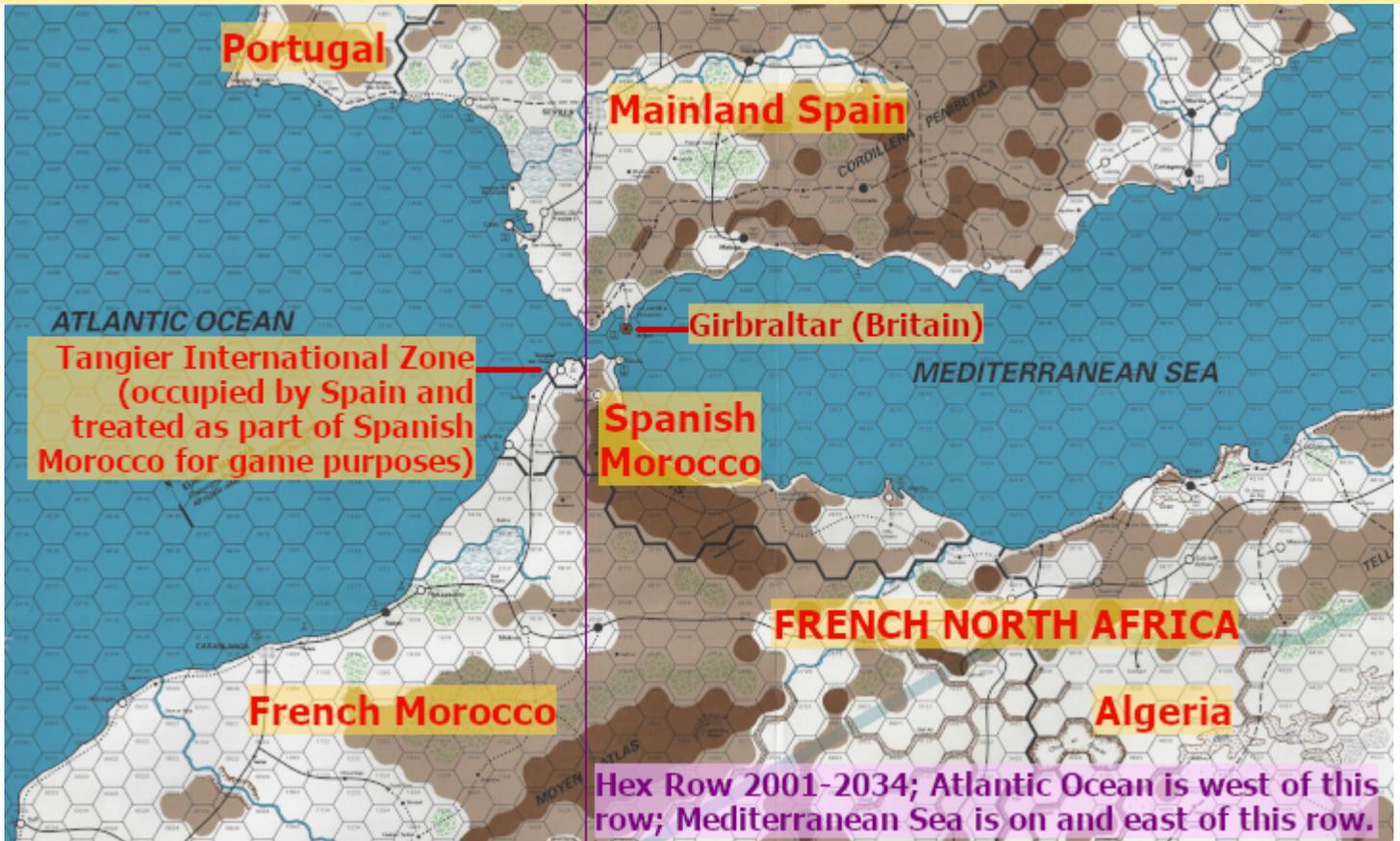


Spanish Intervention 1942

A Module for *Torch, War in the Desert, and Wavell's War*



Locator map

The Allied invasion of French North Africa in November 1942 risked Spain intervening against the Allies in some form. Although Spain was a neutral nation, it was also a pro-Axis authoritarian dictatorship and in fair part owed its existence to German and Italian aid during the Spanish Civil War. The Spanish government allowed Spanish volunteers to fight for Germany on the Eastern Front, shared intelligence with the Germans and Italians, and permitted German submarines to use Spanish ports as supply bases. Spain also occupied the Tangier International Zone in June 1940, although it refrained from officially annexing the zone into Spanish Morocco. All these acts concerned and angered the Allies. Spain, however, resisted Axis attempts to have it join the war on the Axis side and also rejected German pressure to allow German forces to enter Spain and attack Gibraltar, the British naval base commanding the entrance to the Mediterranean Sea. The Allies had contingency plans to invade Spanish Morocco, the Canary Islands, and/or other Spanish overseas possessions if Spain joined the Axis or allowed Axis forces entry into Spain. Spain in turn was well aware of the possibility of the Allies taking such actions.

