OBJECTIVE HAVANA:
THE US INVASION OF CUBA, 1962 (OPLAN 316-62)

1.0 INTRODUCTION
Objective Havana is an operational Level simulation of the planned-but-never-executed US invasion of Cuba in late 1962. The premise of the game is that President John F. Kennedy had ordered the US military to invade the island in order to remove Soviet missiles and nuclear weapons. Historically, the missiles were removed by a combination of american military and diplomatic pressure (known as the Cuban Missile Crisis), but the game looks at the “what if”.

Objective Havana is a solitaire game. The player controls the US forces. The game system controls the opposing Communist reaction. The objective of the game is for the US to capture Cuba at the lowest possible cost in casualties.

2.0 SOLITAIRE GAME STRUCTURE
Objective Havana is designed as a solitaire game. There are two sides in the game, the US and the Communist side. You the player control the US and some allied contingents. The game system controls the Communist side and its contingents (Cuban and Soviet). You can maneuver US units as you desire, within the rules, but when a rule calls for the Communists to do something, you the player must execute that action according to the rules.

3.0 GAME COMPONENTS
3.1 Game Map
The map shows Cuba and surrounding waters, with Displays (Boxes) representing US staging areas in the continental USA and the Caribbean (see rule 7.0).

3.2 Game Displays
Game Displays record various information during play, listed as follows:
- Turn Record Track: Shows the current turn.
- Communist Reaction Level: Indicates overall Communist Reaction and command control Level.
- Battle Space: This is a convenient place to put units which are engaged in combat.
- Escalation Level: Indicates the current Levels of international tension and the possibility of World War III breaking out.
- US Staging Areas: Organizes US units which will move to Cuba.
- US Air Unit Missions: Organizes US air units which will fly missions in a turn.
- Pentagon Staff Points Available: Indicates the current level of US planning and logistic support.
- Communist Reserves Box
- Eliminated Communist Units and eliminated US Units Boxes: Eliminated units are placed in their respective boxes.

3.3 Game Tables/Charts
These provide various randomized Events and actions, listed as follows:
- Airborne Unit Drop Table: Used when US airborne units are making assault landings.
- Communist Reaction Events

Note: To remove the rules from this magazine, carefully and slowly peel them from the subscription card they are attached to by peeling from the top and then the bottom meeting in the middle. The card is not intended to be removed.

These rules use the following color system: Red for critical points such as errata and exceptions, Blue for examples of play.

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Combat Results Table: Provides the die roll ranges generating outcomes in various types of combat.

Pentagon Staff Points: On map reference of expenditure of Staff Points.

Escalation Table: Lists increases/decreases of escalation.

Terrain Effects Chart: Provides the affects of terrain on game functions.

Communist Random Placement: Details random placement of Communist units.

Tactical Edge Die Roll Modifiers: Lists the die roll modifiers when determining tactical edge.

Unconventional Warfare Table: Lists the die roll required and possible outcomes of unconventional warfare.

3.4 Game Units

There are two general types of counters in the game: Combat units (Land, Naval, Air) and Administrative markers. Their functions and purposes are explained as follows:

Ground Combat Units

There are two general categories of Ground units: Mobile (which can move) and Bases (which cannot move). Mobile units are further classified into Mechanized and non-Mechanized.

Sample Mobile Ground Combat Unit

Ground Combat Units have the following information:

Unit Symbol: This is the general type of weapons systems of the unit.

Unit Identification: This is the historical identification.

Combat Rating: This is the numerical rating of the unit’s combat effectiveness.

Sample Command Unit

Certain combat units are command types; they have a “plus” (+) sign after their combat factor. They otherwise function as combat units. There are two types of command units.

Unit Sizes:

XXX = Corps
XX = Division
X = Brigade
++ = Pentomic Battlegroup
|| = Regiment
|| = Battalion
[] = Task Force

Sample Base Unit

Parenthesized combat value means that the unit is static and cannot move.

Rocket symbol indicates a unit armed with missiles.

Ground Unit Types (Mobile Mechanized):

Ground Unit Types (Mobile Non-Mechanized):

Ground Unit Types (Bases):

Communist Base and Mobile Units:

Base units have a hexagon on the reverse. Mobile units have a Soviet or Cuban flag on the reverse.
Forces & Unit Colors:

US
 XVIII Airborne Corps: blue on olive green
 II Marine Expeditionary Force: beige on olive green
 III Army Corps: light green on olive green
 US Navy: dark blue
 US AF: light blue
 US UW: white
 US Cuban Allies (Operation Mongoose): black

Communist
 Cuban Communist: red
 Soviet: light brown

US Abbreviations:
 A: Airborne
 Cdo: Commando
 DRF: Division Ready Force
 GBC: Guantanamo Bay Command
 CIA: Central Intelligence Agency
 CR: CINCLANT Reserve Unit
 DRE: Directorate of Revolutionary Students (anti-Castro Cubans)
 MAC: Military Airlift Command
 MAW: Marine Air Wing
 MEF: Marine Expeditionary Force
 PB: Pentomic Brigade
 SFG: Special Forces Group
 TF: Task Force
 TF 135: US Navy Carrier Task Force 135
 TFW: Tactical Fighter Wing
 UW: Unconventional Warfare

Communist Abbreviations:
 Anadyr: Code name for the Soviet group of forces in Cuba
 Car Leg: Caribbean Legion
 FKR: Front Cruise Missile
 LRA: Long Range Aviation
 NRM: National Revolutionary Militia
 OMG: Operational Maneuver Group
 PVO: National Air Defense
 Res: Reserve
 RNPI: Revolutionary National Police
 SS-4: R-12 MRBM
 SS-5: R-14 IRBM

Note: Soviet units were re-designated for OPSEC reasons. The designations on the counters are an estimate of the cover unit names.

Air Unit Types:

Fighter
Bomber
Fighter-bomber
Air Transport

Sample Air Unit

Aircraft Model
Air Superiority
Bombardment

Aircraft model/silhouette: This is the type of aircraft which predominates in the unit.
Unit identification: The historical identification, if any.
Air Superiority Combat Rating: A numerical rating of the air unit’s ability to attack enemy air units.
Bombardment Combat Rating: A numerical rating of the air unit’s ability to attack enemy ground units and (for US units) the Communist Reaction Index.

Naval Unit Types

Amphibious Task Force
Gunfire Support Group

Unit identification: The historical identification, if any.

Backprinting of Units
US units (generally) have two sides; The front shows the unit at full combat strength. The reverse side shows the unit at reduced combat strength. Operation Mongoose (US Allies) units have “Mongoose” on the reverse. Communist units have two sides; The front shows their combat values. The reverse side shows Communist country national flags. Base units have a different symbol on the reverse from Communist maneuver units. Therefore, you will know if a space contains base or maneuver units in general terms even when they are face down.
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**Intelligence & Special Forces Markers**
These are mnemonics to show spaces in which Intelligence and Special Forces missions are taking place (see 11.0).

