

HEARTS AND MINDS

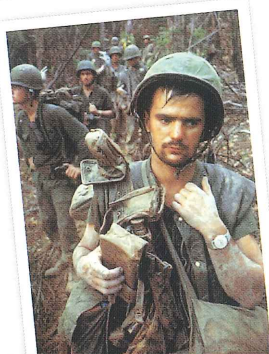


3

X03

DINKY DAU

Add +1 or -1 to any die roll you make after you see the result. You may not alter Bush Events. Draw a card.



RESPONSE

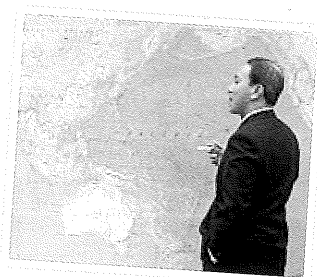
Slang for "to be crazy."

BEAU COUP

3

X01

Cost: 1 RP. Draw 2 extra cards. You should finish the year with 3 cards



3

X09

OUT COUNTRY

Buy a battle Action in LA or CA (for 1 RP). Add +3 factors if at least one friendly LA or CA unit participates.



Cambodian (1967-75) and Laotian (1962-75) Civil Wars.

FULL METAL JACKET

4

X07

Add 1 Hawk or 1 Dove if you take control of Hue (Thua Thien) (I) this turn.



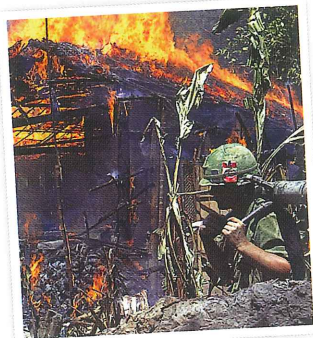
"From now on you will speak only when spoken to, and the first and last words out of your filthy sewers will be sir."

4

X04

ZIPPO MISSION

Cost: 1 RP. All your units in one province RAID+0 one adjacent province. Add +1 to the die roll for every vet in the raiding group. Promote one attacker and 1 defender if a defending unit is killed.



Move in, attack, and move out!

DI DI MAU

2

X06

This card is worth 3 RPs if you control Pleiku province when you play this card.

Cost: 1 RP. Move 1-4 friendly units (excluding VCs). Each unit moves alone as a 1-unit group.



Move quickly!

2

X02

MONSOON SEASON

MANDATORY EVENT!

Play all this turn's
Actions in monsoon.

1. Tanks may not move.
2. All ground units may move 1 province.
3. Allied units may move by sea.
4. Monsoon ends at start of your next turn or year's end, whichever is first.

Give card to your opponent:

1965-66 or 1972-75:

Shuffle into his deck
next Draw Phase.

1967-68 Add to his 1969 cards.

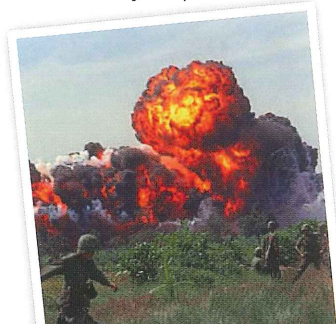
1969-71 Add to his discard pile.

APOCALYPSE NOW

3

X08

Play in the Interphase.
If your opponent is saving his LA or CA faction from collapse, add +1 RP to his cost or +2 RPs if you spend 2 RPs.



RESPONSE

"I love the smell of napalm in the morning."

3
X05

PUCKER FACTOR

Cost: 1 RPs. Panic! Target a province with Red and Blue units. One unit (owner's choice) must retreat. You may target your units. You may buy this event more than once.



IN COUNTRY

3

X12

You may attack once for free in every mountain province this turn.



"Ain't no use in goin' home. Jody's got your girl and gone / sound off..."

WE GOTTA GET OUT OF THIS PLACE

3

Cost 2 RPs. Take friendly units from any provinces.

X16 Place them in any one legal province. The units may be ambushed as one group in the target province.



"We gotta get out of this place! If it's the last thing we ever do. We gotta get out of this place, 'cause girl, there's a better life for me and you." The Animals.

