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## HOW THIS BOOK IS ORGANIZED

This rulebook is structured to introduce concepts following the game's sequence of play. They are written in a format known as the Case System. This approach divides the rules into Modules, each dealing with an important aspect of play. Modules are numbered sequentially and possess a title. Each Module is divided into Sections, dealing with major sub-topics within the Module. These are also numbered sequentially. Finally, the majority of each Section consists of Cases: the specific, detailed rules that govern play. Their sequential numbering follows a logical progression based upon the Module and Section of which the Cases are a part. Look to these numbers to determine where a Case is located in the rules.

### 3.1.4

*The fourth Case of the first Section of the third Module of the rules.*

## LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. Try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We don't recommend attempting to learn the rules word-for-word. We've written these rules to be as comprehensive as possible—but they are not designed to be memorized. Taking in the rules as you play along is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

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We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: [game-support@turningpointssimulations.com](mailto:game-support@turningpointssimulations.com), phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Turning Point Simulations* discussion folder at [consimworld.com](http://consimworld.com).

## 1.0 INTRODUCTION

*"We shall always have a Cuban Problem."* —President John Quincy Adams

*We Are All Mortal: The Cuban Missile Crisis, 1962 A.D.* is a wargame simulation of the Cuban Missile Crisis of October 1962. One player takes on the role of the government and military leaders of the USA; the other takes on the role of those Communist forces in Cuba (USSR and Cuba). Historically the leaders of the United States, the Soviet Union, and Cuba were able to avoid a war that at the very least could have resulted in the devastation of the island nation, or at worst plunged the entire globe into a full-out nuclear holocaust. The events and decisions made during this crisis could have easily failed, and this game allows players to explore whether they can do as better, or worse, than their historical counterparts. Learn and enjoy!

## 2.0 GAME COMPONENTS

A complete game of *We Are All Mortal* is composed of the following:

- This 12pp rules booklet (with charts and tables on last page)
- One 11" x 17" mounted map
- A counter sheet with 253 die-cut playing pieces
- Unified Player's Aid Chart (PAC) printed with both side's off-board holding boxes
- 64 playing cards (32 US, 32 Communist)
- Two six-sided dice

Players will also need to an opaque container (cup, envelope, etc.) to play the game.

### 2.1 The Rules Booklet

This rules booklet contains all the rules required for play. The back page contains the various charts and tables required for play. Players should keep this handy for reference during play.

### 2.2 The Game Map

The game map represents the island nation of Cuba and the surrounding sea. A hexagon (hex) grid has been superimposed to regulate game functions. Partial land hexes (like 2405 or 2503) are enterable by ground units; all-sea hexes (like 2004 or 3109) are not. Each hex is approximately 50 km across. Also printed on the map are the Turn Track (each turn represents a day of time), Game Record Track, Diplomatic Level track, and the Air Units Available and Air Unit Pool holding boxes.

### 2.3 The Playing Counters

The sheet of counters includes combat unit and markers. The combat units represent the forces that could have become involved in the struggle. Ground units represent brigades (X), regiments (III), or battalions (II). Air units represent groups of 12 to 15 aircraft. Information pieces, referred to as markers in the rules, are used to facilitate various game functions. When halving a unit's Movement or Combat Factor, drop any fractions, but cannot be less than 1.

*Note: The surface and submarine naval forces of this campaign are abstracted. Those of the US were of overwhelming strength in comparison to those deployed by the USSR and Cuban navies. Only the US Carrier air units are depicted on the game's counter sheet.*



## 2.4 Player's Aid Chart (PAC)

The Player's Aid Chart contains the various off-board holding boxes use to hold both player's forces and assign/conduct Air Missions. Both sides are free to observe and inspect each other activities on the display (in reality the Communists were quite unable to keep secret what was happening on their airbases, and the Kennedy administration wanted the Communists to very much know what the USA was mobilizing). Some of the more heavily utilized holding boxes have been duplicated on the map to assist in overflow situations if a player needs more space.

## 2.5 Cards

Cards are used to simulate the diplomatic, intelligence, and pre-invasion deployments of combat forces, and determination of random events once/if war breaks out. Each player has their own deck.

# 3.0 ABBREVIATIONS

The game employs a number of abbreviations throughout the rules and counter mix to save space. These are summarized below.