- **Air Cdo**
- **INTEL**
- **Special Forces**
- **Intelligence**

**3.5 Administrative Markers**

- **Communist Reaction**: Indicates current Communist Reaction control and willingness to continue the battle.
- **Escalation**: Indicates the current Level of international tensions which might lead to World War III.
- **Pentagon Staff Points (SP)**: Indicates the current number of Pentagon Staff Points which you can utilize to enhance US actions.
- **Turn**: Indicates the current turn.
- **VP**: Victory Points are to be recorded with pen and paper, but a “VP” marker is provided for players who want to create their own VP track. When a VP marker is on its green side, this means that there is a positive total; when on the red side, it indicates a negative total.

**3.6 Definitions**

- “1Dr”, “2Dr”, etc: Roll that number of dice. For example, “2Dr” means that you roll two dice and total the results to provide an outcome. “0Dr” means you do not roll any dice.
- <: Less than or equal to.
- >: Greater than.
- **Adjacent**: A space connected directly to another space by a route.
- **Airborne Drop**: General term for landing units by parachute or glider.
- **Air Landing**: General term for flying in units via air transports.
- **Amphibious Landing**: General term for moving units via sea.
- **Control (a Space)**: A side controls a space if it has at least one ground unit in it and there are no enemy ground units in it. If both sides have ground units in a space, then it is disputed. If neither side has ground units in a space, then it is uncontrolled.
- **Die Roll Modifier**: A “die roll modifier” is a number added to a die roll which changes the final outcome.
- **Force**: One or more units conducting some game action together.
- **US**: A general term for all US forces (also includes friendly Cuban units).
- “May”: The player can choose to take this action or not.
- “Must”: The player has to take this action.
- **Pick or Pick at Random**: Choose a counter without looking at what you pick.
- **Reveal**: Flip a face down Communist counter face up.

**Select**: Choose a marker or other item intentionally.

- **"You"**: The player.

**3.7 Dice**
You will need a six-sided die (plural = dice). A helmet full would be useful.

**3.8 Randomization Procedure**
Since the game is solitaire, certain actions will call for the player to “choose randomly” (for example, between two different spaces). In this case, assign each alternative an equal number of possibilities for a six-sided die, roll the die, and then implement that path.

**3.9 Game Scale**
Ground units generally represent brigades, pentomic task forces, regiments, and in some cases battalions or smaller units; combat air units represent 2–4 squadrons; MAC units each represent several military airlift wings.

Each turn equals anywhere from 12 hours of intense combat action to three days of attritional warfare or refitting.

**4.0 HOW TO WIN**
At the end of the game, you evaluate victory. Total your Victory Points (VP) Index. This will indicate if you win based on your accomplishments up to that time.

**4.1 Ending the Game**
The game ends in any of the following ways:

- At the conclusion of the D+9 turn.
- If the Escalation Index triggers World War III.
- If, at any time, there are no Communist units on Cuba.

**4.2 Victory Points (VP)**
You check your recorded VP at the end of the game.

1) **Gaining VP**
You add VP for:

- **Eliminated Communist Units**: Check the Eliminated Communist Units Box. Certain eliminated units will provide VP.

2) **Losing VP**
You subtract VP for:

- **Surviving Communist Bases**: Reveal all Communist units on the map. Deduct the VP for the designated Communist bases still on the map.
- **US units in the Eliminated US Units Box**: Deduct for each one reduced US units which are still in play do not deduct VP.
- **Any Communist Units in Guantanamo Bay**: VP are deducted even if there are also US units in the space.
- **Escalation Index**: Deduct a number of points equal to the final Escalation Index Level.

Note that VP for Communist units remaining on the map at the end of the game applies only to units on Cuba, not in reserve.
Communist units which are not deployed on the map owing to the initial setup procedure do not count for or against VP.

**Victory Point Evaluation**
- 50 VP or less: Defeat
- 51 VP or more: Victory

*Note: Even if World War III breaks out, you do not necessarily lose the game.*

**No draw—it’s all or nothing!**

### 5.0 HOW TO SET UP THE GAME

Perform the following actions in the order listed:

1. **Administrative Placement:**
   - Turn Record marker on the “D+1” space.
   - Communist Reaction marker on the “10” space.
   - Escalation marker on the “1” space.
   - The Pentagon SP marker on the zero space of the Pentagon SP Available.

2. **Soviet Deployment:**
   - Naval Bases: Roll one die for each (two total) and place face up; 1 = Mariel, 2 = Havana, 3 = Cienfeugos, 4 = Antilla, 5 = Santiago, 6 = nueva Gerona.
   - Place all remaining Soviet base units face down and mix them up. Pick twelve and use the random location procedure to place them (see 9.3). Place the unpicked Soviet base units to one side (face down). They are permanently out of play.
   - Place all Soviet maneuver (non-base) units face down and mix them up. Place one each per space which contains a port. Place the unpicked Soviet maneuver units in the Communist reserves Box, face down (they may enter the game later as reinforcements).

3. **Cuban Deployment:**
   - Place all Cuban units face down and mix them up, placing them randomly as follows:
     - In Havana: Three units.
     - In Guantanamo (town): Two units.
     - In each city and town which has an airfield and/or port: two units (other than Havana).
     - Each other town: One unit each.
   - Place all remaining Cuban maneuver units in the Communist Reserves Box, face down (they may enter the game later as reinforcements).

4. **Deploy US Forces:**
   - **CINCLANT Reserves Box:** CINCLANT Reserves (CR) units.
   - **Operation Mongoose Box:** Mongoose units.
   - **UW Box:** UW units.
   - **Guantanamo Bay Base:** GBC infantry brigade.
   - **US Ground Combat in CONUS Box:** Remaining US ground Units and naval markers
   - **USAF Units Available in CONUS Box:** USAF TFW Air units.
   - **TF 135 & USMC Air Units Available Box:** USN and USMC Air units.

   Do not deploy the units with asterisks; these are used in optional scenarios.

5. **Pre-Scenario US National Intelligence**
   - Roll one die and select a number of spaces in Cuba equal to the result. Reveal all Communist units in them.

6. **Begin Play**
   - Start the game by using the Sequence of Play (6.0), starting with turn D+1.

7. **Conclusion of Play**
   - Continue playing until a condition for the end of the game occurs (see 4.1).

### 6.0 SEQUENCE OF PLAY

Each turn consists of a series of discrete steps called “Phases”. You must follow the Sequence of Play (below) each turn. Execute each phase (step) sequentially.

**Designer’s Note:** The Sequence of Play is involved, but this is necessary given the solitaire nature of the game.

#### 6.2 The Sequence of Play

*Errata:* The rules references, for example, “(10.0)” have been changed as a result of playtesting and differ from the Sequence of Play chart printed on the map; these listed below are correct:

1. **Pentagon Staff Points Phase (10.0)**
   - Gain Pentagon Staff Points.

2. **US Mobilization Phase (11.0)**
   - 2a) **Reinforcements:** You may bring in CINCLANT Reserves and/or Operation Mongoose reinforcements onto the map.
   - 2b) **Refit:** You may refit reduced US units by expending Pentagon Staff Points.

3. **US Unconventional Warfare (UW) Phase (12.0)**
   - You may conduct intelligence and special forces operations.

