

<p style="text-align: center;">1.</p> <p style="text-align: center;"><u>Bring Ally into the War: (8.3)</u> <u>Pakistan</u> <u>Russia</u></p> <p>A) Change Russia from a neutral into an active belligerent on the Chinese side (see rule 7.9). This is automatic.</p> <p>B) Change Pakistan from a neutral into an active belligerent on the Chinese side. India must already be a US ally as prerequisite. Once per game the Chinese player may roll a D6; If a roll of 1 or 2, Pakistan enters the war.</p>	<p style="text-align: center;">2.</p> <p style="text-align: center;"><u>Initiate a Ground War in Korea.</u> <u>(8.4, 12.0)</u></p> <p>Initiate a ground war in Korea. Once such a war has been begun, it may only be ended by the Korean Ground War Resolution Table.</p> <p><i>Note that initiating a ground war doesn't gain the Chinese player immediate access to the resolution table; That would require a separate and subsequent Op. See rule 12.0.</i></p> <p style="text-align: center;"><u>Discard after use.</u></p>	<p style="text-align: center;">3.</p> <p style="text-align: center;"><u>Move Chinese Ground (8.5)</u></p> <p>Move a force of Chinese ground units from anywhere in China to anywhere in China, North Korea or Myanmar. Units sent under the provisions of this Op may also include Chinese airborne and/or air assault units. Chinese ground units may be sent to North Korea prior to the initiation of a ground war there or after.</p> <p>There are scenario-defined limits on the number of units that may go to Myanmar.</p> <p>Chinese units, once in North Korea or Myanmar, may not leave there for the duration of the game (except to go into the dead pile).</p>
<p style="text-align: center;">4.</p> <p style="text-align: center;"><u>Airborne / Air Assault Tawain (8.6)</u></p> <p>Move a force of airborne and/or air assault units from Central China to Taiwan.</p> <p><u>All</u> of those two kinds of units in Central China at the time this Op is activated <u>must</u> go together to Taiwan at this time. (Some airborne/air-assault units may have earlier been dispatched to Korea, North China or South China)</p> <p>If there are any enemy ground units on Taiwan at the time of this move, that results in a mandatory (and unsupported) attack by the airborne/air assault force on those units, which is resolved as part of this same Op.</p> <p style="text-align: center;"><u>Discard after use.</u></p>	<p style="text-align: center;">5.</p> <p style="text-align: center;"><u>Bomb Taiwan (8.7)</u></p> <p>Launch an out-and-back aircraft raid from Central China to Taiwan.</p> <p>To do so he takes one, some, or all of the non-LR aircraft he has based in Central China at that time and then temporarily moves them to Taiwan. He must then use those aircraft in a normal (unsupported by other units) attack on the enemy units located there.</p> <p>At the conclusion of the attack's resolution (including normal return-fires), all surviving Chinese aircraft are moved back to Central China.</p>	<p style="text-align: center;">11.</p> <p style="text-align: center;"><u>End Korean War (8.13)</u></p> <p>Attempt to resolve a previously begun ground war in Korea. This Op may be conducted by either player, potentially any number of times per game. This can't be conducted, however, until <i>after</i> the Chinese player has declared op. no. 2 (see rule 8.4).</p> <p>Further note that once the ground war in Korea has been resolved (see rule 12.0), another one can't be initiated there during the course of the game.</p>
<p style="text-align: center;">12.</p> <p style="text-align: center;"><u>Move Naval Units from Base (8.14)</u></p> <p>Move a force of naval vessels from any base area to a single neighboring sea zone.</p> <p>If such a move takes a force of naval vessels into a sea zone containing enemy units, combat may result as part of the same Op. See sections 9.0 and 10.0 for more details.</p>	<p style="text-align: center;">13.</p> <p style="text-align: center;"><u>Move Naval Units at Sea;</u> <u>May Attack Ground Units (8.15)</u></p> <p>Move a force of naval vessels from a sea zone into a neighboring friendly controlled or contested land area.</p> <p>If such a move takes a force of naval vessels into a land area containing enemy units, an attack by the moving vessels may be conducted as part of that same Op.</p> <p>Further, that attack may include the participation of some or all of the other friendly units that may happen to have already been in that land area when the moving ships arrived. (See rule 10.11).</p>	<p style="text-align: center;">15.</p> <p style="text-align: center;"><u>Attack Naval Units (8.17)</u></p> <p>Use naval vessels in any one sea zone to attack the enemy units in that same zone or in a land area bordering that zone.</p> <p>See section 10.0 for more details. If such an attack is made into a contested land area, it may not include the participation of any of the friendly units in that land area. (See rule 10.11).</p>

