

BOONDOGGLE

4

R01

Play after battle dice are rolled. If Blue takes casualties, at least 1 must be US/IF/ROK infantry or artillery. Draw a card.



RESPONSE

2

R02

TUNNELS OF CU CHI

Play if attacked in SVN.

All Red units in the battle evade successfully.

Draw a card.



RESPONSE

North Vietnam maintained vast tunnel complexes.

ELEPHANT GRASS

3

R03

Play if an Allied ground group moves, retreats, or reacts into a province with a vet NVA unit. The vet ambushes as if it were a VC+ unit. Promote a defender if Blue loses a unit. Draw a card.



RESPONSE

Tall grass of the central highlands.

DAC CONG

3

Play in one battle before the battle dice are rolled. Roll your battle die and apply R04 results before Blue adds his factors and rolls his die.

If played in the same battle as SEARCH & DESTROY, discard this card with no effect.

Draw a card.



RESPONSE

Viet Cong Special Forces.

RPG-7 ROCKET LAUNCHER

4

Play when a tank or Air Cav is in a battle and you kill at least 1 Allied unit. Blue R05 must kill the tank or Air Cav (your choice). Draw a card.



RESPONSE

A favorite weapon against tanks and helicopters.

2

HANOI JANE

R06

This card is worth 3 RPs if you control Thua Thien (I) at the start of your turn.
You may mobilize up to 10 units in NVN at no cost.



"We ain't fond'a jane." Jane Fonda and Tom Hayden visit North Vietnam -- twice.

2

R07

AK-47

Gain 1 SRP immediately for every Allied unit you kill and every R result you inflict in battles this turn.



The NVN soldier's rifle.

BUDDHA'S BIRTHDAY

3

R08

Cost: 1 RP. Event not playable after 1968. No bombers may fly missions during Blue's next turn.



LBJ hopes to entice Hanoi to the peace table.

4

R09

SAPPERS

Cost: 2 RPs. Choose a province except Saigon (III). Randomly eliminate 1 Allied infantry unit.



GENERAL UPRISING

3

R10

Cost: 2 RP. Move a VC to an adjacent province and place a red flag there, removing any pacification marker if present. This does not count as Red's 1 VC move.



The North believed the people in the south would rise up against the RVN.

NGUYEN CAO KY

3

R11

Play during the RVN Stability check. Add 2 to the number of ARVN casualties in the Body Count Box.

If played during Tet or Easter Offensive, Blue RP ceiling is 7 RPs for the RVN Stability Check.



RESPONSE

*Vice president of SVN until 1971.
Struggled with president Nguyen Van Thieu for power, dividing the country.*

NGUYEN CHI THANH

4

Cost: 1 RPs. Target one province except Saigon (III) V and attack it as if it were an Allied bombing mission.

R12



NVN field commander in the south.

A LIMITED WAR

4

Play after Blue completes his last turn of the year.

Play one more Red turn R13 with 2 RPs. Do not score for a zone campaign this turn.



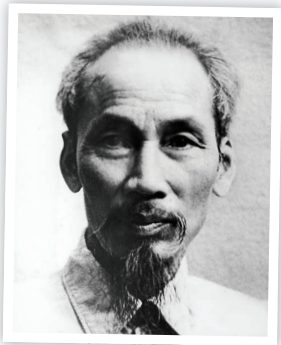
RESPONSE

5

R14

UNCLE HO

Cost: 2 RPs. In every battle round this year where you attack, add +1 to your battle factors.



5

R15

FLYING TELEPHONE POLES

Cost: 2 RPs. For the rest of the game, Red artillery units also represent anti-aircraft missiles launchers (+1 to bomber die roll). Remove card from game.



The Russian-built SA-2 Rocket

VO NGUYEN GIAP

5

Cost: 2 RPs. In one battle round, roll 2 battle dice instead of one and add

R16 both to your battle factors.



