

SANTIAGO CAMPAIGN

1898

War between Spain and
the United States in 1898

RULES OF PLAY

Credits

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1.0 INTRODUCTION & COMPONENTS

1.1 Santiago 1898 is a two-player simulation of the campaign for Santiago de Cuba, which historically ended in the surrender of all Spanish forces on the island.

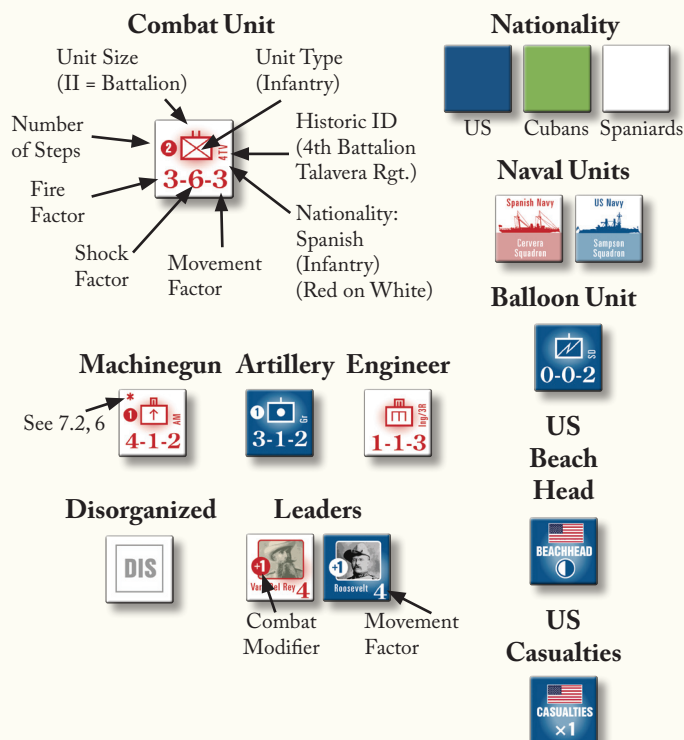
Note: In addition to these rules and the map and counters, you will need to provide yourself with a six-sided die, the specific uses of which are explained in the rules that follow.

Abbreviations

1d6:	Roll one six-sided die
2d6:	Roll two six-sided dice
LB:	Logistical Base
DRM:	Die-Roll Modifier
LBM:	Logistical Base Marker
LOC:	Line of Communications
MG:	Machinegun
MP:	Movement Points
SP:	Supply Points
DIS:	Disorganized
OOS:	Out of Supply

1.2 The Counters. A complete copy of Santiago 1898 includes 140 counters and markers. Each unit has one or two “strength steps.” The number of “steps” in a unit represents its ability to withstand casualties before it stops functioning as a cohesive force. When a two-step unit loses a step, it is flipped to its “reduced” side, which indicates one step remaining (the circled “1” in the center-left of the counter).

Santiago 1898 Unit Key.



1.3 The Map. The map shows the operational area of the Santiago campaign. There is a hex-grid superimposed on the map that helps regulate the placement and movement of the units. Each hex represents a mile (1.6 km) across.

1.4 Abbreviations

SPANISH

A	Asia
Al	Alcántara
Am	Ametralladoras (Machineguns)
And	Andalucía
BN	Brigada Naval (Naval Brigade)
C	Cuba
Co	Constitución
FPR	Fusileros de Puerto Rico (Puerto Rico Fusiliers)=
GC	Guardia Civil (Paramilitary Police)
IC	Isabel la Católica
M	Morro
PPR	Provisional de Puerto Rico (Puerto Rico Provisional)
SF	San Fernando
S	Simancas
So	Socapa
T	Talavera
TG	Tercio de Guerrillas (Guerrilla Tercio)
AM	Artillería Montada (Horse Artillery).
VC	Voluntarios Cubanos (Cuban Loyal Volunteers)