<p style="text-align: center;">16.</p> <p style="text-align: center;"><u>Rebase Aircraft (8.18)</u></p> <p>Rebase aircraft from one friendly base area to another friendly base area. Chinese rebasing moves may be to any area in China, North Korea, Taiwan or Myanmar or as per variant.</p> <p>The move may be over any distance but, in the case of Chinese-side rebasings, it must still be traced area-by-area and/or zone-by-zone across the map in order to allow for the possibility of the US interception (8.12).</p> <p>The take-off base area may be contested, but the receiving base area may not be. PRC may rebase units to Myanmar or, depending on variant, Ras Karma. Chinese map to map rebasing is limited as per scenario.</p>	<p style="text-align: center;">17.</p> <p style="text-align: center;"><u>Air Strike Against Naval Units (8.19)</u></p> <p>Use aircraft in one base area to attack enemy naval vessels in one neighboring sea zone. 10.0).</p> <p>If such an attack is made into a contested sea zone, it may not, as part of the same Op, include the participation of any of the friendly naval vessels in that same zone.</p>	<p style="text-align: center;">18.</p> <p style="text-align: center;"><u>Long-Range Airstrike (8.20)</u></p> <p>Move any long range (LR) aircraft from one base anywhere on one map and conduct one attack on that map.</p> <p>Chinese-side LR can't reach the US holding boxes. Return LR aircraft to their originating base area. Russian LR aircraft always base out of Russia or Ras Karma. Iranian LR aircraft always base out of Iran.</p> <p>Forces never combine an LR aircraft attack, meaning that for China only, the Chinese or the Russian or the Iranian LR aircraft may fly in a given Op. Indian LR must always fly alone.</p> <p>Chinese-side LR moves are susceptible to US interception, and those interceptions are resolved prior to resolving the attack of the moving Chinese LR aircraft (8.12).</p>
<p style="text-align: center;">14.</p> <p style="text-align: center;"><u>Move Naval Units</u></p> <p>Move a force of naval vessels from one sea zone to a neighboring sea zone.</p> <p>Moves between zones connected only at corner points are allowed, as are skip-moves through Okinawa, Singapore, Spratleys and Nicobar if you control or contest them (see rule 9.3).</p> <p>If such a move takes a force of naval vessels into a sea zone containing enemy units, an attack by the moving vessels may be conducted as part of that same Op.</p> <p>Further, that attack may include the participation of some or all of the other friendly units that may happen to have already been in that zone when the moving ships arrived.</p>	<p style="text-align: center;">19.</p> <p style="text-align: center;"><u>Amphibious Assault (8.21)</u></p> <p>Use ground forces at sea in any one sea zone to make an amphibious invasion of any one invasion-susceptible enemy land area bordering that zone.</p> <p>Note that the Chinese player may also choose to invade a susceptible neutral, thereby instantly bringing that nation into the game on the US side.