

Internal Conflict in Myanmar

Requirements: The territory of Burma is strict neutral.

Add 4 Pro-Communist infantry to the territory of Burma. During the Conduct Combat phase of this turn, resolve combat as if these 4 Pro-Communist infantry had attacked all defending units in the territory during the Combat Move phase. If the Pro-Communist infantry are destroyed, then this card does nothing for the rest of the game. If the Pro-Communist infantry clear out all defenders (the defenders are all taken as casualties) then the minor power of Burma becomes Pro-Communist (this happens even if all Pro-Communist infantry are destroyed, as long as all defenders are destroyed as well). Place an upside down control marker on the territory of Burma to signify this change in the board state/political situation. As long as Burma is a Pro-Communist minor power (as long as it controls territory, the 4 Pro-Communist infantry created by this card is considered to be the new starting army of Burma, and can therefore be rebuilt by a major power willing to pay for them.

South African Bush War

Requirements: The minor power of Angola is Pro-Communist. The minor power of the Union of South Africa is Pro-NATO.

Add 5 Pro-Communist infantry, and 3 Pro-Communist mechanized infantry, 4 Pro-Communist rocket artillery, 2 Pro-Communist tanks, 2 Pro-Communist fighters, and 1 Pro-Communist attack aircraft to the territory of Angola. At the beginning of the Conduct Combat phase, Angola declares war on the minor power of the Union of South Africa and moves the units created by this card (5 Pro-Communist infantry, and 3 Pro-Communist mechanized infantry, 4 Pro-Communist rocket artillery, 2 Pro-Communist tanks, 2 Pro-Communist fighters, and 1 Pro-Communist attack aircraft in Angola) into the territory of the Union of South Africa and attacks all hostile units. If Angola captures the territory of the Union of South Africa, place a Communist Angolan control marker in the territory of the Union of South Africa to represent this.

Angolan Revolution

Requirements: The minor power of Angola is Pro-Communist.

Add 1 Pro-Communist tank and 3 Pro-Communist infantry to the territory of Angola. During the Conduct Combat phase of this turn, resolve combat as if these 1 Pro-Communist tank and 3 Pro-Communist infantry had attacked all defending units in the territory during the Combat Move phase. If the Pro-Communist units are destroyed, then this card does nothing for the rest of the game. If the Pro-Communist units clear out all defenders (the defenders are all taken as casualties) then the minor power of Angola becomes Pro-Communist (this happens even if all Pro-Communist units are destroyed, as long as all defenders are destroyed as well) Place a Communist Angolan control marker on the territory of Angola to signify this change in the board state/political situation. As long as Angola is a Pro-Communist minor power (as long as it controls territory) the 1 Pro-Communist tank and 3 Pro-Communist infantry created by this card are considered to be the starting units of Angola, and can therefore be rebuilt by a major power willing to pay for them.

Rhodesian Bush War

Requirements: The territory of Rhodesia is Pro-NATO.

Add 1 Pro-Communist infantry to the territory of Rhodesia. During the Conduct Combat phase of this turn, resolve combat as if this 1 Pro-Communist infantry had attacked all defending units in the territory during the Combat Move phase. If the Pro-Communist infantry are destroyed, then this card does nothing for the rest of the game. If the Pro-Communist infantry clear out all defenders (the defenders are all taken as casualties) then the minor power of Rhodesia becomes Pro-Communist (this happens even if all Pro-Communist infantry are destroyed, as long as all defenders are destroyed as well). Place an upside down control marker on the territory of Rhodesia to signify this change in the board state/political situation. As long as Rhodesia is a minor power (as long as it controls territory, the 1 Pro-Communist infantry created by this card is considered to be the new starting army of Rhodesia, and can therefore be rebuilt by a major power willing to pay for them.

Escalation in North Yemen

Requirements: West Arabia is Pro-NATO and East Arabia is Pro-Communist.

Add 3 Pro-NATO infantry, and 1 Pro-NATO mechanized infantry to the territory of West Arabia. Add 2 Pro-Communist infantry to the territory of Eastern Arabia. At the beginning of the Conduct Combat phase, West Arabia declares war on the minor power of Eastern Arabia and moves the units created by this card (3 Pro-NATO infantry, and 1 Pro-NATO mechanized infantry in West Arabia) into the territory of Eastern Arabia and attacks all hostile units. If West Arabia captures Eastern Arabia, place the West Arabian control marker in the territory of Eastern Arabia.

