

VIVA EL CHRISTO REY CHARTS

MOVEMENT TABLE

Troop Types/ Under Fire	Road	Cross Country	Rough Country
Infantry	5(-2)	4(-1)	3(-1)
FT17	6	5(-2)	2(-1)
Armored Truck	8	5(-2)	-
Horse Drawn Vehicle	8	6	3
Cavalry	8	5	5
PZKW I A	10(-2)	6(-2)	4
T26B	16(-3)	8(-2)	4(-2)
L3/35PZKW I B	30(-10)	10(-5)	4(-2)
Heavy AC	20(-3)	8(-2)	Av D(-2)
BTS	35(-5)	15(-5)	6(-2)
Light AC	30(-5)	10(-3)	Av D(-2)
Truck, Car	40	8	Av D(-2)

MOVEMENT MODIFIERS

Cavalry attacking mtd may take double move to reach target
 This may be followed by triple move(charge) to contact
 Infantry may take double(charge) move to make contact
 AFV can fire hull MG in buttoned up move
 Cannon or turret MG firing on armor requires a designated fire bound
 Similar long moves may be made by routed units for up to two turns
 Crew served weapons may not charge and all except LMG lose weapons when routed

MORALE TABLE

Class	Units
Elite	Legion, Some Regulares, Lincolns, Commune de Paris, 1st Cav Dvision=7
First	Other Internationals, Regulares, Nationalist and Moorish Cav, German Russian Armor and Artillery, Italian Artiller=6
Second	Italian Armor and Bersaglieri, Elite Anarchists, Trotskyite and Communist Militia, Blackshirt Militia, Basques, some regular infantry, Republican Cav, most artillery=5
Third	Poorly trained conscripts for either side, Italian regular infantry, all other Spanish army not designated above, Artillery Crews other than Italian, Russian, Condor Legion and horse artillery in melee=4
Fourth	Local Militia =3, add 2 if defending own locale

SCORE REQUIRED TO:

Rout	Retrea	Pin*	Fire	Advanc	Charge
3	4	5	6	7	8

*Pin prevents movement, modifies defensive fire die roll by --2

MELEE TABLE

Difference	Cavalry	Infantry	Armor	Artillery	Any retreat of 2b takes next full move--must take unpin second turn
0--1	2	3	2	Retreat 2 bounds	
2--3	4	6	4	gun retreat 2 bounds	
4	6	9	6	guns retreat 2 bounds	
5	ns, standards etc captured.				
Modifiers					
AFV--Doubles melee value if fighting mounted or unarmored motor troops or fighting infantry with own infantry in support					
IF armor loses they dismount					
Defenders of walls are immune to cav charges and double value against armor or infantry except against elite Anarchist or shock tp					
Local militia bonus applies in melee.					

SMALL ARMS RANGES IN INCHES
Rifle-Rifle Caliber Machine Guns

Category of Troops	Short	Medium	Long
Rifles 1 Die Each			
Minimal Training-2 on Die	4	8	16
Poorly Trained	4	8	16
Moderately Trained	6	10	20
Well Trained+2 on Die	8	12	20
LMG Bases 2 Dice Each			
Poorly Trained	4	8	20
Moderately Trained	8	12	20
MMG Bases, 3 Dice Each			
Moderately Trained	10	16	25
Well Trained+2 on Die	10	16	25

Modifiers

Prone, or protected by field works or buildings count at next longer range
If target is at long range and moving in excess of 8" subtract 2 from die roll
Troops in field works or stone/adobe houses are immune to small arms fire
If caught in column of route triple casualties
If bases touch or overlap double casualties
When interpenetrated and shot both units suffer casualties. # of casualties may differ

Indirect Fire Ranges in "

Mortars*	Short	Medium	Long
Moderately Trained	10--15	40	60
Well Trained	10--30	50	80
Light Howitzers			
Moderately Trained	40--60		120
Well Trained	30--60	90	120
Light Guns			
Moderately Trained	40--60		120
Well Trained	40--80	100	120

Modifiers

Mortars Minus 2 against armored targets
Med Guns Add 10" to min range, 20" to max range not to exceed 180" per class

ANTI-TANK DIRECT FIRE

	Short	Medium	Long
Moderately Trained	10+3 to Die	20	60
Well Trained	12 +5<15"	25	60

AT Modifiers

Hull Down Tanks with cannon, foreign legion, Anglo American internationals count as well trained. All others are moderately trained. Use 1 die except for automatic AA canon 1 an anti-tank role, those use 2 for singel, 3 for multiple tubes. German 88mm guns close, medium and long ranges are doubled
Machine guns may be used in AT at 10" range using 1 die- 2 on long range table.

SMALL ARMS FIRE

Hits per firing base

Die Score	1	2-3	4-5	6
Short	2	4	8	9
Medium	1	2	4	5
Long	0	1	2	3

*LMG 2 dice per base, MMG 3 dice per base

INDIRECT FIRE

Die Score	1	2-3	4-5	6
Open	2	4	6	8
Prone Firi	1	2	4	5
Protect/Co	0	1	2	3

Subtract 1 pip from die for each base less than 3 within 5" of the POI

Firing at Buildings-1

Firing at Field Works-2

Scenario could say semi perm field works impervious to Lt guns

Target Acquisition

Each gun rolls 2 different D6. One is windage, the other range
Mortars and Howitzers -1" for each pip off of 3 for both dice at close ra

Guns double deviation of range die

Double dice rolls for medium range, triple for long range

The Indirect fire table then applies to any bases within 5cm radius of POI Once a hit is scored target is acquired and no deviation applied

IDF Dead Zones

Mortars No IDF within 10"

Lt Howitz No IDF within 10"

Light Gun No IDF within 30"

Medium G Add 10" for each zone--med mortar etc

Double deviation if shooting at targets mving over 8"

DIRECT FIRE ARTILLERY

Done within dead zone for each appropriate weapon as follows.

Howatizer--against people =long range rifle base fire

Gun--=medium fire of rifle base

Prone modifier applies and fire at galloping cav gets -2 on roll

Direct fire against vehicles by guns not howitzers add 3 to die roll and use indirect table

AT weapons less than 75mm may not use indirect fire.
Heavy AA/AT guns subtract 3 from die roll and may not fire on anything less than 50" from muzzle

Light AT firing at building from which defenders are firing has effect of rifles at medium range in open. Against troop firing from entrenchments effect = long rage fire against troops in open. If approached by cav or infantry in open light anti-tank must use side arms and count as rifle co.
Automatic AA vs peole count at mng +10" in range