### Ground Formations

- 1A: 1st Armored Division
- 1C: First Air Cavalry Division
- 82, 101: Airborne Divisions
- 1, 2, 4, 5: Infantry Divisions
- 2M: 2nd Marine Division
- ABG: Airborne Battle Group
- F.A.R.: Fuerza Armada de la Revolución
- Ind.: Independent
- Mar: Marines
- R: Reserves

### Air Unit Types

- B: Bomber
- F: Fighter
- FB: Fighter-Bomber
- R: Reconnaissance
- SS: Surface-to-Surface Missile

### Other

- AM: Activation Marker
- AAM: American Activation Marker
- CAM: Communist Activation Marker
- CF: Combat Factor (armor and infantry).
- DL: Diplomatic Level
- DR: Die roll; the roll of one (1D6) or two (2D6) six-sided dice
- DVPs: Diplomatic Victory Points
- ETM: End Turn Marker
- ML: Mobilization Level
- MP: Movement Point
- NC: No Change (card text abbreviation)
- TEC: Terrain Effects Chart
- MVPs: Military Victory Points

# 4.0 UNIT STATUS

The game uses the concept of status to reflect a unit's overall strength, how well hidden it is from the enemy, and how fit for battle it is. For air units the game tracks indicate how they are armed.

## 4.1 Full Strength Versus Reduced Strength Ground Units

Most ground combat units have two steps. The front side indicates the unit in normal, full strength status. The reverse/back side (black factors) depicts the unit in Reduced status.

## 4.2 Concealed Ground Units



Communist units are normally set up with a Concealed marker on top of them in the hex to denote these have not been detected by the US military. Units underneath a marker are revealed by successful Air Reconnaissance missions, card events, or if attacked by US ground units but do not remove the marker from play unless all units in the hex are revealed. US units cannot be marked as Concealed. The US player may not inspect Concealed units unless otherwise stipulated in the rules or card text.

## 4.3 Disrupted Ground Units



The first time a unit is Hit in combat, mark it as 'Disrupted.' Disrupted units cannot move or attack and have other adverse combat effects imposed upon them.

## 4.4 Conventional Versus Nuclear Armed Air Units

Some Bomber and Fighter-Bomber units also have two sides, but only one step. The front side indicates it is armed with conventional weaponry; the reverse/back side (yellow factor) indicates it is armed with nuclear weaponry.

# 5.0 SEQUENCE OF PLAY

The game uses a rigid sequence of play to govern game actions. Each turn is either a Peace or War turn. A turn is further divided into phases, some of which occur every turn, and others occurring only if it is a Peace or War turn.

## 5.1 Pre-Game Card Selection Phase (One Time Only)

At the start of the game both players can select any one card from their deck to be in their at-start hand. Both players then shuffle their decks and draw two additional cards, without looking at them, to complete their at-start hand.

## 5.2 Card Play Phase (All Turns)

Both players play a card or cards from their hand and then determine the following:

- *Peace turns only* - Adjust United States (US) and Union of Soviet Socialist Republics (USSR) Diplomatic Levels and/or US, Cuban Mobilization Level(s).
- *Peace turns only* - Adjust UN/NATO/Warsaw Pact Military Levels.
- *Peace and War turns* - Remove Concealed status markers from Communist player Concealed unit(s) if the US player spots them.
- *Peace turns only* - Determine if War breaks out.
- *War turns only* - Determine if any Random Events occur.
- *Peace and War turns* - Determine if the End Turn marker is moved to end the game earlier, and if so adjust the position of the End Game marker on the Game Record Track (see Section 5.5e).

## 5.3 Air and Artillery Unit Determination Phase (War Turns Only)

Each player rolls 1D6 and compares the results to see how many air units they may receive that turn. The US player rolls another 1D6 to determine how much artillery support he receives that turn. The Communist player rolls 1D6 for artillery support whenever a Communist Activation Marker is drawn.



## 5.4 Military Operations Phase (War Turns Only)



Players take turns randomly drawing AAMs and CAMs from the opaque container. These chits are selected blindly.

Units from the activated formation can perform one of the following possible action:

- **Move Only:** Units may move up to the limit of their printed Movement Point (MP) allowance.
- **Attack Only:** Units may attack enemy units in adjacent or same hexes.
- **Move and Attack:** Mechanized Infantry and Armored units may move up to half of their MP allowance and also attack with half of their Combat Factor (CF), or vice-versa (attack with half CF and then move half MP).

*Note: Airborne infantry units may also perform the Move and Attack Action on the turn they move by air movement.*

Repeat the Military Operations Phase until all AAMs and CAMs have been selected from the opaque container for the turn.

## 5.5 End Turn Phase (All Turns)

Each player performs the following steps in order during the End Phase of the turn:

- On any Peace or War turn the US player may roll on the U-2 Mission Effects Table and the result determines the number of the Concealed units the Communist player must reveal.
- On Peace turns both players may discard any cards in hand and draw cards from their deck so they have 3 cards in their hand. On War turns, players may discard any cards from their hand, but cannot draw more from the deck once War breaks out.
- On any Peace or War turns both sides may now deploy reinforcement units.
- On War turns both players remove all Disrupted markers from units. Players also roll to possibly return their Reduced units back to full strength if those units did not perform a Move or Attack Action (or were attacked) that turn.
- On Peace turns both players roll 1D6. If a player's DR is lower than his DL nothing happens regarding the End Turn marker. If a player's DR is higher than their DL then move the End Turn marker one space closer to the Current Game Turn marker.

