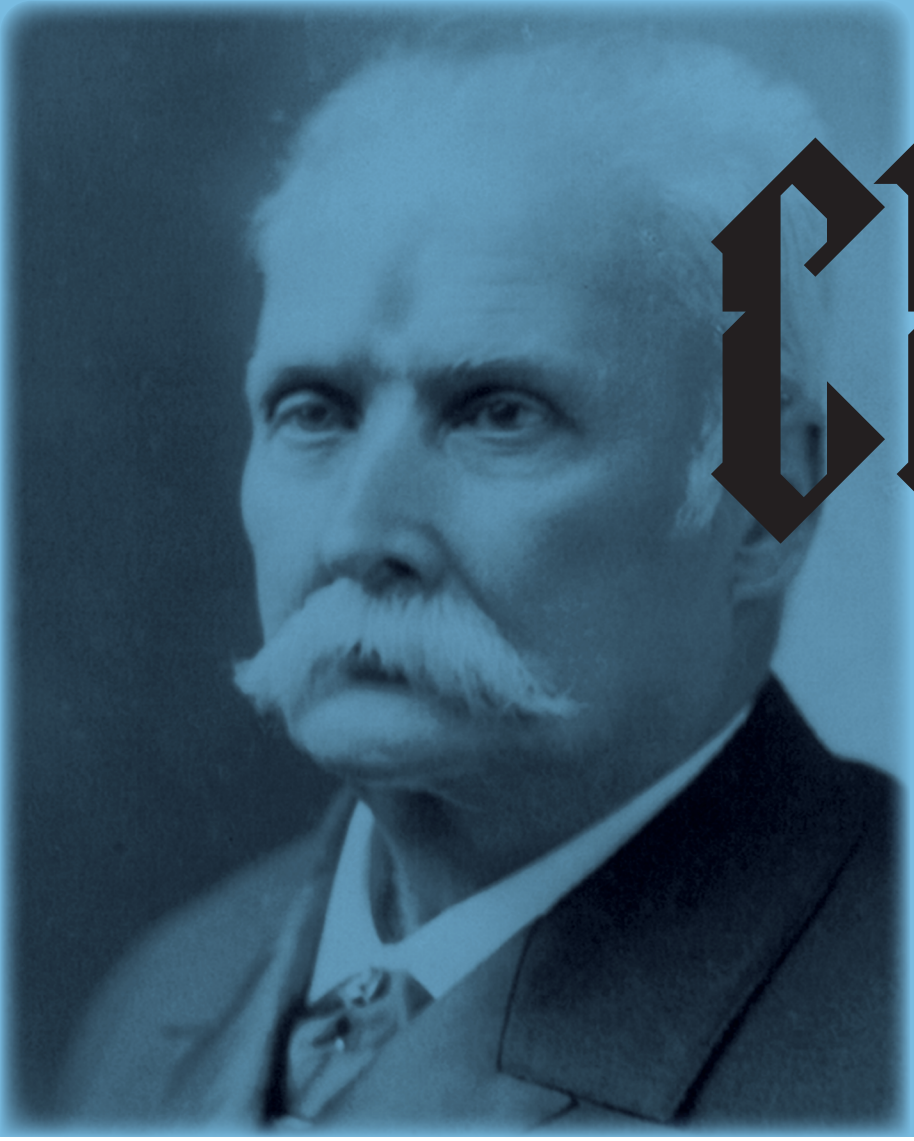


CUBA LIBRE

Castro's Insurgency, 1957-1958

COIN Series, Volume II

Calixto Card-Based Non-Player Update

RULES and REFERENCE BOOKLET

By Kevin Crooks

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C8.1 Introduction & Components

Calixto is an updated Non-Player (NP) system, replacing the system included in the *Cuba Libre* base game. A deck of cards and several player aid tables replace the flowcharts of the original Non-player Factions. *Calixto* is named in reference to the general Calixto García Íñiguez, an important leader in three early Cuban rebellions against Spanish imperialism.

> ***Important*** — When playing *Cuba Libre* with any NP Factions, use this rulebook instead of section 8.0 in the original rules.

C8.1.1 Components

- ***Calixto* Cards.** Each NP Faction has six *Calixto* cards that provide instructions for selecting and executing Operations and Special Activities.
- **Non-Player Game Aids.** There are three Non-Player aid sheets: one foldout aid containing Priorities, Eligibility, and Event tables for all four NP Factions; one single sheet aid containing Event Instructions on both sides; and one single sheet aid containing Propaganda Round Instructions on one side, and a reminder of the Golden Rules on the reverse side.
- **Priorities Tables.** *Calixto* includes three types of Priorities tables: Space Selection, Move, and Pieces. Each Faction uses its own Space Selection Priorities table. All Factions share the Move Priorities and Piece Priorities tables.
- **Eligibility Table.** The Eligibility table determines how an Eligible NP Faction will act on the Current Event card.
- **Event Tables.** There are four Event tables: Event Cards, Effective Events, Event Instructions, and Additional Capability & Momentum Instructions.
- **Propaganda Round Instructions.** The Propaganda Round Instructions guide the actions of each NP Faction during Propaganda Rounds.

C8.2 Golden Rules

C8.2.1 Golden Rules

- **NP Factions Follow the Rules (Almost).** NP Factions abide by all applicable *Cuba Libre* rules, with these exceptions:
  - NP Factions never remove pieces from the map to Available when lacking pieces for an Operation, Special Activity, or Event (1.4.1).
  - NP Government, NP 26J, and NP Directorio do not track Resources. Ignore any instructions to increase or decrease Resources for these NP Factions. If an Operation, Special Activity, or Event would transfer Resources between one of these NP Factions and a player Faction or NP Syndicate, the player Faction or NP Syndicate will just gain or lose the indicated number of Resources.
  - NP Syndicate tracks and spends Resources in the same way as a player Faction. Aid should be tracked even if Government is an NP Faction, as it can have an effect on some Events.
  - NP Factions roll against an Activation Number to limit total spaces selected (C8.5.4).
- **Skip Illegal Instructions.** *Calixto* will only tell you what to do, it will not tell you how to do it or even if its instructions constitute a legal move given the state of the board and available pieces. Always carry out *Calixto*'s instructions as much as possible, but if *Calixto* ever gives you an instruction that cannot be carried out legally, just skip it.
- **Implement All Instructions Literally.** Do not infer more to an instruction than what the text actually specifies.
- **Placing Friendly Pieces.** When executing Operations, Special Activities, or Events that allow the acting Faction to place pieces in multiple spaces, NP Factions place pieces one at a time. In such cases, select the destination for each piece one at a time, using the NP Faction's Space Selection Priorities table. During Train and Rally Operations, NP Factions will place as many pieces as possible, following the directions on the *Calixto* card and the limits of the given Operation. If multiple types of pieces could be placed, determine the pieces to be placed using the Piece Priorities table.
- **Removing Friendly Pieces.** When given a choice, NP Factions remove pieces one at a time, from the space with the most pieces belonging to the affected NP Faction. Use the Piece Priorities table to select pieces to remove from each selected space reading from the bottom up and right to left.
- **Operation and Special Activity to the Maximum Extent.** NP Factions always execute a selected Operation or Special Activity to the maximum extent allowed, given the state of the board, available pieces, and Activation Number die rolls.
- **Using Cash.** NP Government, NP 26J, and NP Directorio will always use held Cash markers for a free Limited Operation at the first opportunity, i.e., when they next perform an Operation Only or Limited Operation. Draw an additional *Calixto* card to execute this free Limited Operation. NP SYN will never do so.
- **Removing Cash.** When forced to remove Cash, NP Factions will pass it to another of their pieces in the same space if possible, then to another NP Faction in the same space, in the order NP Government, NP Directorio, NP 26J, NP Syndicate. If no other NP Faction can receive the Cash then they will remove it to Available.
- **When in Doubt, Randomize.** Whenever NP Factions need to select from among several options and supplied instructions have been exhausted, select one option at random.

Important *Calixto* Terms

1d6, 2d6, 3d6, 1d3
Die or dice roll to generate a random number. **1d6** means roll the die once; **2d6** means sum two dice, etc. **1d3** means roll one die and halve the result, rounding up.

Activation Number (AN)
A limit on the total number of spaces selected by NP Factions for most Operations. When present, an NP Faction must roll greater than its Activation Number to select another space (C8.5.4).

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Effective Event
An Event is Effective if one or more of its effects are listed for that NP Faction on the Effective Events table (C8.5.5).

Enemy Forces
All other forces that do not belong to the acting NP Faction: cubes, Guerrillas, Bases, and Open Casinos. Ignore Closed Casinos when checking for enemy forces.

Get
Move just enough pieces to the destination to meet the instruction, taking into account any pieces already present in the space. If no additional pieces are needed to meet the instruction, move none. If there are insufficient pieces to meet the instruction, move as many as possible. When a 'get' instruction might involve several spaces, select the one where it is possible to accomplish as much of the instruction as possible.

Keep
Leave just enough pieces in the origin to meet the instruction. If there are insufficient pieces to meet a particular instruction, ignore it.

Most/Least Support/Opposition
Among all spaces with Support, spaces with the most Support are those with the most Total Support (1.6.3). Spaces with the least Support are those with no Support first (Neutral and Opposition spaces), then spaces with the least Total Support. Among all spaces with Opposition, spaces with the most Opposition are those with the most Total Opposition. Spaces with the least Opposition are those with no Opposition first (Neutral and Support spaces), then spaces with the least Total Opposition.

NP
Non-Player.

Vulnerable Bases
Open Casinos and 26J or Directorio Bases in spaces without friendly Underground Guerrillas.

Vulnerable Enemies
Insurgent pieces that could be removed or closed by a Government Assault: Active Guerrillas, and Insurgent Bases/Open Casinos in spaces without friendly Underground Guerrillas.

Within Reach
A space is within reach of moving pieces if those pieces could move to that space during the selected Operation or Special Activity.

C8.3 Victory

C8.3.1 Playing Solitaire

When playing solitaire against *Calixto,* the player may only win during the final Propaganda Round. NP Factions may win during the Victory Phase of any Propaganda Round.

C8.3.2 Playing With Two or Three Players

When playing with two or three players, any Faction may win during any Propaganda Round.

C8.4 Setup

C8.4.1 Setting Up NP Factions

- **Create the *Calixto* Deck.** Each NP faction will use six *Calixto* cards marked with their Faction color and symbol. Shuffle the cards for all NP Factions being used into one deck, face up.
- **Resource Cylinders.** Set aside NP Government, NP 26J, and/or NP Directorio Resource cylinders. NP Syndicate is the only NP Faction that will track Resources.

