Set Up

**Turn One: 22-24 June**

The Spanish player sets up first. Spanish units are inverted; so their combat strengths won’t be known by the American player until each one first enters battle (the Spanish player is always free to look at both sides’ strengths). He sets up most of the units at key points along roads to hinder the progress of the invaders. It isn’t known by either player where the American forces will land. The US commander has decided to go with the historical (off-map) invasion of Guantanamo Bay, using 1st Marine Battalion. That takes the Marine unit out of action as well as most, if not all, of the Spanish units in the Guantanamo Bay area.

Next, the Cuban insurrectionists are placed. A die roll of six places five units in Zone 1, two in Zone 2, two in Zone 3 and five in Zone 4. Those units begin in jungle hexes and represent approximately 500 men each. The Cuban forces have several abilities that can be well used by the American commander. They traverse jungle terrain at a reduced cost, they operate without supply lines and, though they project now zones of control (ZOC) they’re not affected by enemy ZOC either. The American commander will use the Cubans like scouts to reveal Spanish forces, and as road blocks to harass Spanish reinforcements coming from Manzanillo.

The US commander rolls a six for his first landing site, which is revealed to be Daiquiri. A supply source marker is placed in that town. The 12th Regiment lands first and advances along the road toward the Rio Juraga. The 17th Regiment lands and advances behind the prior unit. Two artillery units land, as well as five more infantry regiments and a cavalry squadron.

The second invasion site turns out to be Juraga. There the 16th Regiment leads the way, followed by the 2nd Regiment, 6th Cavalry, the 80th Ohio (a black powder unit), and the balloon unit. The balloon deploys into flight mode. The US units move out in a two-pronged surge toward the west. Meanwhile, Cuban insurgents come into contact with a Spanish unit sandwiched between the Rio Carpinetaro and the village of Las Guasimas.

(American landing zones are chosen randomly to represent the fact their ground commander had no control over which units debarked at what location. The ships were captained by civilians and weren’t systematic in their schedules or operations.)

The US commander’s strategy is to push forward in two spearheads. Unfortunately for him, starting on the far eastern side of the region means a longer time to get to the objective city of Santiago. Victory is related to the capture of Santiago de Cuba and the number of US step losses. The idea is to capture the entire city while limiting step losses to less than 12 while also avoiding the complete elimination of any single unit.

The Cubans attack the Spanish 1st Cavalry Battalion. The defenders have a shift for the jungle terrain, but it isn’t enough to save them. The insurgents win the fight, and the Spanish cavalry is destroyed. The Americans aren’t so fortunate. They encounter a solid defense in blockhouses to the south of Las Guasimas. The Spanish 11th Battalion, an 11-strength unit, is attacked by the US 16th and 80th Ohio regiments. The battle ends with an attack stalled result.

The Spanish commander decides to move a couple units toward the east as the invasion sites are on the other side of the map. Those units will be used to slow the American advance on Santiago. The Spanish 11/2 continues to defend from the blockhouses, and prepares to absorb another attack. There are no Spanish attacks.
**Turn Two: 25-27 June**

Fifteen more US units disembark at the two invasion sites. Cuban insurgents in the western sector capture a block house just north of the village of Aquandores. US troops manage to surround the Spanish 11/2 Battalion in the blockhouses south of Las Guasimas. The American commander attacks with four infantry regiments. The concentric bonus doesn’t apply, as the Spaniards are defending in blockhouses. The US does have the observation balloon, and it provides a positive column shift. The balloon also reduces the movement cost for US units that begin movement adjacent to it, but enemy artillery within range can blow it to pieces or hit nearby forces with shots that miss the balloon itself. The result is defender eliminated, and the Americans capture the position.

Meanwhile, the Cubans attack the Spanish 3rd Cavalry Battalion on the road to the north of Las Guasimas. One of the Cuban units is eliminated due to the fact it rolled a zero combat strength and therefore auto-eliminated. The overall Cuban attack stalls.

The Spanish check to see if they receive reinforcements from the fighting at Guantanamo Bay. Unfortunately for them, the historical result came up, via die roll of three, and no units are received. No attacks are made, but a few units re-deploy.

**Turn Three: 28-30 June**

The remainder of the US units land at their assigned beaches. US forces pour into the main area of the map. Cuban forces engage a Spanish unit on the road to the east of El Pozo. That Spanish cavalry unit is overwhelmed and eliminated. To the south of that battle, on the Arroyo Justicia, the US attacks the Spanish 4th Volunteer Regiment (which has five strength points). The attack is made at 3:1 initial odds but is modified by jungle, river and the US observation balloon to 2:1. The result is the Spanish unit retreats.

The Spanish forces fall back again, toward Santiago. No counterattacks are launched.

