

THE SPANISH-AMERICAN WAR 1898

Official Clarifications As Of 4/10/26

Note: Content in black is from the pre-release clarifications sheet included in your game box.

Content in blue is new for this update.

Rulebook

4.3.1-Example goes with 4.3.4 and should read:

“Example: In the 4.1.5 example of initial arrangement, for the first gunfire round, US1 would fire at S1, US2 would fire at S2, US3 would fire at S3, US4 would fire at S4 (no ship opposite, so can shoot diagonal), and US5 could not fire (no ship opposite or diagonal).

In all rounds after the first, US1 could fire at S1 or S2, US2 could fire at S1, S2, or S3, US3 could fire at S2 or S3, and US4 could fire at S3. US5 would still be unable to fire, as no targets are directly opposite or diagonal. However, US5 would also be safe from Spanish fire, as S1 could only fire at US1 or US2, S2 could only fire at S1, S2, or S3, and S3 could only fire at S2, S3, or S4.

Either side could fire more than one ship at a single target and ignore the rest, so long as the target ship is either directly opposite or directly diagonal from all firing ships (ex: All Spanish ships could focus fire at US2).

4.3.5-In the example, replace “The US player rolls and obtains a net 10 and 2” with “The US player rolls and obtains a net 8 and 2”.

13.1.3-Clarify as follows: "If the coastal hex is enemy occupied, combat is required. Invading units attack from the sea hex at half strength in addition to any terrain or other DRMs (Exception: In the Campaign Game, the US "Marines" unit is not halved). Friendly units already on land can assist the attack and are not halved. If the coastal hex remains enemy-occupied at the end of the Combat Phase, the invading force loses an additional step and are returned to the US set up display. Campaign Game: The invading force is returned to its transport naval unit in the adjacent sea zone."

13.1.4-The procedure here should include step 4 below:

“4. When facing an opposed landing situation, combat is resolved per case 11.1.6. Otherwise, follow 13.1.5 for an unopposed landing situation.”

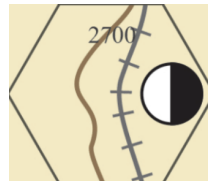
21.4.2-Ignore the reference to “naval initiative” here. It only refers to the sortie player’s ability to set up second, since the blockading player is declared the first player for Port Sortie Naval Combat.

PACs

Spanish Naval Scenario Set Up Card

- The Spanish Naval Scenario Set-Up Card for Havana in the Campaign Game can be found on the back of the Sequence of Play chart.
- Ignore the “**Has Cargo**” tag on the Montserrat AC located at Martinique in the Campaign Game - At Start Set-Up.

Maps



The white and black circular icon shown here is the symbol for Supply Sources.