

Javier García de Gabiola

# CUBA



The Splendid Little War



**V**ICTORY  
POINT  
GAMES



## Cuba: The Splendid Little War, 1895-1898

### DESIGNER'S NOTES

The Cuban War of Independence is a very interesting topic, as it saw the loss of the last colony of the once-mighty Spanish Empire after a bloody guerrilla war that Spain nearly won. However, they finally lost after the intervention of the United States. It was also probably the first modern war where a conventional power (Spain) had to deal with a hidden enemy (the Cubans) that relied on guerrilla tactics, ambushes, and destruction of property instead of fighting face-to-face battles, in what could be called the "Spanam" or the Spanish Vietnam.

The strategic approach used by the Spanish commanders consisted of the dissemination of troops to occupy the whole country, using tiny garrisons in forts and blockhouses controlled by sector commanders; the creation of stronger search and destroy columns; and the concentration of the rural population in camps. This was analyzed and partially used by the British in the Boer War, later by the French in Algeria and Indochina (the famous Quadrillage System), and even by the United States in the Vietnam War and the Iraq War. The war also saw the appearance of the Yellow Press, the emergence of the United States as a global power, the use of human rights as an excuse for military intervention, and the first naval battle of battleships in history.

Cuban sources defend the thesis that the rebels had already won the war at the point when the United States appeared on the scene and stole victory from the Cubans. However, this is not the case, as Spain still had 200,000 men on the island grouped in 12 Divisions and one brigade (118 battalions and 10 cavalry regiments); and Spain interrupted their operations against the Cubans to grant a unilateral armistice to appease the United States which, in turn, allowed the Cuban forces to recover. Before this armistice, there were massive desertions in the Cuban ranks as a result of the amnesty and the proclamation of the Autonomy (or self-government for the Cubans under a kind of Spanish Commonwealth).

While the United States saved the Cuban cause, they also forced the Cubans to live under the economic control of the United States. The war resulted in the United States emerging as a world power, with their gaining of possessions in the Caribbean (Cuba and Puerto Rico) and the Pacific (Philippines). Spanish morale was sunk, but on the other hand, it led to the appearance of the Regeneration Movement, a group of great philosophers, writers and artists, the 98 Generation, that tried to modernize Spain once and for all. This effort had a dramatic epilogue in the Spanish Civil War.

The main campaigns during this war were as follows:

**In 1895:** The Oriente Campaign (Martinez Campos failed in his attempts to pacify Oriente,

being defeated by Maceo in Peralejo); the Circular Campaign (Máximo Gómez 3<sup>rd</sup> Corps sacked Camaguey); the Invasion of the West (Maceo and Gómez joined forces in Camaguey, and with the 1<sup>st</sup>, 3<sup>rd</sup> and newly created 4<sup>th</sup> Corps invaded Las Villas, winning at Maltiempo, and then sacking and crossing the country reaching Pinar del Río (Maceo), and Havana Province (Gómez) with the new 5<sup>th</sup> and 6<sup>th</sup> Corps). In this campaign, Gómez eluded the Spanish columns that were following him by entering Matanzas and then countermarching into Las Villas (the Laze of the Invasion), and countermarching in parallel routes through Havana Province (Lanzadera Campaign). During this period Spain increased its army from four to seven Divisions, three of them located in Oriente, but its dispositions were always surpassed by the movements of the Cuban rebels.

**In 1896:** Weyler arrived in Cuba and began Reconcentration policies, the Zafra prohibition, and the creation of the Trochas of Mariel and Jucaro. He increased the Army to 200,000 men divided into twelve Divisions. In the Pinar Campaign, Weyler deployed three Divisions in tiny Pinar Province (Divisions Pinar Norte, Pinar Oriente and Mariel) to destroy Maceo's 6<sup>th</sup> Corps, beating him in Ciego del Negro, and killing him when he tried to cross the Trocha of Mariel into Havana Province. In the Saratoga Campaign, Gómez ambushed and nearly destroyed the Puerto Príncipe Division in Camaguey.

**In 1897:** Weyler cleared up Havana, Matanzas, and Las Villas, nearly destroying the 5<sup>th</sup> and 4<sup>th</sup> Corps, and cornering Gómez's 4<sup>th</sup> Corps against the Trocha of Jucaro. Nevertheless, Gómez survived the attacks of three Spanish Divisions during several months in the Reforma Campaign, eluding them constantly. In Oriente, Calixto García's 2<sup>nd</sup> Corps (having arrived the year before) used artillery to take the city of Las Tunas despite the attempts to relieve the city by the Holguin Division. After the assassination of Spanish Prime Minister Canovas del Castillo, Weyler paused his operations as he received the news about his imminent dismissal, so his next campaign into Oriente was cancelled.

**In 1898:** The new Captaincy General, Blanco, began the Cauto Campaign in Oriente using two Divisions (the new Cauto Division and the Manzanillo Division) against elements of the 2<sup>nd</sup> Cuban Corps. At the same time, an amnesty and the concession of the Autonomy (or partial self-government by Cuba) had the effect that hundreds of rebels began to surrender to Spain. Nevertheless, with the war nearly won, Blanco



was forced to interrupt his operations to appraise the imminent U.S. intervention. After the destruction of the U.S.S. Maine in Havana, war was declared, and the U.S. Scout and North Atlantic fleets blockaded the Spanish fleet in Santiago, while the 5<sup>th</sup> Corps landed in Oriente. After winning the hard-fought battles of San Juan Hill and El Caney with a 10 to 1 numerical superiority (the Spanish Divisions, were still scattered in hundreds of posts to fight the guerrillas) the siege of Santiago City began. The Manzanillo Division evaded the 1<sup>st</sup> and 2<sup>nd</sup> Cuban Corps and was able to reinforce the Santiago Division in the garrison. Shafter then completely blockaded the city, forcing the Spanish fleet to escape, whereupon it was destroyed by the U.S. fleet. After that, Santiago fell and Spain signed the Treaty of Rome, losing all of its colonies.

The main battles fought were Peralejo (Rainy Season 1895: Martinez Campos' Manzanillo Division was defeated by the Cubans of Maceo's 1<sup>st</sup> Corps in Oriente), Maltiempo (Dry Season 1895-6: elements of Santa Clara Division were defeated by Gómez and Maceo's 1<sup>st</sup>, 3<sup>rd</sup>, and 4<sup>th</sup> Corps in Las Villas), Ceja del Negro (Rainy Season 1896: elements of Pinar del Norte Division won against Maceo's 6<sup>th</sup> Corps in Pinar), Saratoga (Rainy Season of 1896: Gómez's 3<sup>rd</sup> Corps defeated the Puerto Príncipe Division in Camaguey), San Juan Hill (Rainy Season of 1898: Shafter's U.S. 1<sup>st</sup>, 2<sup>nd</sup> and Cavalry Divisions, joined by Cuban 1<sup>st</sup> Corps under Calixto García, defeated the Santiago Division under Linares, despite suffering heavy losses), and Santiago (North Atlantic and Scout fleets under Schley, destroyed Cervera's Expeditionary fleet).

Some facts to be taken into account to understand the game and the war are:

- The Reconcentration policy was implemented by Spain to prevent the Cuban population from being Attacked by the rebels or cooperating with them, so some 450,000 Cubans were concentrated.
- The hygienic and sanitary conditions of the war were poor. In 1896, more than 200,000 Spanish soldiers were admitted to hospitals suffering from malaria or yellow fever; some 41,000 died of these diseases during the war. Only a quarter of the theoretical strength of the Spanish Army was available for active service, the rest being in the hospital or scattered across hundreds of isolated outposts.

*Javier Garcia de Gabiola*

#### GAME CREDITS

**Game Design:** Javier Garcia de Gabiola  
**Development and Documentation:** Bryan Armor, Eric Nyquist, Kevin Fortuna  
**Map Art:** Tim Allen  
**Cover Art:** Bret Mitchell  
**Graphic Design:** Bryan Armor & Tim Allen  
**Playtesting:** Mark Goss, Robert Nielsen, Nik Knight, Robert Long  
**Proofreading:** Mark Goss, Robert Nielsen, Rick Partin, Ian Wakeham, Karen Wolterman



# Cuba: The Splendid Little War, 1895-1898

## TABLE OF CONTENTS

DESIGNER'S NOTES.....	INSIDE FRONT COVER
[1.0] INTRODUCTION .....	1
[2.0] GAME EQUIPMENT.....	1
[3.0] SETTING UP THE GAME .....	1
[4.0] STACKING.....	2
[5.0] TARGET MARKERS .....	2
[6.0] SEQUENCE OF PLAY .....	2
[7.0] CARD PLAY .....	2
[8.0] ACTION PHASE .....	3
[9.0] ADMINISTRATIVE PHASE.....	6
[10.0] U.S. ENTRY.....	7
[11.0] PUBLIC SUPPORT .....	8
[12.0] HOW TO WIN.....	8
[13.0] EXAMPLE OF PLAY.....	8

## [0.0] USING THESE RULES

These Rules, along with those printed on the cards, establish how to play the game. When there is a conflict, the cards take precedence over the Rules.

