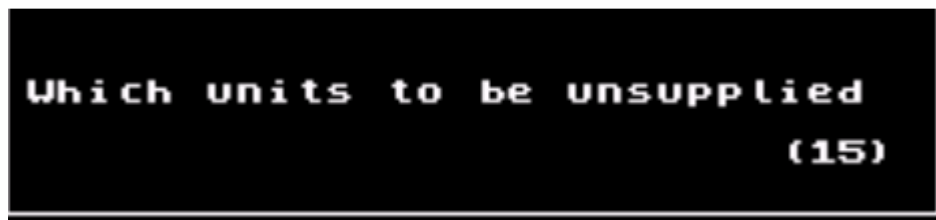
The Nationalist units are in and around Burgos. They are “in supply”. To the left, a single Nationalist unit is in Leon. This is “in supply”.

Small cities (worth 1 point) can sustain a militia unit (Attack Strength 2) indefinitely, even if completely surrounded. A larger unit (Attack Strength 3) will be Out of Supply.

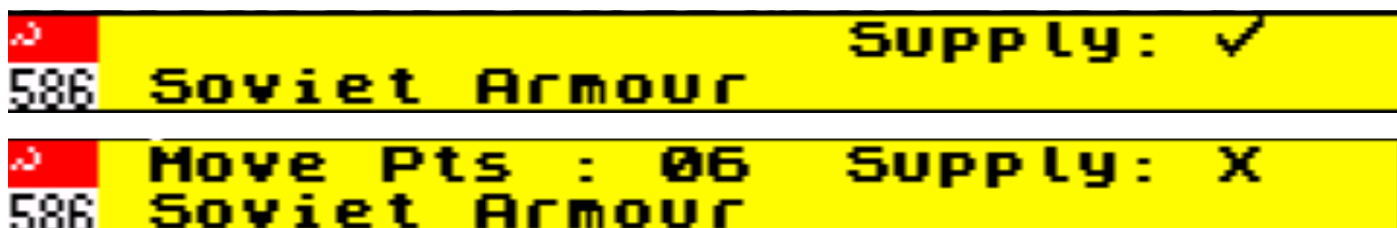
Medium cities (worth 2 points, such as Leon, Oviedo, Cadiz, Seville, Granada, Bilbao, Santander, Guadalajara, Gijon or Pamplona) and Barcelona (3 points) can sustain any single unit indefinitely.

Capital cities seem to have unlimited supplies.

Sometimes a large number of units gets cut off, possibly by a massive outflanking manoeuvre or



Select a unit to mark as unsupplied with ENTER. After all are chosen, there is a short pause while the game removes units. Making a unit unsupplied marks it with an X. These units cannot move or be attacked. It does not seem to affect their defence score. If you select an UNSUPPLIED unit to be unsupplied then it is eliminated.



Movement Phase

Moving a unit costs 2 Supply Points regardless of the strength of a unit.

Movements costs 1 movement point for open terrain, 2 for mountains and an extra point for crossing a river. Cities do not affect movement.

Moving while in a Zone of Control costs an additional 2 movement points. This applies whether you are moving OUT of a Zone of Control, or moving within one. Moving in to a Zone of Control does not cost more.

Air units can only move between controlled cities and ignore Zones of Control. They have a range of DOUBLE the number printed on the right hand side. If an air unit has MOVED it may not ATTACK or DEFEND this turn.

Ground units may not stack, and cannot move through each other. You can also only have one air unit per city.

You cannot move in to a square containing an enemy ground unit. If you move in to a city containing an enemy AIR unit, that unit is forced to move to another city.

Combat Phase

Select units to attack with S. Only ground units adjacent to the target may attack, but nearby friendly air units can assist. Attacking costs Supply Points and you cannot attack without enough supply.

If you attack an Air Unit, that unit automatically retreats and you may advance.



If there are two units on a square (ground and air), toggle between them by pressing F.