**Turn Four: 1-3 July**

Beginning this turn there are no further US Landing Phases. All US troops have arrived. The Cuban insurgents make a move on the Spanish left flank in anticipation of the reinforcements coming from Manzanillo next turn. US forces advance in two columns along the roads. The off-road maximum supply line length is five hexes. (After the opening turns, the US off-road supply line length is determined each turn by a die roll plus two. That reflects the near randomness with which the supply wagons and mules used to pull them were off-loaded and then moved about.) A fight opens up as the US encounters the Spanish Naval Infantry Battalion at El Pozo. The attack odds are 2:1. Most of the US units attack up slope, but the 2/1 has taken a position to the north of the town on the same elevation as the
defender, thereby negating the defensive column shift for an upslope attack. The Americans also have plenty of artillery on hand. The jungle surrounding the town drops the odds to 1:1. The result is an “attack stalled.” The US forces also engage the Spanish 4th Volunteer Regiment, which is deployed across the Rio Sardinero. The defenders lose both the upslope and river advantages due to the fact the attackers have flanked them on the north. The American observation balloon also benefits the attacker, giving another column shift. The Spanish infantry is wiped out.

The Spanish Naval Regiment in El Pozo uses flees the village before becoming completely surrounded. A formidable defense is set up at San Juan Hill. The remaining Spanish forces deploy to the eastern side of Santiago.

**Turn Five: 4–6 July**

The US has a six-hex off-road supply line this turn. The Cuban forces advance and continue to maneuver on the Spanish left, north of Santiago. A group of US units makes a flank move to the northeast of the city. To the southeast, US infantry and artillery manage to surround the Spanish 55th Regiment. The Spanish unit is finished off with a “defender eliminated” result. The Spanish Naval Infantry Regiment makes a stand to the east of San Juan Hill. It’s defending in jungle, but the US observation balloon assists the attackers. Nonetheless, the attack bogs down with an attack stalled result.

The Spanish commander receives word his reinforcements are arriving from Manzanillo. The Naval Infantry Regiment pulls back. To the north, the powerful 26th Infantry Battalion attacks the Cubans along the main road to Santiago. The Cubans are wiped out at 14:1 odds. There are no other attacks.

**Turn Six: July 7-9**

The US supply line length is eight off-road hexes. A large American force has outflanked San Juan Hill. The center sets up for a frontal attack against the Spanish position, while another group focuses on the bridgehead over the river to the south. The observation balloon hovers over the central section of the battlefield near San Juan Hill. Alas, the Spanish artillery is out of range.

On the south flank, US forces attack the Spanish 29th Battalion across the Rio San Juan. The Americans have a Gatling Gun unit along with infantry. (The Gatling Gun provides a column shift for the attackers as well as combat strength.) The Spanish infantry battalion is forced to give ground, and the bridgehead is captured by the New York 71st Regiment.
In the center a massive array of US troops has gathered near San Juan Hill. On the northern flank, four US units attack the Spanish 4th Volunteer Regiment. The defenders have a river and slope to reduce the attack odds to 2:1. The result is attack stalled. On the right, US units attack the Spanish 1st Battalion of the 2nd Regiment. The US observation balloon negates the effects of the jungle and the attack goes in at 2:1. The result is “defender eliminated.” No further attacks are ordered.

The Spanish units on San Juan Hill launch a counterattack against the center of the American line. That position is held by the Michigan 33rd Infantry Regiment. The attack succeeds with a defender eliminated result. The 33rd is flipped to its reduced side. In the north the Spanish reinforcements attack another Cuban unit. That unit has no strength, and thus is auto-eliminated.

Turn Seven: 10-13 July

This is the first turn of US fever die rolls. (The rainy season has begun and, with it, the problem of disease for those not acclimated to the climate.) The A/2 Artillery Battery and the 9th Cavalry are both stricken (may not move or attack). The off-road supply line length is only three hexes. US troops reach the northern edge of Santiago.

American units on the left attack the Spanish 29th Battalion, just to the west of Rio San Juan. The Spanish troops make a fighting withdrawal (“defender retreat” result). The US commander continues to push his assault on San Juan Hill. The first attack is on the left of the blockhouses. The result is a defender retreat. Since there’s no open retreat path, the Spanish 65th Battalion disintegrates. (The 65th is a powerful 20 strength point unit. Shame on the Spanish commander for letting it get killed so easily.) Next, an attack is launched against the Naval Infantry in the blockhouses. That attack stalls.

The Spanish commander makes an assessment of his situation. The reinforcements from Manzanillo are being slowed by Cuban rebels. The Spanish reinforcements can out flank the Cubans as they exert no ZOC, but the Spanish units have only four movement points and the Cubans occupy the road. Thus the Spanish commander use his reinforcements to attack the insurgents head on. The position at San Juan Hill is compromised, as it has been outflanked.

