# CUBA LIBRE

## Castro's Insurgency

COIN Series, Volume II

# RULES OF PLAY

by Jeff Grossman and Volko Ruhnke

**2nd Printing**

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# 1.0 INTRODUCTION

*Cuba Libre* is a 1- to 4-player board game depicting insurgent and counterinsurgent (COIN) conflict in Cuba, 1957-1958. Each player takes the role of a Faction seeking to run Cuban affairs: the Government (Govt) or 1 of 3 Insurgent Factions—the leftist Movement of 26July (26July or M26), the anti-communist, anti-Batista Revolutionary Directorate (Directorio or DR), and the organized crime Syndicate. Using military, political, and economic actions and exploiting various events, players build and maneuver forces to influence the population, extract resources, or otherwise achieve their Faction's aims. A deck of cards regulates turn order, events, victory checks, and the like. The rules can run non-player Factions, enabling solitaire, 2-player, or multi-player games.

*Cuba Libre* is the second volume in the COIN Series of games using similar rules to cover a variety of modern insurgencies. Volume I was *Andean Abyss,* set in Colombia. The Playbook on page 14 summarizes key rules differences.

This rule book lists and defines key game terms in an index on pages 17 to 18. The most important game functions are summarized on several aid sheets. Game set up is explained on the back of this rule book.

## 1.1 General Course of Play

*Cuba Libre*—unlike most card-assisted war games—does not use hands of cards. Instead, cards are played from the deck one at time, with one card ahead revealed to all players. Each Event card shows the order in which the Factions become Eligible to choose between the card's Event or one of a menu of Operations and Special Activities. Executing an Event or Operation carries the penalty of rendering that Faction Ineligible to do so on the next card. Propaganda cards mixed in with the Event cards provide periodic opportunities for instant wins and for activities such as collecting resources and influencing popular sympathies.

## 1.2 Components

A complete set of *Cuba Libre* includes:

- A 17"x22" mounted game board (1.3).
- A deck of 52 cards (5.0).
- 86 dark and light blue, red, green, and yellow wooden forces pieces, some embossed (1.4; see "Available Forces" on page 20 for a complete listing).
- 8 embossed cylinders (1.8, 2.2).
- 6 white and 6 black pawns (3.1.1).
- A sheet of markers.
- A Sequence of Play sheet (1.3.1, 2.0, 5.0, 6.0).
- 4 Faction player aid foldouts (3.0, 4.0, 7.0)
- A Non-player aid foldout (8.0).
- 3 6-sided dice—1 red, 1 yellow, 1 green.
- A background play book.
- This rule book.

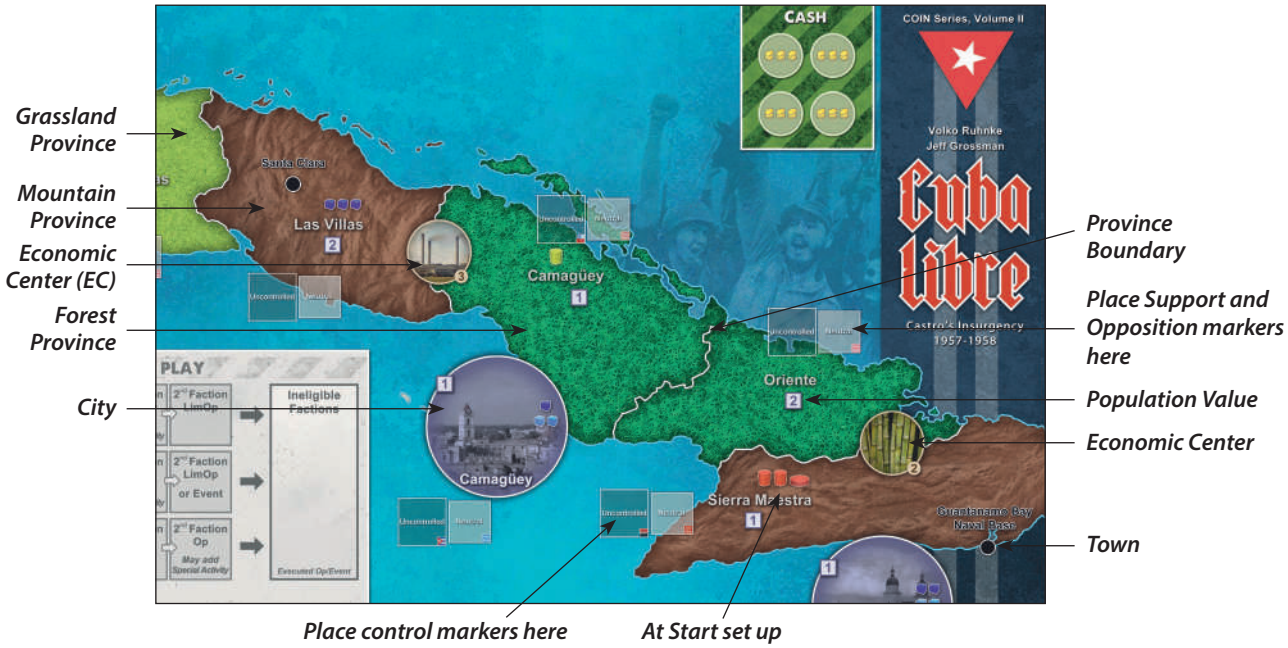
## 1.3 The Map

The map shows the island of Cuba divided into various types of spaces.

**1.3.1 Map Spaces.** Map spaces include rural Provinces, urban Cities, and Economic Centers (ECs). All can hold forces.

**1.3.2 Provinces.** Each Province shows a Population value (Pop) of 1 or 2 that affects victory via Support for or Opposition to the Government (1.6) or Control (1.7) and some Insurgent Operations (3.3). Provinces are further distinguished by terrain as Forest, Mountain, or Grassland, affecting some COIN Operations (3.2) and Events (5.0).

**1.3.3 Cities.** Each City shows a Population value of 1 or 6.

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**1.3.4 ECs.** Each Economic Center (EC) shows an Economic value (Econ) of 2 or 3 affecting Government and Syndicate Resources (1.8).

*DESIGN NOTE: ECs represent zones of economic activity important to the government —such as sugar, mining, and tobacco—the majority owned by US corporations. The towns Santa Clara and Guantanamo are not spaces; they are shown for historical interest.*

## 1.4 Forces

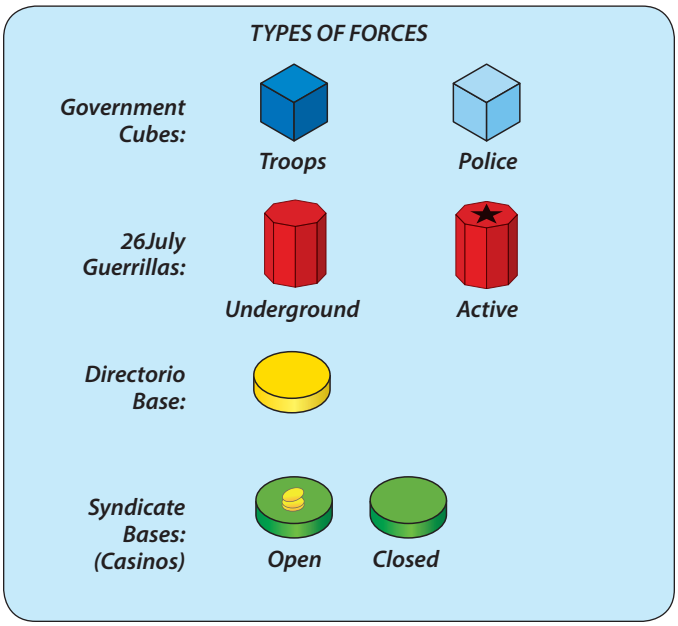
The wooden pieces represent the Factions' various forces: Government Troops (dark-blue cubes) and Police (light-blue cubes), Insurgent Guerrillas, and all Factions' Bases. The Syndicate Faction's Bases are a special type called Casinos (1.4.4-.5, 3.3.5).

*DESIGN NOTE: Bases represent not only bivouacs and training camps but also, for the 26July and Directorio Factions, political administration and, for the Syndicate, casinos.*

*NOTE: Cash markers (4.5.2), though not forces or pieces, stack with a specific Guerrilla or cube while on the map.*

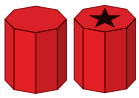
**1.4.1 Availability and Removal.** The inventory shown on the "Available Forces" chart on the back of this rule book limits the number of pieces that may be in play. Keep forces not on the map in the Forces holding boxes. (Place Bases in the highest-numbered empty circles, revealing the number of on-map Bases to help track victory, 7.0)

- Forces may only be placed from or replaced with those available in the holding boxes—ignore any instructions to place forces if the appropriate type is not available because all are already on the map (remove rather than replace such pieces).
- ***Important:*** A player Faction while executing an Operation, Special Activity, or Event may remove its own pieces (including Casinos) to Available Forces. *EXAMPLE: Insurgents without Available Guerrillas could remove Active Guerrillas during a Rally (3.3.1) in order to place them Underground.*
- Once an enemy Faction is targeted, removal or Activation of pieces to the extent of the executing Faction's ability is required. *EXAMPLE: A Government Assault (3.2.4) with 3 Troops in Forest must remove 3 Active pieces if there are at least that many among those Factions targeted.*




**1.4.2 Stacking.** At most 2 non-Casino Bases (total Bases of Government, 26July, plus Directorio) plus 2 Casinos may occupy a single Province or City. Bases and Casinos may not occupy ECs.

- Ignore any instructions (such as from Operations or Events) to place or move forces if stacking would be violated. EXCEPTION: "Sinatra" Event.



**1.4.3 Underground/Active.** Guerrillas are either Underground—symbol end down, or Active—symbol end up. Certain actions flip them from one to the other state. Always set up and place new Guerrillas Underground (including if replacing a piece).

*NOTE: Unless text specifies "Underground" Guerrilla, it is sufficient to "Activate" already Active Guerrillas (they stay Active).*

**1.4.4 Open/Closed.** Casinos are either open—symbol up, or closed—symbol down. Set up and place Casinos open. EXCEPTION: Construct, 3.3.5.

**1.4.5 Casinos Not Removed.** Any action that would remove or replace a normal Base instead closes an open Casino and has no effect on a closed Casino (3.2.4, 3.3.3, 4.2.2, 4.4.3, 5.1.1). EXCEPTION: The Syndicate may voluntarily remove or close Casinos (1.4.1).

*DESIGN NOTE: Although rebels would disrupt casino operations, the Cuban Revolution did not see large-scale attacks on casinos, hotels, or other Syndicate holdings. An Assault or Air Strike that closes a Casino may represent authorities forcing closure in order to pressure the Mob or nearby fighting blocking revenue.*

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## 1.5 Players & Factions

*Cuba Libre* may have up to 4 players, each as 1 or more Factions: 26July (or M26, red), the Government (Govt, blue), the Directorio (DR, yellow) or the Syndicate (green). In a 1-player game, the player plays Government and Syndicate together, or 26July and DR, or any 1 Faction (8.9). Leftover Factions are controlled either by rules section 8 as "Non-players" or, if preferred with 2 or 3 players, as below. Each of the Factions is enemy to all others.

**No Non-Player Option:** If learning the game with 2 or 3 players, ignore the Non-Player rules (8.0). Instead, players control leftover Factions:

- With 3 players, 26July controls Directorio (or, if players prefer, the Government controls the Syndicate).
- With 2 players, 26July controls Directorio and Government controls Syndicate.

Play only stops on a victory check (6.1) if all of a player's Factions are meeting their conditions.

After final Propaganda, use the lowest victory margin of each player's Factions (7.3). Players may not voluntarily transfer (1.5.1) anything between their own Factions (including Cash, 4.5.2). NOTE: A Government/Syndicate player could provide Government cubes with Cash using the Syndicate's Profit Special Activity (4.5.1) and must Skim (6.2.3).

**1.5.1 Negotiation.** Players may make any mutual arrangements within the rules but may voluntarily transfer only Resources (1.8) or Cash (4.5.2) —Resources only at any time that the giving or receiving Faction is executing an Operation, Special Activity, or Event. All negotiations are open. The rules do not bind players to agreements.

## 1.6 Support and Opposition

Support and Opposition affect victory and some actions.

**1.6.1** Cities and Provinces always show 1 of 5 levels of its populace's Support for or Opposition to the Government that can shift during play:

- Active Support.
- Passive Support.
- Neutral.
- Passive Opposition.
- Active Opposition.

**1.6.2** Show Active or Passive Support or Opposition with markers placed at each City or Province. Show Neutral spaces by the absence of such markers. Active Support/Opposition counts double for Total Support/Opposition.