Karabakh Movement

Requirements: The Warsaw Pact controls the territory of Georgia.

Add 4 strict neutral infantry to the territory of Georgia. These units are special. They never attack Warsaw Pact units, and can coexist with Warsaw Pact units in the territory of Georgia. At the beginning of every turn of the Warsaw Pact, add 1 of these infantry to the territory of Georgia as long as at least one of these infantry remain (in the territory of Georgia). If during the Warsaw Pact's last turn, they attacked these units, and there is still at least one of these special infantry in the territory of West Poland, then add 2 of these infantry to the territory of Georgia instead of just 1. If there are ever 10 or more of these special infantry in the territory of Georgia, then the Georgian Soviet Socialist Republic leaves the Warsaw Pact as detailed in "Phase 9: Survey Morale." The Warsaw Pact may choose to attack these units at any time it would normally be able to do so (their Combat Move phase, or the Second Strike Move phase in certain situations). They conduct combat with the special infantry identically to how they would in any other combat with a few exceptions. The special infantry always roll as the defenders, they have a defense value of one, never have an air combat value and they are always strict neutral. During the survey morale phase, if the Warsaw Pact attacked these special infantry, the Warsaw Pact's morale is decreased by one. If the number of these special infantry that were killed was greater than or equal to five, the Warsaw Pact's morale decreases by one, in addition to the one for just attacking them. If NATO attack the territory of Georgia, or gains control over the territory of Georgia, these special infantry are automatically removed from the board.

Spain Joins NATO

Requirements: The minor power of Spain is Pro-NATO.

The minor power of Spain joins NATO. All territories controlled by the minor power of Spain immediately become NATO controlled. Replace all units controlled by Spain with NATO units of an equal number and type. Any restrictions on movement into, over, through, and/or out of territories controlled by the minor power of Spain are immediately lifted and no longer apply.

Tiananmen Square Protests

Requirements: Communist China controls the territory of Shangtung.

Add 1 strict neutral infantry to the territory of Shangtung. These units are special. They never attack Communist Chinese units, and can coexist with Communist Chinese units in the territory of Shangtung. At the beginning of every turn of Communist China, add 1 of these infantry to the territory of Shangtung as long as at least one of these infantry remain (in the territory of Shangtung). If during the Communist Chinese last turn, they attacked these units, and there is still at least one of these special infantry in the territory of Shangtung, then add 2 of these infantry to the territory of Shangtung instead of just 1. If there are ever 10 or more of these special infantry in the territory of Shangtung, then Communist China loses the game. Communist China may choose to attack these units at any time it would normally be able to do so (their Combat Move phase, or the Second Strike Move phase in certain situations). They conduct combat with the special infantry identically to how they would in any other combat with a few exceptions. The special infantry always roll as the defenders, they have a surface defense value of 1, never have an air combat value and they are always strict neutral. During the survey morale phase, if Communist China attacked these special infantry and this card was in the NATO players hand at any point during the game, before this card was played, then during the next Second Strike phase, or NATO's next Combat Move phase, whichever comes first, NATO may make a provoked declaration of war against Communist China. If NATO does not, then its morale goes down by 1 during the Survey Morale phase. If more than five of these special infantry were killed by Communist China, and NATO does not make a provoked declaration of war when and if this card allows him or her to, then NATO's morale decreases 2 instead of 1.

French Withdrawal From NATO

Requirements: The territories of Normandy, Bordeaux, France, and Southern France, are all controlled by NATO, and NATO is not at war with any major powers.

France becomes its own strict neutral minor power, controlling the territories of Normandy, Bordeaux, France, and Southern France. France's starting army is determined with the following process. Remove all NATO controlled units from the territory of Bordeaux and replace them with strict neutral units, under the control of the minor power of France, of an equal number and type. Once this has been completed, remove all NATO controlled units from the territory of Normandy, and divide all such units equally by type, into two separate piles, one for the starting army of France, and one for NATO to retain control over. When there is an odd number of units of a given type, the one excess unit is given to NATO. Once this process has been completed, replace all units in the pile for France with strict neutral units, controlled by the minor power of France, of an equal number and type. Return all these strict neutral units to the territory of Normandy. The NATO player must move all units in his or her pile to one or more adjacent territories that are friendly to him or her or under his or her control. Once this has been completed, repeat this process for the territories of France and Southern France.

