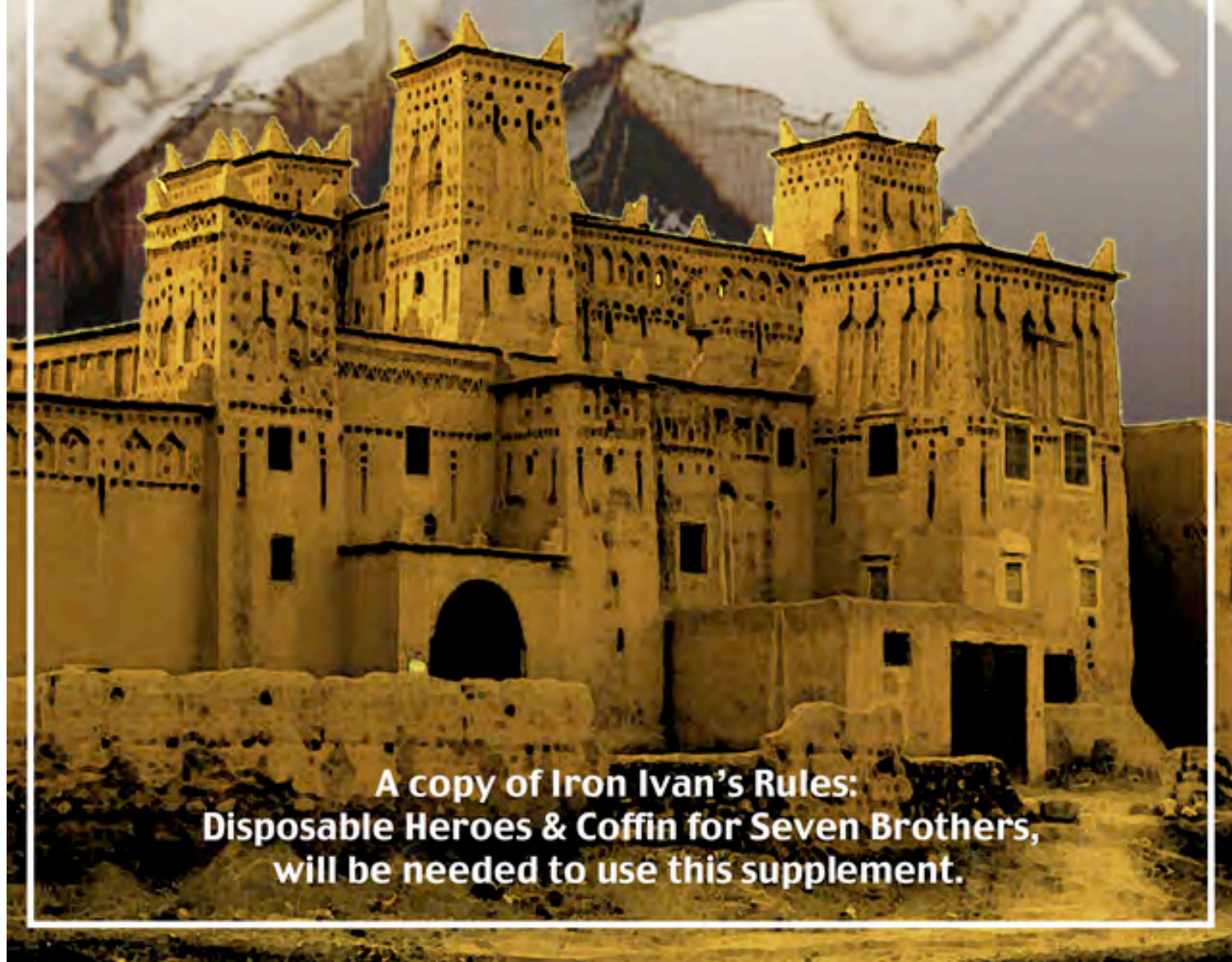


# HARKAS Y ARMA BLANCAS

WARFARE IN THE RIF  
1921-1927



**A copy of Iron Ivan's Rules:  
Disposable Heroes & Coffin for Seven Brothers,  
will be needed to use this supplement.**

# Harkas y Arma Blancas

The Rif War 1921-1927



Askari Miniature Berbers painted by Jayson Gardner

**“They are magnificent fellows, these Berbers. They do not know the word “surrender”. One of them will engage a whole patrol. They never run away. I admire them and love them but I will kill them on sight”**  
A French Officer in Morocco.

## I. History

The conflict known as the Rif War was born out of Spain's colonial ambitions. The Rif is derived from the Arabic word meaning edge, is a portion of the Atlas mountain range that borders the Mediterranean along Morocco's northern coast. It was here that the indigenous population in a savage war that was fought rifle versus rifle contested the modern powers of both Spain and France. Many have argued that this was the first modern guerilla war.

Berbers constitute the native population of the Rif and are an ancient race that has a xenophobic outlook on foreigners coupled with extreme poverty and a bellicose existence perpetuated through blood feuds. The Riffian Berbers were noted marksmen and according to Riffian law it was a greater offense to shoot at a man and miss than to actually hit him. It was from these people that Mohamed Ben Abd el Krim al Khattabi (Abdl Krim) emerged.

Abdl Krim was born an influential member of the Beni Urrigel tribe who received a Spanish education in addition to a traditional Muslim schooling. He served in the Spanish Protectorate as a judge and a teacher before becoming disillusioned with Spanish rule. It was from this foundation that he formed the insurrection against European rule and declared the formation of his government known as the Riffian Republic.

Spain tenuously held this colony with a force comprised of destitute conscripts and corrupt officers known as the Regulares. Incompetence ran rampant leading to multiple military defeats in the Protectorate against the Riffian Harkas (warbands) as political pressure against occupation in Morocco swelled in Spain. It was this maelstrom that facilitated Primo de Rivera's coup of the Spanish government forming his dictatorship and Milan Astray's, an officer in the Regulares, to form an elite group of volunteers modeled after the successful French Foreign Legion. This organization was the Spanish Foreign Legion, also known as the Tercio.

It was the Spanish Foreign Legion that assumed the role of prosecutor in the war against Abdl Krim. La Legion endured a casualty rate of almost 50%, earning their battle cry "Viva La Muerte!" or long live death. Much of the fighting was done in close quarter with the 1893 Simpson bayonet carrying the workload. The bayonet was known as the Arma Blanca, or white blade, in the Spanish forces. The Legion and the native raised Moroccan Regulares carried the fight to the door of Abdl Krim and his harkas.

The Rifs slowly lost their military success as the Spanish forces, now under a revamped leadership and bolstered by elites like the Legion, denied Krim the victories that he enjoyed in the early portions of the war. To make matters worse for Krim the French, feeling threatened by Riffian independence, provoked Krim into an attack and now Krim faced the French Foreign Legion as well as Spain. With a two front war facing him, Krim knew his time was limited and tried to create diversionary attacks to out live the French and Spanish coalition, but to no avail.

The Spanish launched their last blow against Krim in a daring amphibious assault on Alhucemas Bay, Krim's backyard. This was the largest successful amphibious landing of it's time involving tanks and infantry working in tangent with naval artillery and air attacks to soften up the landing points. Once on shore a slow but steady advance was conducted against a well-entrenched enemy. This portion of the war resembled the late World War with advances with armor used to penetrate trench line defenses and the bayonet used to route out defending forces. Even poison gas was utilized to quell the Rif until their surrender in 1927.

## **II. Timeline**

### **Nov 14 1912**

The Treaty of Fez is signed by the French and Spanish making Spanish Morocco a Protectorate.

### **Sep 4 1920**

The "Tercio de Extranjeros" or Spanish Foreign Legion is formed. Milan Astray acts as commander and Francisco Franco serves as second in command.

### **Feb 17 1921**

Spanish General Silvestre takes Monte Arruit in preparation for advancing across the Amekran River. Silvestre laughs in response to Abd-el-Krim's warning that if Silvestre crosses the Amerkran the tribes would resist in force.

### **Jun 1 1921**

Major Jesus Villar sets up a fortified post at Abarran, five kilometers west of the city Annual in the eastern territory. Villar leaves 200 Moroccan Regulares and 50 Spanish Regulares to defend the post. By mid-afternoon 1,000 Riffi, in two groups, had surrounded the post. One of the Moroccan Regulares fired ten shots as a signal to the rebels within and without the fort to attack. 179 loyal troops are killed in the fighting, including the officers; the survivors are forced to retreat to Buy Meyah.

### **Jun 27 1921**

The 1st and 3rd Banderas of the Legion fight off rebel bands at the hill positions of Munoz Crespo and Buharrat. The Legion suffers 13 dead and 27 wounded. The Legionaries are part of Colonel Castro Girona's column whose task is to establish a line of blockhouses between Xauen and Uad Lau.

### **Jun 29 1921**

The Spanish General Berenguer's forces finish surrounding El Raisuli's stronghold at Tazarut in the western zone. The blockhouses form a line between Xauen and Uad Lau, and a line between Xauen and Alcazarquivir.

### **July 8-14 1921**

Abd-el-Krim directs Riffi insurgents to increase harassments of Silvestre's lines.

### **July 16 1921**

Riffi attack the advance posts of Igueriben and Buy Meyan in the eastern zone.

### **July 17 1921**

The Riffi attack all along Silvestre's line, particularly at Igueribeun. All efforts to relieve Igueriben fail.

### **July 21 1921**

Silvestre arrives at Annual with reinforcements. Late in the afternoon he organizes a relief column of 4,000 men for Igueriben. Twice Silvestre leads cavalry charges toward the besieged outpost, but is driven back by the Riffi artillery and machine guns (captured from the Spanish at Abarran). Silvestre orders the evacuation of Igueriben, but only two of the defenders escape.

**July 22-23 1921**

At 10am on July 22nd, 1921 Silvestre orders the retreat from Annual. The withdrawal becomes a rout and the Spanish army of 14,000 men is destroyed by only 3,000 Riffi under Abd-el-Krim. Silvestre is one of the dead. It takes 3 weeks for the Riffi to take all isolated outposts.

**Sep 18 1921**

The Legion retakes Nador from the Riffi after a day of charges and heavy bombardment from the offshore fleet. The mutilated Spanish corpses still litter the ground since the Disaster of Annual. It takes the Legion six days to bury the dead.

**Jan 8 1922**

The important rail depot, Dar Drius, is captured by the Legion.

**Oct 26 1922**

The Spanish take the fortified hill top position of Tizzi Azza.

**Sep 12-15 1923**

General Miguel Primo de Rivera succeeds at his coup d etat in Spain. It is his son who would found the Falangist party.

**Sep 5-21 1924**

Spanish columns clear the Riffi harkas from the Gorgues Mountains, opening the road to Xauen.

**Apr 9 1925**

Abd-el-Krim attacks French positions along the Uarga River. The French advanced posts to provoke an attack and although Krim did not want a two front war he was forced to attack or lose authority over the harkas bordering the French Territory.

**Aug 28 1925**

Marshall Petain launches a huge French offensive along the Uarga river. The French and Spanish forces begin coordinating their efforts against Krim.

**Sep 8 1925**

The Spanish and French vessels conduct the amphibious assault at Alhucemas Bay. WW1 vintage landing craft deliver 8,000 men and 10 tanks. Under heavy fire from Riffi machineguns and cannon fire the Spanish Legion and a harka of Spanish loyal Moroccans push through Riffi defenses. By September 20th more than 15,000 troops have landed.

**Oct 22 1925**

Spanish Troops capture and burn the town of Axdir to the ground; this was Krim's capital.

**Oct 8 1925**

French and Spanish forces link up at Zoco el Telata.

**Apr 15-1926**

French troops begin their offensive against Krim's remaining kabyles.

**Jul 10 1927**

The Spanish Foreign Legion occupies Bab Tazza in Gomara and the Spanish Protectorate declares the war pacified.

## **IV. Special Rules**

**Concept:**

The Rif War was one of many interwar conflicts. Though World War One had been a truly modern war, the tactics employed in World War II were well beyond its scope. Disposable Heroes and Coffin for Seven Brothers is designed to represent WWII, and relies on our preconceptions on how WWII soldiers performed. We have to introduce some new ideas to better recreate the Rif War, as these interwar forces perform differently than their WWII counterparts.

