



THIRD PRINTING UPDATES
TO THE
NON-PLAYER RULES
AND NON-PLAYER EXAMPLES



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.

In games with 4 players or 2 or 3 players and the No Non-Players Option (1.5), ignore this entire rules section!

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 as evenly as possible, 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.

8.1.3 Reading the Flowcharts. The Second Edition Non-Player flowcharts show priorities with circled numbers (e.g., ①, ②, ③, ④) and colored letters (e.g., Ⓐ, Ⓑ) to indicate their order and nature:

- Numbered priorities (e.g., ①, ②) are *sequential* priorities. Execute the instructions in each sequential priority to the maximum extent before moving to the next sequential priority (8.3). Some top-level sequential priorities (black circles; e.g., ①, ②) contain further sequential priorities (white circles; e.g., ①, ②) that are parts of and sequential steps to that top-level priority.
- Lettered priorities (e.g., Ⓐ, Ⓑ) are *nested* priorities. Nested priorities act as tie breakers within the sequential priorities to which they are ordained. Each nested priority further narrows the thus-far selected set of spaces or targets. For readability, nested priorities have a shaded background.

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 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), open closed Casinos, where Syndicate holds no Cash.
- Then, or if the next Propaganda will not be final, 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 Underground Guerrillas, 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 City or Province with either Opposition or Support (not Neutral or EC).

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 26July then DR piece(s) 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, using the same priorities. 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 or close a Base if possible, then to take Cash, then some other piece. Within that, first target the Government (Police before Troops, 8.1.2), then any player, then any Non-player.

- 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 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 enemy 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 DR Guerrillas could Attack to remove 1 or 2 enemy pieces from a space to add DR Control (*NOTE: DR could not Attack 26July if “Pact of Caracas” in effect*), *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 in just 1 space where at least 1 Underground Directorio Guerrilla (if able), selecting first those spaces with the fewest DR Guerrillas total.
- Then Attack in additional spaces with at least 4 DR Guerrillas

total, selecting first those spaces with the most DR Guerrillas.

- Among spaces above with the same number of DR Guerrillas and, once the spaces are selected, within each space, 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 pieces belonging to any player at victory (7.2), then Government, then Syndicate, lastly 26July (per 8.1.2).

AMBUSH: Ambush (per 4.4.1, with an Underground Directorio Guerrilla) in the first Attack space selected above (against the Attack target).

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

IF NONE: If no such Attack can target 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 at 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.
- Otherwise, target a Faction with more than zero Resources, Government if possible, then 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.

- Within that or if not possible, to take Cash, if possible.
- Within that, to remove the last Police cube from a space, if possible.
- Within that, 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 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 in spaces with enemy pieces, 3.3.3).

- First in 1 City or Province with an Underground 26July Guerrilla (that is, where 26July could then Ambush).
- Then wherever 4 or more 26July Guerrillas.
- For all Attack spaces above, select first a space where and an enemy which 26July could take Cash, if possible; if not, to Attack Government pieces; if no Government targets, to remove Control of the space from a player (not Non-player) Faction, if possible; if not, randomly.
- 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 as part of the Attack) in the first Attack space selected above.

- 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; finally, to add Government Control where no Faction has Control.

- 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, if possible to remove a Base or close a Casino from a player who is at victory (7.2; if there is more than one such player, choose one at random); then to remove a 26July Base, then a DR Base (even if those Factions are neither players nor at victory); then remove a Guerrilla from a space with at least 1 cube, first from a player at victory, then 26July, then DR; and finally remove a Faction’s last Guerrilla from a space, first from a player

at victory, then 26July, then DR. Within all the above, strike 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 to move a Guerrilla where needed and able to expose to accompanying Assault the Base of any player who is at victory (7.2), then of 26July, then of the DR (only, without preventing any adjacent Base from suffering Assault). Otherwise execute Reprisal to shift the highest Population space with Opposition able (and move a Guerrilla from there, 4.2.3). Among Guerrillas, choose 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:

- Select Sweep spaces to Activate Underground 26July or DR Guerrillas, first at Support, then in Havana City, then where there are already cubes, then elsewhere.
- Also move in up to the Troops needed to Activate all Guerrillas able and (if not already Govt Controlled) take Control, but without losing Govt Control of any origin spaces.
- Activate all Guerrillas able in the above Sweep spaces, starting with those of any players at victory (7.2), 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 Sweep possible, Assault.

8.8.5 Assault. If Train and Garrison conditions (8.8.2-.3) are not met and Assault with a Special Activity 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 execute a Special Activity per 8.8.3 (Air Strike, Reprisal, or Transport).
- Then, if and only if the Syndicate is a player and meeting its victory conditions (7.2), Assault to close all Casinos able.
- Finally, Assault in spaces to remove the most 26July or DR Bases able, then to take any Cash possible, then to remove the most Guerrillas possible. Within these priorities, select spaces first to target 26July then DR then Syndicate.