4. **US Staging Phase (13.0)**
   - You may (in any order):
     - 1) Transfer US ground combat units from any Staging Area Box to any other Staging Area Box.
     - 2) Commit US air and naval units to missions.
     - 3) Transfer US ground and air units in Staging Areas to Airborne, Air Landing, and Amphibious Boxes for each of the three Cuban Sectors, and vice versa.

5. **US Ground Movement Phase (14.0)**
   - Move any US units in Cuban spaces via ground movement.

6. **US Strategic Air Attack Phase (16.0)**
   - Execute combat for US air units assigned to attacking the Communist Reaction.
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7) US Tactical Air Movement Phase (21.0)
You may (in this order):

1) Move US air combat units in Staging Areas to any spaces in the assigned sector containing Communist units. And,
2) Move US air transports and their transported ground units in Staging Areas to a Landing Space in the assigned sector (17.0).

Note: Do not yet disembark transported ground units.

8) US Amphibious Movement Phase (18.0)
Move US units assigned to an Amphibious Move to a port in the designated sector.

9) Communist Reveal Phase (19.0)
Reveal Communist units in spaces containing US ground or air units.

10) Air Defense & Air Superiority Phase (20.0)
1) Execute all air defense unit firing.
2) Execute all air-to-air firing.

11) Tactical Air Attack Phase (21.0)
1) Execute bombardment combat for all US air units attacking Communist ground units in spaces.
2) Execute bombardment combat for all Communist air units attacking US ground units in spaces. Then return all surviving and revealed Communist air units to the Communist Reserves Box.

12) US Air Drop & Landing Phase (17.0)
Land all US ground units moving to Cuba via air drop and air landing.

13) US Ground Combat Phase (23.0)
Execute combat with all US ground units in the same spaces as Communist units.

14) Communist Reaction Phase (28.0)
You must make Communist event checks. Apply the results.

15) Communist Counterattack Phase (30.0)
If there are Communist units in the same spaces as US ground units, then you must execute counterattack combat with them.

16) Communist Reaction Adjustment Phase (27.0)
Make adjustments to the Communist Reaction Level.

17) World War III Phase (31.0)
Make an Escalation Check. If this results in World War III, the game comes to an end. Otherwise, continue to play.

18) End of Turn Phase
If this is D+9, the game comes to an end. Otherwise, advance the turn marker one space.

7.0 THE MAP & POSITIONING OF UNITS

7.1 Spaces
The geometrical spaces represent locations in Cuba. You place units in spaces, and units move between spaces via routes. There are several types of spaces, each of which is indicated on the Terrain Effects Chart.

7.2 Special Spaces

Airbases and Ports
These are features within certain spaces. For example, Mariel has both an airbase and port.

Guantanamo
This is a special space, representing the US base. For game purposes, it is not part of Cuba.

7.3 Other map features

Routes
These are the paths between Spaces on Cuba

Cuban Sectors
The three general geographical areas on the map (West, Center, East). The Isla de Pinos is part of the West sector.

7.4 Holding Displays
These are used to organize forces (for example, US Staging Areas, Communist Reserves, etc.).

7.5 Deployment of US Forces

US Ground Units: US ground units can be in Staging Areas, in spaces on Cuba, or in the Eliminated Box.

US Air Units: US air units can be based in CONUS or TF 135, placed in mission boxes, moved to a space (on Cuba), or moved to attack Communist Reaction. They must always end the mission back in CONUS or TF 135 (unless eliminated).

Operation Mongoose: These forces start in the Operation Mongoose Box and can deploy onto the map if mobilized.

7.6 Deployment of Communist Forces
Communist units can be in spaces, on Cuba, in displays, or eliminated.

7.7 Stacking
Stacking is having more than one unit per hex.

Stacking is permitted as explained below:

Holding Boxes: An unlimited number of units may be in a holding box. Only US units can be in US holding boxes. Only Communist units can be in Communist holding boxes.

US in Spaces (on Cuba): Up to six US ground units can be in a single space. You may additionally place up to six US air units in a space. US ground units being transported by air or naval units do not count against air unit stacking. When landed they count against ground unit stacking.

US Naval Units: You can have up to two US naval units (Naval Gunfire, Amphib) in a space.
**Strategic Air Missions:** An unlimited number of US air units can conduct strategic air attacks (against the Communist Reaction Index).

**Combined Operations:** All US units may be placed in the same space, engage in combat together, etc.

**Over-stacking:** If for any reason a space has more than the allowed in it at the end of any phase (6.2), then you must eliminate excess units to restore the limit (for example, this may occur owing to airborne scatter; see 17.3). You may not place air units in spaces in excess of stacking limits.

**Stacking of Communists in Spaces:** Theoretically, this can be unlimited but will be limited by various deployment instructions.

**Spaces and Engagement:** There may be both US and Communist units in the same space. This will lead to combat (23.0).

### 8.0 US FORCES

US forces include II Marine Expeditionary Force, III Army Corps, XVIII Airborne Corps, USAF wings, US Marine Corps Air Wings (MAW), US Navy air and naval units, Operation Mongoose, and UW units.

#### 8.1 Deployment

Most US units start in the appropriate CONUS Boxes (5.0). Additional units can be mobilized (11.0). These include CINCLANT Reserves (CR) and Operation Mongoose units.

#### 8.2 Two-Step US Units

US units which have two steps function in the same manner whether full strength (front side) or reduced (reverse side)—the only difference is the respective combat strength of each side. A reduced unit may be restored to full strength via refit (11.5).

**Note:** Some US ground units have a zero combat strength on their reverse side. When reduced, they cannot fire per the combat rule, but otherwise function as US units. These were pentomic battlegroups which were the size of reinforced battalions and, on this scale, would have minimal combat power once they had taken losses.

### 9.0 COMMUNIST FORCES

Communist forces include Cuban and Soviet units. For game purposes, there is no distinction between Communist nationalities.

#### 9.1 Unknown Status

Communist units are printed with their “unknown” status on the reverse and their specific type on the front. Communist units are initially deployed on their unknown side and can be revealed by various game actions.

#### 9.2 Special Communist Units & Markers

**Bases**

Bases are non-mobile units. This is indicated by the symbol on the unit. They are placed during initial setup, with non-deployed bases removed from play permanently.

**Ambush**

The instant an ambush counter is revealed, pick a number of Communist units equal to the number on the lower line of the Communist Reaction Level Index (from zero to three). Place them in the space which the ambush counter occupied. Then return the ambush counter to the Communist Reserves Box.

**Maskirovka**

The instant a maskirovka counter is revealed, remove it from the map and place it in the Communist Reserves Box.

**Communist Leaders**

These include Fidel Castro, Raúl Castro, and Che Guevara. They count as command units, but give extra VP for their elimination.

#### 9.3 Communist Random Placement Procedure

If an event calls for the random placement of Communist units, consult the Communist Random Placement Table: Roll two dice and cross Index the total with the outcomes. Then place the unit in the location determined.

#### 9.4 Placement Restrictions

Communist units can be placed in Communist controlled, disputed or uncontrolled spaces (3.6). If an outcome calls for placement in a US controlled space, the unit is not placed (and no substitute die roll is made). Also, if there are no units left in the Communist Reserves Box, there is no further effect.