*NOTE: ECs (1.3.4) have no Population and never hold Support or Opposition.*

**1.6.3 Victory Markers.** Various totals affect victory (7.0). Adjust the following markers on the numbered edge track per the box below as any changes in these totals occur:

- Government victory depends on the total value of population in Support—"Total Support"—per the box below.
- 26July victory similarly depends on Opposition plus the number of 26July Bases on the map—"Opposition + Bases".

**Total Support equals:**
(2 x Population in Active Support) + (1 x Population in Passive Support)

**Total Opposition equals:**
(2 x Population in Active Opposition) + (1 x Population in Passive Opposition)

**Opposition + Bases equals:**
Total Opposition + The number of 26July Bases on the map

**DR Pop + Bases equals:**
Population of all spaces Controlled by Directorio + The number of Directorio Bases on the map

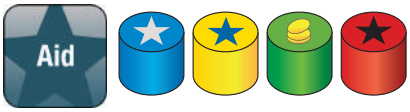
- Directorio victory depends on the sum of Population Controlled by Directorio (1.7) plus Directorio Bases – "DR Pop + Bases".
- Syndicate victory includes the number of "Open Casinos" on the map (1.4.4).

*NOTE: The 12 "Deception" markers are for a victory-related optional rule (7.3).*

## 1.7 Control

A Faction Controls a Province or City if its pieces there exceed those of all other Factions combined. (If none does, the space is uncontrolled.) Casinos count only if open (1.4.4). Control affects certain Faction activities and victory. Adjust Control markers to show a Faction's control as it changes due to Operations (3.0), Special Activities (4.0), Events (5.0), voluntary force removal (1.4.1), or the Propaganda Round (6.0).

## 1.8 Resources and Aid




At any moment, each Faction has between 0 and 49 Resources that it uses to pay for Operations (3.0). During Propaganda Rounds (6.2.1) and Events, a level of Aid (0 to 49) adds to Government Resources. Mark Resources and Aid on the edge track—for Resources, with a cylinder of the Faction's color (1.5). Negotiated transfer of Resources (1.5.1) may only be to or from a Faction executing an Operation, Special Activity, or Event (per 2.3).

# 2.0 SEQUENCE OF PLAY

## 2.1 Set Up

Follow the instructions on the back page of this rule book to decide upon various play options, assign Factions to players, prepare the deck, and set up markers and forces.

**Short Game Option:** Set aside 8 random Event cards, face down, then prepare the deck.

## 2.2 Start

Begin play by revealing the top card of the draw deck and placing it onto a played cards pile. Then reveal the next card on top of the draw deck. The card on the played card pile is played first; the card on top of the draw deck will be played next. NOTE: Players will see one card ahead into the deck (2.3.8). All played cards and the number of cards in the draw deck are open to inspection.

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RECORD STEPS: As the steps of each Event card play are completed, place a cylinder of the Faction's color (1.5) into the Sequence of Play track's appropriate box (or, for Propaganda Rounds [6.0], advance the Card marker).

## 2.3 Event Card

When playing an Event card, up to 2 Factions will execute Operations or the Event; other Factions may Pass and collect Resources.

- Factions whose cylinder is in the "Eligible" box receive these options in the left-to-right order of the Faction symbols shown at the top of the card.
- Factions with cylinders in the "Ineligible" box do nothing.

**2.3.1 Eligibility.** Factions that did not execute an Operation or Event on the previous card are Eligible (their cylinders will start the card in the "Eligible" box per 2.3.7). Factions that did are Ineligible. (All Factions start the game Eligible.) See also Free Operations, 3.1.2.

**2.3.2 Faction Order.** The Eligible Faction with the leftmost symbol in its color (skipping any Ineligible Factions) is the 1st Eligible to execute an Operation or Event or to Pass. The next leftmost is the 2nd Eligible.

*NOTE: Gray halos around some Faction symbols relate only to Non-player instructions (8.4.1).*

**2.3.3 Passing.** If a 1st or 2nd Eligible Faction opts to Pass, it receives +1 Resources (or +3 Resources if Government) and remains Eligible for the next card. The next leftmost Eligible Faction then replaces the Passing Faction as the new 1st or 2nd Eligible Faction and receives the same options to execute or Pass. If the last (rightmost) Eligible Faction Passes, adjust cylinders (2.3.7) and play the next card.

**2.3.4 Options for Eligible Factions.**

FIRST ELIGIBLE: If the 1st Eligible Faction does not Pass (2.3.3), it may execute either:

- An Operation (3.0)—with or without a Special Activity (4.0)—or
- The Event shown on the card.

OPTIONS FOR 2ND ELIGIBLE: If the 2nd Eligible Faction does not Pass (2.3.3), it also may execute an Operation and possibly the Event, but its options depend on what the 1st Eligible Faction executed:

- **Op Only:** If the 1st Eligible Faction executed an Operation, the 2nd Eligible Faction may execute a Limited Operation (2.3.5).
- **Op & Special Activity:** If the 1st Eligible Faction executed an Operation with a Special Activity, the 2nd Eligible Faction may instead execute the Event.
- **Event:** If the 1st Eligible Faction executed the Event, the 2nd Eligible Faction may execute an Operation, with a Special Activity if desired.

*NOTE: For ease of reference, these options are illustrated on the Sequence of Play aid sheet and on the game board.*

**2.3.5 Limited Operation.** A Limited Operation (LimOp) is an Operation in just 1 space, with no Special Activity. If the Limited Operation is a Garrison (3.2.2), Sweep (3.2.3), or March (3.3.2), it can involve pieces from multiple spaces but only 1 destination space. A Limited Operation counts as an Operation. See also Final Event Card (2.3.9) and Non-player Operations (8.1).

**2.3.6 Launder.** Whenever a 1st or 2nd Eligible Faction pays Resources to execute an Operation (including a Limited Operation, 2.3.5) but executes no Special Activity, it may remove a Cash marker that it owns (4.5.2) to immediately execute an additional, free, Limited Operation of any type except Construct (3.3.5). Alternatively, a different Faction may remove its own Cash marker to enable the 1st or 2nd Eligible Faction to execute such a free Operation. A Faction may only benefit from 1 such Cash marker per card.

*EXAMPLE: The Syndicate after executing a Rally removes a Cash marker, then executes a March to 1 space at no Resource cost.*

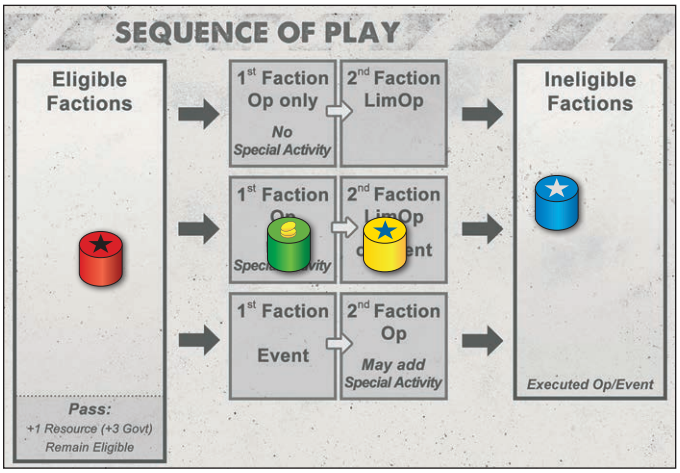
*DESIGN NOTE: The free LimOp reflects the use of a stash of cash to heighten an operation's tempo.*

**2.3.7 Adjust Eligibility.** After the 1st and 2nd Eligible Factions complete all execution of Operations, Special Activities, and Events (or after all Eligible Factions instead have Passed), adjust cylinders on the Sequence of Play Track as follows:

- Any Factions that did not execute an Operation or Event this card (and not rendered Ineligible by an Event) to the "Eligible" box.
- Any Faction that executed an Operation (including a Limited Operation) or Event this card to the "Ineligible" box (unless otherwise specified by the Event; see also Free Operations, 3.1.2.).

**2.3.8 Next Card.** After adjusting Eligibility, move the draw deck's top card onto the played card pile face-up and reveal the draw deck's next card. Play the card on the played card pile, proceeding with the appropriate sequence.

**Sudden Propaganda Option:** For less foreknowledge, if all players agree at Setup (2.1), whenever the next card is revealed as Propaganda, instead switch the places of the 2 showing cards and conduct an immediate Propaganda Round (6.0). The switched Event card will be the first card of the next Campaign (unless the game ends that Round). Ignore rule 2.3.9 below regarding the Final Event Card.




*Keep track of Eligibility and Actions taken using the cylinders and Sequence of Play Track*

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**2.3.9 Final Event Card.** On the last Event card before the final Propaganda Card (2.4.1), any player Operations must be Limited (2.3.5, no Special Activities).

## 2.4 Propaganda Card

If playing a Propaganda Card, conduct a Propaganda Round (6.0).

**2.4.1 Final Propaganda.** If there is no victory in the 4th Propaganda card's Victory Phase (6.1), continue through the Support Phase (only, 6.3.5) and end the game: determine victory by 7.3.

*PLAY NOTE: Set aside Propaganda cards to show how many have gone by. Each series of Event cards up to a Propaganda Round is called a "Campaign".*

# 3.0 OPERATIONS

## 3.1 Operations in General

The Faction executing an Operation (Op) chooses 1 of the 4 Operations listed on its Faction aid sheet and, if applicable, selects the map spaces to be involved. The Faction usually pays a cost in Resources (not Aid,1.8), often per space selected; it must have enough Resources to pay for the Operation, including in each selected space. A given space may be selected only once for a given Operation.

The executing Faction chooses the order of the spaces in which the Operation is resolved, the enemy Factions or pieces to be affected (targeted), and the friendly pieces to be placed or replaced. A single Operation may target one or more Factions and ignore others. Once targeted, a Faction's pieces are affected to the maximum extent possible (1.4.1).

**3.1.1 Pawns.** Players may mark spaces selected for Operations (3.0) or Special Activities (4.0) with white or black pawns. (The pawns are for convenience, not a limit on the number of spaces that may be selected.)

**3.1.2 Free Operations.** Certain Events (5.5) or Laundering Cash (2.3.6) grant free Operations or Special Activities: they cost no Resources and, if executed by a Faction other than the one playing an Event, could leave it Eligible (2.3.7). Other requirements and procedures still apply unless trumped by Event text (5.1.1, 5.5.). Construct Operations are never free (3.3.5).

## 3.2 COIN Operations

The Government chooses from Train, Garrison, Sweep, and Assault Operations.

**3.2.1 Train.** Training Operations augment Government forces and possibly build Support (1.6). Select any Provinces or Cities and pay 2, 3, or 4 Resources per selected space according to the US Alliance track (6.3.1).

PROCEDURE: First, in each selected Province with a Government Base AND in each selected City, place up to 4 cubes (any combination of Available Troops and Police). Then, in up to 1 selected space, either:

- Replace any 2 cubes with 1 Government Base (within stacking,1.4.2), OR
- Conduct Civic Action (6.3.2) to build Support. As during the Support Phase, the Government must have Troops, Police, and Control (1.7) in the space and must pay added Resources per 6.3.2 (even if Training was free).

**3.2.2 Garrison.** Garrison Operations protect ECs by moving Troops or Police to them and finding and removing Guerrillas there. Pay 2, 3, or 4 Resources total (not per space) according to the US Alliance track (6.3.1). If a Limited Operation (2.3.5), all moving cubes must end on a single destination space.

PROCEDURE: Move any number of cubes from any spaces to any ECs or Cities. Then, in each EC (whether or not a cube just moved there and even if the Garrison is a Limited Operation [2.3.5]), Activate 1 Guerrilla for each cube there. Then, if desired, Assault (3.2.4) in 1 EC at no added cost. If a Limited Operation (2.3.5), the Assault must be in the destination EC.

**3.2.3 Sweep.** Sweep Operations may move Troops (typically, into contested areas) and also can locate enemy Guerrillas. Select any Cities or Provinces as destinations. Pay 2, 3, or 4 Resources per space according to the US Alliance track (6.3.1).

PROCEDURE: First, move any adjacent Troops desired into selected spaces.

- Then, in selected spaces other than Forest, Activate 1 Guerrilla (1.4.3) for each cube there (Police plus Troops, whether they just moved or were already there).
- In Forest spaces, Activate only 1 Guerrilla for every 2 cubes (round odd cubes down).

**3.2.4 Assault.** Assault Operations eliminate Insurgent forces. Select any spaces and pay 2, 3, or 4 Resources per space according to the US Alliance track (6.3.1).

