

War in Spain 1936-39

Read me File – 10th March 2026
Version 01.65.53.01

Welcome.

Thank you for playing War in Spain 1936-39™! We are always looking for ways to improve your gaming experience. For the latest information on the game, please go to the [Slitherine web site](#).

Below you will find the latest and greatest information on War in Spain 1936-39™. Information in this document supersedes that in the official game manual.

Troubleshooting:

Ensure that your system meets the minimum system requirements. These are found in the game manual. Also, ensure that you have the latest video and sound drivers available for your system. The vast majority of reported problems are resolved by upgrading all drivers to the latest versions.

If you are still experiencing problems with the game, please use our [Ticket System](#) or post in the Spanish Civil War Support Forum. Please provide as much detail on your issue as you can.

To obtain optimum game performance, close all other applications before beginning a game.

Change History:

v01.65.53.01 – 10th March 2026

New Content

- Added New Scenario 004 - Teruel

Tutorials

- Added new link to help videos on the main screen

User Interface

- fixed windowed filter for static LCU
- fixed wrong display of pooled devices when the device was captured or foreign kit (LCU TOE screen)
- fixed wrong numbers shown on LCU merge
- fixed status report showing correct LCU disband text now
- fixed merge update LCU stats
- fixed scroll memorize on global ship list when going back from ship info window
- Fixed issue where game screen gets shifted up slightly after looking at Preferences
- Hide Sidebar when entering PBEM password
- Added button in left side of the bottom bar to turn the sidebar on and off
- Fixed some issues with long range barrage on the sidebar
- Hide the sidebar when in the editor
- Fixed display error in version number on the main window
- Fixed database font in low res
- Fixed some overlay UI box font at low res
- fixed animated sea on window size up
- Fixed crash issue with sidebar

Preferences

- Fixed issue with resolution settings
- Fixed Advanced Pref control issue

AI

- Removed units from AI scripts when AI purges them
- fixed issue with AI script in Madrid SCN that could cause a crash
- fixed issue on AI trying to destroyed units (parent) for fragments

PBEM

- fixed bug when loading AI game while running PBEM game
- fixed PBEM update Scenario checksum.
- fixed potential PBEM synch issue in BuildAAR()
- Implemented PBEM update mechanism in Preferences

Crash Fixes

- fixed bug on ops report crash when objects such as a TF were no longer in existence. Did reset buffer after fail to find fixed it.
- fixed crash on sub port attack
- Fixed freeze on logistics base 100 (Balearic SCN)

Battle Resolution

- fixed friendly fire on bombing hex with own port.

Data Fixes

- fixed dump vehicles update unit stats
- Fixed negative devices

Turn Resolution

- fixed issue with turn status output
- fixed 1st turn orders import TF/ship assignment
- Added turn status export as CSV files

Unit Management

- fixed LCU replacements XP level
- fixed TF refueling when lingering in port hexes
- Fixed issue with ship's air unit withdrawal
- Fixed change OOB
- fixed movement bug when forming a parent from childs with existing move orders

Data Changes

- LCU 2870 in its correct HQ
- Remove shipyard in Gibraltar
- No african units in Mallorca scenarios pool
- Ammo depot x10 capacity (all scens)
- HQ attached in scenario 07
- Gen aviation y naval support devices for nats (all scens)
- Miranda do Douro portuguese now
- Irun, Hernani, Tolosa and San Sebastián are republican now
- Removed nationalist armored bn with Pz 1 in main campaign
- Now Flix is republican in main campaign
- Almudevar hex corrected
- Corrected "Royo y negro" columna
- Correcting names: Majadas is Miajadas, Minas de Ritinto is Minas de Riotinto and El Cero is El Cerro
- Corrected Levante N2 Columna
- L3/33 device added
- L3/33 unit arrives in Vigo on 7th august (main campaign)
- New image for history 008 and new image device 1640
- HQ units 24 and 23 "types" are 198 and 197 "types" now (all scenarios)
- Updated scenarios 01 and 02:locations and units data

Manual

- Added Spanish Manual
- Updated Editor Manual
- Added Spanish Editor Manual

v01.65.49 – 22nd January 2026

- Game Release