

3

B01

## LAY CHILLY

Play if Red units move, retreat, or react into a province with a vet Allied unit. The vet ambushes as if it were a VC+ unit. Draw a card.



# RESPONSE

*Lie motionless.*

3

B02

## KIT CARSON SCOUTS

Play just before a VC tries to evade. Return it to the VC Pool. Deploy an ARVN from the Dead Pool or Body Count Box in SVN.

Draw a card.



## RESPONSE

*A program to recruit VCs to work with U.S. Marines and later expanded to all American units.*

## PLATOON

2

B03

Play after a battle round with Allied survivors. Red loses 1 unit; you lose 1 unit on  $1d6 = 1-3$ . You may repeat the process provided you have survivors. Red may try evasion after each roll. Draw a card.



## RESPONSE

*"Snakebite leader, Bravo Six...I want all you're holding INSIDE the perimeter. It's a lovely war. Bravo Six Actual and Out." Best picture award 1986.*

## TUNNEL RATS

3

Cost: 1 RP. Flip over 1 VC+ in the Body Count Box, and count it as 3 dead units.

B04

Remove it from the game after the next Interphase.



*Allied soldier who performed underground search & destroy missions. R. Lee Emery: "the smallest guys with the biggest Kahunas."*

## SEARCH & DESTROY

3

**B05** Play in one battle before the battle dice are rolled. Roll your battle die and apply results before Red adds his factors and rolls his die.

If played in the same battle as DAC CONG, discard this card with no effect.

Draw a card.



## RESPONSE

*US Strategy. Move in, attack, and get out.*

## ROK FORCES

4

Any VC that ambushes a group containing a ROK unit this turn must subtract 1 from its ambush roll.

B06



*The Republic of Korea forces had a reputation for ruthlessness unmatched by any other army in Vietnam.*

5

B07

## NGUYEN VAN THIEU

Cost: 2 RPs. There will be no coup this year. (Put this card near the Body Count Box to remember.)



*RVN president 1967-1975.*

## OPERATION PHOENIX

3

B08

Cost: 1 RP. Reveal a hidden VC. Put VC or VC+ in the Body Count Box, and return Bad Intel to the VC Pool. Ignore Bush Events. If VC+, add 1 Dove.



*Campaign to eliminate the VC infrastructure.  
"Sometimes they'd come back to camp with  
ears to prove that they killed people."*



## MCNAMARA'S FENCE

4

B09

Cost: 1 RP. Roll dice equal to the number of Red units in Zone I. Red must remove to the Body Count Box 1 unit from Zone I for every 6 you roll (max 3 units).



*A proposed barrier of mines and sensors designed to keep North Vietnamese troops out of South Vietnam.*

4

B10

## GREEN BERETS

Cost: 2 RPs. Promote 1 ARVN to vet in every province containing US and ARVN units.



*Specialized in counter-guerilla,  
training, and security.*

## AGENT ORANGE

4

B11

Cost: 2 RPs. All Red units in a SVN province you choose (except Saigon (III) or Thua Thien(I)) must retreat.



*Herbicide/defoliant used by US military.  
It contained dioxins that caused health  
problems for all who were exposed.*

5

## **WILLIAM WESTMORELAND**

Cost: 2 RPs. Westmoreland appeals to Congress. Not playable after 1969. Deploy 3 off-map US infantry units to any SVN provinces.



*Commander of US forces in South Vietnam until 1969. Replaced by Creighton Abrams.*

## BUFF

4

Cost: 1 RPs. Return a spent bomber to base and refuel it. It may fly another mission immediately, even bombing the same province.



*BUFF. Nickname for the B-52 bomber. "Big ugly fat...fellow."*

## LIMA SITE 85

5

B14

Cost: 1 RP. Place Lima Site 85 in Savannakhet. You may bomb Laos, and you get -2 bombing modifier in Zone I and Laos. It does not stop strategic movement. If destroyed, remove card and marker from game.



