

# A SPLENDID LITTLE WAR

## RULES OF PLAY

by Andy Nunez

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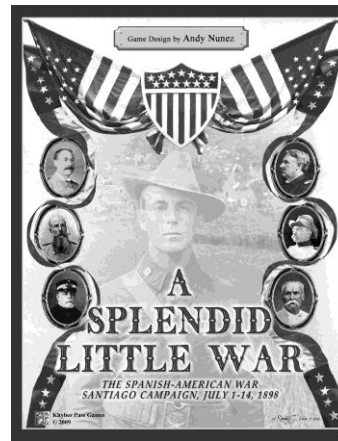
### 1.0 INTRODUCTION

*War must be regarded as a speculation; a hazardous one, it is true, but one deserving to be tried, where the chance of gain outweighs the risk of loss.... If the American people, after due deliberation, feel aggression to be for their best interest, there is little to be urged by way of precedent against the logic of their decision... [But] America enjoys no immunity from natural laws. She can pay for what she takes, or she can fight for it, but she cannot have the earth for nothing.*

*--Theodore Roosevelt.*

*A Splendid Little War* is a wargame simulation covering the assault on the Cuban city of Santiago de Cuba from July 1<sup>st</sup> – July 14<sup>th</sup>, 1898.

The US Fifth Corps, under Major General William Shafter, composed of 16,000 men, sixteen light artillery pieces, and six automatic guns assaulted approximately half of the Spanish Fourth Corps under Lt. General Arsenio Linares. The Spanish Fourth Corps comprised nearly 13,000 men and eighteen artillery pieces of various calibers and stages of antiquity.



American courage and just plain stubbornness gained the initial objectives of San Juan Hill and the town of El Caney. On July 3<sup>rd</sup> the Spanish fleet sailed from Santiago, only to be destroyed by the US blockading force. This deprived Linares of the 1,000 sailors who had been aiding in the defense of the city, as

well as the artillery of the sunken ships' batteries. The same day as the fleet made it's famous sortie, a column of 3,500 Spanish soldiers from the garrison of Manzanillo arrived. The attempts by the Cuban rebels led by Calixto Garcia were unsuccessful at stopping the Spaniard relief attempt. Unfortunately for the Spanish cause, even this group of reinforcements did little to help the situation as the growing lack of food, ammunition, water, and declining leadership enabled Shafter to complete the encirclement of the city.

After numerous negotiations, Linares (who had been wounded and replaced by General Jose Toral as the actual field commander) surrendered the city. A truce was called on July 14<sup>th</sup> and the surrender of all of Santiago Province, including another 15,000 Spanish troops up until then unengaged by the US, was formalized. Thus ended the Cuban campaign of the Spanish-American War and the beginning of the US' role as world power.

# A SPLENDID LITTLE WAR

## 2.0 COMPONENTS/SCALE

The following make-up a complete game of *A Splendid Little War*:

- One 22" x 34" Land map
- 360 unit counters/markers
- 2 player aid charts
- This set of rules

**Dice:** Players will also need one six-sided die and one ten-sided die to play the game. A DR of 0 on the ten-sided die is read as zero (not ten).

**Game Scale:** Each day of the campaign is broken down into 3 game turns, spanning from dawn to dusk, and each game turn represents approximately six hours of real time. There are no night turns in the game.

Combat units represent regiments, battalions, or companies of infantry, squadrons of cavalry, and batteries of artillery

Each hex is roughly 1/5<sup>th</sup> of a mile across.

## 3.0 TERMS/ABBREVIATIONS

**Breaking Point (BP)** - Units may be required to undergo a BP morale check due to combat. Units failing such a morale check become broken.

**Combat Factor (CF)** - This represents the ability of a unit to attack and defend in combat.

- Some units have a "?" for the CF to indicate a unit's variable ability when participating in combat.
- Units with a Red CF are equipped with black powder weapons.

**Command Range – (CR)** The number of hexes a leader unit exerts its influence.

**Die Roll (DR)** - The roll of one six-sided die (D6 DR), or one ten-sided die (D10 DR), where 0 is read as Zero not Ten.

**Die Roll Modifier (DRM)** - A number added to the DR in certain situations.

**Morale Check (MC)** - Morale is the willingness of a combat unit's soldiers to engage in battle and/or follow its officers' orders. Units will be required to make Morale Check die rolls due to combat results or to engage in certain activities.

**Movement Factor (MF)** - The number of factors a unit may expend during a single game turn.

**Out of Command (OoC)** - Units operating outside the Command Range of a leader.

**Out of Supply (OoS)** - Any unit that cannot trace a line of supply during the Supply Phase .

**Range Factor (RF)** - The distance in hexes a unit can project its CF in fire combat.

**Status** - The current ability of a combat unit to function. Ground combat unit status can be Normal or Broken.

**Zone of Control (ZoC)** - The six hexes surrounding a ground combat unit.

### **Unit Abbreviations:**

#### **US Units:**

D.C.: District of Columbia Volunteers  
Ill: Illinois Volunteers  
Mass: Massachusetts Volunteers  
Mich: Michigan Volunteers  
RR: Rough Riders

#### **Spanish Units:**

Alcan: 3 Alcantara Battalion  
Anda: 1/52 Andalucia Battalion  
Asia: 1/55 Asia Battalion  
Bomb: Bomberos (firemen)  
CG: Civil Guardia  
Con: 1/29 Constitucion Battalion  
Cuba: 65 Cuba Regiment  
FA: Foot Artillery  
FB: Fortress Battery  
HA: Horse Artillery  
ILC: Isabel la Catolica 75 Isabel la Catolica Regiment  
IMTh: Infanta Maria Therese  
Mtn: Mountain  
NB: Naval Battery  
PR: Puerto Rico 1 Provisional Puerto Rico Battalion  
PRC: Porto Rico Chasseurs 19<sup>th</sup> Puerto Rico Rifle Bn.  
Simancas: 1/64 Simancas Regiment  
SF: San Fernando 1/11 San Fernando Battalion  
SG: Santiago Guides  
SV: Santiago Veterans  
Tal: 4 Talavera Peninsular Battalion  
Vol: Volunteers

## 4.0 SEQUENCE OF PLAY

*A Splendid Little War* is composed of Game Turns, each of which is subdivided into 2 Player Turns with the currently active player being the Phasing Player. Each Game Turn follows the sequence below.

### **US Player Turn**

- **Weather Phase** – Beginning on Game Turn 10, the US Player rolls a die to determine the weather for the turn. Beginning on Game Turn 20 add a +1 DRM to the die roll.

- **Reinforcement Phase** - The US player determines whether reinforcements are available that turn and deploys any new units as directed in the rules. Any withdrawal of combat units is also carried out during this phase.
- **Supply Phase** - The US player determines the supply status of his combat units. Those that are determined to be Out of Supply (OoS1/OoS2) are marked as such.
- **Command Phase** - The US Player determines which units are not within Command Range of their leaders. A Morale Check is performed for each unit and those failing the MC are marked Out of Command (OoC).
- **Movement Phase** - The US Player may move any or all of his units in accordance with the movement rules.
- **Combat Phase** - Combat is performed in the following sequence:
  1. US Player designates which units will perform Assault.
  2. Spanish Player resolves defensive Fire Combat with any units that are in range.
  3. US player conducts offensive Fire Combat with units that are within range and not designated to conduct Assault Combat.
  4. US player resolves designated Assault Combats.

