

## SEQUENCE OF PLAY

### 1. Action Phase (8.0)

- A. Alternate Player Rounds, **Cubans** first  
(See Action Matrix)

### 2. Administrative Phase (9.0)

- A. Victory Step  
B. U.S. Stance Step  
C. Discard Step (*1 Resource per card retained*)  
D. Resource Step (*see Resource Calculation*)  
E. Refresh Cards Step (*reshuffle new deck and deal cards as listed on Resource Track*)  
F. Housekeeping Step (*remove **Burnt Fields** and **Target** markers, return **Fleets**, flip the **Public Support** marker if "Repatriated"*)  
G. Turn Marker Step

## RESOURCE CALCULATION

- + Province Resources, *excluding Burnt Fields Provinces* (9.4.1)
- + Leader Resource Icons (9.4.3)
- + Saved Resources (9.4.5)
- **Prohibit the Zafra Effect** (9.4.4)
- = Available Resources
- *1 each if next turn is a Rainy Season* (9.6)

## ACTION MATRIX



Play Card (7.0)			
Coordinated Action (8.6) (Costs +1)			
Burn Fields (8.7) ★			
Recruit (8.8) ★			
Lobbying (8.9)			
Move (8.10) ★			
Attack (8.11) ★			
Ask for Reinforcements (8.12)			
Repatriate Units (8.13)			
Protect The Fields (8.14)			
Form Search & Destroy Column (8.15) ★			
Captain General Action (8.16) (Costs 2)			

★ = General Required for Action

## SUCCESS VALUES

- **FAILURE**

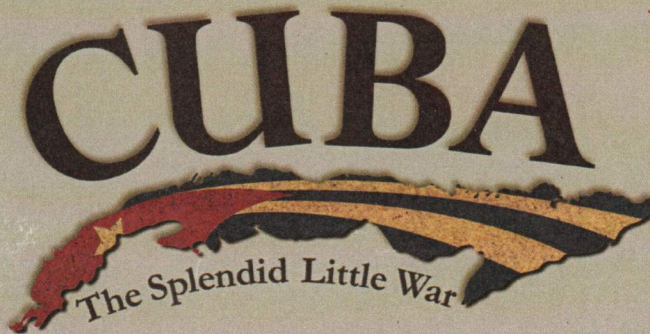
+ **SUCCESS**

## SEARCH MODIFIERS

- +1 if Defender has **Target** marker
- +1 for **Search and Destroy** marker
- +1 for Trochas
- +1 DRM if Attacker has Search Icon
- 1 DRM if Base Differential is 0
- 2 DRM if Base Differential is <0

## COMBAT MODIFIERS

- +1 if Defender is Protecting the Fields
- +1 if Convoy is Defending (8.10.3)
- +1 DRM if Base Differential is >0
- +1 DRM *Attacking* with Combat Icon
- 1 if Convoy is Attacking (8.10.3)
- 1 DRM if Attacking vs. a Trocha
- 1 DRM *Defending* with Combat Icon



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U.S. WAR ENTRY



U.S. STANCE	2	3	4	5
6	7	8	9	10 U.S. Declares War

Papal Mediation & Armistice



KEY WEST (U.S.A.)

TURN TRACK

<b>Game Turns</b> -1 Resource	1895-96 -1 Resource	1896 -1 Resource	1896-97 -1 Resource	1897 -1 Resource	1897-98 -1 Resource	1898 -1 Resource
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\* Cuban player +1 to Recruitment die rolls

RESOURCE TRACK

0 3 Cards	1 3 Cards	2 4 Cards	3 4 Cards	4 5 Cards	5 5 Cards
6 6 Cards	7 7 Cards	8 7 Cards	9 7 Cards	10 8 Cards	10 8 Cards

Reconcentration



Captaincy General



Havana City

Spain's Prime Minister



Zafra



SPANISH PUBLIC SUPPORT

0 Instant Defeat	1 Admin Phase Defeat	2 Admin Phase Defeat if 1 city captured	3	4	5 PUBLIC SUPPORT
6	7	8	9	Admin Phase Defeat if 2 cities capt	

SPANISH UNIT HOLDING BOX

2 Pinar N	2 T Jucaro	2 Guanajuay	2 Cardenas	2 Cauto	2 Havana	2 Alquizar
2 Pinar Or	2 T Mariel	2 HQ	2 Spiritus	2 St Clara	2 Matanzas	2 Occidente

ATLANTIC OCEAN  
CARIBBEAN SEA

HAVANA  
MATANZAS  
LAS VILLAS  
CAMAGUEY  
ORIENTE

Pto Ppe



Santiago



Maznillo



Holguin



Santiago City



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