CUBANS

Cb	División Cebreco
Ba	Brigada del Bayamo
Ji	Brigada del Jiguaní
Ra	Columna Gen. Rabí
RY	Brigada Ramón de las Yaguas
GC	División González Clavel
Es	Estrada Column
R	Gen. Ríos' Column

U.S. ARMY

Bde	Brigade
Cav	Cavalry
Div	Division
Ind	Independent Brigade
RR	Rough Riders
SD	Signals Detachment
TR	Theodore Roosevelt
USN	U.S. Navy
Vol	Volunteers

2.0 SEQUENCE OF PLAY

2.1 Turn Sequence Outline. Each match has a maximum of 15 Game Turns, each of which represents one day, from 22 June to 5 July. Each game-turn is further divided into two “player turns,” which are further subdivided into a series of strictly sequenced steps (a.k.a. phases) during which players perform the various functions involved in running their own side’s forces. Game-turn 1 begins with Phase B1 (US Movement).

I. Administrative Phase (skip on Turn 1)

1. Victory Check
 - a) US Victory Check
 - b) Spanish Victory Check

2. Yellow Fever Check (skip on Turns 1–4)
Roll for Historic Events 7.0 after the Yellow Fever Check.

II. US Player Turn

1. US Movement Phase
 - a) Cuban Movement
 - b) US Movement
2. US/Cuban Combat Phases
 - a) Cuban Fire Combat Phase
 - b) US Fire Combat Phase
 - c) Cuban Shock Combat Phase
 - d) US Shock Combat Phase

III. Spanish Player Turn

1. Spanish Movement Phase
2. Spanish Fire Combat Phase
3. Spanish Shock Combat Phase

IV. End of Turn Administrative Phase

- Remove All Disorganization Markers
- Advance the Game Turn Marker

3.0 SET UP

3.1 In General. Before starting play, both players must deploy their units onto the map in the following order:

3.2 Spanish Deployment. All Spanish units in the counter-mix are available for deployment by that player at the beginning of the game anywhere on the map, except the one marked with an asterisk (*) and those marked with “E.” The latter form the “Escario Column,” which arrives as reinforcements on Turn 4. The asterisked unit arrives as a reinforcement. (see 7.3.6)

- 1) There must be at least one unit in Santiago (1308) and one in each of the hexes adjacent to Santiago.
- 2) The BN (Brigada Naval) unit must set up in, or adjacent to, Santiago.
- 3) Units “M” and “So” must deploy at Socapa (0803) and El Morro (0705), respectively, and may not move or attack unless event 4–5 is rolled. (See 7.2)

3.3 Cuban Deployment. These units set up in any clear and/or hill hexes that do not contain a road or railroad, and are within four hexes of Santiago. Also, they may not deploy in hexes adjacent to Spanish units.

3.4 U.S. Deployment. Place all U.S. units off-map to begin. U.S. units enter by landing in a beach hex during the U.S. Movement Phase (See 8.2).

4.0 HOW TO WIN



4.1 US Victory. The map hexes containing Spanish flags are U.S. objective hexes. If during any Phase I.1.a (U.S. Victory Check) the U.S. player controls four or more objective hexes, he openly rolls 1d6 and checks the Spanish Surrender Table. If the U.S. player causes a Spanish surrender before or during Turn 14, he (the U.S. player) is declared the winner at that time. If the U.S. player fails to cause a Spanish surrender by the time of the Turn 15 victory check, play out that game turn. If Santiago is U.S. controlled at the end of that turn, that game ends in a draw; otherwise, the Spanish player wins.

4.2 Spanish Surrender Table

US CONTROLLED OBJECTIVES			
Die Roll ↓	4	5	≥ 6
1	-	-	-
2	-	-	-
3	-	-	-
4	-	-	-
5	-	-	ALJ
6	-	ALJ	R
7	ALJ	R	R
8	R	R	R
Die-Roll Modifiers			
+1 if El Caney (1412) is under U.S. control.			
+1 if ALJ was rolled in an earlier turn.			