C8.5 Sequence of Play

C8.5.1 Overview

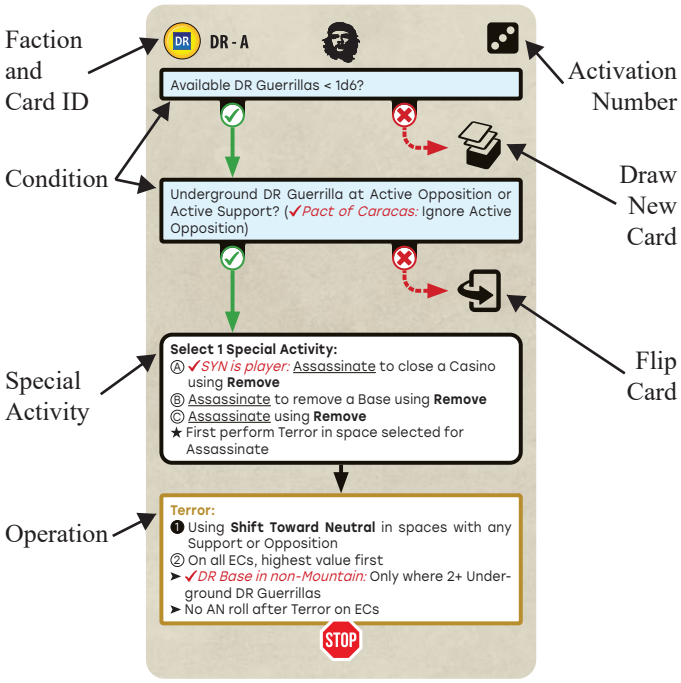
Generally, NP Factions make the same decisions that player Factions do. First, Eligible NP Factions determine if and how they will act on the current Event card. The *Calixto* card deck is used to select Operations and Special Activities and provide instructions to execute that action. Event tables guide an NP Faction's selection and execution of Events. Priorities tables are used to select spaces where NP Factions will act, how NP Factions move pieces, and which friendly and enemy pieces are affected by an action.

C8.5.2 NP Sequence of Play and Eligibility Table

NP Factions follow the base game Sequence of Play and Eligible NP Factions choose from the same options as player Factions. Use the Eligibility table and the Event Cards table to determine the choice made by an Eligible NP Faction. If the NP Faction selects an Operation plus Special Activity, Operation Only, or Limited Operation, use the active NP Faction's *Calixto* cards and the various Priorities tables to select and execute the Operation and any Special Activity. If the NP Faction selects an Event, execute the Event using the various Event and Priorities tables. If the NP Faction selects Pass, there is no additional effect (EXCEPTION: NP Syndicate will gain +1 Resource when they Pass).

If NP Government, NP 26J, or NP Directorio is holding a Cash marker and performs an Operation Only or Limited Operation, they will remove it to perform an additional free Limited Operation. Draw an additional *Calixto* card to execute this free Limited Operation.

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C8.5.3 Executing Operations and Special Activities with *Calixto* Cards

Each NP Faction has six *Calixto* cards that provide instructions for selecting and executing Operations and Special Activities (skip any Special Activity instructions if performing a Limited Operation or Operation without Special Activity).

- **Face Up and Face Down.** Face up sides are identified by a icon at center top. Except when acting as the active card, *Calixto* cards should be face up.
- **Setting Up the *Calixto* Deck.** At the start of the game and during the Reset Phase of each Propaganda Round, shuffle together all *Calixto* cards for NP Factions into a single deck, face up. These are the only times that the deck is shuffled.
- **Drawing *Calixto* Cards.** First, move the top card to the bottom of the deck (even if this top card matches the active NP Faction). Continue moving cards to the bottom, one at a time, until a card matching the active NP Faction is the top card. Always place cards on the bottom of the deck face up. The played card then remains on the top of the deck until a new card needs to be drawn.
- **Reading *Calixto* Cards.** Start with the first blue box at the top of the card. If the condition in the box is true, follow the green arrow; if it is false, follow the red arrow.
- **Drawing a New Card and Flipping a Card.** If an arrow points to the icon, ***draw a new card***. If an arrow points to the icon, ***flip the card*** to its face down side.
- **Executing Operations.** Execute each numbered instruction in order, as much as possible (i.e., execute instruction ❶ in as many spaces as possible, then ❷, and so on – remembering that NP Factions follow all of the usual rules about space selection, etc.). Follow the instructions on the *Calixto* card to select spaces, using the active NP Faction's Space Selection Priorities table when directed. Text in bold specifies the column of that NP Faction's Space Selection Priorities table to use. Arrowed instructions serve as reminders for the implementation of the preceding instruction. Starred instructions are executed immediately when they are reached on a card, and do not require any Activation Number rolls (C8.5.4). Instructions that follow a red conditional are only executed if that condition is true. If there are no legal spaces for the selected Operation, draw a new *Calixto* card to select a different Operation. See C8.6 Operations Reference for detailed instructions of each Operation.
- **Executing Special Activities.** Execute one Special Activity from the list, selecting the first possible in letter order (i.e., select Ⓐ if possible, then Ⓑ, and so on). Underlined text specifies the Special Activity. Within each Special Activity, execute each numbered instruction in order, as much as possible (i.e., execute instruction ❶ in as many spaces as possible, then ❷, and so on – remembering that NP Factions follow all of the usual rules about space selection, etc.). Text in bold specifies the column of the Space Selection Priorities table to use when selecting spaces if multiple spaces could be selected within the instructions given on the card. If a Special Activity cannot be executed, or its red condition is not true, skip it and execute the next one. If no Special Activity can be executed, select either Operation Only (if 1st Eligible), or select Operation and Special Activity without performing any Special Activity. See C8.7 Special Activities Reference for detailed instructions of each Special Activity.

> ***Important*** — Remember not to execute a Special Activity if the NP Faction is performing a Limited Operation!

- **Loops and Edge Cases.** Before executing any Special Activity for an NP Faction, check that the accompanying Operation can be performed; if it cannot, draw a new *Calixto* card to select a different Operation and Special Activity. In rare cases, a Special Activity may be performed that would preclude a legal Operation; in this case, skip that Operation and end the NP Faction's turn after placing their Eligibility cylinder in the Operation and Special Activity box in the Sequence of Play. If at any time, all *Calixto* cards for a given Faction are drawn without finding a legal Operation for the NP Faction to perform, continue to the next line of the NP Eligibility table, or that NP Faction will pass if already at the bottom of the table.

C8.5.4 Activation Numbers

The total number of spaces that NP Factions select for Operations are limited by an Activation Number. Activation Numbers are found on the upper right of all *Calixto* cards and are indicated by a die icon; that number is used for all Operations on that side of the card. NP Government Activation Numbers are always equal to the current value of the US Alliance track. Limited Operations do not trigger Activation Number rolls as they are performed in only one space. Do not make Activation Number rolls when executing free Operations granted by Events.

- **Checking the Activation Number.** After executing an NP Operation in a selected space, roll 1d6. If the result is less than or equal to the Activation Number, the NP Faction will not select any additional spaces; implement any starred Operations

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instructions and then proceed to the next instruction on the card. If the result is greater than the Activation Number, the NP Faction will select another space for Operations. Continue rolling as above after executing the Operation in each selected space until the Activation Number roll is less than or equal to the Activation Number, or there are insufficient pieces or spaces to continue the Operation.

- **Activation Number Exceptions.** NP Factions do not make Activation Number rolls in three situations:
  - NP Government Garrison.
  - NP Insurgent March after moving onto ECs.
  - NP Insurgent Terror that targets ECs.

  Note: these instructions on the *Calixto* cards are numbered with a black-on-white numeral as a reminder.

  NP Government Train allows one additional action executed at the conclusion of the Operation, even after failing the Activation Number roll: NP Government will attempt Civic Action or place a Base, following the instructions on the *Calixto* card.
- **Resources.** Only NP Syndicate will use Resources. The NP Syndicate Faction continues to make Activation Number rolls as required, but will not execute an Operation or Civic Action if there are insufficient Resources to pay for that action (just like a player Faction). Other NP Factions do not track or use Resources. If an Operation, Special Activity, or Event would transfer Resources between an NP Faction and a player Faction or NP Syndicate, the player Faction or NP Syndicate will just gain or lose the indicated number of Resources.

C8.5.5 Executing Events

- **Event Tables.** There are four Event tables: Event Cards, Effective Events, Event Instructions, and Additional Capability & Momentum Instructions. The Event Cards table lists whether each Event is Critical, Performed, or not executed for each NP Faction, and notes if there are additional instructions for an Event on the Event Instructions table. The Effective Events table lists the types of Event actions that are effective. When given a choice, NP Factions only execute actions that are effective. The Event Instructions table gives specific instructions for executing certain Events. The Additional Capability & Momentum Instructions table, found on the back of this rulebook, specifies the effects of certain Capability and Momentum cards that are in play (most are self-explanatory and do not require any additional notes).
- **Events Executed by 1st and 2nd Eligible NP Factions.** A 1st Eligible NP Faction will execute an Event if it is marked Critical for the acting NP Faction and, if executed, would result in one or more of the effects listed for the acting NP Faction on the Effective Events table. A 2nd Eligible NP Faction will execute an Event if it is marked either Critical or Performed for the acting NP Faction and, if executed, would result in one or more of the effects listed for the acting NP Faction on the Effective Events table.
- **Event Instructions.** Some Events require additional instructions to guide NP Faction play. These Events are marked with a ★ on the Event Cards table. See the Event Instructions table for additional instructions.
- **Unshaded or Shaded?** Unless otherwise noted on the Event Instructions table, NP Government and NP Syndicate will always select the shaded Event text, and NP 26J and NP Directorio will always select the unshaded Event text.
- **Place Friendly, Remove Enemy.** When given a choice, NP Factions only place friendly pieces and only remove enemy pieces.
- **Selecting Spaces.** Select spaces using the column of the active NP Faction's Space Selection Priorities that matches the effective Event action. If the Event includes more than one effective action, use the leftmost matching column.
- **Events that allow Operations or Special Activities.** Draw a *Calixto* card for the active NP Faction to select an Operation or Special Activity. If the Event specifies the Operation or Special Activity, draw *Calixto* cards until a matching Operation or Special Activity is drawn (check both sides).
- **Faction Specific Reference:** See C8.8 Events Reference for NP Faction-specific guidelines.

C8.5.6 Space Selection Priorities Tables

There are four Space Selection Priorities tables, one for each NP Faction. Use an NP Faction's Space Selection Priorities table to select spaces for Operations, Special Activities, Events, and during Propaganda Rounds. First determine the type of action the NP Faction will execute to determine the column to use on the Space Selection Priorities table. During Operations and Special Activities, use the column specified by the bold text on the *Calixto* card. During Events, use the column that matches the effective action specified in the Event text. If an Event specifies more than one type of effective action, use the leftmost column on the Space Selection Priorities table. During Propaganda Rounds, follow the instructions on the Propaganda Round Instructions sheet.