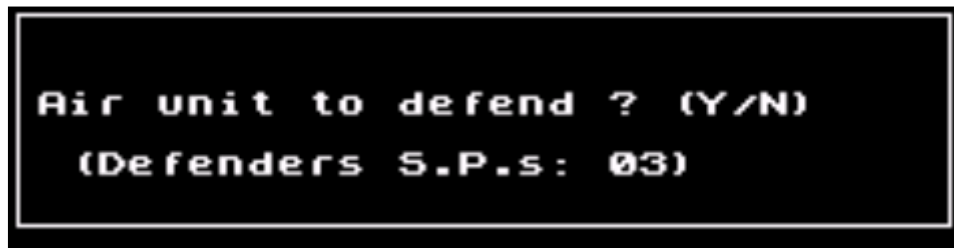
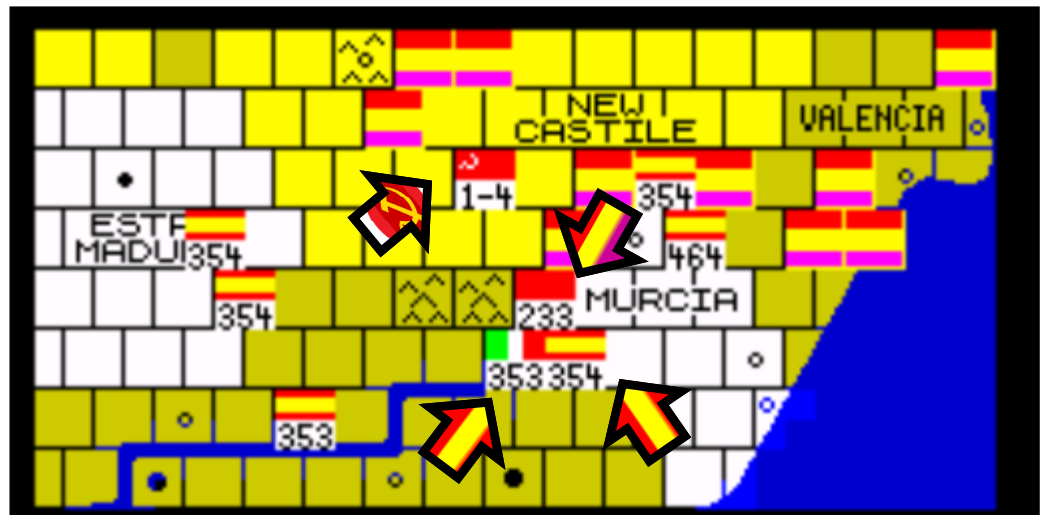
Once ready to attack, position the cursor over the target and press S. If nothing happens, press Q and it will explain why. Perhaps you do not have enough Supply Points, or a ground unit is not adjacent.

In the example shown to the right, Nationalist forces (Italians and Spanish Regulars) are attacking the Republic in the mountains.

The Soviet Air Force is helping.

There are some modifiers to the strength values.

- Defending in mountains? +50% bonus to defence
- Attacking over a river (EVERYONE on the far side?) %50 bonus to defence. If a single attacker is on the same side of the river as the defender then this bonus does not apply,
- Defending in mountains and being attacked over a river? 100% bonus to defence! There are only two squares where this is possible.
- If the defender has an air unit within range, and it did not attack in its turn, it can help in defence. This bonus is added AFTER the terrain bonus, if any.



If there are enough Supply Points, both defender and attacker may spend more to assist.



A large battle is shown here. The Republicans have managed to surround a Nationalist militia unit so there are SIX attackers to one defender. The Soviet Air Force is assisting (the Sickles) in the second row.

The Nationalist are aided by the Condor Legion (the Swastika) in the second row.



Attack Strength is 17 (the first number of the attackers).

Defence Strength is 5 (the SECOND number of the ground unit, plus the Attack Strength of the air unit).