IF NONE: If neither any such Assault nor Special Activity is possible, Pass. (If Government executed a Special Activity but cannot Assault per above, pay for Assault in one space without removing pieces, to enable the Special Activity per 4.1.).

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".

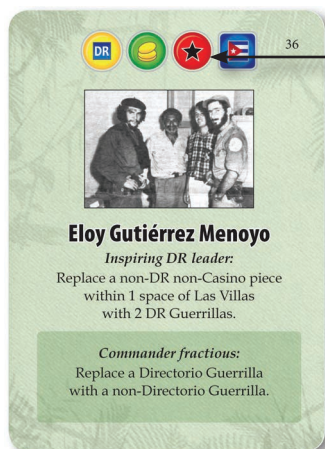
It would take 1 Troop to Activate the single Guerrilla in La Habana Province, and 3 Troops to establish Govt Control there, so in order for La Habana Province to be eligible for a Sweep the Government must be able to move in at least 1 Troop cube there. There are 6 Troop cubes in adjacent Havana City, all of which could leave without losing Govt Control there (2nd priority bullet in the Sweep box), so the Government selects La Habana Province as the second Sweep space (placing a pawn there to help remember) and moves 3 Troop cubes there from Havana City.

The next Sweep priority after Support spaces is Havana City, regardless of its Support or Opposition level, but it has already been selected. The next Sweep priority is elsewhere where cubes. There is one more space with both an Underground 26July Guerrilla and cubes: Santiago de Cuba, which is duly selected and marked as the third Sweep space.

There is still one Sweep space to select, the fourth. There are Underground 26July and DR Guerrillas adjacent to spaces with Troops in Camagüey Province and Sierra Maestra. (The 2 Troops in Santiago de Cuba are available to Sweep into Sierra Maestra because the 2 Police also present there are sufficient to both Sweep the single 26July Guerrilla and maintain Govt Control if the Troops leave.) An equal-chance die roll selects Camagüey Province as the fourth Sweep space. This is a Forest Province, so it will take 2 Troop cubes to Activate the single Guerrilla there (3.2.3). Those Troops could either both come from Las Villas, or one each from Las Villas and Camagüey City. Another equal-chance roll selects Las Villas as the first and thus sole origin space and moves two of the cubes there to Camagüey Province.

With all Sweep spaces selected and all necessary Troop movements executed, the Sweep Activates all Guerrillas in the four spaces and Govt Control markers are placed in La Habana and Camagüey Provinces (removing the DR Control marker in Camagüey Province). Government Resources drop from 15 to 7, and the DR Population + Bases marker moves from 4 to 3.

After the Sweep Operation is finished, the flowchart's "then" arrow takes us to the Air Strike box for the Non-player Government's Special Activity. The first priority is to remove rebel Bases, or if the Syndicate is a player meeting its victory conditions, close a Casino; but the Syndicate is a Non-player and well below its victory conditions so the Government's pilots ignore it, and both rebel Bases on the map are protected by Guerrillas. Next priority is to remove a 26July Guerrilla in a space with cubes, and there is one in La Habana Province; it is promptly struck and removed from the map and placed in the 26July Available box. The player also removes the pawns that marked the Sweep spaces.



The gray halo tells the player to check the special instructions (8.4.1) on this Non-player's aid sheet before the Non-player Faction executes the Event.

The Government has quickly gotten about the business of hunting down hidden guerrilla cells.

2) Now *Eloy Gutiérrez Menoyo* is played, and the next card is revealed to be *Anastasia*. The Syndicate is 1st Eligible, and there is a halo around the Syndicate symbol on the card, indicating that there is a special Event Instruction (8.4.1). The instruction says that Non-player Syndicate will play this Event if it has any Syndicate Guerrilla available, which it does, so it plays the Event. Rolling on the Random Spaces table (8.2): the green die rolls a "3", the yellow a "4": Matanzas. There is no DR Guerrilla in Matanzas, so the player follows the arrows to Camagüey Province where the DR Guerrilla is replaced with a Syndicate Guerrilla.

Note that, in this case, the Non-player Syndicate would have done exactly the same without the Event Instruction: the 1st bullet of 8.4.4 ensures that Non-player Factions will only select themselves or other Non-player Factions to benefit from Events that place pieces. With 26July played by the player, the only non-Directorío Non-player Guerrillas the Syndicate could place are its own. (This particular Event Instruction is needed for Government solitaire games.)

Only the 26July remains Eligible; it can do Ops with a Special Activity. The player chooses to Rally in Sierra Maestra (placing 4 Guerrillas), Las Villas, Santiago de Cuba, and Matanzas (1 Guerrilla in each). This costs 4 Resources, one per space, so 26July Resources drop from 10 to 6. The only 26July Special Activity possible with a Rally Op is Infiltrate, so the player Infiltrates one of the Police cubes in Santiago de Cuba and replaces it with a 26July Guerrilla. Finally, space Control is adjusted: the Govt Control markers in Las Villas and Santiago de Cuba are removed, and a 26July Control marker is placed in Matanzas.