PROCEDURE: In each selected space, remove 1 Active Guerrilla (1.4.3) for each Troops cube there. Once a targeted Faction has no Guerrillas in the space, remove (or close, 1.4.5) its Bases instead.

- In a City or EC, also remove 1 enemy piece for each Police there.
- In Mountain, instead remove only 1 piece for every 2 Troops (rounded down).

SEIZURE: If a Cash marker was removed (4.5.2), place it with a cube in the space.

*DESIGN NOTE: Guerrillas are less militarily capable than Government forces but enjoy an information advantage in that Government Operations generally must first Sweep to Activate (locate) them before Assaulting them.*

*NOTE: The Faction aid sheets use the phrase "Bases last" to remind that an Operation cannot remove an enemy Base as long as Guerrillas (Active or Underground), Troops, or Police of the same Faction remain in the same space. All of a Faction's Guerrillas in a space may be Underground, preventing further removal via Assault of its pieces (including Bases) until the Guerrillas are Activated.*

## 3.3 Insurgent Operations

Insurgent Factions choose from Rally, March, Terror, and (for 26July and Directorio) Attack or (for Syndicate) Construct Operations.

*NOTE: On the Faction aid sheets under "Insurgent Operations", the terms "Guerrillas" and "Bases" mean those of the executing Faction (friendly), unless otherwise specified.*

**3.3.1 Rally.** Rally Operations augment or recover friendly forces. Select any Provinces or Cities. Pay 1 Resource per space selected.

- 26July may only select spaces at Neutral or Opposition, not those with Support (1.6).

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- Directorio may only select Neutral or Passive spaces, not those with Active Support or Active Opposition.

PROCEDURE: In each selected space, the executing Faction places 1 of its Available Guerrillas. 26July or Directorio may instead replace 2 of their Guerrillas with 1 of their Bases, within stacking (1.4.2). If the space already has any of the executing Faction's Bases (for Syndicate, open Casino, 1.4.4), the Faction may instead:

- Flip all its Guerrillas there Underground (any Faction,1.4.3) OR
- If 26July, place a number of its Available Guerrillas up to twice the number of its Bases there plus twice the space's Population value (1.3.2-.3).
- If Directorio, place a number of its Available Guerrillas up to the number of its Bases there plus the space's Population value.

**3.3.2 March.** March moves friendly Guerrillas. Pay 1 Resource per final destination City or Province (0 Resources to move to ECs). If a Limited Operation (2.3.5), all moving Guerrillas must end in a single destination space.

*NOTE: Guerrillas must enter a new space in order to benefit from an Event effect that calls for a March first ("Armored Cars", "El Che", or "The Twelve")—representing the advantages of fast-moving light units.*

PROCEDURE: The executing Faction moves any of its Guerrillas desired into adjacent spaces. No Guerrilla moves more than once. Guerrillas moving from a space to the same final destination move as a single group. Set Guerrillas of a moving group to Active (1.4.3) if:

- They enter a City or Province with Support (1.6) or an EC AND
- The moving group's number of Guerrillas plus the number of cubes in the entered space exceeds 3.

*EXAMPLE: A group of 2 Underground 26July Guerrillas March from Sierra Maestra to Oriente, which has Passive Support and where there are 1 Police and 1 Troops cubes. Because the destination is a Province with Support and the total of 4 cubes and moving Guerrillas involved exceeds 3, the 2 moving Guerrillas flip to Active.*

*NOTE: March often Activates Guerrillas, but most non-March moves by Event (5.0) do not.*

**3.3.3 Attack.** Attack Operations seek to eliminate enemy forces; particularly successful attacks augment friendly Guerrillas (by capturing enemy weapons, equipment, rations, or recruits). Select any spaces where the executing Faction—it must be 26July or Directorio—has at least 1 Guerrilla and 1 enemy piece; pay 1 Resource per space.

PROCEDURE: In each selected space, Activate (1.4.3) all the executing Faction's Guerrillas and then roll a die: if the roll is less than or equal to the number of the executing Faction's Guerrillas there (whether or not they began Active), remove or close (1.4.5) up to 2 enemy pieces (executing Faction's choice; may include Underground Guerrillas). The 2 pieces may belong to different Factions.

- Attack cannot remove a targeted Faction's Base before all that Faction's cubes or Guerrillas in the space.
- Attack cannot close Casinos if any Syndicate Guerrillas, Troops, or Police remain in the space.

*NOTE: Government forces thus protect Syndicate Casinos from Insurgent Attack.*

CAPTURED GOODS: If the roll was a "1", place 1 of the executing Faction's Available Guerrillas (1.4.1) there. If a Cash marker was removed (4.5.2), place it in the space with a Guerrilla of the executing Faction.

**3.3.4 Terror.** Terror Operations in Provinces or Cities neutralize (or, for 26July, build) Support or Opposition (1.6) and place Terror markers that hinder future efforts to influence it. In ECs, they place Sabotage markers that block Government Resource earnings (6.2.1). Select any spaces where the executing Faction has at least 1 Underground Guerrilla; pay 1 Resource per City or Province (0 for ECs).

PROCEDURE: Activate 1 friendly Underground Guerrilla in each selected space.

- If the space is a Province or City, place a Terror marker and shift any Support or Opposition 1 level toward Neutral (remove Passive or shift Active to Passive and adjust Total Support or Opposition, 1.6) OR, if 26July, toward Active Opposition.
- If the space is an EC without a Sabotage marker, place a Sabotage marker.
- Do not place a Terror/Sabotage marker if all are already on the map. (There are 20.)

*NOTE: Several Terror markers may occupy a Province or City; only 1 Sabotage marker may occupy an EC.*

**3.3.5 Construct.** Construct Operations—executed only by the Syndicate—build new Casinos or open closed ones. Select any Cities or Provinces that either the Government or the Syndicate Controls (1.7); pay 5 Resources per space (Construct is never free, 2.3.6, 3.1.2).

PROCEDURE: In each selected space, either place a closed Casino (within stacking, 1.4.2) or open a closed Casino (1.4.4).

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# 4.0 SPECIAL ACTIVITIES

## 4.1 Special Activities in General

When a Faction per the Event Card sequence of play (2.3) executes an Operation in at least 1 space (3.0), it may also execute 1 type of its Special Activities (Exception: Limited Operations, 2.3.5). Some Events grant free Special Activities (3.1.2).

- As with Operations, the executing Faction selects spaces, Factions, or pieces affected and the order of actions. A Faction may execute its Special Activity at any one time immediately before, during, or immediately after the execution of its Operation.

*EXAMPLE: 26July with 0 Resources Kidnaps to pay for the necessary accompanying Terror thereafter (4.1.1).*

*PLAY NOTE: If the 1st Eligible Faction uses a Special Activity, the 2nd Eligible will have the option of executing the card's Event (2.3.4).*

**4.1.1. Accompanying Operations.** Some Special Activities specify that they may only accompany certain types of Operations (3.0). Certain Special Activities may take place only in the locations of their Accompanying Operations. If not otherwise specified, Special Activities may accompany any Operations and take place in any otherwise valid spaces.

## 4.2 Government Special Activities

The Government may choose from Transport, Air Strike, or Reprisal Special Activities.

**4.2.1 Transport.** Transport moves Troops, especially to mass them quickly for an Operation.

PROCEDURE: Move up to 3 Troops from a City or Base to any 1 space.

**4.2.2 Air Strike.** An Air Strike destroys an exposed Insurgent unit. It may only accompany Garrison, Sweep, or Assault (3.2.2-.4) and occur in a Province or EC (not City). It may not occur if US Alliance is Embargoed (6.3.1).

PROCEDURE: Remove 1 Active Guerrilla or, if the targeted Faction has no Guerrillas in the space, remove or close 1 of its Bases.

**4.2.3 Reprisal.** Reprisal reduces Opposition and displaces Guerrillas. It may only accompany Garrison, Sweep, or Assault (3.2.2-.4) and occur in 1 Govt-Controlled space (1.7).

PROCEDURE: Place a Terror marker in the selected space. Shift Opposition (if any) 1 level toward Neutral. Relocate 1 Guerrilla from there to an adjacent space.

*It's no problem—I've got transports, airstrikes and reprisals!*

## 4.3 26July Special Activities

26July may choose from Infiltrate, Ambush, or Kidnap Special Activities.

**4.3.1 Infiltrate.** Infiltration replaces Government forces with 26July Guerrillas. It may only accompany Rally or March (3.3.1-.2). It may occur in any 1 space without Support (including an EC) that has or is adjacent to an Underground 26July Guerrilla.

PROCEDURE: Remove or replace 1 cube in the space—Police, if any there, otherwise Troops—with a 26July Guerrilla.

COMMANDEER: Place any Cash removed (4.5.2) with a 26July Guerrilla in the space.

**4.3.2 Ambush.** An Ambush enables 26July to ensure the complete success of an Attack in 1 space. It must take place in a space selected for Attack (3.3.3, not yet resolved) and that has at least 1 Underground 26July Guerrilla (1.4.3).

PROCEDURE: Instead of the usual Attack procedure (3.3.3), the Attack in that space Activates 1 Underground Guerrilla only and automatically succeeds (do not roll; remove the 2 enemy pieces normally). Place an Available 26July Guerrilla in the space (Underground, 1.4.3) as if a "1" had been rolled.

**4.3.3 Kidnap.** Kidnapping takes variable amounts of Resources (1.8) from the Government or the Syndicate or Cash (4.5.2) from the Syndicate. It may take place in 1 space that:

- Was or will be selected for Terror (3.3.4) this Operation, AND
- Is a City, EC, or has an open Casino, AND
- Has more 26July Guerrillas than Police.

PROCEDURE: 26July targets the Syndicate in spaces with open Casinos, the Government in Cities or ECs, or selects either in Cities with open Casinos. Roll a die and transfer to 26July from the targeted Faction a number of Resources equal to the die roll. Any Resources transferred to 26July once they hold 49 are lost. If a targeted Faction runs out of Resources, no more is transferred. Then close 1 open Casino in the selected space (regardless of Faction targeted).

CASH RANSOM: If the targeted Faction has Cash (4.5.2) in the space, transfer 1 Cash marker to a 26July Guerrilla there instead of rolling for Resources.

## 4.4 Directorio Special Activities

Directorio may choose from Subvert, Ambush, or Assassinate Special Activities.

**4.4.1 Subvert.** Subversion earns Resources and/or sets a Province to Neutral (representing help with the daily work of locals to turn them away from the Government or the more radical 26July). It may only accompany Rally or March (3.3.1-.2) and occur in 1 Province with DR Control.

PROCEDURE: Add the Province's Population value to Directorio Resources and set the space to Neutral (remove any Support or Opposition).

**4.4.2 Ambush.** Directorio Ambushes the same as 26July (4.3.2) but using Directorio instead of 26July forces.

**4.4.3 Assassinate.** Assassination efficiently neutralizes an enemy unit—even a protected Base. It may occur in any 1 space selected for Directorio Terror (3.3.4) this Operation in which Directorio Guerrillas outnumber Police.

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PROCEDURE: Remove or close (1.4.5) any 1 enemy piece in that space.

COMMANDEER: Place any Cash removed (4.5.2) with a Directorio Guerrilla in the space.

### 4.5 Syndicate Special Activities

The Syndicate may choose from Profit, Muscle, or Bribe Special Activities.

**4.5.1 Profit.** Profiting stashes Cash for laundering or exchanges Cash or open Casinos for Resources. It may only accompany a Rally, March, or Construct Operation (3.3.1-.2, -.5) and may occur in any spaces with Syndicate-owned Cash (4.5.2) or open Casinos.

PROCEDURE: Place 1 available Cash marker (4.5.2) under any Guerrilla or cube in each of 1 or 2 spaces with an open Casino. Alternatively, close any Casinos desired and remove any Syndicate-owned Cash desired and add +3 Syndicate Resources for each Casino closed and Cash marker removed (to a maximum 49).

*DESIGN NOTE: Removal by Profit represents rapid, less efficient laundering or liquidation of assets than during the Resource Phase.*

**4.5.2 Cash Markers.** The game uses 4 Cash markers to represent major stashes of loot—principally stacks of US dollars—awaiting laundering or deposit in the United States. The limit on play is 4 Cash markers (any others provided are spares). On the map, they are always placed beneath a Guerrilla or cube and move with it. That Guerrilla's or cube's Faction owns the Cash. A piece may hold several Cash markers. The owner may transfer the Cash to another Guerrilla or cube in the same space at any time (even as the Guerrilla is removed or replaced and including to another Faction's piece). Cash is only removed as follows:

- If a piece holding Cash is removed, the owner must immediately transfer the Cash marker to another Guerrilla or cube or remove it.
- A Faction after executing Operations without a Special Activity may remove a Cash marker it owns for a free, extra Limited Operation (2.3.6).
- During the Resource Phase, all Cash is removed; each marker provides the owner either a Base (for Syndicate, an open Casino) or +6 Resources (6.2.4).