</p> <p>Invasions may also include, within the same Op, the combat participation of friendly naval vessels, as long as they're located in the same sea zone as the invading ground units. Defenders may fire back with any land-attack capable unit, or fire on supporting enemy naval vessels with any units that have the appropriate combat capability; amphibious vessels are considered to have offloaded their troops before any combat takes place.</p>	<p style="text-align: center;">20.</p> <p style="text-align: center;"><u>Ground Attack (8.22)</u></p> <p>Use a force already in a contested land area to attack the enemy forces within that same area.</p> <p>See section 10.0 for more details.</p>
<p style="text-align: center;">21.</p> <p style="text-align: center;"><u>Russian Airborne Movement (8.23)</u></p> <p>One unit only must start in a land area containing a base or be in a friendly holding box. The player then picks up the unit and moves it to any other land area that its nationality could otherwise enter.</p> <p>However, if there are enemy land or air units in the terminal area, the unit making the airborne movement must attack, and the attack must either be supported by CV/CVN/CVX/CVL units in an adjacent sea zone or in port, or by friendly land based aircraft in the drop area.</p> <p>Enemy air unit(s) in the drop area may fire back at the airborne unit with anti-aircraft strength.</p> <p>An airborne move may not be made into an area containing an enemy SAM unit.</p>	<p style="text-align: center;">24.</p> <p style="text-align: center;"><u>Submarine Infiltration Tactics (8.26)</u></p> <p>One SS, SSX or SSN type submarine unit in the same area as an enemy force is designated as an infiltrator. One ship of any type is chosen as its target—temporarily negating rule 10.4, Protected Targets, for the infiltrator.</p> <p>Roll a D6, +2 Chinese non-SSX type -1 US sub is making the attempt.</p> <p>1-3 The designated submarine unit has successfully infiltrated and may make an attack on the designated target. It may, in turn, be attacked by surviving enemy units.</p> <p>4-5 Nothing happens and the operation is over with no combat.</p> <p>6 Sub detected and destroyed</p> <p>No other combat occurs as a part of this op. May be performed until a player loses a sub during infiltration in the '6' die roll result given below.</p>	<p style="text-align: center;">25.</p> <p style="text-align: center;"><u>Chinese/Iranian Missile Strike (8.27).</u></p> <p>PRC/Iranian Surface to Surface Missile Strikes.</p> <p>If there are two SSM's, they may fire the SSM's sequentially, resolving the first attack before making the second.</p> <p>PRC and Iranian SSM's may not fire during the same Op.</p> <p>The Chinese player may target any land, air, or surface naval unit on the same map, except those in a neutral nation or an off map holding box. Ignore rule 10.4 Protected Units.</p> <p>Resolve combat normally.</p>