**New gaming terms**, when they are **initially defined**, appear in **dark red** lettering for quick referencing.

The instructions for this game are organized into major **"Rules"** sections as shown in large **green CAPS font**, and represented by the number to the left of the decimal point (e.g., Rule 4.0 is the fourth Rule). These Rules generally explain the game's components, procedures for play, the game's core systems and mechanics, how to set it up, and how to win.

Within each Rule, there can be **"Cases"** that further explain a Rule's general concept or basic procedure. Cases might also restrict the application of a Rule by denoting exceptions to it. Cases (and **Subcases**) are an extension of a Rule shown in the way that they are numbered. For example, Rule 4.1 is the first Case of the fourth Rule; and Rule 4.1.2 is the second Subcase of the first Case of the fourth Rule.

**Important information is in red text.**

References to **examples** of a Rule or Case are in **blue text and this font**.

Text in **shaded boxes**, like this, provides the voice of the game's designer, who is addressing you to explain an idea or concept that is not, itself, a Rule or a Case.

## [1.0] INTRODUCTION

**Cuba: The Splendid Little War, 1895-1898** is a two-player simulation of the Cuban War of Independence. This was the last of the three Liberation Wars fought between Cuba and Spain (the previous being the Ten Years' War, 1868-1878, and the Little War, 1879-1880). One player controls the forces of Spain, fighting to crush the rebellion and retain control of Cuba. The other player controls the Cuban rebels fighting for their

independence, as well as the U.S. forces that may intervene in the conflict against Spain.

Gameplay represents the main insurgency and counterinsurgency operations that took place, and players make key strategic decisions to achieve their objectives while balancing their resources and preventing their enemy from doing the same.

## [2.0] GAME EQUIPMENT

### Parts Inventory

- 1 11" x 17" game map
- 1 8.5" x 5.5" two sided Player Aid and Set Up graphic
- 1 Rulebook
- 67 action cards
- 1 set up and 7 history cards
- 39 information markers
- 43 unit pieces
- 4 6-sided dice\*

\*Not included in the polybag version of this game.

**The Game Map:** The game board features a map portraying Cuba, as well as holding boxes for several gameplay elements. Cuba is divided into six **Provinces** and two **City** areas. There are also two **Sea Zones** and abstractly represented is the U.S. city of **Key West**.

**The Playing Pieces:** The cardboard pieces represent the military units and leaders that took part in the conflict, along with information and status markers.

**Information Markers:** A number of different information markers help track various game values.

### Unit Status Markers



**Protecting the Fields**



**Target**  
(this unit is easier for the Spanish to locate)



**Search & Destroy Column**

**Land Units:** The pieces that maneuver and fight on the map are called **"units"** (i.e., Corps, Fleets, Divisions, Generals, and Admirals). Each unit has a name to identify it and Combat Strength value.



Note that most unit counters are two-sided, with a reduced (weakened/damaged) value on the reverse (lighter-colored) side.

**Combat Strength** is the relative Strength of a unit when engaging in a Battle.

**Unit Abbreviations:**

**Cauto:** Río Cauto

**Pinar N:** Pinar Norte

**Cav:** Cavalry

**Div:** Division

**Guanajuay:** Guanajuay

**HQ:** Headquarters

**Mznzillo:** Manzanillo

**Occidnte:** Occidente

**Pinar Or:** Pinar Oriente

**Pto Ppe:** Puerto Principe

**SSpiritus:** Sancti Spiritus

**T Mariel:** Trocha de Mariel

**T Jucaro:** Trocha de Jucaro

**St Clara:** Santa Clara



**Generals and Admirals** units include icons which symbolize their **Abilities**:

The **Resource Icon** confers one additional (+1) **Resource** per icon per turn. It is always to the left of the Leader's image (9.4.3).

The **Anchor Icon** denotes the Leader as an Admiral and only usable in conjunction with **Fleets**.

The **Search Icon** grants a +1 DRM to **Search** die rolls (8.11.2).

The **Combat Icon** gives that General an advantageous +1 or -1 DRM in Battles (8.11.4).

The **Siege Icon** denotes that this Cuban Leader is capable of conducting **Sieges** (8.11.5).

**Game Charts, Tables, and Tracks:** Some of these are on the map, but most are on the Player Aid sheet.

**Set Up Sheet:** The back of the Player Aid.

**Cards:** Each side uses cards from a common deck to generate events.

**Game Scale:** Each Game Turn represents roughly 6 months of real time.

Units in the game represent U.S. and Spanish Divisions of about 4-5,000 men. Cuban "Corps" represent about 2,000 men at full strength and a depleted formation of roughly 100 men at reduced (0) strength.

Fleets represent roughly two Battleships or four Armoured Cruisers per Strength Point.

## [3.0] SETTING UP THE GAME

Prepare for play as follows:

**Cards:** First, remove from the deck all cards with a **blue** header and set them aside (they are for U.S. entry; see 10.0).

Shuffle the remaining cards together, **deal six cards to each player**, and then set the remainder face-down to form the **Draw Pile**.

**Units and Markers:** The illustration on the Set Up sheet (i.e., the back of the Player Aid sheet) shows all of these; in addition, they are listed below:

**Note** that all Land units set up with their full strength sides showing, and that their names are provided for historical flavor only (they have no effect on play). Thus, you may use



any Division or Corps unit if desired, regardless of its exact name.

### Spain:

3 Divisions (each in their own separate "stack"; see 4.0; **Mnznillo, Santiago,** and **Holguin**) in **Oriente**.

1 Division (**Pto Ppe**) in **Camaguey**.

All remaining Divisions in the Spanish Units Holding Box.

### Cuba:

2 Corps (each in their own separate "stack"; **I** + General **Maceo**, and **II**) in **Oriente**.

1 Corps (**III** + General **Gómez**) in **Camaguey**.

Set aside all remaining Cuban units.

### Markers:

1 box: U.S. Stance.

Game Turn: 1895.

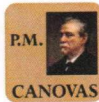
General **Campos**: in the Captaincy General Box.

7 Resources: for both **Spain** and **Cuba**.

**Canovas**: in the Prime Minister Box.

10 box: Spanish Popular Support.

Set aside all remaining units and markers.



## [4.0] STACKING

### General Rule

Your units are "friendly," the opponent's units are "enemy."

Any number of friendly units in the same Province may join together and form a "stack." A stack of units can move and fight together.

**[4.1] Forming a Stack:** Whenever a unit in a Province is activated to conduct an Action (such as Moving, Attacking, Dispersing, etc.), all friendly units in that Province can use that opportunity to stack and unstack in that Province. Alternately, a player can spend one Resource just to reposition friendly units in a Province.

**Stacking Example:** The Cuban player spends one Resource for a unit in **Oriente** to move (8.10) to **Camaguey**. All Cuban units in **Oriente** (the departure Province) may freely alter their stacking, but not units in **Camaguey** (the destination Province).

**[4.2] Activation:** There are no additional costs for activating a stack as opposed to an individual unit.

**Activation Example:** The Spanish player wants to activate a stack of three Divisions to Attack (8.11) one Cuban Corps. The normal cost of an Attack is one Resource, so the Spanish player reduces their available Resources by one and declares the Attack.

**[4.3] Dispersed Troops:** Spanish units that are **Protecting the Fields** or in a **Search &**

**Destroy Column** cannot be stacked with other Spanish units in that Province.

**[4.4] New Units:** Whenever a unit enters play (via a Recruitment Action, card play, etc.), and is placed in a Province, it enters **unstacked**.

Units entering in this manner do **not** allow other units in the Province to stack/unstack.

**[4.5] U.S. Entry:** U.S. units and Spanish Fleets are permitted to stack, but only when initially placed during U.S. entry.

These units can start stacked because they were technically on the map prior to U.S. entry, they just weren't seen because they had no effect on game play previously.

**[4.6] Fleets:** An Admiral must be stacked with a Fleet at all times. If that Fleet is eliminated or removed, its Admiral is also eliminated or removed.

Fleets can stack with other friendly Fleets, and U.S. Fleets can also stack with U.S. Divisions being transported across the Atlantic or Caribbean (8.10.3).

**[4.7] Leaders:** Generals and Admirals can join a stack with other friendly Generals or Admirals.

**[4.8] Cities:** All units in a City are considered stacked for all purposes.

**[4.9] Trochas:** Only one Spanish Division can occupy a constructed Trocha.

## [5.0] TARGET MARKERS

Cuban units must be "located" before the Spanish can attack them. Denote a Cuban unit that makes itself "more visible" with a **Target Marker** (making it easier for the Spanish to locate them and bring them to Battle). For conducting any of the following Actions, a Cuban unit receives a **Target** marker for the duration of that Game Turn (it is removed during the Administrative Phase at the turn's end).