The Syndicate exploits the DR's internal divisions in Camagüey Province, while M26 infiltrates the Santiago police force.

3) The next played card is *Anastasia*, and after that comes *Ambassador Smith*. The DR is 1st Eligible, but the Event Instructions make it ignore this event. Looking at the Non-player Directorío flowchart, the first question is if DR can do Terror in an Active (Support or Opposition) space or Assassinate a Government Base. Neither of these are possible: there are no Government Bases on the map, and the only DR Guerrillas in an Active Support or Opposition space (Havana City) were Activated by the Government's Sweep on the first card, so they can't do Terror.

Looking at the next question: DR has 6+ Guerrillas available, so it will Rally per the following priorities:

- First, flipping Active DR Guerrillas Underground in spaces with cubes and a DR Base and all DR Guerrillas there Active. That is nowhere: the only Active DR Guerrillas are in Havana City which has no DR Base.
- Next, placing Bases wherever there are 3+ DR Guerrillas and room. That too is nowhere.
- Finally, placing DR Guerrillas first at DR Bases (adds 3 Guerrillas at the Base in Oriente), then with DR Guerrillas (Havana City, but it is at Active Support so no DR Rally is possible there), and finally 1 random space. This time there are many possible spaces, so the player rolls on the Random Space table (8.2): a “2” and a “5” gives Las Villas, so 1 DR Guerrilla is placed there. Finally DR Resources go 5 to 3.

The DR Special Activity that goes with Rally is to Subvert. Since 26July is not at Victory (1st bullet in the Subvert box), meaning that the 26July Victory marker is not at 16 or higher (the 26July Victory condition, 7.1), DR would Subvert a Province at Support if it Controlled any (2nd bullet). Failing that, it would Subvert the highest Population it can, a Neutral Province if possible (3rd bullet). The only Province it Controls is Oriente, which is at Passive Opposition. DR therefore Subverts Oriente, gaining 2 Resources (DR Resources go up to 5 again) and removing the Opposition marker in Oriente. Oriente has 2 Population, so the 26July Victory marker is moved down from 7 to 5.

The Government is 2nd Eligible, and it too has an Event Instruction telling it to ignore the *Anastasia* Event. If it had been a player Faction it would have been restricted to playing the Event or a LimOp, but Non-player Factions get to do normal Operations and (usually) a Special Activity instead of LimOps! (See 8.1, 5th bullet.) This time there is a City that lacks Govt Control (Santiago de Cuba), so the Government will Train for up to 9 Resources (but it only has 7 left, limiting it to Training in at most 3 spaces):

- First, while it has 4+ cubes available, at Cities or Govt Bases with no Govt Control, then at those with no Police, then those with no Troops. Santiago de Cuba has no Govt Control, so the Government Trains there to place 4 cubes (2 Police and 2 Troops, as per 8.1.2 1st bullet). The other two Cities still have all of Govt Control, Police, and Troops, though, and there are no Government Bases on the map; so the Government will not Train to place cubes in any further spaces even though it still has 4+ cubes available.
- Then to build a Base in a Province with 2+ cubes, no Government Base, and room for one. Government has 3 Troop cubes in La Habana Province and 2 in Camagüey Province. An equal-chance die roll selects Camagüey Province, so the 2 Troops there are replaced with a Govt Base. The Govt Control marker is removed, since the Base does not outnumber the Syndicate Guerrilla present in the space.
- Since a Base was built, no Civic Action would be allowed even if the Government had had sufficient Resources for it.

These Ops cost a total of 4 Resources (2 per space), reducing Government Resources from 7 to 3.

The Government invests in an expanded military presence in the countryside.

The “then” arrow from the Train box leads to the Transport Special Activity. Havana and Santiago each have 3 Troops beyond the num-

ber of pieces needed to maintain Govt Control (to use the formulation on the flowchart, they are “above Control”). An equal-chance roll selects Santiago. The first “To” priority is a Province with Police but no Troops (there is none), then a space with more Active Guerrillas than Troops (also none), and then any space where the Transported Troops would remove another Faction’s Control. Pinar del Río and Matanzas meet that condition: a random roll selects Pinar del Río. Three Troop cubes move the entire length of the island from Santiago to Pinar, replacing the Syndicate Control there with Govt Control.



The Government transports newly trained troops from one end of the island to the other.

4) *Ambassador Smith* is played; the *Sierra Maestra Manifesto* is next. The Syndicate is 1st Eligible and plays the Event. US Alliance is already Firm and can’t go any higher, but Aid and Syndicate Resources both increase from 15 to 24.