### 10.0 PENTAGON STAFF POINTS

You can use Pentagon Staff Points (SP) to initiate or enhance certain US actions.

**Note:** You do not need to use staff points to execute most game functions; only those specifically listed. For example, you can move units and attack without expending SP.

#### 10.1 Recording

SP are recorded on the respective Index. This is set initially per rule 5.1. Each time you use a SP, reduce the Index by “one.” You can never go to lower than zero. You can accumulate SP from turn to turn, but the Index can never go above 12 (twelve).

#### 10.2 Gaining SPs

During each Pentagon Staff Points Phase, roll one die, then increase the number of points by the number rolled.

#### 10.3 Using SP

You can expend one Pentagon Staff Point to do the following:

1) Initiate refit of reduced units or eliminated UW markers (11.0).
2) Add +1 to one US intelligence or special forces mission (12.0).
3) Add +1 to US ground unit tactical movement allowance (14.0) for units which are in command.
4) Add +1 to all air drop die rolls for one space for one turn (17.0).
5) Add +1 to one US tactical edge die roll (23.5).
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10.4 HQ Requirement
Certain of these above actions require a US HQ be in the same space for the SP to be used. See the individual rules. The HQ can be full or reduced strength.

11.0 MOBILIZATION & REFITTING
Mobilization is bringing in reinforcements. Refitting is restoring reduced units to full strength.

11.1 Mobilization of CINCLANT Reserves
During any US Mobilization Phase, you can bring in CINCLANT reserves provided that the Escalation Index is not higher than 9. These are the US units marked “CR”. You can do this once per game.

11.2 CINCLANT Reserves Procedure
For each CINCLANT unit, roll one die. That is the number of turns later it becomes available as a reinforcement. Place it on the Turn Record Track as a reminder. During the US Mobilization Phase of that turn, place ground units in the US Ground Combat in CONUS Box, and air units in the appropriate Air Available Box. The moment you mobilize CINCLANT reserves, raise the Escalation Index by two points.

11.3 Mobilization of Anti-Castro Forces (Operation Mongoose)
During any US Mobilization Phase, provided the Escalation Index is not higher than 11, you can bring in Operation Mongoose units. You can do this once per game.

11.4 Operation Mongoose Procedure
Operation Mongoose is implemented as follows:

1) Place all the Mongoose units face down and mix them up. Roll one die, then pick at random that number of units.
2) Reveal all face down Mongoose units. From the units you picked, deploy:

   **Air unit:** USAF Units Available in CONUS
   **Mongoose Special Forces:** Special Forces Available Box
   **Guerrillas:** in Cuba, no more than one per space.

3) The remaining Mongoose units are permanently out of play. The moment you mobilize Mongoose, raise the Escalation Index by one point. Also, after placing all guerrillas in Cuba, reveal any Communist units in the same space (they engage in combat normally later in the turn).

11.5 Refit
You may restore reduced US ground and air units to their full strength side via refit. You can also replace eliminated UW units. Refit occurs during the US Mobilization Phase.

11.6 Refit Procedure (Ground and Air units)
To refit a ground unit, it must be located either in: (1) a Staging Area, or (2) a US controlled airfield, or (3) in a hex containing a US HQ.

To refit an air unit, it must be located in its Staging Area.

Expend one SP per unit to be refit. Flip the unit to its full-strength side.

11.7 Refit Procedure (UW units)
Expend one SP per eliminated UW unit to be refit; roll one die: The unit is received as a reinforcement that number of turns later. Place it on the Turn Record Track as a mnemonic.

11.8 Limits
You can refit any number of US units as long as you can fulfill the above (expending one SP per unit).

11.9 No Replacements
Completely eliminated ground and air units cannot be rebuilt.

12.0 UNCONVENTIONAL WARFARE OPERATIONS (INTEL & SF)
During the UW Phase, you can initiate Intel (Intelligence) and SF (Special Forces) missions. These missions utilize Intel and SF markers.

**UW Ops**
You place Intel and SF markers in spaces (in Cuba), then follow the procedures below for executing their missions. Intel and SF missions are resolved on the Unconventional Warfare (UW) Table (see map).

You may place more than one Intel and/or SF marker per space, then resolve each one individually.

Intel and SF markers do not require transport to move. Once committed to the map, they must execute a mission. They are not units and do not otherwise affect play.

Upon completion of an UW mission, return the Intel or SF marker to the Special Forces Box (unless it was eliminated by a mission result).

12.1 Who Can Perform What Missions
The following types of unit can perform the kinds of missions listed:

**Intel markers:** Recon.
**SF markers:** Recon, Raid, PSYWAr.

12.2 UW Missions
**Recon:** There must be one or more concealed Communist units in the space.

**Raid:** There must be one or more revealed Communist base, air defense, HQ or leader units in the space (this must be at the start of the UW Phase).

**PSYWAr:** conduct PSYWAr against the Escalation Index.

**UW Mission Procedure**
For each Intel or SF marker, consult the UW Table; use the column corresponding to the marker type (Intel, UW), roll one die, cross Index the die roll with the results on the table, then apply the result.

**UW Mission Results**
1) **Succeeds (Reconnaissance):** Reveal all Communist units in the space.
2) **Succeeds (Raid):** Eliminate one revealed Communist base, air defense, HQ or leader unit in the space.
3) **Succeeds (PSYWAr):** Reduce the Escalation Index by one.
4) Compromised: Eliminate the marker (see refit for replacing it).
5) - : No effect.

Pentagon Staff Points
By expending one SP, you add plus one DRM to all UW missions in one space for one UW Phase.

13.0 US STAGING
During the US Staging Phase, you can move any US units in CONUS or in any Staging Areas to any other Staging Areas. You also may assign air and naval units to missions (15.0 & 22.0).

13.1 Staging procedure
Move the units from one box to another box. Generally, there is no limit to the number of units which you can stage in a turn. But, see amphibious movement for restrictions (18.0).

13.2 Transports
Units to be moved via airborne drop (17.3) or air landing (17.5) must be stacked with transport aircraft. Units to be moved via amphibious movement do not need transport counters.

13.3 Assaults on Cuba
You can move US units to Cuba via the following methods:
1) Airborne Drops (17.3)
2) Air Landing (18.4)
3) Amphibious Assault (18.0)

13.4 US STAGING DURING THE US STAGING PHASE
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Move the units from one box to another box. Generally, there is no limit to the number of units which you can stage in a turn. But, see amphibious movement for restrictions (18.0).

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13.7 Assaults on Cuba
You can move US units to Cuba via the following methods:
1) Airborne Drops (17.3)
2) Air Landing (18.4)
3) Amphibious Assault (18.0)

14.0 US TACTICAL GROUND MOVEMENT
Tactical movement is a general term for moving US ground units on Cuba from space to space.

14.1 Tactical Movement Procedure
During the US Ground Movement Phase, you may move any or all US ground units on Cuba up to two spaces. Units move from space to connected space. Move each unit one at a time.

14.2 Restrictions
Tactical movement is restricted as follows:

Engagement: If a US unit starts in the same space as a Communist unit, it may not move.

Contact: US ground units must cease movement if entering a space containing Communist combat units (revealed or concealed).