### **Troop Quality:**

The troop quality of Rif War forces (Standard, Elite...) are meant to compare only to other Rif War forces, they are not meant to be comparative to WWII forces. Troops considered elite here—fighting in a backwater insurgency/counter insurgency war—would be completely out of their element on a 1944 battlefield.

### **Bunching:**

One major deficiency found in poorly trained troops is that they tend to bunch up under fire. This is instinctive, and is done to make the individuals feel more secure. The result in combat is anything but secure, making the men more vulnerable to explosions. The rules for Blasts do not include templates. There is an assumption that most WWII soldiers understand the need for dispersion. Many interwar troops would not.

You may nominate for your games that some forces are affected by Bunching. This means that whenever they are hit by a Blast weapon, regardless of type, add a +2 to the AP before rolling to wound. So a medium artillery that would normally have a Blast AP of 2, would have a Blast AP of 4.

### **Poor Use of Cover:**

Without proper training in finding protected firing positions, poor troops tend to be more vulnerable to enemy fire than normal. You may nominate for your games that some forces have Poor Use of Cover. This means that Concealment and Light Cover only give them a -1 ACC bonus to enemy fire, Medium Cover only gives a -2 ACC bonus to enemy fire, and Hard Cover only gives a -3 ACC bonus to enemy fire.

### **Poor Artillery:**

The fast paced nature of WWII combat forced the rapid advancement of artillery coordination. Specialized artillery spotting and ranging units, even radio equipped FO teams, are critical to effective artillery. There are no such things in the Rif War. The Rif War saw artillery used as an indifferent indirect fire weapon, or more frequently in the late 19<sup>th</sup> century mode, used in the direct fire support role.

Indirect fire can be attempted. If no units can see the target unit (speculative fire), the indirect fire ACC is an unmodified 1. If at least one unpinned friendly unit can see the target unit, the indirect fire ACC is an unmodified 2. If the firing unit itself can see the target unit, the indirect fire ACC is an unmodified 3. There are no ways to improve these scores.

### **Disband:**

This is a simple rule. You may designate Riffian or ill trained Spanish troops to be subject to Disband. A unit subject to Disband operates normally, even when they receive their first Pin. However, when they receive a 2<sup>nd</sup> Pin, which would normally be a Fall Back, the unit is removed from play completely without a chance to rally or activate. Whether it is guerillas slipping away to fight again, or men fleeing for their lives, you have lost the models for the game.

### **Savage Melee:**

This was an ugly conflict. The close combat was bloody and fierce. Players should remember that close combat in DH/C7B is in reality much more about firing at point blank range and not running away than it is about actual physical combat... but physical combat is part of it too. In the Rif War, the Riffians were well versed in the employment of the long knives they all carried (Gumia Daggers), and their better trained adversaries, the SFL and FFL, were tough hardened fighters. To represent this, two of the rules from Red Sun Red Death are included below. Note that in the Rif War, units still must pass a Charge Test to enter Close Combat.

### **Simultaneous Combat:**

In every case, melee combat is conducted simultaneously. Do not roll for initiative. Each player rolls for all of the models involved at the same time. Units can potentially eliminate each other this way, resulting in no victor. Continue to roll for hits and wounds until one or both sides are eliminated.

### **Charge Bonus:**

Riffian, SFL, and FFL units that charge have a +1 on their CC score for the entire Close Combat. Other units including Spanish Regulars (you can make exception for certain units as it fits to your scenario) do not normally receive this bonus. This does not apply to any non-charging units.



Askari Miniature Berbers painted by Jayson Gardner

#### **IV. Rif War Army Lists**

##### **Gut Scores:**

The following chart lists the four Gut scales possible for the various Platoons listed in this book. This allows players to create realistic morale scales for the variety of formations, as well as units for specific scenarios. Please see the Gut scale multiplier on how to adjust point scores for using different Gut scales.

French Rank	Spanish Rank	English Rank	Riffian Equivalent	Guts (T)	Guts (S)	Guts (V)	Guts (E)
Lieutenant	Teniente	Lieutenant	Harka Caid	8	9	10	11
Sergent	Sargento	Sergeant	-	6	7	8	9
Caporal	Cabo	Corporal	Caid el T'nash	5	6	7	8
Soldat	Soldado	Private	Clansman	4	5	6	7

Gut Scale	Multiplier
Two Steps Down	x 0.8
One Step Down	x 0.9
As Listed	x 1.0
One Step Up	x 1.1
Two Steps Up	x 1.2

#### **Riffian Forces**

**“If the world will not give us peace now, when we are ready for it, we shall fight until we have gained it by our swords and by the will of Allah!”**

Abd El Krim.

**Riffian Morale:**

Riffian Irregulars should be fielded at the Standard 9 Guts scale shown, but could also be Trained 8 scale by multiplying the points total by 0.9. Riffian Regulars should be fielded at the Standard 9 Guts scale shown, but to represent Ben Urriagl Regulars, increase Guts to Veteran 10 scale and multiply points total by 1.1. There are not likely to be Riffian Elite 11 scale units.

**Riffian Infantry Weapons:**

A list of Riffian infantry weapons. Remember that the Riffian forces used a wide variety of weapons. Treat all bolt action rifles as a Mauser 1898, and all pistols as an Astra.

Riffian Infantry AT:		Penetration:									
Type	DM	1	2	3	4	5	6	7	8	9	10+
Any Pistol	-3	1	2	3	4	5	6	7	8	9	10
Any Rifle or HMG	-3	1	3	4	5	7	8	9	10	12	13

**Note:** Any Small Arms that penetrates and produces a casualty result against a vehicle is considered to have a base AP of 1 against the crew and/or passengers.

Riffian Small Arms:						
Name	Type	Range	ROF	AP	MM	Special
Astra	Pistol	10"	2	6	-	-
Mauser 1898 or Lebel 1886	Rifle	30"	2	8	-	-
Hotchkiss M14 HMG	HMG	75"	4	8	-3	-

**Harka, Irregular Riffian Platoon: Standard****Riffian Harkas:**

The Riffian Harkas were conscripts taken from areas of conflict for approximately 10-15 days. Harkas were guided by the Riffian Regulars and used to bolster attacks against the Spanish and French forces. Riffians were noted by their marksmanship which was a tool developed out of their constant blood feuding.

**Harka Rules:**

Riffian Harkas are most closely equated partisan forces in that they do not enjoy the disciplined training of a formal army. This translates into the disbanding rule ie; if a Harka receives a second pin then it must be removed from play representing the Harka dissolving into the surrounding terrain and no longer fighting as an effective unit.

**Harka Marksmen:**

These small bands enjoy superior shooting ability, and as such have been given an improved ACC of 6.

Note, Riffian Irregular units would normally not be equipped with grenades..

**Platoon Organization:** Below is shown the number and type of units included in your platoon.

**1 Platoon Command**

**3-10 Harka Bands (Squads)**

**0-3 Harka Support Teams**

Harka Platoon Command					
<b>Command Section:</b> Leads the platoon in battle and coordinates the actions of the squads.					
Soldier	ACC	CC	Guts	Weapon	Points: 23
Harka Caid	5	6	9	Astra Pistol, Sword	
Clansmen (x2)	5	6	5	Mauser 1898, Gumia Dagger	
Add 0-2 Clansmen with Mauser 1898 and Gumia Dagger				+9 each	

### Harka Band (Squad)

**Harka Band:** The maneuver element of the platoon.

Soldier	ACC	CC	Guts	Weapon	Points: 86
Caid el T'nash	5	6	6	Astra Pistol, Sword	
Clansmen (x10)	5	6	5	Mauser 1898 and Gumia Dagger	

Add 0-10 Clansmen with Mauser 1898 and Gumia Dagger +9 each

Note: each Band fights as a single unit on the board, and does not split into smaller units.

### Harka Support: Marksmen

**Marksmen:** Semi-independent riflemen.

Soldier	ACC	CC	Guts	Weapon	Points: 12
Clansman	6	6	5	Mauser 1898 and Gumia Dagger	

Add 0-2 Clansmen with Mauser 1898 and Gumia Dagger +12 each



Old Glory Arabs painted by Jayson Gardner

## Hamsains-u-ashreen, Regular Riffian Platoon: Standard

### Riffian Army The Regulars:

The Riffian Armed Forces had two branches; the army and artillery. The Beni Urriguel tribe were Abd el Krim's own tribe and were the Elites. The Riffian Regulars had an estimated strength of about 3,000 men at any given point, but their ranks swelled with Harkas (warbands) that would be drawn in a feudal manner to fight with the Regulars. The Harkas were able to swell the the Riffian Regulars ranks up to 120,000 men.

Note, any of the Riffian Regular units may be armed with grenades per player discretion.

**Platoon Organization:** Below is shown the number and type of units included in your platoon.

**1 Platoon Command**

**2-4 T'nash Rifle Squads**

**0-2 Hamsain Support Team**

**0-1 Miya Support Team**

<b>Hamsain-u-ashreen Platoon Command</b>					
<b>Command Section:</b> Leads the platoon in battle and coordinates the actions of the squads.					
Soldier	ACC	CC	Guts	Weapon	Points: 32
Caid al Hamsain	5	6	9	Astra Pistol, Sword	
Caid el su-ashreen (x2)	5	6	8	Astra Pistol, Sword	
Clansmen (x2)	5	6	5	Mauser 1898, Gumia Dagger	
Add 0-2 Clansmen with Mauser 1898 and Gumia Dagger					+9 each

<b>T'nash Rifle Squad</b>					
<b>Rifle Squad:</b> The maneuver element of the platoon.					
Soldier	ACC	CC	Guts	Weapon	Points: 77
Caid el T'nash	5	6	6	Astra Pistol, Sword	
Clansmen (x8)	5	6	5	Mauser 1898 and Gumia Dagger	
Add 0-4 Clansmen with Mauser 1898 and Gumia Dagger					+9 each

<b>Hamsain Support: Marksmen</b>					
<b>Marksmen:</b> Semi-independent riflemen.					
Soldier	ACC	CC	Guts	Weapon	Points: 12
Clansman	6	6	5	Mauser 1898 and Gumia Dagger	
Add 0-2 Clansmen with Mauser 1898 and Gumia Dagger					+12 each

<b>Hamsian Support: HMG Team</b>					
<b>Hotchkiss HMG:</b> Provides the platoon with sustained fire support.					
Soldier	ACC	CC	Guts	Weapon	Points: 54
Caid el Machinegun	5	6	6	Hotchkiss HMG, Gumia dagger	
Clansmen (x2)	5	6	5	Mauser 1898, Gumia Dagger	

**Miya Support: 65mm Field Gun****65mm FG:** Provides the platoon with direct and indirect fire support.

Soldier	ACC	CC	Guts	Weapon	Points: 45
Caid el Artillery	5	6	6	Astra Pistol, Gumia	
Gunner	5	6	5	65mm FG, Astra Pistol, Gumia Dagger	
Clansmen (x2)	5	6	5	Mauser 1898, Gumia Dagger	

**Miya Support: 75mm Field Gun****75mm FG:** Provides the platoon with direct and indirect fire support.

Soldier	ACC	CC	Guts	Weapon	Points: 50
Caid el Artillery	5	6	6	Astra Pistol, Gumia	
Gunner	5	6	5	75mm FG, Astra Pistol, Gumia Dagger	
Clansmen (x2)	5	6	5	Mauser 1898, Gumia Dagger	

**Miya Support: 105mm Field Gun****105mm FG:** Provides the platoon with direct and indirect fire support.

Soldier	ACC	CC	Guts	Weapon	Points: 100
Caid el Artillery	5	6	6	Astra Pistol, Gumia Dagger	
Gunner	5	6	5	105mm FG, Astra Pistol, Gumia Dagger	
Clansmen (x2)	5	6	5	Astra Pistol, Gumia Dagger	
Clansmen (x2)	5	6	5	Mauser 1898, Gumia Dagger	

**65mm Schneider, Medium Field Gun****Points 45****Assigned Crew Size: 4**

(Minimum Crew needed to operate: 1)

Commander	2 pistols, 2 1898s										
Gunner	<b>Weapon</b>	<b>Type</b>	<b>Range</b>	<b>ROF</b>	<b>AP</b>	<b>MM</b>	<b>DM</b>	<b>Special</b>			
Loader	65mm S	FG	24"	1	2	-2	+0	Indirect			
<b>Features</b>	<b>Main Gun Penetration</b>										
Basic Sights	<b>D10</b>	<b>&lt;2</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10+</b>
-	65mm S	2	4	7	9	11	13	15	18	20	22

Note: this Field Gun may not move and fire. It may Fire directly at ranges up to its 5<sup>th</sup> range increment (120), but must Acquire and Fire as normal, with all normal modifiers. It may Fire Indirectly at ranges over 12" (Medium MR).