*Note: This can result in the End Turn marker being moved 0, 1 or 2 spaces in the End Turn Phase.*

- Next, on any Peace or War turn both players calculate any DVP and/or MVP awards they earned that turn.
- Last, both players then roll 1D6 and consult the UN Intervention Chart to see if and how the game will end. If this is not the last turn of the game, advance the Game Turn Record marker one space.

# 6.0 AIR & ARTILLERY ASSETS

Both sides possess Air and Artillery assets that will enable them to influence air and ground actions during the game.

## 6.1 Air Units

At the beginning of each turn both players roll 1D6 and consult the Air Unit Availability Table to determine how many air units are available to them. Both players then allocate their air units to the various types of air missions as shown on the PAC. Air Reconnaissance missions can be carried out on any Peace or War turn. On Peace turns air units cannot perform Air Strike Missions. On Peace turns air units can conduct Air Superiority Missions, but these could lead to the immediate outbreak of War. Air units can carry out any mission on War turns.



**6.1.1 Air Superiority Mission** Players may assign F or FB to the Air Superiority mission by placing them on the Air Superiority section of the PAC. The player with air units assigned to Air Superiority can attack any enemy air unit that is on its own Air Strike or Air Reconnaissance Mission. Consult the Air Superiority Table to determine any effect of an Air Superiority attack.



**6.1.2 Air Strike Mission** Players may assign B or FB air units to the Air Strike mission once per turn during any of the owning player's Military Operations Phases. Most air units have a Combat Factor (CF) of 2 or 3; others that are nuclear capable have a CF of 5. This CF is subject to the Air Strike modifiers listed on the Terrain Effects Chart (TEC). Air units may attack enemy ground units by placing the air unit on the map hex with the targeted enemy ground unit. The player rolls 1D6. A result < to the air unit's CF is a Hit. Hits from regular Air Strikes can cause the targeted unit to be Disrupted or Reduced, but not eliminated (i.e. Disrupted, Reduced units cannot be harmed further from air attacks).



**6.1.3 Air Reconnaissance Mission:** Players may assign R type air units to Air Reconnaissance missions targeting enemy occupied hexes to remove any Concealed status marker from the unit(s) (Peace or War turns), or to try to win a DVP (Peace turns only - see 15.1), or get a beneficial DR modifier for combat later in the turn (War turns only). Place the air unit on the map hex with the targeted enemy ground unit(s) to be spotted. Roll 1D6. Add 1 if an AA attack DR of 6 was obtained against the Recon air unit (see rule 13.6). A result < to the air unit's CF is a Success. Remove any Concealment marker from the hex. A failed mission causes the air unit's immediate removal from the map. During War turns, a successful mission can be used to add a beneficial DR modifier in combat, so keep the air unit on the map hex until combat ends. *Note: Before resolving any Air Reconnaissance or Air Strike mission above, an air unit can be subjected to an Air Superiority Interception mission, and both these missions may be affected by AA fire (see Section 13.6).*

## 6.2 Air Combat

Air units assigned to Air Superiority missions can engage in combat against enemy air units also assigned to Air Superiority missions. Those that survive can also intercept enemy air units on Air Strike or Reconnaissance missions and engage them in combat.

**6.2.1 Resolving Air Superiority Combat** Designate each friendly F or FB air unit to attack a specific enemy air unit on an Air Superiority mission. The opponent does the same. After all enemy air units are assigned at least one opposing air unit, any excess air units on either side may be assigned to also target already engaged enemy air units. All friendly air units on an Air Superiority mission must be designated to attack, none can be "held back", and all attacks must be declared by both players before any are resolved. For each attacking air unit roll 1D6. Add +1 to the DR if a FB is attacking an F air unit. If the DR is less than the attacking air unit's CF the targeted air unit aborts and is returned to the owning player's air unit pool, otherwise no effect. An air unit cannot attack a different, targeted enemy air unit in Air Combat if its original target air unit was aborted before its attack is resolved. Regardless of resolution, all air combat is considered simultaneous and none of the involved units are removed or returned to the owning player's pool of air units until the last air combat is resolved.