<p style="text-align: center;">27.</p> <p style="text-align: center;"><u>Pick Hyperwar (8.29)</u> <u>(Optional 8.1)</u></p> <p>Pick One Hyperwar Variant Chit.</p> <p>The Player may choose one Hyperwar variant chit from his cup. Chits drawn in the combined campaign game can be used on either map (see rule 11.0).</p> <p>The chit may be played immediately or held in your hand. Once played, remove the chit from the game and place it aside.</p> <p>You do not have to show HyperWar chits you pick to the other player until you play them, though you may always examine any that you have in your hand.</p>	<p style="text-align: center;">28.</p> <p style="text-align: center;"><u>Massive PRC Attack on US Command & Control (Optional 8.30)</u></p> <p>Only be used on the East Asian map.</p> <p>Roll a D6:</p> <p>1-4 The US player must ignore any future random event or HyperWar play that would otherwise allow him to execute two Ops in a row. The PRC player may now execute a second Op, as if he had drawn a Random Event result of 51-54.</p> <p>5-6 US Cyberwar and space defense forces block and then launch a successful counterattack: the result above is implemented against the Chinese (for the duration of one turn only in the US' case).</p> <p>Subtract 2 PRC VP.</p> <p style="text-align: center;"><u>Discard after use.</u></p>	<p style="text-align: center;">31.</p> <p style="text-align: center;"><u>China or Other Power Limited Nuclear Strike (8.33) (Very Optional 8.1)</u></p> <p>Whoever controls India, Pakistan or Iran (Variant L).</p> <p>Select one enemy unit anywhere on the map except in a holding box and roll D6:</p> <p>1-3 The unit is eliminated.</p> <p>4-6 No effect.</p> <p>-2 VP from the PRC side total each time this Op is used by China, and -1 VP if by Chinese ally or +1 VP if by US ally.</p> <p>In the case of either the Indian or Pakistani player firing at each other, roll the D6 again: On a 6, the game ends immediately in a technical draw as a massive nuclear exchange occurred and the two powers destroyed each other, along with most of the agriculture of Asia.</p>
<p style="text-align: center;">32.</p> <p style="text-align: center;"><u>Chinese Massive Nuclear Strike (8.34)</u> <u>(Very Optional; see rule 8.1)</u></p> <p>It represents a PRC nuclear strike on key US and Allied bases, mainly the naval facilities along the West Coast of the United States.</p> <p>Declare this Op and roll a D6:</p> <p>1-3 Massive Retaliation occurs: the game ends immediately in a US victory.</p> <p>4 Roll the D6 again and add one; That result is the number of US/Allied units destroyed (Chinese player chooses which units and may even blindly draw from the US reinforcement cup). Subtract 3 PRC VP.</p> <p>5 All units in the US reinforcement cup are lost. Subtract 3 PRC VP.