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Changes new to this version of the living rules are in red.

Earlier changes are in blue.

RULES OF PLAY



1.0 Introduction and History

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

--Theodore Roosevelt.

A Splendid Little War is a wargame simulation covering the US assault on the Cuban city of Santiago de Cuba from July 1st – July 14th, 1898, just one of the campaigns of the Spanish American war of 1898. The game covers the approach to Santiago that culminated with the battle for San Juan Hill and ends at the date of the historical Spanish surrender.

Spain was emerging from a series of debilitating civil wars that allowed Cuban rebels under Marti and Maceo to attempt to throw off colonial rule. American interests immediately saw the potential that a free Cuba offered (Indeed, the Confederacy contemplated snatching Cuba after they finished the Civil War) and so the media, notably Joseph Pulitzer and William Randolph Hearst, pumped up war fever while the Spanish struggled to keep Cuba pacified.

General Valeriano "Butcher" Weyler, an admirer of William T. Sherman, developed a series of concentration areas and cut off the island with World War One style trenches and fortifications in order to deny the rebels support from the populace. The war against the rebels was nearly won... then the US battleship Maine blew up in Havana harbor.

Though never proven conclusively, Spanish perfidy was suspected and President William McKinley declared war on Spain. Undersecretary of the Navy, Theodore Roosevelt, ordered the US Navy to sweep the seas of Spanish warships, and then resigned his office to form a regiment of Volunteer Cavalry.

Command of the American expedition to Cuba was given to Gen. Rufus Shafter a Civil War veteran who was overweight and in poor health. Under him, commanding

the cavalry, was General Joseph Wheeler, an ex-Confederate general. The US force which was composed of 16,000 men, sixteen light artillery pieces, and six automatic guns, set sail from Florida to land at Daquiri.

They faced roughly half of the Spanish Fourth Corps under Lt. General Arsenio Linares. The Spanish force comprised nearly 13,000 men and eighteen artillery pieces of various calibers and stages of antiquity.

Landing at Daquiri, Shafter's corps encountered a Spanish force at Las Guasimas, who retreated after a sharp engagement. Cavalry General Joe Wheeler, showing his age, seemed to think he was in the Civil War and vigorously ordered a pursuit, yelling, "Come on Boys! We've got the damn Yankees on the run!"

After Las Guasimas, the US army assaulted the Spanish positions. American courage and just plain stubbornness gained the initial objectives of San Juan Hill and the town of El Caney. Roosevelt, commanding the 1st Volunteer Cavalry, the Rough Riders, took adjacent Kettle Hill. Due to the passivity of the Spanish defenders after the leaders had been killed or wounded, the US occupied the heights overlooking Santiago and settled down for a siege.

On July 3rd the Spanish fleet sailed from Santiago, only to be intercepted by the US blockading force. The Spanish flotilla, ordered to sortie against the wishes of its commander met the US flotilla under Sampson and was destroyed utterly with great loss of life.

This deprived Linares of the 1,000 sailors who had been aiding in the defense of the city, as well as the artillery of the sunken ships' batteries. The same day as the fleet made its famous sortie, a column of 3,500 Spanish soldiers from the garrison of Manzanillo arrived. The attempts by the Cuban rebels led by Calixto Garcia were unsuccessful at stopping the Spanish relief attempt. Unfortunately for the Spanish cause, even this group of reinforcements did little to help the situation as the growing lack of food, ammunition, water, and declining leadership enabled Shafter to complete the encirclement of the city.

Once they cut off the fresh water supply, the city was doomed. However, US forces were decimated by yellow fever and it was a close thing. After numerous negotiations, Linares (who had been wounded and replaced by General Jose Toral as the actual field commander) surrendered the city. A truce was called on July 14th and the surrender of all of Santiago Province, including another 15,000 Spanish troops up until then unengaged by the US, was formalized. Thus

ended the Cuban campaign of the Spanish-American War and ushered in a new era of the US and its role as a world power.

Roosevelt went on to become President of the US. Captain John J Pershing went on to command the AEF in World War One. Two units, the 9th and 10th cavalry, the Buffalo Soldiers, were finally fighting alongside white troops. For many units, it was the first time they had fought as regiments.

Spanish fortunes went into a decline and a restoration of the monarchy did little good, only to see the country plunge into another Civil War in 1936, emerging as a fascist state for a generation.



2.0 Components/Scale

A complete game of *A Splendid Little War* contains:

- This set of rules
- One 22" x 34" map
- 352 units/markers
- 6 player aids
- 2 ten-sided dice

Game Scale: Each day of the campaign is broken down into 2 game turns, spanning from dawn to dusk, and each game turn represents approximately nine hours of real time. There are no night turns in the game.

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

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

Non-Combat Units represent individual leaders and the Observation Balloon.



3.0 Terms/Abbreviations

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

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

Command Range (CR) - The distance in hexes a leader unit exerts its influence.

Corps Asset - The following are US Corps Assets:

- Dynamite Gun
- Gatling Gun
- Engineers
- Artillery units.

Die Roll (DR) - The roll of one ten-sided die (D10), where 0 is read as Zero not Ten. When a percentage roll is required, roll two D10, nominating one as tens and the other as ones. A roll of 00 will represent 100%.

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

Line of Sight (LoS) - The ability of a unit to see an intended target.

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

Mounted Cavalry - A unit mounted on horses.

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

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

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

Range Factor (RF) - The distance in hexes a unit can project its CF in Fire Combat.

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

Sub-Unit - The force represented by a single counter. This is typically a company for the Spanish and a Regimental Breakdown unit for the US.

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

Unit Abbreviations:

US Units:

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

Spanish Units:

Alcan: 3 Alcantara Battalion
Anda: 1/52 Andalucia Battalion
Asia: 1/55 Asia Battalion
Bomb: Bomberos (firemen)
CG: Civil Guardia
Con: 1/29 Constitucion Battalion
Cuba: 65 Cuba Regiment
FA: Foot Artillery
FB: Fortress Battery
HA: Horse Artillery
ILC: Isabel la Catolica 75 Isabel la Catolica Regiment

IMTh: Infanta Maria Therese

Mtn: Mountain

NB: Naval Battery

PR: Puerto Rico 1 Provisional Puerto Rico Bn.

PRC: Porto Rico Chasseurs 19th Puerto Rico Bn.

Simancas: 1/64 Simancas Regiment

SF: San Fernando 1/11 San Fernando Battalion

SG: Santiago Guides

SV: Santiago Veterans

Tal: 4 Talavera Peninsular Battalion

Vol: Volunteers



4.0 Sequence of Play

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

Weather Phase: Weather rolls begin on Game Turn 7 and the US Player rolls a D10 to determine the weather for the turn. Yellow Fever outbreak die rolls may be required by one or both players.

