

## **SNIPER**

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Each side rolls a D6 – the player with the highest roll receives 1 sniper figure, which can be placed anywhere on the table.

## **SNIPER WITHDRAWS**

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The sniper added to the game by a previous Chance card is removed from the table.

## **DEFENDING TANK HUNTERS**

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The defending player rolls a D6 each turn until a 4+ is rolled. At that point, place a tank hunter team within 2” of an enemy vehicle on the defender’s choice.

## **NO EFFECT**

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A moment’s peace...

## **BREAKDOWN!**

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The last tank to move in the previous turn breaks down for D6 turns.

## **ORDERS? WHAT ORDERS?**

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Any messenger active this turn returns to his start point, and fails to deliver his message.

## **MAD BULL!**

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The bull in this field takes issue with the troops trampling through its territory. The unit is pursued and must move away from the bull and out of the field. The bull moves at 12”, and any figure caught by it is removed from the game.

## **STRAY ROUNDS**

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Two rounds of HE land on the board. Mark the dead centre of the table, then roll an arrow die and 5D6 for deviation. Artillery damage is as normal.

## **IT ALL COMES OUT IN THE WASH (NATIONALIST)**

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The local laundry has returned the wrong uniforms – red and black armbands have been delivered instead of blue shirts. All Nationalist units are at -1 Morale for the rest of the game.

### **FRANCO'S COMING! (NATIONALIST)**

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Rumours of an impending visit from Franco have left some units a little over-enthusiastic. Any Falangist units automatically win initiative tests this turn.

### **HELLO? HELLO? (NATIONALIST)**

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Nationalist senior HQ loses all radio and telephone communication for two turns.

### **NATIONALIST AIRCRAFT (NATIONALIST)**

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A Nationalist aircraft arrives over the table, and will stay for D6 turns.

### **REQUISITIONS (NATIONALIST)**

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Extra ammunition worth 20 supply points is delivered to the senior HQ position.

### **CHARGE! (NATIONALIST)**

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This turn, all Moroccan troops advance immediately towards the nearest enemy.

### **RESOLVE (NATIONALIST)**

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Keep this card until it is needed. When played, a tank hunter squad automatically passes its bravery test.

### **HOLY COMMUNION (NATIONALIST)**

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A visiting priest says Mass for the troops. Any Carlist units have +1 morale for the rest of the game.

### **DIRTY POSTCARDS (NATIONALIST)**

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Moroccan troops have shared some dirty postcards with the Carlist troops. One Carlist unit (determined randomly) stops in disgust and may not act this turn.

### **MY WAGNER! (NATIONALIST)**

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The Kondor Legion commander's record collection is damaged by a clumsy Spanish waiter. Until the end of the game, all Kondor Legion advisors no longer confer a +1 morale bonus when attached to a unit.

### **MY VODKA! (REPUBLICAN)**

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The Soviet advisors' vodka store goes missing. Trotskyite sabotage is blamed, but, until the end of the game, all Soviet advisors no longer confer a +1 morale bonus when attached to a unit.

### **HELLO? HELLO? (REPUBLICAN)**

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Republican senior HQ loses all radio and telephone communication for two turns.

### **REQUISITIONS (REPUBLICAN)**

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Extra ammunition worth 20 supply points is delivered to the senior HQ position.

### **REPUBLICAN AIRCRAFT (REPUBLICAN)**

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A Republican aircraft arrives over the table, and will stay for D6 turns.

### **IN VINO VERITAS! (REPUBLICAN)**

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The International Brigade's Canadian company discovers a full wine cellar. The unit halts and may not act for one turn until the officers have regained control.

### **CARE PACKAGE (REPUBLICAN)**

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A member of the International Brigade's British company receives a parcel of food from his Aunt Eileen, and shares it around. The company have +1 morale for three turns.

### **PAUL ROBESON SINGS! (REPUBLICAN)**

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The International Brigade enjoys an impromptu concert, and receives a +1 morale boost until the end of the game.

### **SLAPSTICK (REPUBLICAN)**

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The latest Laurel and Hardy film was just shown at the local cinema. All Republican troops have +2 morale for two turns.

### **HOW RUDE! (REPUBLICAN)**

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A militia unit objects to the comments and wolf-whistles to which their female members have been subjected. The unit marches directly to company HQ to complain. Once there, a 4+ must be rolled on a D6 in order to convince them to return to action.

# A WORLD AFLAME UNIT SHEET

Unit ID	No. Figures	Officer Grade	Unit Initiative	Morale Limited	Confused	Demoralised	Ammo Supply	Notes

**WEATHER:** .....

**OBSERVATION:** .....