The Syndicate has helped itself but also its Non-player friend the Government.

26July is now 2nd Eligible. The player chooses to Rally again, this time placing Bases in Sierra Maestra and Santiago (removing 2 Guerrillas from each space) and placing a second Guerrilla in Las Villas. The player then Infiltrates the last Troop cube from Las Villas, placing a third Guerrilla there and taking Control of the space. The new Bases increase the Opposition + Bases count from 5 to 7. The Operations cost 3 Resources, reducing the 26July Resources from 6 to 3.

5) The next card up is the *Sierra Maestra Manifesto* (revealing *Larrazábal*). DR plays the Event (but remains Eligible according to the Event text). In the card’s Faction order, each Faction places 2 non-Casino pieces in a space where they already have pieces:

26July is first out. The player only has one Base available, and places it along with a Guerrilla in Las Villas. (This is a bit risky since the DR Guerrilla there might attempt to Assassinate the Base if the DR turns to Terror, but until then it gives the 26July a very strong forward base.) Since a Base was placed, Opposition + Bases increases to 8.

Next in card Faction order is the Directorio. The 3rd bullet of 8.4.4 in the Non-player rules says that Non-player Factions select spaces for Event execution first to place as many Bases as possible. Since DR has three Bases available, it must try to place two of them if possible. Two of the three spaces with DR pieces already have a non-Casino Base in them (Oriente and Las Villas), preventing stacking of 2 DR Bases there. So the two DR Bases are placed in the other space, Havana City, and the DR Pop + Bases score increases to 5.

The Syndicate comes third. All of its Bases are Casinos, so it can only place Guerrillas. Rolling on the Random Space table selects Camagüey City, where there are no Syndicate pieces yet, so the player follows the arrows on the chart around to Havana City and places two Syndicate Guerrillas there. There are now 7 Government

Cubes (3 Troops, 4 Police), 4 DR pieces (2 Bases, 2 Guerrillas) and 3 Syndicate pieces (1 Casino, 2 Guerrillas) in Havana City, so Govt Control of the City is removed.

The Government is last. It has a Base available and will attempt to place it as per 8.4.4, but it is also guided by the first bullet of 8.1.2, which says that Non-player Government only places 1 Base per Province and none in Cities. (After all, Cities are in effect indestructible Government Bases already!) The player therefore looks for Provinces with cubes but no Government Base and finds two: Pinar del Río and La Habana. An equal-chance roll selects La Habana, so the new Government Base is placed there. The second Government piece placed there is a Police cube per the second bullet of 8.1.2.

The Event is over and the Government now does Ops. This time neither Havana nor the Base in Camagüey Province has Govt Control, so it will Train again. Its 3 remaining Resources are only sufficient for one space. Since the two candidate spaces have equal priority (both lack Govt Control), an equal-chance roll is used and selects Camagüey Province. Two Police and 2 Troop cubes are placed there, and Government Resources drop from 3 to 1.

The Special Activity is Transport again. Havana City has 3 Troop cubes but is Uncontrolled. Camagüey City and Santiago de Cuba each have 1 Troop cube with enough Police cubes also present to maintain Govt Control by themselves: each City has 1 Troop above Control. An equal-chance die roll selects Camagüey as the “From” City. Looking at the “To” priorities, there are no Provinces with Police and no Troops, nor any where Active Guerrillas exceed the Troops present; but 26July Control of Matanzas could be broken by a single Troop cube. The Troop in Camagüey City is therefore Transported to Matanzas, and the 26July Control marker in Matanzas is removed.

6) *Larrazábal* is played, and the next card will be the first *Propaganda!* 26July has no Bases available so can’t benefit from the Event, but the shaded text would both remove a 26July Base and hurt its Resources. The player decides to play Ops only, forcing the 2nd Eligible Syndicate to do Ops as well. 26July Rallies in Santiago de Cuba to place 4 Guerrillas, and in Matanzas to place 1 Guerrilla. Santiago and Matanzas both fall under 26July Control, and 26July Resources drop to 1.

The Syndicate is 2nd Eligible, and finally gets to do its first Operations! It has both Guerrillas available and Casinos without Guerrillas guarding them, so it Rallies a Guerrilla in each of Pinar del Río and La Habana Province for a total cost of 2 Resources (Syndicate Resources go from 24 to 22). There are no Active Syndicate Guerrillas that need to be flipped Underground. Following the flowchart, Syndicate then does a Profit Special Activity. All 3 Casino spaces have open Casinos, Syndicate Guerrillas and enemies, and none of them have Cash yet, so they all have equal priority. The player decides to save time by using an equal-chance roll to determine the space that will NOT get a Cash marker: the roll points to Pinar del Río, so one Cash marker is placed with Syndicate Guerrillas in each of La Habana and Havana City.