By late 1942, it was very unlikely that Spain might have decided to go to full war with the Allies. However, the Allies were concerned that Spain might intervene in some form against the Operation Torch forces invading French North Africa. One concern was that Spanish air reconnaissance might detect the Allied invasion fleet as it approached North Africa. The Spanish would be uncertain of the fleet's objective and might decide the Allies

intended to invade Spanish Morocco. This could convince the Spanish to launch air strikes against the fleet and to order its forces in Spanish Morocco to fight the Allies.

Even if the Spanish did not detect the invasion fleet, the Allied landings in French North Africa near Spanish Morocco might convince the Spanish that the Allies intended to invade Spanish Morocco next. They might decide to preemptively order their forces in Spanish Morocco to attack the Allies in North Africa.

Finally, even if Spain did not act out of concerns over Spanish Morocco, the Allies considered it possible that Axis pressure on and threats against Spain might induce the Spanish to order their forces in Spanish Morocco to attack the Allies in North Africa. Italy in particular was interested a similar course of action in 1943, to stave off looming Italian defeat in the war. The Italians wanted Germany to find a way to come to an accommodation with the USSR, which would release sufficient Axis forces to stalemate the Allies in Tunisia and to attack the Allied rear area from Spanish Morocco. This came to nothing, as the Germans were not interested in this course of action (and almost certainly would not have been able to come to an accommodation with the Soviets even if they had wanted to). In the actual event, Spain did not intervene, and the declining fortunes of the Axis in both North Africa and the USSR caused the Spanish to reduce their cooperation with the Axis.

In *Torch*, *War in the Desert*, and *Wavell's War*, the possibility of Spanish air strikes on the invasion fleet is ignored, and the possibility of Spanish intervention from Spanish Morocco is abstracted by simply requiring the Allied player to maintain a sizable garrison in French North Africa (in part to deter the Spanish from intervening). This Spanish Intervention 1942 module adds Spanish Morocco and limited Spanish intervention to *Torch* and *War in the Desert* (and to *Wavell's War* via *WITD*). The need to maintain an Allied garrison in French North Africa is removed, but the Allied player now had to contend with the possibility of Spanish intervention. The module requires the use of some Spanish forces from *For Whom the Bell Tolls*. Special rules as well as a Spanish order of battle for the module appear below.

Designer Notes.

1) The Spanish order of battle is adapted from the "Spain, 1939-45" OB that appeared in *For Whom the Bell Tolls*. It is a modified, slightly simplified version of the Spanish Morocco portion of the OB, a modified version of the Spanish Air Force OB, and a few adaptations to make it compatible with *Torch* and *War in the Desert* (additions include supply terminals, steps of supply, and SMPs for Spanish Morocco). Hex numbers are revised from *For Whom the Bell Tolls* Map 23A to *Torch* Map 24 and *War in the Desert* Map 24A. Use the Spanish counters from *For Whom the Bell Tolls*.

2) Some sources claim that if Spain intervened against the Allies, the I Canadian Corps would have been sent from Britain to help invade Spanish Morocco. The Canadian official histories of the war do not mention this. Instead, they state the corps was selected to occupy the Canary Islands if Spain entered the war on the Axis side. Accordingly, the Canadians are not included as reinforcements for this module.

Instead, if Spain intervenes, the Allies receive extra resources in the form of steps of attack supply and American replacement points. These are assumed to be diverted from American resources originally intended to go to the Pacific theater.

3) The chances of Spanish intervention in this module are higher than they would be based on an analysis informed by post-war hindsight of Spain's actual actions in World War II. You can consider the higher chances as representing actual Allied concerns during the campaign, as a hack to include an appreciable chance of Spanish intervention in the game, or as both. Feel free to change the chances of Spanish intervention if you want, as long as there is a fair incentive for

the Allies to guard against a possible intervention. If you believe there was virtually no chance of Spanish intervention, then simply do not use this module.

