



## Operations (8.8)

**Train** For max 9 Resources

- Until fewer than 4 cubes available, place 4 cubes (*Police & Troops evenly as possible, Police first*) at Cities and Govt Bases where:
  - No Govt Control
  - No Police
  - No Troops
- In 1 Province with 2+ cubes, no Govt Base, and room, replace 2 cubes with a Base:
 

Replace **a** Troops **b** Police
- If no Base built, buy Civic Action in a Training space for greatest shift, without spending Govt's Resource total below 9

**Garrison** Not with last Police of any space:

- Move cubes **from** the spaces with the most of that cube type
  - Police
  - Troops
- Move to ECs to equal Guerrillas
- Move to add Govt Control to and end with at least 1 Police and 1 Troop in each City
- Assault to remove most 26July Guerrillas

**Sweep** For max 9 Resources

- Select spaces to Activate Underground 26July or DR Guerrillas at:
 

**a** Support **b** Havana **c** Where cubes already
- Losing no Govt Control, also move in up to Troops needed to:
  - Activate all Guerrillas able
  - Add Govt Control
- Activate all: **a** Player at victory **b** 26July **c** DR

**Assault** For max 9 Resources

- Add Special Activity **before** Assault
- Assault to:
  - If Syndicate player at victory, close Casinos
  - Remove the most 26July or DR Bases
  - Take Cash
  - Remove the most Guerrillas able

Within 2 - 4, first target: **a** 26July **b** DR
- If Special Activity but no Assault, pay 1 Assault space without removing pieces

## Special Activities

**Transport** Up to 3 Troops: max 1

- From** City with Govt Control
  - Most Troops above Govt Control
- To:**
  - Province with Police but no Troops
  - Where Active Guerrillas exceed Troops
  - Remove enemy Control
  - Add Govt Control

*If none, no Special Activity*

**Reprisal** in 1 Govt Control space: max 1

- At Guerrilla whose move out would expose enemy Base without protecting another:
  - Player at victory
  - 26July
  - DR
- To decrease most Opposition (*toward Neutral*)
 

Within 1 & 2 only:

  - Move Underground Guerrilla
  - Move Guerrilla **to** Neutral or Opposition

*If none, Transport*

**Air Strike** vs an Active piece: max 1

- Remove Base or close Casino
- Remove Guerrilla where cube
- Remove enemy's last Guerrilla from space

Within 1 - 3: 1 Player at victory 2 26July 3 DR

**a** Province (*before EC*)

*If none or Embargoed, Reprisal*

**Government Momentum (8.8.1)**

**Armored Cars** – Always Assault to remove 26July Base or 4+ Guerrillas; move using Sweep priorities, disregarding adjacency

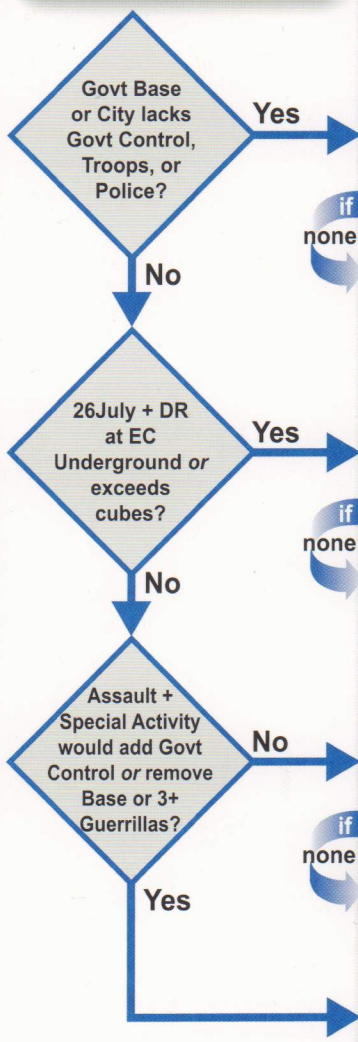
**Sánchez Mosquera** – Assault to remove 26July Base or 4+ Guerrillas from Mountain