Results

ALJ: A Las Jarcias! (*To the Rigging!*) The fall of Santiago seems imminent; Cervera's ships abandon Santiago harbor to avoid being captured or sunk in port. Effect: the Spanish naval artillery support counter is permanently withdrawn from play. Also, during all following U.S. victory checks, add +1 to the die roll. Once the ALJ event is rolled, it is treated as "No Effect" if rolled again during subsequent turns.

R: Rendición (Surrender). Gen. Toral surrenders all Spanish forces in the province. The U.S. Player wins.

4.3 Spanish Attritional Victory. If, during any Spanish Victory Check (I.1.b) the total number of U.S. (not Cuban) steps eliminated (by combat and yellow fever) is 10 or higher, the Spanish player openly rolls 1d6 and consults the U.S. Withdrawal Table. If the result is "W," all U.S. forces have been withdrawn from the province by Congress in order to regroup and reinforce, and the Spanish player wins. Both players should keep track of the U.S. casualty count using the two markers provided on the Turn Track.

4.4 U.S. Withdrawal Table

U.S. STEPS LOST			
Die Roll ↓	10–18	19–22	≥ 23
1	NE	NE	NE
2	NE	NE	NE
3	NE	NE	NE
4	NE	NE	W
5	NE	W	W
6	W	W	W

Results

NE: No Effect; continue playing.

W: Withdrawal.

4.5 Spanish Capture of U.S. Logistical Base. If at any time a Spanish unit enters the hex containing the U.S. Logistical Base marker (see 10.2), play stops and the Spanish player is declared the winner.

5.0 STACKING

5.1 In General. Stacking consists of piling more than one unit in the same hex at the same time, thereby forming a "stack" of units.

5.2 Stacking Limits. Players are allowed to stack up to six units per hex. The U.S. Logistical Base counts as a unit for stacking. Leaders and the U.S. Signals Detachment do not count for stacking purposes. Important: Cuban and U.S. units may never stack together.

5.3 Stacking Checks. If, at the start or end of any phase, one or more hexes are found to be overstacked, the opposing player must eliminate the units of his choice within such hexes.

5.4 No Fog of War. Both players are free to look through their own and their opponent's stacked units whenever they like.

6.0 LEADERS

6.1 A leader unit has abilities that affect the performance of the units stacked with him.

6.2 Leaders & Combat. During the Fire Phase, units add a +1 drmm if a leader is stacked with them. During the Shock Combat Phase, the leadership rating modifies the odds ratio, both in attack and in defense. A leader unit shares the fate of the last step of friendly units with which he is stacked. If alone in a hex and an enemy unit or stack moves adjacent, the owning player places it atop the nearest friendly unit or stack.

6.3 Leaders & Retreat After Combat. Units defending while stacked with a leader may ignore the "R" portion of a result on the Shock Table (or not, as the owning player desires).

6.4 Roosevelt's All-Out Effort. During any one game-turn, the American player may announce T.R. is making an all-out effort. During that turn, his combat effects are doubled with regard to the normal powers given above in 6.2.

6.5 Removal of Spanish Leader Counter. Permanently remove from play the Spanish leader counter the instant all five hexes in the diagonal file from 1512 (El Caney) to 1110, inclusive, are under American control.

7.0 HISTORIC EVENTS

7.1 In General. During this phase, one of the players openly rolls a 1d6 and both players then consult the table below. For example, if a 5 is rolled, the result will be the Event "Spanish Machineguns." All results come into effect immediately. When rolling an event that has already happened, ignore it and move to the next step of the sequence of play. That is, if, for instance, on turn 3 the players roll Morro & Socapa, if they roll again Morro & Socapa on later turns they treat it as "No Event" and move to the next step (US movement).

7.2. Historic Events Table

Roll for Historic Events after the Yellow Fever Check.

1) Heroic Cubans. The troops of Calixto García served the U.S. cause well; during the Battle of El Caney they suffered some 500 casualties. Effect: during this turn, all Cuban units have +1 drmm in shock combat. This event may occur any number of times during a game.