4) The module assumes Spain will only authorize *limited* intervention: only one air strike on the Allied invasion fleet and only operations of Spanish forces in Spanish Morocco. It is assumed that Spain does not declare war on the Allies, does not permit German or Italian forces to enter mainland Spain, and does not attempt to threaten Gibraltar, actions that the Allies would likely respond to with full war. It is perhaps likely that this form of limited intervention would at least eventually have caused the Allies to declare war on Spain. However, “eventually” is outside the scope of this module. In the short term, with the Allies concentrating on expelling the Axis from North Africa, the Allies in short term might have limited their response to Spanish intervention just to fighting the Spanish in Spanish Morocco.

The Spanish air OB is a subset of the Spain 1939–45 air OB. Most Spanish air units are only available for the attack on the Allied invasion force, if Spain intervenes in the Nov I 42 Allied invasion turn. These are then withdrawn (to off-map airbases in central and northern Spain), on the assumption that Spain will try to preserve its air force in the face of Allied air superiority. Two air units are left for air operations with Spanish Moroccan forces. These can be voluntarily withdrawn, to prevent their likely eventual loss due to Allied air power.

An alternative, more complicated approach would be to keep all the subset of Spanish air units in play but allow Allied air units to bomb both them and Spanish airbases in mainland Spain. In this approach, all Spanish air units can be voluntarily withdrawn, to prevent their likely loss due to Allied air power. However, Allied air operations against mainland Spain are really outside the scope of the game. Had the Allies decided to bomb Spain in retaliation for the strikes on the invasion fleet, the Allied effort would almost certainly have also involved some strategic bombers flying missions from Britain to Spain. (British Lancaster bombers for example would have been able to strike many places in Spain.) Instead, the module assumes that during the North African campaign the Allies decided to delay any action against mainland Spain and concentrate on the more-important task of driving the Axis out of North Africa. In other words, the module assumes that both sides, after the potential Spanish air strike on the Allied invasion fleet, then restrict their operations to Spanish Morocco. This is a convenient decision for the module but is arguable somewhat defensible. The Allies and the Vichy French in 1940–1942, for example, also engaged in limited scope local operations without either side going to full war with the other. (*Examples:* The British attack on the French fleet in North Africa; the British attempt to seize Dakar; the British invasion of Madagascar; the British conquest of Syria and Lebanon.)

Although Spain had medium-sized navy, it was somewhat obsolescent, not fully maintained, and would have faced overwhelming Allied naval superiority. The module assumes the Spanish pursue a fleet-in-being strategy and avoid any action against Allied naval forces. Accordingly, Spain has no naval abilities in this module.

5) This module does not overtly change the victory conditions for the *Torch* or *WITD* Operation Torch scenarios or campaign games. If Spanish intervention does occur, the Allied task is complicated by the need to deal with the Spanish forces in addition to the regular Axis forces. Note in particular that since Spanish Moroccan supply terminals are treated as Axis supply terminal if Spain intervenes, the Allied player will have to capture them in addition to the other Axis supply terminals to force an Axis in-theater surrender. Otherwise, the Axis will gain the +200 VP award for avoiding an in-theater surrender. Thus, Spanish intervention might well

delay Allied victory in North Africa, with (out-of-game) knock-on effects of delaying the invasions of Sicily and mainland Italy.

On the other hand, the forces the Allied player would normally have to have sitting around idly in the garrison of French Morocco can now be used to fight the Spanish in Spanish Morocco. The Allies also get extra supplies and replacements if Spain intervenes. Finally, if Spain intervenes, the Allied player will receive victory points for capturing Spanish Moroccan supply terminals, for scrapped Spanish forces, and for Spanish forces in the replacement pool at the end of the game. The supply terminal VPs alone make Spanish Morocco worth 10 VPs.

6) If Spain intervenes, Spanish Moroccan supply terminals are treated as Axis supply terminals. This gives the Axis player a theoretical ability to supply German, Italian, and other Axis forces from the Spanish Moroccan terminals. (Under typical play conditions, this will be difficult to do, since the bulk of the Allied forces will be between the Spanish Moroccan terminals and the German and Italian forces in Tunisia.) The Spanish Moroccan terminals would not actually have had the capacity to support large numbers of non-Spanish forces. This is ignored for simplicity. If it bothers you, feel free to add an optional rule that only a maximum of 5 REs (or 3 or 7 or whatever) of non-Spanish Axis forces can draw general supply from a Spanish Moroccan supply terminal.

7) This module only has a small chance that Spain will intervene during the Nov I 42 Allied invasion turn and try to bomb the Allied invasion units. However, that event is in one sense the most interesting possibility. If you want to play out this possibility, simply have Spain automatically intervene in the Nov I 42 Allied invasion turn.