Palomares Incident

Requirements: The minor power of Spain in Pro-NATO.

If NATO fly aircraft into, out of, or over the territory of Spain, during the Mobilization phase of the turn that NATO flew aircraft into, out of, or over the territory of Spain, the minor power of Spain becomes Pro-Communist. The standing army of Spain becomes Pro-Communist as well. During NATO's next Combat Move phase, or the next Second Strike phase, after the Mobilization phase in which the minor power of Spain becomes Pro-Communist, whichever comes first, NATO may choose to move any or all of its units out of Spain per the "Units Starting in Hostile Spaces," rules. If NATO still has units in a territory controlled by the minor power of Spain, just before the end of the Second Strike move phase, following the Mobilization phase in which the minor power of Spain becomes Pro-Communist, after all major powers have made all other second strike movements and actions then the minor power of Spain makes a provoked declaration of war against NATO. During the following Conduct Combat phase, if NATO still controls units in a territory controlled by the minor power of Spain, then all units hostile to NATO, in any of those territories initiate combat with NATO units in those territories. The hostile units roll as the attacker.

One Hundred Flowers Campaign

All Communist Chinese research, to the right of the latest major checkpoint or technological advancement on any given line is erased.

Revolution of Granite

Requirements: The Warsaw Pact controls the territories of Western Ukraine, Crimea, and Eastern Ukraine.

Add 2 strict neutral infantry to the territory of Eastern Ukraine. These units are special. They never attack Warsaw Pact units, and can coexist with Warsaw Pact units in the territory of Ukraine. At the beginning of every turn of the Warsaw Pact, add 1 of these infantry to the territory of Ukraine as long as at least one of these infantry remain (in the territory of Ukraine). If during the Warsaw Pact's last turn, they attacked these units, and there is still at least one of these special infantry in the territory of Ukraine, then add 2 of these infantry to the territory of Ukraine instead of just 1. If there are ever 10 or more of these special infantry in the territory of Ukraine, then the Ukrainian Soviet Socialist Republic leaves the Warsaw Pact as detailed in "Phase 9: Survey Morale." The Warsaw Pact may choose to attack these units at any time it would normally be able to do so (their Combat Move phase, or the Second Strike Move phase in certain situations). They conduct combat with the special infantry identically to how they would in any other combat with a few exceptions. The special infantry always roll as the defenders, they have a defense value of one, never have an air combat value and they are always strict neutral. During the survey morale phase, if the Warsaw Pact attacked these special infantry, the Warsaw Pact's morale is decreased by one. If the number of these special infantry that were killed was greater than or equal to five, the Warsaw Pact's morale decreases by one, in addition to the one for just attacking them. If NATO attack the territory of Eastern Ukraine, or gains control over the territory of Ukraine, these special infantry are automatically removed from the board.

Jeltoqstan

Requirements: The Warsaw Pact controls the territories of Western Kazakh S.S.R., Omsk, and Eastern Kazakh S.S.R.

Add 1 strict neutral infantry to the territory of Eastern Kazakh S.S.R. These units are special. They never attack Warsaw Pact units, and can coexist with Warsaw Pact units in the territory of Eastern Kazakh S.S.R. At the beginning of every turn of the Warsaw Pact, add 1 of these infantry to the territory of Eastern Kazakh S.S.R. as long as at least one of these infantry remain (in the territory of Eastern Kazakh S.S.R.). If during the Warsaw Pacts last turn, they attacked these units, and there is still at least one of these special infantry in the territory of Eastern Kazakh S.S.R., then add 2 of these infantry to the territory of Eastern Kazakh S.S.R. instead of just 1. If there are ever 10 or more of these special infantry in the territory of Eastern Kazakh S.S.R., then the Kazakh Soviet Socialist Republic leaves the Warsaw Pact as detailed in "Phase 9: Survey Morale." The Warsaw Pact may choose to attack these units at any time it would normally be able to do so (their Combat Move phase, or the Second Strike Move phase in certain situations). They conduct combat with the special infantry identically to how they would in any other combat with a few exceptions. The special infantry always roll as the defenders, they have a defense value of one, never have an air combat value and they are always strict neutral. During the survey morale phase, if the Warsaw Pact attacked these special infantry, the Warsaw Pact's morale is decreased by one. If the number of these special infantry that were killed was greater than or equal to five, the Warsaw Pact's morale decreases by one, in addition to the one for just attacking them. If NATO attack the territory of Eastern Kazakh S.S.R., or gains control over the territory of Eastern Kazakh S.S.R., these special infantry are automatically removed from the board.