**6.2.2 Resolving Air Interception Combat** Each air unit on an Air Strike or Reconnaissance mission placed on the map is subject to Interception by an enemy air unit on an Air Superiority mission. A DR check is made to determine if the air strike/recon air unit is Intercepted by an

F or FB air unit on the Air Superiority mission chosen by the owning player. If the DR is less than or equal to the Interception number shown on the Air Superiority mission space of the PAC the designated air unit has intercepted the air strike/recon air unit. Then resolve the success of the Interception by rolling 1D6 and consulting the Air Interception Table printed on the PAC. Following the check for a successful Interception and resolving the Interception if it occurred, return all surviving intercepting air units to their owning player's Air Unit Pool.

## 6.3 Artillery Units

Both sides may have artillery units made available to them during each War turn.



### 6.3.1 US Artillery Strikes

The number of artillery strike units the US player receives is determined by rolling 1D6 at the beginning of the turn. Modify the DR by +1 for each AAM that is available for use in the turn. Record this number on the Artillery Track on the PAC using the Artillery Strike marker.

*Example: The US player has the 82nd and 101st Airborne, and 2nd Marine Division available for the turn, so add +3 to the Artillery Support DR.*

*Note: This DR can also be modified by card play.*



### 6.3.2 Communist Artillery Strikes

The number of artillery strikes the Communist player receives is determined at the beginning of each Military Operations Phase when a CAM is selected. A die roll of 1 or 2 results in 2 artillery strikes received for use in that Military Operations Phase, roll 3 or 4 results in 1 artillery strike, 5 or 6 results in no artillery strikes received. Record this number on the Artillery Track on the PAC using the Artillery Strike marker.

*Note: This DR can also be modified by card play.*

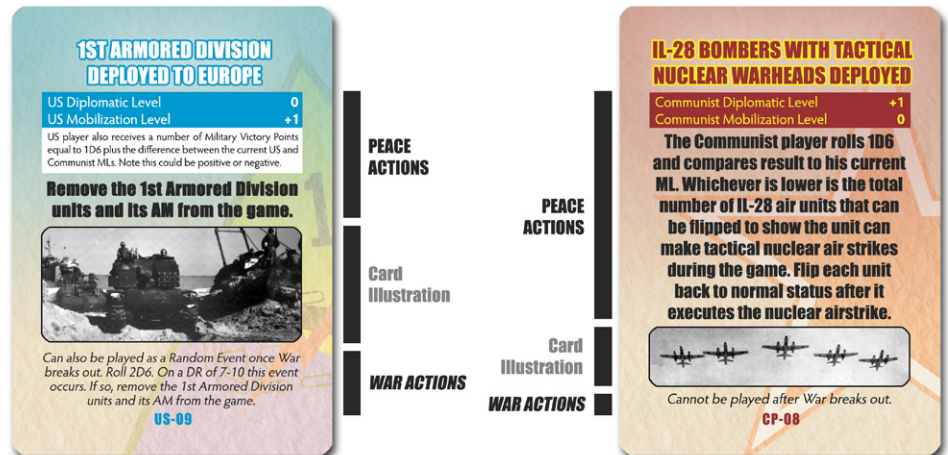
**6.3.3 Artillery Strikes** Regular artillery strikes have an CF of 2; those that are nuclear capable will vary from 2 to 5 CF. This CF is subject to the CF modifiers listed on the TEC. Similar to air units, Hits from regular artillery units may cause a unit's Disruption or reduction, but not its elimination.

**Exception:** Nuclear artillery strikes can cause the elimination of ground units.

Artillery strikes may only target enemy units that are within 2 hexes of a friendly undisrupted unit. The deployment of a Communist artillery strike does not change the status of any Concealed units that are within 2 hexes of the artillery strike.

# 7.0 CARD PLAY

The cards in the game are initially used to simulate the run-up to a possible War. At the start of the game War has not yet broken out and players are at Peace.



## 7.1 How to Read the Cards

The playing cards are used during both Peace and War turns. Reference the upper portion of the playing cards (above the card illustration) during Peace turns. This section has the historical event for the card at the top, and then the adjustments made to the player's DL, ML, DVP and MVP tracks, if applicable. Below that, there may be text as well affecting a player's units (remove or add units to play, regrow/reveal Concealed units, etc.). Both sides' Diplomatic Levels (DL) start on opposite ends of the Diplomatic Track in the marked spaces. Card play and game events will cause these markers to move. When the markers meet in the same space on the track, War immediately breaks out and the sequence of play in subsequent turns is changed. Card play on War turns is only done to determine if the Random Event listed on the card occurs. Reference the lower portion of the playing cards (below the card illustration) during War turns. The dice roll range of the Random Event occurring is listed there. There may also be text affecting a player's units (getting reinforcements, or special capabilities, etc.) to be enacted if War has broken out and the Random Event occurs.

