

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

Results

DIS: the unit or stack being fired at becomes disorganized. Place a DIS marker on top of the unit or stack. Units under a DIS marker may not attack or advance after combat during the Shock Combat Phase.

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

1+DIS, 2+DIS: The unit or stack being fired at loses 1 or 2 steps. All units in that stack become DIS.

Cumulative Modifiers

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

Shock Combat Table						
Odds	≤ 1:2	1:1	2:1	3:1	4:1	≥ 5:1
1	3/-	2/-	1/-	1/-	R/R	R/1R
2	2/-	2/-	1/-	1/R	R/1	-/2
3	2/-	1/-	1/-	R/1	-/2	-/3
4	1/-	1/-	R/1	R/1	-/2	-/3R
5	1/-	R/R	-/1	-/2	-/3	-/3R
6	R/R	-/1R	-/1R	-/3	-/3R	-/3R

Results

Combat results are expressed as Attacker/Defender.

1, 2, 3: Number of steps lost.

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

-: Nothing happens.

Shock Combat Table (Cumulative) Shifts

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

Historical Setup

3.2 Spanish Deployment.

LATE JUNE 1898

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

Spanish Game Counter Errata

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



Historical Setup

3.4 US Deployment.

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

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

Available off-map:

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

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

HISTORICAL ID, US ARTILLERY

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





The Sinking of the USS Maine

TURN SEQUENCE

I. Administrative Phase (skip on Turn 1)

1. Victory Check
 - a) US Victory Check
 - b) Spanish Victory Check
2. Yellow Fever Check
 - *Players should roll for Historic Events 7.0 after the Yellow Fever Check.*

II. US Player Turn

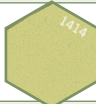



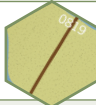
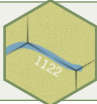






1. US Movement Phase
 - a) Cuban Movement
 - b) US Movement
2. US/Cuban Combat Phases
 - a) Cuban Fire Combat Phase
 - b) US Fire Combat Phase
 - c) Cuban Shock Combat Phase
 - d) US Shock Combat Phase

III. Spanish Player Turn

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

IV. End of Turn Administrative Phase

- Remove All Disorganization Markers
- Advance The Game Turn Marker

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

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



USS MAINE