**Rolando Masferrer** – Unless Assaulting, Sweep and free Assault to remove 26July Base or Activate 4+ Guerrillas

**S.I.M.** – If Sweeping, first where no cubes instead of where cubes; Sweep in with half (round up) Police, half Troops

**Guantánamo Bay** – If the Op would allow an Air Strike to remove 2 pieces, do so

**Event? (8.1)**  
Play (shaded) **unless:**  
2<sup>nd</sup> Eligible and Syndicate player  
**or** Momentum in effect **or**  
Ineffective



**Civic Action, Redeploy**  
• See 8.8.6 & 8.8.7

**Events:** Choose the Event (use *shaded* text) unless ineffective or otherwise instructed below. (8.1, 8.4)

- Momentum:** If any Momentum Event is in effect, choose Ops & Special Activity instead. (8.1)
- Anastasia, Batista Flees, El Che, Eloy Gutiérrez Menoyo, Fat Butcher, MAP, Mafia Offensive, Pact of Caracas, Resistencia Cívica, Santo Trafficante Jr, The Guerrilla Life** – Choose Ops & Special Activity.
- BRAC** – Place Police in a space with Troops but no Police, if possible.
- Carlos Prío** – Select a space with the most Opposition; if none, choose Ops & Special Activity instead.
- Coup** – Unless the US Alliance is already Embargoed, choose Ops & Special Activity instead.
- Election, Llano** – Select a City for the greatest shift in Opposition; if none, choose Ops & Special Activity instead.
- Eulogio Cantillo** – Select a space to remove the most player then Non-player pieces.
- Fangio** – Select both spaces to provide Cash to cubes, then to open Casinos; if not possible, Ops & Special Activity.
- Fauré Chomón** – Remove a DR piece; do not replace with 26July.
- Meyer Lansky** – Use unshaded to transfer most Cash possible to Troops then Police; if none, Ops & Special Activity.
- Rebel Air Force** – Select a player over a Non-player Faction if it has any Resources, otherwise randomly.

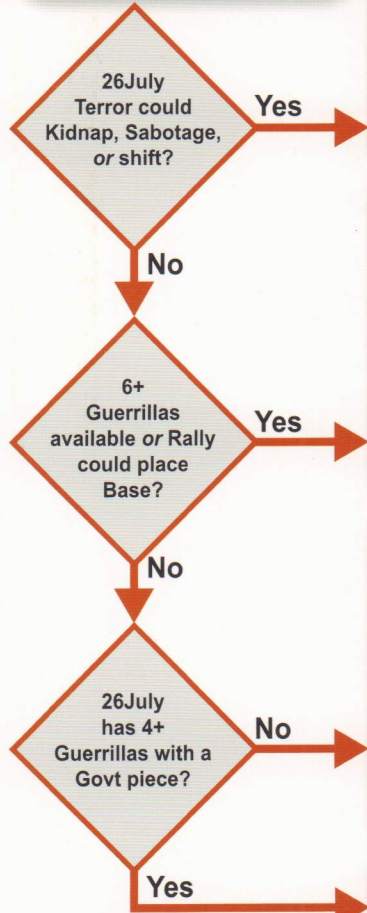


# Non-Player 26July



## Event? (8.1)

Play (unshaded) **unless**:  
2<sup>nd</sup> Eligible and DR player **or**  
Ineffective



## Operations (8.7)

**Terror** *With Underground 26July Guerrilla:*

- In 1 space where Kidnap possible
  - EC
  - City
  - Open Casino
- At all other un-Sabotaged ECs
- In Cities and Provinces
  - At Support or Neutral
  - If no "Caracas", at Passive Opposition

then

if none

**Rally** *(In non-Support spaces)*

*If "Guerrilla Life", combine flip/place.*

- Flip Guerrillas Underground where all Active 26July Guerrillas, 26July Base, and cube
- Place Bases where at least 3 26July Guerrillas and room
- Place Guerrillas at:
  - 26July Bases
  - 26July Guerrillas
  - 1 random space

then

if none

**March** *With all but 1 26July Guerrilla in each origin:*

- If "El Che", reverse 2 & 3
- To ECs until 1 Underground 26July on each
- To 1 Govt-Control space **from** all adjacent Opposition and ECs
  - To Support space
- With** largest 26July group yet to move to 1 space closer to (or into) Havana City

then

if none

**Attack** *In spaces with enemy:*

- Ambush with Underground 26July Guerrilla
- Elsewhere with at least 4 26July Guerrillas
 