**75mm mle 1897, Medium Field Gun****Points 50****Assigned Crew Size: 4**

(Minimum Crew needed to operate: 1)

Commander	2 pistols, 2 rifles										
Gunner	<b>Weapon</b>	<b>Type</b>	<b>Range</b>	<b>ROF</b>	<b>AP</b>	<b>MM</b>	<b>DM</b>	<b>Special</b>			
Loader	75mm S	FG	48"	1	2	-2	+0	Indirect			
<b>Features</b>	<b>Main Gun Penetration</b>										
Basic Sights	<b>D10</b>	<b>&lt;2</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10+</b>
-	75mm S	5	10	15	20	25	30	35	40	45	50

Note: this Field Gun may not move and fire. It may Fire directly at ranges up to its 5<sup>th</sup> range increment (240), but must Acquire and Fire as normal, with all normal modifiers. It may Fire Indirectly at ranges over 12" (Medium MR).

**105mm mle 1913, Very Heavy Field Gun****Points 100****Assigned Crew Size: 6**

(Minimum Crew needed to operate: 3)

Commander	4 pistols, 2 rifles										
Gunner	<b>Weapon</b>	<b>Type</b>	<b>Range</b>	<b>ROF</b>	<b>AP</b>	<b>MM</b>	<b>DM</b>	<b>Special</b>			
4 Gun Crew	105mm mle1913	FG	24"	1	4	-3	+2	-			
<b>Features</b>	<b>Main Gun Penetration</b>										
Basic Sights	<b>D10</b>	<b>&lt;2</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10+</b>
-	105mm	4	8	12	16	20	24	28	32	36	40

Note: this Field Gun may not move and fire. It may Fire directly at ranges up to its 5<sup>th</sup> range increment (120), but must Acquire and Fire as normal, with all normal modifiers. It may Fire Indirectly at ranges over 24" (Very Heavy MR).

## Tuareg Harkas, Riffian Ally Platoon: Standard

### Tuareg Harkas:

The Tuareg Harkas were one of the ethnic groups allied to the Riffian (Krim) cause. Tuaregs are irregular camelry. Per DH/C7B, camelry are treated differently than cavalry (see below).

### Tuareg Harka Rules:

Tuareg Harkas are most closely equated partisan forces in that they do not enjoy the disciplined training of a formal army. This translates into the disbanding rule ie; if a Harka receives a second pin then it must be removed from play representing the Harka dissolving into the surrounding terrain and no longer fighting as an effective unit.

### Tuareg Harka Support:

The Tuaregs do not possess nor field any support options.

Note, Tuareg units would normally not be equipped with grenades.

**Platoon Organization:** Below is shown the number and type of units included in your platoon.

**1 Tuareg Command**

**1-6 Tuareg Harka Bands (Squads)**

<b>Tuareg Command</b>					
<b>Command Section:</b> Leads the platoon in battle and coordinates the actions of the squads.					
<b>Soldier</b>	<b>ACC</b>	<b>CC</b>	<b>Guts</b>	<b>Weapon</b>	<b>Points: 45</b>
Amenukal	5	6	9	Mauser 1898 and takouba short sword	
Imajaghen (x4)	5	6	6	Mauser 1898 and takouba short sword	
Add 0-2 Life Guard with Mauser 1898 and takouba short sword					+9 each
All models are mounted on Camels.					

<b>Tuareg Harka Band (Squad)</b>					
<b>Tuareg Harka Band:</b> The maneuver element of the platoon.					
<b>Soldier</b>	<b>ACC</b>	<b>CC</b>	<b>Guts</b>	<b>Weapon</b>	<b>Points: 86</b>
Amghar	5	6	6	Mauser 1898 and takouba short sword	
Clansmen (x10)	5	6	5	Mauser 1898 and takouba short sword	
Add 0-2 Life Guard with Mauser 1898 and takouba short sword					+9 each
All models are mounted on camels.					
Note: each Band fights as a single unit on the board, and does not split into smaller units.					

## Camelry (Camel Mounted)

### **Note:**

Modified Camelry rules may be available at a later time. Here is a synopsis for running Mounted Camelry in your games:

**Movement:** 9" Maneuver, 16" Run. Camelry may not Sneak. Unless stationary, they fire half ROF, half Range. Camelry may not enter Buildings, Bunkers, or Ruins while mounted.

**Close Combat:** CC is +2 if Mounted Camelry initiate the melee (do not combine with the Charge Bonus Special rule). Also, Guts check for Charging is at +2 always. Mounted Camelry may not Charge an enemy in Buildings, Bunkers, or Ruins.

**Cover:** Whether in the Open, Concealment, or in Soft Cover, -1 ACC to Fire at. Mount offers some protection, but is overall easier to see and target. In Medium Cover (including behind a Hedge or Wall) -2 ACC. Weather, Smoke, Night modifiers as normal. Linear Obstacle modifiers as normal. Support Guns do NOT get their Support gun bonus against Mounted Cavalry.

**Dismounting:** This takes full Activation, one model for every 8 models in the unit becomes a handler (though you may choose more models), and then the rest of the models may function as standard infantry for the rest of the game. Camelry may remount, remounting takes a full Activation. If no model is selected to be a handler, or if the handler is killed, then the camels are lost for the remainder of the battle, and the camelry may not remount.



Askari Miniature Berbers painted by Jayson Gardner

### **Arab Harkas, Riffian Ally Platoon: Standard**

**Arab Harkas:**

The Arab Harkas were one of the ethnic groups allied to the Riffian (Krim) cause. Arabs are irregular cavalry.

**Arab Harka Rules:**

Arab Harkas are most closely equated partisan forces in that they do not enjoy the disciplined training of a formal army. This translates into the disbanding rule ie; if a Arab Harka receives a second pin then it must be removed from play representing the Harka dissolving into the surrounding terrain and no longer fighting as an effective unit.

**Arab Harka Support:**

The Arabs do not possess nor field any support options.

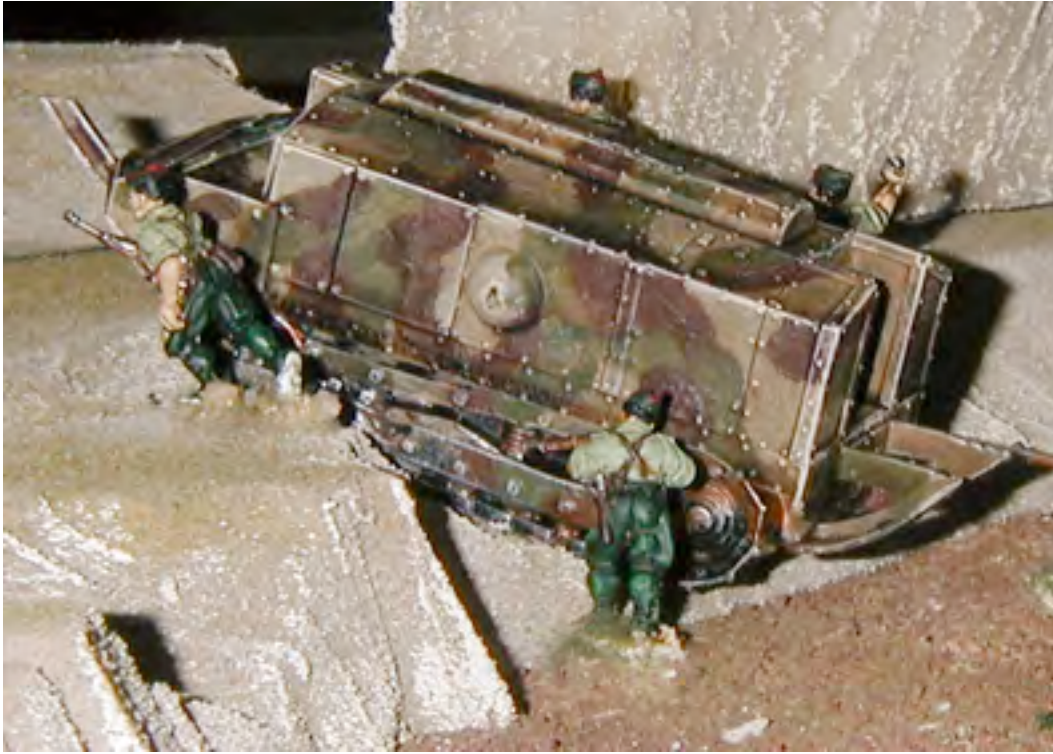
Note, Arab units would normally not be equipped with grenades.

**Platoon Organization:** Below is shown the number and type of units included in your platoon.

**1 Arab Command**

**1-6 Arab Harka Bands (Squads)**





Force of Arms Spanish Foreign Legionaires and HLBS CA-1 Schneider tank painted by Jayson Gardner

## Spanish Forces

**“There is nothing finer than to die with honor for the glory of Spain and its army; that you will learn.”**

Colonel Jose Millan Astray Founder of the Spanish Foreign Legion

### Spanish Morale:

The platoon formation shown below is on the Veteran 10 Guts scale, which is indicative of Spanish Foreign Legion. The SFL may also be upgraded to Elite 11 scale by multiplying the total points by 1.1. To use the list below to represent Spanish Regulars, you should drop to the Trained 8 Guts scale and multiply the total by 0.8. The Moroccan Regulars were made of slightly sterner stuff, and should be represented on the Standard 9 Guts scale, you should multiply the points total by 0.9.

**Spanish Infantry Weapons:** A list of Spanish infantry weapons.

<b>Spanish Infantry AT:</b>	<b>Penetration:</b>										
<b>Type</b>	<b>DM</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10+</b>
Any Pistol	-3	1	2	3	4	5	6	7	8	9	10
Any Rifle or HMG	-3	1	3	4	5	7	8	9	10	12	13

**Note:** Any Small Arms that penetrates and produces a casualty result against a vehicle is considered to have a base AP of 1 against the crew and/or passengers.

<b>Spanish Small Arms:</b>						
<b>Name</b>	<b>Type</b>	<b>Range</b>	<b>ROF</b>	<b>AP</b>	<b>MM</b>	<b>Special</b>
Astra	Pistol	10"	2	6	-	-
Mauser 1916 or 1893	Rifle	30"	2	8	-	-
Hotchkiss M22 LMG	LMG	48"	3	8	-2	-
Hotchkiss M14 HMG	HMG	75"	4	8	-3	-

## Spanish Rifle Platoon (SFL, Regulares, and Moroccan Regulares): Veteran

### Spanish Foreign Legion (Tercio de Extraneros):

The Spanish Foreign Legion was founded by Milan Astray in an effort to save conscripted men's lives from an ongoing guerilla war in the Spanish protectorate of Morocco and to create an elite fighting force comprised of volunteers from abroad to fight for the glory of Spain. Although modeled after Astray's observations of the successful French Foreign Legion, the Tercio actually contained a small number of foreigners, most were Spaniards. It was the Tercio that conducted the most arduous of actions in Spain's prosecution of war. Should be Veteran or Elite.

### Spanish Regular Army (EI Regulares):

The Spanish army was poorly led and composed of conscripts who had no desire to be fighting in Morocco. Conditions in the army were appalling with officers who were selling their troops supplies to the very enemy they were fighting. In addition to corrupt leadership, a conscript faced blazing heat defending remote blockhouses (blocoas) that were chronically undersupplied and unclean. Should be Trained.

### The Moroccan Regulars (Fuerzas Regulares Indigenas)

The Moroccan Regulars were composed of volunteers from the native Moroccans within the Spanish Protectorate. Although they fought well for the Spanish, they were never completely trusted and the Officers and Machine Gun Teams were still Spanish Regulars. Should be Standard.

Note, all of the Spanish forces were normally equipped with Lafitte grenades.