**Spanish Player Turn:**

Identical to the US Player Turn Phase except that the roles are reversed and there is no Weather Phase.

- Reinforcement Phase
- Supply Phase
- Command Phase
- Movement Phase
- Combat Phase

**End Phase:** Both players conduct the following sequence at the end of each turn with the American player following the sequence, followed by the Spanish player.

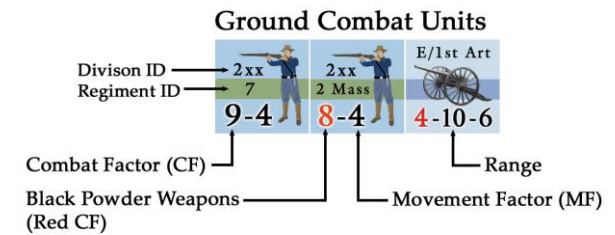
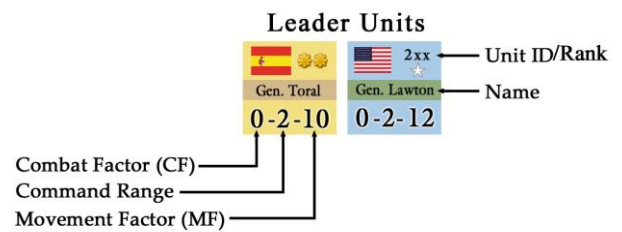
- Perform recovery DR checks for Broken units.
- Perform recovery DR checks for OoS units.
- US player checks for elimination of the Observation Balloon.
- Spanish player rolls for Surrender (if using the optional Automatic Victory Conditions).
- If this is not the last turn of the game advance the turn record marker one space.

**5.0 UNIT FUNCTIONS**

This section covers the basic functions of the ground combat/leader units in the game.

- How to Read Unit Counters
- Zone of Control
- US Regimental Units
- Stacking
- Morale
- Status
- Leaders

**5.1 HOW TO READ UNIT COUNTERS**



See the Player’s Aid Card for a key to the unit colors.

**5.2 ZONE OF CONTROL (ZoC)**

The six hexes surrounding a ground combat unit are considered that unit’s Zone of Control. ZoC does not extend into any terrain into which a unit is prohibited from moving.

**ZoC Limitations:** The following units do not have a ZoC:

- Broken units.
- Leader units.
- Cuban and Spanish Guerrilla units.

**ZoC Effects:** A unit that enters an enemy ZoC must immediately end its movement, and cannot expend any Movement Factors for the rest of the turn. A unit that begins the Movement Phase in an enemy ZoC may move out of the hex to one that is free of enemy ZoC but only if the unit passes a Morale Check. If it does pass the MC it may continue moving normally, to include entering an enemy ZOC.

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Units may not retreat into or through a hex in an enemy ZoC unless the hex is occupied by a friendly unit.

An enemy ZoC prevents a hex from being used as a supply source or being part of a supply path unless the hex is occupied by a normal-status friendly unit.

**ZoC Movement Exception:** Cuban and Spanish Guerrilla units do not have to end their movement when entering an enemy ZoC. For each unit, perform a Morale Check subtracting 1 from the DR if the hex just entered is Jungle terrain. If the unit passes the MC it may continue moving, even into another hex in an enemy ZoC (even if it is the same enemy unit). If the MC fails the unit must cease its move for the turn.

## 5.3 US REGIMENTAL UNITS

The US player is provided with 30 infantry regiments, and one cavalry squadron (2<sup>nd</sup> US Cavalry) that can be broken down into, and reformed from, its constituent breakdown units. There is no movement point cost to breakdown or reform, but this must be done within the following limitations:

- Regimental breakdown and formation cannot be done in range and LOS of an enemy infantry unit, **except when losses are called for by the CRT.**
- Regimental breakdown and formation is done either at the very beginning or end of movement. Only one such action can be performed in the turn (i.e. a regiment cannot break down at the beginning of its move and then reform its constituent units at the end of the same movement phase).

**Step Losses:** U.S. regiments (only) can break down to absorb losses from combat with the following effects.

- All US regular infantry, cavalry, and the 1<sup>st</sup> USVC (“Rough Riders”) must make an MC die roll. If the unit(s) fail the MC, they are immediately marked as “Broken”.
- All US Volunteer units (marked **Vol**) are immediately marked as “Broken”.

## 5.4 STACKING

**US Player:** The US player can stack the following units in a single hex:

- One infantry regiment
- One artillery battery
- One mounted cavalry unit (any size)

For stacking purposes any non-regimental US infantry, cavalry, or Cuban Guerrilla unit, counts as 1/3<sup>rd</sup> of a regiment.

**Spanish Player:** The Spanish ground units are represented by companies of infantry and cavalry, and batteries of artillery. There are no regimental or battalion breakdown units. Units from different battalions or independent companies may stack freely with one another. The Spanish player can stack up to 6 company/battery units, as well as one additional artillery unit in a single hex.

**Stacking Exceptions:** The following units can stack for free and do not count against a player’s stacking limits:

- Leader units
- Observation Balloon & Wagon
- Marker units

Leaders may occupy a hex without a friendly combat unit, but if the hex comes under an enemy ZoC the leader is eliminated (captured).

**Over-Stacking:** Units found to be in violation of the stacking limits during the turn’s End Phase must have the excess units eliminated. The owning player has the choice of the unit(s) to eliminate.

**Over-Stacking Optional Rule:** Perform a Morale Check DR for all of the units in the hex. Those that fail are designated by placing a Broken Status marker/s on those units, and the units are relocated to an adjacent hex that is not in an enemy ZoC. If an over-stack situation still exists after all of the units have been rolled for, or there are no hexes to which units can be relocated, the excess are eliminated.

## 5.5 MORALE

A unit’s Morale is the willingness of the soldiers to engage in battle and/or follow its officers’ orders.

**Morale Checks:** During the game, units will be called upon to make Morale Checks which can be required as a result of combat, to engage in certain game functions, or during the End Phase if they are Out of Supply, or Broken.

For each unit that is required to make a Morale Check, conduct a D10 DR. A Unit passes the Morale Check if the DR is equal to or less than the unit’s Morale Rating. A unit fails the Morale Check if the DR is greater than the unit’s Morale Rating. A Morale Check die roll may be modified due to the specific circumstances of the required morale check.

**Morale Ratings:** The morale rating is the number used when making Morale Checks and are as follows:

- US Morale Rating = 7
- Cuban Guerrilla Morale Rating = 6
- Spanish Morale Rating = 6
- Spanish Guerrilla Morale Rating = 5
- Broken unit's Morale Rating is reduced by 2.

## 5.6 STATUS

The status of a unit is its current ability to function. Units can be in either Normal or Broken status.