*NOTE: See also Kidnap 4.3.3, Cash Ransom.*

**4.5.3 Muscle.** Muscle relocates the Government's Police or Troops, usually to protect Syndicate Casinos or ECs. It may only accompany a Rally, March, or Construct Operation (3.3.1-.2, -.5). The destination is 1 space with an open Casino (1.4.4) or 1 EC.

PROCEDURE: Relocate 1 to 2 Police from any spaces to the destination if it is a City or 1 to 2 Troops if it is a Province or EC.

*NOTE: Police protect Casinos from Insurgent Attack, Kidnap, and Assassination (3.3.3, 4.3.3, 4.4.3); Troops protect Casinos from Attack (3.3.3) and ECs from Sabotage (6.2.1).*

**4.5.4 Bribe.** Bribe neutralizes other Factions' units or exposes or hides Guerrillas but costs Resources (1.8). It may occur in any 1 space.

PROCEDURE: Reduce Syndicate Resources –3 and remove up to 2 cubes there, remove or flip up to 2 Guerrillas there, or remove an enemy Base there. *NOTE: Bribe is the only Special Activity with a Resource cost. Bribe may remove one Guerrilla and flip another.*

CONTRABAND: The Syndicate player may transfer any Cash removed (4.5.2) by Bribe to any Guerrilla or cube in the space.

# 5.0 EVENTS

Each Event bears a title, italicized flavor text, and Event text. Flavor text is provided for historical interest and has no effect on play.

## 5.1 Executing Events

When a Faction executes an Event, it carries out the Event text literally (sometimes involving actions or decisions by other Factions). Unless otherwise specified, the executing Faction makes all selections involved in implementing the text, such as which pieces are affected.

*EXAMPLE: The Government executes the unshaded text of "Eulogio Cantillo". It would choose the space and which Faction would March its Guerrillas. The Marching Faction would then choose the March destination.*

**5.1.1** Where Event text contradicts rules, the Event takes precedence. *EXAMPLE: If the Event says that a Faction Ambushes in a space, it does so even if all its Guerrillas there are already Active.* However:

- Events never place pieces that are not available (1.4.1); they remove rather than replace if the replacement is not available; they close rather than remove Casinos (1.4.5).
- Unless specified *(EXAMPLE: "Sinatra")*, Events may not violate stacking (1.4.2).
- Events may not raise either Aid or a Faction's Resources beyond 49 (1.8).
- Unless specified (*EXAMPLE: "Fat Butcher"*), Events do not allow a Faction to execute an Operation or Special Activity type available only to other Factions (3.0, 4.0).

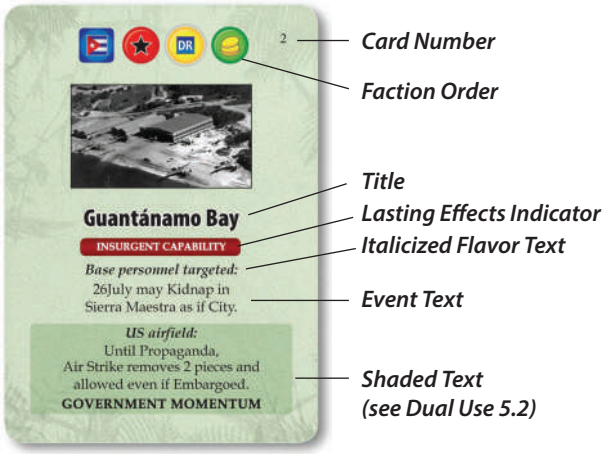
**5.1.2** If two Events contradict, the currently played Event takes precedence.

**5.1.3** If even per the above not all of an executed Event's text can be carried out, implement that which can.

## 5.2 Dual Use

Many Events have both unshaded and shaded Event text. The executing Faction may select either the unshaded or shaded text to carry out (not both). A player may select either text option regardless of Faction.

*NOTE: Shaded text typically favors the Government. Dual-use events represent opposed effects of the same cause, forks in the historical road, or instances subject to alternative historical interpretation.*

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## 5.3 Insurgent Capabilities

Event text with a box marked "Insurgent Capability" has lasting effects that either help or hurt one or more Insurgent Factions. When executing such an Event, place the corresponding marker in the Insurgent Capabilities box. The Event's effects last for the rest of the game.

## 5.4 Government Momentum

Event text with a box marked "Government Momentum" has lingering effects that help the Government. When executing such shaded text, place the card in view near the Government corner of the board. The effects last until the next Propaganda round's Reset phase (6.5), when the card is discarded. NOTE: Any number of Government Momentum Events can be in play.

## 5.5 Free Operations

Some Events allow the Executing or another Faction an immediate Operation or Special Activity that interrupts the usual sequence of play and is free: it bears no Resource cost and does not affect Eligibility (3.1.2, 2.3.1), though other requirements remain unless trumped by Event text (5.1.1).

*EXAMPLE: A free Ambush must Activate an Underground Guerrilla per 3.3.4 unless Event text specifies otherwise.*

# 6.0 PROPAGANDA ROUNDS

Conduct a Propaganda Round in the sequence of phases in this section as each Propaganda Card is played. The Sequence of Play sheet and board also list this sequence.

***Exception:*** Never conduct more than 1 Propaganda Round in a row (without at least 1 Event card in between)—instead, additional Propaganda cards are played without a Propaganda Round. If such an additional Propaganda is final (2.4.1), end the game and determine victory (7.3).

## 6.1 Victory Phase

If all of any player's Factions (or Non-player, 8.0) have met their Victory conditions, the game ends. See Victory (7.0) to determine winner and rank order. Otherwise, continue with the Propaganda Round. After completing the final Propaganda card's Round (2.4.1), determine victory per 7.3.

## 6.2 Resources Phase

Add to Factions' Resources per the following sequence, to a maximum of 49 (1.8).

**6.2.1 Government Earnings.** First, Sabotage any ECs where 26July plus Directorio Guerrillas outnumber cubes. Then, add the total Economic value (1.3.1.3) of ECs that have no Sabotage markers (8 minus the Econ of Sabotaged ECs) plus Aid.

*Keep track of the phases of the Propaganda Round with the "Prop Card" marker and the Propaganda Phase Track*

**6.2.2 Insurgent Earnings.** Then, add to:

- 26July—The number of its Bases.
- Directorio—The number of spaces where it has pieces.
- Syndicate—The Population of each City and the Econ of each Unsabotaged EC where Syndicate Guerrillas outnumber Police, plus twice the number of open Casinos.

*DESIGN NOTE: The Directorio drew more expatriate support than the strapped 26July. The Syndicate also represents investment interests in Cuba's non-tourism economy.*

**6.2.3 The Skim.** For each space with any open Casinos, the Syndicate transfers 2 Resources to the Controlling Faction (if any other than Syndicate; any over 49 are lost). If the "Santo" Insurgent Capability is in effect (5.3), any Underground Syndicate Guerrilla in a space prevents Skim there.

**6.2.4 Cash Deposits.** 26July, then Directorio, Government, and Syndicate remove any Cash (4.5.2) that they own, selecting to receive for each marker either an available Base (or open Casino) of that Faction at the Cash's location (within stacking, 1.4.2) or +6 Resources. Syndicate may instead open a closed Casino at the location. NOTE: Bases placed or Casinos opened at this point can affect Control or Game End victory (1.7, 6.3.5, 7.3).

## 6.3 Support Phase

The US Alliance is tested and Aid adjusted according to its level. Then the Government and 26July may spend Resources to affect Support and Opposition (1.6).

**6.3.1 US Alliance.** A US Alliance track shows 1 of 3 levels. If Total Support (1.6.3) is 18 or less, degrade the US Alliance 1 box downward (if possible) and reduce Aid by –10 (even if already at Embargoed, to a minimum of 0). The US Alliance level affects Government actions as follows:

- **Firm:** The US ships arms and trains the Cuban army. COIN Operations (3.2) cost 2 Resources per space (or total, for Garrison).
- **Reluctant:** The US dramatically cuts arms sales and discontinues training programs. Scrutiny of the Batista Administration by Congress and the US Media is severe. COIN Operations cost 3 Resources per space (or total, for Garrison).
- **Embargoed:** The US cuts off arms sales and discourages other countries from delivering arms to Cuba; clandestine shipments still arrive. COIN Operations cost 4 Resources per space (or total, for Garrison). No Air Strikes (4.2.2).

*NOTE: Events also can shift US Alliance but adjust Aid only as specified in their text.*

**6.3.2 Civic Action.** Government may spend any number of Resources to build Support in Govt-Controlled Cities or Provinces (1.7) that have both Troops and Police.

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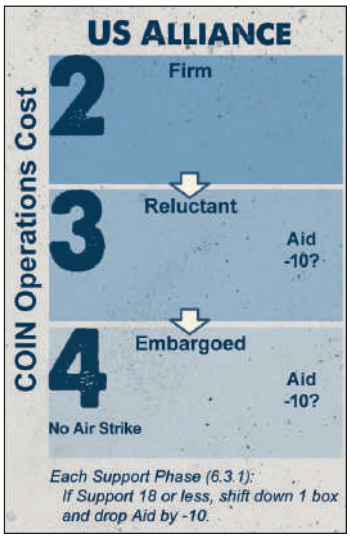
- Every 4 Resources spent removes 1 Terror marker or—once no Terror is in a space—shifts it 1 level toward Active Support. (Adjust Total Support, 1.6.3.)




*DESIGN NOTE: Troops and Police together provide the security needed to make gains in popular support. See also Training, 3.2.1.*

**6.3.3 Agitation.** 26July similarly may spend Resources to encourage Opposition in 26July-Controlled Cities or Provinces (1.7).

- Every 1 Resource spent removes 1 Terror marker or—once no Terror is in a space—shifts it 1 level toward Active Opposition. (Adjust Opposition+Bases, 1.6.3.)

**6.3.4 Expat Backing.** The Directorio now may free Rally (3.3.1) in 1 space with neither Active Support, nor Active Opposition, nor Control by any Faction other than DR (it may be Uncontrolled, 1.7). (Adjust Control.)

**6.3.5 Game End?** If this Propaganda Round is final (2.4.1), the game ends. See Victory (7.3). If not, continue with Redeploy and Reset. NOTE: The final round omits Redeploy and Reset (6.4-6.5). Closed Casinos (1.4.4) will remain closed; Troops will remain in Provinces.

## 6.4 Redeploy Phase

The Government relocates its forces as follows.

**6.4.1** The Government may move any Police to any ECs or Govt-Controlled spaces (1.7).

**6.4.2** The Government must move any Troops on ECs or in Provinces without Government Bases to Govt-Controlled spaces (1.7) that either are Cities or have Government Bases (if no such spaces, then to Havana City).

**6.4.3** The Government may move any other Troops to such Govt-Controlled Cities or Bases.

*NOTE: The Government may carry out the above steps in any order. Adjust Control markers at the end of these Redeployments.*

## 6.5 Reset Phase

Finally, prepare for the next card as follows:

- Mark all Factions Eligible (2.3.1).
- Remove Terror/Sabotage markers (3.3.4).
- Place any played Government Momentum cards onto the played cards pile—their Events' effects no longer apply (5.4).
- Flip all Guerrillas to Underground (1.4.3) and all Casinos to open (1.4.4, adjust Open Casinos marker).
- Play the next card from the draw deck and reveal the draw deck's new top card (2.3.8).

# 7.0 VICTORY

Each Faction has unique victory conditions, covered below and on the Faction aid sheets.

## 7.1 Ranking Wins and Breaking Ties

Whenever all of any player's Factions (or Non-player, 8.0) pass a victory check (7.2), or if none does by game end, the Faction that reached the highest victory margin (7.3) comes in 1st place, 2nd-highest comes in 2nd place, and so on. Ties go to Non-players (8.0), then Syndicate, then Directorio, then 26July.

## 7.2 During Propaganda Rounds

Check victory at the start of each Propaganda Round (6.1). Victory conditions are:

- **Government:** All Cities are at Active Support and Total Support exceeds 18.
- **26July:** Total Opposition plus the number of 26July Bases exceeds 15.
- **Directorio:** Total Population in spaces Controlled by Directorio (1.7) plus the number of Directorio Bases exceeds 9.
- **Syndicate:** Syndicate has more than 7 open Casinos and Resources above 30.