Pro-Riffian illustration of a 1921 action in the Rif War

8) If you know much about the history of Spanish Morocco, you may be aware of the Rif region, a restive mountainous region mostly in Spanish Morocco and partly in French Morocco. The Riffians had conducted a major uprising against the Spanish in the 1920s, finally subdued by the Spanish with French assistance. However, Riffian unrest remained latent (for example, Riffian unrest still occasionally breaks out in Morocco, such as in the 1950s and 2010s). Had

Spain intervened against the Allies, it is likely the British and Americans would consider encouraging and arming the Riffians to conduct guerrilla actions against the Spanish. This is ignored in the module, since the Allies would also take into account French interests. The French would not want problems in the Rif spilling over into French Morocco or Algeria. However, there is a small chance in the Torch scenarios that Vichy France might join the Axis in response to the Allied invasion of North Africa. Even though the Free French would not want the Allies to instigate a Riffian revolt, it is possible in this circumstance that the British and Americans might be more willing to do so.

If you want to incorporate this possibility into the module, then a simple way to incorporate it is: If Spain has intervened and Vichy France had joined the Axis, in any initial phase the Allied player may spend one step of attack supply in Spanish Morocco or French Morocco to start a Rif insurgency. Starting on the next Axis player turn, the Axis player cannot trace a supply line into or through a rough or mountain hex in Spanish Morocco unless the hex is occupied by an Axis unit or is in the ZOC of an Axis unit. (Note that if Spain intervenes, Spanish units are treated as Axis units and thus are affected by this rule.)

If you want a fuller treatment, then starting in the Allied initial phase on each game turn following the turn the Rif insurgency began, roll two dice. The first time an 11 or 12 is rolled, the Rif insurgency expands to include all rough and mountain hexes in French Morocco that are within two hexes of Spanish Morocco. The second time an 11 or 12 is rolled, the Rif insurgency expands to also affect French units of the Allied player. The third time an 11 or 12 is rolled, the Rif insurgency expands to include all Allied units. Either player *may* pacify the Rif and end the insurgency by having every hex affected by the insurgency be in an uncontested ZOC of the player's units for a complete player turn. This means the hexes must start the player turn in ZOCs, and the units exerting the ZOCs cannot move or attack for the entire player turn. Note that the Allied player may choose pacify the Rif even if the insurgency has not expanded to affect any Allied units.

9) The Spain 1939–45 OB that appeared in *For Whom the Bells Tolls* has a “Conditional Mobilization” section covering the Canary Islands. This allows Spain to mobilize the Canary Island forces without having to invoke general mobilization across all of Spain, as actually happened. Historically, Spain also partially mobilized Spanish Morocco in response to the Allied Torch landings in French North Africa. This is not covered in the Spain 1939–45 OB. The final section of this module accordingly adds that ability for the Spain 1939–45 OB. Consider it an unofficial errata if you will.

Special Rules

These rules are written based on the *Torch* rules text but reference both the *Torch* rule numbering and the *War in the Desert* rule numbering. It is trivial to adapt the text for use in *War in the Desert*, by which I mean you get to do it!

Torch Rule 28B2/WITD Rule 37E1 and WITD Allied Required Garrison Chart.

The Allied player does not lose victory points for failing to maintain the garrison of French Morocco at full strength. However, failing to maintain the garrison at full strength increases the chances of Spanish intervention (see below).

The Allied player does not have to maintain the garrison of French Morocco once Spain intervenes against the Allies.

Torch Rule 28E4, Other Neutrals/WITD Rule 38I, Other Neutrals

Torch Rule 28E4, Other Neutrals, is now *Torch Rule 28E5*. *WITD Rule 38I, Other Neutrals*, is now *WITD Rule 38 J*. All references to Spain are removed from this rule, but the rest of the rule remains unchanged.

New Torch Rule 28E4/WITD Rule 38I

Spain. Spain is neutral and may not be entered by either player's forces. (*Exception:* The Allied airborne invasion force ignores neutral territory on its entry; see *Torch Rule 27C*.) Spain consists of mainland Spain and Spanish Morocco, as shown on the locator map above. (The former international zone of Tangier was occupied by Spain but not officially merged into Spanish Morocco. This legal distinction is ignored in the game.)

Spain may intervene against the Allies. If Spain intervenes, the Axis player controls all Spanish forces. Spanish forces and supply terminals are treated as friendly forces and supply terminals by the Axis player. They are treated as Axis forces and supply terminals by the Allied player. Spanish forces and supply terminals are treated as Axis forces for victory point purposes. (Note that this means the Allied player receives victory points for capturing Spanish supply terminals, for scrapped Spanish forces, and for Spanish forces in the replacement pool at the end of the game.)