**Normal:** Normal status units have no restrictions.

**Broken:** Broken status units have the following restrictions:

- CF reduced by 2, but not to less than 1
- Morale reduced by 2
- May only move by passing a MC

**Out of Supply (OoS):** Units which can not trace a supply line are marked Out of Supply, either OoS1 or OoS2 (see section 9.0)

**Out of Communication (OoC):** Units that cannot trace a line of communication to a Leader unit are marked Out of Communication. (see section 10.0)

Units that are Broken and/or OoS/OoC suffer cumulative penalties.

## 5.7 LEADERS

There are several Leader units in the game, representing the higher echelon units of a particular formation. These Leader units influence several functions in the game, but only for units which belong to the formation they command. Higher echelon leaders are colored-coded with the troops they command.

**Command Control:** Leader units have a Command Range of two hexes within which subordinate units perform normally. Units outside of this Command Range must make a MC to determine their functionality for the current turn. (see section 10.0 Command Phase).

**Morale Checks:** Throughout the game combat units will be required to make Morale Checks to perform certain functions or due to combat results. All units operating within the Command Radius of a Leader from their formation have their Morale Check DRs reduced by 1.

**Combat:** The presence of a leader will affect Assault Combat and Fire Combat resolution die rolls (see section 12.0).

## 6.0 MAP FUNCTIONS

The map is composed of hexes and each hex contains one or more types of terrain features.

**Terrain Effects Chart:** The effects of these terrain features on units during the Movement Phase and Combat Phase can be found on the Terrain Effects Chart (TEC) player's aid card.

**Fords:** Whenever a road or a trail crosses a stream/river hex-side which is not bridged there is a ford present.

**Hills:** Each grouping of hill hexes is considered "a" hill for combat purposes. Thus if combat occurs between two hill hexes that have a clear terrain break between them the attack is considered to be from a different hill. (see TEC)

**Entrenchments:** Entrenchments are a special type of terrain feature that does not appear on the map but are constructed in hexes as the game progresses and indicated with an entrenchment marker.

Entrenchments may be built in clear, hill, city, village, and lake hexes. Entrenchments may not be built in hexes that contain forts or blockhouses as these hexes are assumed to already have these present.

A Normal Status combat unit (except artillery, guerrilla, and mounted cavalry) that is not in an enemy ZoC may construct entrenchments. The unit may not move during the current turn as it costs all of a unit's MFs to construct an entrenchment. Broken and OoS units may not construct entrenchments.

Once constructed the Entrenchment is permanent and cannot be later removed or destroyed, and can be used by both sides should the occasion arise in the course of the game.

## 7.0 WEATHER PHASE

Bad weather plagued the campaign during its latter stages, and the onset of seasonal Yellow Fever was dreaded by the US forces.

**Weather Determination:** Beginning with Game Turn 10 the US player conducts a D10 DR during the Weather Phase to determine the weather for that Turn.

- Die roll 0 – 5 Good Weather
- Die roll 6 – 9 Poor Weather

Beginning with Game Turn 20, add +1 to the weather determination DR.

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**Poor Weather Effects:** The following restrictions apply to movement, combat, and supply during poor weather turns.

- Road hexes cost 1 MP (not ½ MP).
- Trails do not exist and may not be used by US units (only) as a supply path.
- The range for Fire Combat by all units is reduced by half (round fractions up).
- Supply Range (both sides) is reduced by 1.
- All units not in a Fort, City, or within 2 hexes of a Bivouac hex (US player only), have a Morale Check DR modifier of +1 for all game functions.

Leaders are unaffected during Poor Weather turns.

*Designer's Note: During this campaign more casualties resulted from disease, including Yellow Fever, than from combat wounds.*

## **8.0 REINFORCEMENT PHASE**

The phasing player determines if reinforcements are available this turn and deploys any new units as directed. All units enter the game in normal status, they have all of their movement points available, and they are in supply.

**Reinforcement Schedule.** See individual scenarios for reinforcement information.

## **9.0 SUPPLY PHASE**

Ground combat units must be in supply to be fully effective. All combat units must check for supply during the Supply Phase using the rules below. Units that cannot trace a supply line to a supply source are marked Out of Supply 1 (OoS1). Units that are OoS1 and cannot trace a supply path during the Supply Phase will replace the OoS1 marker with an OoS2 marker. There are only two levels, OoS1 and OoS2.

**Supply Path:** A ground combat unit is in supply if it can trace a line of hexes, free of enemy units and their ZoC, no longer than 7 hexes to a road/trail, or to a friendly Leader unit that is no more than 7 hexes from a road/trail, that leads to a supply source. Any unit that cannot trace a supply path is considered OoS.

Poor Weather turns reduce the supply line length by 1, for both players.

**Note:** Trail hexes may not be used as a supply path for US units during Poor Weather turns although they may be used by Cuban Guerilla units.

## **Supply Sources:**

- US & Cuban Units – The road hex leading off of the east map edge (hex 0937).
- Spanish Units - Any Santiago City hex.

## **Out of Supply 1 (OoS1) Effects:**

- Combat Factor is halved in all attacks (round fractions down). Note that “?” units may not attack with a CF of 1.
- Naval Battery units that are not in supply are eliminated.
- Must undergo a Morale Check during the End Phase.

## **Out of Supply 2 (OoS2) Effects:**

- Can not attack.
- Combat Factor halved in defense (round fractions up).
- Have a +1 DR Morale Check modifier during the End Phase.

## **10.0 COMMAND PHASE**

During the Command Phase the phasing player's units are checked for Command Status. Units are either In Command or Out of Command. Units that are In Command are allowed to move and attack normally during the current turn, even if they should later move outside of Command Range.

## **Out of Command (OoC) Effects:**

- Units may not attack with either Fire Combat or Assault Combat
- Units defend at half strength (rounded up).
- Units may only move one hex and cannot end in an enemy ZOC. If an OoC unit begins the Movement Phase in an enemy ZOC, it must immediately move one hex so that it is not in any enemy ZOC. Units unable to do this are immediately marked as broken.

**Command Determination:** Units that are within the Command Range of a Leader to which they are subordinate are automatically In Command. Leaders and their subordinate units are color-coded for ease of play and the following cases apply:

- General Shafter may command any US unit.
- Cuban Guerrilla units are commanded by General Garcia but they are never required to perform a Command Status MC.

- Spanish Tercio Guerrilla units are commanded by any Spanish leader except Escario\* or Bustamante\*.
- Spanish artillery units are commanded by any Spanish leader except Escario\* or Bustamante\*.

\* Spanish Leaders Escario and Bustamante are special cases and may only command units that are color coded the same as they are.

All units that are not within the Command Range of an appropriate leader must pass a MC to be considered In Command during the current turn. However, any unit that is more than 10 hexes away from a leader to which it is subordinate, is automatically OOC. Units that fail the MC are marked Out of Command (OoC). The Command Status MC is performed once for each unit and the MC die roll may be modified as follows:

- -1 DRM if General Shafter is within 4 hexes (applies to American units only).
- -1 DRM if the units are from the US Independent Brigade (units marked **Ind**).
- -1 DRM if US units directly attached to V Corp (same color as Shafter counter).
- -1 DRM if General Del Rey is within 4 hexes (applies to Spanish units only).
- +1 DRM if the unit is in Broken Status.
- +1 DM if the unit is OOS 1.
- +2 DRM if the unit OOS 2.