Mountains: US ground units must cease movement if entering a mountain space. Also, mechanized type units may never enter mountain spaces.

14.3 Pentagon SP Enhancement
You can increase the movement allowance of US units which start in the same space as a US HQ. To do so, expend one SP. All units which start the US Ground Movement Phase in that space can move up to three spaces. They are still bound by (14.2). The HQ cannot move prior to expending the point (if it subsequently moves, it can move up to three spaces). Units may not move more than three spaces via this rule.

15.0 AIR OPERATIONS (GENERAL)
Both the US and Communists have air units. They operate differently, explained as follows:

15.1 US Air Units
There are two general types of US Air units: Combat (with combat factors) and Air Transport.

15.2 US Air Missions
US air units are initially placed in the appropriate US air available box. During the US Staging Phase, you may place them in the mission boxes.

1) Strategic Missions: Air units assigned to the strategic mission attack the Communist Reaction Index (during the US Strategic Air Attack Phase (16.0)).

2) Tactical Attacks: Air units assigned to the tactical mission attack Communist units in spaces in the corresponding map sector (during the Tactical Air Attack phase; see 21.0).

3) Air Transport: Air units assigned to the transport mission pick up US ground units in staging boxes for airborne and air landing missions to the corresponding map sector (see also 17.0).

4) Air Superiority: Air units attack enemy air units in the same space. An air unit can engage in air superiority combat, then - if they have a bombardment combat rating - also attack enemy forces on the ground.

15.3 Range
Air units may be employed anywhere on the game map.

15.4 Mission Completion
US air units which complete a mission are returned to the appropriate air unit available box. They may be reused on an ensuing turn.

15.5 Communist Air Units
These are placed via scenario deployment (5.0) or Reaction Events (28.0). When revealed, they remain in their space until the End of Turn Phase when all revealed Communist air units are returned to the reserve display (concealed). Communist air units must engage in air superiority combat with US air units in the same space during the Air Defense and Air Superiority Phase (20.0). Communist air units with a bombardment combat rating of one or more must bomb bomb US ground units in the same space during the Tactical Air Attack Phase (21.0).

15.6 General
Air units do not otherwise inhibit the movement or placement of enemy units. They may not be attacked by ground units, other than by air defense firing. They cannot control or dispute the control of spaces.
OBJECTIVE HAVANA

16.0 US STRATEGIC AIR ATTACKS
You use air units assigned to the strategic mission to attempt to reduce the Communist Reaction Index. This mission uses each air unit's bombardment combat rating.

16.1 Strategic Air Unit Movement
Move air units from the appropriate air units available box to the Strategic Attacks Box. There is no limit to the number of air units which can make these attacks.

16.2 Strategic Attack Procedure
For each attacking air unit, roll one die:

1) If the die roll is less than or equal to the air unit's bombardment combat rating, then reduce the Communist reaction Index by "one" (-1).
2) If the die roll is greater than the air unit's bombardment combat rating, there is no effect, but...
3) If the die roll is "6" (six), take one hit on the attacking US air unit (owing to antiaircraft fire and non-combat losses otherwise not shown).

Map Errata: The Combat Results Table incorrectly states the effect of a die roll of '6'. 16.2 3) is correct.

16.3 Collateral Damage
If the die roll is "6" (six), then additionally raise the Escalation Level by one space.

Note: There is no air superiority combat for US air attacks against the Communist Reaction Index. The effects of Communist air defense firing is factored into the loss for a die roll of six.

17.0 AIR TRANSPORT, AIR DROPS & AIRLANDING
US Air Transport units (MAC) can move ground units by air during the US Tactical Air Movement Phase. This includes air drops and air landings.

17.1 Air Transport Procedure
A MAC unit must be assigned to the same sector of the Staging Area as the ground unit to be transported. Place the ground unit under the transport. During the US Tactical Air Movement Phase, move the air transport and the ground unit together to the target space. Conduct any air defense fire against those units (during the Air Defense & Air Superiority Phase; see 20.0). Conduct any tactical air attacks against Communist units in that space (per the Sequence of Play). During the US Air Drop & Landing Phase, place surviving transported units in the space either by air drop or air landing. Upon completion of the air drop or air landing, return the air transport to the appropriate air available box.

Note: Units may drop or land in spaces containing Communist units. If so, they will have to engage in combat with them in the ensuing US Ground Combat Phase.

17.2 Air Transport Capacity
Each air transport can transport one of the following per mission:

1) Four non-mechanized units; or
2) Two mechanized units.

Note: This is regardless of the size or any reduction of the transported units.

17.3 Airborne Drops
Only airborne (parachute) units can conduct airborne drops. They may drop on any type of space (other than mountains), regardless of the presence of enemy units.

Upon landing in the space, each airborne unit must make a drop check. Check the Airborne Unit Drop Table. Roll one die and consult the appropriate column (depending on the type of space being landed on). Apply any die roll modifiers. Then apply the result.

17.4 Airborne Drop Results

Land: Place the airborne unit in the target space.

Scatter: Pick at random one space adjacent to the landing space and land the unit there.

Reduce: Reduce the airborne unit and then land it.

Scatter+Reduce: Apply both results.

17.5 Air Landings
All US ground units may conduct air landings. Move the MAC plus transported units to any one space containing an air base. The air base must have at least one other US unit in that space. There may be enemy units in the same space. There is no drop check (17.4).

You may also use air landing to move units on US controlled airbases in Cuba back to CONUS. Units may not use air landing to move directly from one base to another in Cuba. Use the same procedure for air landing units from an staging area, except the transport is initially moved to the space, rather than the staging area.

Note: US airborne units can also use the air landing procedure.

17.6 Post-landing combat
Air dropped and air landed units must engage in combat with any Communist units in the same space per the combat rule (23.0).

17.7 Shuffle to the Door
You must complete an air transport mission once it has been initiated. An air transport mission can only abort due to anti-air forces (see 20.2).

18.0 AMPHIBIOUS MOVEMENT
You may move US ground units from Staging Areas to Cuba via amphibious movement (and vice versa).

18.1 Amphibious Prerequisites
All US ground units are amphibious qualified. You may move up to four US ground units (any type per amphibious unit).

18.2 Amphibious Movement Procedure
All units making the move must start in the same staging box or port space (the latter would be in Cuba). Move the units to a single destination space or staging box. After the operation is completed, return the amphibious marker to the US Ground Combat in CONUS.
18.3 Restrictions
Each amphibious marker can be used only once per turn. An amphibious move must either start or end in a staging box—direct port to port transfer is not allowed. All units making an amphibious move must start and end in the same space or staging box.

18.4 Landing
Place all units making the move in one port space in the corresponding sector, or one US staging box. If there are Communist combat units in a landing space, then combat will occur in the ensuing combat phase.

Note: If units land in a space with enemy units, and do not win the subsequent battle, they remain in that space—unlike many other wargames, a failed amphibious landing does not cause the landing units’ elimination. They would be subject to a possible Communist counterattack in the ensuing Communist Counterattack Phase.

18.5 USMC Beach Assaults
Additionally, you can land US marine units on beach spaces, and also re-embark USMC units from them.