**Platoon Organization:** Below is shown the number and type of units included in your platoon.

- 1 Platoon Command
- 1-2 Rifle Squads
- 0-2 LMG Teams
- 0-1 Company Support
- 0-1 Vehicle Support

<b>Rifle Platoon Command</b>					
<b>Command Section:</b> Leads the platoon in battle and coordinates the actions of the squads.					
<b>Soldier</b>	<b>ACC</b>	<b>CC</b>	<b>Guts</b>	<b>Weapon</b>	<b>Points: 30</b>
Teniente	5	6	10	Mauser 1916, Astra	
Runners (x2)	5	6	6	Mauser 1916	

<b>Rifle Squad</b>					
<b>1<sup>st</sup> Section:</b> The maneuver element of the platoon.					
<b>Soldier</b>	<b>ACC</b>	<b>CC</b>	<b>Guts</b>	<b>Weapon</b>	<b>Points: 160</b>
Sargento	5	6	8	Mauser 1916, Astra	
Cabo	5	6	7	Mauser 1916, Astra	
Soldados (x4)	5	6	6	Mauser 1916	
<b>2nd Section:</b> The maneuver element of the platoon.					
<b>Soldier</b>	<b>ACC</b>	<b>CC</b>	<b>Guts</b>	<b>Weapon</b>	
Cabo	5	6	7	Mauser 1916, Astra	
Soldados (x5)	5	6	6	Mauser 1916	
<b>3rd Section:</b> The maneuver element of the platoon.					
<b>Soldier</b>	<b>ACC</b>	<b>CC</b>	<b>Guts</b>	<b>Weapon</b>	
Cabo	5	6	7	Mauser 1916, Astra	
Soldados (x5)	5	6	6	Mauser 1916	

<b>LMG Team</b>					
<b>LMG Team:</b> Provides direct fire support to the platoon.					
<b>Soldier</b>	<b>ACC</b>	<b>CC</b>	<b>Guts</b>	<b>Weapon</b>	<b>Points: 80</b>
Sargento	5	6	8	Mauser 1916, Astra	
Gunner	5	6	6	Hothckiss M22 LMG	
Soldados (x4)	5	6	6	Mauser 1916	

<b>Company Support: Light Mortar Team</b>					
<b>50mm Mortar Team:</b> Provides indirect fire support to the platoon.					
<b>Soldier</b>	<b>ACC</b>	<b>CC</b>	<b>Guts</b>	<b>Weapon</b>	<b>Points: 30</b>
Cabo	5	6	7	Mauser 1916, Astra	
Gunner	5	6	6	50mm Mortar, Astra	
Soldado	5	6	6	Mauser 1916	
You may add a 2 <sup>nd</sup> , independently acting Light Mortar Team.					+30
<b>Soldier</b>	<b>ACC</b>	<b>CC</b>	<b>Guts</b>	<b>Weapon</b>	
Cabo	5	6	7	Mauser 1916, Astra	
Gunner	5	6	6	50mm Mortar, Astra	
Soldado	5	6	6	Mauser 1916	

<b>Company Support: HMG Team</b>					
<b>HMG Team:</b> Provides direct fire support to the platoon.					
<b>Soldier</b>	<b>ACC</b>	<b>CC</b>	<b>Guts</b>	<b>Weapon</b>	<b>Points: 60</b>
Cabo	5	6	7	Mauser 1916, Astra	
Gunner	5	6	6	Hothckiss M14 HMG	
Soldado	5	6	6	Mauser 1916	

<b>Company Support: 75mm Field Gun</b>					
<b>75mm FG:</b> Provides the platoon with direct and indirect fire support.					
<b>Soldier</b>	<b>ACC</b>	<b>CC</b>	<b>Guts</b>	<b>Weapon</b>	<b>Points: 50</b>
Cabo	5	6	7	Astra	
Gunner	5	6	6	75mm FG, Astra	
Soldados (x2)	5	6	6	Mauser 1916	

<b>Company Support: 105mm Field Gun</b>					
<b>150mm FG:</b> Provides the platoon with direct and indirect fire support.					
<b>Soldier</b>	<b>ACC</b>	<b>CC</b>	<b>Guts</b>	<b>Weapon</b>	<b>Points: 100</b>
Cabo	5	6	8	Astra	
Gunner	5	6	6	105mm FG, Astra	
Soldados (x2)	5	6	6	Astra	
Soldados (x2)	5	6	6	Mauser 1916	

75mm mle 1897, Medium Field Gun											Points	50	
Assigned Crew Size: 4											(Minimum Crew needed to operate: 1)		
Commander	2 pistols, 2 rifles												
Gunner	Weapon	Type	Range	ROF	AP	MM	DM	Special					
Loader	75mm S	FG	48"	1	2	-2	+0	Indirect					
Features	Main Gun Penetration												
Basic Sights	D10	<2	2	3	4	5	6	7	8	9	10+		
-	75mm S	5	10	15	20	25	30	35	40	45	50		

Note: this Field Gun may not move and fire. It may Fire directly at ranges up to its 5<sup>th</sup> range increment (240), but must Acquire and Fire as normal, with all normal modifiers. It may Fire Indirectly at ranges over 12" (Medium MR).

105mm mle 1913, Very Heavy Field Gun											Points	100	
Assigned Crew Size: 6											(Minimum Crew needed to operate: 3)		
Commander	4 pistols, 2 rifles												
Gunner	Weapon	Type	Range	ROF	AP	MM	DM	Special					
4 Gun Crew	105mm mle1913	FG	24"	1	4	-3	+2	-					
Features	Main Gun Penetration												
Basic Sights	D10	<2	2	3	4	5	6	7	8	9	10+		
-	105mm	4	8	12	16	20	24	28	32	36	40		

Note: this Field Gun may not move and fire. It may Fire directly at ranges up to its 5<sup>th</sup> range increment (120), but must Acquire and Fire as normal, with all normal modifiers. It may Fire Indirectly at ranges over 24" (Very Heavy MR).

## **Spanish "Hijos de la Noche" Counter Guerilla or Raiding Party: Veteran**

### **Hijos de la Noche (Sons of the Night):**

In an effort to fight the extremely savage Riffian insurgency, the Spanish Foreign Legion created raiding parties using veteran Legion combatants with the task of crushing any Riffian opposition. Their tasks could range from intelligence gathering via kidnapping of Riffian agents to assassinations and punitive raids done at night against Riffian sympathizers.

Note, all of the Spanish forces were normally equipped with Lafitte grenades.

**Troop Organization:** Below is shown the number and type of units included in your platoon.

**1 Hijos de la Noche Command**

**1-2 Hijos de la Noche Squads**

Hijos de la Noche Command					
<b>Command Section:</b> Leads the platoon in battle and coordinates the actions of the squads.					
Soldier	ACC	CC	Guts	Weapon	Points: 25
Teniente	5	6	10	Astra	
Runners (x2)	5	6	6	Mauser 1916, Astra	

Hijos de la Noche Squad					
<b>1<sup>st</sup> Section:</b> The maneuver element of the platoon.					
Soldier	ACC	CC	Guts	Weapon	Points: 130
Sargento	5	6	8	Astra	
Soldados (x6)	5	6	6	Mauser 1916, Astra	
Add 0-4 Soldados armed with Mauser 1916					+10 each
<b>2nd Section:</b> The maneuver element of the platoon.					
Soldier	ACC	CC	Guts	Weapon	
Cabo	5	6	7	Astra	
Soldados (x6)	5	6	6	Mauser 1916, Astra	
Add 0-4 Soldados armed with Mauser 1916					+10 each

## Spanish Cavalry Troop: Veteran

Note, all of the Spanish forces were normally equipped with Lafitte grenades.

**Troop Organization:** Below is shown the number and type of units included in your platoon.

**1 Cavalry Troop Command**

**2-3 Cavalry Squads**

**0-1 LMG Team**

**0-1 Company Support**

**0-2 Vehicle Support**

<b>Cavalry Troop Command</b>					
<b>Command Section:</b> Leads the troop in battle and coordinates the actions of the squads.					
<b>Soldier</b>	<b>ACC</b>	<b>CC</b>	<b>Guts</b>	<b>Weapon</b>	<b>Points: 35</b>
Teniente	5	6	10	Astra, Sword	
Sargentos (x2)	5	6	8	Astra, Lance	
Runners (x2)	5	6	6	Mauser 1916, Lance	
Cavalry Troop Command is mounted on horses.					
Note: before the game starts, Sargentos may be attached to any Cavalry Squad section.					

<b>Cavalry Squad</b>					
<b>1<sup>st</sup> Section:</b> The maneuver element of the squad.					
<b>Soldier</b>	<b>ACC</b>	<b>CC</b>	<b>Guts</b>	<b>Weapon</b>	<b>Points: 100</b>
Cabo	5	6	7	Mauser 1916, Lance	
Soldados (x4)	5	6	6	Mauser 1916, Lance	
<b>2<sup>nd</sup> Section:</b> The maneuver element of the squad.					
<b>Soldier</b>	<b>ACC</b>	<b>CC</b>	<b>Guts</b>	<b>Weapon</b>	
Cabo	5	6	7	Mauser 1916, Lance	
Soldados (x4)	5	6	6	Mauser 1916, Lance	
Cavalry Squads are mounted on horses.					

<b>LMG Team</b>					
<b>LMG Team:</b> Provides direct fire support to the troop.					
<b>Soldier</b>	<b>ACC</b>	<b>CC</b>	<b>Guts</b>	<b>Weapon</b>	<b>Points: 70</b>
Cabo	5	6	8	Mauser 1916	
Gunner	5	6	6	Hothckiss M22 LMG, Astra	
Soldados (x3)	5	6	6	Mauser 1916	
LMG Team is mounted on horses.					

<b>Company Support: HMG Team</b>					
<b>HMG Team:</b> Provides direct fire support to the troop.					
<b>Soldier</b>	<b>ACC</b>	<b>CC</b>	<b>Guts</b>	<b>Weapon</b>	<b>Points: 60</b>
Cabo	5	6	8	Mauser 1916, Astra	
Gunner	5	6	6	Hothckiss M14 HMG	
Soldado	5	6	6	Mauser 1916	
Team may be mounted in a truck for +20 points.					

**Company Support: Light Mortar Team****60mm Mortar Team:** Provides indirect fire support to the troop.

Soldier	ACC	CC	Guts	Weapon	Points: 30
Cabo	5	6	8	Mauser 1916, Astra	
Gunner	5	6	6	Lafitte M25 60mm Mortar, Astra	
Soldado	5	6	6	Mauser 1916	

Team may be mounted in a truck for +20 points.

You may add a 2<sup>nd</sup>, independently acting Light Mortar Team. +30

Soldier	ACC	CC	Guts	Weapon	Points: 30
Cabo	5	6	8	Mauser 1916, Astra	
Gunner	5	6	6	Lafitte M25 60mm Mortar, Astra	
Soldado	5	6	6	Mauser 1916	

Team may be mounted in a truck for +20 points.

**Company Support: 75mm Field Gun****75mm FG:** Provides the troop with direct and indirect fire support.

Soldier	ACC	CC	Guts	Weapon	Points: 50
Cabo	5	6	8	Astra	
Gunner	5	6	6	75mm FG, Astra	
Soldados (x2)	5	6	6	Mauser 1916	

Artillery and crew may be mounted in a truck for +20 points.

**Cavalry (Horse Mounted)****Note:**

Modified Cavalry rules may be available at a later time. Here is a synopsis for running Mounted Cavalry in your games:

**Movement:** 10" Maneuver, 20" Run. Cavalry may not Sneak. Unless stationary, they fire at half ROF, half Range. Cavalry may not enter Buildings, Bunkers, or Ruins while mounted.**Close Combat:** CC is +2 if Mounted Cavalry initiate the melee (do not combine with the Charge Bonus Special rule). Also, Guts check for Charging is at +2 always. Mounted Cavalry may not Charge an enemy in Buildings, Bunkers, or Ruins.**Cover:** Whether in the Open, Concealment, or in Soft Cover, -1 ACC to Fire at. Mount offers some protection, but is overall easier to see and target. In Medium Cover (including behind a Hedge or Wall) -2 ACC. Weather, Smoke, Night modifiers as normal. Linear Obstacle modifiers as normal. Support Guns do NOT get their Support gun bonus against Mounted Cavalry.**Dismounting:** This takes full Activation, one Private from each of the 2 sections becomes a handler, and then the rest of the models may function as standard infantry for the rest of the game. Cavalry may remount, remounting takes a full Activation. If no model is selected to be a handler, or if the handler is killed, then the horses are lost for the remainder of the battle, and the cavalry may not remount.