## **11.0 MOVEMENT**

All units may be moved during the phasing player's Movement Phase. Units are moved individually and pay a Movement Factor (MF) cost to enter a hex, or cross certain hex-sides which is deducted from the MF number printed on the unit counter. A unit may not enter a hex or cross a hex-side if it has insufficient MFs remaining to do so (exception: see Special Movement Case below). Units may not loan MFs to other units or save them for future turns.

Units are moved individually, or in stacks, but once a unit is finished moving it may not be moved again, even if it has MFs remaining.

**Terrain Effects on Movement:** See the Terrain Effects Chart (TEC) for a complete listing of the various MF costs for each type of terrain.

**Special Movement Case.** Normally a unit may only enter a hex if it has sufficient MFs to do so.

However, any Normal status unit may move a minimum of one hex, free of enemy ZoC, if it expends all of its MPs to do so. This one hex minimum move does not apply to units that are either Broken or OoS, nor to Guerrilla units attempting to move directly from one enemy ZoC to another.

## **12.0 COMBAT PHASE**

There are two types of combat in the game, Fire Combat, and Assault Combat. The phasing player's combat units may engage enemy units during the Combat Phase while the non-phasing player's units may perform Defensive Fire Combat during the same Combat Phase. Combat is always voluntary and no unit is "required" to attack another unit, even if adjacent.

**Combat Sequence:** Players must follow this sequence during the Combat Phase:

- Designate Assault Combats – the phasing player places "Assault Combat" markers on all units performing Assault Combat indicating which hex they will assault.
- Defensive Fire Combat – non-phasing player.
- Offensive Fire Combat - phasing player.
- Assault Combat - phasing player

**Combat Functions:** Attacking units that engage in Offensive Fire Combat during the Combat Phase may not perform Assault Combat in the same Combat Phase. Similarly, units that are designated to perform Assault Combat may not perform Offensive Fire Combat. Defending units may perform Defensive Fire Combat as well as defend against an Assault Combat.

A single hex can be the target of multiple Offensive/Defensive Fire Combats. Attacking units may combine their CFs into one attack against the hex or conduct multiple attacks against the same hex by using only certain units. Individual units in a stack can fire at the same or different target hexes. Direct fire and indirect fire may be combined into one attack.

A single hex can be the target of **only one** Assault Combat per Combat Phase. Thus, all attacking units using Assault Combat **must** combine their CFs into one attack. A unit may not split its CFs, and may only target a single hex against which to conduct combat.

Individual combats are performed in any order the phasing player chooses.

## 12.1 FIRE COMBAT

Fire Combat includes:

- Offensive Fire
- Defensive Fire
- Indirect Fire, performed by artillery units conducting either Offensive or Defensive Fire Combat.

**Offensive Fire Combat:** Each combat unit possesses a Combat Factor (CF). Units can exert this CF into an adjacent hex at full strength and can use long range fire to exert its CF at half strength (round fractions down).

Artillery combat units possess a “Range” (the middle number on the counter) that is the distance in hexes within which it can exert its Fire Strength. The target hex is counted but not the hex the firing unit occupies. Artillery units that conduct Fire Combat at a target that is more than one half of its range away have their CFs halved (round fractions down). A phasing player’s units can engage enemy units using Fire Combat within the ranges listed above, provided they have an unobstructed Line of Sight (see below).

**Defensive Fire Combat:** Units performing Defensive Fire are not required to attack enemy units. However, if the defending unit elects to attack, and it has a choice of targets, it must choose to attack an adjacent enemy unit/stack that contains a counter for Assault Combat before any other target.

**Indirect Fire Combat:** Artillery units may engage in Indirect Fire Combat **without** a LoS by using a Spotter Unit. A Spotter Unit is either a friendly leader that is within 6 hexes of the firing unit, or the Observation balloon if it is within 3 hexes of the firing unit. For Indirect Fire to be possible the following must apply:

- The artillery unit must be in supply and in normal status.
- A spotter unit must have a LoS to the target.
- A friendly unit cannot be adjacent to the target

For each unit performing Indirect Fire, the owning player rolls one D6 DR to determine the effectiveness of that unit’s attack. If the DR is 1 - 3, then one half of the bombarding unit’s CF is used in the attack (round fractions down). If the DR is 4 - 6, the indirect fire failed to hit the target with any effect and that unit’s CF is ignored in the attack.

**Line of Sight (LoS):** In order for Fire Combat or artillery spotting to occur, there must be a clear LoS between the firing/spotting unit and the targeted unit. A LoS can be of any length and is traced by stretching a

piece of string, laying a ruler, or some other mutually-agreed to technique, to establish a direct line between the units. The straight line is measured between the center of each hex and if the line crosses any part of a hex that contains blocking terrain the unit can not fire/spot.

The following block LoS, and Fire Combat:

- Jungle, Hill, Village, and City hexes.
- Friendly/enemy units block LoS for Fire Combat unless either the firing or the target unit occupies a hill hex and the blocking unit is in a non-hill hex.
- Friendly/enemy units do **not** block LOS for spotting units.

**Fire Combat Resolution:** The firing player adjusts each unit’s CF individually for Status, then Supply, then Range. Fractions are retained at each step of the process including the final result. Each unit’s adjusted CF is then totaled and that number is adjusted for the terrain the defender occupies. The player then locates the corresponding column on the Fire Combat Resolution Table (FCRT), and rolls a D10 DR which is modified as follows:

- Terrain (see TEC).
- +1 Any of the firing units are OoS.
- -1 All firing units are within Command Range of a leader.

The modified DR is then cross-referenced with the corresponding column on the FCRT and the result is obtained. The results of fire combat are as follows and are applied immediately, before the next combat is resolved.

D1 = Defender reduced one step.

D2 = Defender reduced two steps.

DE = All defending units eliminated.

## 12.2 ASSAULT COMBAT

Assault Combat may take place between adjacent ground units only (including artillery). This is voluntary, but only normal status ground units can participate in Assault Combat. All assault combats are marked at the beginning of the Combat Phase but are resolved after all Fire Combat (offensive and defensive) has been concluded. There is no requirement that the hex need to have been fired upon in the previous phase nor that a unit which fires on one unit must assault that unit. Units are free to assault any single hex adjacent to it.

**Assault Combat Resolution:** The assaulting player adjusts each unit's CF individually for Status, then Supply, then for attacking across a river/stream. Fractions are retained at each step of the process including the final result. Each unit's adjusted CF is then totaled and that number is adjusted for the terrain the defender occupies rounding any fractions down.

The defending player adjusts each unit's CF individually for Status, then Supply. Fractions are retained at each step of the process including the final result. Each unit's adjusted CF is then totaled, and at this point round fractions down.