18.6 Communist Coastal Defense
You may not initiate or complete an amphibious move in a space which contains a Communist naval base unit, or a space adjacent to a Communist naval base.

Example: There is a Communist naval base in Havana. You could not conduct a US amphibious move into Havana, Tarara, or Matanzas. Note that Communist naval bases are always deployed face up (see Set Up). Obviously, if you destroy that base, you can conduct a landing.

19.0 FOG OF WAR & REVEAL PHASE
Communist units are in one of two states: Concealed (face down) or Revealed (face up). You may not examine concealed Communist units, or Communist units in the Communist reserves box, unless some game action reveals them. You may always examine US units.

Note: The reverse side of US units is not a fog of war state—it usually represents the unit at reduced combat strength.

19.1 Revealing Communist Units
A Communist unit is revealed under the following circumstances:

1) During a Communist reveal phase if the space it occupies is also occupied by a US ground or air unit.
2) Whenever a US ground unit is in their space, regardless of phase.
3) As a result of intelligence operations (12.0).
4) When in an eliminated box.

19.2 Permanent Reveal
Once revealed, Communist units remain face up for the remainder of the game.

20.0 AIR DEFENSE & AIR SUPERIORITY
During the Air Defense and Air Superiority Phase, you first fire air defense and then air units at enemy air units flying missions in the same space. Note: Since all Communist units in spaces will be revealed if US units enter them, you will know of the presence of their air and air defense units.

20.1 Air Defense Units
Air defense units have the following symbol. These are the only ground units which can fire in the Air Defense & Air Superiority Phase. Also, their procedure is different from other combat. Air defense units can fire at enemy ground units using their combat factor.

20.2 Air Defense Fire Procedure
You fire Communist air defense units first, then US air defense units. Each air defense unit fires once at all enemy air units in the target zone. For each enemy air unit, follow the procedure as follows:

1) Roll one die for each air defense unit.
2) If the die roll is less than or equal to the air defense combat factor, then inflict one hit on that enemy air unit.
3) If the die roll is greater than the unit’s combat factor, there is no effect.

Example: Three US Air units are in a space containing two Communist air defense units. Each Communist unit fires once each at the three US air units. This would be a total of six die rolls.

Note: Also, when air units perform Strategic (16.0) and Tactical Air (21.0) attacks, they suffer a one step loss each time they roll a six. This represents losses due to other antiaircraft fires and operational conditions such as weather.

20.3 Air Superiority
An air unit must have an air superiority combat factor of one or more to fire. Each air unit fires only once, and can affect only one enemy air unit (unlike air defense fires).

20.4 Air Superiority Fire Procedure
If the Communist reaction index is at High, then Communist air units fire air superiority first, followed by US air units. If the Communist reaction index is at Low or Medium, then US air units fire air superiority first, followed by Communist air units. Apply any hits inflicted by the side firing first, then proceed to the side firing second.

Note: This represents the advantage of Communist units operating under their own radar umbrella. If a unit on the second side is reduced or eliminated by a first fire, then it fires at its reduced strength or, if eliminated, then does not fire.

For each firing air unit:

1) Roll one die.
2) If the die roll is less than or equal to its air to air combat factor, then inflict one hit on one enemy air unit (see 20.5).
3) If the die roll is greater than the Air to Air combat factor, there is no effect.
20.5 Effects of Hits on Air Units
You can always choose which air units, friendly or enemy, will be affected by hits, explained as follows:

1) One hit will eliminate a Communist air unit or one step US air unit.
2) One hit will flip a two step US air unit to its reduced side. An already-reduced US air unit is eliminated. A reduced air unit remains in the space and completes any tactical air attack in the ensuing phase (at its reduced strength).
3) One hit will abort a US MAC (Air Transport) unit. Return it to base (with any transported units) without completing its mission. You must also reduce one US ground unit being transported (24.3). MAC units are not otherwise affected by air defense firing.
4) US C2 and UW air units are never affected by enemy air defense or air superiority firing.

Note: Air units do not fire at enemy air defense units during the Air Defense & Air Superiority Phase; they can attack them in the ensuing Tactical Air Attack Phase.

21.0 TACTICAL AIR ATTACKS
Tactical air attacks involve air units using their bombardment factors to attack enemy ground units in the same space. Air units execute tactical air attacks during the Tactical Air Attack Phase. First, US air units execute these attacks, then Communists air units do. A unit must have a bombardment rating of one or more to execute a tactical attack.

21.1 US Tactical Air Deployment
Move air units from the staging boxes to any space in the corresponding sector on Cuba. The unit remains in that space until it either completes the mission (tactical attack against Communist units in that space, or air transport), or is eliminated by air defense fire.

You may commit a maximum of six US air units to a single tactical air attack against one particular space containing Communist ground units.

21.2 Communist:
Communist air units which are revealed in a space automatically make tactical air attacks if there are US ground units in the space (they do not attack US naval units).

Note: The effects of possible Communist air attacks against US naval forces are figured into the Reaction Events.

21.3 Tactical Air Procedure
For each attacking air unit, roll one die, implementing the result as follows:

1) If the die roll is less than or equal to the air unit’s combat factor, inflict one hit (see 24.3 for an explanation of combat effects).
2) If the result is greater than the air unit’s combat factor, there is no effect.
3) Additionally, if the roll is a “6”, then reduce the attacking air unit.

Note: For tactical air attacks, do not conduct the normal combat routine (23.5), there is no tactical edge check, etc.

21.4 Targeting
You do not have to state which air units will attack which enemy ground units ahead of time. Apply results after all dice have been rolled. In the event that ground units are hit, you select which ones will be eliminated or reduced (for both Communists and US).

21.5 Ground Fire
Ground units being attacked do not fire back at the air units. (The effects of ground fire, operational damage, etc., are figured into the reduction on a die roll of “6”, per 21.3(3).)

22.0 US NAVAL GUNFIRE UNITS
You use US naval gunfire units in the same manner as air units for strategic air attacks (16.0) and tactical air attacks (21.0). Their combat strength can be used only for attacking enemy units in port and beach spaces. They can also attack the Communist Reaction Index (per 16.0).

22.1 Combat Immunity
Communist units cannot fire at naval gunfire units. Naval gunfire units are never affected by combat.

23.0 GROUND COMBAT
Ground combat is when enemy units attempt to destroy each other.

23.1 Ground Combat units
Each ground combat unit has a combat factor.

Note: Units with a parenthesized combat strength function as normal combat units—the parentheses indicate they are static units.

23.2 When Combat Occurs
Ground combat occurs during the US Ground Combat Phase when there are both US and Communist units in the same space.

Note: Combat is only between enemy units in the same Space. It cannot be conducted between adjacent Spaces.

23.3 Mandatory Combat
You must resolve combat in all spaces containing both US and Communist units. You can select the order in which combat will be resolved, space by space. Resolve each combat and then go to the next one.

23.4 Combat Occurrences
Combat can occur in the following cases:

1) The US Ground Combat Phase. In this case, the US is the attacker and the Communists the defender.
2) The Communist Counterattack Phase if there are both US and Communist units in a space. In this case, the Communists are the attacker and the US the defender.