2) Escario Delayed. The arrival of Escario's Column is delayed one turn. Effect: Escario's column arrives on Turn 5 instead of Turn 4. Treat as no effect if rolled after Turn 4. This acceleration may only occur once per game.

3) Bad Weather. Rainstorms turn the ground into a quagmire. Effect: off-road and off-railroad clear terrain movement costs two MP per hex and jungle hexes cost three. This event may occur any number of times during a game.

4-5) El Morro & Socapa Released. The commander of those garrisons releases them to fight at the front. Effect: these units may move and fight normally anywhere on the map for the rest of the game. This event may occur only once during a game.

6) Spanish Machineguns. The Spanish "AM" unit may be deployed in Santiago or in any adjacent Spanish-controlled hex. This event may occur only once during a game.

8.0 MOVEMENT

8.1 In General. During the Movement Phase of each side, the moving player may move all, some, or none of his units, as he chooses. Entering a hex or crossing a river hexside costs a certain number of movement points (MP), depending of the type of terrain involved. See the Terrain Effects Chart. Units may not accumulate MP from turn to turn, nor can they transfer unused MP to other units. When a unit spends all its MP, it must stop its movement for that phase. Units may move individually or as stacks. Units crossing rivers via fords or bridges ignore the additional hexside cost for crossing a river.

8.2 U.S. Landings. At the beginning of each U.S. Movement Phase, and before moving any other units, that player decides if he is going to bring ashore units from his off-map pool. He can only land in beach hexes. If the U.S. player decides to land units, they may be placed in a beach hex empty of Spanish units and they may not move farther during that U.S. Player Turn. Further, they may not attack that turn. The U.S. player may not land more than 12 steps of units during any one of his movement phases. (See also rule 10.2.)

8.3 Spanish Reinforcements. During the Spanish Movement Phase of Turn 4 (or possibly Turn 5; see 7.2.2) the Spanish player must place in any hexes on the west side of the map (1901–0801) that are empty of U.S./Cuban units, all the units of the Escario Column. Their entry costs no MP, and they may stack, move and fight normally during their turn of entry.

8.4 Railroad & Road Movement. For all movement purposes, roads and railroads have the same movement effect. They are only visually differentiated on the map for historical veracity.

8.5 Minimum Movement Ability. All units may move a minimum of one hex per turn, no matter the terrain costs. Exception: the Spanish El Moro and Socapa garrisons are frozen in place until released by event 7.2.4-5.

8.6 U.S. Jungle Movement. Roll on the table below whenever a U.S. unit or stack moves into a jungle hex

Die Roll: ↓	
1	The Spanish player immediately completes the move of the U.S. unit or stack.
2–4	The unit/stack may not move farther that turn.
≥ 5	The unit/stack moves normally.
Cumulative Die-Roll Modifiers	
+1 if the SD unit is in balloon mode and is adjacent or stacked with the units moving into a jungle hex.	
+1 if the unit/stack moving into a jungle hex starts its move adjacent to one or more Cuban units.	

8.7 U.S. Signals Detachment Reconnaissance Balloon.

The SD unit has special functions. It moves normally, though it never attacks or makes defensive fire. It can be used to improve the movement of adjacent U.S. army units. If it is in a hex attacked by the Spanish, the unit shares the fate of the last U.S. step in that hex. It has no step, stacking or combat values of its own. If caught alone in hex by any Spanish shock attack, it is automatically destroyed. (See above in 8.6 and the modifiers beneath the Defensive Fire Table.)

8.8 Column Movement. Units of all types on both sides may double their MF whenever they conduct a move such that they do not start, pass through, or end their move in any hex immediately adjacent to one or more enemy units. The presence of a friendly unit in such enemy-adjacent hexes does not serve to negate that enemy adjacency for purposes of determining column movement eligibility.