US Player Turn:

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

- **Out of Supply Morale Check Phase** - US Player conducts a MC for US units marked OoS1 and OoS2

Spanish Player Turn:

Identical to the US Player Turn Phase except that the roles are reversed.

- Supply Phase
- Command Phase
- Reinforcement Phase
- Movement Phase
- Combat Phase
- Out of Supply Morale Check Phase

End Phase: The American player follows this sequence, followed by the Spanish player.

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

5.0 Unit Functions

This section covers the basic functions of the combat and leader units in the game. Losses are specified as steps. US regimental units can be broken-down to absorb losses (see 5.3 US Regimental Units). Each US breakdown unit and each Spanish unit has a single step.

Combat Formation Colors: (see 11.0 Command Phase for specifics on combat formations)

US Combat Formations:

	U.S. 1st Division
	U.S. 2nd Division
	U.S. Cavalry Division
	U.S. Volunteer Brigade
	U.S. Independent Brigade
	U.S. Corps Units
	Cuban Guerrilla Units

Spanish Combat Formations:

	Spanish at Start Units
	Spanish Escario Column Units
	Spanish Naval Units
	Spanish Guerrilla Units

Leader

		Unit ID
Name	Gen. Lawton	
Combat Factor (CF)	0-4-12	Movement Factor (MF)
	←	Command Range

5.1 HOW TO READ UNIT COUNTERS

Combat Units

Division ID	2xx	2xx	E/1st Art
Regiment ID	7	2 Mass	
Combat Factor (CF)	9-4	8-4	4-10-6
Black Powder Weapons (Red CF)		↑	↑
		Movement Factor (MF)	Range

Note: For units with a CF of "?", (see 13.5 Variable Combat Factors).

US Regimental Breakdown Units:

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5.2 ZONE OF CONTROL (ZoC)

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

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

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

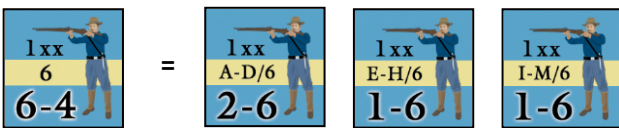
ZoC Effects: A non-guerrilla combat unit that enters an enemy ZoC must immediately end its movement, and cannot expend any Movement Factors for the rest of the Movement Phase. Leader and guerrilla units' movement is unaffected by enemy ZoCs; except in the case of Fire and Retire (see 15.6 Cuban (US) Guerrillas).

A non-guerrilla combat unit that begins the Movement Phase in an enemy ZoC may move out of the hex to one that is free of enemy ZoC, but may only then continue moving, including entering an enemy ZoC, if the unit passes a Morale Check. If the unit occupies a Jungle hex while making the Morale Check it receives a -1 DRM.

A non-guerrilla combat unit may not move directly from enemy ZoC to enemy ZoC unless the hex being entered is occupied by a Normal status friendly combat unit.

An enemy ZoC prevents a hex from being used as a supply source or being part of a Supply Line unless the hex is occupied by a Normal status friendly combat unit.

5.3 US REGIMENTAL BREAKDOWN UNITS



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

- Regimental break down and reformation cannot be done in range and (fire) LOS of an enemy infantry unit, **except as a result of losses during combat**
- Regimental break down and reformation is done either at the very beginning or end of the units movement. Only one such action can be performed in the turn (i.e. a regiment cannot break down at the beginning of its move and then reform at the end of the same movement phase)

Step Losses: US regiments/squadrons can break down to absorb losses from combat with the following effects.

- All affected US regular infantry, cavalry, and the 1st

USVC ("Rough Riders") breakdown units must make a MC die roll. If the unit(s) fail the MC, they are immediately marked as "Broken"

- All US Volunteer breakdown units (marked **Vol**) are immediately marked as "Broken"
- When breaking down to absorb losses, the US player chooses which break down unit to lose

5.4 STACKING

Stacking is enforced during all game phases except when units are moving during the Movement Phase when players may move units through, but may not stop in, hexes in violation of stacking restrictions. Exception: unless using Optional Stacking Rule (see below).

US Player: The US player can stack all of the following units together in a single hex:

- One infantry regiment
- One artillery battery/Gatling gun
- One 2nd US mounted cavalry unit (any size)

For stacking purposes any non-regimental US infantry, cavalry, or Cuban (US) Guerrilla unit, counts as 1/3rd of a regiment. Exception: all four sub-units of US 2nd Cavalry can stack together for the purposes of reforming.

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

- 6 companies
- 6 companies and a battery
- 7 batteries
- 5 companies and 2 batteries

But a stack of 7 Spanish companies is not legal.

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

- Leader units
- Observation Balloon & Base Unit
- Markers

Over-stacking: If a player discovers his opponent's units are in violation of the stacking limits the excess unit(s) are immediately eliminated (owning players choice). These losses are **NOT** counted when determining victory and should therefore be kept separate from combat losses.

Optional Stacking Rule: Historically, there were problems moving along jungle/swamp roads and trails. For extra realism always observe stacking limits when moving along roads and trails in jungle or swamp hexes.

5.5 MORALE

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

Morale Check (MC): During the game, units will be called upon to make Morale Checks which can be required as a result of combat, to engage in certain game functions, during the Out of Supply Morale Check Phase, and during the End Phase.

For each unit required to make a Morale Check roll one D10, which may be modified due to the unit's status and/or circumstances at the time of the Morale Check. A unit passes the Morale Check if the modified DR is equal to or less than the unit's Morale Rating, and fails the Morale Check if the modified DR is greater than the unit's Morale Rating (see Charts & Table player aid). **A failed Morale Check results in the unit in question being 'Broken' and marked as such.**

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

- US Morale Rating = 7
- Cuban (US) Guerrilla Morale Rating = 4
- Spanish Morale Rating = 6
- Spanish Guerrilla Morale Rating = 5

5.6 UNIT STATUS

The status of a combat unit reflects its current ability to function within the parameters of the game. There are two levels of Status:

1. Normal: units have no restrictions.

2. Broken: units have the following restrictions:



- CF reduced by 2, but not to less than 1
- +2 DRM for Morale Checks
- May only move by passing a MC
- Exert no ZoC
- Cannot attack using Assault Combat
- Cannot construct Entrenchments
- Command Range reduced by 1 hex

Additional Circumstances: The functionality of a combat unit may also be affected by the following:



Out of Supply (OoS): Units which cannot trace a supply line are marked either OoS1 or OoS2 (see 10.0 Supply)



Out of Command (OoC): Units that cannot trace a line of communication to an appropriate Leader unit are marked Out of Command. (see 11.0 Command)

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

5.7 LEADERS



There are several Leader units in the game, representing the higher echelon units of a particular formation. These Leader units influence several functions in the game, but

only for units which belong to the formation(s) they command (see 11.0 Command Phase).