3

X17

FIREBASE ZULU

Cost: 1 RP. Place the firebase marker in a province with friendly units. Enemy units attack that province with -2 factors. Remove the marker when no friendly units remain with it.



4

X13

WHISPERING DEATH

Blue Cost: 3 RPs. Conduct bombing missions against 2 adjacent SVN provinces that you may bomb. (No bombers needed.)

Red Cost: 4 RPs. B-52s destroy a friendly hamlet. Add 1 Dove. Place a red flag in any 1 SVN province, even a pacified one.



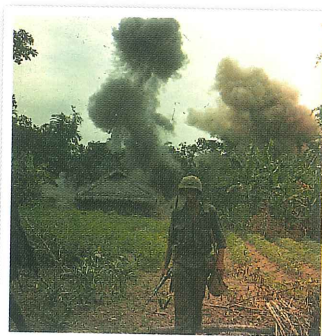
Nickname for a B-52 strike, the M-55 Quad 50, a 1971 film, et. al.

2

X11

DEEP SERIOUS

Cost: 1 RP. All your attacks in one province are free this turn.



3

X10

BRING SMOKE

Cost: 1 RP. Fire a friendly artillery unit at enemy units in the same province. Roll 1 die.

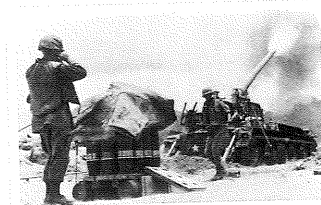
1-2 = No effect.

3-4 = 1 defending unit retreats

5-6 = 1 defending unit is eliminated.

Defender chooses unit.

You may buy this event more than once.



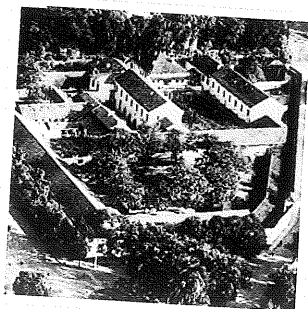
4

X18

THE HANOI HILTON

Blue Cost: 2 RPs. Move 1 Allied unit from the Body Count Box to the Dead Pool.

Red Cost: 2 RPs. Move 1 Allied unit from the Dead Pool to the Body Count Box.



Hoa Lo POW prison in Hanoi.

4

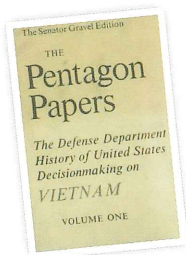
X15

PENTAGON PAPERS

Top secret US report
on conduct of the war.
Remove from game when
played as an event.

Blue Cost 3 RPs: The report
is not leaked. Add 1 Hawk.

Red Cost 3 RPs: Add 1 Dove.
If the result is more than
15 Doves, the cost is free.



*Leaked to NY Times by Daniel Ellsberg in 1971.
Nixon: "Let's get the son-of-a-bitch in jail."*

DUSTOFF

4

X14

Cost: 2 RPs. Remove an infantry unit from your Body Count Box and place it (veteran) in a legal province with no enemy units.



Medical evacuation mission.

HEARTS AND MINDS

4

X25

Play in the Interphase when adjusting Political Will. Add +1 or -1 to the number of Red-flagged provinces.



RESPONSE

US campaign to win the support of the Vietnamese people. "It became necessary to destroy the town to save it."

4

X22

TET HOLIDAY

Event not playable if any enemy units were eliminated this turn.

Cost: 1 RP. Vietnamese new year. Propose ceasefire to your opponent. If he refuses, add 1 Hawk or 1 Dove.

If he accepts, both players ignore all eliminations and R results until the beginning of your next turn or year's end, whichever is first.



SON TAY PRISON CAMP

3

X23

Cost: 1 RP. Remove any number of cards from your hand and draw replacements. Then shuffle the removed cards into your deck.



Commandos attempt POW rescue in 1970, but all POWs were moved earlier.