## 7.2 Peace Turn Procedure

During the Card Play Phase of a Peace turn a player can put into play 1 or 2 cards from their hand. The player with the lowest DL must put in play 1 card, or pass and not put a card in play. (In the event of a tie, the Communist player goes first.) The opponent must then put in play either 1 or 2 cards from their hand (they may not pass). The first player can then either play 1 card or again pass. Both players then enact the "in play" cards events and, if need be, determine if War breaks out.

*Note: Play of a card by an opponent may limit your card play to a single card for a turn.*

During the End Phase of a Peace turn the players can voluntarily discard any or all of the cards in their hand, or keep them. Once this decision is made both players take turns, player with the higher DL going first, drawing a card to refill their hand to 3 cards. In the event of a tie the Communist player goes first. All cards put in play, as well as any that are voluntarily discarded by a player, are put face-down in the discard pile.

*Note: It is possible for all of the turns of the game to be played and War not break out (the historical outcome, thank heavens!).*

## 7.3 War Turn Procedure Card Play

Once War breaks out players may **immediately** refill their hand to 3 cards, but can only put in play 1 card from their hand during the Card Play Phase of each turn. The number on the bottom of the card(s) is a number range that must be rolled using 2D6 for the random event listed there to be put in effect. If the DR is not within that range the card has no effect. Any card used for Random Event determination is put in the Discard Pile. Players may NOT refill their hand of cards once War breaks out. Once a player is out of cards that is it.

# 8.0 MILITARY OPERATIONS

*"I now know how Tojo felt when he was planning Pearl Harbor."*

—Robert Kennedy, October 16th, 1962

Players can move and attack with their units during each Military Operations Phase. The sequence of actions inside the phase governing when a player may move and fight his or her units will be randomly determined when an AAM or CAM is blindly selected from the opaque container mentioned below. This is repeated until all of the AAMs and CAMs in the container have been chosen. Once a formation has been activated, the individual units may perform one of the following actions:

- Move Action only
- Attack Action only
- Both Move and Attack Actions

## 8.1 American Activation Markers



The US player places his AAM chits only for his division formations that are currently in play, or will enter as reinforcements for the turn, in an opaque container at the beginning of the Military Operations Phase of each War turn. The Guantanamo Marine and CIA units can activate once per turn with any AAM.

## 8.2 Communist Activation Markers



At the start of the game, the Communist player pulls out the two USSR CAMs and turns all his other CAMS face down and shuffles them, off to one side of the game board. Each turn, he may select a number of CAMS equal to the current Communist ML+1 and add them to the same opaque container the US player is using. On the first turn, he **MUST** select at least one of the USSR CAMs, selected randomly. (He may choose both, but will draw one less Cuban unit-- not to exceed the ML+1 level.) If he does not select both USSR CAMs, shuffle the other one into the remaining mix of Cuban CAMs and randomly add ML+1 on following turns. Each CAM will indicate how many Communist units can be activated for the turn. A Cuban or USSR unit can activate more than once per turn via multiple CAMs if the Communist player so desires.

*Note: Also see Section 13.4 for Castro's effect on activations.*

## 8.3 The Move Action

Units may move a number of hexes up to the limit of their Movement Point (MP) allowance. Units pay the appropriate MP cost to enter or cross terrain features as listed on the TEC. An undisrupted unit may always move at least 1 hex if it expends all of its MPs. Moving units may perform overrun combats.



**8.3.1 Airborne Movement** US Airborne units can move to any land hex on the map on the turn the units are first deployed. The hex an Airborne unit is moved to can be enemy occupied, but units landing in such hexes are subject to enemy Defensive Fire combat (treat as a Close Assault). If the Airborne unit is Hit and becomes Disrupted, the US player must either move the Airborne unit to an unoccupied adjacent hex, or return it to the holding area on the PAC. US Airborne units move as regular leg infantry on turns after the turn of arrival.

*Designer's Note: It is assumed the helicopters and transport aircraft are being used to bring in support units, aid in the growing human/civilian relief efforts, as well as providing ground combat support.*

**8.3.2 Amphibious Movement** Up to **two** US ground units per turn from **each** of the formations listed below can move from the US Holding Area box (on the PAC) to any coastal hex, including an enemy occupied hex, via amphibious movement. These US units can also use amphibious movement to move from any coastal hex to another on the map.

- 1st Armored Division
- 1st Infantry Division
- 2nd Infantry Division
- 4th Infantry Division
- 5th Infantry Division
- 2nd Marine Division

In either case above, after landing ground units can move up to half of their MP allowance beyond an unoccupied coastal hex, but cannot move into a new enemy occupied hex during that turn. Communist units cannot move amphibiously.

## 8.4 The Attack Action

Undisrupted friendly units may attack enemy units. All units must be adjacent to, or in the same hex as, the target unit.