Spain, however, does not formally join the Axis, and Axis forces (German, Italian, and any other forces that may join the Axis during the game) may not enter mainland Spanish. They may enter Spanish Morocco. Allied forces may enter Spanish Morocco. Allied forces may not enter mainland Spain.

Spain may intervene during the special Allied invasion turn of Nov I 42. If it intervenes at this time, Spanish air units may bomb the Allied invasion force; see below for rules on this.

If Spain does not intervene during the special Allied invasion turn of Nov I 42, it may intervene during any Axis initial phase starting with the Axis Nov I 42 player turn. To check for Spanish intervention at these times, the Axis player rolls two dice and consults the Spanish Intervention Table.

Die Roll	Result
11 or less	No intervention
12 or more	Spain intervenes

Die Roll Modifiers:

- +1 for each RE or fraction thereof missing from the Allied garrison of French Morocco, if the Allied player is required to maintain a garrison of French Morocco (see Rule 28B2).
- +1 if there are no Allied units in Tunisia.
- +2 if there are no Allied units in Tunisia and Algeria.
- +1 if there are no Allied units in Tunisia and Algeria and the Axis controls at least one city of any size in French Morocco.
- 1 if the Allied player control Bizerte, Tunisia
- 1 if the Allied player control Tunis, Tunisia
- 1 if the Allied player control Tripoli, Libya

Example: Spain did not intervene during the special Allied invasion turn of Nov I 42 or in the Axis initial phases of Nov I 42, Nov II 42, and Dec I 42. During the Axis initial phase of Dec II 42, there were four REs missing from the Allied garrison of French Morocco, resulting in a +4 modifier for the Spanish intervention roll. The Axis player rolled an "8", which was modified to a "12", triggering Spanish intervention.

Mobilization of Spanish Morocco. Spanish Morocco mobilizes (receives additional forces) over the course of four turns. Turns 1 and 2 of Spanish Moroccan mobilization always occur, even if Spain has not intervened. (Historically, Spain remained neutral but ordered partial mobilization in Spanish Morocco once Allied troops

invaded French North Africa.) Turns 3 and 4 of Spanish Moroccan mobilization occur only if Spain intervenes. Note that this means, while Spain remains neutral, Spanish Moroccan mobilization is paused after Turn 2.

Example:

Nov I 42 Spain is neutral; Spanish Moroccan mobilization Turn 1 occurs.

Nov II 42 Spain is neutral; Spanish Moroccan mobilization Turn 2 occurs.

Dec I 42 Spain is neutral; Spanish Moroccan mobilization is paused.

Dec II 42 Spain intervenes; Spanish Moroccan mobilization is resumed with Turn 3.

Note that the Allied invasion of French North Africa always occurs on Nov I 42 in the game, so Turn 1 of Spanish Moroccan mobilization always occurs in the Axis initial phase of Nov I 42, and Turn 2 always occurs in the Axis initial phase of Nov I 42. (The OB still lists this conditionally as Turn 1 and Turn 2 rather than absolutely as Nov I 42 and Nov II 42, for players who design their own scenarios where the Allied invasion might not occur on Nov I 42.)

Spanish mobilization occurs in the Axis initial phases, even when Spain is neutral. If Spain is neutral, the Axis player simply follows the mobilization directions but otherwise has no control over these forces (or other Spanish forces).

Torch Rule 27C3, [Allied] Invasion Turn/WITD Rule 32C3 [Allied] Invasion Turn

This rule is modified to add the possibility of Spanish intervention during the Allied invasion turn. For this rule, blue highlighting marks major rules additions to handle Spanish intervention. Yellow highlighting marks lesser rules revisions due to the addition of Spanish intervention. Very minor changes are not highlighted.

27C3. Invasion Turn. After Vichy redeployment, the Nov I 42 turn is begun, starting with a special Allied invasion turn. This invasion turn consists of an initial approach phase, a Spanish reaction phase, a final approach phase, a Vichy French reaction phase, a movement phase, an air phase, and a combat phase in which the invasion forces land in French North Africa and possibly Spanish Morocco. In this invasion turn, all Allied invasion forces are automatically in both general and attack supply.

In the initial approach phase, the amphibious invasion force for each objective is placed in an all-sea hex on the west edge of Map 24. Forces for objectives on the Mediterranean Sea (see the locator map) are placed in hexes on or north of hex 24:0111; forces for objectives on the Atlantic Ocean are placed in hexes on or south of hex 24:0112. These hexes are treated as airbase hexes for the Allied air units of the invasion forces.