CHINA & THE USSR

4

X20

Blue Cost: 1 RP. China & USSR agree to curtail NVN aid. Red loses 1 SRP for every RP you spend. You may buy this event 4 times.

Red Cost 2 RPs. China & USSR rebuff US overtures. Put one tank unit from Reinforcements in NVN.



4

X19

CREDENCE CLEARWATER REVIVAL

Event not play-
able after 1968.

Cost: 1 RP. Choose 2
response cards from your
discard pile, show them to
your opponent, and place
them with your 1969 cards.



*"And I wonder, Still I wonder
Who'll stop the rain."*

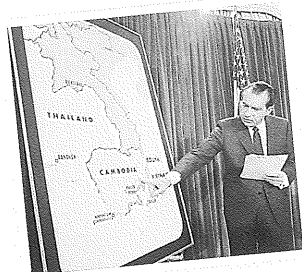
4

X21

OVER THE FENCE

Event not playable if THE SECRET WAR or CAMPAIGN X is currently in play.

Cost: 1 RP. At the end of your turn, deploy (un-
tried) any friendly CA and
LA units from the Body
Count Box to anywhere
in their home countries.



Crossing into Laos and Cambodia.

MAD MINUTE

4

Red may not play this event on his first turn during the Tet or Easter Offensives.

X24

Play during your card play turn. Add +2 to your card's RP value. Draw a card.



RESPONSE

I-FEEL-LIKE-I'M-FIXIN- TO-DIE RAG

3

X26

Play before battle dice are rolled. Both players move down one row (deadlier result) on the Battle Table.



RESPONSE

*"And It's One, Two, Three, What Are
We Fighting For? Don't Ask Me, I Don't
Give A Damn, Next Stop Is Vietnam."
Country Joe and the Fish, 1967.*

ROK FORCES

4

B06

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



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

2

B09

MCNAMARA'S FENCE

This card is worth 3 RPs if you control Quang Tri (I) when you play this card.

Cost: 1 RP. Roll dice equal to the number of Red units in Zone I. Red must kill 1 unit from Zone I for each 6 rolled (max 3 eliminations).



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

3

B03

PLATOON

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.

3

B04

TUNNEL RATS

Cost: 1 RP. Flip over 1 VC+ that is in the Body Count Box. It still counts as a dead unit. Remove it from the game after the next Interphase. You may buy this event more than once.



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

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

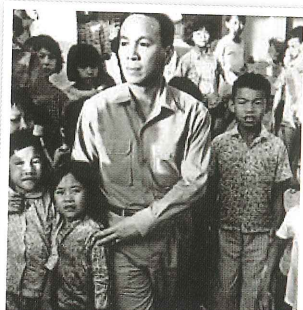
Lie motionless.

5

B07

NGUYEN VAN THIEU

Play in an Interphase if you have 5 or more pacified provinces. Add +6 to RVN Stability.



RESPONSE

RVN president 1967-1975.

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.

KIT CARSON SCOUTS

3

B02

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.

3

B08

OPERATION PHOENIX

Cost: 1 RP. Reveal a concealed VC unit.

- » VC: Put it in the Body Count Box.
- » Poof: Put it in the VC Pool (no event).
- » VC+: Put it in the Body Count Box. Add 1 Dove.



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

4

B10

GREEN BERETS

Cost: 4 RPs. Promote 1 ARVN to vet in every province containing US and ARVN units.



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

HAMBURGER HILL

2

B17

All your attacks in Thua Thien (I) are free. Add 1 Hawk if you pacify Thua Thien this turn.



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

2

B16

TIGER FORCE

Cost: 1 RP. One mobilized Allied group may enter a designated province without being ambushed. You may buy this event more than once.



*US task force founded to
"out-guerilla the guerilla."*

4

B11

AGENT ORANGE

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



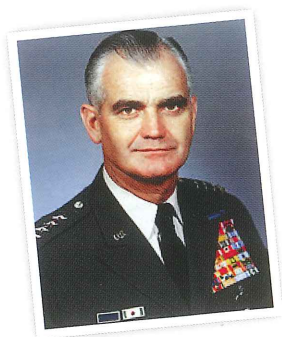
*Herbicide/defoliant used by US military.
It contained dioxins that caused health
problems for all who were exposed.*

5

B12

WILLIAM WESTMORELAND

Cost: 4 RPs. Westmoreland appeals to Congress. **Not playable after 1969.** Deploy the 3 extra US infantry units anywhere in SVN.