*DESIGN NOTE: The 26July Movement won the Revolution by convincing most Cubans that they were the best choice after Batista's ouster. Had the Directorio controlled more territory, it might have offered an alternative to Fidel Castro rather than being co-opted.*

## 7.3 After Final Propaganda

If the final Propaganda Round (2.4.1) ends without a victory check win (7.2), the player (or Non-player, 8.0) with the highest victory margin (below: closest to or furthest beyond its victory condition) wins.

*NOTE: The victory margin will be positive if the Faction has reached its endgame goal, negative or zero if it has not.*

**Victory margin:**

- **Government:** Total Support – 18.
- **26July:** Total Opposition + 26July Bases – 15.
- **Directorio:** DR-Controlled Population + Directorio Bases – 9.
- **Syndicate:** Lower of open Casinos – 7 or Syndicate Resources – 30.

**Victory Deception Option:** For less knowledge of how close Factions in 3- or 4-player games are to winning, each player at start blindly draws 2 Deception markers. Set aside the rest; they may not be inspected. Players may reveal any of their Deception markers only as they use them:

- **Empty Threat:** No effect (reveal at game end).
- **Hidden Agenda:** Permanently add +1 to the holding player's victory margin (7.3).
- **Hidden Asset:** Convert any 1 LimOp option (2.3.5) into a full Op & Special Activity Option.

***STOP!***

*You have read all rules needed for 4 players or the no Non-Player option (1.5, recommended if playing the first time).*

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# 8.0 NON-PLAYER FACTIONS

This section modifies the above rules with priorities that govern actions by any Factions beyond those represented by a player. The Playbook features a 1-Player Example of Play illustrating these rules.

*NOTE: Non-player Factions do not act only in their own direct interest. Like players, they sometimes help, sometimes hurt, one another.*

## 8.1 Non-Player Sequence of Play

The Sequence of Play aid sheet summarizes the following rules in gray text.

- **Event or Ops?** Except as specified below and in any special Event Instructions (8.4.1), a Non-player Faction when given the option (2.3.4) chooses the Event.
- **2nd Eligible.** In some games, Non-players choose Operations and a Special Activity over Events when 2nd Eligible (2.3.2): Syndicate and Government do so when the other of them is a player; Directorio and 26July do so when the other of those two is a player.
- **Momentum.** When any Momentum Event (5.4, including shaded "Raúl") is in effect, Non-player Government chooses Operations and a Special Activity.
- **Ineffective Events.** Non-players only opt for Events that would have an effect (something happens, including Capabilities, 5.3) and for Momentum Events (5.4) when the next card showing is not Propaganda.
- **Operations Not Limited.** Whenever a Non-player Faction is to execute a Limited Operation (2.3.5), it instead executes a normal Operation and (typically) Special Activity. Ignore the Final Event Card restriction (2.3.9).
- **Low Resources.** When a Non-player Faction is to execute Operations but has too few Resources to pay for any in even a single non-EC space, it Passes instead (earning Resources, 2.3.3). If a Non-player Faction runs out of Resources while executing an Operation, it Operates in no further spaces that card (it may execute a Special Activity).
- **No Laundering.** Non-player Factions may not receive Operations from Cash (2.3.6).

*INEFFECTIVE EVENT EXAMPLE: Non-player 26July is 1st Eligible for "Resistencia Cívica". No Cities have Directorio pieces. Because the text would have no effect, 26July executes Operations and a Special Activity.*

**8.1.1 Operations, Special Activities, and Events.** To execute a Non-player Faction's Operations and Special Activities or a specific Event, see the Non-Player flow charts and the relevant rules below.

GUIDELINES: Carry out whatever actions apply to the maximum extent (such as with the most pieces allowed and only as long as needed pieces and Resources are available). Normal Resource costs, requirements, and procedures still apply.

*EXAMPLE: Non-Player Terror requires Activating an Underground Guerrilla and costs 1 Resource per City or Province, per 3.3.4.*

**8.1.2 Procedure Guidelines.** Unless otherwise specified, once spaces involved are selected, Non-player Factions:

- Place friendly Bases whenever possible, including with Cash. EXCEPTIONS: Government places only 1 Base per Province, none in Cities; Syndicate if final Propaganda Round uses Cash to open closed Casinos where possible.
- Place Police and Troops evenly, Police first.
- Place Cash with own Underground Guerrillas before Active (4.5.2).
- Target or remove enemy players' before Non-players' pieces, Bases (and Casinos) before other pieces, Police then Troops evenly, and Underground before Active Guerrillas; otherwise select randomly among enemy Factions. Remove pieces to be replaced even if no pieces are available to replace them (1.4.1).
- Remove friendly Active before Underground Guerrillas, Troops before Police. Transfer Cash about to be removed (4.5.2) to own then another Non-player's piece (Govt, then Syndicate, then DR, then 26July), if possible. Voluntarily transfer nothing else.
- March so as to end up with as many Underground Guerrillas as possible at the destination (3.3.2). Within that priority, move Active first. Within those priorities for Guerrillas and in general for cubes, move Cash first if to non-EC, last if to EC.

*MARCH EXAMPLE: A group of Non-player Guerrillas is to March into an otherwise empty space with Support. If any Guerrillas were Underground, only 3 of them would move, first those Underground and without Cash.*

*PLAY NOTE: Players may transfer (1.5.1) to Non-player Factions normally.*

## 8.2 Random Cities and Provinces

If several candidate spaces have equal priority for a Non-player Operation, Special Activity, or Event, select a City or Province using the Random Spaces table:

- Roll the green and yellow dice and refer to the table: green shows column, yellow row.
- If the resulting space is not a candidate, follow the arrows until one is reached, if necessary from Oriente to Havana (or follow the arrows on the Random Spaces Map).
- Carry out as much of the action as possible in the candidate reached, then roll again to select another, if needed.

*NOTE: Players may agree to use an equal-chance die roll to choose among a few spaces.*

## 8.3 Random ECs

If only ECs are candidates, roll on the Random EC table. Sabotage only unSabotaged ECs.

## 8.4 Non-Player Events

NOTE: Events will not always benefit the executing Non-player Faction directly.

**8.4.1 Event Instructions.** Whenever any Non-player Faction is to execute an Event and that Faction's symbol on the card has a gray halo, first check any special instructions for that Event at the bottom of that Faction's sheet.

**8.4.2 Dual Use.** Non-player Directorio and 26July executing a

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Dual-Use Event (5.2) use unshaded text, Non-player Syndicate and Government use shaded, unless otherwise specified in Event Instructions (8.4.1).

**8.4.3 Placement.** Place, remove, or relocate as many pieces (per 8.1.2) as the Event, availability (1.4.1), and stacking (1.4.2) allow.

**8.4.4 Who and Where.** Unless otherwise specified:

- When there is a choice of who gets Event benefits (such as placing pieces or free Operations), select the executing Faction, then another random Non-player Faction.
- For free Operations or Special Activities, use that Faction's priorities (8.5-8.8).
- Select Event spaces to ensure that as many Bases and then other pieces as possible are placed, removed, or replaced, then for the greatest change in Total Support and Opposition.
- Otherwise, select spaces randomly (8.2-.3).

## 8.5 Non-Player Syndicate Actions

*NOTE: It is not necessary to master the rules below for specific Factions because they are summarized on the Non-player foldout.*

**8.5.1 Rally.** If Syndicate could Rally to add a Guerrilla to a space with a Casino (open or closed) but no Syndicate Guerrillas, Rally:

- First place 1 Guerrilla in each space with any Casinos and no Syndicate Guerrillas.
- Then, in any spaces with an open Casino, a cube, and where all Syndicate Guerrillas are Active, flip the Guerrillas Underground.

Then execute a Special Activity per 8.5.5.

**8.5.2 March.** If Rally conditions (8.5.1) are not met and the priorities below would result in a March to an EC or with Cash, instead March:

- First, with 1 Syndicate Guerrilla each to all ECs that can be reached and are empty of pieces, first from spaces with the most Syndicate Guerrillas, then from where no open Casino, then selected randomly.
- Then, if the next Propaganda card will be final (2.4.1), with any Guerrillas holding Cash in spaces with no closed Casinos to any closed Casinos that they can reach.

Then execute a Special Activity per 8.5.5.

**8.5.3 Construct.** If neither Rally (8.5.1) nor March (8.5.2) conditions are met and the number of Available plus Closed Casinos exceeds Cash markers out on the map, *or* if a Terror Operation was selected but none of its instructions could be executed, instead Construct (where Govt or Syndicate Control):

- If Syndicate Resources exceed 35, Construct in 2 spaces, otherwise in only 1.
- If the next Propaganda card will be the final one (2.4.1), first open closed Casinos, first where Syndicate holds no Cash.
- If not or no Govt- nor Syndicate-Controlled space has a closed Casino, instead place new closed Casinos, first with other Casinos.

Then execute a Special Activity per 8.5.5.

IF NONE: If no Casinos or fewer than 5 Resources are available, instead execute Terror (8.5.4) or, if no Terror possible, Pass.

**8.5.4 Terror.** If no other Operation's conditions are met (8.5.1-.2), execute Terror (with an Underground Guerrilla, 3.3.4):

- First, if 26July is a player and at victory (7.2), in 1 space with Opposition.
- Then, if Government is a player and at victory, in 1 space with Support.
- If neither applies, in 1 random City or Province.

Then Bribe per 8.5.5.

IF NONE: If there are no Underground Syndicate Guerrillas on the map, instead Construct (8.5.3) or, if that not possible, Pass.

**8.5.5 Special Activities.** If Non-player Syndicate executed Rally, March, or Construct, next execute Profit if possible per the following, otherwise Muscle or, if that not possible, Bribe. If it executed Terror, Bribe.

PROFIT: Place up to 2 Cash markers with Syndicate Guerrillas at open Casinos (4.5.1):

- First, where Syndicate holds no Cash.
- Once no such space, then where no other Faction has pieces.
- Once no such, then in random spaces.

If no Cash available or no Syndicate Guerrilla is at an open Casino, instead Muscle as follows.

MUSCLE: Move 2 cubes (Troops if to Province, Police if to City, 4.5.3) to a space with an open Casino and 26July Control or, if none, DR Control. Take the cubes from a space with the most cubes. If there is no such Casino space, instead Bribe as follows.

BRIBE: If it is possible to remove an enemy's pieces to transfer Cash to the Syndicate, pay –3 Syndicate Resources to do so, selecting the space and then targeting randomly if several candidates. If not, remove 26July then DR piece(s) (Base first, 8.1.2) from a space with an open Casino. If there are none, instead remove piece(s) remove 26July then DR from a space with any Syndicate piece (EC last, 8.2-.3). If the "Mafia Offensive" Capability is in effect (5.3), if possible Assassinate in a Terror space (per 8.1.2) instead of Bribing. If none of that is possible or if the Syndicate has too few Resources, execute no Special Activity.

## 8.6 Non-Player Directorio Actions

**8.6.1 Terror.** If Directorio could execute Terror in a space at either Active Support or Active Opposition or Assassinate to remove a Government Base, Terror in these spaces (with Underground Directorio Guerrillas per 3.3.4):

- First, where Active Support.
- Then, where Active Opposition.
- Finally, at 1 (other) Assassination target, first a Government Base, then any player's Base, then any other target.

ASSASSINATE: Then Assassinate in a space where Terror occurred and Directorio Guerrillas outnumber Police (4.4.2). Select the space and target to remove a Govt Base if possible, then to remove any player's Base, then to take Cash, then to close an open Casino, then to remove a cube (Police first, 8.1.2), finally to remove a 26July piece (Base first, 8.1.2).

- If there is no such space or no suitable target, execute no Special Activity.

**8.6.2 Rally.** If Terror conditions are not met and Directorio has at least 6 Guerrillas available or would place a Base with Rally, Rally

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in these (Neutral or Passive) Provinces or Cities (3.3.1):

- First, in any with Directorio Guerrillas all of which are Active, a Directorio Base, and any cubes, flip the Guerrillas Underground.
- Then, in others with at least 3 Directorio Guerrillas and room for a DR Base (1.4.2), replace 2 Guerrillas with a Base.
- Then place Guerrillas in any others with Directorio Bases (Population plus Bases, 3.3.1), then with other DR Guerrillas, and finally in 1 other (random) City or Province.

SUBVERT: Then Subvert (in a Province with DR Control, 4.4.1).

- If 26July is at victory (7.2), in a Province to remove the most Opposition possible.
- If not, to remove the most Support possible.
- If neither possible, in the highest Population Province, first in a Neutral Province.
- If no Provinces are DR-Controlled, Directorio executes no Special Activity.

IF NONE: If Rally is not possible (all Population is at Active Support or Opposition), March.