- **Successful Recruiting** (whether placed on the map or being brought to full strength); see 8.8.
- **Engaging in a Battle** (either Attacking or Defending); see 8.11.
- **Burning the Fields**; see 8.7.
- **Moving**; see 8.10.



**[5.1] One Maximum:** A Cuban unit can only receive one **Target** marker per turn.

**[5.2] Targeted Stacks:** When one unit in a stack receives a **Target** marker, that marker's effect applies to all Cuban units in that stack; if any Corps leaves that stack, place a **Target** marker on each departing Corps.

## [6.0] SEQUENCE OF PLAY

### General Rule

The game is played in a series of **Game Turns**, each of which is composed of two main **Phases** (Action and Administrative, this latter **Phase** being further divided into distinct **Steps**).

There can be as many as seven Game Turns, but the game could end sooner if an Instant Victory is achieved before the end of the last turn (12.0).

### Sequence of Play

**1. Action Phase:** Beginning with the Cuban player, each side alternates conducting Actions in **Action Rounds**, spending available Resources and/or playing cards to do so; a player may also simply "Pass." This Phase continues in this manner until both players Pass consecutively (8.0).

**2. Administrative Phase (9.0):**

**A. Victory Step:** Determine if either player has won at this time (12.0). This would immediately end play.

**B. U.S. Stance Step:** Advance the U.S. Stance marker by one box or two if the **Prohibit the Zafra** card was played this turn (9.2).

**C. Discard Step:** Players must discard all their remaining cards or spend 1 Resource per card kept (9.3).

**D. Resource Step:** Players calculate their respective Resource income (9.4).

**E. Refresh Cards Step:** Reshuffle the Draw and Discard Piles together to form a new Draw Pile, then deal out a number of cards to each player as shown on the Resource Track (9.5).

**F. Housekeeping Step:** Remove **Burnt Fields** and **Target** markers, Return Fleets to Port, and flip the **Public Support** "Repatriated" marker (9.6).

**G. Turn Marker Step:** Advance the **Game Turn marker** by one box. If the new turn is a Rainy Season, reduce both side's Resources by one (9.7).

## [7.0] CARD PLAY

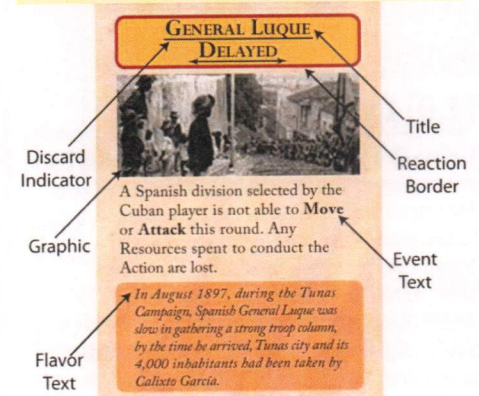
Card play represents high-level planning, logistics, historical events, and the imponderables of war that affected this campaign, and allows players to seize these political, military, and economic opportunities.

### Card Key

**Blue header** = U.S. Entry card (10.0)

**Red border** = Reaction card (7.2)

**Underlined** = Remove permanently (7.3)





Each card explains its own effects and the conditions required to playing it (if any), along with some brief historical flavor text. When there is a conflict between the cards and these Rules, the *cards* take precedence.

Keep your cards hidden from your opponent until played or discarded.

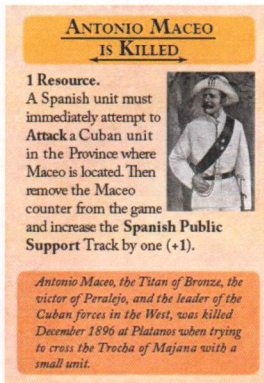
**[7.1] Action and Event Cards:** **Action cards** cost **one Resource** to play (and are labeled “**1 Resource**”) and, once paid, provide the player a specific **Action** (8.0).

**Event cards** are free to play and simply generate their specific effect.

#### Action Cards

- You can only play **Action cards** during the **Action Phase** and there is a limit of **one Action card** played during each of your **Action Rounds** (8.0).
- Paying the Resource cost to play an **Action card** *also* covers the cost for performing its Action.
- Unless otherwise stated on the card, performing its Action does **not** require a General.

**Example:** The **Spanish** player uses her **Action Round** to play the card **Antonio Maceo is Killed**. The card costs one Resource to play and requires the **Spanish** player to launch an **Attack** against a **Cuban** unit located in the same Province as **General Maceo**. Note that the **one Resource** paid covers the cost of the *card* and its *Action*.



#### Event Cards

**Event cards** do not cost a Resource nor is there any per Round limit to playing them.

- Any new Resources or Generals *granted* by a card enter play and are usable immediately.

**[7.2] Reaction Cards:** Cards with a **red border** around their header are **Reaction cards**. They are played during your opponent's **Action Round** and generally provide a die roll modifier for combat, cancel an immediate enemy Action, etc.

**Example:** It is the **Spanish** player's **Action Round** and she spends one Resource to move a Division to another Province. However, when she begins to move it, the **Cuban** player plays the **Reaction card General Luque Delayed** (shown above 7.1) selecting the Division the Spanish player was moving as the affected unit. This means that Division cannot move during *this Action Round* and the Resource the Spanish player spent to do so is lost.

**[7.3] Discarding:** Typically, after playing a card, it is placed, face up, in the Discard Pile located next to the Draw Pile. Cards with underlined titles, however, are set aside and permanently removed from play after triggering their effect. Note that if a Reaction card  *Cancels* a played card, its effect was *not* triggered; place it in the Discard pile instead.

**[7.4] Resource Discards:** During your **Action Round**, you may discard (i.e., place in the Discard Pile without triggering their effects) any **three** cards from your hand to pay any **one** Resource cost to conduct an Action or play an **Action card**.

**Example:** It is the **Spanish** player's **Action Round** and she has many (useless to her) **Cuban** cards in her hand. She opts to discard three of them to pay for her Action.

It is smart to discard trios of less-useful cards to “stretch your Resource budget.”

**[7.5] Inflicting Card Damage:** Some cards cause unit damage or removal. Units affected thus by card play are chosen by the **owning** player and do **not** affect **Spanish Public Support** as actual Battle losses do (8.11.3).

**[7.6] Trochas:** If built, a **Spanish** General in them can Activate (8.0) units inside it OR in one of the two surrounding Provinces; likewise, a neighboring **Spanish** General can also Activate units in a Trocha on its Province's border.



## [8.0] ACTION PHASE

### Procedure

The **Action Phase** consists of any number of **Action Rounds** conducted by players until both Pass consecutively. An **Action Round** consists of first, the **Cuban** player, and then the **Spanish** player, having an opportunity to conduct **one** Action (including a Coordinated Action, 8.6) or Pass. Conducting an Action requires expending one (or more) Resources and possibly playing an **Action card**.

#### [8.1] How to Succeed at Anything:

Whenever a **die roll** (abbreviated “**d**”) is required, roll the indicated number of dice and check for **SUCCESSES**. All **modified results of 5 or more** are **SUCCESSES** (with varying specific results) while all modified results of **4 or less** are **FAILURES** (with no effect). *This is shown on the Success Values Table on the Player Aid sheet.*

**[8.2] Passing:** When it is your turn during an **Action Round**, you are under **no** obligation to spend one or more Resources nor play a card; you may instead **Pass** by doing or playing *nothing*. Doing *anything* during your Action Round, whether it costs a Resources or not, means you are **not** Passing. Note that you **must** Pass if you *cannot* do anything during that **Action Round** because you lack Resources or cards necessary to do anything.

If you Pass (i.e., do nothing), play continues normally with your opponent's next Action Round turn. If your opponent then Passes

(i.e., you both Pass consecutively), the **Action Phase** is over and the **Administrative Phase** begins.

**[8.3] Playing Cards:** During your turn of an **Action Round**, in general, you may play a maximum of **one Action card** (7.1) and any number of your applicable **Event** and **Response** cards. *Remember, playing a card during your turn of an Action Round means that you are not Passing* (8.2).

**[8.4] Action Cost:** Typically, each Action costs **one** Resource, although using the **Captaincy General** (8.16) or a **Coordinated Action** (8.6) costs more than one Resource.

**[8.5] Leader Requirement:** Most Actions involving **Land** units require a **Leader** (either General or Admiral) in the same Province (or employing the **Captaincy General**). Without a General or Admiral, you cannot perform those Actions.



A Leader is required for the following actions: **Burn Fields** (8.7), **Recruit** (8.8), **Move** (8.10), **Attack** (8.11), and **Form Search & Destroy Columns** (8.15).

All other actions do **not** require a Leader.

#### Standard Actions (no card necessary)

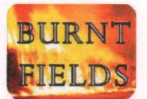
**[8.6] Coordinated Action:** It is possible to conduct **multiple Actions** during your turn of an **Action Round**. In addition to the Resource costs for *each* of those Actions, you must spend **one additional (+1)** Resource to “coordinate” them into a single **Action Round's** hasty activities.