Leaders may occupy a hex without a friendly combat unit, but if an enemy unit enters the hex conduct a Leader Loss DR (see 13.4).

Command Control: Leader units have a Command Range of two or four hexes within which subordinate units perform normally. Units outside of this Command Range will have their functionality limited until they are back in Command.

Command range is reduced by 1 hex for units marked OoS1, and reduced by 2 hexes for units marked OoS2.

All units operating within the Command Radius of a Leader from their formation apply a -1 DRM to their Morale Check DRs (except during End Phase MCs).

Combat: The presence of a leader will affect Assault Combat and Fire Combat resolution die rolls (see 13.0 Combat Phase).



6.0 Map Functions

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

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

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

Hills: Each grouping of hill hexes is considered "a" hill for combat purposes. Hill hexes between units on the same hill never block Line of Sight.

Each hill hex is considered individually for the purposes of movement. Hexes partially containing hills are

considered hill hexes for all purposes.



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

Entrenchments may be built in clear, hill, village, and lake hexes. Entrenchments may not be built in city hexes nor may they be built in hexes that contain forts or blockhouses as these hexes are assumed to already have entrenchments present.

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

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

Effects: There is a +1 DRM for Fire Combat against units in an entrenchment. Units conducting Assault Combat against units in an entrenchment have their CFs halved. An entrenchment adds 1 MP in addition to other terrain costs of the hex.



7.0 Weather Phase

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



Weather Determination: Beginning with Game Turn 7 the US player rolls one D10 during the Weather Phase to determine the weather for the current Game Turn. The die roll results are as follows:

- Die roll of 0 – 4 = Good Weather
- Die roll of 5 – 9 = Poor Weather

Apply a +1 DRM to the weather determination die roll if the die roll result for the previous Game Turn was Poor Weather. Beginning with Game Turn 14, apply a +1 DRM to the weather determination die roll. This is in addition to the +1 DRM if the die roll result for the previous Game Turn was Poor Weather.

Poor Weather² occurs if the die roll result for this turn was Poor Weather, and the die roll result for the previous turn was also Poor Weather.

Note: Poor Weather² takes the rules and effects of Poor

Weather and adds additional rules and effects.

Weather Effects: (see Terrain Effects Chart):

The following apply during Poor Weather and Poor Weather² turns:

- All combat units fire at 1/2 CF.
- Black Powder -1 DRM is not in effect (see 15.2)
- Leaders are unaffected

The following apply **ONLY** during Poor Weather² turns

- Road hexes cost 1 MP (not ½ MP)
- Trails do not exist for movement. Trails may not be used by US units (only) as a supply line
- Crossing river hex-sides increases, except non-pontoon bridged hex-sides
- Supply Range (both sides) is reduced by 1 hex
- Yellow Fever Outbreak Roll (YFOR) is initiated on first occurrence (see section 8.0 Yellow Fever)



8.0 Yellow Fever

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

Onset of Yellow Fever: Once Poor Weather² arrives (see 7.0 Weather), there is the chance that there will be an outbreak. All Yellow Fever Outbreak and Yellow Fever Contraction die rolls are conducted using 2D10 as a percentage (see section 3.0 Terms/Abbreviations).



A Yellow Fever Outbreak Roll (YFOR) is initiated on the first instance of Poor Weather². Each side conducts its own YFOR immediately after the weather roll. In addition, a YFOR must be made by each side during all subsequent Poor Weather and Poor Weather² game turns.

When YFORs commence, place the Yellow Fever Outbreak marker for each side on the Yellow Fever Outbreak track reflecting the chance of an outbreak. The initial YFOR is conducted with a chance of an outbreak at 10% for the US and 5% for the Spanish. Prior to each subsequent YFOR increment the US probability by 10% and the Spanish by 5%.

Yellow Fever breaks out for a side when the YFOR is less than the current percentage. That side will then cease to make outbreak rolls and their Yellow Fever Outbreak marker should be transferred to the current turn on the

game turn track indicating when the outbreak occurred.



Contracting Yellow Fever: Starting with the game turn of an outbreak of Yellow Fever that side's combat units (only) may contract the disease (see Effects of Yellow Fever).

The chance of contracting Yellow Fever on the first **day** is 5% (AM/PM or just PM). This chance will increment by 5% on the AM turn of each subsequent day and will peak at 25%.

The chance of contracting Yellow Fever should be recorded using each side's Yellow Fever Contraction marker on the Yellow Fever Contraction track.

Effects of Yellow Fever: From the outbreak of Yellow Fever, Assault combat (attack or defense) for an afflicted side, will be preceded with an individual Yellow Fever Roll for each combat unit participating in the combat. A unit fails its roll (contracts Yellow Fever) if it rolls less than the current percentage. If the unit fails the roll, it immediately loses one step. Such losses are counted when determining victory.

Note: US Units which break down as a result may become Broken (see 5.3 and 5.6).

The Attacking player rolls first and, if affected, can cancel the attack with no penalty after applying their Yellow Fever Roll results and before the defender rolls; the defender then does not need to roll.

***Designer Note:** Why is it that only Assault Combat is affected? Historically the Spanish were unaware of just how badly the US were affected by Yellow Fever. Had they known, they may well have taken advantage of the situation. Whilst it is difficult to introduce that level of 'fog of war' into the game, by limiting the effects to Assault Combat, the Spanish are unaware of just how strong a US stack actually is until the point that they engage them up close and personal.*



9.0 Reinforcement Phase

The phasing player determines if reinforcements are available and deploys any units as directed. All units enter the game in Normal status and in supply. During their turn of entry reinforcements will move during this phase only and not during the Movement Phase.

Reinforcements must abide by stacking restrictions as they enter. The first stack pays the MP road rate, and each subsequent stack pays the cost of one road hex more than spent by the stack that entered the map before it.

If enemy units occupy the specified entry hex, the reinforcements may enter in any adjacent hex or may initiate Fire Combat and Assault Combat from the map edge, ignoring any retreat results. If the enemy units occupying the specified entry hex are Cuban (US) Guerrilla units and they conduct Fire and Retire during Defensive Fire the Spanish reinforcements may immediately advance.

Reinforcement Schedule. See individual scenarios for reinforcement information.



10.0 Supply Phase

Combat units must be in supply to be fully effective. All combat units must check for supply during the Supply Phase. Units will be either in supply or marked for being out of supply. Units that cannot trace a supply line to a supply source during the Supply Phase are marked Out of Supply 1 (OoS1). Units that are OoS1 and cannot trace a supply line during the Supply Phase are marked OoS2. Spanish units occupying a Fort are always in supply. All Spanish units are considered in supply for purposes of Defensive Fire during US Turn 1.