- **Selecting a Space.** When executing an Operation, Special Activity, or Event, select each space one at a time:

  Step 1. Start at the top of the column and read down. For each row with a dot in that column, check its condition against all spaces that could be selected. Some rows contain conditional statements, marked by a red checkmark, that must be true for a red dot to apply. If no spaces meet the condition, skip that row and continue to the next. If only one space meets this condition, execute the Operation, Special Activity, or Event in this space. Otherwise,

  Step 2. If more than one space meets this condition, continue down the column to the next condition that is met. Continue to skip conditions that are not met or whose red conditional statement is not true. If only one space meets both the original condition and the new condition, execute the action in this space (as in Step 1).

  Step 3. Continue this process, checking each row below and applying all meeting conditions, until a single space is selected.

  Step 4. Repeat this process from Step 1 for each space to be selected.

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- **Random Spaces.** To select a space at random, assign equal probability to each candidate space and roll a die or use any other sufficiently random method of selecting a space.

NP 26 JULY *Event: Execute the leftmost effective action.*	Shift Toward Active Opposition	Place Bases	Place Guerrillas	March Destinations	Attack	Kidnap	Remove or Replace
Vulnerable 26J Base			●	●	●		●
most 26J Guerrillas					●		
✓ GOV is player: highest Econ			●	●			●
not at Active Opposition	●		●	●			●
most Population	●	●	●	●	●		●
enemy piece with Cash marker				●	●	●	●
Open Casino					●	●	●
✓ GOV is player: most Support	●		●	●			
Province or City without 26J Control	●	●	●	●	●		●
fewest enemy forces (ignore closed Casinos)	●		●	●	●		●
most Underground 26J Guerrillas		●					
1-2 26J Guerrillas and room for an Available 26J Base			●	●			
select at random from remaining spaces	●	●	●	●	●	●	●
no legal Operation spaces: draw new *Calixto* card	●	●	●	●	●	●	●

C8.5.7 Move Priorities Table

Whenever an NP Faction needs to move its pieces on the map, use the Move Priorities table. Read down the column that matches the active NP Faction, executing each instruction in a dotted row. Dotted rows with a red conditional only apply if the condition is true. See C8.6 Operations Reference and C8.7 Special Activities Reference for detailed instructions of Operations and Special Activities that move pieces.

- **Step A.** Select a destination space using the column of the active NP Faction's Space Selection Priorities table that matches the selected Operation or Special Activity.
- **Step B.** Select an origin space (not already selected as a destination) within reach of the destination space with the most moveable pieces belonging to the acting NP Faction. Use the Move Priorities table (C8.5.7) to check which pieces will be kept (and are therefore not moveable) in each possible origin space.
- **Keep Pieces in Origin.** Reading down the column that matches the active NP Faction, keep pieces in the selected origin as instructed by each dotted row. Instructions that follow a red conditional are only executed if that condition is true.
- **Get Pieces to Destination.** Reading down the column that matches the active NP Faction, move pieces into the selected destination as instructed by each dotted row. Instructions that follow a red conditional are only executed if that condition is true. If an NP Faction would move no forces to a selected destination, return to Step A and select a new destination space (without having to make an AN roll).

> ***Important*** — Only move pieces as necessary to fulfill the acting NP Faction's 'get' instructions on the Move Priorities table. This may sometimes mean that no pieces are moved, in which case you should skip straight to selecting a new destination space.

- **Step C.** After all moving pieces have moved from the first origin, check to see if additional origins or destinations will be selected. To select a new destination, return to Step A. To select a new origin, return to Step B. Note that the NP Faction may need to pass an Activation Number roll to select additional destination spaces during Operations (C8.5.4).

> ***Important*** — Unless otherwise specified by the current *Calixto* card or Move Priorities table instructions, select moving pieces using the Piece Priorities table (within the constraints of the Operation, Special Activity, or Event being executed).

C8.5.8 Piece Priorities Table

When an NP Faction needs to select pieces from among several different types, use the Piece Priorities table. Always remove, replace, or Activate player pieces before NP pieces. When placing, moving, or using friendly pieces or moving, removing, replacing, or Activating enemy pieces, start from the top and read down; within boxes, read left to right. When removing friendly pieces, start from the bottom and read up; within boxes, read right to left.

C8.5.9 Propaganda Rounds

Follow the instructions on the Propaganda Round Instructions sheet for all NP Factions.

> ***Important*** — The rules that follow are written out versions of procedures found on the *Calixto* cards and various play aids, and are intended to be used as a reference.

C8.6 Operations Reference

C8.6.1 Selecting an Operation

- **Draw *Calixto* Cards.** Draw *Calixto* cards (C8.5.3) for the active NP Faction to select an Operation.
- **No Spaces Selected.** If there are no spaces that could be selected for the selected Operation, select a new Operation by drawing a new *Calixto* card.

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C8.6.2 Executing an Operation using *Calixto* Cards

- **Follow all Base Game Rules.** Except for Resources (C8.5.4), NP Factions follow all base game rules for Operations.
- **Numbered Instructions First.** Execute each Operation numbered instruction in order as much as possible before moving on to the next instruction. If an instruction cannot be executed, skip it.
- **Selecting Spaces.** Use the active NP Faction's Space Selection Priorities table to select spaces for the Operation.
- **Operations that Move Pieces.** Use the Move Priorities table to execute Sweep, Garrison, and March Operations.
- **Red Conditionals.** Only implement an instruction following a red conditional if that condition is true.
- **Arrowed Notes.** Some instructions are followed by notes marked with an arrow; these serve as reminders for the execution of the preceding instruction.
- **Activation Numbers.** After executing the Operation in each selected space, make an Activation Number roll (C8.5.4), unless this Operation is one of the exceptions (C8.5.4). Once the Activation Number roll has failed, select no additional spaces for the Operation. Do not make an Activation Number roll after executing instructions numbered by a white circle.
- **Starred Instructions Last.** Execute any starred instructions once all allowed spaces have been selected for the Operation.
- **Syndicate Resources.** Spend Syndicate Resources for NP Syndicate Operations as if a human player.

C8.6.3 Capability & Momentum Instructions

See the Additional Capability & Momentum Instructions table (located on the back page of this rulebook) for the effects of certain Capability and Momentum cards that are in play on Operations. Not all such cards are listed here, as most effects are self-explanatory and do not require any additional NP instructions.

C8.6.4 NP Government Operations

NP Government executes each Operation as much as possible, given available pieces and the state of the board. Follow all procedures for the selected Operation. Execute the selected Operation as much as possible.

Follow the directions for each instruction, in the order given by the NP Government *Calixto* card.

- **NP Government Train Procedures:**
  Place cubes, in sets of 4 only. Use the *Place Cubes* column of the NP Government Space Selection Priorities table to select spaces. Per the Piece Priorities table, alternate placing one Police then one Troop. Only place cubes in a selected space if it is possible to place exactly four.

  After all cubes have been placed (if any), perform the first applicable of the following instructions (regardless of whether the Operation's Activation Number roll has failed or not, and even if no spaces were selected to place pieces):

  Shift Toward Active Support. Use the *Shift Toward Active Support* column to select one space that meets the criteria for Civic Action, then remove Terror and shift it towards Support for a total of 1d3 markers removed/shifts. Unless this is a Limited Operation, the space selected for Civic Action could be an additional one that was not selected for Train, with no Activation Number roll required to select the space (if it is a Limited Operation, only the single space selected for Train may be shifted towards Support).

  Place Base. Replace two cubes (one Police and one Troop if possible) with one Government Base. Unless this is a Limited Operation, the space selected to place a Base could be an additional one that was not selected for Train, with no Activation Number roll required to select the space (if it is a Limited Operation, only the single space selected for Train could be selected to place a Base).

- **NP Government Garrison Procedures:**
  Use Move Priorities. Use the *Garrison* column of the NP Government Space Selection Priorities table to select destinations; and the Move Priorities table to select origins, pieces to keep in selected origins, and pieces to move into selected destinations. Use the *Remove* column of the NP Government Space Selection Priorities table to select one eligible EC for Assault.

- **NP Government Sweep Procedures:**
  Use Move Priorities. Use the *Sweep* column of the NP Government Space Selection Priorities table to select destinations; and the Move Priorities table to select origins, pieces to keep in selected origins, and pieces to move into selected destinations. NP Government will Sweep in selected destinations with Underground Guerrillas even if they do not move any Troops there. In each destination, Activate any Underground Guerrillas per 3.2.3, after all moving pieces have entered each destination.

- **NP Government Assault Procedures:**
  Select spaces using Remove. Use the *Remove or Replace* column of the NP Government Space Selection Priorities table to select spaces for Assault. Only select spaces where Assault would have some effect.

C8.6.5 NP Insurgent Operations

NP Insurgents (26 July, Directorio, and Syndicate) execute each Operation as much as possible, given available pieces and the state of the board. Follow all procedures for the selected Operation.

Follow the directions for each instruction, in the order given by the current *Calixto* card.

- **NP Insurgent Rally Procedures:**
  Place 1 Base where 3+ 26J/DR Guerrillas. Use the *Place Bases* column of the NP Space Selection Priorities table to select one space with three or more friendly Guerrillas and place a Base there.

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Select spaces using Place Guerrillas: Use the *Place Guerrillas* column of the NP Space Selection Priorities table to select spaces to place Guerrillas (possibly restricted to spaces with acting Faction Bases).

Important — NP Syndicate (only), once they have no Available Guerrillas remaining, will instead flip an Active Guerrilla Underground in each selected Rally space. This simulates a Syndicate player's ability to remove and place an Active Guerrilla during Rally, effectively flipping it Underground.

Flip Guerrillas where most Active. Among all spaces with Guerrillas and Bases, select spaces with the most Active Guerrillas. In each, flip all Active Guerrillas Underground.

- **NP Insurgent March Procedures:**
  Use Move Priorities. Use the *March Destination* column of the NP Space Selection Priorities table to select destinations; and the Move Priorities table to select origins, pieces to keep in selected origins, and pieces to move into selected destinations.

Important — NP Insurgents do not make an Activation Number roll after Marching into ECs.

- **NP 26J/DR Attack Procedures:**
  Select spaces with 4+ Guerrillas. Use the *Remove or Replace* column of the NP Space Selection Priorities table to select spaces for Attack with four or more Guerrillas belonging to the active Faction.

  Select spaces where all Guerrillas already Active. Use the *Remove or Replace* column of the NP Space Selection Priorities table to select spaces for Attack where all Guerrillas belonging to the active Faction are already Active.

- **NP Insurgent Terror Procedures:**
  Select spaces using Place Terror. Use the *Shift Toward Neutral/Shift Toward Active Opposition* column of the NP Space Selection Priorities table to select spaces for Terror. If a selected space contains a friendly Base and is not Mountain, only execute Terror if there are at least two Underground Guerrillas there.