Force of Arms Spanish Foreign Legionaires and Brigade Games FT-17 painted by Jayson Gardner

## V. Armored Fighting Vehicles

Tanks and Armored Cars deployed by the Spanish in the Rif War.

FT-17 ( MG )							Points	25*						
<b>Tankette</b>								DM: +2						
<b>Speed</b>		<b>Location</b>	<b>D10</b>	<b>Front</b>	<b>D10</b>	<b>Side</b>	<b>D10</b>	<b>Rear</b>						
Slow	2"	Track	1-2	15 AV	1-3	15 AV	1-2	15 AV						
Medium	3"	Lower Hull	3-6	18 AV	4-6	11 AV	3-6	10 AV						
Fast	6"	Upper Hull	7	20 AV	7	11 AV	7	10 AV						
<b>Turret Crew</b>		Turret	8-9	17 AV	8-10	10 AV	8-10	10 AV						
Commander		Mantle	10	19 AV	-	-	Top	8 AV						
<b>Hull Crew</b>														
Driver		<b>Weapon</b>	<b>Location</b>	<b>Range</b>	<b>ROF</b>	<b>AP</b>	<b>MM</b>	<b>DM</b>	<b>Special</b>					
<b>Features</b>		7.5mm MI	Turret	48"	4	8	-2	-3	-					
Basic Sights		<b>Main Gun Penetration</b>												
-		<b>D10</b>	<2	2	3	4	5	6	7	8	9	10	12	13
-		7.5mm MI	1	3	4	5	7	8	9	10	12	13		

FT-17 (Command)							Points	25*				
<b>Tankette</b>								DM: +2				
Speed	Location	D10	Front	D10	Side	D10	Rear					
Slow	2"	Track	1-2	15 AV	1-3	15 AV	1-2	15 AV				
Medium	3"	Lower Hull	3-6	18 AV	4-6	11 AV	3-6	10 AV				
Fast	6"	Upper Hull	7	20 AV	7	11 AV	7	10 AV				
<b>Turret Crew</b>		Turret	8-9	17 AV	8-10	10 AV	8-10	10 AV				
Commander		Mantle	10	19 AV	-	-	Top	8 AV				
<b>Hull Crew</b>												
Driver		<b>Weapon</b>	<b>Location</b>	<b>Range</b>	<b>ROF</b>	<b>AP</b>	<b>MM</b>	<b>DM</b>	<b>Special</b>			
<b>Features</b>		N/A	-	-	-	-	-	-	-			
Basic Sights		<b>Main Gun Penetration</b>										
Radio		<b>D10</b>	<b>&lt;2</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10+</b>
-		N/A	-	-	-	-	-	-	-	-	-	-

Schneider CA							Points	25*				
<b>Light Turretless Tank</b>								DM: +1				
Speed	Location	D10	Front	D10	Side	D10	Rear					
Slow	2"	Track	1-2	15 AV	1-3	15 AV	1-2	15 AV				
Medium	3"	Lower Hull	3-6	15 AV	4-6	11 AV	3-6	11 AV				
Fast	5"	Upper Hull	7-9	14 AV	7-10	11 AV	7-10	11 AV				
<b>Hull Crew</b>		Mantle	10	12 AV	-	-	Top	10 AV				
Commander												
Driver		<b>Weapon</b>	<b>Location</b>	<b>Range</b>	<b>ROF</b>	<b>AP</b>	<b>MM</b>	<b>DM</b>	<b>Special</b>			
75mm Crew (x3)		75mm	Main Gun	24"	1	2	-2	+0	-			
Left M-Gunner		Hotchkiss	Right Side	48"	4	8	-2	-3	Right 180			
Right M-Gunner		Hotchkiss	Left Side	48"	4	8	-2	-3	Left 180			
<b>Features</b>		<b>Main Gun Penetration</b>										
Basic Sights		<b>D10</b>	<b>&lt;2</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10+</b>
"Rear" Machinegun		75mm	3	6	9	12	15	18	21	24	27	30

Note: this vintage vehicle is defined as a "Light Turretless Tank" to denote its frailty and inability to overrun other vehicles. Each of the MGs may only fire into the 180 on one side. Only one MG may be fired directly ahead on each turn, meaning at the same target as the main gun (dedicated fire still applies). However, because essentially one of the MGs will always be unable to fire on any turn, this vehicle has been given the Rear Machinegun feature, though it technically does not have one.

Schneider Armored Car							Points	25*				
<b>Light Armored Car, Small</b>								DM: +1				
Speed	Location	D10	Front	D10	Side	D10	Rear					
Slow	4"	Track	1-2	13 AV	1-3	13 AV	1-2	13 AV				
Medium	8"	Lower Hull	3-6	12 AV	4-6	11 AV	3-6	10 AV				
Fast	16"	Upper Hull	7-9	11 AV	7-10	11 AV	7-10	10 AV				
<b>Hull Crew</b>		Mantle	10	5 AV	-	-	Top	8 AV				
Commander												
Driver		<b>Weapon</b>	<b>Location</b>	<b>Range</b>	<b>ROF</b>	<b>AP</b>	<b>MM</b>	<b>DM</b>	<b>Special</b>			
M-Gun Crew (4)		Hotchkiss	Hull	48"	4	8	-2	-3	-			
-		Hotchkiss	Hull	48"	4	8	-2	-3	-			
<b>Features</b>		<b>Main Gun Penetration</b>										
Basic Sights		<b>D10</b>	<b>&lt;2</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10+</b>
-		Hotchkiss	1	3	4	5	7	8	9	10	12	13

Camion Protegido Armored Car							Points	25*				
<i>Light Armored Car, Small</i>							Rare	DM: +1				
Speed		Location	D10	Front	D10	Side	D10	Rear				
Slow	5"	Tires	1-2	13 AV	1-3	13 AV	1-2	13 AV				
Medium	10"	Lower Hull	3-6	10 AV	4-6	10 AV	3-6	10 AV				
Fast	20"	Upper Hull	7	12 AV	7	10 AV	7	10 AV				
Turret Crew		Turret	8-9	10 AV	8-10	10 AV	8-10	10 AV				
Commander		Mantle	10	8 AV	-	-	Top	7 AV				
Assistant												
Hull Crew		Weapon	Location	Range	ROF	AP	MM	DM	Special			
Driver		Hotchkiss	Main Gun	48"	4	8	-2	-3	-			
(Assistant)		Hotchkiss	Hull	48"	4	8	-2	-3	-			
Features		Main Gun Penetration										
Basic Sights		D10	<2	2	3	4	5	6	7	8	9	10+
-		Hotchkiss	1	3	4	5	7	8	9	10	12	13

## VI. Trucks

These Trucks are speculative, but based as best to my ability on what the Spanish used in the Rif.

Berliet Heavy Truck							Points	20
<i>Light, Soft Skinned, Open Topped Transport</i>							Rare	DM: +2
Speed		Location	D10	Front	D10	Side	D10	Rear
Slow	4"	Tire	1-2	9 AV	1-3	9 AV	1-2	9 AV
Medium	8"	Lower Hull	3-6	9 AV	4-6	9 AV	3-6	9 AV
Fast	16"	Upper Hull	7-10	5 AV	7-10	5 AV	7-10	5 AV
Hull Crew		Transport: Up to 16 internal passengers, and 1 Super Heavy artillery piece.						
Driver								

Renault ( or Citroen ) Heavy Truck							Points	20
<i>Light, Soft Skinned, Open Topped Transport</i>							Rare	DM: +2
Speed		Location	D10	Front	D10	Side	D10	Rear
Slow	6"	Tire	1-2	9 AV	1-3	9 AV	1-2	9 AV
Medium	12"	Lower Hull	3-6	9 AV	4-6	9 AV	3-6	9 AV
Fast	24"	Upper Hull	7-10	5 AV	7-10	5 AV	7-10	5 AV
Hull Crew		Transport: Up to 15 internal passengers, and 1 Extra Heavy artillery piece.						
Driver								

Renault 20cv Medium Truck							Points	20
<i>Light, Soft Skinned, Open Topped Transport</i>							Rare	DM: +2
Speed		Location	D10	Front	D10	Side	D10	Rear
Slow	7"	Tire	1-2	9 AV	1-3	9 AV	1-2	9 AV
Medium	13"	Lower Hull	3-6	9 AV	4-6	9 AV	3-6	9 AV
Fast	26"	Upper Hull	7-10	5 AV	7-10	5 AV	7-10	5 AV
Hull Crew		Transport: Up to 10 internal passengers, and 1 Heavy artillery piece.						
Driver								

Citroen Type B2 Light Truck							Points	20
<i>Light, Soft Skinned, Small Open Topped Transport</i>							Rare	DM: +3
Speed		Location	D10	Front	D10	Side	D10	Rear
Slow	7"	Tire	1-2	9 AV	1-3	9 AV	1-2	9 AV
Medium	14"	Lower Hull	3-6	9 AV	4-6	9 AV	3-6	9 AV
Fast	28"	Upper Hull	7-10	5 AV	7-10	5 AV	7-10	5 AV
Hull Crew		Transport: Up to 8 internal passengers, and 1 Medium artillery piece.						
Driver								

## VII. Aircraft

Spain employed a variety of WW1 era aircraft in the Rif War.

Martinsyde F4											D
<b>Interceptor Aircraft</b>											
<b>Payload</b>											
2x Vickers .303	<b>Weapon</b>	<b>Type</b>	<b>Range</b>	<b>ROF</b>	<b>AP</b>	<b>MM</b>	<b>DM</b>	<b>Special</b>			
-	2x Vickers .303	LMG	-	4*	8	-2	-3	Top			
-	<b>Main Gun Penetration</b>										
<b>Features</b>	<b>D10</b>	<b>&lt;2</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10+</b>
Defensive AA: 0	Vickers LMG	1	3	4	5	7	8	9	10	12	13
Interceptor AA: 2	*Strafes with a total of 4 shots of .303 at a single target.										

Bristol F2A or F2B											D
<b>Interceptor / Ground Attack Aircraft</b>											
<b>Payload</b>											
1x Vickers .303	<b>Weapon</b>	<b>Type</b>	<b>Range</b>	<b>ROF</b>	<b>AP</b>	<b>MM</b>	<b>DM</b>	<b>Special</b>			
4x Light Bombs	1x Vickers .303	LMG	-	4*	8	-2	-3	Top			
-	<b>Main Gun Penetration</b>										
<b>Features</b>	<b>D10</b>	<b>&lt;2</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10+</b>
Defensive AA: 1	Vickers LMG	1	3	4	5	7	8	9	10	12	13
Interceptor AA: 1	*Strafes with a total of 2 shots of .303 at a single target.										

Airco De Havilland DH4											D
<b>Ground Attack Aircraft (capable of Air Interception)</b>											
<b>Payload</b>											
2x Marlin .30 LMG	<b>Weapon</b>	<b>Type</b>	<b>Range</b>	<b>ROF</b>	<b>AP</b>	<b>MM</b>	<b>DM</b>	<b>Special</b>			
6x Light Bombs	2x Marlin .30	LMG	-	4*	8	-2	-3	Top			
-	<b>Main Gun Penetration</b>										
<b>Features</b>	<b>D10</b>	<b>&lt;2</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10+</b>
Defensive AA: 1	Marlin .30	1	3	4	5	7	8	9	10	12	13
Interceptor AA: 1	*Strafes with a total of 4 shots of .30 at a single target.										

Airco De Havilland DH9											D
<b>Ground Attack Aircraft (capable of Air Interception)</b>											
<b>Payload</b>											
2x Marlin .30 LMG	<b>Weapon</b>	<b>Type</b>	<b>Range</b>	<b>ROF</b>	<b>AP</b>	<b>MM</b>	<b>DM</b>	<b>Special</b>			
4x Heavy Bombs	2x Marlin .30	LMG	-	4*	8	-2	-3	Top			
-	<b>Main Gun Penetration</b>										
<b>Features</b>	<b>D10</b>	<b>&lt;2</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10+</b>
Defensive AA: 1	Marlin .30	1	3	4	5	7	8	9	10	12	13
Interceptor AA: 1	*Strafes with a total of 4 shots of .30 at a single target.										

