SEQUENCE OF PLAY

Event Card

1st Eligible Faction **2nd Eligible Faction**

Op only & Launder: Add a free Limited Op (2.3.6)

Eligible = No Event or Op this or last Event Card

Execute Op only → **Execute Limited Op**

Non-player: Op & Special Activity

Non-player: Event unless ineffective, NP instructions say Ops & Special Activity, or NP Government when Momentum in effect (8.1 & 8.4)

Execute Op & Special Activity → **Execute Event or Limited Op** → **Adjust Eligibility**

2nd Eligible NP: Ops & Special Activity if— Syndicate/Govt & Govt/Syndicate is player DR/26July & 26July/DR is player

Execute Event → **Execute Op & Special Activity**

→ **Next Card**

Non-player Dual Use Event: 26 July, Directorio—Unshaded Govt, Syndicate—Shaded

Pass: +1 Resources (Govt +3); next Eligible replaces Passing Faction as 1st/2nd Eligible

Non-player: Pass if must Op but too few Resources

Final Event Card: *All player Ops Limited no Special Activity (2.3.9)*

Propaganda Card

Never 2 Propaganda Rounds in a row (6.0).

➤ **Victory?** If any Faction has met its victory condition, the game ends; see Victory (7.2).
   EXCEPTION: The player in a 1-player game (8.9).

➤ **Resources:** Sabotage ECs where 26July plus DR Guerrillas exceeds cubes. Then adjust Resources:
   ➤ *Government*—Add the Econ value of un-Sabotaged ECs *(maximum 8)* plus Aid.
   ➤ *26 July*—Add the number of its Bases.
   ➤ *Directorio*—Add the number of spaces it has pieces.
   ➤ *Syndicate*—Add the Pop of each City and Econ of each un-Sabotaged EC where Syndicate Guerrillas outnumber Police plus **twice** the number of open Casinos.
   ➤ *Skim*—Each space with open Casinos, Syndicate transfers **2** Resources to the Controlling Faction.
   ➤ *Cash*—Any Factions with Cash receive **6** Resources per marker (remove) or replace it with a Base (for Syndicate, place an open Casino or open a closed Casino).

➤ **Support:**
   ➤ *US Alliance*—If Total Support is **18** or less, degrade US Alliance down 1 box and drop Aid –10.
   ➤ *Civic Action*—In spaces with Govt Control, Troops, and Police: every **4** Resources spent by Government removes 1 Terror or—*once no more Terror*—shifts 1 level toward Active Support.
   ➤ *Agitation*—In spaces with 26 July Control: every **1** Resource spent by 26 July removes 1 Terror or—*once no more Terror*—shifts 1 level toward Active Opposition.
   ➤ *Expat Backing*—Directorio may free Rally in 1 space with neither Active Support/Opposition nor Control by any Faction other than DR *(it may be Uncontrolled)*. Adjust Control.
   ➤ *Game End?*—If final Round (2.4.1), determine victory (7.3). If not, Redeploy and Reset.

➤ **Redeploy:** *(Skip if final Round.)* Government **must** move Troops on ECs or in Provinces without Govt Bases to Govt-Controlled spaces that are Cities or have Government Bases. It **may** move other Troops to such spaces and Police to any ECs or Govt-Controlled spaces. *(Adjust Control after redeployments.)*

➤ **Reset:** *(Skip if final Round.)* All Factions Eligible. Discard Government Momentum. Remove Terror and Sabotage. All Guerrillas Underground and Casinos open. Play next card.

RANDOM SPACES MAP

High # = Bases on map

CASH

High # = Casinos on map

COIN Series, Volume II

Volko Ruhnke
Jeff Grossman

Cuba libre
Castro's Insurgency 1957-1958

Havana

La Habana 1

Pinar del Río

Matanzas 1

Santa Clara

Las Villas 2

Camagüey 1

Camagüey

Oriente 2

Sierra Maestra 1

Guantanamo Bay Naval Base

Santiago de-Cuba

LEGEND

Mountain, 1-2Pop

Grassland, 1Pop

Forest, 1-2Pop

-6Pop trolled eutral)

Camagüey

ECs (Economic Centers)

SEQUENCE OF PLAY

Eligible Factions → 1st Faction Op only *No Special Activity* → 2nd Faction LimOp → Ineligible Factions

1st Faction Op *With Special Activity* → 2nd Faction LimOp or Event

1st Faction Event → 2nd Faction Op *May add Special Activity* → Executed Op/Event

EVENT CARD → *Op only & Launder: Add a free LimOp*

Prop Card marker *if Event card*

PROPAGANDA CARD →

Pass: +1 Resource (+3 Govt) Remain Eligible

Victory? (7.2)	Resources Sabotage Govt insurgents Skim, Cash	Support US Alliance Civic Action Agitation Expat Backing Game end?	Redeploy Troops Police	Reset Eligibility Terror, Sabotage Momentum Guerrillas, Casinos

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Random Spaces (8.2)

Green Die

Yellow Die

- Havana — *City*
- La Habana — *Province*
- Pinar del Río
- Matanzas
- Las Villas

- Camagüey — *Province*
- Camagüey — *City*
- Sierra Maestra
- Santiago de Cuba
- Oriente

3rd Printing

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Random EC (8.3)

Die Roll:

- *Cigars* (Pinar del Río – La Habana)
- *Factory* (Las Villas – Camagüey)
- *Sugar Cane* (Oriente – Sierra Maestra)

Sabotage only un-Sabotaged ECs.

Place, Remove, Move, Cash (8.1.2)

- Place own or remove enemy Bases first, Police and Troops evenly, Police first, if possible. Govt places 1 Base per Province, none in City.
- Remove enemy Players' pieces before Non-players', Underground Guerrillas before Active.
- Move to stay Underground, otherwise Active first; move Cash first unless to EC.

Event: Who, Where (8.4.4)

- Executing Faction gets actions, benefits, when a choice.
- Use that Faction's priorities for free Ops, Special Activities.
- Select spaces to place/remove most pieces (Bases first), then for most shift in Support/Opposition.