*Note: Unlike many other wargames, units in We Are All Mortal do not project Zones of Control or need to trace lines of supply.*

**8.4.1 Adjacent Hex Attack Procedure** Indicate the target unit and roll 1D6. Modify the roll according to the combat Die Roll Modifiers (DRMs) listed on the PAC. If the modified roll is less than or equal to the attacking unit's CF a Hit is scored (see Section 8.5 for Hit effects). If the roll is greater than the CF then the unit misses. The Attack Action is then over. There are no repeat steps.

**8.4.2 Same Hex Close Assault Procedure** Friendly units may enter hexes occupied by enemy units to attack them via Close Assault. This costs +1 MP in addition to the terrain cost for the hex. Friendly units must stop movement immediately and resolve the Close Assault using the following steps:

- **Defensive Fire:** Defending units may conduct an attack against the enemy unit that moved into its hex. The defending units may do so even if they have already conducted an Attack Action during the turn. Apply the DRMs (all cumulative) listed on the PAC for Defensive Fire. If the modified roll is less than or equal to the Defending Fire unit's CF a Hit is scored. Attacking enemy units that are Hit as a result of Defensive Fire must immediately retreat to the adjacent hex they entered into the Close Assault from.
- **Perform Close Assault:** Attacking units conduct Close Assault combat against the defending unit(s). Apply the listed CF modifications and DRMs (all cumulative) for Close Assaults as listed on the PAC. If the modified roll is less than or equal to the attacking unit's CF a Hit is scored. If the roll is greater than the CF then the unit misses. Defending enemy units that are Hit as a result of Close Assault combat must retreat into adjacent hex(es) not occupied by enemy units. Repeat these steps (first Defensive Fire, then—possibly—Close Assault) until no opposing units remain in the hex. The attacker's units may not resume moving or attacking after finishing up a Close Assault.

## 8.4 The Move and Attack Action

Units may perform the Move Action for up to half of their printed MP allowance (drop fractions) and then perform an Attack Action against an adjacent hex, or vice-versa. Note that a unit's Combat Factor (CF), both for armor and infantry, will be halved in battle when conducting the Move and Attack Action. Unlike the Move Action, a unit that performs the Move and Attack Action must have sufficient MPs before entering or crossing map terrain features. Units conducting the Move and Attack Action may also perform a Close Assault but then cannot Move again.

## 8.5 Combat Effects

Units that are Hit in combat may become Disrupted, Reduced, Eliminated, or be forced to Retreat (for in-hex combat only).



**8.5.1 Disruption** A Hit on a currently undisrupted full strength or reduced strength unit causes it to become Disrupted. Place a Disrupted marker on it. Disrupted units may not undertake Move or Attack Actions for the rest of the turn. If undergoing a Close Assault, a currently Disrupted unit is assumed to have a CF of 1 for Defensive Fire purposes.

**8.5.2 Reduction** A Hit on a currently Disrupted full strength or reduced strength unit causes a step loss. Flip the counter over but keep the Disruption marker on it. If the unit has no back-printed side, the unit is Eliminated instead. Otherwise Reduced units function normally (note their lower CF however). A unit that is both currently Disrupted and Reduced that is Hit again is Eliminated.

**8.5.3 Retreat:** Units forced to Retreat as the result of Hits must do so into adjacent hex(es) not occupied by enemy units. Players may voluntarily retreat their units out of combat, regardless of status, the defender first, then the attacker. Units may not move or retreat through over-stacked hexes, or into the sea.

## 9.0 STACKING

Players may stack ground units in any type of land terrain hex with the following exceptions or limitations:

- All units of the same formation may stack together in the same hex.
- Only 2 units may stack together in the same hex if of different formations
- Any 1 Spetsnaz\* unit may stack for free with any Cuban or USSR units (up to 4 units maximum).
- Any 1 CIA\* unit may stack for free with any US units (up to 4 units maximum).

Air units, and Ballistic Missile units, as well as all informational markers, do not count towards stacking.

*Note: Units from different nationalities and/or formations may stack together under the limits above, but will activate separately.*

## 10.0 RECOVERY

During the End Phase of each turn both players perform the following steps:

- Remove Disrupted markers from friendly units.
- For Reduced units that did not conduct any Move or Attack Actions, and were not Hit by an enemy attack this turn, roll 1D6. Subtract 1 from this DR if the unit is stacked with a Spetsnaz unit (Optional, Section 16.2; Communist player only). A DR result of 2 or less restores the unit to full strength. Previously destroyed units may not be returned to play in this fashion.