Important — NP Insurgents do not make an Activation Number roll after executing Terror in ECs.

- **NP Syndicate Construct Procedures:**
  Place Casinos. Use the *Place Casinos* column of the NP Syndicate Space Selection Priorities table to select spaces with room for Casinos for Construct, and place a new Casino there.

  Open Casinos. Use the *Open Casinos* column of the NP Syndicate Space Selection Priorities table to select spaces where Casinos could be opened for Construct, and open a Casino there.

Important — NP Syndicate tracks Resources, meaning that they will only Construct if they possess sufficient Resources to do so. They will typically only place new Casinos unless this is the final Campaign (i.e., there is only one Propaganda card remaining in the deck).

C8.7 Special Activities Reference

C8.7.1 Selecting a Special Activity

- **Use the Current *Calixto* Card.** The *Calixto* card and side that selected the Operation also selects the Special Activity (a few cards select the Special Activity first, and then may instruct you to flip the card to find an Operation).
- **Execute One Special Activity.** Unlike instructions boxes for Operations, Special Activity instructions boxes often contain more than one Special Activity. Execute the first Special Activity on the list that will have an effect.
- **Red Conditionals.** Only implement a Special Activity or instruction following a conditional if that condition is true.
- **No Spaces Selected.** If there are no spaces that could be selected to meet the instructions for the chosen Special Activity, select the next Special Activity on the list. If this was the last Special Activity listed, the NP Faction does not execute a Special Activity.

C8.7.2 Executing a Special Activity

- **Follow all Base Game Rules.** NP Factions follow all base game rules for Special Activities.
- **Numbered Instructions First.** Execute each Special Activity numbered instruction in order as much as possible before moving on to the next instruction. If an instruction cannot be executed, skip it.
- **Selecting Spaces.** Use the active NP Faction's Space Selection Priorities table to select spaces for the Special Activity.
- **Special Activities that Move Pieces.** Use the Move Priorities table to execute Transport Special Activities.
- **Red Conditionals.** Only implement an instruction following a red conditional if that condition is true.
- **Starred Instructions Last.** Execute any starred instructions once all allowed spaces have been selected for the Special Activity.

C8.7.3 Capability & Momentum Effects

See the Additional Capability & Momentum Instructions table (located on the back page of this rulebook) for the effects of certain Capability and Momentum cards that are in play on Operations. Not all such cards are listed here, as most effects are self-explanatory and do not require any additional NP instructions.

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C8.7.4 NP Government Special Activities

NP Government executes each Special Activity as much as possible, given available pieces and the state of the board. Follow all procedures for the selected Special Activity (4.2).

Follow the directions for each instruction, in the order given by the NP Government *Calixto* card.

- **NP Government Transport Procedures:**
  Transport using Move Priorities. Use the *Transport* column of the NP Government Space Selection Priorities table to select the destination; and the Move Priorities table to select the origin, pieces to keep in the selected origin, and pieces to move into the selected destination.

- **NP Government Air Strike Procedures:**
  Air Strike using Remove. Use the *Remove or Replace* column of the NP Government Space Selection Priorities table to select target spaces (possibly restricted to spaces with Vulnerable Bases/Casinos).

- **NP Government Reprisal Procedures:**
  Reprisal using Reprisal. Use the *Reprisal* column of the NP Government Space Selection Priorities table to select target spaces.

> ***Important*** — NP Government moves any pieces moved by Reprisal to the adjacent Province with the most Opposition, then least Population.

C8.7.5 NP 26 July Special Activities

NP 26 July executes each Special Activity as much as possible, given available pieces and the state of the board. Follow all procedures for the selected Special Activity (4.3).

Follow the directions for each instruction, in the order given by the NP 26J *Calixto* card.

- **NP 26 July Infiltrate Procedures:**
  Infiltrate using Replace. Use the *Remove or Replace* column of the NP 26J Space Selection Priorities table to select one space where a Government cube could be replaced with a Guerrilla.

- **NP 26 July Ambush Procedures:**
  Ambush using Remove. Use the *Remove or Replace* column of the NP 26J Space Selection Priorities table to select one space where Ambush could remove any enemy pieces.

- **NP 26 July Kidnap Procedures:**
  Kidnap using Kidnap. Use the *Kidnap* column of the NP 26J Space Selection Priorities table to select one eligible space, then Terror there first before performing Kidnap. Target player Government first, otherwise Syndicate if possible. Use Cash Ransom before rolling for Resources. Remove target Faction Resources but do not add to NP 26J Resources as these are not tracked (C8.4.1).

C8.7.6 NP Directorio Special Activities

NP Directorio executes each Special Activity as much as possible, given available pieces and the state of the board. Follow all procedures for the selected Special Activity (4.4).

Follow the directions for each instruction, in the order given by the NP Directorio *Calixto* card.

- **NP Directorio Subvert Procedures:**
  Subvert using Shift Toward Neutral. Use the *Shift Toward Neutral* column of the NP Directorio Space Selection Priorities table to select spaces for Subvert. Do not add resources to NP Directorio (C8.4.1). In the case where NP Directorio can only select spaces already at Neutral for Subvert, they will not perform a Special Activity.

- **NP Directorio Ambush Procedures:**
  Ambush using Remove. Use the *Remove or Replace* column of the NP Directorio Space Selection Priorities table to select one space where Ambush could remove any enemy pieces.

- **NP Directorio Assassinate Procedures:**
  Close Casinos using Remove. Use the *Remove or Replace* column of the NP Directorio Space Selection Priorities table to select one space with an open Casino, then Terror there first before performing Assassinate.

  Assassinate using Remove. Use the *Remove or Replace* column of the NP Directorio Space Selection Priorities table to select one space with enemy forces, then Terror there first before performing Assassinate.

C8.7.7 NP Syndicate Special Activities

NP Syndicate executes each Special Activity as much as possible, given available pieces and the state of the board. Follow all procedures for the selected Special Activity (4.5).

Follow the directions for each instruction, in the order given by the NP Syndicate *Calixto* card.

- **NP Syndicate Profit Procedures:**
  Place Cash. Use the *Place Cash* column of the NP Syndicate Space Selection Priorities table to place Cash with Syndicate Guerrillas, Underground first.

  Close all Casinos. Close all open Casinos (gaining 3 Resources for each Casino closed). NP Syndicate will not close Casinos during the final Campaign.

  Remove all Cash. Remove all Cash held by Syndicate Guerrillas (gaining 3 Resources for each Cash removed).

- **NP Syndicate Muscle Procedures:**
  Select Spaces using Muscle. Use the *Muscle Destination* column of the NP Syndicate Space Selection Priorities table to select one destination space. Move two cubes there, first moving Police from ECs with Syndicate Guerrillas if possible,

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then moving cubes from spaces with Open Casinos and Government Control, then finally using the *Muscle Destination* column of the NP Syndicate Space Selection Priorities table.

- **NP Syndicate Bribe Procedures:**
  Bribe using Remove. Use the *Remove or Replace* column of the NP Syndicate Space Selection Priorities table to select spaces where Bribe could remove any enemy pieces.

C8.8 Events Reference

When given a choice, NP Factions execute effective Event actions according to the following guidelines:

C8.8.1 NP Government Events

- **Choose to Increase.** NP Government increases the US Alliance Track.
- **Choose to Decrease.** NP Government decreases Insurgent Resources whenever possible.
- **Shift Toward Active Support.** NP Government shifts Population towards Active Support.

C8.8.2 NP Insurgent Events

- **Choose to Increase.** NP Syndicate (only) increases Resources as much as possible.
- **Choose to Decrease.** NP Insurgents decrease player or Syndicate Resources and the US Alliance Track as much as possible.
- **Shift Toward Active Opposition or Neutral.** NP 26 July shifts Population towards Active Opposition. NP Directorio and NP Syndicate shift Population towards Neutral.

C8.9 Non-Player Example of Play

This example of play assumes that you are already familiar with the main multiplayer rules for *Cuba Libre*. If not, you should instead begin with the example of play in the original *Cuba Libre* Playbook, and ideally play at least one game with other players before attempting to use the *Calixto* Non-Player (NP) system. The example of play focuses on explaining how to use the Non-Player system, so it does not explicitly instruct you to perform routine tasks from the main rules, such as updating the victory totals for each Faction.

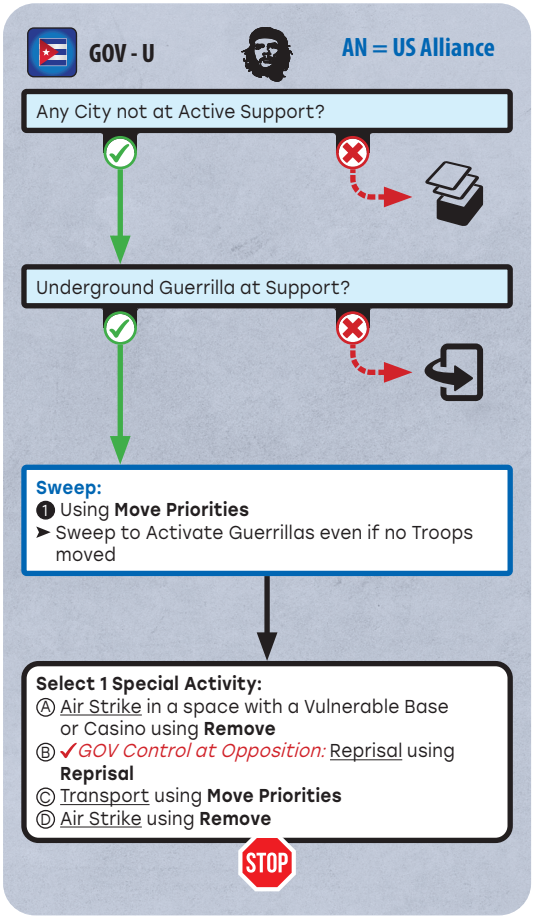
Set up the board using the standard deployment, then create the Event deck as follows, from top to bottom: #8 General Strike, #20 The Twelve, #28 Morgan, #37 Herbert Matthews, #11 Batista Flees, #35 Defections, #38 Meyer Lansky, #49 Propaganda. All four Factions will be controlled by the *Calixto* Non-Player system for this example of play (usually at least one Faction would be controlled by a human player). The Non-Player Government, Directorio, and 26 July Factions do not use or track Resources, so remove the Resource cylinders for those three Factions. The Non-Player Syndicate Faction tracks Resources as normal, which is important for its victory total, so leave the Syndicate Resource cylinder in play. Finally, find the *Calixto* card deck and Non-Player Aid sheets and place them nearby for reference.

Card 1: General Strike

NP GOV is 1st Eligible on this Event, so we check the 1st Eligible section of the NP Eligibility Table to see what action they will choose to execute. The first row on this table begins with a red check-marked instruction, indicating that it only applies if the acting Faction is GOV, which is the case, so we check if there are any Underground DR or 26J Guerrillas in Havana. There are two Underground DR Guerrillas, so NP GOV will perform an Operation with a Special Activity, without having to check whether the current Event is Critical.