EXPAT BACKING: During the Support Phase, free Rally (6.3.4) to place Guerrillas to gain DR Control of the most Population possible, a Base if none, or Guerrillas at random if not possible.

**8.6.3 March.** If neither Terror nor Rally conditions (8.6.1-.2) are met and there is no space with DR Guerrillas where removing 1 or 2 Government and/or Syndicate pieces would add DR Control, *or* a Rally or Attack Operation was selected but none of its instructions could be executed, March as follows without removing DR Control or the last DR Guerrilla from any origin space (and per 8.1.2):

- First, with just as many DR Guerrillas as needed to add DR Control to the highest Population City or Province possible, first from spaces with the most DR Guerrillas.
- Then, from 1 space with most DR Guerrillas who could move but have yet to do so, to a space closer to Havana (including Havana).
- If the "Morgan" Capability is in effect (5.3), March from within 2 spaces.

Then Subvert per 8.6.2.

IF NONE: If such March possible, Attack.

**8.6.4 Attack.** If neither Terror nor Rally conditions (8.6.1-2) are met and removing 1 or 2 Government and/or Syndicate pieces from a space with DR Guerrillas would add DR Control, *or* a March Operation was selected but none of its instructions could be executed, instead Attack in up to 3 spaces (with an enemy, 3.3.3):

- Attack where at least 1 Underground or 4 total Directorio Guerrillas, selecting first those spaces with the most DR Guerrillas.
- Once the spaces are selected, target enemies so as to take any Cash (target Non-players only if they could not transfer the Cash to another Non-player per 8.1.2), then to remove Government, then Syndicate, then 26July (per 8.1.2).

AMBUSH: Ambush (per 4.4.1, with an Underground Directorio Guerrilla) in the Attack space with the fewest total Directorio Guerrillas. If tied, chose first where Cash is targeted, then Government, then Syndicate, then 26July (the same priorities as for Attack, above).

- If none has an Underground DR Guerrilla, Directorio executes no Special Activity.

IF NONE: If no such Attack can target Cash or appropriate pieces, March instead (8.6.3) or, if no such March possible, Pass.

**8.6.5 Caracas.** If the "Pact of Caracas" Capability is in effect (5.3), 26July is a player and meeting its victory condition (7.2), and DR has at least 2 Bases while executing an Operation or Event, remove 2 DR Bases from random space(s) to cancel "Caracas" (1.4.1).

## 8.7 Non-Player 26July Actions

**8.7.1 Terror.** If 26July could execute any Terror that enables Kidnap, Sabotage, or a shift in Support/Opposition, do so (with Underground 26July Guerrillas, 3.3.4):

- First, in 1 space where Kidnap against a Faction with Cash or more than 0 Resources would be possible (where 26July Guerrillas outnumber Police, 4.3.3)—first an EC, then a City, then at an open Casino.
- Then on all other unSabotaged ECs.
- Then in each City and Province that is at Support or Neutral.
- Then, if "Pact of Caracas" is not in effect (5.3), in each other space at Passive Opposition.

KIDNAP: Then Kidnap (4.3.3) in a space selected for Terror:

- Take Cash if possible.
- Target Government Cash or Resources before Syndicate.
- If the "Raúl" Capability (5.3) is in effect, reroll a Kidnap roll of "1" or "2" (only).
- If Terror spaces have no Kidnap targets, 26July executes no Special Activity.

IF NONE: If the only Terror shift would be at Passive Opposition without "Caracas", Rally.

**8.7.2 Rally.** If no such effective Terror possible (8.7.1) and 26July has at least 6 Guerrillas available or could Rally to place a Base, *or* a Terror Operation was selected but none of its instructions could be executed, Rally in Provinces and Cities (without Support, 3.3.1):

- First, in any with 26July Guerrillas all of which are Active, a 26July Base, and any cubes, flip the Guerrillas Underground.
- Then, wherever at least 3 26July Guerrillas and room for a 26July Base (1.4.2), replace 2 Guerrillas with a Base.
- Then place Guerrillas wherever 26July Bases, then with other 26July Guerrillas, and finally in 1 (random) City or Province.
- If "The Guerrilla Life" in effect (5.3), combine flipping and placement wherever possible.

INFILTRATE: Then Infiltrate (a space with a cube, without Support, and with or adjacent to an Underground 26July Guerrilla, 4.3.1).

- At an EC, if possible.
- If not, to take Cash, if possible.
- If not, to remove the last Police cube from a space, if possible.
- If not, in a random space.
- If there is no space to Infiltrate, 26July executes no Special Activity.

IF NONE: If Rally is not possible (all Cities and Provinces have Support), instead March.

**8.7.3 March.** If neither Terror nor Rally conditions (8.7.1-.2) are

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met and no space has 4 or more 26July Guerrillas and a Government piece, *or* a Rally Operation was selected but none of its instructions could be executed, March, without removing the last 26July Guerrilla from any space (or violating 8.1.2):

- First, to get 1 Underground 26July Guerrilla onto each EC possible that has none.
- Then, into 1 Govt-Controlled space, first 1 with Support, with Guerrillas from all adjacent Opposition spaces and ECs.
- If the "El Che" Capability (5.3) is in effect, reverse the above order.
- Then, from 1 space with the most 26July Guerrillas who could move but have yet to do so, to a space closer to Havana City (including into Havana).

Then Infiltrate per 8.7.2.

IF NONE: If no such March possible, Attack.

**8.7.4 Attack.** If neither Terror nor Rally (8.7.1-.2) conditions are met and there is a space with at least 4 26July Guerrillas and a cube, *or* a March Operation was selected but none of its instructions could be executed, Attack (with 26July Guerrillas, 3.3.3). Attack only in spaces with Government pieces or where 26July could take Cash, targeting any such Cash first, then Government forces (only).

- First wherever 4 or more 26July Guerrillas.
- Then in 1 added City or Province with such targets and an Underground 26July Guerrilla (that is, where 26July could then Ambush per the rule below).
- If the "Raúl" Capability (5.3) is in effect, reroll all failed Attacks (only).

AMBUSH: Ambush (per 4.3.2, with an Underground 26July Guerrilla) in the Attack space with the fewest total 26July Guerrillas. If tied, choose first where Cash could be taken, then where a Government Base would be removed, then at random.

- If none has an Underground 26July Guerrilla, execute no Special Activity.

IF NONE: If no such Attack can target Cash or Government pieces, Pass.

**8.7.5 Agitate.** Non-player 26July Agitates (6.3.3) to the maximum extent possible. If 26July has too few Resources to Agitate everywhere, it Agitates first where highest Population, then where Support, then where fewest Terror markers, then randomly. Remove Terror only if a shift would be achieved.

**8.7.6 Caracas.** If the "Pact of Caracas" Capability is in effect (5.3), the DR is a player and meeting its victory condition (7.2), and 26July has at least 2 Bases while executing an Operation or Event, remove 2 26July Bases from random space(s) to cancel "Caracas" (1.4.1).

## 8.8 Non-Player Government Actions

**8.8.1 Momentum.** If any of the following Momentum Events are in effect (5.4), a Non-player Government first follows these priorities:

- **Armored Cars.** Always Assault if it would be possible to remove a 26July Base or any 4 or more Guerrillas, moving Troops by Sweep priorities, disregarding adjacency.
- **Sánchez Mosquera.** Always Assault if it would be possible to remove a 26July Base or any 4 or more Guerrillas from Mountain.
- **Rolando Masferrer.** Unless already executing Assault, Sweep and free Assault if it would be possible to remove a 26July Base or Activate 4 or more Guerrillas.
- **S.I.M.** If Sweeping (8.8.4), instead of first doing so where cubes, do so first where no cubes and, if into a space, take in half (rounded up) Police, half Troops.
- **Guantánamo Bay.** If a Government Operation just undertaken could add an Air Strike to remove 2 pieces, do so.

**8.8.2 Train.** If any space with a Government Base or any City lacks either Govt Control, Troops, or Police, Train in spaces costing up to 9 Resources:

- Until there are fewer than 4 cubes available, place 4 cubes (per 8.1.2) in each City and Government Base space, first where there is no Govt Control, then where there are no Police, then where there are no Troops.
- Then, in 1 Province that has at least 2 cubes, no Government Base, and room to place one, replace 2 Troops then Police with a Base.
- Finally, if no Base was placed, buy Civic Action in a Training space where a Civic Action shift is possible (6.3.2) for the greatest shift possible, without dropping Government Resources below 9.

NOTE: Non-player Government will Train, Sweep, or Assault up to 4 spaces at a time when the US Alliance is Firm (6.3.1), 3 spaces when Reluctant, a2 spaces when Embargoed.

TRANSPORT: Then Transport up to 3 Troops from a City with Govt Control and the most Troops beyond those needed for Control. Transport them to a Province that has Police but no Troops; if none, to a space that has more Active Guerrillas than Troops; or, if no such space, to a City or Province where another Faction has Control and would lose it with the arrival of the Troops.

- If not possible, execute no Special Activity.

IF NONE: If no such Train possible, Garrison.

**8.8.3 Garrison.** If the total of 26July and DR Guerrillas at an EC either include Underground or exceed cubes there, *or* a Train Operation was selected but none of its instructions could be executed, Garrison. Move Police then Troops to equal Guerrillas at all ECs, then to add Govt Control or a Police or Troop to any Cities without. Take each cube from a space with the most of that type, without removing the last Police from any. Assault to remove the most 26July pieces.

AIR STRIKE: Then Air Strike to remove a 26July Base if possible, then a DR Base, a 26July Guerrilla then a DR Guerrilla from a space with at least 1 cube, and finally the last 26July—or, if not possible, DR—Guerrilla from a space. Strike equal targets in Provinces before ECs. If Embargoed (6.3.1) or there is no such Air Strike target, instead execute Reprisal as follows.

REPRISAL: Execute Reprisal in the highest Population space with Govt Control and Opposition. Move a 26July Guerrilla, if any, then DR, finally Syndicate, Underground first, to a Neutral or Opposition space if possible. If no such target space, instead Transport per 8.8.2.

IF NONE: If no such Garrison possible, Sweep.

**8.8.4 Sweep.** If Garrison conditions (8.8.3) are not met and no 26July or DR Base nor a total of 3 or more Guerrillas would be removed by Assault (alone), *or* a Garrison Operation was selected but none of its instructions could be executed, Sweep spaces for up to 9 Resources, Activating 26July Guerrillas, then DR, then Syndicate:

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- Sweep to Activate Underground 26July or DR Guerrillas, first at Support, then in Havana City, then elsewhere. Within these priorities, Sweep first where there are already cubes.
- Also move in up to the Troops needed to Activate all Guerrillas and (if not already Govt Controlled) take Control, but without losing Govt Control of any origin spaces.

Then execute a Special Activity per 8.8.3 (Air Strike, Reprisal, or Transport).

IF NONE: If no such Sweep possible, Assault.

**8.8.5 Assault.** If Train and Garrison conditions (8.8.2-.3) are not met and Assault would add Govt Control or remove a 26July or Directorio Base or at least 3 Guerrillas, *or* a Sweep Operation was selected but none of its instructions could be executed, select spaces costing up to 9 Resources to Assault:

- First in spaces to remove the most 26July or DR Bases, then to take any Cash possible, then to remove the most Guerrillas possible.
- In each selected Assault space, target Bases, then pieces with Cash, then 26July then DR then Syndicate.

Then execute a Special Activity per 8.8.3 (Air Strike, Reprisal, or Transport).

IF NONE: If no such Assault possible, pass.

**8.8.6 Propaganda Civic Action.** During the Support Phase, buy all Civic Action (6.3.2) for the greatest shift in Opposition and Support possible without dropping Government Resources below 9. EXCEPTION: In the final Propaganda Round (2.4.1), do so even if Resources drop below 9.

**8.8.7 Redeploy.** Redeploy (6.4) only:

- Police to ECs to equal 26July Guerrillas there; then to Provinces where Troops are about to Redeploy out, up to the number of Police needed to keep Control (including after Reset opens any closed Casinos); then 1 each to Cities and Government Bases with no Police. Take each Police from the space with the most Police without losing any Control or removing the last Police from anywhere.
- Troops to distribute them as evenly as possible without losing any Govt Control.