9.0 COMBAT

9.1 In General. It is not mandatory to attack adjacent enemy units with either fire or shock; attacking is always voluntary. The attacking player determines which of his own units will attack adjacent enemy units or stacks. Cuban units may not attack with U.S. units in the same combat. Units from several hexes may simultaneously attack one adjacent hex occupied by enemy units. It is not allowed to attack one enemy occupied hex more than once per player turn.

9.2 Defensive Fire. First, the player whose combat phase it is ("the attacking player") designates a hex containing enemy units that he wants to attack with his own units from one or more adjacent hexes. The defending player totals the fire factors of his unit(s) in that hex. He then openly rolls 1d6 and applies all applicable modifiers to the rolled result.

Cross reference the modified result below the number of firing factors and apply the results, if any. If being attacked from more than one hex, and the defender has more than one unit involved, he may distribute his return fire on a per-whole-unit basis, or

concentrate it against a single hex containing enemy attackers. For example, if there were two defending units with fire factors of 3 and 4, and they were being attacked by enemy units from more than one hex, the factor 3 unit might commit its defensive fire against one hex, and the factor 4 unit might apply its defensive fire in combination with it against that same hex — or against any other attacking hex.

Apply each battle's defensive fire results before going on to another one.

9.3 Shock Combat. After resolving defensive fire, both the attacker and defender add up the shock combat factors of their involved units. For example, say the attacker had 20 undisrupted shock factors against five defending shock factors. Dividing that attacker strength by the defending strength to get an odds ratio. In this example, 20 divided by 5 equals 4, so the shock combat odds are 4:1.

The initially-calculated shock combat odds may be modified —shifted left (L) or right (R) on that table—by several cumulative factors. (See the notes beneath the table.) After determining the final odds column, the attacker openly rolls 1d6 and cross references the result beneath that proper odds heading on the table, applying all results before resolving other battles.

Note that the results of defensive fire in a battle may make the attacking player want to call off his shock attack. That is allowed.

9.4 Retreat After Combat. If the defender receives an “R” result in shock combat, all surviving unit(s) involved must move one hex toward their nearest side's supply source hex. That does not cost any MP. If more than one hex seems equidistant, the owning player has his choice. Units may not retreat into overstacked situations, but note that retreating stacks may be split up. If a unit or stack cannot make a legal retreat, it is eliminated in place.

9.5 Advance After Combat. If all defending units in a battle are eliminated or forced to retreat, all attacking units may enter the newly vacated hex at that time. No movement phase terrain costs are involved.

9.6 Disorganization. When an attacking unit or stack receives a “DIS” (Disorganized) result, place a DIS marker on top of it. Units under a DIS marker may not attack or advance after combat during the shock combat phase.



9.7 Naval Gunfire Support. During the shock combat phase, the gunfire of the two fleets may be used as combat factor of five during their own side's combat phase. The Spanish fleet may only fire against a hex within four hexes of Santiago harbor (all hexes containing any amount of ocean and located in row 08xx or north of it). The U.S. Navy may only fire into hexes within four hexes of a non-harbor coastal hex. Count out from the selected firing hex; do not count the firing hex itself. Naval gunfire may only be used once per turn. Each counter fires as a single unit, it may not divide its fire between two or more battles. The U.S. fleet may not support Cuban attacks, and there is never any defensive naval gunfire support by either side's fleet.

9.8 Friendly Fire. At the end of every U.S. and Spanish shock combat, attacks in which the attacker had one or more artillery units (or naval gunfire) involved, that player openly rolls 1d6. On an unmodified result of one, he must remove a step from his attack force due to friendly fire.

10.0 LOGISTICS & YELLOW FEVER

10.1 In General. To be able to move and fight normally, Spanish and U.S. units must trace a line of communications (LOC) to a valid supply source. A unit is considered supplied when it can trace a path of one or two hexes from its own hex to a road or railroad hex which is in turn connected by a path of any length leading back to a supply-source hex. LOC may not pass into or through an enemy-occupied hex. Note that if a unit is within one or two hexes of a supply source hex, it may omit the road/rail portion of its LOC and trace its supply line directly to that supply-source hex. Cuban units are always automatically supplied.