Supply Line: A combat unit is in supply if it can trace a Supply Line of 7 hexes or less to either:

- A) a road/trail that leads to a valid supply source
- B) a Leader that can trace a Supply Line of 7 hexes or less to a road/trail that leads to a valid supply source.

Both the Supply Line(s) **and** the road/trail that leads to a valid supply source must be free of enemy units and enemy ZoC. Friendly combat units negate enemy ZoC for supply purposes.

The road/trail leading to a valid supply source must be contiguous, but can be of any length and consist of any combination of roads and trails (including fords).

Any unit that cannot trace a Supply Line is considered OoS.

Supply Sources:

- US & Cuban Units – The road hex leading off of the east map edge (hex 0937)
- Spanish Units - Any Santiago City hex (Forts do not act as a supply source for units in other hexes.)

Poor Weather² turns reduce the supply line length by 1 hex, for both players (see Terrain Effects Chart).

Note: Trail hexes may not be used as a supply line for US units during Poor Weather² turns although they may be used by Cuban (US) Guerrilla units.

Out of Supply 1

Out of Supply 1 (OoS1) Effects:

- Combat Factors:
 - Offensive Fire Combat: 1/2 CF
 - Defensive Fire Combat: full CF
 - Offensive Assault Combat: 1/2 CF
 - Defensive Assault Combat: full CF
- Command range is reduced by 1 hex
- Units cannot build entrenchments
- Spanish Naval Battery units are eliminated during OoS MC Phase

Out of Supply 2

Out of Supply 2 (OoS2) Effects:

- Combat Factors:
 - Offensive Fire Combat: not allowed
 - Defensive Fire Combat: 1/2 CF
 - Offensive Assault Combat: not allowed
 - Defensive Assault Combat: 1/2 CF
- Command range reduced 2 hexes
- +1 DRM during the OoS MC Phase
- Units cannot build entrenchments

Out of Supply Moral Check Phase:

Out of Supply units must undergo a Morale Check. If the result of the D10 DR is greater than the morale of the unit, it loses one step (there are no other effects).

 **11.0 Command Phase**

During the Command Phase (excluding Game Turn 1) the phasing player's units are checked for Command Status. **Exception: Reinforcements that entered the map without a leader are automatically in command if they enter and remain on a road.** Units are either In Command or Out of Command. Units that are In Command are allowed to move and attack normally during the current turn, even if they should later move outside of Command Range.

Command Determination: Units that are within the Command Range of a Leader (counted in hexes – excluding the hex occupied by the leader) to which they are subordinate are In Command. Command cannot be traced through impassable terrain hexes, enemy units, or enemy ZoCs (unless that hex is occupied by a friendly unit). Leaders and their subordinate units are color-coded for ease of play and the following cases apply:

- General Shafter may command any US unit
- Other US leaders are color-coded with the troops they command
- US Corp assets can be commanded by any US leader
- Wood may command any US Volunteer Cavalry unit

in his command range.

- Roosevelt can command up to one US Volunteer Cavalry sub-unit plus the Colt Machine Gun.
- Cuban (US) Guerrilla units are commanded by General Garcia but are *always* considered In Command
- With the following exceptions, all Spanish commanders can command any non-naval Spanish units:
 - Escario may only command troops that share his color-coding
 - Lt. Colonel Melga may only command Spanish artillery units
- Bustamante may only command naval units.

Spanish Leader Succession: In the event of a Linares' death, then Toral will succeed him.

US Leader Succession: In the event of a US leader's death, the following succession rules will apply:

- If Shafter is killed, then Lawton will succeed him
- If Lawton and Shafter are killed, then Kent will succeed them
- If Wheeler is killed, Wood may command up to 3 regiments of cavalry, one of which must be the US Volunteer Cavalry.
- If Wood succeeds Wheeler, then Roosevelt may command the entire US Volunteer Cavalry regiment.

All leaders that succeed another, also retain command of their original subordinates.

Command ranges will be extended/reduced as follows:

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

These modifiers are cumulative, but the net result can never be higher than 1 or less than -2.

The OoC effects persist until the unit is back in Command. If you run out of OoC markers feel free to make your own.

Out of Command (OoC) Effects:

Out of Comm.

- **Combat Factors**
 - Offensive Fire Combat is not allowed
 - Defensive Fire Combat is CF x 1/2
 - Offensive Assault Combat is not allowed
- Units may only move one hex and cannot end in an enemy ZoC unless the hex is occupied by a friendly combat unit. If an OoC unit begins the Movement Phase in an enemy ZoC, it must immediately move one hex so that it is not in any enemy ZoC (no morale check required). Units unable to do this are immediately marked as Broken



12.0 Movement Phase

All units (other than units entering as reinforcements this turn) may be moved during the phasing player's Movement Phase. Units are moved individually, or in stacks, but once a unit is finished moving it may not be moved again, even if it has MFs remaining.

As a unit moves it pays a Movement Factor (MF) cost to enter a hex, or cross certain hex-sides, which is deducted from the MF number printed on the unit counter.

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

A unit may not enter a hex or cross a hex-side if it has insufficient MFs remaining to do so (exception: see Special Movement Case below). Units may not loan MFs to other units or save them for future turns.

Special Movement Case. Normally a unit may only enter a hex if it has sufficient MFs to do so. However, any Normal status unit may move a minimum of one hex, to a hex that is free of enemy ZoC, if it expends all of its MPs to do so. This one hex minimum move does not apply to units that are either Broken, OoC, or OoS.



13.0 Combat Phase

There are two types of combat, **Fire Combat** (direct and indirect), and **Assault Combat** that take place during the Combat Phase. The phasing player's combat units are deemed the attackers while the non-phasing player's units are deemed the defenders. Attacks are always

voluntary, and no unit is "required" to attack another unit, even if adjacent.

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

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

Combat Functions

Attacking units that engage in Offensive Fire Combat during the Combat Phase may not perform Assault Combat in the same Combat Phase. Similarly, attacking units that are designated to perform Assault Combat may not perform Offensive Fire Combat.

Defending units may perform Defensive Fire Combat as well as defend against an Assault Combat.

A single hex can be the target of multiple Offensive or Defensive Fire Combats. Individual units in a stack can fire at the same or different target hexes. A unit may not split its CFs, and may only target a single hex. Units in the same hex and firing on the same target hex must be combined into one attack.

A single hex can be the target of **only one** Assault Combat per Combat Phase. Thus, all attacking units using Assault Combat **must** combine their CFs into one attack.

Individual combats of each type are performed in any order the owning player chooses.

13.1 FIRE COMBAT

Fire Combat includes:

- Defensive Fire
- Offensive Fire

Defensive Fire is resolved prior to Offensive Fire as per the Sequence of Play.