</p> <p>6 The Western alliance totally collapses. The US is dethroned as World Power, and the game ends immediately in a Chinese victory.</p> <p style="text-align: center;"><u>Discard after use.</u></p>	<p style="text-align: center;">33.</p> <p style="text-align: center;"><u>Chinese ACV Rapid Invasion Movement. Chinese Surprise Invasion of Taiwan (8.35)</u></p> <p>If there are no US or Allied surface naval units in the Taiwan Strait, the Chinese player may use his ACV hovercraft to move the PRC Marine Corps unit (only!) to Taiwan in a rapid movement.</p> <p>Only these units may move in this Op. Both move; and they cross and make an amphibious assault landing (same as an Op 19) during the same Op.</p>	<p style="text-align: center;">34.</p> <p style="text-align: center;"><u>Pass; Do Nothing (8.36)</u></p> <p>On the map for which this Op is played, the player does not need to move any units or initiate any battles until next turn.</p> <p>If any turn occurs where you cannot take an Op on a given map (due, for example, to having no units on that map or no units able to move), you may not take any further Ops on that map for the remainder of the game.</p> <p style="text-align: center;"><u>Discard after use.</u></p>
<p style="text-align: center;">35</p> <p style="text-align: center;"><u>Mine Laying. (8.37)</u></p> <p>May lay mines in certain selected sea areas. Only one side's minefield may exist in a given sea area at a time. Providing you have at least one ship or submarine unit in the target sea area mines are automatically placed. Only one mine level may be placed per turn.</p> <p>The PRC side may lay mines in the Taiwan Straits, Straits of Malacca, or Gulf of Aden. Only Iranian units (which would be Chinese allies) may lay mines in the Persian Gulf.</p> <p>Strengthening a reduced Persian Gulf minefield to its "2" strength requires a minelaying Op involving Iranian naval units. Rebuilding the Persian Gulf minefield requires two turns.</p>	<p style="text-align: center;">36.</p> <p style="text-align: center;"><u>Mine Countermeasures. (8.38)</u></p> <p>If you have at least one surface ship in a sea area with an enemy minefield you may declare this Op and attempt to clear it. Roll a D6:</p> <p>1-3 The mine anti-sub/anti-surface strength is reduced by one. In most cases this means the removal of the minefield, the exception being if the Persian Gulf minefield is at strength '2', in which case it reduces to '1'.</p> <p>4-6 No Effect.</p> <p>Cleared minefields are available for placement later.</p>	<p style="text-align: center;">37.</p> <p style="text-align: center;"><u>Attempt to Resolve an Indo-Pakistani War. (8.39)</u></p> <p>This can't be conducted until after a Random Event or Scenario requirement has initiated this war.</p> <p>See Indo-Pakistani War Resolution table and roll the D6, factoring in any DRM's (see rule 13.0).</p>