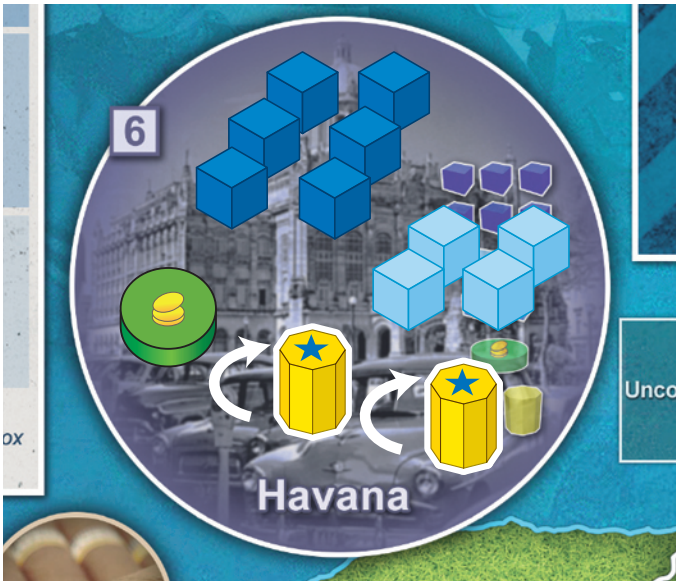
We now draw a *Calixto* card for NP GOV to determine which Operation and Special Activity they will perform. Normally all *Calixto* cards for the NP Factions being used are shuffled together, then we would draw through the deck until we found a GOV card (placing each card face-up on the bottom of the deck after we draw it), but for this example of play we will select specific cards to be "drawn" instead. The first NP GOV card we draw is Y, and the blue box at the top of this card asks us if there are any Economic Centers (ECs) with Guerrillas, which there are not, so we follow the red arrow down to the "redraw" symbol and place this card on the bottom of the deck before drawing a new card. The next NP GOV card we draw is U, which first asks us if there are any Cities not at Active Support. Neither Camagüey nor Santiago de Cuba are at Active Support, so we follow the green arrow down to the next blue box, which asks us if there are any Underground Guerrillas at Support. There are, in Havana, so we follow the green arrow again to reach an Operation box: **Sweep**.

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NP GOV card U

The Sweep Operation box on card U tells us to use the Move Priorities table, and also to Sweep to Activate Guerrillas even if no Troops are moved. Step A of the Move Priorities table refers us to the NP GOV Space Selection Priorities table to find an initial destination, using the *Sweep Destination* column. The first dotted row in this column is "Havana", which immediately narrows down our choices to just one potential destination, Havana (but we will only actually select this space as a destination if Sweep will have any effect there). Next we would usually return to the Move Priorities table and select an origin space adjacent to Havana with the most moveable GOV forces, but the only adjacent space, La Habana, does not contain *any* GOV forces, so we will skip this step. As there is no viable origin for this Sweep, NP GOV will not use it to move any forces, but can still use it to "Sweep in place" to Activate Guerrillas in Havana (as indicated by the additional instruction on card U). So the Sweep in Havana is complete, and we Activate both DR Guerrillas there (while this technically only happens at the end of the full Operation, we can do it now for convenience and to make sure that we don't forget).



NP Government Sweep in Havana

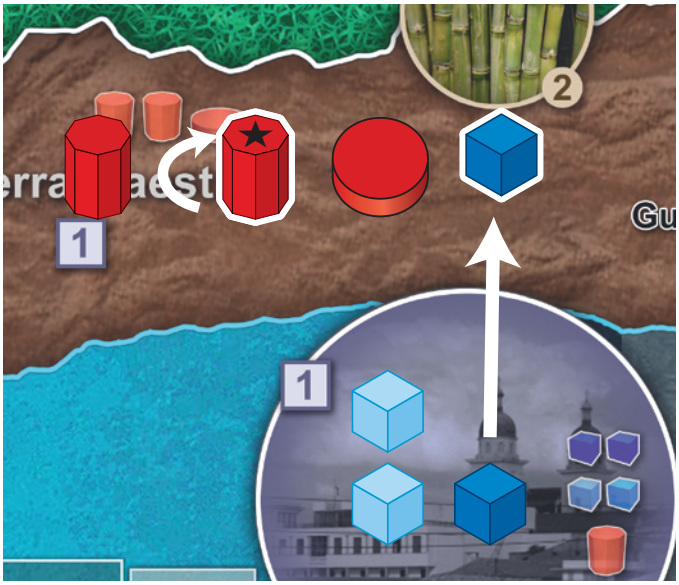
When performing a full Operation, NP Factions typically need to pass an Activation Number (AN) roll to select each additional space after the first. The target AN value that must be exceeded on each roll to select an additional space for the Operation can usually be found at the top right of each *Calixto* card, but in this case NP GOV instead rolls against the current US Alliance value (simulating the variable Operation cost a GOV player would be faced with). The US Alliance value is currently '2', and we roll a 3, so NP GOV will select an additional Sweep destination space. Returning to the *Sweep Destination* column of the NP GOV Space Selection Priorities table, we can see that the first priority, "Havana", no longer applies to any spaces (as we have already selected Havana). So we skip this priority and proceed to the next one, "Underground Guerrillas", which applies to La Habana, Camagüey (Province), Sierra Maestra, and Santiago de Cuba. We then continue down the list of priorities, using them to narrow down this initial selection until only one space remains.

- The next priority, "most Support", applies only to La Habana, but as there are no cubes already in it and no viable origin spaces adjacent to it we will skip it (Havana is ruled out because NP Factions will never use a space that they have already selected as a destination as an origin, in order to avoid illegal movement loops).
- The fourth priority, "enemy Base/Open Casino", only applies to Sierra Maestra (of the spaces with Underground Guerrillas that we have already narrowed down to), so we will select it as the next Sweep destination.

There is only one viable origin space (with moveable GOV forces) – Santiago de Cuba. Going back to the "keep" section of the Move Priorities chart, we can see that NP GOV will keep sufficient forces in the origin space to not change (add or remove) Control, and will keep both one Police and one Troop in Cities (if possible). This means that only one Troop can be moved from Santiago de Cuba, which we move to Sierra Maestra in order to try and fulfill the "get sufficient acting Faction pieces for Control" instruction.

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No more forces can be moved from Santiago de Cuba and NP GOV does not yet have Control in Sierra Maestra, so if possible we would select another adjacent origin. However, in this case there is not another adjacent space with GOV forces that could be selected as a second origin, so instead we complete this Sweep by Activating one 26J Guerrilla in Sierra Maestra. Our next AN roll is a 1, which is not greater than the US Alliance value of '2', so the Sweep Operation is complete.



NP GOV Sweep into Sierra Maestra

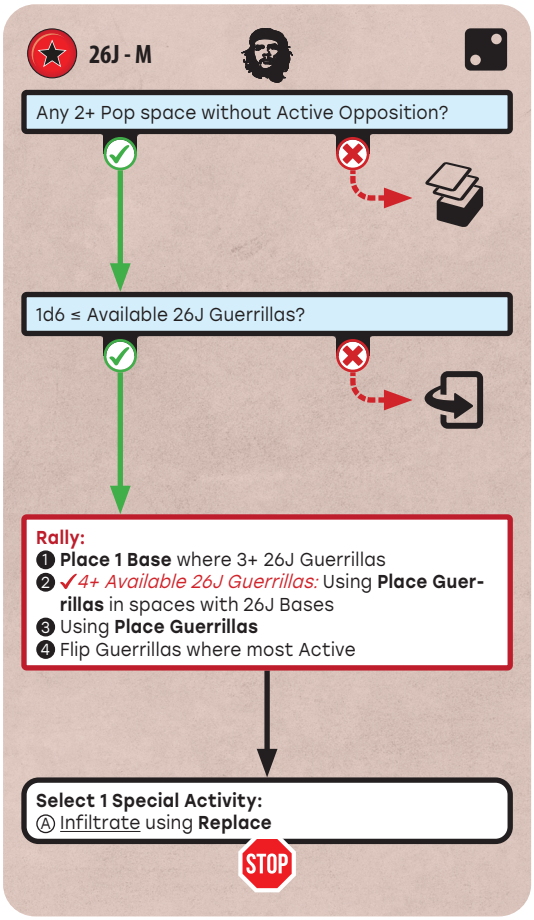
NP GOV is still able to perform a Special Activity, so we follow the black arrow on card U down to the Special Activity box. The first instruction is to perform Air Strike in a space with a Vulnerable Base or Casino, using the *Remove* column of the NP GOV Space Selection Priorities table if necessary to select between them. There are two viable spaces with Vulnerable Casinos, Pinar del Río and La Habana, and the former has more Support, so we select Pinar del Río and close the Casino there. The NP GOV turn is now complete.

NP DR is next Eligible, and they are not 1st Eligible on the upcoming Event nor did NP GOV perform the current Event, so the NP Eligibility table indicates that they will perform the current Event if it is Critical or Performed, and effective (meaning that it will have one of the effects listed on the Effective Events table). Checking the NP Events table we can see that the Event is marked "P" for Performed for them, and it is effective because it will both reduce Support (by shifting toward Neutral) and place DR Guerrillas. NP DR therefore performs the Event, shifting Havana to Passive Support and Camagüey (City) to Neutral, and placing one DR Guerrilla in each City (NP Factions will always place their own pieces, if given a choice). The NP DR turn is complete, so we adjust Eligibility and reveal the next card.

Card 2: The Twelve

NP 26J is 1st Eligible, this Event is Critical for neither them nor NP SYN (next Eligible), and they will not be 1st Eligible on the next Event, so they will perform an Operation with a Special Activity.

We draw *Calixto* card M for them, which first asks us to check whether there are any 2+ Population spaces without Active Opposition (there are several), then whether a roll of 1d6 is less than or equal to the number of Available 26J Guerrillas. As there are more than six Available 26J Guerrillas this will be true regardless of the roll, so we can skip it and move on to the Operation box, Rally.



NP 26J card M

The first instruction in the Rally box is to place a Base where there are at least three 26J Guerrillas, but as there are no such spaces we move on to the next instruction, to place Guerrillas in spaces with 26J Bases, so long as there are at least four Available 26J Guerrillas. There is only one space with a 26J Base, Sierra Maestra, so they will Rally there first, placing four Guerrillas (NP Factions will always place the maximum number of pieces that they are able to). After each space selected for an NP Operation we make an AN roll, this time needing to roll more than 2 to continue the Operation, as indicated by the AN number at the top right of *Calixto* card M.