**Example:** The **Cuban** player wants to **Attack** a **Spanish** Division in **Camaguey** with their stack of Corps in **Oriente**. The **Cuban** player spends **one** Resource to move that stack (with **General Garcia**, who is required for a **Move** Action) from **Oriente** to **Camaguey**, **one more** Resource for an **Attack** Action to bring the Spanish Division to Battle, and a **third** Resource for performing these **Combined** Actions. Thus is cost the **Cuban** player **three** Resources to coordinate their **Move** and **Attack** Actions in the same **Action Round**.

#### [8.7] Burn Fields:

- ✓ Costs **one** Resource;
- ✓ **Cuban** player only;
- ✓ **Requires a General**.

If the **Cuban** player has a Corps in a Province *and* the **Spanish** player does **not** have a **Protecting the Fields** marker on a Spanish Division there (8.14), then the **Cuban** player may spend **one** Resource to place a **Burnt Fields** marker in that Province.



#### Effects

- During the **Administrative** Phase, that Province does **not** generate Resource income (9.4).
- The **Cuban** unit conducting this Action receives a **Target** marker.





**Morale Adjustment:** Each time a Province's Fields are Burned, *reduce Public Support by one.*

If a turn ends with **no Burnt Field** markers on the map, *increase Public Support by one* (see 9.6).

### [8.8] Recruit:

- ✓ **Costs one Resource;**
- ✓ **Cuban player only;**
- ✓ **Requires a General.**

After expending **one Resource**, the **Cuban** player rolls a die (d6), modified by all applicable Recruitment modifiers:

- **Early Momentum:** During Game Turns 1 and 2, all **Cuban Recruit** attempts receive a **+1 DRM**.
- **Reconcentration:** If the Reconcentration card has been played and is in effect, all **Cuban Recruit** attempts receive a **-1 DRM**.



If the result is a **SUCCESS** (8.1), the **Cuban** player can, in the Province where the activating General resides, either create a new full strength Corps (i.e., showing its 1 Strength side), OR flip a damaged Corps back up to full strength.

The new/strengthened **Cuban** Corps unit receives a **Target** marker.



### [8.9] Lobbying:

- ✓ **Costs one Resource;**
- ✓ **Either player.**

You can attempt to influence the **U.S. War Entry Track** by spending one **Resource** and rolling a die (d6). If the result is a **SUCCESS** (8.1), your lobbying moves the **U.S. Stance** markers as follows:

- A **Cuban SUCCESS** *increases* the **U.S. Stance Marker** by **one** box.
- A **Spanish SUCCESS** *reduces* the **U.S. Stance Marker** by **one** box.

This Action represents Spanish diplomacy to keep the U.S. out of the war OR the lobbying efforts of the Cuban NY Committee to encourage American intervention.

### [8.10] Movement:

- ✓ **Costs one Resource;**
- ✓ **Either player;**
- ✓ **Requires a General or Admiral.**

Either player can move a **Land** unit, or stack of units, from a Province that has a friendly **General** to an adjacent Province at a cost of **one Resource**. The activating General need **not** move with them, but can if desired.

A **Cuban** unit that moves also receives a **Target** marker.

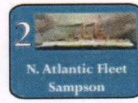


**[8.10.1] Moving Generals:** To move a General alone also costs **one Resource**. It may move to **any** Province that is **not** in the enemy's Full

Control (see 9.4.1). Once there, that General may join any friendly unit or stack in that Province.

#### Sea Movement

**[8.10.2] Fleet Movement:** This is similar Land Movement (i.e., costing **one Resource** and requiring an **Admiral**) but **Fleet** units move between Sea Areas or to and from friendly Ports within their current Sea Area. **Fleet** units never move into Provinces.



- During the **Administrative** Phase, all **Fleet** units return automatically to the nearest friendly Port (9.6).

**[8.10.3] Naval Transport:** All **U.S. Divisions** can conduct a one-way trip through Sea Areas in the same way that **Fleet** units do, except that these **U.S. Land** units can also move into a Province. **Once in a Province, a U.S. Division cannot again use Naval Transport.**



- **U.S. Divisions** at sea **cannot** Attack and Defend with a **Combat Strength of 0** if caught in a Naval Battle.

If **U.S. Divisions** are stacked with a **U.S. Fleet** unit, that stack is called a **"Convoy,"** and has these special Rules:

- If a **U.S. Fleet** unit in a Convoy suffers damage, then **all U.S. Divisions** in that Convoy *also* suffer damage. *The transports are hit!*
- If the **Spanish** Attack a Convoy (8.11.3), they gain one *additional* die (+1 d6) in that Battle.
- Conversely, If the **Convoy** Attacks (8.11.3), they do so with one *fewer* die (-1 d6) in that Battle.

Historically, U.S. troops landed directly on the beach at **Guantanamo Bay**, in the **Oriente** Province east of **Santiago**.

#### Special Land Moves

**[8.10.4] Concentrate Troops:** At a cost of **one Resource** each the **Spanish** player can **remove** either a **Protecting the Fields** or a **Search & Destroy Column** marker from a **Spanish** Division in a Province that has a **Spanish** General.



**[8.10.5] City Movement:** Cities are distinct locations that are *within* their Province. Therefore, when your unit *enters* that Province, it can either:  
**A)** remain in the Province itself (i.e., the countryside, as in other Provinces) or  
**B)** enter your friendly City which is *in* that Province.

- A **Land** unit in a Province requires a **Movement Activation** to enter a friendly City there and vice-versa.
- A **Land** unit in a City receiving a **Movement Action** **can** move to a

Province *adjacent* to that City's Province.

### [8.11] Attack:

- ✓ **Costs one Resource;**
- ✓ **Either player;**
- ✓ **Requires a General or Admiral.**

At a cost of **one Resource**, you may designate your unit or stack of units in a Province that includes a friendly General (or a Sea Area with a friendly Admiral) to **Attack** a designated enemy unit or stack in that same location. Spanish units in Trochas can attack Cuban units in either adjacent Province. You are known as the **"Attacker"** in that Battle, and your opponent is the **"Defender."**

- Attacks launched against a **Spanish** or **U.S. Division** or **Fleet** are resolved immediately using the Battle Sequence.
- Attacks launched against **Cuban Corps** require the **Spanish** player to *locate* the Cubans first (see 8.11.2). If they are located, then they can be fought using the Battle Sequence.

**[8.11.1] Differentials, Dice Rolls (d6), and Die Roll Modifiers:** Matters of rolling the correct number of dice and modifying their results are important.

The **Base Differential** (i.e., the number of dice thrown before modifications) is determined by *subtracting* one side's value from the other's as follows:

- For a **Base Search Differential**, the values **are the number of designated Land units** (excluding Generals) each side has. Subtract the number of *searching* **Spanish** Divisions from the number of **Cuban** corps.
- For a **Base Combat Differential**, the values are each side's participating units' **Combat Strength totals**. Subtract the **Defender's** strength total from the **Attacker's**.

A **Base Differential** value always produces a minimum of **one die roll** (d6).

All **Die Roll Modifiers (DRMs)** or number of dice thrown (d6) modifiers are cumulative (as summarized on the Player Aid sheet), with this **important exception:**

An **Attacker** *always* rolls a minimum of **one die** for a **Search Attempt** or in a **Battle**, no matter how bad the number of dice rolled (d6) modifiers become!

**Dice Rolled Example:** In a Search attempt, three **Spanish** Divisions are stalking a lone **Cuban** Corps that has a **Target** marker. The Spanish player would roll **two** Search dice: d6 for the **Base Differential** (even though it was a -2 Differential, you always get one Base d6), plus d6 for the **Target** marker, as per the Search Modifiers on the Player Aid.

**[8.11.2] The Search Step:** Before they can Attack the **Cubans**, the **Spanish** must first locate them as follows:



### Spanish Search Procedure

The **Spanish** player conducts a **Search Roll** by first determining the **Search Differential** (see 8.11.1) to determine the base number of dice to roll. The **Spanish** player then consults the Search Modifiers on the Player Aid sheet and rolls the number of dice (🎲) indicated (always with a **one die minimum**).

If at least **one SUCCESS** is rolled, the **Cubans** are found and must then be Attacked normally using the Battle Sequence; otherwise, the Cubans are not found, there is no combat, and the **Spanish Resource** spent is lost.

**Search Example:** The **Spanish** player decides to Attack one **Cuban Corps** with one **Spanish Division**, giving a Differential of 0 (i.e., one hiding **Cuban** unit minus one searching **Spanish** equals a Search Differential of zero). The Cuban unit has a **Target** marker on it from previous activities this turn, and so the **Spanish** player rolls

🎲 🎲 (🎲 granted automatically for performing a Search, plus 🎲 for the **Cuban** units' **Target** marker). The **Spanish** player rolls a 🎲 and a 🎲, modified to '4' and '2' due to a -1 DRM from the Search Differential of 0.