In the Spanish reaction phase, the Axis player first rolls two dice to determine if Spain detects the approach of the amphibious invasion force and decides to intervene against the Allies. If the roll is 12, Spain intervenes. Spanish air units may attempt to bomb the Allied invasion forces. See reaction phase resolution below for how to resolve the air strikes.

Reaction Phase Resolution. Spanish air units (the “reacting” air units) may attempt to bomb the Allied invasion forces in the Spanish reaction phase. Vichy French air units (again, the “reacting” air units) may attempt to bomb the Allied invasion forces in the Vichy French reaction phase. In each phase, the air phase sequence is followed to resolve the bombing attacks. In a reaction phase, the reacting air units may fly bombing and escort missions (only) to hexes occupied by the invasion forces. (These air units may not stage.) Allied fighters (either with the invasion forces or from airbases within interception range) may make patrol attacks and may fly interception. After air combat, each surviving reacting air unit flying a bombing mission is subject to a 2 strength point AA fire and, if it survives the AA fire, may make a bombing attack against a ground or air unit in the invasion force. (An Allied fighter in the force may be selected, even if intercepted by the Spanish air units. This represents the attack on the fighter’s aircraft carriers.) The bombing table is used, and a hit means the target is eliminated.

After all bombing attacks are resolved, air units return to base. Air units which make patrol attacks or fly missions in these reaction phases may not make patrol attacks or fly missions (respectively) for the rest of the invasion turn or the Nov I Allied player turn.

If Spanish intervention occurs during the Nov I 42 invasion turn, the Allied player may switch the objectives for any invasion forces that target ports in French Morocco. These may now target ports in Spanish Morocco instead. (Historical Allied contingency plans called for the Western Naval Task Force to invade Spanish Morocco instead of French Morocco if Spain intervened during the approach of the invasion fleet.)

In the **final** approach phase, the Allied amphibious invasion force for each objective is now placed in an all-sea adjacent to the objective hex. (If Safi, 24/24A:0124, is an objective, place the invasion force on the edge of the map next to Safi and treat it as if it were in a hex immediately northwest of the Safi hex.) These hexes are treated as the airbase hexes for the Allied air units of the invasion forces.

In the **Vichy French** reaction phase, the Axis player rolls two dice to determine if the Vichy French detect the approach of the invasion in time to respond with air strikes. If the roll is 11 or 12, the Vichy French are able to respond: Vichy air units may attempt to bomb the Allied invasion forces. See reaction phase resolution above for how to resolve the air strikes. [Discussion: If Spain intervenes, Spanish air strikes on the Allies would occur early enough to alert the Vichy French that the Allied invasion force is present off North Africa. On one hand, this might justify increasing the chances that the Vichy French would respond (such as a dice roll of 9–12). On the other hand, the fact that the Spanish and Allies are fighting might confuse the Vichy French and cause them to conclude that the Allied intention was to invade Spanish Morocco, decreasing their chance of responding (such as a dice roll of 12). For simplicity, these two contrary effects are assumed to cancel each other out, so the rule does not change the chances of Vichy response if Spain intervenes. If you disagree, feel free to adjust the roll as you wish.]

In the movement phase, the ground units of the invasion forces land. These units may land in the objective's hex or in coastal hexes adjacent to the objective, at the Allied player's option. A total of 1 RE of non-motorized units may be designated as a floating reserve. The floating reserve does not land during the invasion but may make an amphibious landing in the regular Allied player turn of Nov I 42.

In the air phase, the air phase sequence is followed. Allied air units may fly ground support and escort missions, only. The Allied airborne invasion force flies an extended range, air drop mission at night to its target hex. It enters on the north edge of map 24, spending its 52nd MP to enter its first hex. For this flight (only), the territory of neutrals (Rule 28E) may be flown over. Vichy fighters may make patrol attacks and fly interception, **but only in hexes in French North Africa**. If Spain intervened, Spanish may make patrol attacks and fly interception, **but only in hexes in Spanish Morocco**. Air units which make patrol attacks or fly missions in this phase may not make patrol attacks or fly missions (respectively) during the Nov I Allied player turn.

In the combat phase, the amphibious and airborne forces may attack. Allied units which do not land in enemy occupied hexes may attack but are not required to attack. If they attack, they are not required to attack their landing objectives.

At the end of the invasion turn, all surviving Allied air units of the invasion forces are withdrawn from play.

Spanish Intervention Order of Battle

Forces.

Spanish. All forces are Spanish regulars unless indicated as:

Col Colonial

INITIAL FORCES**Initial Conditions.**

Rail Capacity, Standard Gauge Rail Net of Spanish Morocco: None.

Airfields: None.

Accumulated Replacements: None.

Supply Terminals: Ceute (24A:2111/24:2110) and Melilla (24A:3014/24:3014).