7) *Propaganda!* (next is *Pact of Caracas*). The first Propaganda Phase proceeds as follows:

Victory. No Faction has met its Victory Conditions. Even if the 26July had, the game would continue, since the player in a 1-player game can only win at the end of the final Propaganda Phase (8.9).

Resources. Government Resources go to 37, 26July to 5, DR to 8, and the Syndicate to 24. Almost all the Mob’s income was Skimmed! Per 8.1.2 1st bullet, the Syndicate then uses its Cash markers to place new (open) Casinos in La Habana and Havana City.

Support. First the US Alliance is adjusted. Total Support is 16, which is “18 or less”, so the US Alliance goes down from “Firm” to “Reluctant” and Aid drops from 24 to 14.

Non-player Government then buys Civic Action per 8.8.6. It can afford to buy 7 Civic Actions without dropping below 9 Resources, but the other requirements—Control, Police, and Troops—are met only in La Habana Province (at Passive Support) and Camagüey Province (Passive Opposition). The Government buys 4 Civic Actions for 16 Resources and shifts both of these spaces to Active Support. Total Support increases to 19, Government Resources fall to 21, and 26July’s Opposition + Bases drops to 7.

26July can Agitate in Matanzas, Las Villas, and Santiago, but shifting all of them to Active Opposition would spend all its Resources. In addition, the player plans to do some Terror and Kidnapping in Santiago (now that the Guerrillas there comfortably outnumber the Police), which will also cause shifts. 26July spends 3 Resources to shift Matanzas and Las Villas to Active Opposition, leaving Santiago de Cuba Neutral. 26July Resources go from 5 to 2, and Opposition + Bases to 12.

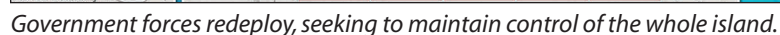
Shifting Las Villas to Active Opposition would normally be a bad idea since it would cause the DR Guerrilla there to Terrorize and Assassinate the 26July Base, but the player sees Pact of Caracas ahead and plans to use it to prevent such DR action against 26July’s interest.

The only candidate space for the Directorio’s Expat Backing (6.3.4, 8.6.2) is Oriente, as all other spaces are either at Active Support or Active Opposition or Controlled by some other Faction. The free Rally places a Base in Oriente, removing 2 of the 4 DR Guerrillas there and moving the DR Population + Bases Victory marker from 5 to 6.

Redeploy. Per 6.4 and 8.8.7, Non-player Government must Redeploy Troops from all Provinces that lack a Government Base. One such Province is Pinar del Río, with 3 Troop cubes. In order to keep Govt Control after the Reset, it needs to move in 3 Police cubes to replace the Troops. Per 8.8.7, it will take each Police from the space with the most Police at the time, without losing any Control or removing the last Police from any space. Havana City has 4 Police, Santiago has 3, and the two Camagüeys have 2 each; so two of the three Police going to Pinar del Río are taken from Havana City and the third from Santiago. When the Police redeployments are all done, there are 3 Police in Pinar del Río, 2 each in Havana City, Santiago, and the Camagüeys, and 1 in La Habana Province.

The next step would be to Redeploy 1 Police to each City or Govt Base that doesn’t have any, but there is no such space.

Finally Troops all around the map are Redeployed as evenly as possible among Government-Controlled Govt Bases and Cities. There are 3 Troops in Pinar del Río and 1 in Matanzas that have to relocate; and they need to be distributed as evenly as possible among La Habana Province (now with 3 Troops), Camagüey Province (2 Troops), and Camagüey City (none). Moving the Troop in Matanzas to Camagüey Province and the 3 Troops in Pinar del Río to Camagüey City leaves all three Govt-Controlled spaces with 3 Troops each.



The Government and 26July have both made progress in the short Campaign. DR Bases in Havana have great potential but are under regime threat. The Syndicate is lagging but has funds and new Casinos.

The Directorio is 2nd Eligible, and since the Event was played, it will do Ops. It has Underground Guerrillas in two spaces at Active something (either Support or Opposition): two in Havana City (at Active Support), and one in Las Villas (at Active Opposition). Due to the *Pact of Caracas*, it can't execute Terror in Las Villas, since that would affect the Opposition marker there, but it can do so in Havana. By the flowchart, the DR will therefore do a Terror Op with Assassinate as the Special Activity.

The DR therefore does Terror in Havana City only and no Special Activity: one DR Guerrilla is Activated, a Terror marker placed and the Support marker flipped to its Passive side (reducing Total Support from 19 to 13). The Terror costs the DR 1 Resource, leaving 7.