38.

Iranian Suicide Boats. (8.40)

This is playable only in the Persian Gulf.

Select one US side SAG and roll a D6:

1 The SAG is lost.

6 All Iranian suicide boats have been expended and this Op may not be played again.

The US player may take Op to prevent this Op being used—use an amphibious assault (Op 19) with at least one unit. If the unit makes it ashore, Op 38 may not be played.

39

Massed Air Strikes across the Persian Gulf. (8.41)

May be played as long as at least one air unit is available plus one legal target.

Take as many air units as are stationed either in the Arab Gulf States or Iran (depending which player is attacking) and use them to make attacks against units on the opposite side. Air strikes may be made as you wish, with the exception that in-port CVN/CV/CVX types still benefit from the Protected Targets rule (if SAG's are present). All DRM's apply.

1

Anti-Ground

1

Anti-Air

Any Unit

1

Anti-Submarine

1

Anti Ship

<p style="text-align: center;">6. <u>Repair NATO Carrier (8.8)</u></p> <p>Repair one damaged US or French CVN/CVX or British CV located in a friendly base area.</p> <p>The damaged unit must already be located in a friendly controlled land area containing a base. The land area may be contested at the time of the repair. Flip the unit back to its full-strength side.</p>	<p style="text-align: center;">7. <u>Airlift US Ground (8.9)</u></p> <p>Airlift one light US ground unit from any friendly base to any other friendly base on either map.</p> <p>One light BCT chosen (see rule 2.9) may be moved from any friendly controlled land area with a base to any another friendly controlled land area with a base on either map. Such areas may be friendly-but-contested at the time of the move (see rule 3.5), and may also include, in either direction, the US Holding Boxes.</p> <p>During the Combined Campaign Game, US units (only!) may begin on one map and land on the other map.</p>	<p style="text-align: center;">8. <u>Call For Reinforcements (8.10)</u></p> <p>May be done any number of times until his reinforcement pool no longer contains any units.</p> <p>Only one Op 8 may be rolled per turn; the Op for the other map must be different.</p> <p>The US player rolls a D6 and then blindly draws that number of units from his reinforcement pool. All drawn units are received at full-step strength. During the combined campaign game, units may be placed in either map during the same Op.</p> <p>Those units are then placed either in the US & Allied Off-Map Bases holding box (East Asia) or in the NATO holding box (Indian Ocean map). From these boxes units may be moved normally into play on the map in subsequent Ops.</p>
<p style="text-align: center;">9. <u>Enlist Neutral to Ally with US (8.11)</u></p> <p>Make a diplomatic effort to get a neutral to join the war. Choose on and roll D6: 1-3 The named nation immediately enters the war on the US side. 4-6 Nation remains neutral for the present.</p> <p>East Asia map: Indonesia, Vietnam, Philippines, Singapore or Malaysia. Indian Ocean map: India**, Pakistan**, Thailand, France, Italy</p> <p>For France or Italy, a D6 roll of 1-4 brings them in.</p> <p><i>** India and Pakistan are mutually exclusive see 7.18 or 7.19.</i></p> <p>Note: The Arab States only come in if Iran enters the war (Random Event required).</p>	<p style="text-align: center;">10. <u>US Intercepts Chinese Aerial Rebasing (8.12)</u></p> <p>Make an aerial interception of a Chinese Aerial Rebasing or LR Op (Op 16 or Op 18).</p> <p>If that Chinese aircraft move took those planes over or adjacent to one or more land areas or sea zones containing US aircraft and/or CVN, those US units (not Allied) may make one combined, and otherwise unsupported and normally resolved, attack on those Chinese aircraft. Interceptions of Chinese air units in North Korean is not allowed while neutral. When intercepting a Chinese Op 18, the US interception effort is resolved prior to the surviving Chinese or Russian LR aircraft being allowed to make their strike, and they may not fire back.</p>	<p style="text-align: center;">11. <u>End Korean War (8.13)</u></p> <p>Attempt to resolve a previously begun ground war in Korea. This Op may be conducted by either player, potentially any number of times per game. This can't be conducted, however, until <i>after</i> the Chinese player has declared op. no. 2 (see rule 8.4).</p> <p>Further note that once the ground war in Korea has been resolved (see rule 12.0), another one can't be initiated there during the course of the game.</p>
<p style="text-align: center;">12. <u>Move Naval Units from Base (8.14)</u></p> <p>Move a force of naval vessels from any base area to a single neighboring sea zone.</p> <p>If such a move takes a force of naval vessels into a sea zone containing enemy units, combat may result as part of the same Op. See sections 9.0 and 10.0 for more details.</p>	<p style="text-align: center;">13. <u>Move Naval Units at Sea; May Attack Ground Units (8.15)</u></p> <p>Move a force of naval vessels from a sea zone into a neighboring friendly controlled or contested land area.</p> <p>If such a move takes a force of naval vessels into a land area containing enemy units, an attack by the moving vessels may be conducted as part of that same Op.</p> <p>Further, that attack may include the participation of some or all of the other friendly units that may happen to have already been in that land area when the moving ships arrived. (See rule 10.11).</p>	<p style="text-align: center;">15. <u>Attack Naval Units (8.17)</u></p> <p>Use naval vessels in any one sea zone to attack the enemy units in that same zone or in a land area bordering that zone.</p> <p>See section 10.0 for more details. If such an attack is made into a contested land area, it may not include the participation of any of the friendly units in that land area. (See rule 10.11).</p>