Each combat unit possesses a Combat Factor (CF). A non-artillery unit can exert this CF into an adjacent hex at full strength or fire at units two hexes away at 1/2 CF.

Artillery combat units possess a "Range"; the distance in hexes within which it can exert its CF. The target hex is counted but not the hex the firing unit occupies. Artillery units that conduct Fire Combat at a target that is more than one half of their range away fire at 1/2 CF.

A player's units can only engage enemy combat units

using Fire Combat within the ranges listed above, provided they have an unobstructed LoS (exception Indirect Fire).

Defensive Fire Combat: A unit does *not* need to itself be the target Offensive Fire or Assault Combat in order to participate in Defensive Fire. Units able to perform Defensive Fire are not required to do so. However, if the defending unit elects to fire, and it has a choice of targets, it must choose to fire on an adjacent enemy unit/stack that contains a counter for Assault Combat before any other target.



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

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

For each unit performing Indirect Fire, the owning player rolls one D10 to determine the effectiveness of that unit's attack. If the DR is 1-5, then one half of the bombarding unit's CF is used in the attack (round fractions down). If the DR is 6-10, the indirect fire failed to hit the target with any effect and that unit's CF is ignored in the attack.

Line of Sight (LoS): In order for Fire Combat or artillery spotting to occur, there must be a clear LoS between the firing/spotting unit and the targeted unit. A LoS is traced by stretching a piece of string, laying a ruler, or some other mutually agreed technique, to establish a direct line between the units. The straight line is measured between the center of each hex and if the line crosses any part of a hex that contains blocking terrain the unit cannot fire/spot. If the LoS runs directly along a hex spine separating blocking and non-blocking terrain, the LoS is *not* considered blocked.

If on the same or higher level than either unit, the following hexes block LoS, and Fire Combat:

- Jungle, Swamp, Village, City

Hills that are a higher level than either force block LoS, and Fire Combat, **unless** one of the forces occupies a fort.

Friendly/enemy units block LoS for Fire Combat unless either the firing or the target unit occupies a hill hex

and/or a fort, and the blocking unit is in a non-hill hex. Friendly/enemy units do **not** block LOS for spotting.

There is always LoS from/to the Balloon while deployed.

Fire Combat Procedure: The firing player adjusts each unit's CF individually as per the Fire Combat Resolution Table (in sequence: Broken, Weather, Range, Supply, Command), maintaining fractions at each step. All firing units' adjusted CFs are then totaled rounding fractions down for Offensive Fire Combat and up for Defensive Fire Combat.

In the following situations a units CF is determined before the above calculations are made:

- If the unit has a "?" for a CF roll for strength
- If the unit is Artillery, its CF is adjusted for Range, and then indirect fire
- If Yellow Fever has broken out for that side then each unit rolls for Yellow Fever effects

The player then locates the corresponding column on the Fire Combat Resolution Table (FCRT), and rolls one D10 which is modified according to the Terrain DRMs and Other DRMs as listed on the FCRT.

Note: Units marked with an Assault marker are considered to be in the **defending hex** when determining Defensive Fire terrain DRMs.

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

D# = Defender reduced by that number of steps.

The defender allocates the losses to his units.

Note: US Units which break down as a result of combat may become Broken (see 5.3 and 5.6).

13.2 ASSAULT COMBAT



Assault Combat is voluntary and takes place between combat units in adjacent hexes. Only units that are in Command, Normal Status, and not marked OoS2, can attack using Assault Combat. Artillery units can defend against Assault Combat but cannot attack using Assault Combat. All assault combats are marked at the beginning of the Combat Phase but are resolved after all Fire Combat (offensive and defensive) has been concluded. All

assaults against the same target hex are resolved as a single combat.

Assault Combat Procedure: The assaulting player adjusts each unit's CF individually for Out of Supply (OoS1 only), and for attacking across an unbridged river hex-side, retain fractions at each step. All assaulting units' adjusted CFs are then totaled, that number is adjusted for the terrain the defender occupies, round fractions down.

Note: Units that are Broken, OoS2, or OoC, cannot attack using Assault Combat.

The defending player adjusts each unit's CF individually for Broken, then Out of Supply (OoS2 only), retain fractions at each step. All defending units' adjusted CFs are then totaled, round fractions up.

Express total Attacking CFs to Defending CFs as a ratio. Round this ratio down to one shown on the Assault Combat Results Table.

Determine the DRMs from the list below. Roll one D10, apply any DRMs, and then cross reference the modified DR with the odds-ratio column for the combat to determine the combat outcome. Apply the results as per the Assault Combat Result table player aid. Once resolved proceed to the next Assault Combat.

- +1 Defender occupies a hill hex
- +1 Defender occupies a blockhouse hex
- +2 Defender occupies a fort hex
- +1 All defending units within Command Range of an appropriate leader(s)
- +1 Defending hex contains a broken unit
- +1 Appropriate leader(s) present in any attacking hex

For the assaulting and the defending player:

- If the unit has a "?" for a CF roll for strength before CFs are calculated
- If Yellow Fever has broken out for that side then each unit rolls for Yellow Fever effects before CFs are calculated.

Advance After Assault Combat: If the defender's hex is vacated (for any reason) during Assault Combat, units that participated in the attack have the option to advance into the hex (stacking limits apply). The decision to advance after combat must be made immediately, before any other assaults are made.

13.3 RETREATS

Units that become Broken as a result of Assault Combat

must retreat 2 hexes away from their hex, towards a friendly supply source.

A hex entered during a retreat cannot be prohibited terrain, nor in an enemy ZoC, unless the hex is occupied by another friendly unit.

If the retreating unit has no other option than to retreat into a hex that would result in the hex being over-stacked, it can retreat one additional hex only, to avoid over-stacking. If a unit cannot retreat (to include over-stacking), it is eliminated; this includes leaders also. These losses ARE considered combat losses for victory conditions. Units in forts are not required to retreat (*though the owning player may have them do so*).

13.4 LEADER LOSS

Any time one or more step losses occur and a leader is present in the hex, immediately conduct a Morale Check to determine if each leader in the hex has become a casualty (**use the same rating as per units (U.S. 7, Spanish 6; with no DRM)**). If the leader passes there is no ill-effect (he is unscathed). If the leader fails, the unit is removed from the map and a second D10 is rolled. The leader unit is placed on the turn record track a number of turns equal to the second DR when it will enter as a reinforcement. If the second DR is a zero treat it as a 1, if it is a 9 the leader dies of his wounds and is eliminated. On the turn the leader unit returns it is placed with any in-supply unit during the Reinforcement Phase.

A leader also dies automatically if **all** unit with which he is stacked are eliminated in combat.

Leaders may occupy a hex without a friendly combat unit, but if an enemy unit enters the hex roll as per Leader Loss above with the difference that a passed Morale Check = Leader retreats 3 hexes towards a friendly supply source.