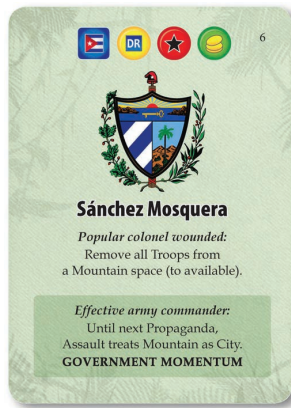


9) *Sánchez Mosquera* is played, and the next Event will be *MAP*. The Government plays the Event; being a Momentum Event, it has no immediate effect, but it will modify the Government's Ops decisions per 8.8.1 and also make it ignore any further Events until the next Propaganda (8.1, 3rd bullet). The card is placed off the northwest corner of the gameboard as a reminder.

The 26July can follow up with Ops and Special Activity. Being very low on Resources, the player decides to do a Terror plus Kidnap combination just in Santiago, where the Police have been infiltrated sufficiently to no longer stand in the way. The Terror Op flips a 26July Guerrilla, places a Terror marker, and shifts the City to Passive Opposition (Opposition + Bases increases to 13). This costs 1 Resource (down to 1). A generous Kidnap die roll of "5" then transfers 5 Resources from the Government (down to 16) to the 26July (up to 6).

10) The Syndicate is 1st Eligible to play *MAP*, but the Event Instructions tell it to do Ops & Special Activity instead. There are already Syndicate Guerrillas in all Casino spaces, so it won't Rally. But it can March to empty ECs: the Guerrilla in Camagüey Province Marches to the Factory EC, and a Guerrilla from either La Habana Province or Pinar del Río will March to the Cigar EC (an equal-chance roll selects Pinar as the origin space for this move). Marching to ECs costs 0, so Syndicate Resources remain at 24. All the Cash markers are available, so the Special Activity is Profit. As there is no Guerrilla left in Pinar del Río, that space is not a candidate, so the Profit activity places one Cash marker in each of Havana and La Habana.

The Directorio is 2nd Eligible. Per the 2nd bullet of 8.1, it always chooses Ops & Special Activity over the Event when it is 2nd Eligible and 26July is a player. There are 6 or more DR Guerrillas available, so it will Rally. The first bullet in the Rally box doesn't apply (only one of the two DR Guerrillas in Havana City is Ac-



tive), and it can't place a Base, so it places Guerrillas at its Bases. An equal-chance die roll selects Oriente first, so 4 Guerrillas are placed there; then the remaining 6 are placed in Havana City. The Rally costs 2 Resources (down to 5), but DR then Subverts Oriente restoring its Resources to 7.

The burgeoning urban guerrilla force gives DR Control of the capital and increases DR Population + Bases to 12—that's a DR Victory if it can keep this Control until the next Propaganda, meaning defeat for the M26 player as DR steals the Revolution!

11) The next event is *Operation Fisherman*, to be followed by *Batista Flees*. 26July is 1st Eligible, and the player decides to play the Event to break into the Government-supportive western Provinces. Although no M26 pieces are available, a player Faction executing Ops or Events may remove his own pieces from the map to available (1.4.1, 2nd bullet; note that Non-player Factions do not do this). The player removes the Base and one Guerrilla from Las Villas to the 26July Available box, and then plays the Event to place them in Pinar del Río instead (removing the Govt Control).

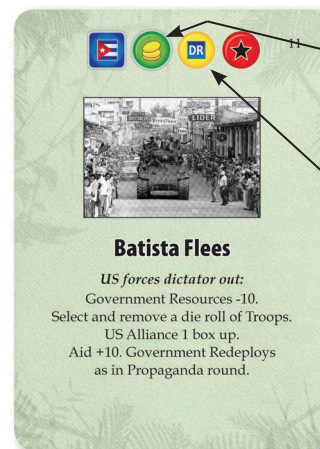
The Government is up. Havana and Santiago both lack Govt Control, so the Government will Train. A random roll selects Santiago as the first Train space, and 4 cubes (2 Troops, 2 Police) are placed there: enough to regain Control. Only 1 cube remains available, so no further Training is possible.

Training in 1 space costs 3 Resources, leaving 13, so Govt could buy 1 Civic Action in Santiago before dropping below 9 Resources. But 1 Civic Action would only remove the Terror marker, not shift the Opposition, so the Ops ends without any Civic Action (8.8.2). The Government then executes a Transport Special Activity. Camagüey City has the most Troops above Control, and the Pinar del Río has Police but no Troops, so the 3 Troop cubes in Camagüey City are Transported to Pinar del Río (incidentally also restoring Govt Control there).

12) *Batista Flees* is played, revealing *Santo Trafficante Jr* as the next card. Again, Non-player Event Instructions tell the 1st Eligible Syndicate to do Ops & Special Activity. The Casinos in Pinar del Río have no Syndicate Guerrilla to protect them, so the Syndicate Rallies its last available Guerrilla there (reducing Syndicate Resources to 23). It then executes a Profit Special Activity, first placing a Cash marker in Pinar del Río where there is no Cash already and then randomly selecting La Habana Province to receive the last Cash marker. The Syndicate Guerrilla in La Habana Province now holds 2 Cash markers.