Within 1 & 2:

  - To take Cash
  - Remove Govt pieces
  - Remove player Control
- If "Raúl", reroll failed Attacks

with

None: Pass

## Special Activities

**Kidnap** *In 1 space where Terror Op & 26July Guerrillas > Police:* **max 1**

- To take Cash
- Faction with >0 Resources
  - Govt
  - Syndicate
- If "Raúl", Reroll "1" or "2"

*If none, no Special Activity*

**Infiltrate** **max 1**

*To replace or remove cube:*

- In 1 space (at no Support, and at or adjacent to Underground 26July Guerrilla)
  - EC
  - To take Cash
  - To remove last Police from a space

*If none, no Special Activity*

## Agitate (6.3.3, 8.7.5)

*To maximum extent possible:*

- First at highest Pop
  - Then where Support
  - Then where least Terror
  - Finally randomly
- Remove Terror only for shift

**Ambush** **max 1**

- In the first Attack space selected (with Underground 26July Guerrilla, against the selected target)

*If none, no Special Activity*

## Pact of Caracas (8.7.6, 5.3)

*If "Caracas", player DR at victory, and 26July has 2+ Bases:*

- Remove 2 random 26July Bases to cancel "Caracas"

**Events:** Choose the Event (use unshaded text) unless ineffective or otherwise instructed below. (8.1, 8.4)

**Armored Cars** – Select a destination with Government pieces, if possible, then March by above priorities.

**Anastasia, BRAC, Eloy Gutiérrez Menoyo, Sinatra, Santo Trafficante Jr** – Choose Ops & Special Activity instead.

**Coup** – Unless the US Alliance is Firm, choose Ops & Special Activity instead.

**Fat Butcher** – If Aid is >0, reduce Aid; otherwise, close a Casino.

**Mafia Offensive** – Terror with Syndicate where Support; if not possible, Attack per priorities, counting a Syndicate Guerrilla as executing; if not possible, choose Ops & Special Activity instead.

**Meyer Lansky** – Transfer the most Cash possible to 26July; if none, choose Ops & Special Activity instead.

**Pact of Miami** – Remove enemies to gain Control of most Population possible, otherwise randomly.

**Rebel Air Force** – Ambush in a space with a Government Base, if possible.

**Rodríguez Loeches** – If the Directorio has at least 2 Guerrillas Available and Havana City has a non-DR piece, place a DR Guerrilla there and Ambush. Otherwise, choose Ops & Special Activity instead.



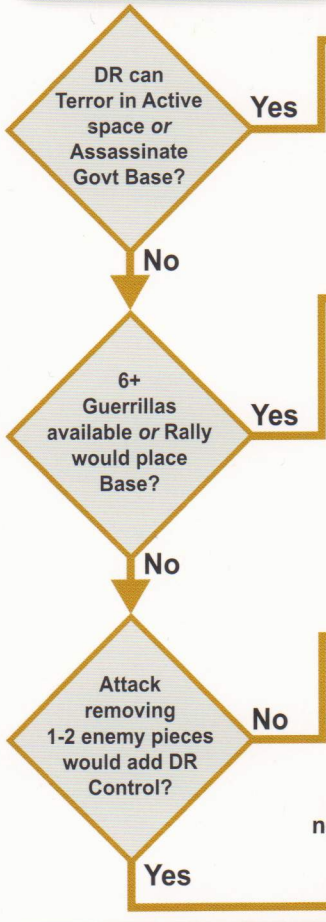


# Non-Player Directorio



## Event? (8.1)

Play (unshaded) *unless*:  
2<sup>nd</sup> Eligible and 26July player  
or Ineffective



## Operations (8.6)

### Terror *With Underground Guerrillas:*

- At Active Support
- At Active Opposition
- At 1 other Assassination target
  - a) Govt Base
  - b) Any player's Base