<p style="text-align: center;">16. <u>Rebase Aircraft (8.18)</u></p> <p>Rebase aircraft from one friendly base area to another friendly base area. Chinese rebasing moves may be to any area in China, North Korea, Taiwan or Myanmar or as per variant.</p> <p>The move may be over any distance but, in the case of Chinese-side rebasings, it must still be traced area-by-area and/or zone-by-zone across the map in order to allow for the possibility of the US interception (8.12).</p> <p>The take-off base area may be contested, but the receiving base area may not be. PRC may rebase units to Myanmar or, depending on variant, Ras Karma. Chinese map to map rebasing is limited as per scenario.</p>	<p style="text-align: center;">17. <u>Air Strike Against Naval Units (8.19)</u></p> <p>Use aircraft in one base area to attack enemy naval vessels in one neighboring sea zone. 10.0).</p> <p>If such an attack is made into a contested sea zone, it may not, as part of the same Op, include the participation of any of the friendly naval vessels in that same zone.</p>	<p style="text-align: center;">18. <u>Long-Range Airstrike (8.20)</u></p> <p>Move any long range (LR) aircraft from one base anywhere on one map and conduct one attack on that map. Chinese-side LR can't reach the US holding boxes. Return LR aircraft to their originating base area. Russian LR aircraft always base out of Russia or Ras Karma. Iranian LR aircraft always base out of Iran.</p> <p>Forces never combine an LR aircraft attack, meaning that for China only, the Chinese or the Russian or the Iranian LR aircraft may fly in a given Op. Indian LR must always fly alone.</p> <p>Chinese-side LR moves are susceptible to US interception, and those interceptions are resolved prior to resolving the attack of the moving Chinese LR aircraft (8.12).</p>
<p style="text-align: center;">14. <u>Move Naval Units</u></p> <p>Move a force of naval vessels from one sea zone to a neighboring sea zone. Moves between zones connected only at corner points are allowed, as are skip-moves through Okinawa, Singapore, Spratleys and Nicobar if you control or contest them (see rule 9.3).</p> <p>If such a move takes a force of naval vessels into a sea zone containing enemy units, an attack by the moving vessels may be conducted as part of that same Op.</p> <p>Further, that attack may include the participation of some or all of the other friendly units that may happen to have already been in that zone when the moving ships arrived.</p>	<p style="text-align: center;">19. <u>Amphibious Assault (8.21)</u></p> <p>Use ground forces at sea in any one sea zone to make an amphibious invasion of any one invasion-susceptible enemy land area bordering that zone.</p> <p>Note that the Chinese player may also choose to invade a susceptible neutral, thereby instantly bringing that nation into the game on the US side.</p> <p>Invasions may also include, within the same Op, the combat participation of friendly naval vessels, as long as they're located in the same sea zone as the invading ground units. Defenders may fire back with any land-attack capable unit, or fire on supporting enemy naval vessels with any units that have the appropriate combat capability; amphibious vessels are considered to have offloaded their troops before any combat takes place.</p>	<p style="text-align: center;">20. <u>Ground Attack (8.22)</u></p> <p>Use a force already in a contested land area to attack the enemy forces within that same area.</p> <p>See section 10.0 for more details.</p>
<p style="text-align: center;">21. <u>U.S. Airborne Movement (8.23)</u></p> <p>One unit only must start in a land area containing a base or be in a friendly holding box. The player then picks up the unit and moves it to any other land area that its nationality could otherwise enter. However, if there are enemy land or air units in the terminal area, the unit making the airborne movement must attack, and the attack must either be supported by CV/CVN/CVX/CVL units in an adjacent sea zone or in port, or by friendly land based aircraft in the drop area.</p> <p>Enemy air unit(s) in the drop area may fire back at the airborne unit with anti-aircraft strength.</p> <p>An airborne move may not be made into an area containing an enemy SAM unit.</p>	<p style="text-align: center;">24. <u>Submarine Infiltration Tactics (8.26)</u></p> <p>One SS, SSX or SSN type submarine unit in the same area as an enemy force is designated as an infiltrator. One ship of any type is chosen as its target—temporarily negating rule 10.4, Protected Targets, for the infiltrator.</p> <p>Roll a D6,</p> <p>1-3 The designated submarine unit has successfully infiltrated and may make an attack on the designated target. It may, in turn, be attacked by surviving enemy units.</p> <p>4-5 Nothing happens and the operation is over with no combat.</p> <p>6 Sub detected and destroyed</p> <p>+2 Chinese non-SSX type</p> <p>-1 US sub is making the attempt.</p> <p>No other combat occurs as a part of this op. May be performed until a player loses a sub during infiltration in the '6' die roll result given below.</p>	<p style="text-align: center;">23. <u>US EMP Weapon Usage (8.25). (Optional—see rule 8.1).</u></p> <p>Declare one land or sea area as the target and roll D6.</p> <p>1 The mission goes horribly wrong, producing a misfire that has no real effect on military operations, but that provides ghastly video footage of casualties, wrecked ships at sea, etc. Add +1 VP to the PRC total for the global public relations effect.</p> <p>2 No Effect.</p> <p>3-6 The Chinese player may not use any unit in the area during his next operation.</p> <p style="text-align: right;"><u>Discard after use.</u></p>