The Republic will probably win!



A smaller battle. Italian Infantry and Spanish Regulars are attacking a Republican Militia unit.

Attack strength is 6.

Defence is 5.5.

This is 3 (Defence, 2nd number), plus 50% for being in mountains, plus the Attack Strength of the Soviet Air Force.

A risky attack!

Ratios

Combat is decided upon by a ratio of the Attacker's Attack strength versus the Defender's Defence strength. A random result is then decided upon. From worst to best (from the Attacker's Point of View) the odds are:

1-3 **1-2** **1-1** **3-2** **2-1** **3-1**

DE Defender Eliminated (including defending air unit). Attacker may advance one attacking unit into the empty square.

DR Defender retreats. If they cannot retreat they are eliminated. Attacker may advance one attacking unit into the empty square.

EX Exchange. Defender is eliminated, one attacker is eliminated (attacker chooses). Attacker may advance one attacking unit into the empty square.

A-1 One attacker is eliminated. Defender may advance one attacking unit into the empty square.

AR-1 One attacker is eliminated. All surviving attackers retreat. Defender may advance.

AE ALL attackers are eliminated. Defender may advance.

Cannot retreat into the sea, neutral territory OR next to an enemy unit (Zone of Control).

Reinforcement Phase

New troops may arrive, such as the Army of Morocco, Italians, Germans or Soviets. The Army of Morocco can only arrive in the South, Italians at ports on the Mediterranean coast. Any empty, controlled city can be used, including ones captured from the enemy. To gain Italian troops, the Nationalists MUST capture ports.

Build Phase

New troops may be built in any friendly, empty city. Cities captured from the enemy cannot be used.

After the Build Phase, the next player has their Supply Phase, or it is the end of turn.

Victory Points

At the end of each turn the victory points acquired by each side are displayed, as is the difference between them. I believe that if the difference is 20 points or more then the game ends.

Gain victory points by capturing enemy cities. Madrid is worth 10 points, Burgos is worth 8 points, Barcelona 3 points and so on. Some squares contain two small cities worth 1 point each.



Save to tape

You can save the game to tape.

Concede

If you say Y, then the game will ask "Really concede?". Say Y again and you go back to the main menu.

After some turns (6 monthly? Once per year?) there is a chance of a random event.

And then the next turn happens. There is no time limit, but after November-December 1949 the calendar loops around to January-February 1940.