### Rally *In Neutral or Passive spaces:*

- Guerrillas to Underground in all spaces with all Active DR Guerrillas, a DR Base, and a cube
- Place Bases where there are at least 3 DR Guerrillas and room
- Place Guerrillas at:
  - DR Bases
  - DR Guerrillas
  - 1 random space

### March *With all DR Guerrillas. Do not remove DR Control or last DR Guerrilla from any space.*

- To the highest Population City or Province where able to take DR Control, **from** where the most DR Guerrillas, **with** just enough Guerrillas
- From** 1 space with most DR yet to move, **to** a space closer to Havana

### Attack *In up to 3 spaces with enemy:*

- Ambush with an Underground DR Guerrilla
- Attack elsewhere with at least 4 DR Guerrillas
  - Within 1 & 2, first target:
    - a) To take Cash
    - b) Player at victory
    - c) Government
    - d) Syndicate

## Special Activities

### Assassinate *Where DR did Terror and DR Guerrillas > Police:*

- max 1
- Base or Casino
  - Cash
  - Other
- Within 1 - 3: a) Govt b) any player
- If none, no Special Activity*

### Subvert *In DR Control Province:*

- max 1
- If 26July at victory, remove the most Opposition possible
  - Otherwise remove the most Support
  - If neither applies, at highest Population
    - a) At Neutral
- If none, no Special Activity*

### Expat Backing (6.3.4, 8.6.2)

*Free Rally to place:*

- Guerrillas to gain DR Control of most Population
- Otherwise, a Base
- If not possible, Guerrillas in a random space

### Ambush

- max 1
- In the first Attack space selected (with Underground DR Guerrilla, against the selected target)
- If none, no Special Activity*

### Pact of Caracas (8.6.5, 5.3)

*If "Caracas", player 26July at victory, and DR has 2+ Bases:*

- Remove 2 random DR Bases to cancel "Caracas"

**Events:** Choose the Event (use unshaded text) unless ineffective or otherwise instructed below. (8.1, 8.4)

2<sup>nd</sup> Eligible: If 26July is a player, choose Ops & Special Activity instead. (8.1)

**Armored Cars** – Select a destination with Government pieces, if possible, then March by above priorities.

**Anastasia, BRAC, Come Comrades!, El Che, Fat Butcher, Guantánamo Bay, Larrazábal, Operation Fisherman, Raúl, Santo Trafficante Jr, Sinatra** – Choose Ops & Special Activity instead.

**Eloy Gutiérrez Menoyo** – Replace a Government piece if possible, EC last.

**Fangio, Pact of Caracas, Radio Rebelde, Vilma Espín** – If 26July is a player, choose Ops & Special Activity instead.

**Mafia Offensive** – Terror with Syndicate where Support; if not possible, Attack per priorities, counting a Syndicate Guerrilla as executing; if not possible, choose Ops & Special Activity instead.

**Meyer Lansky** – Transfer the most Cash possible to the Directorio; if none, choose Ops & Special Activity instead.

**Pact of Miami** – Remove enemies to gain Control of most Population possible, otherwise randomly.

**Rebel Air Force** – Ambush in a space with a Government Base, if possible.

**Resistencia Cívica, The Guerrilla Life** – Use the shaded text.

**Rodríguez Loeches** – If DR has at least 2 Guerrillas available and Havana City has a non-DR piece, place a DR Guerrilla there and Ambush. Otherwise, choose Ops & Special Activity instead.