## 11.0 REINFORCEMENTS

Those formations that are not deployed at the start of the game can be entered onto the map on any game turn in which the owning player places the AAM or CAM into the opaque container, usually via Card play. Note that both players can receive Diplomatic Victory Points or Military Victory Points for **not** entering some formations into the game. Reinforcing formation units enter the game as directed on the owing player's PAC.

### 11.1 US Reinforcements

All available at-start US units in the game, both ground and air, are set up on the map or on the various holding areas of the PAC. The following reinforcement units can enter play via card play:

- **Strategic Air Command (SAC) B-52 Air Units:** These 3 air units can be used for conventional airstrike missions but then have a CF of 4 (not the usual 2). These air units are immune to Communist Air Superiority Interceptions and are only subject to Communist Anti-Aircraft Fire as long as the Communist ML is 2 or higher. However, any anti-aircraft "Hit" on a B-52 results in 2 MVPs (not 1) awarded to the Communist player. If a B-52 air unit's air strike DR is a "3" then 1 DVP is awarded to the Communist player; 2 DVPs are awarded if the air strike DR was a "4". Increase this DVP award by 1 if the target was in a city or town hex.



- **CIA ground units** (Optional, Section 16.1): These 2 units can only enter the game via card play and can only be moved from the Stateside holding area via amphibious movement.
- **US Ground units.** These formations are made available whenever the following events are achieved:
  - **1st Armored Division, 2nd Infantry Division:** When the US ML reaches 3, or automatically on the first War turn.
  - **4th and 5th Infantry Divisions, carrier Independence air units:** When the US ML reaches 4, or automatically on the second War turn.
  - **1st Air Cavalry Division:** US ML reaches 5 or on the third War turn.

### 11.2 Communist Reinforcements

All Communist reinforcements enter the game via card play. If deployed they are set up on the map as directed on the card.

## 12.0 MOBILIZATION LEVELS



Both players have Mobilization Levels (MLs) that will be used to determine how long the War will last and when/if a larger more full-out nuclear War will break out.

### 12.1 Mobilization Level Adjustments

The US and Communist ML is adjusted for each of the following:

- Card play as directed on the pertinent cards during Peace turns.
- Random Event during War Turns.
- UN Intervention Table result.
- The Communist ML is lowered by 1 for each of the following that occur:
  - Fidel Castro is eliminated (not evacuated)
  - Every 5 Ballistic Missile units eliminated
  - City or Towns hexes solely occupied, or last to be occupied, by a US controlled unit.

*Note: The Communist ML is not increased if a town or city is recaptured.*

### 12.2 Mobilization Level Effects

Each side's ML have the following effects:

- The moment the Communist ML reaches 0 the game ends as the Communist forces on the island have surrendered. The game ends and players total their DVPs/MVPs per Module 15.0 to determine if anyone has won the game.
- The moment the US ML reaches 0 the game ends in what could be a very problematic US occupation of Cuba. Players total their DVPs/MVPs per Module 15.0 to determine if anyone has won the game.
- Players use the ML of both sides as directed during the UN Intervention portion of the End Phase of the turn.

## 13.0 SPECIAL UNITS

*"We're going to blast them now! We will die, but we will sink them all—we will not disgrace our Navy."*  
—Captain of Soviet submarine B-59, Valentin Savitsky to his Communication Intelligence Officer, Vadim Orlov, October 27th, 1962.

This game features a number of units have unique capabilities in the game, and concepts that are abstracted without actual units on the board.

### 13.1 Nuclear Armed Air Units

Some air units can be armed with tactical nuclear weaponry via Peace turn card play (these units have their identification printed in yellow). The front side of the unit denotes it is armed with conventional weaponry and functions normally per Case 6.1.2. Air units flipped to their back/reverse side (yellow factor) show the unit armed with tactical nuclear weaponry. Flip a nuclear armed air unit back to its conventional side once its nuclear air strike is resolved.

**13.1.1 Effects** When resolving a tactical nuclear Air Strike a DR of 3 or greater will result in a number of DVPs and/or MVPs, opponent player's choice, being awarded to the opponent. If the tactical nuclear Air Strike DR was odd, award +1 VP; if even then award +2 VPs. Increase this award again by +1 VP if the target was in a town or city hex. Mark the hex where a tactical nuclear Air Strike occurred with a Nuclear Detonation marker. Each Tactical Nuclear Air Strike will subtract 1 from all UN Intervention DR checks made for the rest of the game. (Yes, this is cumulative!)

### 13.2 Tactical Nuclear Artillery Strikes

Some Artillery Strikes can be armed with tactical nuclear weaponry during Peace turn card play. The number of tactical nuclear Artillery Strikes a player can perform is recorded on the Game Record Track using the appropriate marker.



