

CONGRESS HOBBLES PRESIDENT ☹️

Play once, any End phase after 1973

Prerequisite: Vietnamization or Ceasefire card must be in effect

Roll die

1-6 'Operation Menu' card is permanently cancelled.
Remove all US forces during next 'Available Unit' phase
U.S. may no longer play either 'Commit Forces' or 'Re-Commit Forces' cards

VIOLATE CAMBODIA

Play once, any Land phase

Begin receiving Khmer Rouge reinforcements.

Communists free to attack Cambodian towns and cities.

Allies do not lose 5VP to play the 'Thai Entry' card.

Communist's receive normal VP's for taking Cambodian towns and cities.

Cambodia surrenders if Phnom Penh and Siem Riep are captured.

+3VP immediately

MINESWEEPING OPERATIONS

Play any Strategic phase

Prerequisites:

- * MINE HAIPHONG card must have been played.
- * No U.S. naval units may be adjacent to Haiphong
- * Haiphong must currently be undisrupted

Roll die.

On 1-4 Mine marker is removed.

NUCLEAR DEMONSTRATION

Play once, any Strategic or Land phase

Execute one or two Tactical nuclear strikes in N. Vietnam, not on or adjacent to any city, town, or border hex.

Roll die.

Even Result = -3 VP's.
Odd Result = +2 VP'S

BETTER ARVN TRAINING

Play once, any Strategic phase after 1970

Prerequisite: 'Vietnamization' must be in effect.

Roll die.

On a 1-3, ARVN forces are henceforth and permanently improved. All ARVN land units may now react and conduct Search and Destroy.

SEVERE EAST EUROPEAN CRISIS

Play once, in 1968 or 1969

Prerequisite: VP must be 60 or greater

Roll die.

On a 1-3 the Soviets are totally preoccupied with a meltdown in their satellite states. Cancel all further Soviet Aid, unless and until 'Soviet Entry' is successfully played.