Express the total of Attacking to Defending CFs as a ratio. Round this ratio down to one shown on the Assault Combat Results Table (ACRT). Determine the DRMs for terrain effects, and morale differences between attacking and defending forces. Roll a D10 DR and cross reference the DR with the odds-ratio column for the combat to determine the combat outcome. Apply the results before proceeding to the next combat.

**Assault Combat Die Roll (DR) Modifiers:** Positive (+) DR modifiers benefit the defender while negative (-) DR modifiers benefit the attacker. Use all that apply to determine if a net DR difference is used:

- + Terrain in defenders hex.
- +1 if defending units are within Command Range of a leader (+1 maximum).
- -1 if defending hex contains a broken unit.
- -1 if a leader is present in any attacking hex (-1 maximum).

**Assault Combat Results:** The combat results are interpreted as follows:

**X.** No Effect.

**DBP or DBP1. Defender Break Point.** Defender performs a Morale Check. Units that pass the Morale Check are Broken and must retreat 2 hexes. Units that fail the MC lose one step. Add 1 to the MC DR for a DBP1 result.

**ABP or ABP1. Attacker Break Point.** Same as the above, but the attacking player's units are affected.

**D1 or D2.** One or Two Defending steps are eliminated. Surviving units retreat 1 (D1) or 2 (D2) hexes. **Optional Rule:** Surviving units make a MC, and retreat only if they fail.

**A1 or A2.** One or Two Attacking steps are eliminated. Surviving units must retreat 1 (A1) or 2 (A2) hexes. *Note: The optional Morale Check is not permitted.*

**AE/DE.** All units, attacking or defending, are eliminated.

**Note:** Each unit is considered one "step" for loss purposes, with the exception of US Regiments which may be broken down to absorb step losses.

**Advance After Assault Combat:** If the defender's hex is vacated due to Assault Combat, any units that participated in the attack may advance into the hex. The decision to advance after combat must be made immediately, before any other combats or game actions are taken.

## 12.3 RETREATS

Any units that become Broken as a result of Assault Combat must retreat 3 hexes away from their hex, towards a friendly supply source. A hex entered during a retreat cannot be prohibited terrain, nor in an enemy ZoC, unless the hex is occupied by another friendly unit. If the retreating unit has no other option than to retreat into a hex that would result in the hex being over-stacked, it can enter one additional hex only, to avoid over-stacking. If a unit cannot retreat, to include over-stacking, it is eliminated; this includes leaders also.

## 12.4 LEADER LOSS

Any time a unit incurs a step loss and a leader is present in the hex immediately conduct a Morale Check to determine if the leader has become a casualty. If the leader passes there is no ill-effect (he is unscathed). If the leader fails the unit is removed from the map and a second D10 DR is conducted. The leader unit is placed on the turn record track a number of turns equal to the second DR when it will enter as a reinforcement. If the second DR is a zero treat it as a 1, if it is a 9 the leader dies of his wounds and is eliminated. On the turn the leader unit returns it is placed with any in-supply unit during the Reinforcement Phase.

## 12.5 VARIABLE COMBAT FACTORS

Units with a ? for a CF must roll for CF determination for each and every combat in which they participate, whether attacking or defending.

**Spanish "?" Units:** A Spanish unit with a ? for a CF has its value determined for combat by a D6 DR roll. The Spanish player rolls the die for each unit once combat is declared to determine its CF for the combat:

DR 1 through 3 = 1 CF

DR 4 or 5 = 2 CF

DR 6 = Unit is immediately eliminated and will have no effect on the combat.

# A SPLENDID LITTLE WAR

*Note: Many of the artillery units were comprised of antiquated pieces and/or had defective ammunition. The infantry units were composed mostly of hastily mobilized and inadequately trained personnel who's ability to stand-up to the rigors of combat were problematic at best.*

**Cuban “?” Units:** The Cuban Guerrilla units roll to determine their CF for each and every combat.

DR 1 through 3 = 1 CF

DR 4 or 5 = 2 CF

DR 6 = Unit must retreat 2 hexes. If unable to retreat the unit has a CF of 2.

## 13.0 END PHASE

During the End Phase of each game turn both players perform a Morale Check for each unit that is Broken, and for each unit that is OoS (some units will check twice), as well as possibly rolling for elimination of the Observation Balloon.

**Broken Units:** Each broken unit performs a Morale Check with the following results:

- If the die roll is less than or equal to the unit's Morale; the unit returns to Normal Status.
- If the die roll is greater than the unit's Morale the unit remains Broken.
- If the die roll is greater than or equal to 9, the unit must be broken down if possible and one subordinate unit removed. If the unit cannot be broken down, it is eliminated.

**Out of Supply Units:** Out of Supply units must perform a separate Morale Check. If the result of the D10 DR is greater than the morale of the unit, it loses one step.

- Units that have an OoS1 counter placed on them have a 0 DRM.
- Units that have an OoS2 counter placed on them have a +1 DRM.

**Optional Automatic Victory:** Spanish player rolls for Surrender if using the optional Automatic Victory Conditions.

**End Game Turn:** The game turn is now complete. If this is not the last turn of the game advance the turn record marker one space. If it is the last turn, the Victory Level is checked and a winner determined.

## 14.0 SPECIAL UNITS

Both players have units with unique capabilities or circumstances where they are used in the play of the game.

### 14.1 US OBSERVATION BALLOON

*On July 1<sup>st</sup>, Colonel Derby of the Army Corps of Engineers inflated an observation balloon. In a classic example of it making it easier to see targets, it was also easier for the targets to see him, bringing a fusillade upon the hapless 71<sup>st</sup> New York Volunteers who happened to be among its handlers.*

The Observation Balloon consists of a base counter which was composed of four wagons and 34 men and the actual balloon counter, and these two counters must stay together at all times.

The Observation Balloon possesses no movement capability by itself and must be transported by the base counter and only along a road or trail. To denote this, the Balloon counter is placed under the Base unit.

The Observation Balloon can be launched during the US Movement Phase. To do this the Base unit cannot move during the current US Movement Phase and the Balloon counter is placed on top of the Base counter and is considered operational for the current Combat Phase. The Balloon can not be moved while deployed but it can be retrieved (in the same manner as deployment), moved, and redeployed

**US Fire Combat Effects:** Once launched the Observation Balloon has the following effects on all US artillery units within 3 hexes:

- It automatically spots for all US artillery units.
- Any US Artillery unit engaging in Fire Combat, direct or indirect, against a target within 10 hexes of the firing unit has a -1 DRM applied to the combat results die roll.

**Spanish Fire Combat Effects:** Once launched, all Spanish Fire Combat directed against the hex the Observation Balloon/Base occupies, as well as any adjacent hexes, receive a -1 DRM.

The Balloon/Base unit itself may not be directly attacked using Fire Combat, however it will cause the US player to check for elimination during the End Phase, see below. If the hex the Observation Balloon/Base occupies is subjected to Assault Combat, the Balloon is eliminated (regardless of the Assault combat's outcome).