Steps of Attack Supply: One step each at Ceute (24A:2111/24:2110) and Melilla (24A:3014/24:3014).

SMPs: 5.

Intrinsic AA: Each Spanish airbase in Spanish Morocco has a heavy AA strength of 1.

Conditional Reinforcements: Spanish Morocco has received no conditional reinforcements.

Spanish Breakdowns and Assemblies

6-6 Inf XX

1x 6 Inf XX HQ

2x 2-6 Inf III (Col)

1x 1-6 Inf III

5-6 Inf XX

1x 6 Inf XX HQ

1x 2-6 Inf III

2x 1-6 Inf III

Available Breakdown Components:

5x 6 Inf XX HQ

5x 2-6 Inf III

10x 2-6 Inf III

10x 1-6 Inf III

A, B, C, D, E

1 Tet, 2 Mel, 3 Ceu, 4 Lar, 5 Alh, 6 Xau, 7 LAm, 8 Rif, 9 Arc, 10 BT (Col)

A, A, B, B, C, C, D, D, E, E

Mainland Spain:

Place at any airbases in mainland Spain:

1x He 111H4 4B4 2-7/22

1x SM.79-1 2B3 1-5/22

1x SM.81 2B2 1-4/17

Spanish Morocco:

Place at any airbases in Spanish Morocco:

1x 1-16/t10 4F3 0/8

1x Mxd A 1A2 1/10

Ceute (24A:2111/24:2110):

1x 3-2-6 Inf III 2 LE

1x 2-1-8 It Arm III 5

1x 1-8 hv AA III AA=2 72

1x 8 transport counter (1 RE)

Tetuan (24A:2011/24:2011):

1x 5-6 Inf XX		41 Exp
1x 2-6* Inf Cadre	(6-6)	91
1x 1-6 Sec III		20 GC

Larache (24A:1713/24:1713):

1x 3-2-6 Inf III		3 LE
1x 2-6* Inf Cadre	(6-6)	92
1x 1-2-6 MG III		86

Xauen (24A:2013/24:2013):

1x 2-6* Inf Cadre	(6-6)	93
-------------------	-------	----

Villa Sanjurjo (24A:2614/24:2614):

1x 5-6 Inf XX		52 Exp
---------------	--	--------

Melilla (24A:3014/24:3014):

1x 3-2-6 Inf III		1 LE
1x 2-6* Inf Cadre	(6-6)	101
1x 2-6* Inf Cadre	(6-6)	102

Spanish Morocco Ground Replacements

Infantry Replacement Points. Spanish Morocco receives 0.5 Colonial inf RPs at Tetuan (24A:2011/24:2011) on the I turn of each month, beginning no sooner than the fourth turn of mobilization. *Note:* Spanish regular inf RPs are not received in Spanish Morocco. (These are all generated in Spain and are assumed to be unable to be sent to Spanish Morocco due to Allied air and naval superiority.)

Spanish Colonial inf RPs are used for Spanish Colonial units. *Optional:* Given that Spanish Morocco is cut off from Spain and cannot receive Spanish regular inf RPs from Spain, it is likely that the Spanish authorities in Spanish Morocco would as an emergency measure allow Colonial inf RPs to be used for non-Colonial units. Accordingly, Colonial inf RPs can be used for any Spanish non-c/m units.

REINFORCEMENTS

Spanish Morocco Mobilization Turn 1

Note: This mobilization turn always occurs on Nov I 42 in this module.

Mobilize: All units at cadre strength mobilize to full strength. There are five 2-6* Inf Cadre (91, 92, 93, 101, 102) which each goes to 6-6 Inf XX.

Tetuan (24A:2011/24:2011):

1x 2-1-8 Cav III		2 O (Col)
------------------	--	-----------

Melilla (24A:3014/24:3014):

1x 2-1-8 Cav III		1 E (Col)
------------------	--	-----------

Special Withdrawal: The following air units are withdrawn from play. As an exception to *Torch* Rule 29C/*WITD* Rule 25E, if any of these air units are in the replacement pool, they are not withdrawn. (This means eliminated Spanish air units remain in the replacement pool and will count for victory points at the end of the game.)

1x He 111H4	4B4	2-7/22
1x SM.79-1	2B3	1-5/22
1x SM.81	2B2	1-4/17

Spanish Morocco Mobilization Turn 1 or Any Turn Thereafter

Voluntary Withdrawal: The Axis may voluntarily withdraw any of the following air units from play. As an exception to *Torch* Rule 29C/*WITD* Rule 25E, if any of these air units are in the replacement pool, they are not withdrawn. (This means eliminated Spanish air units remain in the replacement pool and will count for victory points at the end of the game.) This voluntary withdrawal rule allows the Axis player to keep these Spanish air units in play as needed but withdraw them to safety if their situation becomes hopeless.)