23.5 Ground Combat Sequence
Each combat must go through the following stages:

1) Tactical Edge Determination
Roll one die for each side and apply the modifiers listed below. The side with the higher total has the tactical edge. Make the die rolls simultaneously.
24.0 FIRING AND THE “BRT”
During the fire rounds of a battle, enemy units fire at each other.

24.1 Firing Procedure
You “fire” by rolling one die per firing unit. You may do this in any order for both sides. If the die roll is less than or equal to the firing unit’s printed combat factor, then that unit inflicts one hit upon the enemy (hits are explained below). If the die roll is greater than the firing unit’s combat factor, there is no effect.

24.2 Application of Hits
Apply any hits after all dice have been rolled for a round. Firing is sequential and one side will possibly take losses and be reduced in strength before firing back. Eliminated units may not fire back.

Example: Three US units are engaged against two Communist units. The US has tactical edge, so roll three dice. Say the US inflicts one hit; eliminate one Communist unit. Then roll one die to fire the surviving Communist unit.

Note: It is mandatory that you fire for the Communists!

24.3 Hits
If a Communist unit is hit, it is eliminated. Remove it from the map and place it in the Eliminated Communist Units Box.

If a one-step US unit is Hit, it is eliminated. Remove it from the map and place it in the Eliminated US Units Box.

If a two-step US unit that is at full strength (front side) is hit, reduce it (flip it to its reverse side).

If a two-step US unit that is at reduced strength is hit, it is eliminated. Remove it from the map and place it in the Eliminated US Units Box.

24.4 Targeting
Each unit fires individually—there is no adding of unit combat strengths. Each unit can affect only a single enemy unit.

24.5 Overkill
If there are more hits inflicted than there are enemy units to absorb them, then there is no additional effect; units in other spaces would not be affected.

24.6 Zero Combat Factor Units
Units with a “0” combat factor do not fire. They otherwise are treated as units in combat.

Note: See (9.2) for the effects of Communist special units in combat.

24.7 Terrain
Terrain affects combat as follows:

Cities: Mechanized type units have their combat strengths reduced by one when attacking or defending in a city. However, a unit with a combat strength of zero remains at zero.

Mountains: Air units have their combat strengths reduced by one when attacking or defending in mountains. However, a unit with a combat strength of zero remains at zero.

24.8 Recycling of Eliminated Units
Generally, when a unit is eliminated, it is permanently out of play. However, when the following units are eliminated, they are immediately returned to the Communist Reserves Box:

Militia (one point strength)
Ambush markers
25.0 WINNING A BATTLE

At the end of each combat, check to see who wins per the following stipulations:

1) The US wins if all Communist units (all types) in the space have been eliminated.
2) The Communists win if all US ground units in the space have been eliminated.
3) If both US ground and Communist units survive, the battle is a draw.

25.1 Continuing Engagement

If there are surviving units in a space at the end of a combat, they remain in place. If the situation continues until the next combat phase (US Ground or Communist Counterattack), then combat occurs.

Example: A US attack during a combat phase leaves both US and Communist units in Mariel. During the Communist Counterattack Phase, you must make a counterattack with the Communists in Maleme.

26.0 PURSUIT

If US forces attack and win a battle (eliminating all enemy units), you may conduct a pursuit. This occurs immediately upon conclusion of the battle and before the next battle is initiated.

If US units are defending (from a counterattack) and win a battle, there is no pursuit. Communist units never pursue.

26.1 Qualified units

All US mechanized ground units can conduct pursuit. Others cannot.

26.2 Procedure

You may move qualified units up to one space. This may be into a space containing Communist units which would trigger a Communist attack in the ensuing Communist Counterattack Phase.

26.3 Restrictions

You may not move pursuing units into spaces which would cause over-stacking.

27.0 COMMUNIST REACTION LEVEL

The Communist Reaction Index has two lines: The upper line shows the current Level (1-12). This can be Low (1-4), Medium (5-8) or High (9-12). The lower line shows the Event and Reinforcement Number. Also, see (20.0) for the effects of Communist reaction on air superiority firing.

27.1 Reaction Level

The Reaction Level shows the overall state of Communist command control and ability to mobilize. It is set via rule 5.0. It changes in the course of play owing to events (28.0) and US strategic attacks (16.0).

27.2 Event and Reinforcement Number

This generates the number of event checks made each Communist Reaction Phase (28.0) and the number of Communist units deployed via Communist Reaction Events (33.0).

27.3 Limits

The Communist Reaction Level can never go lower than “1” or higher than “12”.

27.4 Automatic Communist Reaction Adjustment

During the Communist Reaction Adjustment Phase, you must raise the Communist Reaction Level by “one” for each airfield map space which is Communist controlled or disputed (3.8).

Note: The command level is not reduced for US occupation of airfields and ports. However, the US capturing them will reduce the ability for the Communists to adjust upwards.

27.5 Effects

The lower line has a number (0-3) which indicates the number of Communist Reaction Event rolls you must make each Communist Reaction Phase.

The Communist Reaction Index has three Levels: Low, Medium and High, explained as follows:

1) The number listed is the number of Communist units deployed for certain events on the Communist Reaction Event Table.
2) This will also affect the order of air superiority fire (see 20.4).

28.0 REACTION EVENTS

Reaction Events represent the Communist response to the US assault on Cuba.

28.1 Procedure

During the Communist Reaction Phase, you must make a number of escalation event checks equal to the Communist Event and Reinforcement Number. Implement the instruction for it on the Communist Reaction Event Table.

Example: The current Communist Reaction Level is “7” (Medium). This means you make two Escalation Event checks.

For each such check, roll two dice, add the results, and use the outcome to determine an event (for a total of two Events).

28.2 Effects

Each event is rolled and implemented before the next check. An event may cause the Communist Reaction Level to change. If so, apply any change after all events have been rolled.

An event can possibly occur more once per turn. Escalation explanations may supersede other game rules.

29.0 COMMUNIST RESERVES

Communist reserves represent units which are not otherwise accounted for on the game map, but were on or could have deployed to Cuba and may come into play.

29.1 Deployment Procedure

When a Reserves Released Event occurs, implement the following:

1) Pick the designated number of Communist units from the Communist Reserves Box.
2) For each unit, use the Random Placement Table to determine the space of placement.
3) Reserve units are picked and placed face down on the map.
29.2 Immunity to Attack
US forces cannot attack Communist units in the Communist Reserves Box.

30.0 COMMUNIST OFFENSIVES, MOVEMENT & COUNTERATTACKS
Generally, Communist units do not move once placed on the map. However, certain events may cause the displacement of Communist units.

30.1 Communist Offensive Procedure
When a Communist Offensive Event occurs (see the Communist Reaction Events Table), check the indicated sector to determine the following offensive:

1) You must move all Soviet mobile units adjacent to a space containing a US ground unit to the space (remember, bases never move). In the event that there is more than one US unit adjacent, then randomly choose one space per Communist unit. Then,

2) For each space containing a Communist controlled city, airbase, port, or beach that also contains any US ground units, pick a number of Communist units from the Communist Reserves Box equal to the number under the current Communist Reaction Rating. Then place them in each such space.