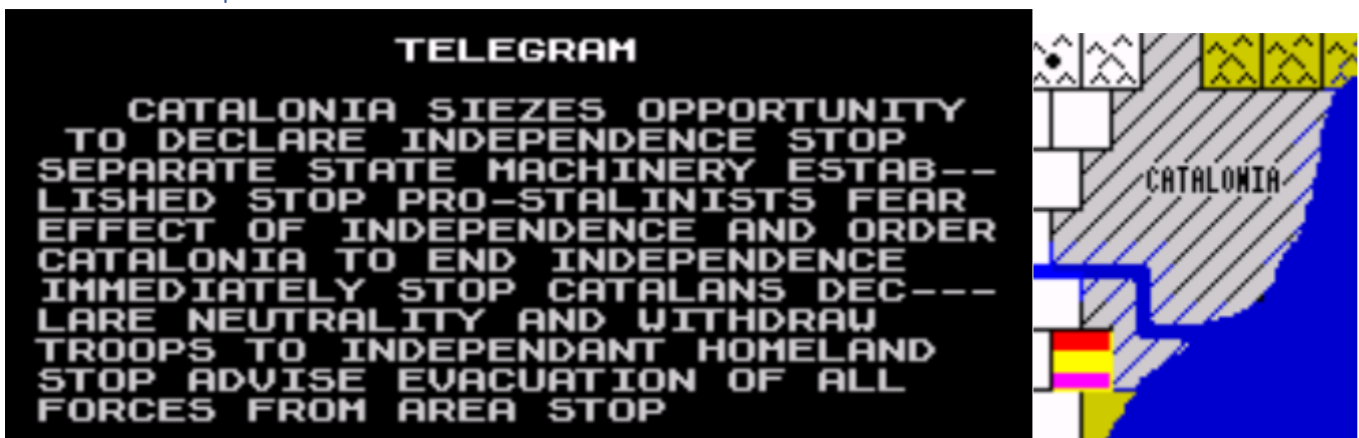
Random Events

Random Events may happen rarely every six months Maybe (I've had them happen after a June turn and after a November/December turn). I've got an RZX playback of one happening

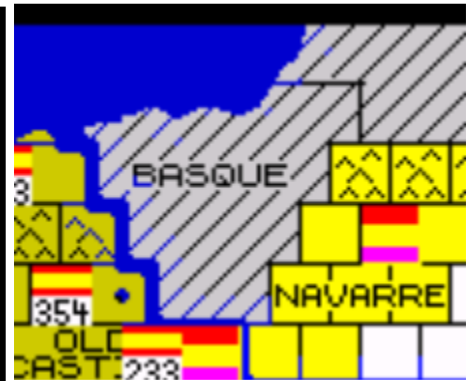
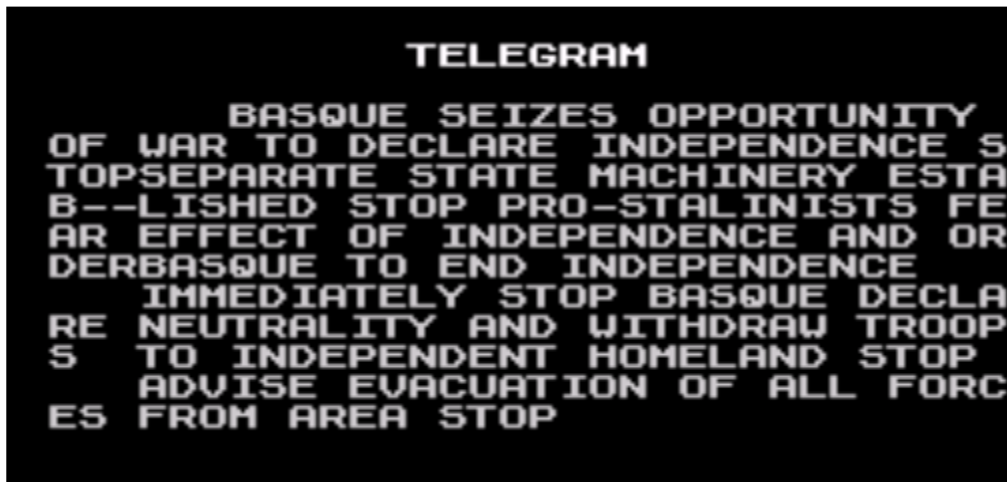
If you want to experience them yourself, get to THIS screen, and then set the "next instruction" to one of the addresses below. I do this using Spectaculator's Debug Tool and "Set Next Instruction" option. I've once had a "real" random event happen just after doing this!



Catalonian Independence



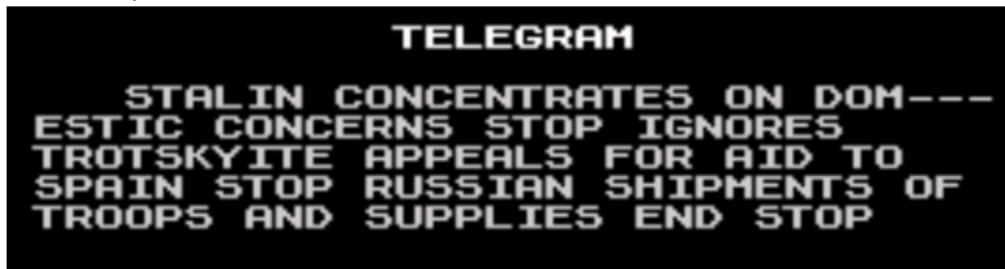
At address 47751. Catalonia becomes neutral. Catalan Militia units disband. All units within Catalonia are disbanded.