## 8.9 1-Player Victory

The player in a 1-player game (26July or Government) never wins during Propaganda Rounds (7.2). To succeed, the player must avoid any Non-player win and have the highest victory margin (7.3) after the final Round. If not, the Non-player with the highest margin (ties to Syndicate, then Directorio, then 26July) wins Cuba:

- **If Syndicate**—Viva Lansky! The Revolution is flickering out, as is any semblance of Cuban sovereignty. Mob establishments span the island. US law enforcement interest is intense, but the Cuban dictatorship, US-owned businesses, and organized crime are increasingly intertwined and their ability to defend their gangster paradise interlocking.
- **If Directorio**—Student Revolution! People flock to the DR banner, draining the Army and the 26July of fighters. Supporters of the old regime flee, the Castros are hunted down as suspected Soviet agents, and the United States recognizes the new revolutionary government as representative of Cubans.
- **If Non-Player 26July**—Castro Triumph! Collecting the disparate anti-regime forces around him, Fidel drives the old regime from the island, then turns on and hunts down any and all competing rebels. A very different Cuban dictatorship is at hand.
- **If Non-Player Government**—Rearguard Ascent! The Revolution has failed. The population loses hope in the hapless rebels and helps the Army and Police hunt them down. The Mob stays in Cuba but learns its place. The Castros return to prison—there will be no conciliatory release this time.

PLAYER VICTORY: If the player does survive to the final Round with the highest victory margin, subtract the highest Non-player margin from the player's to find the degree of success:

- 1 to 4—Stalemate! The battle for the island will be all out. A prolonged Cuban Civil War is drawing increasing US consideration of military intervention.
- 5 or more, Player as Government—Model Counterinsurgency! Against the odds, the Cuban dictatorship has shown how to fight insurrection and foreign infiltration. Other Latin American regimes study the success.
- 5 or more, Player as 26July—Model Rebellion! The Castro-Guevara insurgent strategy has succeeded in Cuba's divided society. Leftists look to Cuba as mid-wife to revolution in Latin America and beyond.

*EXAMPLE: A solo 26July player avoids Non-player victory over 4 Propaganda Rounds. At game end, with 6 DR-Controlled Population and 2 Directorio Bases on the map, DR has a –1 victory margin—the highest of the Non-players. Total Opposition is 12 and 26July has 4 Bases out, so the player's victory margin is +1: 2 above DR's for a "Stalemate".*

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# KEY TERMS INDEX

**26July**—An Insurgent Faction (Movimiento 26 de Julio: the 26July Movement or M26, led by Fidel Castro). (1.0, 1.5)

**Accompanying**—Operation required for Special Activity. (4.1.1)

**Activate**—Flip or leave Guerrilla Active. (1.4.3)

**Active**—Guerrilla symbol up: vulnerable to Assault or Air Strike (1.4.3); population in open Support or Opposition (1.6.1).

**Agitate**—26July Propaganda action to add Opposition. (6.3.3)

**Aid**—Foreign assistance that adds Government Resources during Propaganda or by Event.(1.8, 6.2.1)

**Air Strike**—Government Special Activity to remove an enemy. (4.2.2)

**Ambush**—26July/Directorio Special Activity ensuring Attack success. (4.3.2, 4.4.2)

**Attack**—Insurgent Operation that removes enemy pieces. (3.3.3)

**Assassinate**—Directorio Special Activity to remove an enemy. (4.4.3)

**Assault**—Government Operation that removes enemy pieces. (3.2.4)

**Available**—Force pieces in holding boxes that may be placed. (1.4.1)

**Base**—Mostly immobile force pieces that affect Rally, Resources, and Victory, among other functions. (1.4)

**Bases Last**—Frequent requirement that a Faction have no cubes or Guerrillas in a space before removing its Bases. (3.2.4, 3.3.3, 4.2.2)

**Bribe**—Syndicate Special Activity that removes or flips pieces. (4.5.2)

**Campaign**—Event card series leading up to a Propaganda Round. (2.4.1)

**Captured Goods**—Place Guerrilla or take Cash via Attack. (3.3.3)

**Cash**—Marker representing stacks of US dollar profits awaiting deposit or laundering. (4.5.2, 6.2.4)

**Cash Ransom**—Take Cash via Kidnap. (4.3.3)

**Casino**—Syndicate Base with special aspects. (1.4.4-.5)

**City**—Urban-area space. (1.3.1)

**Civic Action**—Government action to increase Support. (3.2.1, 6.3.2)

**Closed**—Casino temporarily unavailable to the Syndicate. (1.4.4)

**COIN (Counterinsugency)**—Government Operations. (3.2)

**Commandeer**—Take Cash via Infiltrate or Assassinate. (4.3.1, 4.4.3)

**Construct**—Syndicate Operation to add or open Casinos. (3.3.5)

**Contraband**—Take Cash via Bribe. (4.5.4)

**Control**—Possession by a Faction of more pieces in a City or Province than all enemies combined. (1.7)

**Cost**—Resources for an Op. (3.1)

**Cylinder**—Token to mark a Faction's Resources or Eligibility (1.8, 2.2)

**Cube**—Troops or Police piece. (1.4)

**Deception**—Optional victory markers. (7.3)

**Directorio**—An Insurgent Faction (Directorio Revolucionario Estudiantil or DR: the Student Revolutionary Directorate). (1.0, 1.5)

**DR**—Short for the Directorio Faction (Directorio Revolucionario).

**DR Pop + Bases**—Total Population with DR Control plus number of Directorio Bases on the map. (1.6.3, 1.7, 7.2—.3)

**Dual Use**—Event with 2 alternative effects. (5.2)

**EC—Economic Center:** Zones of commercial activity that generate Government Resources. (1.3.1.3)

**Economic Value (Econ)**—Resources that an unSabotaged EC will provide Government each Propaganda Round. (1.3.1.3, 6.2.1)

**Eligible**—Faction able execute Event or Operation: per Faction order, 1st and 2nd Eligible. (2.3.1—.2)

**Embargoed**—Bottom US Alliance level. (6.3.1)

**Enemy**—Assets of another Faction than the executing Faction. (1.5)

**Eradicate**—Government Special Activity to remove rural Syndicate Bases and add Aid. (4.2.3)

**Event**—Card with Faction order and text a Faction may execute. (2.3, 5.0)

**Expat Backing**—Support Phase Directorio free Rally. (6.3.4)

**Execute**—Implement Event or conduct Operation or Special Activity. (2.3)

**Faction**—Player or Non-Player role: Government, 26July, Directorio, Syndicate. (1.5)

**Faction Order**—Card symbols that determine 1st and 2nd Eligible. (2.3.2)

**Final**—4th Propaganda card's round, game end. (2.4.1, 6.3.5, 7.3)

**Firm**—Top US Alliance level. (6.3.1)

**Flip**—Switch Guerrilla between Underground /Active or Casino between open/closed. (1.4.3, 1.4.4)

**Forces**—Troops, Police, Guerrillas, or Bases, including Casinos (pieces). (1.4)

**Forest**—Province type that hinders Sweep. (1.3.1, 3.2.3)

**Free**—Operation or Special Activity via Event or Shipping that does not cost Resources or affect Eligibility. (2.3.6, 3.1.2, 5.5)

**Friendly**—Assets of the executing Faction.

**Garrison**—Government Operation to Protect ECs. (4.2.2)

**Government (Govt)**—The non-Insurgent Faction. (1.0, 1.5)

**Government Momentum**—Events whose shaded portion stays in effect until next Propaganda Round. (5.4)

**Grassland**—Province type that does not hinder Operations. (1.3.1)

**Guerrilla**—Mobile Insurgent forces piece. (1.4)

**Halo**—Card Faction symbol showing Nonplayer has an Event instruction. (8.4.1)

**Ineligible**—Faction skipped in determining Faction order. (2.3.1-.2)

**Infiltrate**—26July Special Activity that replaces cubes with Guerrillas. (4.3.1)

**Insurgent**—26July, Directorio, or Syndicate Faction. (1.0)

**Insurgent Capabilities**—Enduring event effects that help or hinder Insurgent actions. (5.3)

**Kidnap**—26July Special Activity that transfers Resources. (4.3.3)

**Launder**—Deposit Cash and use proceeds for an operation. (2.3.6)

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**Level**—Support/Opposition or US Alliance status. (1.6.1, 6.3.1)

**Limited Operation**—A player Operation in just 1 (destination) space and no Special Activity. (2.3.5)

**M26**—26July: Movimiento 26 de Julio.

**March**—Insurgent Operation that moves Guerrillas. (3.3.2)

**Mountain**—Province type that hinders Assault. (1.3.1, 3.2.4)

**Muscle**—Syndicate Special Activity to relocate cubes. (4.5.3)

**Neutral**—Space not in Support nor Opposition. (1.6.1)

**Non-Player**—Faction controlled by the game. (1.5, 8.0)

**Open**—Casino doing business on the Syndicate's behalf. (1.4.4)

**Open Casinos**—Total number of open Casinos on the map. (1.4.4, 1.6.3, 6.2.4, 7.2—.3)

**Operation (Op)**—Core action Faction performs with its forces. (3.0)

**Opposition**—A space's population against the Government. (1.6)

**Opposition + Bases**—Total Opposition plus the number of 26July Bases on the map. (1.6.3, 7.2-.3)

**Pass**—Decline to execute an Event or Operation when Eligible. (2.3.3)

**Passive**—City or Province in reserved Support or Opposition. (1.6.1)

**Phase**—Segment of a Propaganda Round. (6.0)

**Piece (Force unit)**—Troop or Police cube, Guerrilla, or Base (not a marker like Cash). (1.4)

**Place**—Move a piece or Cash from Available to map. (1.4.1)

**Police**—Government forces that maintain rural control and hinder crime. (1.4)

**Population (Pop)**—Representation of the populace of a Province or City, about 1 million people per point. (1.3.1.1—.2)

**Priorities**—Rules guiding Non-player Factions. (8.0)

**Profit**—Syndicate Special Activity to stack Cash or liquidate Casino. (4.5.1)

**Propaganda (Prop)**—Cards triggering Rounds of the same name that include victory checks, Resource acquisition, and several other periodic functions. (2.4, 6.0)

**Province**—Type of space representing rural areas. (1.3.1)

**Rally**—Insurgent Operation to place or regroup pieces. (3.3.1)

**Redeploy**—Move Government cubes during the Propaganda Round. (6.4)

**Reluctant**—A US Alliance level. (6.3.1)

**Remove**—Take from the map (for forces, to Available). (1.4.1)

**Replace**—Exchange pieces between Available and map. (1.4.1) Replacing an open Casino instead closes it and places the replacing piece. (1.4.5)

**Reprisal**—Government Special Activity to place Terror, shift toward Neutral, and displace Guerrilla. (4.2.3)

**Reset**—Final Propaganda phase to prepare for next card. (6.5)

**Resources**—Factions' wherewithal for Operations and other actions. (1.8)

**Sabotage**—Place a Sabotage marker on an EC that does not have one, temporarily damaging it to block addition of Government Resources. (3.3.4, 6.2)

**Seizure**—Take Cash via Assault. (3.2.4)

**Select**—Choose locations or targets of actions. (3.1, 3.1.1, 4.1, 5.1)

**Set**—Shift a space's Support/Opposition to a prescribed level. (1.6.1)

**Shaded**—2nd text choice of Dual-Use Event, often pro-Government. (5.2)

**Shift**—Change a space's Support/Opposition level or the level of US Alliance. (1.6.1, 6.3.1)

**Skim**—Forced Transfer of Resources between the Syndicate and other Factions. (6.2.3)

**Space**—Map area that holds pieces in play: Province, City, EC. (1.3.1)

**Special Activities**—Actions accompanying Operations, most cost—free and unique to a Faction. (4.0)

**Stacking**—Limits on pieces occupying a space. (1.4.2)

**Standard Deployment**—Option with predetermined set up of forces. (2.1)

**Subvert**—Directorio Special Activity to set a Province to Neutral and gain Resources. (4.4.1)

**Support**—A space's population favoring the Government. (1.6)

**Sweep**—Government Operation to move Troops into a space and flip Guerrillas Active. (3.2.3)

**Syndicate**—An Insurgent Faction: mobsters. (1.0, 1.5)

**Target**—Enemy Faction or piece that is the object of an Operation, Special Activity, or Event. (3.1, 4.1)

**Terror**—Insurgent Op that places marker of same name in City or Province or Sabotage on EC. (3.3.4)

**Total Opposition**—Passive Opposition Population plus twice Active Opposition Population. (1.6.3)

**Total Support**—Passive Support Population plus twice Active Support Population. (1.6.3)

**Town**—Map feature for flavor (not a space). (1.3.3)

**Train**—Govt Operation to place pieces and conduct Civic Action. (3.2.1)

**Transfer**—Give Resources or Cash to another Faction. (1.5.1)

**Transport**—Government Special Activity that moves Troops. (4.2.1)

**Troops**—Mobile Government forces specializing in Sweep and rural Assault. (1.4)

**Uncontrolled**—A City or Province where no Faction has more pieces than all others combined. (1.7)

**Underground**—Guerrilla, symbol end down: not subject to Assault or Air Strike and capable of Terror or Ambush. (1.4.3)