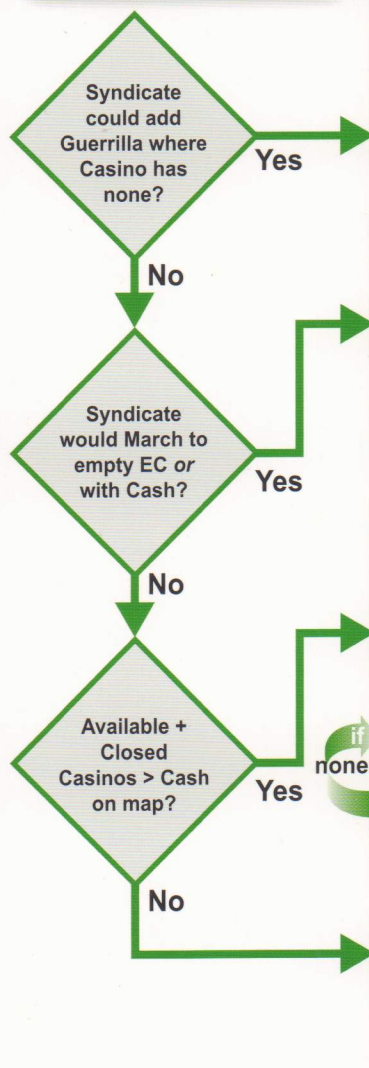


# Non-Player Syndicate



## Event? (8.1)

Play (shaded) **unless**:  
2<sup>nd</sup> Eligible and Govt player  
or Ineffective



## Operations (8.5)

### Rally

- Place 1 Guerrilla per space where any Casino and no Syndicate Guerrillas
- Where any open Casino, cube, and all Syndicate Guerrillas Active, flip Guerrillas Underground

### March *With Syndicate Guerrillas:*

- To each empty EC, **with** 1 Guerrilla, **from**:
  - Where most Syndicate Guerrillas
  - Where no open Casino
- If next Propaganda card will be final, **with** any Guerrillas with Cash, **from** where no closed Casinos, **to** any closed Casinos

### Construct

max 2  
(at Govt/Syndicate Control) in 1 space, or in 2 spaces if Syndicate Resources >35:

- If next Propaganda card will be final, open closed Casinos where no Syndicate Cash
- Place new (closed) Casinos
  - Where already 1 Casino

### Terror *(with Underground Syndicate Guerrillas)* in up to 2 spaces:

- If player 26July is at victory, in exactly 1 space with Opposition
- If player Government is at victory, in exactly 1 space with Support
- If neither, in 1 City or Province with either Opposition or Support

then

then

then

if none

then

Loop:  
Pass

## Special Activities (8.5.5)

### Profit *At 1-2 open Casinos:* max 2

- Place up to 2 Cash with Syndicate Guerrillas
  - Where Syndicate has no Cash
  - Where no enemy

*If none: Muscle*

if none

### Muscle *Move 2 cubes:* max 1

*(Troops if to Province, Police if to City)*

- To an Open Casino at:
  - 26July Control
  - DR Control

**From** the space with the most cubes

*If none: Bribe*

if none

### Bribe max 1

- If "Mafia Offensive" and Terror, instead **Assassinate** per below, if able
  - To take Cash
  - Versus 26July or DR at open Casino
  - Versus 26July or DR at any Syndicate piece
- Within 3 & 4: a 26July b DR
- If none, no Special Activity*

**Events:** Choose the Event (use **shaded** text) unless ineffective or otherwise instructed below. (8.1, 8.4)

**2nd Eligible:** If the Government is a player, choose Ops & Special Activity instead. (8.1)

**Ambassador Smith, Morgan** – If the Government is a player, choose Ops & Special Activity instead.

**Batista Flees, Carlos Prío, El Che, Election, MAP, Pact of Caracas, Resistencia Cívica, Sierra Maestra Manifesto, The Guerrilla Life** – Choose Ops & Special Activity instead.

**BRAC, US Speaking Tour** – Use the unshaded text.

**Eloy Gutiérrez Menoyo** – If 26July but no Syndicate Guerrilla is available, choose Ops & Special Activity instead.

**Eulogio Cantillo** – If the Government is a Non-player, select a space to remove the most player then Non-player pieces. If the Government is a player, choose Ops & Special Activity instead.

**Fangio** – Open the most closed Casinos possible, then to provide Cash to Syndicate Guerrillas; if any Cash would go to other Factions, choose Ops & Special Activity instead.

**Fat Butcher** – Syndicate Ambushes a player if possible.

**Fauré Chomón** – Remove a DR piece; do not replace with 26July.

**Meyer Lansky** – To the degree possible, move Casinos from spaces with only 1 Casino and no Govt or Syndicate Control to random spaces with 1 Casino already and either Govt or Syndicate Control.

**Rebel Air Force** – Select a player over a Non-player Faction if it has any Resources, otherwise randomly.