Breguet 14											D
<b>Ground Attack Aircraft (capable of Air Interception)</b>											
<b>Payload</b>											
2x Vickers .303	<b>Weapon</b>	<b>Type</b>	<b>Range</b>	<b>ROF</b>	<b>AP</b>	<b>MM</b>	<b>DM</b>	<b>Special</b>			
10x Medium Bombs	2x Vickers .303	LMG	-	4*	8	-2	-3	Top			
-	<b>Main Gun Penetration</b>										
<b>Features</b>	<b>D10</b>	<b>&lt;2</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10+</b>
Defensive AA: 0	Vickers LMG	1	3	4	5	7	8	9	10	12	13
Interceptor AA: 1	*Strafes with a total of 4 shots of .303 at a single target.										

## VIII. The French

### French Forces

“On the flag of the French Army there are two words- Honor and Country. On the flag of the French Foreign Legion there are also two words- Honor and Fidelity. These two words express the spirit of the legion.” Major Zinovi Pechkoff

#### French Morale:

The platoon formation shown below is on the Veteran 10 Guts scale, which is indicative of some Traileurs units. Traileurs could also be on the Standard 9 Guts scale, multiply by 0.9. Battalion de Afrique are particularly poor troops and should be on the Trained Guts scale, multiply by 0.8. Conversely, the French Foreign Legion should either be Veterans as shown, or more likely Elite Guts 11 scale, multiply by 1.1.

French Infantry Weapons: A list of French infantry weapons.

<b>French Infantry AT:</b>		<b>Penetration:</b>									
Type	DM	1	2	3	4	5	6	7	8	9	10+
Any Pistol or SMG	-3	1	2	3	4	5	6	7	8	9	10
Any Rifle or HMG	-3	1	3	4	5	7	8	9	10	12	13

**Note:** Any Small Arms that penetrates and produces a casualty result against a vehicle is considered to have a base AP of 1 against the crew and/or passengers.

<b>French Small Arms:</b>						
Name	Type	Range	ROF	AP	MM	Special
Ruby or Star	Pistol	10"	2	6	-	-
STA M24	SMG	15"	3	6	-	-
Lebel 1916 or 07/15	Rifle	30"	2	8	-	-
Hotchkiss M22 or FM 24	LMG	48"	3	8	-2	-
Hotchkiss M24 HMG	HMG	75"	4	8	-3	-
VB GLR (Rifle Grenades HE only)	Rifle Grenade	30"	1	1	-1	Blast

### French Rifle Platoon (for FFL, Tirailleur, and Battalion de Afrique): Veteran

#### French Foreign Legion (Legion Etrangere):

The French Foreign Legion has a long history in French Colonial Africa. It was through the Legion that roads were built and the French idea of civilization was facilitated. The Legion was the foremost prosecutor of French Authority in the protectorates and it was through the Legion that outposts were built, maintained, and if the need arised destroyed. When the Rif Rebellion broke out, it was the Groupe Mobile that brought the war to Abdl Krim.

#### Senegalese Tirailleur (Colonial Recruits):

The Senegalese Tirailleurs were troops raised from the regions that France pacified in what is now known as Mali. These troops fought bravely beside other elements of the French Armee De Afrique in roles varying from policing and garrison duty to prosecution of force against beligerent natives and brigands. The Tirailleurs were renowned for their hardiness and bravery and fought beside the other French forces led by Marshall Petain against the Rif.

#### Infanterie Legere d'Afrique (Penal Army)

The Infanterie Legere d'Afrique, known more colloquially as Battalion d'Afrique or Bat d'Af or derogatorily as "The Joyeux", was comprised of penal battalions employing harsh discipline. Much of what has gone down in folklore as attributed to the Foreign Legion discipline actually finds its history in the Bat d'Af. These soldiers were hard, but of questionable morale.

### **Goumiers (Native Levy)**

The Goums were native tribesmen loyal to the French Protectorate that would often act as skirmishers and scouts with the French forces. Players wishing to use Goums should use the Riffian Harkas Irregular Platoon listing for points, morale, and force composition.

Note, all of the French forces were normally equipped with F1 grenades.

**Platoon Organization:** Below is shown the number and type of units included in your platoon.

**1 Platoon Command**

**1-2 Rifle Squads**

**0-1 Company Support**

**0-1 Regimental Support**

**0-1 Vehicle Support**

#### **Rifle Platoon Command**

**Command Section:** Leads the platoon in battle and coordinates the actions of the squads.

<b>Soldier</b>	<b>ACC</b>	<b>CC</b>	<b>Guts</b>	<b>Weapon</b>	<b>Points: 25</b>
Lieutenant	5	6	10	Ruby	
Runners (x2)	5	6	6	1916 Lebel	

#### **Rifle Squad**

**1<sup>st</sup> Section:** The maneuver element of the platoon.

<b>Soldier</b>	<b>ACC</b>	<b>CC</b>	<b>Guts</b>	<b>Weapon</b>	<b>Points: 185</b>
Sergeant	5	6	8	Ruby	
Grenadiers (x3)	5	6	6	1916 Lebel, VB Grenade Launcher	
Soldat (x5)	5	6	6	1916 Lebel	

**2nd Section:** The maneuver element of the platoon.

<b>Soldier</b>	<b>ACC</b>	<b>CC</b>	<b>Guts</b>	<b>Weapon</b>	
Caporal	5	6	7	1916 Lebel	
Gunner	5	6	6	M22 or FM24 LMG	
Soldat (x6)	5	6	6	1916 Lebel	

#### **Company Support: HMG Team**

**HMG Team:** Provides direct fire support to the platoon.

<b>Soldier</b>	<b>ACC</b>	<b>CC</b>	<b>Guts</b>	<b>Weapon</b>	<b>Points: 65</b>
Sergeant	5	6	8	Ruby	
Gunner	5	6	6	Hothckiss M24 HMG, Ruby	
Soldat (x2)	5	6	6	1916 Lebel	

Add 0-2 Soldats armed with 1916 Lebel rifles

+10 each

#### **Regimental Support: 81mm Heavy Mortar Team**

**81mm Mortar Team:** Provides heavy indirect fire support to the platoon.

<b>Soldier</b>	<b>ACC</b>	<b>CC</b>	<b>Guts</b>	<b>Weapon</b>	<b>Points: 50</b>
Sergeant	5	6	8	Ruby	
Gunner	5	6	6	81mm Brandt Stokes Mortar, Ruby	
Soldat	5	6	6	1916 Lebel	

<b>Regimental Support: 65mm Field Gun</b>					
<b>65mm FG:</b> Provides the platoon with direct and indirect fire support.					
<b>Soldier</b>	<b>ACC</b>	<b>CC</b>	<b>Guts</b>	<b>Weapon</b>	<b>Points: 45</b>
Sergeant	5	6	7	Ruby	
Gunner	5	6	6	65mm FG, Ruby	
Soldat (x2)	5	6	6	1916 Lebel	
Upgrade 65mm FG to 75mm FG					+5

### **Groupe Franc: Veteran**

#### **Groupe Franc:**

The Groupe Francs were detachments formed of highly motivated volunteers who would be tasked with commando style assaults or engineer actions. A single Groupe may be included in other French platoons as a Regimental or Squadron Support choice. Can be any morale, but typically Veteran or Elite.

Note, all of the French forces were normally equipped with F1 grenades.

**Platoon Organization:** Below is shown the number and type of units included in your platoon.

#### **1-4 Groupes**

<b>Groupe</b>					
<b>Groupe Squad:</b> Volunteer force used for special assignments.					
<b>Soldier</b>	<b>ACC</b>	<b>CC</b>	<b>Guts</b>	<b>Weapon</b>	<b>Points: 185</b>
Sergeant	5	6	8	Ruby	
Soldat (x8)	5	6	6	1916 Lebel	
Add 0-5 Soldat armed with 1916 Lebel					+10 each
Upgrade 0-2 models to STA M24 SMG					+5 each
The Groupe may be fielded as a single unit or may be split into two equal sections before the game begins.					

### **French Cavalry Spahi or Native Goum Cavalry: Veteran**

Note, all of the French forces were normally equipped with F1 grenades.

**Troop Organization:** Below is shown the number and type of units included in your troop.

#### **1 Troop Command**

#### **1-4 Troop Rifle Squads**

#### **0-1 Company Support**

#### **0-1 Squadron Support**

#### **0-1 Vehicle Support**

<b>Troop Command</b>					
<b>Command Section:</b> Leads the troop in battle and coordinates the actions of the squads.					
<b>Soldier</b>	<b>ACC</b>	<b>CC</b>	<b>Guts</b>	<b>Weapon</b>	<b>Points: 35</b>
Lieutenant	5	6	10	Ruby, Saber	
Runners (x3)	5	6	6	1916 Lebel Carbine, Lance, Saber	
Entire unit is mounted on horses.					

**Troop Rifle Squad****1<sup>st</sup> Section:** The maneuver element of the troop.

<b>Soldier</b>	<b>ACC</b>	<b>CC</b>	<b>Guts</b>	<b>Weapon</b>	<b>Points: 300</b>
Sergent	5	6	8	Ruby, Saber	
Gunner	5	6	6	M22 or FM24 LMG	
Soldat (x5)	5	6	6	1916 Lebel Carbine, Lance, Saber	

**2nd Section:** The maneuver element of the troop.

<b>Soldier</b>	<b>ACC</b>	<b>CC</b>	<b>Guts</b>	<b>Weapon</b>	
Caporal	5	6	7	Ruby, Saber	
Soldat (x6)	5	6	6	1916 Lebel Carbine, Lance, Saber	

**3rd Section:** The maneuver element of the troop.

<b>Soldier</b>	<b>ACC</b>	<b>CC</b>	<b>Guts</b>	<b>Weapon</b>	
Caporal	5	6	7	Ruby, Saber	
Grenadiers (x4)	5	6	6	1916 Lebel Carbine, VB Grenade Launcher	
Soldat (x2)	5	6	6	1916 Lebel Carbine, Lance, Saber	

**4th Section:** The maneuver element of the troop.

<b>Soldier</b>	<b>ACC</b>	<b>CC</b>	<b>Guts</b>	<b>Weapon</b>	
Caporal	5	6	7	Ruby, Saber	
Gunner	5	6	6	M22 or FM24 LMG	
Soldat (x5)	5	6	6	1916 Lebel Carbine, Lance, Saber	

Entire unit is mounted on horses.

**Company Support: HMG Team****HMG Team:** Provides direct fire support to the platoon.

<b>Soldier</b>	<b>ACC</b>	<b>CC</b>	<b>Guts</b>	<b>Weapon</b>	<b>Points: 75</b>
Sergent	5	6	8	Ruby	
Gunner	5	6	6	Hothckiss M24 HMG, Ruby	
Soldat (x2)	5	6	6	1916 Lebel	

Add 0-2 Soldats armed with 1916 Lebel rifles

+10 each

Entire unit is mounted on a horse limber.

**Squadron Support: 65mm Field Gun****65mm FG:** Provides the platoon with direct and indirect fire support.

<b>Soldier</b>	<b>ACC</b>	<b>CC</b>	<b>Guts</b>	<b>Weapon</b>	<b>Points: 55</b>
Sergent	5	6	7	Ruby	
Gunner	5	6	6	65mm FG, Ruby	
Soldat (x2)	5	6	6	1916 Lebel	

Upgrade 65mm FG to 75mm FG

+5

Entire unit is mounted on a Horse Limber.

### Squadron Support: 105mm Field Gun

**105mm FG:** Provides the platoon with direct and indirect fire support.

Soldier	ACC	CC	Guts	Weapon	Points: 110
Sergeant	5	6	7	Ruby	
Gunner	5	6	6	105mm FG, Ruby	
Soldat (x2)	5	6	6	Ruby	
Soldat (x2)	5	6	6	1916 Lebel	

Entire unit is mounted on a Horse Limber.

## Cavalry (Horse Mounted)

### Note:

Modified Cavalry rules may be available at a later time. Here is a synopsis for running Mounted Cavalry in your games:

**Movement:** 10" Maneuver, 20" Run. Cavalry may not Sneak. Unless stationary, they fire at half ROF, half Range. Cavalry may not enter Buildings, Bunkers, or Ruins while mounted.

**Close Combat:** CC is +2 if Mounted Cavalry initiate the melee (do not combine with the Charge Bonus Special rule). Also, Guts check for Charging is at +2 always. Mounted Cavalry may not Charge an enemy in Buildings, Bunkers, or Ruins.