Thus the **Spanish** player does **not** find the **Cuban Corps** and combat does **not** occur.

**[8.11.3] Combat Step:** When the Attacker and Defender engage in combat, follow the Battle Sequence below:

#### Battle Sequence

- Card Play:** First, the **Attacker** may play up to **one** card that affects the Combat dice or Differential, or decline; *then* the **Defender** may play up to **one** card that affects the Combat dice or Differential (*with full knowledge of the Attacker's decision/card*), or decline.
- Calculations:** Determine the **Combat Differential** (see 8.11.1).
- Dice and Modifiers:** The base number of dice rolled by the Attacker is the **Base Combat Differential** (always with a **one die minimum**) and adjusted as per the Combat Modifiers on the Player Aid sheet. All **Die Roll Modifiers (DRMs)** are also noted at this time.
- Applying Results:** After determining all the Combat Modifiers, the Attacker rolls the called-for number of dice. For every **SUCCESS**, the Defender must either:
  - Flip **one** of the designated Defending units over to show its weaker side, OR
  - Eliminate **one** designated Defending unit that is already showing its weaker side.
- Counterattack?:** If the Attacker rolls all **FAILURES**, the defending player may launch an immediate free

**Counterattack.** This is identical to a regular Attack, except the Defender becomes the Attacker and no Search is necessary (8.11.2).

Regardless of its outcome, after that Counterattack is resolved, **that Battle is over.**

Note that some cards allow the Defender to Counterattack even if the initial Attack resulted had a **SUCCESS** roll.

**Important:** Conduct such Counterattacks using the Defender's Strength **before** the Defending unit's Combat losses are applied!

**6. Targeting:** All surviving **Cuban Corps** units involved in that Battle receive a **Target** marker.

**7. Morale Adjustment:** First, for every **Cuban/U.S. Land** unit flipped or destroyed, or **Leader** eliminated (8.11.4), **increase Spanish Public Support** by **one**; for every **U.S. Fleet** flipped or destroyed, increase Spanish **Public Support** by **two**.

Then, for every **Spanish Division** flipped or destroyed, or **Leader** eliminated (8.11.4), **reduce Spanish Public Support** by **one**; for every **Spanish Fleet** unit destroyed, **reduce Spanish Public Support** by **two**.

**[8.11.4] Leaders in Combat:** In addition to being required to initiate an Attack in their Province, some Leaders have their own specific Combat effects:

- General **Weyler's Search Icon** is used during the **Location Step** to give the **Spanish** player a **+1 DRM** to the Search die roll(s).
- Cuban Generals Gómez and Maceo** each have a **Combat Icon**. When they are in a Battle, they receive a favorable **+/-1 DRM** (i.e., **+1** when **Attacking** and **-1** when **Defending**).

#### Attacking and Eliminating Leaders

**Stacked Leaders:** The fate of leaders stacked with friendly units varies:

Eliminate an **Admiral** unit that is stacked with an eliminated **Fleet** unit (They "go down with the ship;" and see **Morale Adjustment**, below).

**Do not eliminate a General unit that is stacked eliminated Land units!** Instead, that General escapes on his own and must be hunted down separately (see "The Lone General," below). If the eliminated unit(s) had a **Target** marker, its General retains it.

**The Lone General:** A General can only be Attacked directly if it is not stacked with friendly units per this procedure:

In order for *any* General to be Attacked, **the Attacker must first conduct a Search**

**Step** (8.11.2; *hey, it's hard to find just one guy*) and, as an exception to 8.11.1, that General counts as **one** unit for Search Differential purposes.

If located, the Attack against that General is automatically a **SUCCESS**; no die roll is necessary and no Counterattack is permitted. That General unit is permanently removed from play.

**Morale Adjustment:** For every **Cuban/U.S. Land Leader** eliminated, **increase Spanish Public Support** by **one**. For every **Spanish Leader** eliminated, **reduce Spanish Public Support** by **one**.

**Combat Example:** With much at stake, the **Spanish** player spends one Resource and activates her full strength **Spanish Division** stacked with General **Weyler** to Attack a stack of two full strength **Cuban Corps** with General **Gómez** in the same Province.

Since the **Spanish** player is Attacking the **Cubans**, a **Search Step** is required first. She rolls 🎲 Search die (for 2 **Cuban** units minus 1 **Spanish** unit) and the result is a 🎲. Because **Weyler** has a **Search Icon**, this roll receives a **+1 DRM**, so the result is modified to a '5', which is a **SUCCESS**. *The Cuban units are located and brought to Battle!*

The **Spanish** player plays her **Spanish Artillery** card to roll an extra die (🎲) in Battle. The **Cuban** player declines to play a **Combat** card.

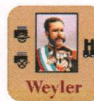
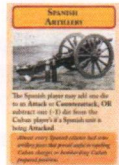
The **Spanish** player rolls 🎲 🎲 (🎲 for the Base die roll the Differential of 0, plus 🎲 for her **Combat** card) and the results are a 🎲 and a 🎲. These are modified by a -1 DRM due to **Gómez** **Combat Icon**, so the modified results are a '4' and a '5', which yields a single **SUCCESS**.

Before flipping one of his units as a result of the **Spanish** player's **SUCCESS**, the **Cuban** player plays his **False Retreat** card to launch a Counterattack despite the fact that the Attacker achieved at least one **SUCCESS**. Since Counterattacks are conducted **before** the Defender applies losses, the **Cubans** have a Battle on their hands with 2 strength on both sides.

Neither player plays a **Combat** card, and the **Cuban** player rolls one die, resulting in a 🎲, which increases to '5' thanks to **Gómez's** **Combat Icon**. So now the **Spanish** player's unit is hit and *both* sides flip one of their units to their weaker side, ending the Battle.

**[8.11.5] Cities in Combat:** Both Cities (i.e., **Santiago** and **Havana**) begin the game under Spanish control.

**Attacking Out of a City:** Land units *in* a City **cannot** Attack units in its surrounding Province; they would have to Move (8.10) to and into that Province first. Note that Land units in a City **can** Counterattack normally.





**Attacking Into a City:** Attacks against them are called “**Sieges**.” U.S. and **Spanish** Land units can Attack Cities freely, but **Cuban** units (without U.S. help) can only attack a City if commanded by General **García** (with its Siege Icon on the left side).



- Cities are Attacked in the normal manner except that **no Search roll** is ever required first.
- Cities have an intrinsic defensive Strength of **1**, which is added to the Strength of any Land units (not Fleets) when Attacked. Even if there are no enemy units in that City, it must still be Attacked with its **1** Strength and a **SUCCESS** is required to capture it.
- When a Siege captures a city, the attacker can choose to move some, all, or none of the victorious units into the city.
- If a city is captured from the **Spanish**, place a **Cuba Libre!** marker in it until and unless that City is recaptured.



**Morale Adjustment:** Every time a **Spanish City** is captured, **reduce** Spanish **Public Support** by **two**. If it is recaptured and once again **Spanish** controlled, **increase** Spanish **Public Support** by **one**.

### [8.12] Request Reinforcements:

- ✓ **Costs one Resource;**
- ✓ **Spanish player only.**

After expending **one** Resource, the **Spanish** player receives exactly **two** full-strength Divisions from the **Spanish Unit Holding Box** (if available) and places them in *any* Province, controlled City, or constructed Trocha location.

**Morale Adjustment:** Every time the **Spanish** request Reinforcements, **reduce** Spanish **Public Support** by **one** (remember *how the game ends and who wins; see 12.0*).

### [8.13] Repatriate Divisions:

- ✓ **Costs one Resource;**
- ✓ **Spanish player only.**
- ✓ **Once per turn, maximum.**



After expending **one** Resource, the **Spanish** player must **permanently** remove **two** Divisions from play (*they can be at full or reduced strength*).

This Action can be performed only *once per turn*, and **cannot** be performed on the *final* turn (i.e., Turn 7). Flip the **Public Support** marker over to its “Repatriated” side to show that this limit has been met for that turn.

**Morale Adjustment:** Every **Spanish** Repatriation of two Divisions **increases** Spanish **Public Support** by **one**.

### [8.14] Protect the Fields:

- ✓ **Costs one Resource;**
- ✓ **Spanish player only.**



After expending **one** Resource, the **Spanish** player places a **Protecting the Fields** marker on **one** **Spanish** Division in a Province. If it was in a stack, it is immediately unstacked and receives this marker separately (4.3).

This represents a Division breaking into a number of small garrisons across the Province in order to protect the fields from Cuban raiding parties.

If a unit with a **Protecting the Fields** marker conducts any other Action (e.g., Move, Attack, Stack, etc.), it immediately loses its **Protecting the Fields** marker. Note that a unit **Protecting the Fields** can Counterattack normally and retain this marker.

#### Effects

- When a **Spanish** Division is **Protecting the Fields** in a Province, the **Cuban** player **cannot** burn those fields (8.7).
- When Attacked, a **Spanish** unit **Protecting the Fields** grants Attackers one extra Attack die roll (⚰).