The Mob makes a grab for the tobacco industry and stacks its gambling profits, while the DR builds for decisive control of Havana.



Syndicate special instruction:
Ops & Special Activity (8.4.1)

DR 2nd Eligible and 26July a player:
Ops & Special Activity (8.1)

The Directorio is 2nd Eligible, and, since 26July is a player, it too ignores the Event for Ops & Special Activity.

Despite the threat welling up in Havana, Batista will not flee!

Following the flowchart, Directorio can neither do Terror in an Active space nor Assassinate a Govt Base, it has no pieces Available, and it can't gain Control of any space by Attacking the Government or Syndicate; so it will March.

DR's first March priority (bullet) is to take Control of the highest Population space possible without losing Control anywhere, but this is impossible: the spaces adjacent to DR Guerrillas all have too many pieces from other Factions. The second priority is to move "from 1 space with the most DR yet to move, to a space closer to Havana." The largest group of DR Guerrillas that hasn't moved yet is already IN Havana City and can't move any closer, so DR will instead March the next biggest group: 5 Guerrillas from Oriente to Camagüey Province (leaving 1 Guerrilla in Oriente per the 4th March bullet). Camagüey Province is at Support and has 3+ cubes, so the Marching Guerrillas all Activate. (Had there been fewer than 3 cubes in Camagüey Province, Non-player DR would only March with as many Guerrillas it could slip in without Activating, per the last bullet 8.1.2.)

Marching into 1 non-EC space costs 1 Resource, but DR once again Subverts in Oriente for 2 Resources, so the DR Resources increase to 8.



Directorio forces converge on the capital.

13) The *Santo Trafficante Jr* Event is up, and the next card is turned over: *Coup*. The player chooses to do an Attack Ops with an Ambush Special Activity to remove 2 Police cubes in Pinar del Río (removing Govt Control again). The Ambush Special Activity allows the Faction to place a Guerrilla in the space, but there are no 26July Guerrillas available, so the player once again removes one from Las Villas in order to place it in Pinar del Río instead. This costs 1 Resource, reducing 26July Resources to 5.

The Government is 2nd Eligible. Although the Event is still available, it will execute Ops & Special Activity, both because of the Momentum Event played earlier in the campaign and because the Event Instructions tell it to (an Event making it harder to Skim is NOT in the Government's best interests!). The *Sánchez Mosquera* Momentum instructions (8.8.1) say "Always Assault if it would be possible to remove a 26July Base or any 4 or more Guerrillas from



The regime garrisons Cuba's cities and economic centers.

Mountain.” Since this is not possible, the player instead uses the flowchart as usual to determine what Ops the Government will do.

Note that the 8.8.1 Momentum summaries on the Non-Player Government play aid are abbreviated to fit. If there is any doubt as to their implementation, please always refer to the full text in the Rules of Play as well!

There are Cities that lack Govt Control (Havana) or Troops (Camagüey), so the Government attempts to Train. However, there are only 3 cubes and no Bases left, so it can’t meet any of the Train priorities. Following the flowchart’s “if none” arrow from the Train box leads to the Garrison box.

In a Non-player Garrison Op (8.8.3), each moving cube is taken from the space that has the most of that type at the time, first Police and then Troops, without removing the last Police from any space, but allowing loss of Control in the Provinces (and temporarily in Cities as well).

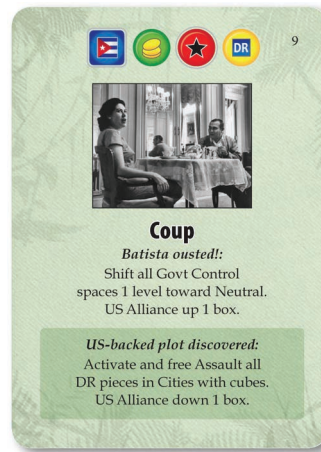
Per the second black Garrison bullet, the Government first moves Police to equal Guerrillas at all ECs: one Syndicate Guerrilla at the Cigar EC, and one at the Factory EC. Santiago begins the Op with 4 Police, while no other space has more than 2, so both of the Police cubes going to ECs are taken from Santiago (giving 26July temporary Control of the City). Both Guerrillas on the ECs are Activated.

Once the ECs are covered, the Government attempts to restore Govt Control to all Cities and make sure that there is at least 1 Police and 1 Troop in each. Camagüey City is under Govt Control but has no Troops, Santiago is two cubes short of Govt Control since the Police left for the ECs, and Havana City is a massive 10 cubes short of Control. The Provinces have 9 Troops and 1 Police that are able to move, and Camagüey City can give up a Police.