10.2 Spanish Supply. Santiago (1208) is the Spanish supply source hex. Once it falls under U.S./Cuban control, it cannot provide supply again—even if retaken by Spanish forces.

10.3 U.S. Supply & Beach Supply. U.S. units trace supply to their Logistics Base Marker (LBM). Landing the marker counts as six steps of landing units. Once landed, the LBM may not move for the remainder of the game. *Note:* Siboney (0816) and Daiquiri (0621) are treated as beach hexes for LBM purposes. U.S. units are automatically supplied in any beach hex.



10.4 Supply Checks. Check the supply status of your own units at the start of each battle's combat (shock and fire) resolution. Unsupplied units have their appropriate combat factor halved (round any remainders down). Unsupplied units move normally. No unit is ever eliminated or reduced in step-strength solely for being unsupplied.

10.5 Yellow Fever. During phase I.1.2 of each turn after Game-Turn 4, both players openly roll 1d6 and consult the table below. All loss results must be applied by the owning player before going to next phase. Cuban units never suffer casualties due to yellow fever. *Roll for Historic Events 7.0 after the Yellow Fever Check.*



Turn: ↓	Die Roll for Spanish Step Losses	Die Roll for US Step Losses
5–6	1–4 (0) 5–6 (1)	1–2 (0) 3–4 (1) 4–6 (2)
7–8	1–3 (1) 4–6 (2)	1–2 (1) 3–6 (2)
9–10	1–3 (1) 4–6 (2)	1–3 (2) 4–6 (3)
11–15	1–3 (1) 4–6 (2)	1–2 (2) 3–6 (3)

Defensive Fire Table

	< Total Firing Factors >					
Die Roll	1-3	4-6	7-10	11-15	16-20	≥ 21
≤ 0	—	—	—	—	—	—
1	—	—	—	—	—	DIS
2	—	—	—	—	DIS	DIS
3	—	—	—	DIS	DIS	DIS
4	—	—	DIS	DIS	DIS	1
5	—	DIS	DIS	DIS	1	1
6	DIS	DIS	DIS	1	1	1+DIS
7	DIS	DIS	1	1	1+DIS	2+DIS
≥ 8	DIS	1	1	1	2+DIS	2+DIS

Results

DIS: the unit or stack being fired at becomes disorganized.

Place a DIS marker on top of the unit or stack.

Units under a DIS marker may not attack or advance after combat during the Shock Combat Phase.

1, 2: Number of steps lost by units fired at.

1+DIS, 2+DIS: The unit or stack being fired at loses 1 or 2 steps.

All units in that stack become DIS.

Cumulative Modifiers

- +1 drm when units fire from a hill against a enemy unit or stack in a non-hill hex.
- 1 drm firing against battery hex.
- 1 drm firing against entrenched units.
- 1 drm firing against units in jungle hexes.
- 2 drm firing against units in redoubt hexes.
- +1 drm for US units adjacent to the SD unit.
- +1 if a leader is in the hex of the firing force.

Historical Setup

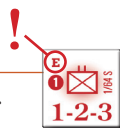
3.2 Spanish Deployment.

LATE JUNE 1898

- 1/64 S: on or adjacent to Santiago de Cuba (hex 1308)
- 1/29 Co, leader Vara del Rey: El Caney (Hexes 1411, 1512)
- 1TG, 4TV, 1/PRR, Voluntarios, 1/5 RA artillery: Lomas de San Juan, Kettle Hill (hexes 1110, 1210, 1311)
- BN naval infantry on or adjacent hex 1310
- 1/65 Cu, 2/65 Cu hexes 0709, 0909 or 1009
- 1/55A hex 1405
- Ing/3R: South of Fuerte Horno hex 1108
- On or adjacent to Sevilla (1015), Firmeza (1018) or Siboney (0816): 19 T, 1 Cav, 2TG, 1/11SF, 6/4 AM, VC (Tercio Guerrillas).