**Cover:** Whether in the Open, Concealment, or in Soft Cover, -1 ACC to Fire at. Mount offers some protection, but is overall easier to see and target. In Medium Cover (including behind a Hedge or Wall) -2 ACC. Weather, Smoke, Night modifiers as normal. Linear Obstacle modifiers as normal. Support Guns do NOT get their Support gun bonus against Mounted Cavalry.

**Dismounting:** This takes full Activation, one Soldat from each of the sections becomes a handler, and then the rest of the models may function as standard infantry for the rest of the game. Cavalry may remount, remounting takes a full Activation. If no model is selected to be a handler, or if the handler is killed, then the horses are lost for the remainder of the battle, and the cavalry may not remount.

## French Groupe Mobile (Mule Infantry): Veteran

### French Groupe Mobile:

The Groupe Mobiles were designed to be large mobile army groups that could break off detachments to deal with threats while still having a base of operations to return to. The Groupe Mobile platoons were built on the marching theory of one mule to two men allowing for alternating marching and riding resulting in less logistics.

Note, all of the French forces were normally equipped with F1 grenades.

**Platoon Organization:** Below is shown the number and type of units included in your platoon.

**1 GM Platoon Command**

**1-2 GM Rifle Squads**

**0-1 GM Company Support**

**0-1 Vehicle Support**

### GM Platoon Command

**Command Section:** Leads the platoon in battle and coordinates the actions of the squads.

Soldier	ACC	CC	Guts	Weapon	Points: 25
Lieutenant	5	6	10	Ruby	
Runners (x2)	5	6	6	1916 Lebel	

Entire unit is mounted on horses.

### GM Rifle Squad

**1<sup>st</sup> Section:** The maneuver element of the platoon.

Soldier	ACC	CC	Guts	Weapon	Points: 145
Sergeant	5	6	8	Ruby	
Caporal	5	6	7	1916 Lebel	
Gunner	5	6	6	M22 or FM24 LMG	
Soldat (x3)	5	6	6	1916 Lebel	

**2nd Section:** The maneuver element of the platoon.

Soldier	ACC	CC	Guts	Weapon	Points: 75
Caporal	5	6	7	1916 Lebel	
Grenadiers (x3)	5	6	6	1916 Lebel, VB Grenade Launcher	
Soldat (x3)	5	6	6	1916 Lebel	

Every other man is mounted on mules.

### GM Company Support: HMG Team

**HMG Team:** Provides direct fire support to the platoon.

Soldier	ACC	CC	Guts	Weapon	Points: 75
Sergeant	5	6	8	Ruby	
Gunner	5	6	6	Hothckiss M24 HMG, Ruby	
Soldat (x2)	5	6	6	1916 Lebel	

Add 0-2 Soldats armed with 1916 Lebel rifles

+10 each

Entire unit is mounted on a Mule Limber.

## Mule Infantry (Mule Mounted)

### Note:

Modified Mule Infantry rules may be available at a later time. Here is a synopsis for running Mounted Mule Infantry in your games:

**Movement:** 9" Maneuver, 16" Run. Mule Infantry may not Sneak. Unless stationary, they fire at half ROF, half Range. Mule Infantry may enter buildings and ruins while mounted, only through large openings or doors, but still can not enter bunkers.

**Close Combat:** Mule Infantry gain no advantage in CC. Mounted Mule Infantry may not Charge, though they can defend themselves as normal when charged by a foe.

**Cover:** Whether in the Open, Concealment, or in Soft Cover, -1 ACC to Fire at. Mount offers some protection, but is overall easier to see and target. In Medium Cover (including behind a Hedge or Wall) -2 ACC. Weather, Smoke, Night modifiers as normal. Linear Obstacle modifiers as normal. Support Guns do NOT get their Support gun bonus against Mounted Cavalry.

**Dismounting:** This takes full Activation, one Soldat from each of the 2 sections becomes a handler, and then the rest of the models may function as standard infantry for the rest of the game. Mule Infantry may remount, remounting takes a full Activation. If no model is selected to be a handler, or if the handler is killed, then the mules are lost for the remainder of the battle, and the infantry may not remount.

## IX. French Artillery

65mm mle 1906, Medium Field Gun											Points	45
Assigned Crew Size: 4											(Minimum Crew needed to operate: 1)	
Commander	2 pistols, 2 rifles											
Gunner	Weapon	Type	Range	ROF	AP	MM	DM	Special				
Loader	65mm 06	FG	24"	1	2	-2	+0	Indirect				
Features	Main Gun Penetration											
Basic Sights	D10	<2	2	3	4	5	6	7	8	9	10+	
-	75mm S	3	6	9	12	15	18	21	24	27	30	

Note: this Field Gun may not move and fire. It may Fire directly at ranges up to its 5<sup>th</sup> range increment (120), but must Acquire and Fire as normal, with all normal modifiers. It may Fire Indirectly at ranges over 12" (Medium MR).

75mm mle 1897, Medium Field Gun											Points	50
Assigned Crew Size: 4											(Minimum Crew needed to operate: 1)	
Commander	2 pistols, 2 rifles											
Gunner	Weapon	Type	Range	ROF	AP	MM	DM	Special				
Loader	75mm S	FG	48"	1	2	-2	+0	Indirect				
Features	Main Gun Penetration											
Basic Sights	D10	<2	2	3	4	5	6	7	8	9	10+	
-	75mm S	5	10	15	20	25	30	35	40	45	50	

Note: this Field Gun may not move and fire. It may Fire directly at ranges up to its 5<sup>th</sup> range increment (240), but must Acquire and Fire as normal, with all normal modifiers. It may Fire Indirectly at ranges over 12" (Medium MR).

105mm mle 1919, Very Heavy Field Gun											Points	100
Assigned Crew Size: 6											(Minimum Crew needed to operate: 3)	
Commander	4 pistols, 2 rifles											
Gunner	Weapon	Type	Range	ROF	AP	MM	DM	Special				
4 Gun Crew	105mm mle1919	FG	24"	1	4	-3	+2	-				
Features	Main Gun Penetration											
Basic Sights	D10	<2	2	3	4	5	6	7	8	9	10+	
-	105mm	4	8	12	16	20	24	28	32	36	40	

Note: this Field Gun may not move and fire. It may Fire directly at ranges up to its 5<sup>th</sup> range increment (120), but must Acquire and Fire as normal, with all normal modifiers. It may Fire Indirectly at ranges over 24" (Very Heavy MR).

## X. French Armored Vehicles

1916 Latil Armored Car											Points	25*
Armored Car, Small, Open Topped											DM: + 1	
Speed	Location	D10	Front	D10	Side	D10	Rear					
Slow 4"	Tire	1-2	9 AV	1-3	9 AV	1-2	9 AV					
Medium 9"	Lower Hull	3-6	10 AV	4-6	9 AV	3-6	8 AV					
Fast 17"	Upper Hull	7-9	9 AV	7-10	8 AV	7-10	8 AV					
Hull Crew	Mantle	10	9 AV	-	-	Top	0 AV					
Commander												
Gunner	Weapon	Location	Range	ROF	AP	MM	DM	Special				
Loader	Hotchkiss	Pintle	60"	4	8	-2	-3	AA: .20				
Driver	Main Gun Penetration											
Features	D10	<2	2	3	4	5	6	7	8	9	10+	
Basic Sights	Hotchkiss	1	3	4	5	7	8	9	10	12	13	

1918 White AC							Points	25*				
<i>Armored Car, Small</i>								DM: + 1				
Speed		Location	D10	Front	D10	Side	D10	Rear				
Slow	5"	Tires	1-2	10 AV	1-3	10 AV	1-2	10 AV				
Medium	9"	Lower Hull	3-6	11 AV	4-6	9 AV	3-6	8 AV				
Fast	18"	Upper Hull	7	10 AV	7	10 AV	7	8 AV				
Turret Crew		Turret	8-9	10 AV	8-10	10 AV	8-10	10 AV				
Commander		Mantle	10	8 AV	-	-	Top	10 AV				
Gunner												
Hull Crew		Weapon	Location	Range	ROF	AP	MM	DM	Special			
Loader		37mm Sa18	Main Gun	48"	1	1	-1	-1	-			
Driver		7.5mm MI	Turret	48"	4	8	-2	-3	-			
Features		Main Gun Penetration										
Basic Sights		D10	<2	2	3	4	5	6	7	8	9	10+
-		37 Sa18	3	6	9	12	15	18	21	24	27	30

FT-17 ( MG )							Points	25*				
<i>Tankette</i>								DM: +2				
Speed		Location	D10	Front	D10	Side	D10	Rear				
Slow	2"	Track	1-2	15 AV	1-3	15 AV	1-2	15 AV				
Medium	3"	Lower Hull	3-6	18 AV	4-6	11 AV	3-6	10 AV				
Fast	6"	Upper Hull	7	20 AV	7	11 AV	7	10 AV				
Turret Crew		Turret	8-9	17 AV	8-10	10 AV	8-10	10 AV				
Commander		Mantle	10	19 AV	-	-	Top	8 AV				
Hull Crew												
Driver		Weapon	Location	Range	ROF	AP	MM	DM	Special			
		7.5mm MI	Turret	48"	4	8	-2	-3	-			
Features		Main Gun Penetration										
Basic Sights		D10	<2	2	3	4	5	6	7	8	9	10+
-		7.5mm MI	1	3	4	5	7	8	9	10	12	13

FT-17 ( 37mmSa18 )							Points	25*				
<i>Tankette</i>							<i>Early 1918, Abundant</i>	DM: +2				
Speed		Location	D10	Front	D10	Side	D10	Rear				
Slow	2"	Track	1-2	15 AV	1-3	15 AV	1-2	15 AV				
Medium	3"	Lower Hull	3-6	18 AV	4-6	11 AV	3-6	10 AV				
Fast	6"	Upper Hull	7	20 AV	7	11 AV	7	10 AV				
Turret Crew		Turret	8-9	17 AV	8-10	10 AV	8-10	10 AV				
Commander		Mantle	10	19 AV	-	-	Top	8 AV				
Hull Crew												
Driver		Weapon	Location	Range	ROF	AP	MM	DM	Special			
		37mm Sa18	Main Gun	48"	1	1	-1	-1	-			
Features		Weapon	Location	Range	ROF	AP	MM	DM	Special			
		7.5mm MI	Coaxial	48"	4	8	-2	-3	+1 Acq/Fire			
Basic Sights		Main Gun Penetration										
-		D10	<2	2	3	4	5	6	7	8	9	10+
-		37 Sa18	3	6	9	12	15	18	21	24	27	30

FT-17 ( Command)							Points	25*				
<b>Tankette</b>								DM: +2				
Speed		Location	D10	Front	D10	Side	D10	Rear				
Slow	2"	Track	1-2	15 AV	1-3	15 AV	1-2	15 AV				
Medium	3"	Lower Hull	3-6	18 AV	4-6	11 AV	3-6	10 AV				
Fast	6"	Upper Hull	7	20 AV	7	11 AV	7	10 AV				
<b>Turret Crew</b>		Turret	8-9	17 AV	8-10	10 AV	8-10	10 AV				
Commander		Mantle	10	19 AV	-	-	Top	8 AV				
<b>Hull Crew</b>												
Driver		Weapon	Location	Range	ROF	AP	MM	DM	Special			
<b>Features</b>		N/A	-	-	-	-	-	-	-			
Basic Sights		<b>Main Gun Penetration</b>										
Radio		D10	<2	2	3	4	5	6	7	8	9	10+
-		N/A	-	-	-	-	-	-	-	-	-	-

## XI. French Trucks

Berliet Heavy Truck							Points	20
<i>Light, Soft Skinned, Open Topped Transport</i>							Rare	DM: +2
Speed		Location	D10	Front	D10	Side	D10	Rear
Slow	4"	Tire	1-2	9 AV	1-3	9 AV	1-2	9 AV
Medium	8"	Lower Hull	3-6	9 AV	4-6	9 AV	3-6	9 AV
Fast	16"	Upper Hull	7-10	5 AV	7-10	5 AV	7-10	5 AV
<b>Hull Crew</b>		Transport: Up to 16 internal passengers, and 1 Super Heavy artillery piece.						
Driver								