Anti-Party Group

Requirements: The Warsaw Pact is not at war with any major power(s).

During the Warsaw Pact's next turn, it may not make any actions during its turn other than collecting and saving income, unless a power declares war on it between when this card is drawn and the Warsaw Pact's next turn. In addition, the Warsaw Pact may not make any second strike actions or movements between when this card is drawn and the end of the Warsaw Pact's next turn unless as power declares war on the Warsaw Pact between now and then.

Leap Forward
Great ~~Chinese Famine~~

For the next three rounds, all territories controlled by Communist China with an IPC value of one, other than North Manchuria, Kwangsi, and Kiansi, have an IPC value of zero. In addition to this, during this time, each round, Communist China may purchase one minor industrial complex during their Purchase and Repair phase for free.

Star Wars

During NATO's next three turns, research and hurried research costs twice its normal cost.

"Redistribution" of Power

NATO is no longer required to wait one round after making an unprovoked declaration of war against a power, before NATO can attack that power or invade its territories.

Make Love, Not War

Requirements: NATO has units in the territories North and/or South Vietnam, and there are at least one North Vietnamese unit in one of those territories that NATO has units in.

NATO must make a choice; lower their morale by three, or remove all NATO units from North and South Vietnam and end conscription in the United States. Ending conscription in the United States means it costs one extra IPC to produce all units from industrial complexes in the territories or Bonin Island, Wake Island, Midway, Hawaiian Islands, Gaum, Johnston Islands, Line Islands, Aleutian Islands, Alaska, Pacific Northwest, Eastern USA, Rocky Mountains, South Western, The Great Lakes, Central USA, South USA, Southeast USA, Eastern USA, and Southeastern USA. If NATO makes a provoked declaration of war after this, the cost of building units with industrial complexes in those territories resets to their normal values. In addition, NATO may only have a maximum of one unit in North Vietnam, and a maximum of one unit in South Vietnam for as long as the territories remain controlled by a minor power. NATO also loses the ability to control South Vietnam and its units.

Uprising in Tibet

Requirements: The territory of Tibet is controlled by Communist China.

Add 3 Pro-NATO infantry to the territory of Tibet. During the Conduct Combat phase of this turn, resolve combat as if these 3 Pro-NATO infantry had attacked all defending units in the territory during the Combat Move phase. If the Pro-NATO infantry are destroyed, then this card does nothing for the rest of the game. If the Pro-NATO infantry clear out all defenders (the defenders are all taken as casualties) then Tibet becomes its own minor power controlling the territory of Tibet (this happens even if all Pro-NATO infantry are destroyed, as long as all defenders are destroyed as well). Place an upside down control marker on the territory of Tibet to signify this change in the board state/political situation. As long as Tibet is a minor power (as long as it controls territory, the 3 Pro-NATO infantry created by this card are considered to be the starting units of Tibet, and can therefore be rebuilt by a major power willing to pay for them.

Second Siamese-Thai War

Requirements: The territory of Thailand is controlled by NATO and Communist China has the ability to control North Vietnamese units.

Communist China may now move North Vietnamese units into, and attack units in, the territory of Thailand. In addition, if Thailand is still a jungle territory, add one North Vietnamese infantry to the territory of Thailand.

Vietcong Resurgence

Requirements: The territory of South Vietnam is controlled by the minor power of South Vietnam, or the territory of South Vietnam is controlled by NATO.

Add four Pro-Communist, North Vietnamese infantry to South Vietnam. (North Vietnam is not required to control any units for this to happen.)