This is 2 cubes short of everything needed, so the player makes a random roll to determine which City will be short-changed: Santiago. One Police from each of the two Camagüeys move to Havana (leaving 1 Police cube in each); then 2 Troops from each of Pinar del Río and La Habana and Camagüey Provinces follow them (leaving 1 Troop cube in each). Finally, random rolls send the last Troop cubes needed to Havana from Pinar del Río and La Habana, and 1 Troop from Camagüey Province to Camagüey City. La Habana Province reverts to Syndicate Control.

All these Troop and Police movements cost the Government a mere 3 Resources (to 10). The DR’s Population + Bases score plummets from 12 to a more normal 7 (losing Control of Havana City, but gaining Control of Camagüey Province). By its flowchart, the Non-player Government then executes an Air Strike: since the Syndicate is not a player at victory and rebel Bases are all protected, it takes out the Active 26July Guerrilla in Pinar del Río.

After using police to block Syndicate earnings from economic centers, the Government reacts to the growing DR threat, pulling back forces from the provinces to protect the capital.



Government forces—informed by the Mob— preempt a coup against Batista by Havana’s Directorio forces; they crush the rebels ruthlessly but at a high cost in foreign political support!

The Directorio has the next move. It can’t do any Terror: the Guerrillas in Camagüey Province (which has both Active Support and a Government Base ripe for Assassination) are all Active, and the Underground Guerrilla in Active Opposition Las Villas isn’t allowed to Terrorize due to the *Pact of Caracas*.

After the disaster in Havana, however, the DR does have plenty of pieces available, so it Rallies. It can’t build any Base (the only space with 3+ DR Guerrillas and room for another Base is Camagüey Province, where Active Support blocks DR Rally). So it adds 4 Guerrillas at its Bases in Oriente. The other spaces where it has Guerrillas are Active Support or Opposition, so it can’t Rally there either, so the lowest Rally priority—any random space—selects Havana City, placing a single Guerrilla there. Rallying in 2 spaces costs 2 Resources (down to 6). DR then Subverts, and this time it can remove Support by doing the Special Activity in Camagüey Province (DR Resources to 7, Total Support to 11).



The Directorio rebuilds in the aftermath of the failed coup.

15) 26July and Government are now Eligible. The player is eager to play *El Che*, but the next Event is *Vilma Espín*. Curses! *El Che* is one of the best 26July Capabilities, but if the player takes the *El Che* Event, the Syndicate will play shaded *Vilma*, which will wipe out all the 26July forces in Santiago—a blow nearly as disastrous as the one that just hit the Directorio, not least because it would leave the Government in Control of all the Cities, placing it closer to its Victory conditions and leaving it free to Sweep the countryside again. No thanks!

[illegible]

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With 28 Resources, the Government can buy 4 Civic Actions before dropping below the 9-Resource limit. The greatest shift it can achieve (its goal per 8.8.6) is by 2 Civic Actions in Havana City, removing the Terror marker and shifting the space to Active Support, and then buy the third in Camagüey City, shifting it too to Active Support. The 4th Civic Action could only remove Terror in Santiago and is ignored. Total Support increases to 18, and Government Resources fall to 16.

26July cannot Agitate anywhere: all spaces it Controls are already at Active Opposition.

With Camagüey Province now Neutral, the Directorio's Expat Backing can place a Base there in exchange for 2 Guerrillas, raising DR Pop + Bases to 6.

Redeployment. All Troops are in Cities, but unevenly distributed: 11 in Havana, 1 in Camagüey and 3 in Santiago. The Government therefore (by the 2nd bullet of 8.8.7) moves 2 Troops from Havana to Santiago and 4 Troops from Havana to Camagüey City—in what looks like a preparation for a rescue expedition to its beleaguered Camagüey Base!

Reset. All Factions are marked as Eligible, the Terror markers removed from the map, and Sánchez Mosquera is discarded to the played cards pile. All Active Guerrillas are flipped Underground and closed Casinos are opened. The latter increases Open Casinos to 7.

The Government has survived a major crisis with both its forces and popular support intact. The DR has been driven to the east, and the 26July is spread thin. But the regime's finances are poor, its US ally has virtually abandoned it, and the 26July and DR remain poised to terrorize the country—their Pact still in effect. And the Syndicate is finally developing into a power of its own, with coffers filled almost to the brim and new construction on the way.

Had this been the final Propaganda Round, the Victory Margins would have been as follows:

- Government 0.
- Syndicate 0.
- Directorio -3.
- 26July -4.

That puts the 26July last. The Non-player Government's margin would be 4 above the player 26July's: the Revolution would have failed badly, and Batista would have clung to the reins of power (8.9).

Fortunately for the player, this was not the final round. Nevertheless, our Example of Play ends here, having sought to demonstrate or discuss most of the routines and rules used in solitaire *CUBA LIBRE*. You can flip the next card to continue from here, or start a new game on your own. Best of luck!



Cuba, early 1958: The game board just before Reset of the 2nd Propaganda Round.