**13.2.1 Effects** When resolving a tactical nuclear Artillery Strike a DR of 3 or greater will result in a number of DVPs and/or MVPs, opponent player's choice, being awarded to the opponent. If the tactical nuclear Artillery Strike DR was odd, award +1 VP; if even, then award +2 VPs. Increase this award by +1 VP if the target was in a town or city hex. Mark the hex where a tactical nuclear Artillery Strike occurred with a Nuclear Detonation marker. Tactical nuclear Artillery Strikes will subtract 1 from all UN Intervention DR checks made for the rest of the game. (Yes, this is cumulative too!)

**Designer's Note:** These DVP or MVP awards represent the collateral damage effects upon civilians, as well as the shock and outrage by other nations for the use of air and artillery delivered "tactical" nuclear weaponry.

### 13.3 USSR Ballistic Missile Units

These units may not activate, move or attack. If a hex containing a Ballistic Missile unit is ever occupied by a US unit, the Ballistic Missile unit is immediately eliminated and removed from the game. A revealed Ballistic Missile unit can also be eliminated via Artillery or Air Strikes (this is an exception to the usual rules for Air and Artillery Strikes). The US player receives DVPs for the revelation of a Ballistic Missile unit during a Peace turn (only) equal to the current US DL. The US player receives MVPs for the elimination of Ballistic Missile units during War turns.

### 13.4 Fidel Castro



The Fidel Castro unit can activate with any Cuban specific CAM and does count against the overall CAM activation unit limit. As long as the Castro unit is in play, one additional unit can activate (Soviet or Cuban) with each Cuban specific CAM. If the Castro unit is eliminated the US player will receive DVPs equal to the roll of 1D6 subtracted from the Communist DL, and the CAM bonus unit activation is permanently lost.

**Note:** This can result in a negative number of DVPs in which case the Communist player can elect to either receive this number of DVPs or have the US player's DVPs lowered by that same number.

The Fidel Castro unit can be evacuated when activated on any turn the Communist player so desires. The US player is awarded 1 DVP for each turn already played in the game, including the current turn, for Castro's evacuation. If he is evacuated he cannot return to the game.

**Designer's Note:** A negative DR result represents Fidel being turned into a heroic Communist and Cuban Revolutionary martyr who resisted Imperialist Yankee aggression to the end. A positive DVP award represents his capture or demise in rather ignominious circumstances.

### 13.5 Concealed Units



Most Cuban and USSR ground units will start the game beneath a Concealed marker. While Concealed the units cannot move from the hex, and have a +2 DRM for any Artillery or Air Strike attacks made against them, in addition to any terrain DRM.

**Notes:** This will essentially make these units invulnerable to such attacks while Concealed. Also, card play can allow some Cuban units to move and remained Concealed.

Concealed units lose this status whenever the following occurs:

- The unit moves from the hex.
- The unit is successfully attacked by a US ground unit in regular combat
- The unit fires defensively in a Close Assault.
- A successful Air Reconnaissance Mission.
- Via card play.
- Via U-2 Mission chart.

A revealed Communist unit cannot be Concealed again. US units can never be Concealed.

### 13.6 Anti-Aircraft (AA) Fire

Whenever a regular (not nuclear) airstrike or Air Reconnaissance mission is resolved a DR of 6 will result in the opponent receiving 1 MVP.

**Note:** The DR result for AA Fire can be increased in some circumstances to a DR of 5 or 6 via Card play.

During a Peace turn the Communist player is awarded 2 MVPs for a Hit on a Air Reconnaissance mission, but both sides DL will move a number of spaces towards the opponents as directed by a DR check that both players must immediately make. If the DR is odd the player's DL is moved one space towards the center; with an even DR the DL is moved two spaces. Remember, the instant these markers move into the same space on the DL track War has broken out and the turn, and all subsequent turns, are treated as War turns.

**13.6.1 Restraint** The Communist player can elect to not receive the AA Fire MVP award during a Peace turn to avoid the possibility of triggering War, but the following are immediately put into effect:

- The Communist DL marker is moved one space right (towards 0) on the Diplomacy Track. Disregard this step if the marker is already in the 0 space.
- The Communist ML is adjusted up one level. If the Communist ML is already at 5 (highest) disregard this step.
- Lower the Communist MVP total by 1. If it is at 0 disregard this step.

### 13.7 UN Intervention

During the End Phase of the turn both players consult the UN Intervention Table and roll 1D6 each. Please note the DR result is modified for the Peace turns. The table is a matrix with the US ML range along the top and the Communist ML on the left. Using the two ML determine which space on the table to use in determining which event the DR total has triggered. Possible results are:

- **No Intervention.** The game continues and players proceed to the next turn.
- **DVP reduction** for the stipulated side.
- **Mobilization Level** adjustment.
- **Full-out nuclear war.** The game is immediately over and both sides lose the game!