1x 1-16/t10	4F3	0/8
1x Mxd A	1A2	1/10

Spanish Morocco Mobilization Turn 2

Note: This mobilization turn always occurs on Nov II 42 in this module.

Larache (24A:1713/24:1713):

1x 1-8 Cav III	19
----------------	----

Melilla (24A:3014/24:3014):

1x 1-8 Cav III	20
----------------	----

Spanish Morocco Mobilization Turn 3

Note: This mobilization turn can occur on a varying turn depending upon if and when Spain intervenes.

Larache (24A:1713/24:1713):

1x 1-6 Inf III	3 ML (Col)
----------------	------------

Tangier (24A:1911/24:1911):

1x 1-6 Inf III	6 MK (Col)
----------------	------------

Tetuan (24A:2011/24:2011):

1x 1-6 Inf III	1 MT (Col)
----------------	------------

Ceute (24A:2111/24:2110):

1x 0-6 Cons III	5
-----------------	---

Alcazarquivir (24A:1813/24:1813):

1x 1-2-6 MG III	89
-----------------	----

Xauen (24A:2013/24:2013):

1x 1-6 Inf III	4 MG (Col)
----------------	------------

Villa Sanjurjo (24A:2614/24:2614):

1x 1-6 Inf III	5 MR (Col)
----------------	------------

Melilla (24A:3014/24:3014):

1x 1-8 Cav III	2 MM (Col)
----------------	------------

1x 1-2-6 MG III	90
-----------------	----

Spanish Morocco Mobilization Turn 4 (variable turn)

Note: This mobilization turn can occur on a varying turn depending upon if and when Spain intervenes.

Tetuan (24A:2011/24:2011):

1x 1-2-6 Art III	49
------------------	----

1x 1-6 Eng III	ZME
----------------	-----

Melilla (24A:3014/24:3014):

1x 1-2-8 Art III	50
1x 1-6 Eng III	ZMO

Allied Order of Battle Addition

If Spain intervenes, the Allied player receives additional steps of attack supply and addition US replacement points, on the I turn of each month, starting with the first I turn following the turn in which Spanish intervention occurred. For example, if Spain intervention occurred in the Nov I 42 or Nov II 42 turns, then the additional supplies and replacements are first received on the Dec I 42 turn. The the additional supplies and replacements that are received on the I turns are:

North Africa:

one step of supply

Replacements:

1 US air, 1 US arm, 2 US inf

Addition to the Spain 1939–45 Order of Battle

The Spain 1939–45 OB that appeared in *For Whom the Bells Tolls* had a “Conditional Mobilization” section covering the Canary Islands. Historically, Spain also partially mobilized Spanish Morocco in response to the Allied Torch landings in French North Africa. This section adds that ability to the Spanish OB.

Conditional Partial Mobilization for Spanish Morocco

Forces assigned to Spanish Morocco may be mobilized separately from general Spanish mobilization. If so, the following schedule applies. (Historically, the Spanish mobilized these forces in the fall of 1942 after the Allied invasion of French North Africa.) Note 1: The Conditional Mobilization for the Canary Islands and the Conditional Partial Mobilization for Spanish Morocco are separate actions. One may be invoked without the other, or both might be invoked at the same time. Note 2: Partial mobilization for Spanish Morocco involves receiving only the first two turns of Spanish Morocco general mobilization forces. Later turns of general mobilization forces for Spanish Morocco are received only if general mobilization for all of Spain is invoked. Note 3: This Conditional Partial Mobilization for Spanish Morocco differs slightly from the Spanish Moroccan OB for the Spanish Intervention module. It is configured to work with the Spanish General Mobilization section of the Spain 1939–45 OB. The OB for module simplifies things a bit.

Conditional Partial Mobilization for Spanish Morocco Turn 1

Mainland Spain

Transfer the following air units from mainland Spain to any airbases in Spanish Morocco:

1x 1-16/t10	4F3	0/8
1x Mxd A	1A2	1/10

Spanish Morocco

Mobilize all Turn 1 General Mobilization forces listed for Spanish Morocco.
Air units transfer from mainland Spain.

Conditional Partial Mobilization for Spanish Morocco Turn 2**Spanish Morocco**

Mobilize all Turn 2 General Mobilization forces listed for Spanish Morocco.



An American tank in Casablanca, French Morocco, 1942
Next destination... Spanish Morocco?