**End Phase:** If either the hex that the Observation Balloon/Base occupies, or any of the six adjacent hexes, are subjected to Fire Combat attacks during the current turn, the US player must roll for destruction of the Observation Balloon during the End Phase.

A D10 DR is made with a +1 DRM applied for each such hex attacked. If the modified DR is equal to or greater than 10, the Balloon is eliminated. Any other result is No Effect.

## 14.2 BLACK POWDER WEAPONS

US Springfield Rifles and US Artillery pieces used black powder charges which created a lot of smoke and revealed the US positions. To reflect this, the US units using Black Powder weapons have a Red CF and any Spanish unit conducting Fire Combat against US units with a Red CF have a -1 DRM applied to the combat results die roll.

## 14.3 SPANISH NAVAL BATTALIONS

Admiral Cervera had reservations about running the US blockade and early in the campaign sent some guns and crews ashore to bolster the defenses. Naval infantry and artillery units are available as part of the Spanish at-start forces. These are the only units that may be commanded by Spanish Leader Bustamante.

These units are removed during the reinforcement phase of the turn in which the Spanish Player is required to sortie the Spanish Fleet. Naval infantry units that are removed from the game are not counted for victory purposes.

## 14.4 US ENGINEERS

These units have the capability to build bridges across any river/stream hex-side crossed by a road. Once built, the bridge will negate the MP cost to cross the river/stream.

**Bridges:** Each Engineer unit can construct one bridge, and this must be at a hex-side where a road crosses a river/stream. The Engineer must begin the turn in the hex that has the hex-side to be bridged and must be in normal status. A Pontoon Bridge marker is placed under the Engineer unit and if the Engineer is still in Normal Status and in the hex during the End Phase of the turn, the Pontoon Bridge marker is placed on the hex-side to mark its completion. Units do not pay the MP cost to cross a Bridged hex side and the engineer unit does not have to remain with the bridge for it to be used.

An unoccupied bridge can be used by either player. A unit that occupies a hex with a bridged hex-side can be attacked using Assault Combat and if the attacking player advances into the hex a D10 DR is made to see if the bridge is captured or destroyed.

- 0-2 Bridge is captured.
- 3-9 Bridge is destroyed.

## 14.5 US DYNAMITE GUN

The US Dynamite Gun Battery is technically an artillery unit, however, it only has a range of 1 hex and may only engage in Fire Combat. When involved in an attack, if the modified DR result is 1, any Spanish “?” CF units in the hex must perform an immediate Morale Check in addition to any other combat results. If the modified DR is 6 or more, the Dynamite Gun Battery unit is permanently removed from the game as the notably unreliable gun has malfunctioned.

The dynamite gun is automatically destroyed if engaged with either Fire Combat or Assault Combat, regardless of the DR result.

## 14.7 CUBAN GUERILLAS

The US player controls the 6 infantry and 1 leader (Garcia) Cuban Guerilla units. These units function as regular ground combat units with the following special rules:

**Fire & Retire:** Cuban Guerilla units can perform Defensive Fire Combat and retreat before Fire Combat/Assault Combat if a Morale Check is passed. Subtract one from the MC DR if the unit is in a Jungle hex. If the Morale Check is failed the unit can engage in defensive Fire Combat but cannot retreat before Fire or Assault Combat.

**Calixto Garcia:** The Cuban Guerilla leader unit can only be used to modify/affect Cuban Guerilla combat units. This leader has no effect on US combat units/leaders.

**Cuban/US Cooperation:** Cuban Guerilla units are subject to the following limitations:

- Cannot be activated by US Leaders.
- Cuban and US units cannot fire upon or assault the same enemy unit.
- Cuban Rebel units cannot stack with a US unit.
- Cuban Rebel units can only move adjacent to US units if all units are in clear terrain.

# A SPLENDID LITTLE WAR

*Note: Although ostensibly allies, cooperation among the US and Cuban soldiers and NCOs was not the best to put it mildly. The contemporary racist attitudes of many in the US Army, and the suspicions of many of the Cubans about the motives of the Yankees made for touchy and at times violent contacts between the two forces.*

## 15.0 SCENARIOS

There are three scenarios in *A Splendid Little War* which are smaller matches suitable to learning the game or for those desiring a shorter match.

### 15.1 Scenario 1 - El Caney

*The infantry had to do all of the fighting, and the brunt of it fell upon the men of Chaffee's Brigade. Their skirmish line pressed forward, and soon the sharp crackle of musketry was busy along both lines...*

*--General Fitzhugh Lee's account of the fight for El Caney.*

At the beginning of the July 1<sup>st</sup> attack General Shafter decided to occupy the town of El Caney in order to protect the US flank from any Spanish attack. Brigadier General Lawton declared his division could take the town by noon. To augment the assault Shafter added Bates' Independent Brigade, Battery E of the 1<sup>st</sup> US Artillery, and Troop D of the 2<sup>nd</sup> US Cavalry. Defending the town was General Vara Del Rey who occupied several blockhouses and a stone fort with four companies. However, Bates' Brigade did not arrive until noon and the town was not taken until well after 5:00 PM. The battle was costly for the US who lost 451 killed or wounded. The Spanish lost 235 killed or wounded, as well as another 120 taken prisoner.

**Scenario Length:** Turns 1 through 3.

**Spanish Set Up.** Set up within 2 hexes of El Caney:

- 3x Regular companies (1-3 of the Constitucion Regiment)
- 1x Guerrilla company
- Leader Del Rey.

Spanish units may begin the game entrenched.

**US Set Up.** US units set up as follows:

- Within 1 hex of Bivouac 1: 7th, 12th and 17th Regiments.
- Within 1 hex of Bivouac 2: 8th, 22<sup>nd</sup>, 2nd Mass. Volunteer Regiments, D Troop/2nd Cavalry, E Battery/1st Artillery.
- Within 1 hex of Bivouac 3: 1st, 4th and 25th Regiments.

- With any of the above: Leader Lawton.
- On any road hex within 2 hexes of Bivouac 4: 3rd and 20th Regiments and Leader Bates.

**Winning the Game.** The US player wins the game by occupying the hexes containing El Caney and Fort El Viso by the end of turn 3 and not losing more than 4 sub-units; otherwise the Spanish player wins.

### 15.2 Scenario 2 - San Juan Hill

*The Rough Riders advanced steadily and confidently under the Mauser bullets. They spread across some open ground—tall grass and palms—and there they began to fall, smothering and threshing down in the grass, marking man-shaped places among those luxuriant blades.*

*--Steven Crane's account of the attack on San Juan Hill.*

The main event for the US was the assault on the Spanish positions at San Juan and Kettle Hills. Two divisions, comprising over 8,000 men attacked the hills that were held by only 3 companies of Regulars and 2 artillery pieces. A company of Guerrillas was in reserve. All were commanded by Colonel Jose Vaquero. Another Spanish detachment, under the command of General Arsenio Linares at Fort Canosa was also in readiness to repel the Yankees.