Spanish Game Counter Errata

Unit 1/64 S didn't belong to the Escario column. Please ignore the "E" from that counter.



Shock Combat Table

Odds	≤ 1:2	1:1	2:1	3:1	4:1	≥ 5:1
1	3/-	2/-	1/-	1/-	-/1	-/2
2	2/-	2/-	1/-	1/1	-/1	-/2
3	2/-	1/-	1/-	1/2	-/2	-/3
4	1/-	1/-	1/1	1/2	-/3	-/3R
5	1/-	1/-	1/1	1/2	-/3	-/3R
6	1/-	-/-	1/1	1/3	-/3	-/3R
7	-/-	-/R	-/1R	-/3R	-/3R	-/3R
8	-/-	-/R	-/1R	-/3R	-/3R	-/3R

Results

Combat results are expressed as Attacker/Defender.

1, 2, 3: Number of steps lost.

R: Retreat. The unit or stack must move 1 hex toward its nearest supply source.

-: Nothing happens.

Shock Combat Table (Cumulative) Shifts

- 1R/1L if supported by a leader
- 1L if defenders are in a jungle or hill or town or city or entrenchment hex.
- 1L if defenders are attacked across a river hexside.
- 2L if defenders are located in a redoubt hex.

Historical Setup

3.4 US Deployment.

Landing at Daiquiri (0621) on Turns 1-4 (see 8.2):

2nd US Division (1, 4, 7, 8, 12, 17, 25 Infantry Regiments), 2nd US Cavalry Brigade (3, 6, 9 Cavalry Regiments, 1 VolR, leader Roosevelt), 4 × artillery batteries, Gatling Battery (Pk), Signals Detachment (SD) Company

Available off-map:

1 × Artillery Battery, 34 Vol, 8 Vol, 9 Vol Regiments, 1st US Division (2, 6, 9, 10, 13, 16, 21, 24 Infantry Regiments), 1st US Cavalry Brigade (1, 10 Cavalry Regiments), Independent (IND) Brigade (3, 20 Infantry Regiments, and 33 Vol)

These units can land at either Daiquiri or Siboney (if under US control) during turns 3 and subsequent turns as long as they do not pass the 12-step limit per turn.

HISTORICAL ID, US ARTILLERY

(Gr) Grimes, (Be) Best, (Ca) Capron, (Ph) Parkhurst, (Pk) Parker, (E/1) E Battery, 1st US Artillery





TURN SEQUENCE

I. Administrative Phase (skip on Turn 1)

1. Victory Check

- US Victory Check
- Spanish Victory Check

2. Yellow Fever Check

– *Players should roll for Historic Events 7.0 after the Yellow Fever Check.*

II. US Player Turn

1. US Movement Phase

- Cuban Movement
- US Movement

2. US/Cuban Combat Phases


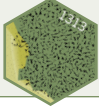








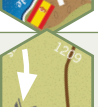

- Cuban Fire Combat Phase
- US Fire Combat Phase
- Cuban Shock Combat Phase
- US Shock Combat Phase

III. Spanish Player Turn

- Spanish Movement Phase
- Spanish Fire Combat Phase
- Spanish Shock Combat Phase

IV. End of Turn Administrative Phase

Remove All Disorganization Markers
Advance The Game Turn Marker

Terrain Type	Movement Cost
US Objective	See rules section 4.0.
Clear 	1
Jungle 	2
Beach 	1
Town/City 	1
Road 	1 when moving across road-connected hexsides regardless of terrain type.
River 	+1 when moving across unbridged river hexside.
All-Ocean/Harbor 	Units may not move or attack across.
Railroad 	1 when moving across railroad-connected hexsides regardless of terrain type.
Hill 	2
Redoubt* 	Determined by the other terrain in the hex
Battery* 	Determined by the other terrain in the hex
Entrenchment* 	Determined by the other terrain in the hex

*Though initially all Spanish-controlled, they generate their effects for both sides if they change their control status.



USS MAINE

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