Address 47775. Basque units desert. All Nationalist and Republican units in the Basque

Country disband.

Stalin stops aid



At address 47799. Existing Soviet units remain.

No future Soviet Infantry, Armour or Air Force will arrive.

Hitler increases aid



At address 47826.

A second German Condor Legion is available.

Mussolini increases aid



At address 47849. More Italian troops and Italian tanks.

Portuguese Aid

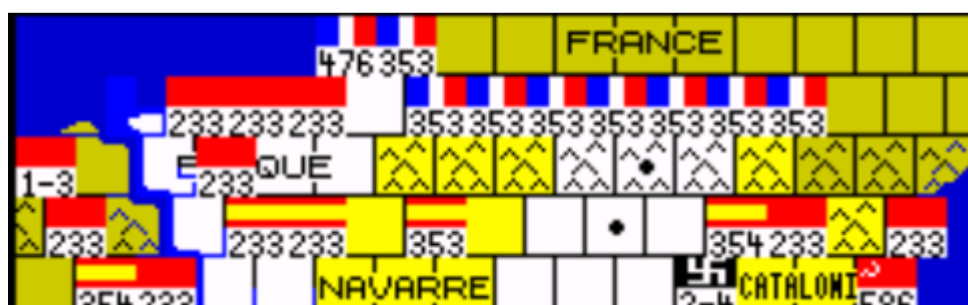
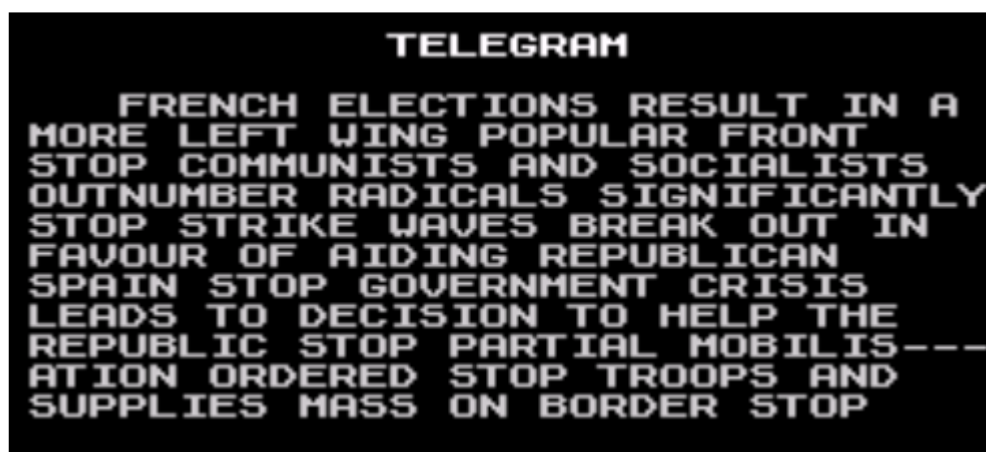


At address 47878. Portuguese Infantry and Armour, and Portugal is no longer neutral.

Anarchist splitters



Popular Front wins in France



At address 47897.

Anarchist Militia (FAI) disband immediately. No more Anarchist Militia (FAI).

Stalin increases aid

At address 47916.

Increased rate of Soviet troop replacements.

At address 47939.

France is no longer neutral. French Infantry and Armour along the Pyrenees to help the Republic.

French units must be rebuilt in France which can now be entered.

Britain supports the Republic



At address 47963.

Britain aids the Republic. English Infantry and RAF in Gibraltar which is now named but is worth no victory points.



Hitler backs down



At address 47997.

German Condor Legion is withdrawn.