13.5 VARIABLE COMBAT FACTORS



Units with a '?' for a CF must roll one D10 on the Variable Combat Factor Table for CF determination (see Player Aid card), for each and every combat in which they participate, whether attacking or defending. The DR is conducted at the time the combat is being resolved.

Designer Note: Many artillery units were comprised of antiquated pieces, some with defective ammunition. The infantry units were composed of hastily mobilized and inadequately trained personnel whose ability to stand-up to the rigors of combat were problematic at best.

14.0 End Phase

During the End Phase of each game turn both players perform a Morale Check (without DRMs) for each unit that is Broken. See 15.1 for elimination of the Observation Balloon due to Fire Combat.

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



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

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

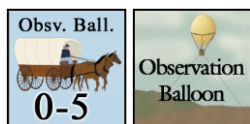
End Game Turn: The game turn is now complete. If this is not the last turn of the game advance the turn record marker one space. If it is the last turn, the Victory Level is checked and a winner determined.

15.0 Special Units

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

15.1 US OBSERVATION BALLOON

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



The Observation Balloon consists of a base counter which was composed of four wagons and 34 men, and the actual balloon

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

The Observation Balloon can only be deployed during the US Movement Phase of Good Weather turns.

To do this the Base unit cannot move during the current US Movement Phase and the Balloon counter is placed on top of the Base counter and is considered operational for the current Combat Phase. The Balloon cannot be moved while deployed. The Balloon is retrieved in the same manner as deployment. The balloon must be retrieved during a Poor Weather turn.

The Observation Balloon is never considered Out of Command, Out of Supply, or Broken.

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

- It automatically spots for all US artillery units (no LoS check required by the artillery or the balloon)
- Any US Artillery unit engaging in Fire Combat, direct or indirect, against a target within 10 hexes of the firing unit has a -1 DRM applied to the combat results die roll

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

End Phase: The Balloon/Base unit itself may not be directly attacked using Fire Combat. However, if either the hex that the Observation Balloon/Base occupies, or any of the six adjacent hexes, are subjected to Fire Combat attacks during the current turn, the US player must roll for destruction of the Observation Balloon during the End Phase.

Roll one D10 with a +1 DRM for each such hex attacked. If the modified DR is equal to or greater than 9, the Balloon is eliminated. Any other result is No Effect.

If the hex the Observation Balloon/Base occupies is subjected to Assault Combat, the Balloon is eliminated (regardless of the Assault combat's outcome).

15.2 BLACK POWDER WEAPONS



US Springfield Rifles and US Artillery pieces used black powder charges which created a lot of smoke and revealed the US positions. US units using Black Powder weapons have

a Red CF and any Spanish unit conducting Fire Combat against US units with a Red CF have a -1 DRM applied to the combat results die roll in **Good Weather** (only).

Note: Since combat is in reality taking place simultaneously, the US unit need not have fired for this negative DRM to be applied.

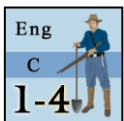
15.3 SPANISH NAVAL BATTALIONS



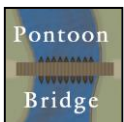
Admiral Cervera had reservations about running the US blockade and early in the campaign sent some guns and crews ashore to bolster the defenses. Naval infantry and artillery units are available as part of the Spanish at-start forces. These are the only units that may be commanded by Spanish Leader Bustamante.

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

15.4 US ENGINEERS



These units have the capability to build pontoon bridges across any river hex-side crossed by a road. Once built, the MP cost of the pontoon bridge will be used when crossing a river. The engineer unit does not have to remain with the pontoon bridge for it to be used.



Pontoon Bridges: Each Engineer unit can construct one pontoon bridge, and this must be at a hex-side where a road crosses a river. The Engineer must begin the turn in a hex that has the hex-side to be bridged and must be in Normal status. A Pontoon Bridge marker is placed under the Engineer unit and if the Engineer is still in Normal Status and in the hex during the End Phase of the turn, the Pontoon Bridge marker is placed on the hex-side to mark its completion. An unoccupied pontoon bridge can be used by either player.

A unit that occupies a hex with a pontoon bridged hex-side can be attacked using Assault Combat and if the attacking player advances through the bridged hex-side one D10 is rolled to see if the pontoon bridge remains intact or is destroyed.

- 0-2 Bridge remains intact
- 3-9 Bridge is destroyed

15.5 US DYNAMITE GUN



The US Dynamite Gun Battery is technically an artillery unit; however, it only has a range

of 1 hex and may only engage in Fire Combat. When involved in an attack, if the modified DR result is **1 or less**, any Spanish “?” CF units in the hex must perform an immediate Morale Check in addition to any other combat results. Units check individually. Units that fail the Morale Check are Broken and must retreat 2 hexes.

If the modified DR is **8 or more**, the Dynamite Gun Battery unit is permanently removed from the game as the notably unreliable gun has malfunctioned.

15.7 Colt/RR (Rough Riders)

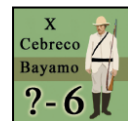
The Colt/RR is an infantry unit (not an artillery unit) and is treated as such for all game functions.



Historical Note: *The Colt Model 1895, John Browning's first machine gun, was rejected by the army in favor of the Gatling Gun. But the Navy bought several hundred with 6mm shells, the same caliber as the Winchester-Lee rifles.*

The ones used at Santiago were privately purchased for the Rough Riders and used the same 7x57mm round as the Spanish 1893 Mauser rifles. They were mounted on tripods and during the campaign supplemented their ammunition with captured Spanish stocks. They were extremely heavy and had to be carried by mules.

15.6 CUBAN (US) GUERRILLAS



The US player controls 6 infantry Cuban (US) Guerrilla units and their leader, General Garcia. These units function as regular combat units with the following special rules:

Calixto Garcia: The Cuban (US) Guerrilla leader unit can only be used to modify/affect Cuban (US) Guerrilla combat units and has no effect on US combat units.

Fire & Retire: Cuban (US) (not Tercio) Guerrilla units can perform Defensive Fire Combat and then may be able to retreat 1 hex before Fire Combat/Assault Combat. Roll one D10 and if the result is 0-5 the Guerrilla unit may retire. Units stacked with leader Garcia may subtract 2 from the DR. If the unit fails, Garcia may still slip away and retire.

Apply a -1 DRM to the MC DR if the Guerrilla unit occupies a Jungle hex. If the Guerrilla unit is successful, the Spanish player may occupy the vacated hex. If the MC is failed the unit can engage in Defensive Fire Combat but cannot retreat before Fire/Assault Combat.