*Most prominent military commander
besides Ho Chi Minh.*

INDIAN COUNTRY

4

R17

Cost: 2 RPs. Draw 1 VC unit and deploy it in a pacified province. Roll 1 die; if the result \geq number of Allied units there, remove the pacification marker. You may buy this event twice.



KENT STATE SHOOTINGS

4

R18

Cost: 2 RPs. If Blue has played CAMBODIA INCURSION as an event, add 1 Dove. Remove card from game.



★ 1969 ★

Ohio National Guardsmen shoot and kill 4 protesting students, May 4, 1970.

THE SECRET WAR

5

R19

Event not playable if the Pathet Lao controls Laos.

NVA units may enter all LA provinces. Add 2 Doves if you kill all Allied LA units by year's end.

Blue may buy back dead LA units during his turn for 1 RP each if at least 1 LA unit survives on map. Blue deploys them untried anywhere in Laos.

Remove card from game.



1969



5

CAMPAIGN X

Event not playable if the Khmer Rouge controls Cambodia.

R20

NVA units may enter all CA provinces. Add 2 Doves if you kill all Allied CA units by year's end.

Blue may buy back dead CA units during his turn for 1 RP each if at least 1 CA unit survives on map. Blue deploys them untried anywhere in Cambodia.

Remove card from game.



1969



WALTER CRONKITE

4

Cost: 2 RPs. Blue must withdraw 2 on-map US units from the game.

R21 Remove card from game.



1969



"It seems now more certain than ever that the bloody experience of Vietnam is to end in a stalemate."

KHE SANH

3

R22

You may play 3 SRPs instead of 1 SRP for Actions this turn if you spend all Battle and PC-Change Actions in Zone I.

Zone I Battles: Roll 2 dice and use the best roll (this turn only).

+1 Dove every Red turn this year that you control 4+ provinces in Zone I.



CAMPAIGN ZONE I

IA DRANG

3

R23

You may play 3 SRPs instead of 1 SRP for Actions this turn if you spend all Battle and PC-Change Actions in Zone II.

Zone II Battles: Roll 2 dice and use the best roll (this turn only).

+1 Dove every Red turn this year that you Pleiku, Darlac, and 3+ other provinces in Zone II.



CAMPAIGN ZONE II

3

IRON TRIANGLE

Put the Iron Triangle in Binh Duong. You may play 3 SRPs instead of 1

R24

SRP for Actions this turn if you spend all Battle and PC-Change

Actions in Zone III.

Zone III Battles: Roll 2 dice and use the best roll (this turn only).

+1 Dove every Red turn this year that you control 5+ provinces in Zone



CAMPAIGN ZONE III

MEKONG DELTA

3

R25

You may play 3 SRPs instead of 1 SRP for Actions this turn if you spend all Battle and PC-Change Actions in Zone IV.

Zone IV Battles: Roll 2 dice and use the best roll (this turn only).

+1 Dove every Red turn this year that you control 5+ provinces in Zone IV.



CAMPAIGN ZONE IV



R26

TET OFFENSIVE

- » This cards costs 6 SRPs to play.
- » Play on your first turn, 1968-1970 only

Play 9 RPs. You may not play SRPs for Actions. See CAMPAIGNS for Special Rules.

Score at year's end:

- » +1 Dove for every city province you control over 3 in SVN.
- » +1 Dove for every border province that you control over 4 in zones 2-3.
- » +1 Dove for every 5 Allied units in the Body Count Box (rounded down).

GRAND CAMPAIGN



R27

EASTER OFFENSIVE

- » This card costs 6 SRPs to play.
- » Play on your first turn, 1972 only.

Play 9 RPs. You may not play SRPs for Actions.

See CAMPAIGNS
for Special Rules

Score at year's end:

- » +1 Dove for every city province you control over 3 in SVN.
- » +1 Dove for every 4 Allied casualties in the Body Count Box (rounded down).

GRAND CAMPAIGN