**Unshaded**—1st text choice of Dual-Use Event. (5.2)

**US Alliance (Alliance)**—Track showing current level of US assistance to the Government. (6.3.1)

**Variable Deployment**—Option with open set up of player forces. (2.1)

**Victory Margin**—Calculation, unique to a Faction, of closeness to its victory condition. (7.3)

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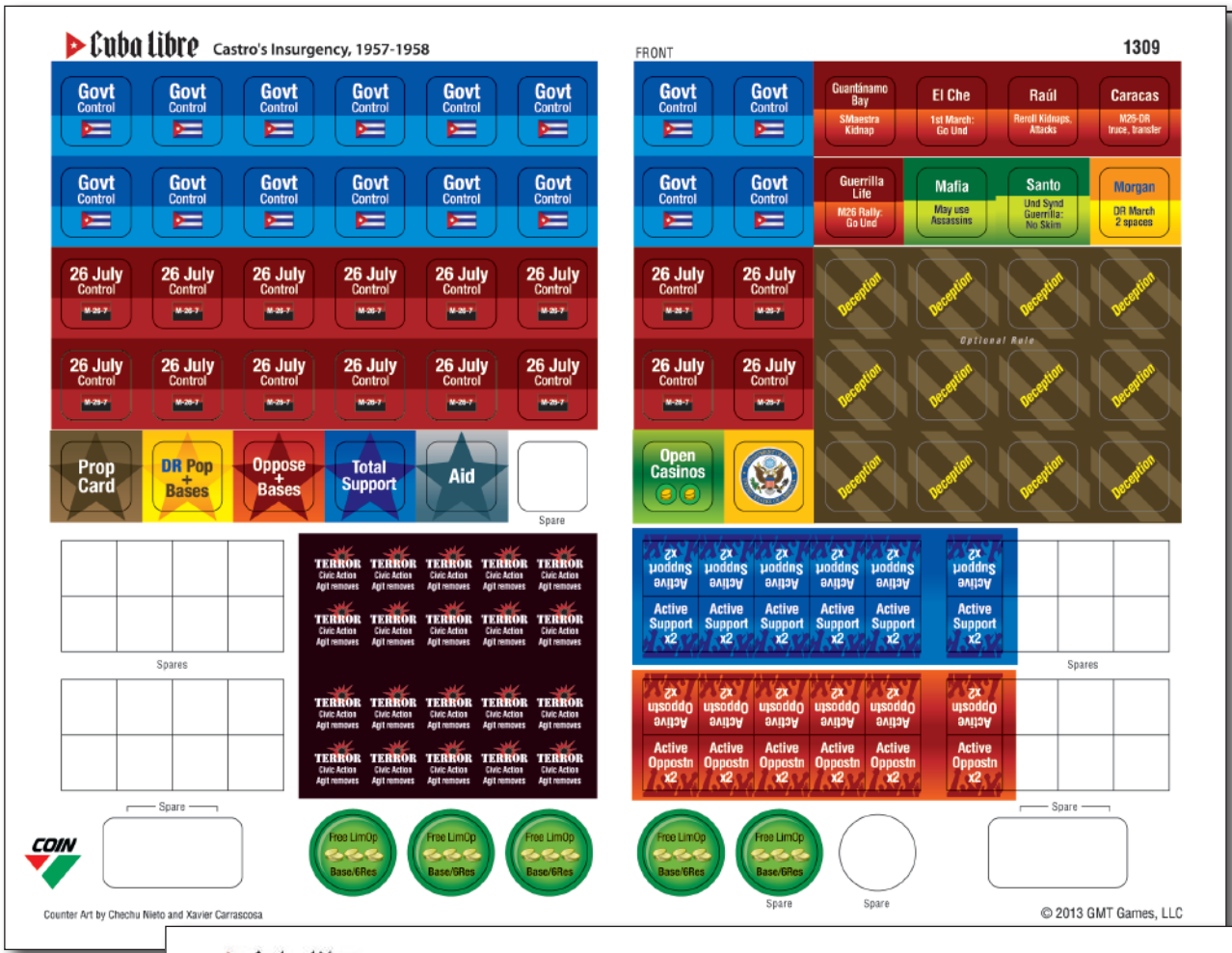
Cuba Libre
Castro's Insurgency, 1957-1958
FRONT
1309
Govt Control
26 July Control
Prop Card
DR Pop + Bases
Oppose + Bases
Total Support
Aid
Spare
Spares
TERROR Civic Action Agit removes
Guantánamo Bay
El Che
Raúl
Caracas
Guerrilla Life
Mafia
Santo
Morgan
Deception
Optional Rule
Open Casinos
Active Support x2
Active Oppostn x2
Free LimOp Base/6Res
COIN
Counter Art by Chechu Nieto and Xavier Carrascosa
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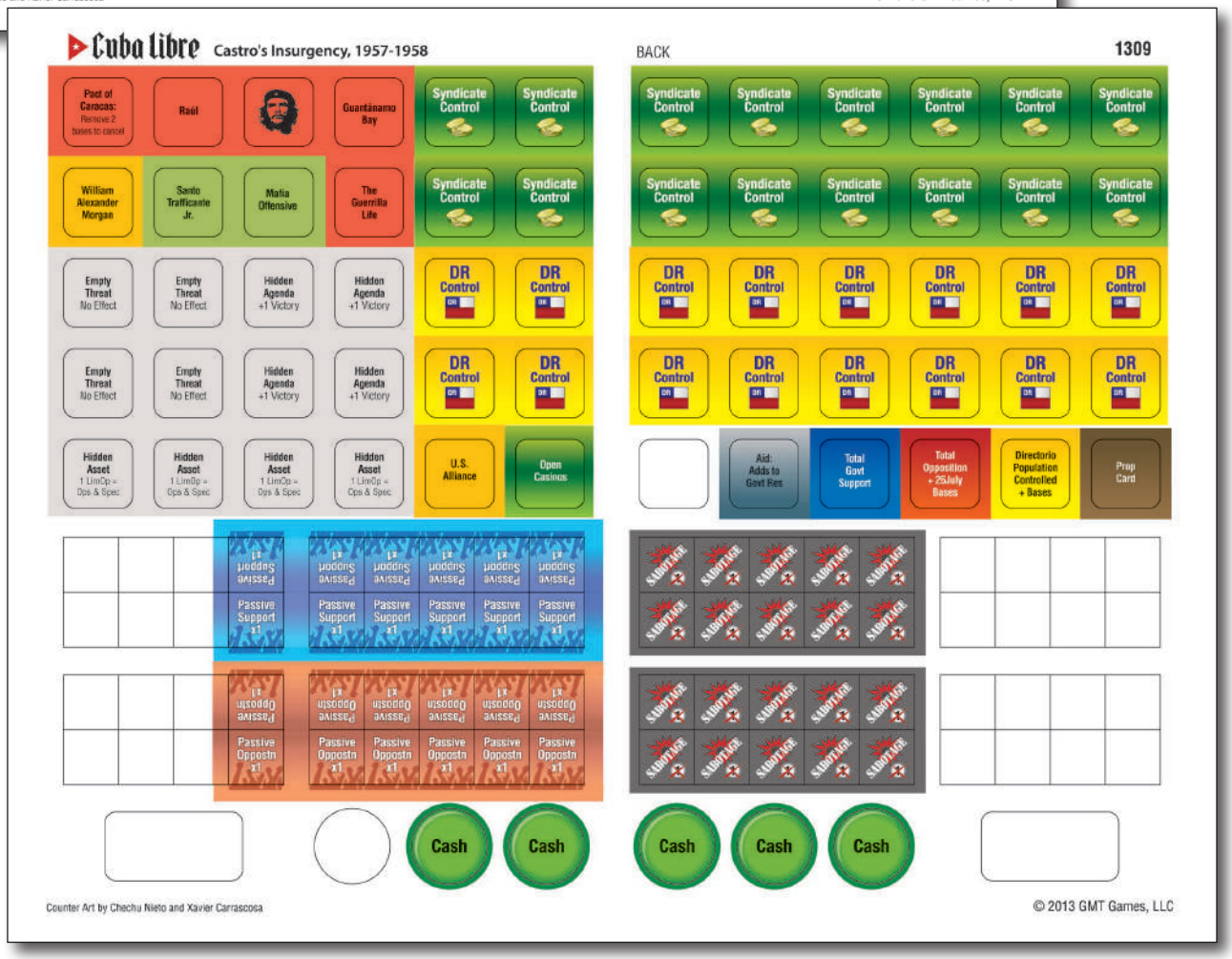
Cuba Libre
Castro's Insurgency, 1957-1958
BACK
1309
Pact of Caracas: Remove 2 bases to cancel
Raúl
Guantánamo Bay
William Alexander Morgan
Santo Trafficante Jr.
Mafia Offensive
The Guerrilla Life
Syndicate Control
Empty Threat No Effect
Hidden Agenda +1 Victory
DR Control
Hidden Asset 1 LimOp = Ops & Spec
U.S. Alliance
Open Casinos
Aid: Adds to Govt Res
Total Govt Support
Total Opposition + 26July Bases
Directorio Population Controlled + Bases
Prop Card
Passive Support x1
Passive Oppostn x1
SABOTAGE
Cash
Counter Art by Chechu Nieto and Xavier Carrascosa
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# SET UP (2.1)

## General

Agree on Standard or Variable Deployment (below) and any no Non-player (1.5), short game (2.1), Sudden Propaganda (2.3.8), or Deception (7.3), options. Give each player a Faction foldout and assign each a Faction:

**1-player**—26July or Government.
**2-player**—26July and Government.
**3-player**—26July, Government, and either Directorio or Syndicate.
**4-player**—A Faction each.

## Deck Preparation

Separate out the 4 Propaganda cards and shuffle the 48 Event cards. If using the short game option, randomly set aside 8 Event cards—they may not be inspected and will not be used. Split remaining Event cards into 4 roughly (or, if desired, exactly) equal piles. Shuffle 1 Propaganda card into each pile and stack 1 pile onto the other to form a face-down draw deck in easy view of all players.

## Standard Deployment

**Markers:**

- **US Alliance:** Firm
- **Aid:** 15
- **Resources:** Government 15; Syndicate 15; 26July 10; Directorio 5.
- **Eligible Factions:** All
- **Total Support:** 16
- **Opposition + Bases:** 7
- **Directorio Population + Bases:** 1
- **Open Casinos:** 3
- **Active Support:** Pinar del Río, Havana (City).
- **Passive Support:** La Habana (Province), Camagüey (City).
- **Passive Opposition:** Matanzas, Camagüey (Province), Oriente.
- **Active Opposition:** Sierra Maestra.

(Las Villas and Santiago de Cuba are Neutral.)

**Control**

- **Govt**—Havana (City), Camagüey (City), Santiago de Cuba, Las Villas.
- **26July**—Sierra Maestra.
- **Directorio**—Camagüey (Province).
- **Syndicate**—Pinar del Río.

**Government Forces**

- Havana (City): 6 Troops, 4 Police.
- Camagüey (City): 1 Troop, 2 Police.
- Santiago de Cuba: 2 Troops, 2 Police.
- Las Villas: 3 Troops.

**26July Forces**

- La Habana (Province): 1 Guerrilla.
- Sierra Maestra: 2 Guerrillas, 1 Base.
- Santiago de Cuba: 1 Guerrilla.

**Directorio Forces**

- Havana (City): 2 Guerrillas.
- Camagüey (Province): 1 Guerrilla.

**Syndicate Forces**

- Havana (City): 1 Casino.
- La Habana (Province): 1 Casino.
- Pinar del Río: 1 Casino.

## Variable Deployment

First set up all markers and Non-player forces as above except Control. Then set up player forces in the following order:

- **Syndicate**—3 Casinos, 1 each in any space.
- **Directorio**—3 Guerrillas anywhere.
- **26July**—4 Guerrillas and 1 Base anywhere free of Directorio forces, only 1 Guerrilla per City.
- **Government**—9 Troops and 8 Police among any Cities, 3 Troops in any 1 Province.

Then mark Control.

# AVAILABLE FORCES

*(Total, before set up)*

| | *Government* | *26July* | *Directorio* | *Syndicate* |
|---|---|---|---|---|
| Troops | 15 x | - | - | - |
| Police | 15 x | - | - | - |
| Guerrillas | - | 15 x | 15 x | 6 x |
| Bases | 2 x | 4 x | 4 x | 10 x |

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