Our first AN roll is a 3, and there are no more spaces with 26J Bases, so we proceed to the next instruction, which is to select any spaces using the *Place Guerrillas* column of the NP 26J Space Selection Priorities table. There are no Vulnerable 26J Bases and GOV is not a player, so we skip the first two priorities. The third one, "not at Active Opposition", only rules out Sierra Maestra, which has already been selected anyway, so we move on to "most Population", which limits us to Las Villas or Oriente (as Havana

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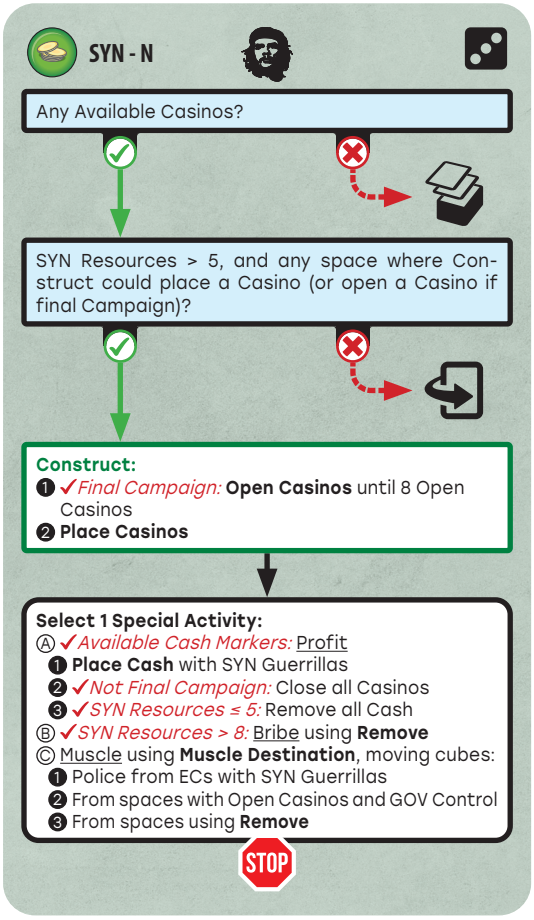
cannot be selected for 26J Rally due to the presence of Support). None of the next few instructions helps us decide between these, but "fewest enemy forces" prioritizes Oriente over Las Villas, so we place a 26J Guerrilla in Oriente.

Our next AN roll is a 4, and we already know that the next Rally space will be Las Villas, so we place a 26J Guerrilla there. Our third AN roll is a 2, which is not greater than the AN value on card M, so the Rally Operation is now complete. We follow the black arrow down to the Special Activity box, which only contains one instruction, to Infiltrate using the *Replace* column of the NP 26J Space Selection Priorities table. We can quickly determine that the only viable spaces for Infiltrate are Las Villas, Sierra Maestra, and Santiago de Cuba, and Las Villas has the most Population without 26J Control, so we select it and replace a Troop with a 26J Guerrilla there. The NP 26J turn is now complete.



NP 26J Rally and Infiltrate

NP SYN is next Eligible, and as neither this Event nor the next are Critical or Performed for them, and they are not 1st Eligible on the next Event, they will perform a Limited Operation. We draw *Calixto* card N for them, which first checks if there are any Available Casinos (there are), then whether SYN Resources are greater than 5 (they are) and whether there are any spaces where Construct could place a Casino (there are).



NP SYN card N

We move down to the Construct Operation box, which first instructs us to Open Casinos until eight are open, but only if this is the final Campaign, which it is not. So we will use the *Place Casinos* column of the NP SYN Space Selection Priorities table to place a Casino in one space. Construct is restricted to spaces with Syndicate or Government Control, there are no spaces with Underground SYN Guerrillas or SYN Control (remember that Closed Casinos are not counted for Control), and Havana has the most Support, so NP SYN will Construct to place a Closed Casino there. Note that NP SYN still tracks Resources, unlike the other NP Factions, so we also reduce their Resources by 5 to pay for Construct. As this is a Limited Operation we skip the Special Activity box, so the NP SYN turn is now complete.

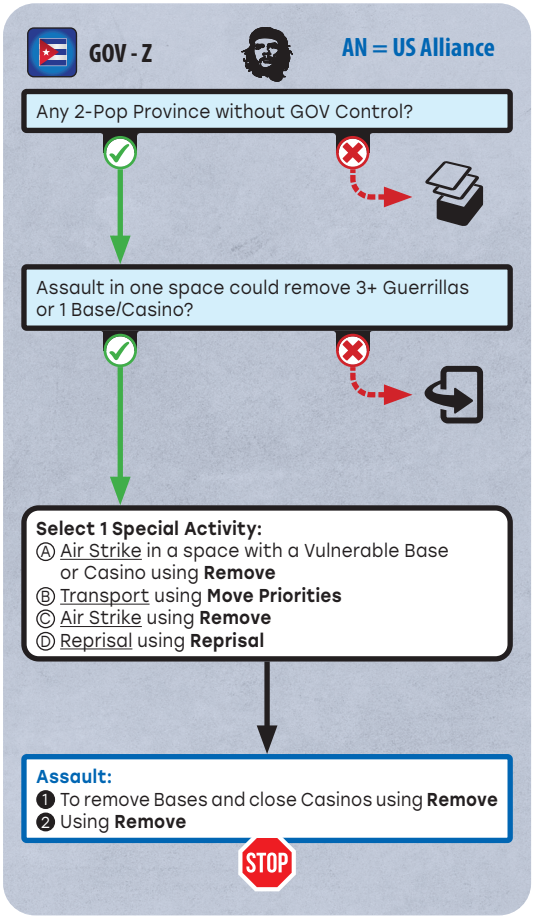
Card 3: Morgan

NP DR is 1st Eligible and the Event is marked "C" (for Critical) for them on the Event Cards table, so they will perform it. The Event just puts the Morgan Capability into play, then the NP DR turn is complete.

NP GOV is 2nd Eligible and will perform an Operation with Special Activity, as they will not be 1st Eligible on the next Event (nor is it Critical for them). We draw *Calixto* card Z for them, which first asks if there are any 2-Population Provinces without Government Control (there are), then whether Assault could remove either three

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or more Guerrillas, or a Base or Casino. Assault in Havana could remove (close) a Casino, so we follow the green arrow down to the Special Activity box.

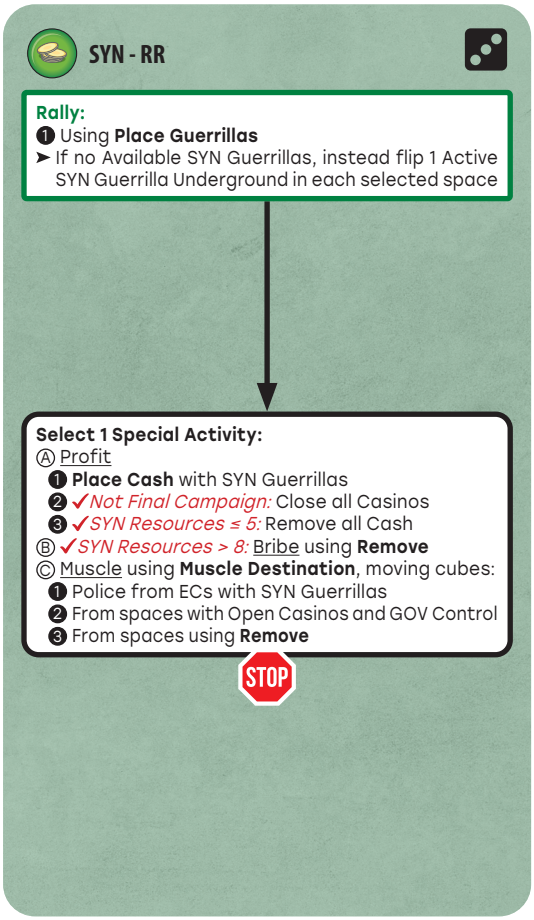


NP GOV card Z

In this case NP GOV will perform their Special Activity first, using Air Strike to close the Casino in La Habana (as there are no other viable targets where a Base could be removed or a Casino closed). Then we move on to the Assault Operation box, which will first select spaces where Bases could be removed or Casinos closed, in this case just Havana, so NP GOV Assaults in Havana to close the Casino and remove the two Active DR Guerrillas. We then make an AN roll, again comparing it to the US Alliance value, and roll a 3, so we would select a second Assault space, but there are none that would be effective (NP GOV would require two Troops to remove the Active 26J Guerrilla in Sierra Maestra). So the Assault is finished and the NP GOV turn is over.

Card 4: Herbert Matthews

NP SYN is 1st Eligible, the current Event is not Critical for them or the next Eligible Faction, and they will not be 1st Eligible on the next Event, so they will perform an Operation with Special Activity. We draw *Calixto* card R, which first asks whether a roll of 1d3 (half the result of a six-sided die, rounded up) is less than or equal to the number of Available *and/or* Active SYN Guerrillas. There are currently six Available SYN Guerrillas, so we can skip this roll and follow the green arrow down to the next box, which asks whether there are any spaces with an Underground Guerrilla, Support or Opposition, and no Open Casino. There are not, so we follow the red arrow and flip the card to its reverse side, RR.



NP SYN card RR

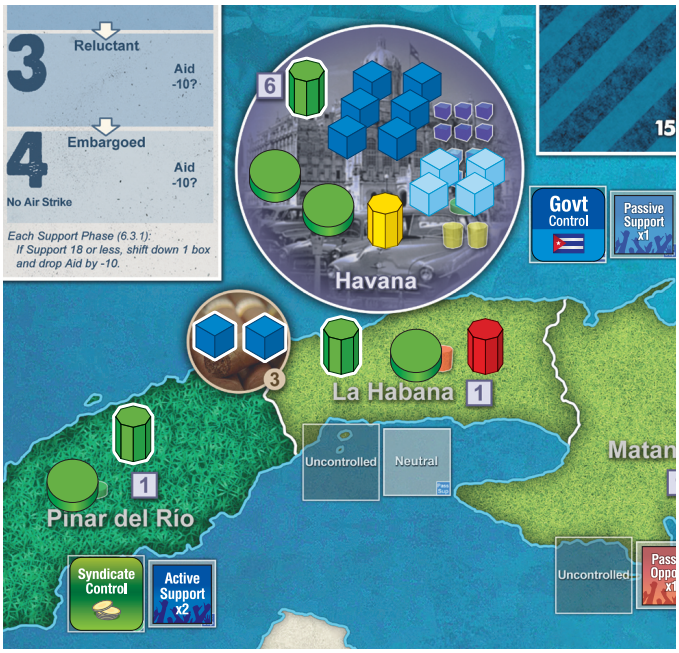
The first box at the top of card RR indicates that NP SYN will perform a Rally Operation, using the *Place Guerrillas* column of the NP SYN Space Selection Priorities table. There is also an additional instruction to flip an Active SYN Guerrilla Underground in each selected space, if no SYN Guerrillas are Available – this simulates the ability a player would have to remove Active Guerrillas to Available, which the NP Factions do not make use of (but is especially important for SYN given their small number of Guerrillas).