Cuban/US Cooperation: Cuban (US) Guerrilla units are subject to the following limitations:

- Cannot be commanded by US Leaders

- Cuban and US units cannot combine fire upon, or assault the same enemy unit
- Cannot stack with US units
- Can only move adjacent to US units if all units are in clear terrain

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



16.0 Scenarios

There are three scenarios and the campaign game in *A Splendid Little War*. The three scenarios are small affairs which the Spanish player will have a challenge to win; they are **primarily** a way to learn the game systems.

16.1 Scenario 1 - El Caney

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

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

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

The battle was costly for the US who lost 451 killed or wounded. The Spanish lost 235 killed or wounded, as well as another 120 taken prisoner.

Scenario Length: Turns 1 through 2.

Estimated Playing Time: Less than 30 minutes.

Spanish Set Up: Set up within 2 hexes of El Caney (units may begin the game entrenched):

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

US Set Up. US units set up as follows:

- Within 1 hex of Bivouac 1: 7th, 12th and 17th Regiments
- Within 1 hex of Bivouac 2: 8th, 22nd, 2nd Mass. Volunteer Regiments, D Troop/2nd Cavalry, E Battery/1st Artillery
- Within 1 hex of Bivouac 3: 1st, 4th and 25th Regiments
- With any of the above: Leader Lawton
- On any road hex within 2 hexes of Bivouac 4: 3rd and 20th Regiments and Leader Bates

Special Scenario Rules: D Troop/2nd Cavalry and E Battery/1st Artillery attached to Lawton. As such, Lawton is treated as their commanding officer for Command purposes.

Winning the Game. The US player wins the game by occupying the hexes containing El Caney and Fort El Viso by the end of **turn 2** and not losing more than 4 sub-units; otherwise the Spanish player wins.

16.2 Scenario 2 - San Juan Hill

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

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

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

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

Scenario Length: Turns 1 through 2.

Estimated Playing Time: Less than 30 minutes.

Spanish Set Up: (units may begin the game entrenched)

On any hex of San Juan and/or Kettle Hills:

- Companies 1, 2 and 3 of the Talavera Battalion
- 1st Company of the PR Battalion
- 1x Artillery Battery (2-12-6)
- Leaders: Vaquero, Rubin and Basquero

At or Adjacent to Fort Canosa:

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

Reinforcements: These units enter on Turn 2 and start in hex 1513.

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

US Set Up:

Between hex rows 12 to 16 inclusive, not more than 1 hex West of the Las Guasmas Creek:

- 1st Infantry Division
- Leader Kent
- Cavalry Division
- Leader: Wheeler and Roosevelt

In any hill hex within 2 hexes of El Pozo:

- A Battery, 2nd US Artillery
- Observation Balloon

Reinforcements: These units enter on Turn 1 at El Pozo:

- 1x Gatling Gun (4-6).

Winning the Game. The US player must be the last player to occupy the majority of the following Santiago hill hexes by the end of turn 2: 1019, 1219, 1418, 1521, 1618, 1719 and lose no more than 5 sub-units; any other outcome is a Spanish victory.

16.3 Scenario 3 – The Battles of July 1

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

Scenario Length: Turns 1 through 3.

Estimated Playing Time: Less than 1 hour.

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

US Set up: As in Scenarios one and two

Reinforcements: As in Scenarios one and two

Special Restriction: Units from Scenario 2 cannot move or attack until turn 2. This represents their orders to wait until El Caney was taken.

Victory Conditions. The US player must be the last to occupy the El Caney and Fort El Viso hexes, plus the following Santiago Heights hexes by the end of turn three: 1019, 1219, 1418, 1521, 1618, and 1719 and lose no more than 9 sub-units to win; any other outcome is a Spanish victory. This scenario is extended to three turns to make it more balanced. Ignore any reinforcements that would arrive on turn 3.



17.0 Campaign Game

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

--Richard Harding Davis.

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

Game Length: Turns 1 through 28. However, the game length may be shortened due to the use of the Optional Automatic Victory conditions.

Estimated Playing Time: up to 7 hours.

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

At or adjacent to El Caney (Hex 2629):

- Companies 1-3 of the Constitucion Battalion
- 1x Guerrilla company
- Leader Del Rey

Note: one company may set up in Ft. El Viso (hex 2531)

At or Adjacent to Fort Canosa (hex 1516):

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

On or adjacent to Kettle Hill hex (1521):

- Company 1 of the Talavera Peninsula Battalion

On or adjacent to hex 1719:

- Companies 2 and 3 of the Talavera Peninsula Battalion

With company 1-3 of the Talavera Battalion:

- Leaders: Gen Rubin and Col. Basquero

On or adjacent to hex 1219:

- Companies 1-3 of the Puerto Rico Battalion (PR)
- Companies 1-3 of the San Fernando Battalion

Two regular artillery batteries (61/6 HA and 6/4 Mtn.) may set up in or adjacent to either hex 1719, or hex 1521, as long as neither battery is within three hexes of the other.

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

Blockhouse (hex 1708):

From the remaining units the Spanish Player may place units in the Blockhouse to the limit of the Stacking Rules. The Civil Guard (CG) unit may not be one of those chosen to set up in the Blockhouse.

Spanish Garrison Units:

Leader Toral and all other units, excluding the Escario Column Reinforcements (see below) may begin in the City of Santiago, or any Fort Hex, except Forts El Viso and Canosa. The Civil Guard (CG) unit must set up in the city of Santiago and may not voluntarily move out of the city. However, if forced to retreat, it may retreat out of the city but must move back in as soon as possible. These units are considered to be Garrison Units and are subject to movement restrictions **if** the 'Optional Rule – Garrison Unit Movement Restrictions' is in effect.

Any fort south of city of Santiago:

- Leader Lt. Col. Melgar

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

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

These formations can attempt to enter the game beginning on Turn 5 and if successful enter at the Cobre Road map edge (hex 2903). The Spanish player places all units that pass the DR on the map edge and enters them as per the Reinforcement rules.

The Leader Escario and the 1/5 Mountain artillery unit

can enter with any formation (no die roll is required).

During the Spanish Reinforcement Phase of turn 5 each of the four formations rolls one D10 and can only enter play on a DR of 6 or less. If the formation passes the DR it enters the game that turn. If a formation fails the entry attempt on a DR of 7 or 8 it loses one unit, if the formation fails on a DR of 9 it loses two units.

These losses do **not** count towards Victory conditions.

Any formations that fail to enter must attempt to enter again on the next turn (but suffer no additional losses if they fail again).

Note: Leader Escario may only command units from this column.

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

During the End Phase of Turn 2 the Spanish player rolls one D10 and subtracts one from the result. If the DR result is 3 or less Admiral Cervera has been ordered to sortie his fleet during the End Phase of the Morning turn of July 3rd.

