

The Santiago Campaign 1898 - Player Aid

I. Pieces

1) Units: Combat Factor **Spanish Units:** remain hidden throughout the game; flip back after combat

Special-Units: Artillery [Combat value if stacked with other units / Single unit Combat Factor]
Cubans: each combat determine strength per unit: 1d6 - 1 [0-5; if "0" => eliminate unit]
Balloon: use 1 movement action to fly the Balloon

Movement: US/Cuban: 8 [4 if OOS] Spanish: 4 [Fortresses: 0]

2) General Rules:

Stacking: Regular: 2 non-Artillery units of the **same nationality** + 1 Artillery / Gatling
Jungle: 1 unit Swamp: none **Special Units:** Cuban: 1 unit per hex Balloon: free stacking

ZOC: no ZOC by: Cuban; Artillery; Balloon no ZOC effects for: Cuban
Entering EZOC: stop movement Starting in EZOC: may only move into hex free of EZOC

US Supply: LOS [free of EZOC, hexes that can be entered] to Supply Source or road leading to Source

US OOS: combat: no Artillery / Gatling attacks; other units attack at **1/2 strength** (round down)
movement: only 4 MP, may only move closer to Supply

II. Turn Structure:

0) Truce?

-> roll 1d6 after truce marker deployed; on 1-4 declare truce; no combat into / out of Santiago

1) US Player turn

a) US Supply Phase

-> determine LOS length: turn 1 / 2 / truce: 2 hexes other turns: 1d6 + 2 hexes => mark US units OOS

b) US Fever Phase (turn 7+)

-> roll on table **twice**; no movement / attacking for units

c) US Disembarkation Phase (turn 1 - 3)

turn 1: 10 units in first landing site;

=> roll for 2nd landing site (place Supply Source); 5 units at 2nd (or 1st site if not available)

turn 2/3: 15 units; player chooses ahead how many to deploy in each landing site

Procedure: draw 1 unit; 1 MP to enter drawn unit into play at the beach hex of invasion area; 3 MP to move

=> draw 2nd unit [all units may not move during US Movement Phase]

Claim new beaches: If a US unit enters an unused beach => place Supply Source

d) US Movement Phase

=> **observe** stacking limits during movement

=> **overrun** lone Artillery/ grounded Balloon units or US Supply Sources by moving non-artillery units

=> **US player** may not deliberately move units OOS

=> **Balloon Bonus:** starting adjacent to flying Balloon: 1 MP per Jungle hex

=> **Engineers** may act as Bridge over a River

e) US Combat Phase

=> mark US units OOS

=> adjacent non-artillery units **of the same nationality** may attack enemy hexes (see combat resolution)

Spanish attacks on the Balloon: Artillery in range may fire (and still attack); 1d6 per unit; on 1-2 destroyed

-> if **destroyed**: 1 other unit in hex suffers step loss

-> if **missed**: 1 other unit in randomly determined adjacent hex is hit

2) Spanish Player turn

a) Spanish Movement Phase (see US Phase)

-> turn 2: deploy "G" units; if Marines in Guantanamo roll on table; if not: deploy all [entering from hex 3801]

-> turn 5: deploy "M" units [entering from hex 1003]

b) Spanish Combat Phase (see US Phase)

c) Truce Determination + End of turn

If: no Spanish LOS to map edge through hexes with: no swamp, no enemy unit, no EZOC

=> place truce marker to next turn;

Combat Resolution:

=> adjacent non-artillery units **of the same nationality** may attack enemy hexes

a) add adjacent Artillery

add non-adjacent Artillery if: - within 4 hexes;

- LOS [shortest possible path; blocked by jungle / city / 2 elevations]

b) Form odds;

add **terrain effects**;

add **Spanish Fortification effects** [Fort, Blockhouse, Trenches]

Spanish Attack: add **+ 1 Combat Value for each attacking Spanish unit** if **US unit with red circled CV**

US Attack: add **US Concentric attack bonus** if attacking from 2 opposing hexes or 3 hexes

[not into City/Fort/blockhouse]; **1 right shift**

add **1 right shift** for **US Naval Fire** if attacking coastal hex (not in Santiago Bay)

add **1 right shift** for attacks within **2 of flying US Balloon**

add **1 right shift** for attacks with **1VC [TR = Teddy Roosevelt]**

add **1 right shift** for attacks with **Gatling guns** [may not attack fortresses]

add **1 right shift** for attacks with **Engineers** against **Trench / Blockhouse / Fortress / City**

Results: **AS:** nothing happens **DE:** all defenders lose 1 step; mandatory advance after combat [if hex cleared]

BB: see DE + attacker removes equal combat value steps; mandatory advance after combat

DR: defender retreats 1 hex; mandatory advance after combat

Retreat after combat: - retreat the stack together 1 hex; **Artillery units are eliminated** instead of retreated

- **not into EZOC** [ignore EZOC if friendly unit with ZOC present]

- may **displace** friendly units (Spanish may displace Cubans) to fit stacking restrictions

No Retreats for Spanish Units in Fortresses

Set Up:

1) Spanish Fortresses on Fortress hexes; M + G units in Holding Boxes;

Remaining units: set up, minimum of 3 hexes away from invasion beaches, not in swamp [hidden side up]

2) 1d6 on Cuban Deployment chart; in jungle, not stacked, not with Spanish unit

3) US 1st Marine Deployment choice: => to Guantanamo (remove from game)

=> to US Reinforcement draw pool

4) First landing site; 1d6 on table; place a Supply Source on landing hex

VP - Sudden Death (before end of game)

US Major: Controls all of Santiago + max. 12 steps lost [no 2 step unit lost] => historical result

or Control of both Spanish Fortresses

US Marginal: Controls all of Santiago + more than 12 steps lost [or a complete 2 step unit lost]

Spanish Major: after 1st US turn: at any time no US Supply Source

VP - End of Game

US Marginal: max. 12 steps lost [no 2 step unit lost]; Santiago under Siege

[=> no LOS to map edge through hexes with: no swamp, no enemy unit, no EZOC]

Spanish Major: no US victory