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

4

PARIS PEACE TALKS

Cost: 1 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.

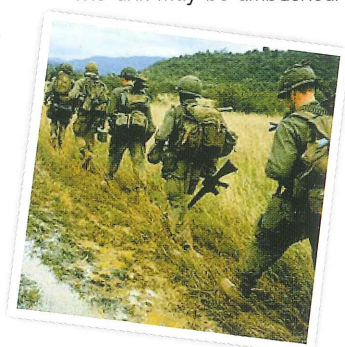


THE "OTHER WAR"

3

B18

Cost: 1 RP. Pacify any province in SVN, even one with a red flag. Redeploy an Allied unit there if vacant. The unit may be ambushed.



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

5

B14

LIMA SITE 85

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.

4

B13

BUFF

Cost: 2 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."

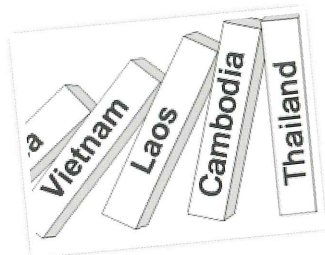
2

B19

DOMINO THEORY

This card is worth 3 RPs if there are 5 or more pacified provinces when you play this card.

Cost: 2 RPs. Add 1 Hawk if no Red units and no red flags occupy Saigon (III), Thua Thien (I), and Quang Nam (I).



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

SEALORDS

3

B27

Place Gunboat in Zone IV if it is before 1972.

Play 3 SRPs instead of 1 for Actions this turn provided 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 Hawk every Allied turn this year that you control all provinces in Zone IV.



CAMPAIGN ZONE IV

WHITE WING

3

Play 3 SRPs instead of 1 for
Actions this turn provided
you spend all Battle and PC-
B25 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

B26

Play 3 SRPs instead of 1 for Actions this turn provided 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 Hawk every Allied turn this year that you control all provinces in Zone III.



CAMPAIGN ZONE III

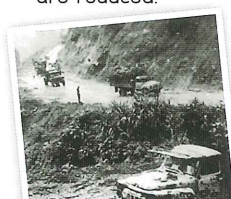
COMMANDO HUNT

4

B22

Cost: 4 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

B23

Cost: 0 RPs. Close Siha-noukville. You may bomb and enter CA border provinces this year. Add 1 Hawk each Allied turn that no Red units occupy any CA border provinces. Score 2 Hawks max. Remove card from game.



★ 1969 ★

STARLIGHT

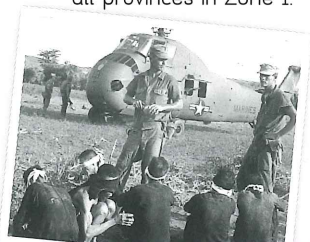
3

B24

Play 3 SRPs instead of 1 for Actions this turn provided 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 Hawk every Allied turn this year that you control all provinces in Zone I.



CAMPAIGN ZONE I

OPERATION MENU

4

B20

Cost: 3 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

This year:

5

(1) You may bomb Laos.

B21 (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.*

DAC CONG

3

R04

Play in one battle before the battle dice are rolled. Roll your battle die and apply 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.

4

R01

BOONDOGGLE

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

RPG-7 ROCKET LAUNCHER

4

R05

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



RESPONSE

A favorite weapon against tanks and helicopters.

4

R09

SAPPERS

Cost: 3 RPs. Choose a province except Saigon. Randomly eliminate 1 Allied infantry unit.



2

R06

HANOI JANE

This card is worth 3 RPs if you control Thua Thien (I) when you play this card.

Cost: 0 RPs. You may mobilize up to 10 units in NVN at no cost.