On any other result the Spanish fleet will sail on the Morning turn of the day that corresponds to the modified die roll (4 equal July 4th, 5 equals July 5th, etc.). The result of the DR is not disclosed to the US player. During the Reinforcement Phase of the Morning turn in which the Spanish fleet sorties, all naval combat units and Bustamante are removed from the map.

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

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

Optional Rule - Garrison Unit Movement Restrictions:

***Historical Note:** Spanish leadership executed a lethargic defensive strategy which saw the Santiago garrison underutilized. This optional rule provides a restriction on the Spanish player which reflects this.*

All Spanish units that are set up as Garrison units (except leaders), are subject to movement restrictions. These units can move freely within the city of Santiago De Cuba and between the city and the surrounding forts (Ft Canosa and Ft El Viso excluded) and between said forts. There are no restrictions on a garrison unit's ability to conduct Fire Combat.

Once a US unit (not a Cuban Rebel), is within 2 hexes of a Garrison unit, that unit is immediately free from any movement restrictions for the rest of the game.

Note: A garrison unit that is the target of US artillery fire is not freed from movement restrictions.



However, at the Spanish player's option, he may choose to release any Garrison unit(s) and by doing so risk increasing the US Victory Level. For each Garrison unit the Spanish player releases rolls one D10 and generates the resulting number of Garrison Movement Points (GMPs). The Spanish player tracks the total of the GMPs on the Garrison Movement Point Track. Move the Victory Level one level towards US Strategic Victory for each 30 Garrison Movement points the Spanish player accumulates.

Once any unit from the Escario Column enters Santiago de Cuba, the Garrison movement restriction are lifted.

US Set Up. US units set up as follows:

On or adjacent to Bivouac 1:

- 7th, 12th and 17th Regiments of the 2nd Division

On or adjacent to Bivouac 2:

- 8th, 22nd, and 2nd Mass. Regiments of the 2nd Division, and troop D/2 Cavalry

On or adjacent to Bivouac 3:

- 1st, 4th and 25th Regiments of the 2nd Division

At any of the above:

- Leader Lawton

On or within 2 hexes of Bivouac 4:

- 6th, 10th and 1st Regiments, Rough Riders and Troops C-D/9 and H-L/9 of the Cavalry Division, Colt Gun battery, and Leaders Wheeler, Roosevelt

and Wood

On or within 2 hexes of Bivouac 5:

- 6th, 16th, 71st NY, 2nd, 10th, 21st, 9th, 13th, 24th Regiments of the 1st Division and Leader Kent

On or within 2 hexes of Bivouac 6:

- 3rd Regiment of the Cavalry Division, A/2, C/2, F/2 Cavalry troops, F/2nd Battery, Dynamite Gun Battery, Engineer units C & E, Leader Shafter

At any Bivouac, (or within specified distance), one battery each:

- Batteries E and K/1st US Artillery, A/2nd US Artillery

Cuban (US) Guerrilla Set Up: All Cuban (US) Guerrilla units may set up anywhere on the map, within 5 hexes of any US unit but not adjacent to a Spanish unit. The leader Garcia can stack with any Guerrilla unit.

US Reinforcements: The following units enter play as directed:

- Turn 1:** 3rd and 20th Infantry Regiments, Leader Bates. Observation Balloon at hex 0937
- Turn 3:** 34th Michigan, 9th Massachusetts Regiments, Leader Duffeld at hex 0937
- Turn 17:** Troop A-B/9 of the Cavalry division at hex 0937
- Turn 21:** 1st Illinois, 1st DC at US Supply Road.
- Turn 27:** 4th US Artillery Battery (both batteries) at hex 0937

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

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

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

Campaign Game Victory Levels:

- **US Strategic Victory:** US player is the last to occupy Fort El Viso, one other fort and five blockhouses/forts
- **US Political Victory:** US player is the last to occupy Fort El Viso and five blockhouses/forts (Historical)
- **Draw:** US player is the last to occupy one fort and five blockhouses/forts

- **Spanish Political Victory:** US player is the last to occupy four blockhouses/forts
- **Spanish Strategic Victory:** US player fails to meet any of the above conditions

Special Victory Conditions:

- If the US player suffers more than 20 steps of US Infantry unit combat losses and Yellow Fever losses, not Guerrilla, the Victory Level is shifted one level towards Spanish Strategic Victory
- If the Spanish player suffers more than 25 steps of Infantry combat units, including Guerrilla and Naval Infantry but excluding losses due to over stacking or variable combat factor elimination, the Victory Level is shifted one level towards US Strategic Victory. Spanish units eliminated as a result of a variable strength roll do NOT count towards this total.

Note: It is important to segregate combat losses during play to facilitate the above calculation.

- If the US player is the last to occupy at least one city hex of Santiago de Cuba the Victory Level is shifted one level towards US Strategic Victory
- Shift the Victory Level one level towards US Strategic Victory for each 30 Garrison Movement points the Spanish player has accumulated dropping any remainders.
- If at the end of the game the Spanish Player controls Cuabitas and also maintains a road from there to Santiago de Cuba that is free of enemy ZoCs, the Victory Level is shifted one level towards Spanish Strategic Victory

Optional Automatic Victory Conditions

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

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

- During the End Phase of the first turn in which the US player has a non-guerrilla unit occupying Cuabitas, in addition to interdicting* all roads from Cuabitas to Santiago de Cuba, the Spanish player must conduct a Surrender D10 DR the result of

which sets the level of negotiations for the surrender of the Spanish forces. During each subsequent End Phase that the US player can maintain these conditions the Spanish player rolls one D10 and if the DR result matches or is less than the original Surrender DR the Spanish player surrenders, and the game immediately ends. The Victory Level is moved one step towards US Strategic Victory. If the US player loses these conditions the surrender DR ceases. If the US player subsequently reestablishes these conditions, a new surrender DR is conducted

* Interdiction is considered to be the blocking of the road by occupying the road hex. Units conducting the interdiction cannot be the same unit occupying Cuabitas.

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

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

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

Designer Comments:

What I really wanted to show players was how close the campaign was. A lot of the problems the Spanish had were internal guerrillas, local politics, and lack of a modern navy. They were tough combatants, having survived years of unrest. The Americans were equal to the task, though, and were able to gain by élan what they lacked in numbers. Disease took its toll, unbeknownst to the Spanish Defenders, who saw no hope after their fleet was smashed off Santiago. Had

they held, they might have actually broken the encirclement. By then their will to resist was gone.

The game gives players the opportunity, within certain limits, to take a fresh look at the campaign, which was really a one-day battle followed by a lengthy siege. Emphasis is placed on morale and the range of modern firepower. Thanks to a number of unsung heroes, the order of battle is as close as can be gotten, and I feel that is as close to the choices and forces available to both sides that you will see in a game of this scale. I hope you enjoy playing this game as much as I enjoyed creating it. ~ Andy Nunez