### [8.15] Form Search & Destroy Columns:

- ✓ **Costs one Resource;**
- ✓ **Spanish player only;**
- ✓ **Requires a General.**



After expending **one** Resource, the **Spanish** player places a **Search & Destroy Column** marker on **one** **Spanish** Division in a Province or Trocha. If it was in a stack, it is immediately unstacked and receives this marker separately (4.3). That Division can also make one immediate Attack in its Province at no additional cost.

This Search & Destroy Attack represents that single Division creating a number of small, coordinated columns to try and locate, ambush, and destroy enemy units.

Search & Destroy makes it easier to locate enemy units, but it only works for a single Division and not an army (i.e., stack).

If unit with a **Search & Destroy** marker conducts any other Action (e.g., Move, Stack, etc.) *except* Attack, it immediately loses its **Search & Destroy** marker. Note that a unit on Search & Destroy **can** Counterattack normally and retain this marker.

#### Effect

- A **Search & Destroy Column** marker gives its unit an extra Search die roll (⚰) to make it easier to bring the **Cubans** to Battle.

**Search & Destroy Example:** The **Spanish** player designates her **2** Strength Division with a **Search & Destroy Column** marker on it to Attack a **Cuban** stack of **3** full strength Corps.

She has a **Search Differential** (8.11.1) of **2** (**3** **Cuban** units minus the **1** **Spanish** unit), and rolls ⚰ ⚰ ⚰ (⚰ ⚰ for the Differential plus ⚰ for the **Search & Destroy** marker) with results of ⚰, ⚰, and ⚰. Since there are no DRMs, the **Spanish** player has a **SUCCESS** (via the ⚰ result) and locates the **Cuban** units.

Next, the Battle occurs and the **Spanish** player rolls ⚰ (even though the Differential is -1) with a result of ⚰, for a **FAILURE**.

The **Cuban** player gleefully Counterattacks with a Combat Differential of **1** (**3** **Cuban** strength minus **2** **Spanish** strength) and therefore rolls ⚰ (for the Differential of **1**) with results of ⚰ (modified to a ‘5’ for having a Differential greater than 0) and thus causing the **Spanish** Division to be flipped to its **1** Strength side.

A **Target** marker is then placed on the surviving stack of **Cuban** units.

### [8.16] Captaincy General Action:

- ✓ **Costs two Resources;**
- ✓ **Spanish player only;**
- ✓ **Requires a General in the Captaincy General box.**

If a **Spanish** General is in the **Captaincy General** box (near **Havana**), it can serve as the required General for Actions in *any* Province (i.e., leading any Division or stack). It costs **two** Resources for it to command thus (“from the rear”), however.

**Entering and Exiting:** The **Spanish** player may place a newly arriving **Spanish** General directly into the empty **Captaincy General** box. Otherwise, as a *free move* during *any* **Spanish** **Action Round**, a General in **Havana City** or **Province** may be placed into the **Captaincy General** box and vice-versa. *This is not an Action!*

- Consider a General in the **Captaincy General** box as being in the **Havana** Province; hence it requires spending only **one** Resource for it to conduct an Action in **Havana**.
- If **Havana** falls to a Siege (8.11.5), the General in the **Captaincy General** box is eliminated and removed from play (see 8.11.4 for Morale Effects).
- **Weyler’s** Search Icon does not apply for Search rolls in *any* Province initiated through a **Captaincy General Action**.

## [9.0] ADMINISTRATIVE PHASE

You must attend to several administrative matters at the end of each turn to prepare for the following Game Turn.

**[9.1] Victory Step:** Check to see if either player has won at this point in time (12.0).

**[9.2] U.S. Stance Step:** If the game has not ended and the U.S. has not joined the war, advance the **U.S. Stance** marker by **one** box to the next higher-numbered box on the U.S. War Entry Track (and see 10.0).



If the **Prohibit the Zafra** card is in effect, advance it **one additional** box.

**[9.3] Discard Step:** Starting with the **Cuban** player, both players must discard all the cards remaining in their hand; either player may spend **one** saved Resource *per card* they want to retain in their hand for next turn.



**Card Example:** Out of their five cards, the Cuban player would like to hold on to three of them. However, the Cuban player has only **two** Resources remaining, so he spends those **two** Resources to retain the two most desirable cards for next turn and discards the other three.

**[9.4] Resource Step:** Unless it is the last turn, players calculate their **Resource Income** for next Game Turn. This is primarily determined by the Provinces each player controls, but is influenced by other factors. Keep track of players' Resources using the **Resource** markers on the map's Resource Track.



#### Calculating Resource Income

**Province Resources** (excluding **Burnt Provinces**, see 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** (9.7)

**[9.4.1] Province Control:** To determine each player's Province Resource income, note each Province's **Resource Value** (printed in a red shield next to its name on the map).



For each **Fully-Controlled** Province, its owner earns its **full** Resource Value (i.e., 1 or 2). For each **Partially-Controlled** Province, both players receive **half** its Resource Value, retaining fractions until the end of the Calculating process when they are **rounded down**.

**Full Control:** A player fully controls a Province if they have **Land** units in the Province and the enemy has none or, for the **Spanish**, if there are **no** units in that Province whatsoever.

**Partial Control:** A Province is partially controlled if **both** players have Land units in that Province during the **Resource Step**.

**Cities:** **Cities count as units** for purposes of control. That is, if only one side has Land units in a Province, but the other side controls the City in that Province, that Province is partially controlled by **both** sides.

**[9.4.2] Burnt Provinces:** If a Province has a **Burnt Fields** marker in it (due to a Cuban **Burnt Fields** Action that turn, 8.7), then that Province provides **no** Resources to either player.



**[9.4.3] Leader Values:** Each friendly General's Resource Icon is worth **one** Resource in income (e.g., **Spanish** General **Weyler** provides **two** Resources of income each turn he is in play for his unit's two Resource Icons).



**[9.4.4] Prohibit the Zafra:** If the **Prohibit the Zafra** card is in effect, **reduce** the Cuban player's Resources collected this turn by **one** (-1).

**[9.4.5] Saving Resources:** Retain any unspent Resources and add them to new Resources received (but see 9.4.6).

**[9.4.6] Resource Limit:** At the conclusion of the **Resource Step**, a player can have a **maximum of 10 Resources** (i.e., the maximum value on the Resource Track) and a minimum of **0**.

**Resource Income Example:** During the **Administrative Phase**, the Cuban player has units in the Province of **Oriente** (worth **2** Resources, but this is split with Spain who controls the city of **Santiago**), **Las Villas** (unopposed and also worth **2**), and in **Camaguey** (worth **1**). However, there are **Spanish** troops in this latter Province, so the **Cubans** have **3 1/2 Resources** ( $1 + 2 + 1/2$ ) in Province Income. The Cuban player also has **1 Resource** in Leader Income for **Gómez's** Resource Icon, and to these are added the **2 Resources** left unspent from this turn. The Cuban player's total Resources for next turn is **6 1/2**, which rounds **down** to **6**.



The **Spanish** player has Land units in the Provinces of **Camaguey** (worth **1** Resource and split with the **Cubans**) as well as a unit inside the City of **Santiago** (where there are also **Cubans** outside the City in the Province of **Oriente**, splitting its value of **2**) for a total of **1 1/2 Resources** in "split" Provinces. That leaves the Spanish player all the **remaining** unoccupied Provinces to collect on (9.4.1): these include **Pinar Del Rio** (worth **1**), **Matanzas** (worth **1**, but unfortunately a **Burnt Fields** marker resides there, reducing its value to **0**), and **Havana** (which is worth **2**), for a total Province Income of **4 1/2**. The Spanish player also has **1 Resource** in Leader Income for **Campos's** Resource Icon, and has nothing saved from this turn. The Spanish player's total Resources for next turn is **5 1/2**, which rounds **down** to **5**.



**[9.5] Refresh Cards Step:** Reshuffle the Discard Pile into the Draw Pile to form a fresh Draw Pile. From it, deal to each player the number of cards indicated by the location of their respective **Resource** markers on the Resource Track and set the Draw Pile back where it resides.

**Draw Cards Example:** The **Spanish** player has **8 Resources** after calculating her Resource Income and, as per that box on the Resource Track, she is dealt **7** cards.

**[9.6] Housekeeping Step:** After Resource Income and cards are distributed, tidy up the map by:

- Removing all **Target** markers.
- Removing all **Burnt Fields** markers; **If a turn ends with no**



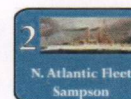
**Burnt Fields** markers on the map, **Spanish Public Support** is immediately **increased by one**.



- Flipping the **Spanish Public Support** marker back to its normal side if it is showing its "Repatriated" side.



- Return all **Fleet** units to their nearest friendly Port.



*Note that **Search & Destroy** and **Protecting the Fields** markers remain in play; their effects continue between Turns.*

**[9.7] Turn Marker Step:** Unless the last turn was just completed, advance the **Turn** marker to the next space on the Turn Record Track.