The NP SYN Space Selection Priorities table indicates that they will first place Guerrillas in spaces with Vulnerable Open Casinos, but as all Casinos are Closed we skip this line. The next two priorities only apply to player-controlled Factions, so we skip them as well, bringing us to "most Support", which applies only to Havana so we place a Guerrilla there. We now make an AN roll, resulting in a 4, which is greater than the AN value of '3' on this card, so we place another Guerrilla in Pinar del Río (which has the most Support after Havana), then roll a 5 for the second AN roll and place a third Guerrilla in La Habana (with the most Support out of the remaining spaces). The third AN roll is a 3, so the Operation is now over, costing NP SYN 3 Resources (down to 7).

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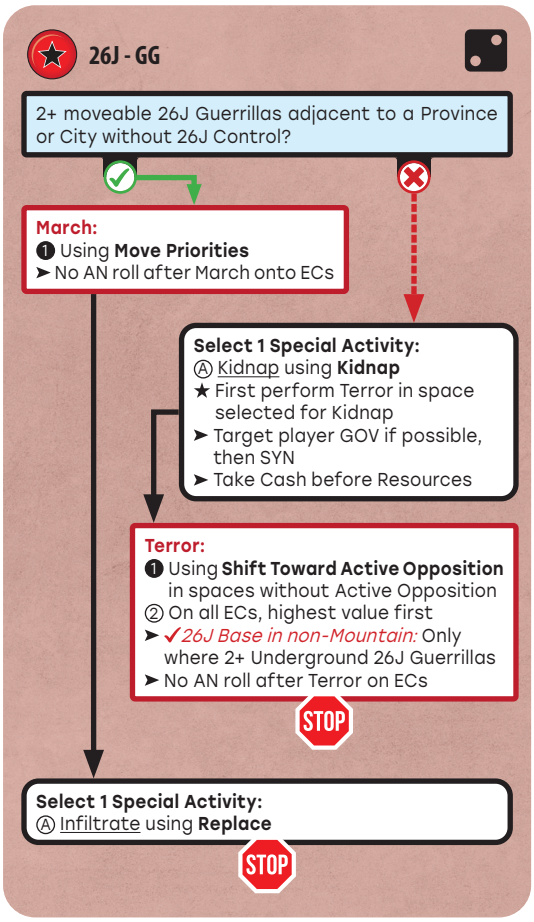
NP SYN will also perform a Special Activity, so we follow the black arrow down to the Special Activity box. The first instruction is to use Profit to place Cash, but as there are no Open Casinos this isn't currently possible. The next instruction is to use Profit to close all Casinos (unless it is the final Campaign), but again this isn't possible as there are no Open Casinos. The third instruction is to remove all Cash if SYN Resources are less than 5, but as this is not the case (and there is no Cash out anyway) we also skip this line.

We move on the Bribe instruction, but NP SYN will only perform this if they have more than 8 Resources, which they currently don't, so we skip this as well. This finally brings us to Muscle, which NP SYN will use first to move Police from ECs with SYN Guerrillas (there are none), then from spaces with Open Casinos and GOV Control (there are none), and then finally using the *Remove* column of the NP SYN Space Selection Priorities table. However, first we need to pick a destination using the *Muscle Destination* column of the NP SYN Space Selection Priorities table, restricted to ECs as there are no Open Casinos. This selects the EC with the highest Econ, then fewest enemy forces, then random, selecting the 3-Econ EC between Pinar del Río and La Habana. NP SYN will move two Troops there, taking them both from Las Villas (fewest enemy forces, then random between Las Villas and Camagüey City). The NP SYN turn is now complete.



NP SYN Rally and Muscle

NP 26J is next Eligible, the Event is not Critical or Performed for them, and they will not be 1st Eligible on the next Event, so they will perform a Limited Operation. We draw *Calixto* card G, which first asks if there are any Underground 26J Guerrillas in spaces not at Active Opposition (there are many), then whether a roll of 1d6 is less than or equal to the number of Available 26J Guerrillas. We roll a 5, greater than the four Available 26J Guerrillas, so we flip the card to its reverse side, GG.



NP 26J card GG

Card GG first asks us if there are at least two moveable 26J Guerrillas in one space adjacent to a Province or City without 26J Control, where "moveable" means that they would not be required to stay in the space by the "keep" instructions on the Move Priorities table. There are three moveable Guerrillas in Sierra Maestra, so this condition is met and we move down to the March Operation box, which instructs us to use the Move Priorities table to execute the March (note that there is an instruction indicating that no AN roll is made after March onto ECs, but as this Operation is Limited it is not currently relevant to us).

The Move Priorities table first instructs us to use the *March Destination* column of the NP 26J Space Selection Priorities table to select a destination, which we can restrict to spaces adjacent to moveable 26J Guerrillas (which notably rules out Havana, as the only adjacent space, La Habana, does not have Active Opposition). Oriente is not at Active Opposition and has the most Population, so we select it as our March destination. The only adjacent space with moveable (or any) 26J Guerrillas is Sierra Maestra, so that will be our origin. We need to keep three 26J Guerrillas in Sierra Maestra (as there is room for an Available Base), but the other three are all moveable. We also check the Piece Priorities table, which indicates that we should move Underground Guerrillas first. Moving two 26J Guerrillas into Oriente is sufficient to get three 26J Guerrillas, but as it is adjacent to a space without 26J Control (Camagüey Province) we will also move in an additional 1d6 26J

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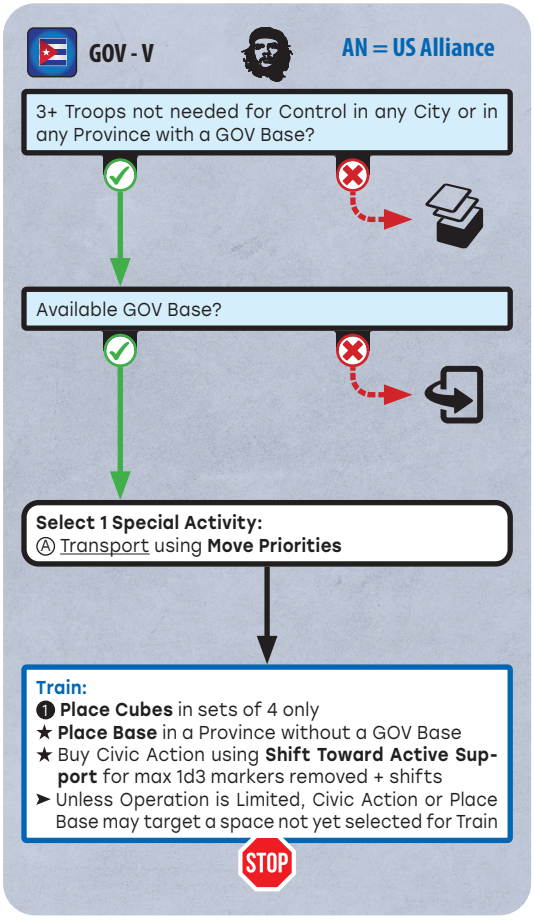
Guerrillas, in this case just one (as that is the most that can still be moved from Sierra Maestra). The 26J Limited March Operation is now complete, and the round is over.



NP 26J Limited March

Card 5: Batista Flees

NP GOV is 1st Eligible, and as there is an Underground DR Guerrilla in Havana they will perform an Operation with Special Activity. We draw *Calixto* card V, which first asks whether there are at least three Troops not needed for Control in one City or at a Province with a GOV Base. There are, in Havana, and there is also an Available GOV Base, so we move down to perform the Transport Special Activity.



NP GOV card V

The *Transport Destination* column of the NP GOV Space Selection Priorities table first prioritizes a Province with room for a GOV Base, then a space without GOV Control, then with most Population, then with fewest enemy forces, which will be Las Villas. We move three Troops from Havana to Las Villas (the maximum amount that Transport can move, but also required by the Move Priorities table instruction to get GOV Control).

Next we move on to the Train Operation box, which will first place cubes in sets of four only (will not place cubes if there are fewer than four Available). The *Place Cubes* column of the NP GOV Space Selection Priorities table first selects Havana, with the most Population (as all the other priorities apply equally to Camagüey City and Santiago de Cuba), and we place two Police and two Troops there (as indicated by the Piece Priorities table, NP GOV will alternate placing Police and Troops). We make an AN roll and get a 4, so we will select a second space to place cubes, this time Camagüey City with fewest enemy forces, where we place another two Police and two Troops.

Our second AN roll is a 1, so NP GOV will not select any additional spaces to place cubes with Train, but they can still carry out one of the additional starred instructions. The first of these is to place a Base in a Province without a GOV Base, and the arrowed

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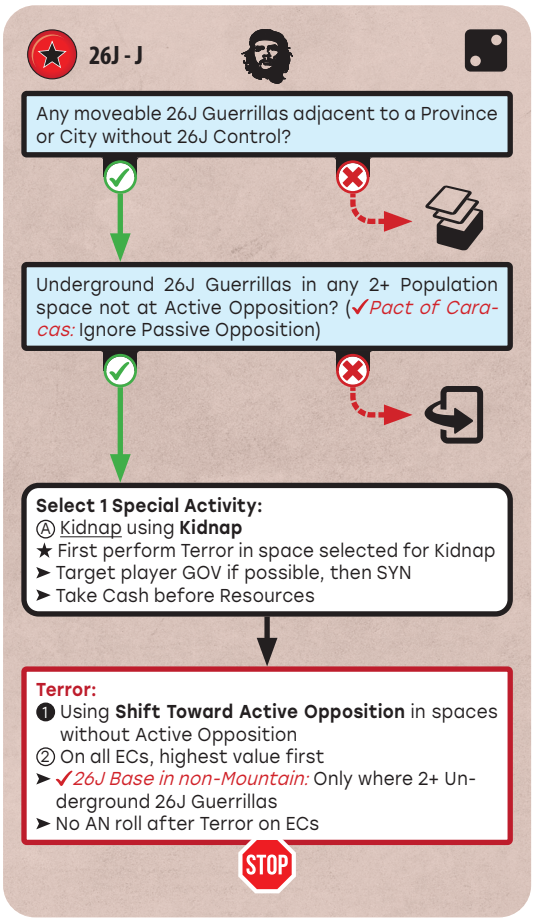
instruction indicates that NP GOV can do this in a space not yet selected for Train, so we replace two Troops in Las Villas with a GOV Base. The NP GOV turn is now complete.

NP DR is 2nd Eligible, but the next Event is Critical for them (including the starred instruction requiring at least two Available DR Guerrillas), they will be 1st Eligible on it, and the current Event is not Critical for them, so they Pass (without gaining a Resource, as they do not track Resources).