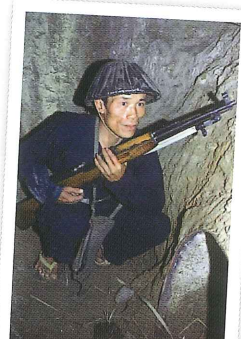
*"We ain't fond'a jane." Jane Fonda
and Tom Hayden visit North Vietnam
— twice. She apologizes in 1988.*

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.

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.

3

R03

ELEPHANT GRASS

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.

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.

3

R10

GENERAL UPRISING

Cost: 1 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.

4

R17

INDIAN COUNTRY

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.



THE SECRET WAR

5

R19

Event not playable if the Pathet Lao controls Laos.

Cost: 0 RPs. 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 ★

VO NGUYEN GIAP

5

R16

Cost: 2 RPs. Skip your battle die roll in 1 battle. Instead Add 2 dice rolls to your battle factors. No re-rolls of either die allowed.



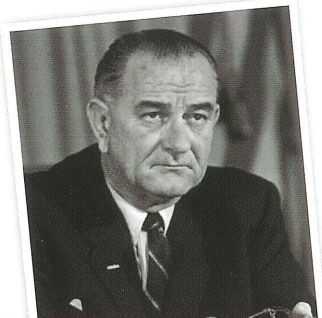
*Most prominent military commander
besides Ho Chi Minh.*

A LIMITED WAR

4

R13

Play after Blue completes his last turn of the year. Play one more Red turn with 2 RPs. Do not score for a minor campaign this turn.



RESPONSE

3

R11

NGUYEN CAO KY

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

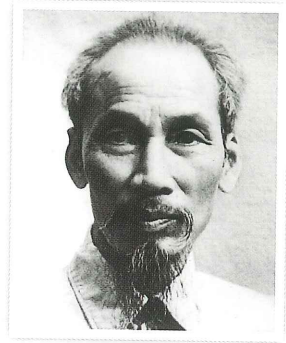
*Vice president of SVN until 1971.
Struggled with president Nguyen Van
Thieu for power, dividing the country.*

UNCLE HO

5

R14

Cost: 3 RPs. In every battle round this year where you attack, add +1 to your battle factors.



FLYING TELEPHONE POLES

5

R15

Cost: 4 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

4

NGUYEN CHI THANH

Cost: 2 RPs. Target one province except Saigon (III) and attack it as if it were an Allied bombing mission.

R12



NVN field commander in the south.

MEKONG DELTA

3

R25

Play 3 SRPs instead of 1 for Actions this turn provided 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 or more provinces in Zone IV.



CAMPAIGN ZONE IV

KHE SANH

3

R22

Play 3 SRPs instead of 1 for Actions this turn provided 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 or more provinces in Zone I.



CAMPAIGN ZONE I

4

R18

KENT STATE SHOOTINGS

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



★ 1969 ★

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

3

R26

TET OFFENSIVE

- » This card 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

3

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

3

R24

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

The map shows the study area in southern Vietnam. Key locations include Thanh Dien Forest Reserve, Ben Cat, and the Lyngby River. Numbered points (1-17) are marked on the map, indicating specific study sites. The map also shows the location of the Lyngby River and the Ben Cat area.

CAMPAIGN ZONE III

IA DRANG

3

R23

Play 3 SRPs instead of 1 for Actions this turn provided 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 control Pleiku, Darlac, and 3+ other provinces in Zone II.



CAMPAIGN ZONE II

5

R20

CAMPAIGN X

Event not playable if the Khmer Rouge controls Cambodia.

Cost: 0 RPs. 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.



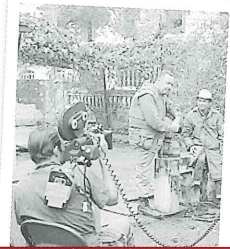
★ 1969 ★

WALTER CRONKITE

4

Cost: 4 RPs. Blue must withdraw 3 US units from the game immediately. If R21 played the same year as the Tet Offensive, add 1 Dove.

Remove card from game.



★ 1969 ★

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