If the box contains a storm icon, it is a **Rainy Season** turn; make sure to **subtract one Resource** from **both** sides.



## [10.0] U.S. ENTRY

If, at any time, the **U.S. War Entry** Track reaches **10**, the **United States** immediately enters the war on the **Cuban** side. The **Cuban** player controls all **U.S.** units. After the **U.S.** sets up, play continues normally.

Once the **U.S. War Entry** track reaches **10**, no further changes to the **U.S. Stance** marker can occur. Flip it to its "WAR" side as a reminder.



### U.S. Entry Set Up

1. Place the **three U.S. Divisions** with **General Shafter** in as many stacks as desired in **Key West**. Then place the two **U.S. Fleets** in **two** stacks with their respective Admirals (**Sampson** and **Schley**) in **Key West** as well.
2. Place the **Spanish Expeditionary Fleet** stacked with Admiral **Cervera** in the **Caribbean Sea** Area and set the **Reserve Fleet** and Admiral **Camara** aside (*they enter via card play*).
3. Immediately **increase Cuban** Resources available by **5** (i.e., **+1** per Resource Icon on the **U.S.** Leader units), *but never above the limit of 10*.
4. Shuffle the **U.S. Entry cards** (i.e., the ones with the **blue** headers) and the Discard Pile into the Draw Pile to immediately refresh the Draw Pile.
5. Both players immediately draw cards based on the current positions on their respective **Resource** markers (as per 9.5). This can happen in the middle of an **Action Round** or cause the drawing of "double hands" if **U.S. Entry** occurs during the **Administrative Phase**.
6. If **U.S. Entry** occurs during an **Action Phase**, the **Cuban** player automatically gets the *next* action, even if they would,



in effect, be taking a “double turn.” *The U.S. seizes the initiative!*

### [11.0] PUBLIC SUPPORT

The **Spanish Public Support** Track represents the commitment of the Spanish people and government to continuing the war. The *lower* Public Support goes, the more likely Spain is to grant Cuba independence and lose the game for the **Spanish** player (12.0). In addition to card effects, several Actions cause Public Support to be increased or reduced as listed below:



#### INCREASE Public Support

- +2 for each **U.S. Naval** unit damaged (8.11.3).\*
- +1 when an enemy **City** is recaptured (8.11.5).
- +1 for each **Cuban/U.S. Leader** killed (8.11.4).\*
- +1 for each **Repatriate** Action (8.13).
- +1 for each **Cuban/U.S. unit** damaged or destroyed (8.11.3).\*
- +1 during each **Resource Step** if there are no Fields Burned (8.7).

#### REDUCE Public Support

- 2 for each **Spanish Naval** unit damaged (8.11.3).\*
- 2 when a *Spanish* controlled **City** is captured (8.11.5).
- 1 for each **Spanish Leader** killed (8.11.4).
- 1 for each **Spanish land** unit damaged (8.11.3).\*
- 1 for each **Burnt Province** (8.7).
- 1 for each **Request Reinforcements** Action performed (8.12).

**\*Important:** Battles and Actions on the map causing unit casualties impact Morale, not cards; whenever a *card* harms a unit, its effect does **not** alter **Spanish Public Support!**

**Support Range:** Spanish **Public Support** can never go higher than **10**. If it goes below **1**, the **Spanish** player instantly loses (12.0).

### [12.0] HOW TO WIN

**Cuba: The Splendid Little War** continues until either the **Spanish Public Support** breaks (i.e., it reaches **0** at any time or **1** during an **Administrative Phase**) OR the conclusion of **Game Turn 7**, whichever comes first. When the game ends, players check to see who won.

**[12.1] No U.S. Entry:** If the U.S. has **not** joined the war, the **Cuban** player wins by meeting any of the following conditions:

- **Instant Victory:** The **Spanish Public Support** is at **1** and drops (to “0”) at **any** time during play.
- The **Cubans** control **no** cities and **Spanish Public Support** is

at **1** during the **Administrative Phase**. *It can be at 1 during the turn, but the Spanish player had better do something to increase it before the turn is over!*

- The **Cubans** control **one** city and **Spanish Public Support** is **5** or **lower** during the **Administrative Phase**.
- The **Cubans** control **both** cities at during the **Administrative Phase**.

If the U.S. has **not** joined the war, Spain wins a **Minor Victory** if the game ends without the **Cuban’s** achieving any of their victory conditions.

**Instant Victory:** If the U.S. has **not** joined the war, the **Spanish** player wins the instant there are **no Cuban** units or **Generals** on the map.

**[12.2] U.S. Entry:** If the U.S. has joined the war, the **Cuban** player must achieve a **Cuban victory and a U.S. victory to win!**

- The **Cuban** victory conditions are the same as if the U.S. has not entered war.
- **Important:** The **Cubans** *do not* control a **City** captured by, or in conjunction with, **U.S. forces!** Until and unless the **Spanish** retake it, that city is considered controlled by the **U.S.** for the purposes of winning the game.
- The **U.S.** earns a **Victory** by controlling any **one City** and a **Major Victory** by controlling **both Cities**. *And they will likely need to do that quickly before Spanish Public Support collapses!*

#### Determining the Winner

If **both** a **U.S. AND Cuban** Victory are achieved, the **Cuban** player wins a **Minor Victory**. *U.S. Entry spoils the Cuban player’s chance for a Major win.*

If **only** a **U.S. OR Cuban** Victory is achieved, the game is a draw.

If **neither** a **U.S. OR Cuban** Victory is achieved, the **Spanish** player wins.

**Instant Victory:** If the U.S. has joined the war, the **Spanish** player wins a **Major Victory** the instant there are **no Cuban AND U.S.** units or **Generals** on the map.

The **U.S.** entered the war with its own goals. For simplicity’s sake, this complex dynamic is boiled down to a dual victory condition for the **Cuban** player, with both partners needing to fulfill their goals to win the game.

Historically, the **Cubans** succeeded in collapsing **Spanish Public Support**, and the **U.S.** also triumphed by taking **Santiago**, for a **Cuban** player victory. The end result was **Spain** losing the colony and **Cuba** under **U.S.** occupation.

### [13.0] EXAMPLE OF PLAY

**Extended Example:** It is the beginning of the third turn, as shown below. Let’s take a look at the starting situation:

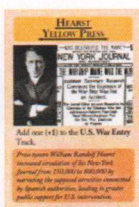
The **Cuban** player has **I Corps** stacked with **Maceo** in **Las Villas**, **II Corps** in **Oriente**, and **III** and **IV Corps** stacked with **Gómez** in **Havana**.

The **Spanish** have a **Division** in **Las Villas**, **Mantanzas**, and **Camaguey**, each with a **Protecting the Fields** marker. In **Havana**, the **Spanish** have another **Division**, also **Protecting the Fields**, and another **Division** standing by. Finally, in **Oriente**, the **Spanish** have a weakened **Division** **Protecting the Fields**, and two other **Divisions** awaiting their orders for the coming turn. **Campos** is in the **Captaincy General** box and **Public Support** is at **5**. The **Spanish** player has **6 Resources** to the **Cuban** player’s **2**. Here goes... (continued)

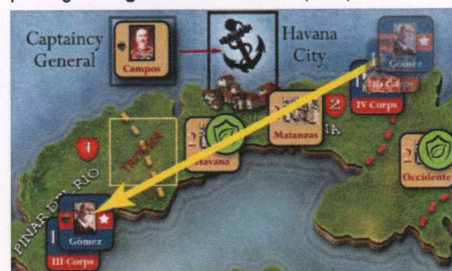


**The First Cuban Action**

The **Cuban** player begins the turn by playing the **Hearst Yellow Press** card, raising the **U.S. War Entry Track** from 5 to 6. Because its title is underlined, it is the permanently removed from play afterward.



The **Cuban** player then spends **one** Resource to move **Gómez** and the **III Corps** to **Pinar Del Rio**, placing a **Target** marker on them (8.10).



**The First Spanish Action**

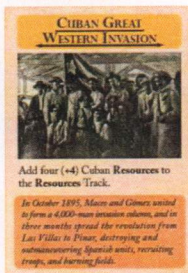
The **Spanish** player decides to do a **Coordinated Action** (that is combining **two** Actions in this case). She discards **three** of her cards to pay for **one** of the **three** Resources (7.4) required (**one** for each of the two Actions, plus **one** for the "overhead charge" to "coordinate" them; 8.6), and reduces her **Resource** marker by **two** to the 4 box to pay the other **two** Resources; thus her bill is paid: **three** total Resources.



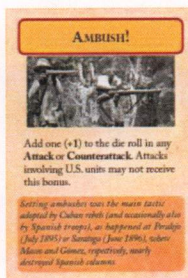
She then places **two** units from the **Spanish Unit Holding** box into **Pinar Del Rio** (8.12) and places a **Protecting the Fields** marker on one of them (8.14). Because she asked for reinforcements, the **Public Support** marker lowered to its 4 box.