Card 6: Defections

NP DR is 1st Eligible and the Event is Critical for them (the starred Event instruction just indicates that they will only perform it if they have at least two Available Guerrillas, which they do), so they will perform it. We use the *Remove or Replace* column of the NP DR Space Selection Priorities table to decide where to carry out the Event, and select Santiago de Cuba as the space with both DR and enemy forces (required for the Event), no DR Control, and fewest enemy forces. The Piece Priorities table indicates that NP DR will replace Police cubes first, so we replace both Police cubes with DR Guerrillas, then the NP DR turn is complete.

NP SYN is next Eligible, but the upcoming Event is Critical for them, so they will pass, gaining 1 Resource as usual (unlike other passing NP Factions that do not track Resources). NP 26J is Eligible now, and will perform an Operation with a Special Activity. We draw *Calixto* card J, which first asks if there are any moveable 26J Guerrillas adjacent to a Province or City without 26J Control (there are, in Oriente and Las Villas), then whether there are any Underground 26J Guerrillas in spaces with 2+ Population and no Active Opposition. Both Oriente and Las Villas qualify for these conditions, so we move down to the Special Activity box to perform Kidnap.



NP 26J card J

The Kidnap Special Activity can only be performed in a space selected for Terror, but to simplify the decision procedure NP 26J will first select a space for Kidnap, then automatically perform Terror there before they Kidnap. In this case the only viable space for Kidnap is Santiago de Cuba, so NP 26J select it for Terror, and we Activate their Guerrilla there, shift the space to Passive Opposition, and place a Terror marker. It is technically then selected for Kidnap as well, which would transfer a die roll of Resources from GOV to 26J, but as both are NP Factions that do not track Resources we do not need to worry about this roll. However, note that NP 26J *would* deduct a die roll of Resources from a player-controlled GOV, or from either player-controlled or NP SYN. A player-controlled 26J can also still gain a die roll of Resources if they target NP GOV with Kidnap, even though the latter do not track any Resources. Finally, note that NP 26J using Kidnap would always take Cash before Resources if possible (but in this case it is not).

The Special Activity is complete, so we move on to the Operation box, where NP 26J will continue performing Terror so long as they pass AN rolls, selecting spaces without Active Opposition using the *Shift Toward Active Opposition* column of the NP 26J Space Selection Priorities table. The first AN roll is passed, and the next space selected for Terror is Las Villas, not at Active Opposition, with the most Population, and without 26J Control. After that we make an AN roll against the AN value of '2' on card J, and roll a 2, so the Operation and the NP 26J turn is complete.

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Card 7: Meyer Lansky

NP SYN is 1st Eligible, the current Event is Critical and effective for them, so they will perform it. The starred instruction for this Event indicates that the Event is only Critical if it will open at least two Casinos, which it will, and that we should then use the *Place Casinos* column of the NP SYN Space Selection Priorities table to relocate all Casinos in play before opening them. The instruction also tells us to temporarily remove all the Casinos we are relocating from the map, which is not strictly what a player would do but makes the process simpler for us to resolve. The *Place Casinos* column indicates that we should first place Casinos where there is an Underground SYN Guerrilla, then where there is SYN Control, so we place the first two Casinos in Pinar del Río, hitting the stacking limit. Then we move on to the next priority, most Support, and place the other two Casinos in Havana. Finally we open all four Casinos and the NP SYN turn is complete.

NP GOV is next Eligible and will perform an Operation with a Special Activity. We draw *Calixto* card U again, and it is still the case that there are Cities not at Active Support and Underground Guerrillas at Support, so they will perform a Sweep Operation.

Havana is the first destination priority, but again there are no adjacent Troops to move in, so we just activate both Guerrillas there and make an AN roll. The die result is a 4, so we select another destination, this time Pinar del Río with an Underground Guerrilla and the most Support. We move in both Troops from the adjacent EC to attempt to get Control (as there are no Guerrillas on the EC the Troops do not need to be kept there), also Activating the SYN Guerrilla, then make another AN roll as there are no more adjacent Troops to move in. The die result is a 5 and the next destination is Sierra Maestra, with Underground Guerrillas and an enemy Base (we skip La Habana as there are no cubes in it and no adjacent Troops that could be moved into it). The single adjacent Troop in Santiago de Cuba is no longer required to be kept there, as the instruction to keep 1 Troop and 1 Police cannot be met due to there being no Police, so we move the Troop into Sierra Maestra and Activate two Guerrillas there. The third AN roll is a 1, so the Sweep is complete.

We move down to the Special Activity box, and NP GOV will Air Strike in Pinar del Río, with a Vulnerable Open Casino and the most Support, removing one SYN Guerrilla. The NP GOV turn is now complete.

Card 8: Propaganda

The next Event is Propaganda, so we will conduct a Propaganda Round, using the additional instructions on the NP Propaganda Round Instructions sheet where necessary.

Victory? No Faction has reached their Victory threshold, so the game continues. Note that if you are playing solitaire, against three NP Factions, you cannot win until the final Propaganda Round (so play would continue even if you had reached your Victory threshold).

Resources: We skip the Earnings steps for the three NP Factions that do not track Resources, but still check it for NP SYN, who gain 6 Resources from their Open Casinos (note that NP Factions will Skim to reduce player or NP SYN Resources, even though they would not gain any, so NP SYN only gains 2 Resources from their Casinos in Havana). If any NP Faction had Cash they would now use it as instructed on the NP Propaganda Round Instructions sheet.

Support: Total Support is below 19, so the US Alliance degrades one step and Aid is reduced by 10 (note that Aid is tracked even though NP GOV does not gain Resources from it, as it may still be relevant for some Events).

The NP Propaganda Round Instructions sheet indicates that NP GOV is able to conduct a number of Civic Action "steps" (removing Terror or shifting toward Active Support) up to a roll of 1d3 plus the number of Economic Centers without Terror. In this case this will definitely be sufficient to shift both Havana and Camagüey City (the only viable Civic Action targets) to Active Support, so we do that now.

NP 26J is similarly able to conduct a number of Agitation steps equal to 1d3 plus the number of Bases they have in play, which in this case will definitely be sufficient to set Oriente (the only space they Control that's not at Active Opposition) to Active Opposition, so we don't need to roll for this either.

Finally, NP DR will follow the normal Rally instructions on a *Calixto* card (it doesn't matter which one). This indicates that they will replace two of their Guerrillas with a Base in Santiago de Cuba.

Redeploy: The NP Propaganda Round Instructions sheet first indicates that NP GOV will get one Police to each space with GOV Control, but this is already the case so we skip it. We also skip the next two instructions, as there are no Provinces with GOV Control and no ECs with Guerrillas. Finally we move the two Troops in Pinar del Río and the two Troops in Sierra Maestra, placing two each in Havana and Camagüey City (spreading them evenly between the eligible spaces).

Reset: In addition to all the normal Reset steps we also shuffle the *Calixto* deck, then we are ready to continue play.

This example of play is now complete! If you would like to continue playing you can take over from one of the NP Factions, or alternatively you can reset and start a fresh game. Good luck!

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Designer Notes

When I was first asked to design the Jacquard system for *Cuba Libre*, I had three main areas of concern to address. First, the overall design: it's been said that *Cuba Libre* is a fist fight in a phone booth, and I wanted the cards to be able to reflect the back-and-forth nature and large swings between winning and falling behind. Secondly, the Syndicate faction posed an interesting problem compared to other volumes in that resource tracking, traditionally something ignored by NP Jacquard factions, was inherently part of their win condition. And lastly, there is less freedom between Operation and Special Activity combinations.

The first concern turned out to be quite the benefit. Much as a human player does, the NP factions in *Calixto* can change strategy to respond to more immediate threats without losing too much momentum. The cards are designed to be more responsive to on-map elements. However, each faction was also designed with an overall goal in mind. For example, the Directorio wants to put out as many pieces as possible in order to reposition them for control, so their cards will heavily feature Rally Operations until they have enough Guerrillas to start Marching.

When it comes to the Syndicate, I tried a few options for tracking Resources and Open Casinos. The first draft tracked Resources just as a human player would. We then toyed with the alternative of a new counter to track how many Casinos could be built. While maybe slightly cleaner – there are no odd numbers of resources to worry about – this was effectively the same as having to track them anyways, so I tried to not track them at all. However, this ran into a problem very quickly of how to design the cards with appropriate Activation Numbers for Construct. Ultimately, it was decided that just keeping the same Syndicate Resource tracking for Construct and for Cash income was the simplest. Most players of *Calixto* would be familiar with this already from playing the base game, and the added fidelity was worth the cost of including the slight extra overhead of tracking Syndicate Resources.

Lastly, the combinations of Operation and Special Activities are far fewer than we had to play with when designing Jacquard bots for *Fire in the Lake*. This meant that, unfortunately, designing the cards from an Operation-first perspective resulted in fewer branching paths. This was a high-level concern I kept an eye on during the entire testing process, but it didn't seem to cause any strategic or competitive issues. In cases where the bot goes first, this can sometimes block a player from getting more than a Limited Operation, and in cases where the bot goes second, sometimes an Operation only – the bread-and-butter of *Cuba Libre* – is fine enough to get an edge over a human player.

All in all, I'm very happy with what the development team has put together and I find the *Calixto* bots to be very competitive and strategic. We hope you enjoy playing against them!

Kevin Crooks
Colorado, USA
July 2025

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***Calixto* Solitaire System Design:** Kevin Crooks
***Calixto* Solitaire System Development:** Jason Carr & Joe Dewhurst

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Original Game Design: Volko Ruhnke & Jeff Grossman
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Production Coordinator: Kai Jensen

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Additional Capability & Momentum Instructions

Armored Cars	NP GOV will not choose to move any Troops.
Rolando Masferrer	NP GOV performing Sweep with a Special Activity will Assault in one Sweep space using **Remove**.
MAP	NP GOV will perform a Special Activity with every Limited Operation as if performing Operation with Special Activity.
El Che	NP 26J performing a March Operation will flip all moving Guerrillas Underground in the first destination where any are Active after moving (note: this may not technically be the first destination, but a 26J player could have chosen to select it first).
Pact of Caracas	NP 26J or NP DR will remove two Bases to cancel this Capability if the other Faction is over its victory threshold. Remove Bases from lowest Population spaces first, then most enemy forces, then random. Some *Calixto* cards have additional instructions if Pact of Caracas is in effect.
Raúl	NP 26J will reroll all failed Attack rolls and any Kidnap result less than 4.
Morgan	NP DR performing March Operations may select origin spaces up to two spaces away and move Guerrillas from there to the selected destination.
Mafia Offensive	NP SYN performing a Special Activity with Terror will use Assassinate first to **Remove** one enemy piece if possible, then use Bribe if not. Perform Terror in the space selected for Assassinate, if any.

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