Renault ( or Citroen ) Heavy Truck							Points	20
<i>Light, Soft Skinned, Open Topped Transport</i>							Rare	DM: +2
Speed		Location	D10	Front	D10	Side	D10	Rear
Slow	6"	Tire	1-2	9 AV	1-3	9 AV	1-2	9 AV
Medium	12"	Lower Hull	3-6	9 AV	4-6	9 AV	3-6	9 AV
Fast	24"	Upper Hull	7-10	5 AV	7-10	5 AV	7-10	5 AV
<b>Hull Crew</b>		Transport: Up to 15 internal passengers, and 1 Extra Heavy artillery piece.						
Driver								

Renault 20cv Medium Truck							Points	20
<i>Light, Soft Skinned, Open Topped Transport</i>							Rare	DM: +2
Speed		Location	D10	Front	D10	Side	D10	Rear
Slow	7"	Tire	1-2	9 AV	1-3	9 AV	1-2	9 AV
Medium	13"	Lower Hull	3-6	9 AV	4-6	9 AV	3-6	9 AV
Fast	26"	Upper Hull	7-10	5 AV	7-10	5 AV	7-10	5 AV
<b>Hull Crew</b>		Transport: Up to 10 internal passengers, and 1 Heavy artillery piece.						
Driver								

Citroen Type B2 Light Truck							Points	20
<i>Light, Soft Skinned, Small Open Topped Transport</i>							Rare	DM: +3
Speed		Location	D10	Front	D10	Side	D10	Rear
Slow	7"	Tire	1-2	9 AV	1-3	9 AV	1-2	9 AV
Medium	14"	Lower Hull	3-6	9 AV	4-6	9 AV	3-6	9 AV
Fast	28"	Upper Hull	7-10	5 AV	7-10	5 AV	7-10	5 AV
<b>Hull Crew</b>		Transport: Up to 8 internal passengers, and 1 Medium artillery piece.						
Driver								

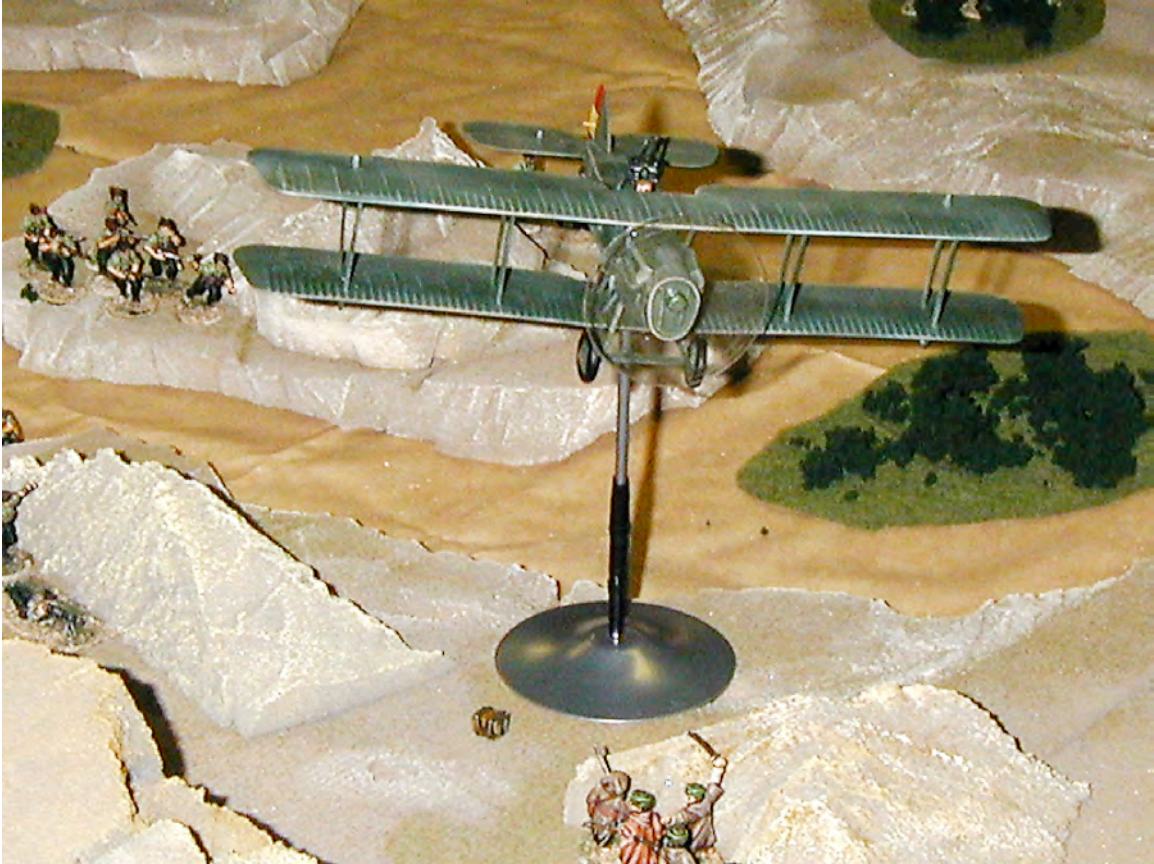
**Horse/Mule Limber:** Though not a true Soft Skinned vehicle, Horse Limbers were used in around the world. Any hit by a Main Gun round automatically destroys the limber, but will not automatically kill the crew. Roll for AP without the confined space explosion (there is not one). Small Arms fire must be direct, crew and horses count as if in Soft Cover. Figure Horses equal Assigned Crew Size plus 2. Figure minimum number of horses is \_ starting number. Artillery may limber/unlimber only if both Gun and Limber do nothing else, ie they can not Move or Fire. Limbers have only one Speed, **12"**. They may not cross linear obstacles of any kind or bodies of water. However, Horse Limbers are unaffected by Adverse Weather, so are not impeded for game purposes by mud or snow. A Horse Limber is only available to Artillery, and costs +10 points.

**Note:** Blasts affect Crew and Horses, but Direct Small Arms Fire is at the Crew or the Horses, not both. You can not distribute crew casualties to the horses or vice versa.

## XII. French Aircraft

Breguet 14											D
Ground Attack Aircraft (capable of Air Interception)											
Payload											
2x Vickers .303	Weapon	Type	Range	ROF	AP	MM	DM	Special			
10x Medium Bombs	2x Vickers .303	LMG	-	4*	8	-2	-3	Top			
-	Main Gun Penetration										
Features	D10	<2	2	3	4	5	6	7	8	9	10+
Defensive AA: 0	Vickers LMG	1	3	4	5	7	8	9	10	12	13
Interceptor AA: 1	*Strafes with a total of 4 shots of .303 at a single target.										

Farman Goliath											D
Ground Attack Aircraft											
Payload											
4x Heavy Bombs	Weapon	Type	Range	ROF	AP	MM	DM	Special			
-	None	-	-	-	-	-	-	-			
-	Main Gun Penetration										
Features	D10	<2	2	3	4	5	6	7	8	9	10+
Defensive AA: 1	N/A										
Interceptor AA: 0											



Force of Arms Spanish Foreign Legionnaires and Askari Miniature Berbers painted by Jayson Gardner

### **XIII. Bibliography**

The information above was garnished from the following sources:

**Alvarez, J. E. (2001). *The Betrothed of Death: The Spanish Foreign Legion during the Rif Rebellion, 1920-1927*. Westport, Connecticut: Greenwood Press.**

The best source I've found on the Spanish Foreign Legion during the Rif War, a must have for this period.

**Scurr, J. (1985). *The Spanish Foreign Legion (Men-at-Arms 161)*. London: Osprey**

Good overall history of the SFL right up to Modern OOBs with color plates for uniforms.

**Woolman, D. S. (1968). *Rebels in the Rif*.**

This I think is the best general view of the Rif War with a lot of information on Krim's Government and forces.

**Porch, Douglas. *The French Foreign Legion : Complete History of The Legendary Fighting Force***

A very good view of the French experience in Morocco.

**Society of Twentieth Century Wargamers Journal Number 53 by Richard Baber**

This is the largest single wargaming resource for the Rif War that I have found thanks to the editor Richard Baber. Included are scenarios, history, TO&Es as well as ideas for naval games in this period.

**Munoz Bolanos, Roberto & Jose Luis de Mesa Gutierrez, Carlos Lazaro Avila, Jesus Narcisco Nunez Calvo. (2001). *Las Campanas de Marruecos (1909-1927)*. Madrid. [Spanish]**

Brush up on your Spanish or just look through the myriad of photos of the Guerre de Africa,, also known as the Rif War.

**Balagan.org.uk**

A wargamer's resource paradise filled with TO&Es, timelines, book suggestions, and more.

**Military History Magazine Feb. 2003 Issue “Spanish Foreign Legion, Bridegrooms of Death” by David S. Woolman**

This is the magazine article that sparked my interest more than 3 years ago.

**Pechoff, Major Zinovi. *The Bugle Sounds***

An excellent account of a French Foreign Legionnaire who served in one of the Groupe Mobiles against Abdl Krim's Rifs.

**Sheean, Vincent. *An American amongst the Riffi***

A journal of an american reporter who smuggles himself into the Rif to interview Krim. I highly recommend this book, it has some great photos of Krim and his soldiers and also shows that other ethnic groups like the Arabs of Morocco threw their lot in with Krim's Riffians in rebellion against the Spanish.

**Windrow, Martin. *The French Foreign Legion 1914-45***

Another excellent Osprey book with FFL history in the Rif War and uniform plates.

**Brett, Michael & Fentress, Elizabeth. *The Peoples of Africa, The Berbers***

This is the only English language history book entirely devoted to the Berber peoples that I have found. It is extremely informative more so on the general history of the Berbers, but also contains a segment covering the Rif Republic as well.

## **XIV. Miniatures**

Everyone has there own favorite companies and scales and my scale of choice has always been 28mm. I used [Askari Miniatures](#) for Berbers and French Foreign Legion and they could be used for Moroccan Regulars as well. For the SFL I used [Force of Arm's](#) SFL troops which are in 1930's uniforms, but for me the difference isn't that noticeable. I also used Force of Arms Nationalist LMG teams for my SFL and for Berber HMG teams I used [Old Glory](#) Arabs with Hotchkiss HMGS. As for armor I used HLBS's Schneider and [Brigade Games's](#) FT-17. Planes in 1/48 can be found on ebay, that's were I got my Bristol and you can use [Cobblestone Castings](#) Pilots in their High Adventure range for crew. On the horizon Anglian Miniatures has said it would do a Rif War range so everybody write to Nigel and convince him! Now as for 15mm try [Peter Pig](#) or [Freikorps](#), 20mm try [Bandera Figures](#), and for scale sadists try 54mm [Irregular miniatures](#), all of these use their Spanish Civil War ranges.

## **XV. General Comments**

I am by no means an expert on this period, but became interested while researching gaming material for the Spanish Civil War. Here in Morocco one can pit determined guerilla fighters against European colonials on an almost even playing ground. Both sides utilized modern weapons and all parties warring for control stoked nationalism. I would like to thank Keith Stine and Chalfant Conley for giving me the vehicle to game this period and also especially to Chal for creating all the game components and lists above. The rules needed to use this supplement, Disposable Heroes Coffin for Seven Brothers, can be purchased from their web site at [ironivangames.com](http://ironivangames.com).

Also thanks to the [Northern Lancaster Wargamers](#) for play testing these rules and tolerating my interest in obscure periods and Six Feet Under Games for giving us a cool place to game and shop.  
[sixfeetundergames.com](http://sixfeetundergames.com)

Jayson Gardner

**Comments from Chalfant Conley:**

Jayson is an enthusiastic gamer with a passion for diverse gaming opportunities. The two gaming groups we are active in participate in one another's events, we know each other, so when he broached the topic with me, I was more than willing to help. Unfortunately, I only had a passing knowledge of the Rif War, certainly not enough to put together an accurate packet of information. No problem. Jayson was already completing the hard work, the reading and research.

I took the information he had, and created the vehicle, artillery, and aircraft cards specific to the Rif War. He had informative lists on platoon organizations, so I just put them into the format that DH/C7B players should be familiar with already. We discussed different options for making the games feel more like the Rif War, and created a few special rules.

I hope that this proves useful to those interwar gamers out there, you know who you are.

Just be warned... if you have any questions about the Rif War, you better ask Jayson, not me.

Chalfant Conley  
Iron Ivan Games

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This is the base rule book from Iron Ivan Games needed to use this supplement.