The Spanish attack the Cuban insurgents along the north flank. Two Cuban units are blocking the road, but they’re seriously outgunned. The unit to the north of the road is eliminated while the second unit is forced to retreat. Though it is surrounded by Spanish ZOC it successfully retreats. (Cuban insurgents are immune to enemy ZOC.)
**Turn Eight: 14-16 July**

Fever continues to sweep through the American ranks. Battery E of the 1st Artillery Battalion becomes disabled. The 16/1 Regiment also reports infection. Off-road supply is limited to five hexes.

US forces begin to enter Santiago from the north and south. San Juan Hill is completely surrounded. An all-out attack is launched against the San Juan position. The defensive terrain yields two column shifts, but the observation balloon negates one of them. In the end, the Spanish Naval Regiment is destroyed.

Fighting opens in the northeastern part of Santiago. The Spanish 3rd Volunteer Regiment and an artillery battery defend. The attack stalls. On the south side of the city another attack opens against the Spanish 1st Volunteer and a supporting artillery battery, but that effort also stalls. Next, the eastern part of the city is attacked. Unfortunately, the Americans can’t get the minimum 1:2 odds and that attack auto stalls. Santiago is now under siege. (The siege begins when there’s no supply line from the city to a map edge. The Truce marker is placed in the Turn Nine Box. Beginning on the next turn, the truce will be resolved with a die roll.)

On the north flank, Spanish reinforcements continue to push through the Cuban units. Two more Cuban units are eliminated by overwhelming Spanish attacks. Even so, they’ve been effective in slowing the Spanish advance from the north.

In Santiago the Spanish commander orders a counterattack. In the southern sector, the 71st New York Regiment is hit. The attack stalls. Another fight breaks out in the city center, where a “bloodbath” results. The US 2nd Massachusetts Regiment is reduced and a Spanish volunteer unit is eliminated.

**Turn Nine: 17-19 July**

A truce is declared; therefore no attacks are allowed inside Santiago this turn. (The municipal systems have collapsed. The civilian population is left to itself, and many flee the city.)

The US 1st Regiment comes down with fever, as does 3rd Cavalry. Despite the truce, the US commander tightens his grip around Santiago. Artillery is brought forward, as is the observation balloon. (A dangerous move, as there is now plenty of Spanish artillery around with a clear shot. Even on misses against the balloon, adjacent US troops can be hit by the artillery fire.)

The Cuban guerrillas remain poised to the north of the city, and this time the Spanish commander decides to attack all three of those units. The Spanish 161st attacks across the Rio Gascon. Those rebels hold retreat, but the Cuban unit in the center rolls a one, for zero strength, and is auto-eliminated. On the south end of the rebel line, the defenders manage an attack stalled result. All in all, it was a good showing by the insurgents.
**Turn Ten: 20-22 July**

Fever spreads to engineer Company E and the 34th Michigan Regiment. Off-road supply is set at six hexes. The American commander launches a series of attacks inside Santiago, aimed at capturing the city. The first attack against the 29th Battalion, in the western part of the city, stalls. In the southern sector, an attack against the 1st Volunteers also stalls. On the eastern side of Santiago, the 2nd Volunteer Regiment is eliminated along with an artillery battery. Then the 3rd Volunteer Regiment and its artillery battery also fall.
The Spanish commander decides to bypass the remaining Cuban units on his north flank. The 161st and 26th Battalions move past the Cuban insurgents while other reinforcements work to mop them up. Both Cuban rebel units are subsequently wiped out. Then the 26th and 161st Battalions attack the American units on the north side of Santiago. The US 1/2 Regiment is reduced by a “defender eliminated” result. Spanish artillery takes a shot at the US observation balloon, which is shot down and its crew lost. An attack in the southern sector of the city forces the 71st New York Regiment to retreat.

**Turn Eleven: 23-25 July**

The US 8/2 and 3rd Regular Regiments come down with fever. Off-road supply is set at seven hexes. The fight for the city continues, and the Spanish 29th is eliminated. The Spanish 1st Volunteer Regiment also falls, and the artillery battery is overrun. The US controls all but one hex of the city, which had been successfully blocked by the 29th Infantry’s ZOC. (That turns out to be a major failing for the American commander. Unable to get a unit through that hex refuses him “control” of the city.)

The Spanish commander continues to assault from the north with his reinforcements. The US 12/2 is exposed outside of the city and suffers a step loss while being attacked by the 161st Battalion. The US 8/2 is reduced in an attack against it in the northern sector of Santiago. The next two Spanish attacks stall.

**The Campaign Ends**

The US controls all but one hex of Santiago. That rules out a major US victory. Additionally, the American commander has lost steps of his units. No American two-step unit has been eliminated. (They’re allowed to lose up to 12 steps of strength as long as no two-step units are completely eliminated.) That’s enough for an American marginal victory. That result really rested on the fact one hex of Santiago held out under Spanish control.