*US installed navigation and radar guidance systems in Laos. The NVA destroyed the site in 1968.*

5

## PARIS PEACE TALKS

Cost: 2 RP. The US wants to negotiate. Red must choose between:

B15

- (1) Agree to talk: You (Blue) may spend 2 RPs/ SRPs for +1 Hawk.
- (2) Refuse to talk: Refuel 1 bomber at base.



4

B16

## TIGER FORCE

Cost: 1 RP. Transfer one or more of your units from one base province to any one SVN province. Red may not ambush them.



*US task force founded to  
“out-guerilla the guerilla.”*



## HAMBURGER HILL

2

All your actions in Thua Thien (I) and Quang Tri (I) are free this turn.

B17

Add 1 Hawk if Thua Thien has a pacification marker and you remove it.



*Operation Apache Snow. The Allies took the hill after 10 days of bitter, intense fighting -- and promptly abandoned it.*

## THE “OTHER WAR”

3

B18

Cost: 1 RP. Pacify any province in SVN, even one with a red flag.

Redeploy an Allied unit there (no ambush) if no Allied units are present.



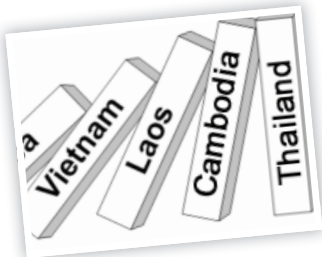
*An alternative Marine Corps strategy  
(Combined Action Platoon) to help  
villagers protect themselves.*

2

B19

## DOMINO THEORY

This card is worth 3 RPs if NVA units are in Laos or Cambodia, or 4RPs if they are in both.



*LBJ: "If we allow Vietnam to fall, tomorrow we'll be fighting in Hawaii."*

## OPERATION MENU

4

B20

Cost: 1 RPs. Bomb Cambodia 3 times. You may bomb the same province more than once. Do not use bomber markers; just point and bomb.



1969



*Secret Bombing bombing campaign meant to destroy enemy bases in Cambodia.*

## LAM SON 719

5

This year:

- B21 (1) You may bomb Laos.  
(2) ARVN units may enter LA border provinces.

Remove card from game.

Add 1 Hawk at the end of each Red turn that ARVN units occupy Savannakhet.  
Score 2 Hawks max.



1969



*ARVN units with air support attempt to cut the Ho Chi Minh Trail.*

4

B22

## COMMANDO HUNT

Cost: 2 RPs. For the rest of the game:

- (1) Bomber missions may target LA border provinces.
- (2) More than 1 bomber may bomb a province each turn.
- (3) Red bonus RPs are reduced.



1969



*Covert air operation to disrupt enemy movement along the Ho Chi Minh Trail.*

## CAMBODIA INCURSION

5

Close Sihanoukville. You may bomb and enter CA border provinces this year.

B23 Add 1 Hawk each Allied turn that no Red units occupy any CA border provinces.  
Score 2 Hawks max.  
Remove card from game.



1969



## STARLITE

3

B24

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

Zone I Battles: Roll 2 dice and use the best roll (this turn only). +1 Hawk every Allied turn this year that you control all provinces in Zone I.



# CAMPAIGN ZONE I



## WHITE WING

3

B25

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

Zone II Battles: Roll 2 dice and use the best roll (this turn only). +1 Hawk every Allied turn this year that you control all provinces in Zone II.



## CAMPAIGN ZONE II

## JUNCTION CITY

3

You may play 3 SRPs instead of 1 SRP for Actions this turn if you spend all B26 Battle, Pacification, and PC-Change Actions in Zone III.

Zone III Battles: Roll 2 dice and use the best roll (this turn only). +1 Hawk every Allied turn this year that you control all provinces in Zone III.



## CAMPAIGN ZONE III

**3**

**B27**

## **SEALORDS**

Put the Gunboat in any zone IV province if it is before 1972. You may play 3 SRPs instead of 1 SRP for Actions this turn if you spend all Battle, Pacification, and PC-Change Actions in Zone IV.

Zone IV Battles: Roll 2 dice and use the best roll (this turn only). +1 Hawk every Allied turn this year that you control all provinces in Zone IV.



# **CAMPAIGN ZONE IV**