Example: The Communist Offensive West is rolled. The current Communist Reaction Level is at 7; for each of the above listed spaces in the West Sector containing US units, pick two Communist units and place them in those spaces.

You can select the order in which units are picked. If there are not enough Communist units in the box, there is no further effect.

30.2 Restrictions
Moving Soviet units (30.1(1)) may not cross sector boundaries to execute offensives. Soviet units starting in a space containing US units do not move.

30.3 Counterattacks
During the Communist Counterattack Phase, you must execute attacks with all Communist units in each space that also contains US units.

Note: A counterattack may be triggered by any of the following: US and Communist units that are in the same space owing to a stalemate from the US Combat Phase, or US units that entered a space containing Communist units via pursuit, or Communist units that moved into or were placed in a space containing US units via an event.

30.4 Counterattack Combat
Communist units attack using the ground combat procedure (23.0). The Communists are the attackers and the US the defenders.

30.5 Attacks on Guantanamo Bay
If this event is rolled, you must pick a number of Communist units from the Reserve Box equal to the number under the current Communist Reaction Level. Place them in Guantanamo Bay, then execute an attack per the counterattack rule. If Communist units already control Guantanamo Bay, treat this instead as the event Communist Reserves Released.

31.0 ESCALATION & WORLD WAR III
The Escalation Index represents the Level of international tensions which could explode into World War III.

31.1 Escalation Index
At the start of the scenario, place the escalation index marker at the one (1) space (on the front side of the counter). It may move upwards or downwards via various events, Communist reaction, or PSYWAR.

31.2 Escalation Check
During each World War III Phase, you must roll two dice and total them, with the following outcomes:

1) If equal to or greater than the current Escalation Level, there is no effect. Continue play
2) If less than to the current Escalation Level, World War III begins. Flip the marker over. The game comes to an end. Check Victory (see 4.0).

Example: The Escalation Index is currently at five. World War III begins on a die roll total of four or less.

32.0 SPECIAL UNITS

US Armor Restrictions
All US units with an armor oval symbol (armor, mechanized, armored cavalry) cannot enter Mountain Spaces. See the TEC for mechanized unit combat in cities.

US 11th Air Assault Task Force (Optional Unit)
The 11th air assault uses airmobile movement. You can move it from any staging area or airbase space to any other staging area or airbase space. To do so, pick up the unit and place it, ignoring intervening spaces and enemy units. This is done during the US Ground Movement Phase. At the completion of this movement, any Communist air defense units in the landing space can fire at the unit as if it were an air unit. The 11th cannot use normal ground movement.

US C2 Aircraft
You can place this on any space in which US ground units are engaged in combat. This provides a +1 DRM to the tactical edge die roll for the US. You can place the C2 aircraft on a turn by turn basis. It is not affected by Communist firing (air or ground). It’s not a unit...it’s simply a marker.

USN A-3 Bombers (Optional Unit)
A-3s can only attack the Communist Reaction Level—they cannot attack spaces on the map.

US MAC Air Units
A MAC unit which receives a hit in combat returns to any US staging area. Any transported unit returns with it.

Air Defense Units
Air defense units can fire at enemy air units. They can also use their combat strength normally during enemy ground combat against them.
OBJECTIVE HAVANA

Communist Missile Armed Units
These provide additional points for Escalation and Victory.

32.1 Optional Units
Optional units (with asterisks) represent forces which were available but not considered for deployment in the historical operation. Players can use them to create scenario variants.

Note: Units cannot fire missiles per se in the course of a scenario—this is accounted for by the Escalation Index. The Soviet mechanized regiments with missile symbols had FROG battalions attached to them.

33.0 COMMUNIST REACTION EVENTS

Roll two dice and total the results:

<table>
<thead>
<tr>
<th>Die roll</th>
<th>Event</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>Moscow-Havana Breakdown</td>
<td>Nothing happens.</td>
</tr>
<tr>
<td>3</td>
<td>US Logistics Breakdown</td>
<td>Roll one die. You must select that number of US full strength US ground or air units and reduce them. They may in staging areas or in Cuba. Units may not be completely eliminated by this event.</td>
</tr>
</tbody>
</table>
| 4        | Someone Blinked              | Roll one die: results
"1-3": reduce the Communist Reaction level by one;
"4-6": increase the Communist Reaction level by one.
Roll a second die: results =
"1-3": reduce the Escalation Index by one;
"4-6": increase the Escalation Index by one. |
| 5        | Communist Assault on Guantanamo Bay | Follow the Communist Offensive procedure (30.0) for Guantanamo Bay.          |
| 6        | Communist Offensive West     | Follow the Communist Offensive procedure (30.0) for the West Sector.        |
| 7        | Communist Reserves Released  | Pick a number of units from the the Communist Reserve display equal to the number below the current Communist Reaction level. For each unit, check the Random Locations Table to determine a placement Space. See (30.0, 29.0). |
| 8        | Communist Offensive Center   | Follow the Communist Offensive procedure (30.0) for the Center Sector.      |
| 9        | Communist Offensive East     | Follow the Communist Offensive procedure (30.0) for the East Sector.        |
| 10       | Soviets Strike in Caribbean  | Roll one die:
results = 1-2: select and reduce one US air unit in TF 135;
results = 3-4: select and reduce one US air unit in the CONUS Available box;
results = 5-6: select one US Naval Gunfire or one Amphibious Task Force unit; you can not use it on the ensuing turn. |
| 11       | Anti-Castro Rebellion        | You may initiate Operation Mongoose without raising the Escalation level. If Mongoose is already in effect, then all eliminated US controlled Guerillas units are immediately replaced; deploy them on Cuba per the Mongoose rule. Also, roll one die, then select and reveal that number of spaces on the map and reveal all Communist units in them. This does not raise the Escalation Index. |
| 12       | Communists Reshuffle Forces  | Determine one space via the Random Placement procedure. Remove all Communist mobile units in it and place them in the Reserve Display (Bases stay in place). Then pick an equal number of units from the Reserve Display and place them (concealed) in that space. |
## VICTORY POINT TABLE

<table>
<thead>
<tr>
<th>Awarded at end of game</th>
<th>VP gained</th>
<th>VP lost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Each Soviet Nuclear Depot Base eliminated</td>
<td>10</td>
<td></td>
</tr>
<tr>
<td>Each Soviet Missile Base eliminated</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Each other Soviet Base eliminated</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Each Soviet bomber eliminated</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Each Soviet missile armed mechanized or airborne regiment eliminated</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Eliminate Fidel Castro</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>Each other Communist Leader eliminated</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Each Other Communist unit eliminated</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>US forces occupy Havana</td>
<td>10</td>
<td></td>
</tr>
<tr>
<td>US forces occupy airfield and port Zones (other than Havana)</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Each Communist Nuclear Depot Base on the map</td>
<td>6</td>
<td></td>
</tr>
<tr>
<td>Each Communist Missile Base on the map</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>Each other Communist Base on the map</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Each Communist missile armed mechanized or airborne regiment on the map</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Each US ground or air unit in the eliminated box</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Any Communist units in Guantanamo (even if US units also in it)</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>Escalation Index Value at end of game</td>
<td>current</td>
<td>value</td>
</tr>
</tbody>
</table>