**The Second Cuban Action**

The **Cuban** player plays the **Cuban Great Western Invasion** card and gains **4** Resources, bringing his total up to **5**. *This is a huge windfall for the Cuban player!*



He then Attacks the **Spanish** unit in **Las Villas** with **Maceo** and **I Corps**. Because the **Cubans** are Attacking the **Spanish**, no location roll is necessary (but it would be if this were reversed; 8.11.2). The **Cuban** player decides to play the **Ambush** card and the **Spanish** player, having no **Combat** cards, plays none.



The **Cuban** player rolls **6 6** (a Base of **6** for any Attack Differential, plus **6** for the **Spanish Division** Protecting the Fields). The results are a **6** and a **6**, modified by the **+2 DRM** (**+1** for the **Ambush** and **+1** for **Maceo's** **Combat** Icon) to a **'7'** and a **'4'** for **one** **SUCCESS** and **one** **FAILURE**.

The **Spanish** player reduces her unit to its **1** Strength side and lowers her **Public Support** by 1 point (to 3; see 8.11.3, #7). Because the **Cubans** rolled at least one **SUCCESS**, the **Spanish** player cannot Counterattack. Finally, the **Cuban** units are marked with a **Target** marker for "showing themselves" this turn.



**The Second Spanish Action**

It is now the **Spanish** player's **Action Round**; she spends **one** Resource (dropping down to **3** remaining Resources) to order **Campos** in **Havana** to activate the **Matanzas** Division with its **Search & Destroy** marker and try to Attack the **Cuban IV Corps** in **Havana** Province.

The **Search Differential** is **0** (i.e., 1 Attacking **Spanish** unit minus 1 Defending **Cuban** unit) which provides **6**. The **Search** Modifiers on the **Player Aid** sheet indicate that the **Search & Destroy** marker **adds** **6** to the **Search** roll, but all the dice rolled in this **Search** attempt have a **-1 DRM** because the **Differential** is **0**. Her search rolls produce a worthless **6** and a fortuitous **6 6**,

which is reduced to a **'5'** (by the **-1 DRM**), but that is still a **SUCCESS** result in locating the **Cuban** unit and bringing it to battle!



Neither side has a **Combat** card to play, so the units' strengths are compared: the **Spanish 2** Strength minus the **Cuban 1** Strength gives a **Combat Differential** of **1**. Thus the **Spanish** player rolls **6 6** (the Base **6** awarded in every Attack, see 8.11.1; and **6** per point of positive **Differential**; see 8.11.3, Step 3) and, as per the **Combat** Modifiers on the **Player Aid** sheet, she gains a **+1 DRM** for the **Combat Differential** being greater than **0**.

The **Spanish** player rolls a **6** and a **6**, the latter result being modified to a **'5'** and thus achieving one **SUCCESS**. This causes the **Cuban IV Corps** to flip to its weaker side and the **Spanish Public Support** rises back up to **4** on the news of their victory over the Cuban rebels. Finally, a **Target** marker is placed on the **Cuban** unit (since it has been "found" and survived the Attack).



**The Third Cuban Action**

The **Cuban** player reduces his **Resources** from **4** to **3** to doggedly launch another Attack on the **Spanish Alquizar** Division in **Las Villas**.

The **Cuban** player rolls **6 6** (**6** for the **0** **Combat Differential**, which is the Base amount, plus **6** because the **Spanish Division** is spread out Protecting the Fields (see the **Combat** Modifiers on the **Player Aid** sheet). Further, the **Cuban** Attack receives a **+1 DRM** due to **Gómez's** **Combat** Icon. *Things look hopeful for the Cubans...*

He rolls an ineffective **6** and **6**, however, completely missing the **Spanish** unit! This affords the **Spanish** player an opportunity to counterattack...





The Spanish player launches a Counterattack with her unscathed unit (8.11.3) and rolls  $\text{6}$  (for the 0 Differential) with a -1 DRM (from Maceo's Combat Icon again; it works to the Cuban player's advantage in Attack and Defense). The result is a worthless  $\text{6}$ , so the Spanish unit also failed to garner a decisive outcome.

**The Third Spanish Action**

The Spanish player decides to try and finish off the Cuban unit in Havana, so she reduces her Resources from 3 to 2 and launches another Attack in this Province. The Spanish player rolls  $\text{6}$   $\text{6}$   $\text{6}$  in her Search attempt ( $\text{6}$  for the Base Differential;  $\text{6}$  for the Search & Destroy marker; and  $\text{6}$  for the Cuban unit's Target marker), but suffers from a -1 DRM for having a Differential of 0. She rolls a  $\text{5}$ ,  $\text{5}$ , and  $\text{5}$ , with the  $\text{5}$  being reduced to a '5' and that's enough for a SUCCESS. The Spanish player finds the Cuban unit again and can launch the Attack!

The Attack has a Combat Differential of 2 (the Spanish unit's 2 strength minus the 0 strength of the Cuban unit), which means she rolls  $\text{6}$   $\text{6}$  with a +1 DRM for having a positive Combat Differential (i.e., a "Differential > 0," as per the Player Aid sheet's Combat Modifiers).



The result is a  $\text{5}$  and  $\text{5}$ , which, after the +1 DRM, equates to two SUCCESS rolls! This causes the Cuban unit's elimination and Spanish Public Support bolsters back up to 5 on news of this victory.

**The Fourth Cuban Action**

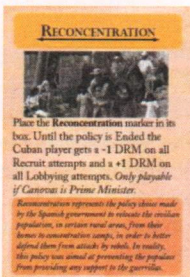
With the situation looking grim after the Cuban's defeat in the Havana Province, the Cuban player conducts another Action (and going down to 2 Resources) to try and finish off the Spanish Alquizar Division in Las Villas.



As in The Third Cuban Action (above), he again rolls  $\text{6}$   $\text{6}$ , but this time comes up with a  $\text{5}$  and a  $\text{5}$ , the latter roll being the SUCCESS required to eliminate the designated Spanish Division and drive Spanish Public Support down to 4.

**The Fourth Spanish Action**

The Spanish player plays the Reconcentration card (it is playable because Canovas is Spain's Prime Minister), giving all Cuban Recruitment attempts a -1 DRM, but also giving Cuban lobbying efforts a +1 DRM.



With that done, the Spanish player decides to save her remaining 2 Resources for the time being and simply Passes, wanting to see what the Cuban's next play will be.

**The Fifth Cuban Action**

The Cuban player burns the fields in Las Villas, placing a Burnt Fields marker there. This brings his Resources down to 1 and lowers Spanish Public Support to 3.



**The Fifth Spanish Action**

The Spanish player cannily Passes once more.

**The Sixth Cuban Action**

The Cuban player uses his last Resource for a Move Action that takes Gómez and his III Corps unit to the Havana Province (where they began the turn). Originally, they moved to Pinar Del Rio with the intention of burning the fields there, but the Spanish player foiled that play with her Coordinated Action, so now the Cuban player is returning those units to where they began the turn in order to get a better split for Resources (i.e., splitting the value of Havana's 2 Resource points

instead of splitting Pinar Del Rio's 1 Resource point).



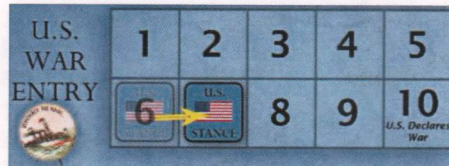
**Ending the Action Phase**

The Spanish and then Cuban players Pass consecutively, and so the Action Phase ends and the Administrative Phase begins.

**The Administrative Phase**

Neither player has won the game (12.1), so they both discard all the cards remaining in their respective hands. However, the Spanish player spends 1 of her 2 remaining Resources to retain a card in her hand and hold it over to next turn (9.3).

Next, the U.S. War Entry Track ticks up another point to 7 (9.2).



Both players then calculate their respective Resource Incomes:

The Spanish gain 5 from their Provinces (1 for Pinar Del Rio, 1 for splitting Havana, 1 for Matanzas, 1 for Camaguey, and 1 for splitting Oriente), plus 1 from Campos, giving them a total of 6 new Resources; these are added to the 1 remaining, and so the Spanish player has 7 Resources at her disposal for the next turn.

The Cubans receive 2 Resources from Provinces (for splitting control of Havana and Oriente; note that although they fully control the 2 point Province of Las Villas, the fields were burned there this turn and so it generates no Resource Income as per 8.7). The Cubans also receive 1 Resource from Gómez, giving that player a total of 3 Resources going into the next turn.



Next, players remove all of the Target and Burnt Fields markers from the map. There are no Fleet units to send to Port this turn. Then the discards are reshuffled into a refreshed Draw Pile. The Spanish player is dealt 6 cards and the Cuban player 4, as indicated on the Resource Track. Finally, the players advance the Turn marker to the next turn.

This Game Turn is over and play proceeds with the Action Phase of the fourth Game Turn.