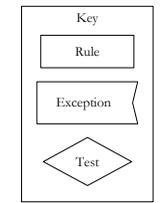


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GMT Games
4 player Visio rules Version 1.0 by R Monk
EmperorMonk@yahoo.com



Negotiations:

- Must be open
- May only transfer:
 - Resources
 - Cash
- Only to or from active player

Control: [Troops, Police, Guerrillas, Bases of Faction] > [Troops, Police, Guerrillas, Bases of all other Factions combined]

- Closed Casinos don't count

Support/Opposition of/to Govt in Cities and Provinces:

- Active Support
- Passive Support
- Neutral
- Passive Opposition
- Active Opposition

Always Neutral (no marker):

- Economic Centers

Available = in holding boxes

At any time: Cash owner may transfer ownership to another Guerilla, Police or Troop in same space

[Total Support] =

- 2x [Population in Active Support] + 1x [Population in Passive Support]

[Total Opposition] =

- 2x [Population in Active Opposition] + 1x [Population in Passive Opposition]

[Opposition + Bases] =

- [Total Opposition] + [26 July Bases on map]

[DR Pop + Bases] =

- Sum of [Population] of spaces controlled by Directorio + [Directorio bases on map]

- Players pay for Operations space by space as they go
- Once targeted, Faction pieces affected to max extent possible