The battle opened with sharp fighting that pinned down the first wave of the US assault force. The US advance was hampered by recent rains that turned the trails and hillsides into a mire. General Linares was wounded in the mid-afternoon, about the same time as Theodore Roosevelt led a charge, supported by Gatling guns that captured the Spanish trenches. The US force settled in for a Spanish counter-attack, but surprisingly none was forthcoming.

**Scenario Length:** Turns 2 through 3.

**Spanish Set Up.** On any hex of San Juan and/or Kettle Hills:

- Companies 1, 2 and 3 of the Talavera Regiment.
- 1st Company of the PR Battalion..
- 1x Artillery Battery (2-12-6).
- Leader Vaquero.

At or Adjacent to Fort Canosa:

- 1x Guerrilla Company.
- Companies 4, 5 and 6 of the Talavera Regiment.
- Leader Linares.

Spanish units may begin the game entrenched.

**Reinforcements:** These units enter on Turn 3 and start in hex 1513.

- 2x Guerrilla Counters
- 1 Naval Company
- Leader: Bustamante

**US Set Up.** Between hex rows 12 to 16 inclusive, not more than 1 hex West of the Las Guasmas Creek:

- 1st Infantry Division
- Leader Kent
- Cavalry Division
- Leader Sumner

In any hill hex within 2 hexes of El Pozo:

- A Battery, 2nd US Artillery
- Observation Balloon

**Reinforcements:** These units enter on Turn 2 at El Pozo:

- 1x Gatling Gun (4-6).

**Winning the Game.** The US player must occupy the following Santiago hill hexes by the end of turn 3: 1019, 1219, 1418, 1521, 1618, 1719 and lose no more than 5 sub-units; any other outcome is a Spanish victory.

### 15.3 Scenario 3 – The Battles of July 1

This scenario combines the first two scenarios and covers the first day of the assault on the outer defenses guarding the city of Santiago de Cuba.

**Scenario Length:** Turns 1 through 3

**Spanish Setup:** Setup all units as in Scenarios 1 & 2.

**US Set up:** As in Scenarios one and two

**Reinforcements:** As in Scenarios one and two

**Victory Conditions.** The US player must occupy the El Caney and Fort El Viso hexes, plus the following Santiago Heights hexes by the end of turn three: 1019, 1219, 1418, 1521, 1618, and 1719 and lose no more than 9 sub-units to win; any other outcome is a Spanish victory.



## 16.0 CAMPAIGN GAME RULES

*It was a most confusing country and I had an awful time trying to get into the fight and trying to do what was right when in it; and all the while I was thinking that I was the only man who did not know what I was about, and that all the others did—whereas; as I found out later, pretty much everybody else was as much in the dark as I was.*

--Richard Harding Davis.

The Campaign Game allows players to fight the entire fourteen day battle for Santiago.

**Game Length:** Turns 1 through 42. However, the game length may be shortened due to the use of the Optional Automatic Victory conditions.

**Spanish Set Up.** The Spanish player sets up his units first. All at-start units must set up as follows:

At or adjacent to El Caney (Hex 2629):

- Companies 1-3 of the Constitucion Regiment
- 1x Guerrilla company
- Leader Del Rey  
(Note: one company may set up in Ft. El Viso (hex 2531).

At or Adjacent to Fort Canosa (hex 1516):

- 1x Guerrilla Company.
- Companies 4, 5 and 6 of the Talavera Regiment and Colonel Vaquero and General Linares.
- Any 4 Naval companies and Leader Bustamante

On or adjacent to Kettle Hill hex (1521):

- Company 1 of the Talavera Regiment

On or adjacent to hex 1719:

- Companies 2 and 3 of the Talavera Regiment

On or adjacent to hex 1219:

- Companies 1-3 of the Puerto Rico Regiment
- Companies 1-3 of the San Fernando Regiment

Two artillery batteries may set up in or adjacent to either hex 1719, or hex 1521, as long as neither battery is within three hexes of each other.

The two cavalry units designated Rey must set up within one hex of any fort except El Viso (hex 2531).

# A SPLENDID LITTLE WAR

**Spanish Garrison Units:** All other units begin in the city of Santiago, the blockhouse in hex 1708 or any Fort hex, except Forts El Viso and Canosa. These units are considered to be Garrison units and are subject to movement restrictions as below.

**Note:** Civil Guard units must set up in the city of Santiago and may not voluntarily move out of the city. However, if forced to retreat, they may retreat out of the city but must move back in as soon as possible.

## **Garrison Unit Movement Restrictions:**

All Spanish units, set up as Garrison units (except leaders), are subject to movement restrictions. These units can move freely within the city of Santiago De Cuba and between the city and the surrounding forts (Ft Canosa and Ft El Viso excluded) and between said forts. Also, once a US unit (not a Cuban Rebel unit), moves within 2 hexes of a Garrison unit it is free from any movement restrictions for the rest of the game.

However, at the Spanish player's option, he may choose to release any Garrison unit(s) and by doing so risk increasing the US Victory Level. For each Garrison unit the Spanish player releases conduct a D10 DR. The Spanish player should keep a running total of the DRs of each Garrison unit released, these are referred to as Garrison Movement points. Move the Victory Level one level towards US Strategic Victory for each 30 Garrison Movement points the Spanish player accumulates.

Once any unit from the Escario Column enters Santiago de Cuba, the movement restriction on all Garrison units is lifted.

**Escario Column Reinforcements:** The Escario Column consists of the Escario Leader, the 1/5 Mountain Artillery unit, and the following formations:

- Alcan – 5 Companies
- PRC – 7 Companies
- Anda – 6 Companies
- ILC – 12 Companies

These formations can attempt to enter the game beginning on turn 7 and if successful enter at the Cobre Road map edge (hex 2000). During the Reinforcement Phase of turn 7 each of the four formations conducts a D10 DR and can only enter play on a DR of 6 or less.

If the formation passes the DR it enters the game that turn. If a formation fails the entry attempt on a DR of 7 or 8 it loses one unit, if the formation fails on a DR of 9 it loses two units. Any units that fail to enter must attempt to enter again on the next turn.

The Spanish player places all units that pass the DR on the map edge and must abide by normal stacking restrictions as they enter. The first stack pays the normal MP road rate and each subsequent stack pays the cost of one road hex more than the stack before it spent.

If enemy units occupy hex 2000, the Escario Column units may enter in any adjacent hex or may initiate fire and melee combat from the map edge, ignoring any retreat results. If the enemy units occupying hex 2000 are Cuban Guerilla units and they conduct Fire and Retire during Defensive Fire the Spanish off map units may immediately advance.

**Notes:** Leader Escario may only command units from this column. Spanish reinforcement units do not have to perform a Morale Check DR on the turn of arrival to move or fight.

## **Cervera sails:**

While combat between the Spanish and US naval squadrons is not directly a part of the land battle game, players will need to determine the turn when the Spanish fleet sorties, at which time all Naval units are removed from the map.

During the End Phase of the third turn the Spanish player conducts a D10 DR and subtracts one from the result. If the DR result is 3 or less Admiral Cervera has been ordered to sortie his fleet during the End Phase of the Morning turn of July 3<sup>rd</sup>. On any other result the Spanish fleet will sail on the Morning turn of the day that corresponds to the modified die roll (4 equal July 4<sup>th</sup>, 5 equals July 5<sup>th</sup>, etc.). The result of the DR is not disclosed to the US player. During the Reinforcement Phase of the Morning turn in which the Spanish fleet sorties, all naval combat units are removed from the map.

**Optional rule:** Allow the Spanish player to attempt to buck the order to sail and conduct a D10 DR in the Reinforcement Phase of the Morning turn of each day. If the unmodified DR is 5-9, the units may remain for the rest of the day. If the DR is 0-4 the fleet must sortie during the End Phase of that Morning turn.

**Historical note:** *Admiral Cervera was loathe to have his squadron destroyed in combat against the far superior US squadron. The Governor, however, insisted and eventually Madrid backed him so Cervera reluctantly sailed on July 3rd and while his ships fought with honor, they were all destroyed.*

**US Set Up.** US units set up as follows:

- **On or adjacent to Bivouac 1:**  
7<sup>th</sup>, 12<sup>th</sup> and 17<sup>th</sup> Regiments of the 2<sup>nd</sup> Division.
- **On or adjacent to Bivouac 2:**  
8<sup>th</sup>, 22<sup>nd</sup>, and 2<sup>nd</sup> Mass. Regiments of the 2<sup>nd</sup> Division, and troop D/2 Cavalry.
- **On or adjacent to Bivouac 3:**  
1<sup>st</sup>, 4<sup>th</sup> and 25<sup>th</sup> Regiments of the 2<sup>nd</sup> Division.
- **At any of the above:**  
Leader Lawton.
- **On or within 2 hexes of Bivouac 4:**  
6<sup>th</sup>, 10<sup>th</sup> and 1<sup>st</sup> Regiments, and Troops C-D/9 H-L/9 of the Cavalry Division, Colt Gun battery, and Leader Wheeler.
- **On or within 2 hexes of Bivouac 5:**  
6<sup>th</sup>, 16<sup>th</sup>, 71<sup>st</sup> NY, 2<sup>nd</sup>, 10<sup>th</sup>, 21<sup>st</sup>, 9<sup>th</sup>, 13<sup>th</sup>, 24<sup>th</sup> Regiments of the 1<sup>st</sup> Division and Leader Kent.
- **Bivouac 6:**  
3<sup>rd</sup> Regiment of the Cavalry Division, A/2, C/2, F/2 Cavalry troops, F/2<sup>nd</sup> Battery, Dynamite Gun Battery, Engineer units C & E, Leader Shafter.
- **At any Bivouac, one battery each:**  
Batteries E and K/1<sup>st</sup> US Artillery, A/2<sup>nd</sup> US Artillery.

**Cuban Rebel Set Up:** All Cuban Rebel units may set up anywhere on the map, within 5 hexes of any US unit but not adjacent to a Spanish unit.

**US Reinforcements:** The following units enter play as directed:

- **Turn 1:** 3<sup>rd</sup> and 20<sup>th</sup> Infantry Regiments, Leader Bates. Observation Balloon at Bivouac 4.
- **Turn 4:** 34<sup>th</sup> Michigan, 9<sup>th</sup> Massachusetts Regiments, Leader Duffeld at US Supply Road.
- **Turn 28:** Troop A-B/9 of the Cavalry division at US Supply Road.
- **Turn 31:** 1<sup>st</sup> Illinois, 1<sup>st</sup> DC at US Supply Road.
- **Turn 40:** 4<sup>th</sup> US Artillery Battery at US Supply Road.

Reinforcement units do not perform Morale Check DRs on the turn of arrival in order to move or fight.

**Victory Conditions:** The winner of the Campaign Game is determined by the Level of Victory achieved at the end of the game. The end of the game can occur in one of the following ways:

- 42 Game Turns are played.
- Automatic Victory is achieved (see Optional rules below).

**Campaign Game Victory Levels:**

- **US Strategic Victory:** US player captures five blockhouses, Fort El Viso, plus one other fort.
- **US Political Victory:** US player captures five blockhouses and Fort El Viso, (Historical result)
- **Draw:** US player captures four blockhouses, plus one fort.
- **Spanish Political Victory:** US player captures four blockhouses.
- **Spanish Strategic Victory:** US player fails to meet any of the above conditions.

**Special Victory Conditions:**

1. If the US player loses more than 20 steps of US Infantry units, not Guerilla, the Victory Level is moved one level towards Spanish Strategic Victory
2. If the Spanish player loses more than 25 steps of Infantry, including Guerilla and Naval Infantry, the Victory Level is moved one level towards US Strategic Victory
3. If the US player captures at least one city hex of Santiago de Cuba the Victory Level is moved one level towards US Strategic Victory
4. Move the Victory Level one level towards US Strategic Victory for each 30 Garrison Movement points the Spanish player accumulates.
5. If at the end of the game the Spanish Player controls Cuabitas and also maintains a road from there to Santiago de Cuba that is free of enemy ZOCs, the Victory Level is moved one level towards Spanish Strategic Victory.

**Optional Automatic Victory Conditions**

1. During the End Phase of the third consecutive full turn in which the US player maintains a continuous ZOC around Santiago de Cuba the Spanish player surrenders and the game immediately ends. The Victory Level is moved one step towards US Strategic Victory.

**Note:** The turn in which the US player establishes the continuous ZOC does not count towards fulfilling this condition.

2. During the End Phase of the first turn in which the US player has a non guerilla unit occupying Cuabitas, in addition to interdicting\* all roads from Cuabitas to Santiago de Cuba, the Spanish player must conduct a Surrender D10 DR the result of which sets the level of negotiations for the surrender of the Spanish forces. During each subsequent End Phase that the US player can maintain these conditions the Spanish player conducts a D10 DR and if the DR result matches the original Surrender DR the Spanish player surrenders and the game immediately ends. The Victory Level is moved one step towards US Strategic Victory. If the US player loses these conditions the surrender DR ceases. If the US player subsequently reestablishes these conditions, a new surrender DR is conducted.

\* Interdiction is considered to be the blocking of the road by occupying the road hex. The units conducting the interdiction can not be the same unit that occupies Cuabitas.

*Note: Ultimately, the Spanish surrendered when their ammo ran low, but the capture of Cuabitas coupled with the destruction of the Spanish squadron made life miserable in Santiago de Cuba and General Toral dickered for terms. What he got was better than the unconditional surrender the US wanted because the US units on the outside were even worse off due to Yellow Fever and Malaria, which is why the historical US win is only a "political victory". With only a fraction of its men in any shape to continue the siege, the Spanish could have pushed hard and broken out. However, Toral did not know this.*

**Design Note:** The Optional Automatic Victory Conditions arose from the desire to include a more historical outcome in which the US army was spared a long, drawn out, and bitter battle for the city by the surrender of the Spanish forces.

By making them optional we were able to avoid constricting the game play for those wishing to explore the battle as it may have played out if the Spanish had been more aggressive in the defense of the city, or if the Spanish Monarchy had made the decision to commit their land troops to the same fate as they did their naval squadron.