<p style="text-align: center;">27.</p> <p style="text-align: center;"><u>Pick Hyperwar (8.29)</u> <u>(Optional 8.1)</u></p> <p>Pick One Hyperwar Variant Chit.</p> <p>The Player may choose one Hyperwar variant chit from his cup. Chits drawn in the combined campaign game can be used on either map (see rule 11.0).</p> <p>The chit may be played immediately or held in your hand. Once played, remove the chit from the game and place it aside.</p> <p>You do not have to show HyperWar chits you pick to the other player until you play them, though you may always examine any that you have in your hand.</p>	<p style="text-align: center;">22.</p> <p style="text-align: center;"><u>US Airborne / Air Assault (8.24).</u></p> <p>US (including Indonesian) air assault and special operations command units. It may be performed by either or both qualified units moving together. Rule 7.0 still apply.</p> <p>If two units are used, both must start together in an on-map land area and end their air assault movement in one land area. The player moves it (them) across one sea zone, ending the move in a land area. The starting and terminal areas do not have to contain friendly bases. If there are enemy land units in the terminal area, the units making the air assault movement must attack them; this is part of the air assault Op</p> <p><i>Exception: Not in Korea.</i></p> <p>May air assault into an area containing an enemy SAM unit.</p>	<p style="text-align: center;">31.</p> <p style="text-align: center;"><u>China or Other Power Limited Nuclear Strike (8.33) (Very Optional 8.1).</u></p> <p>Whoever controls India, Pakistan or Iran (Variant L).</p> <p>Select one enemy unit anywhere on the map except in a holding box and roll D6:</p> <p>1-3 The unit is eliminated.</p> <p>4-6 No effect.</p> <p>-2 VP from the PRC side total each time this Op is used by China, and -1 VP if by Chinese ally or +1 VP if by US ally.</p> <p>In the case of either the Indian or Pakistani player firing at each other, roll the D6 again: On a 6, the game ends immediately in a technical draw as a massive nuclear exchange occurred and the two powers destroyed each other, along with most of the agriculture of Asia.</p>
<p style="text-align: center;">26.</p> <p style="text-align: center;"><u>Taiwanese Missile Strike (8.28).</u></p> <p>Taiwanese Missile Strike on China. This may never be the first Op of the game by the US player.</p> <p>Note: <i>No counter is provided—this capability exists until used or Taiwan leaves the war.</i></p> <p>Select one Chinese unit except a submarine type in the Central China land area and roll a D6</p> <p>1 The mission went horribly wrong, producing a misfire that had no real effects on military operations, but that provided ghastly video footage of wrecked civilian population centers. Add +1 VP to the PRC for the global public relations effect.</p> <p>2-6 Unit is eliminated.</p> <p style="text-align: center;"><u>Discard after use.</u></p>	<p style="text-align: center;">29.</p> <p style="text-align: center;"><u>U.S. Limited Nuclear Strike (8.31)</u></p> <p>Select one enemy unit anywhere on either map (except in a nation that began the game as a friendly ally, a neutral, or Russia) and roll a D6:</p> <p>1-2 This Op brings on an international crisis of such magnitude that the war is brought to an end immediately in a Draw.</p> <p>3-6 The targeted unit is eliminated.</p> <p>Add +2 VP to the PRC total each time this is used.</p>	<p style="text-align: center;">34.</p> <p style="text-align: center;"><u>Pass; Do Nothing (8.36)</u></p> <p>On the map for which this Op is played, the player does not need to move any units or initiate any battles until next turn.</p> <p>If any turn occurs where you cannot take an Op on a given map (due, for example, to having no units on that map or no units able to move), you may not take any further Ops on that map for the reminder of the game.</p> <p style="text-align: center;"><u>Discard after use.</u></p>
<p style="text-align: center;">35</p> <p style="text-align: center;"><u>Mine Laying. (8.37)</u></p> <p>May lay mines in certain selected sea areas. Only one side's minefield may exist in a given sea area at a time. Providing you have at least one ship or submarine unit in the target sea area mines are automatically placed. Only one mine level may be placed per turn.</p> <p>The US may lay mines in the Taiwan Straits, Gulf of Aden or Straits of Malacca.</p> <p>Strengthening a reduced Persian Gulf minefield to its "2" strength requires a minelaying Op involving Iranian naval units. Rebuilding the Persian Gulf minefield requires two turns.</p>	<p style="text-align: center;">36.</p> <p style="text-align: center;"><u>Mine Countermeasures. (8.38)</u></p> <p>If you have at least one surface ship in a sea area with an enemy minefield you may declare this Op and attempt to clear it. Roll a D6:</p> <p>1-3 The mine anti-sub/anti-surface strength is reduced by one. In most cases this means the removal of the minefield, the exception being if the Persian Gulf minefield is at strength '2', in which case it reduces to '1'.</p> <p>4-6 No Effect.</p> <p>Cleared minefields are available for placement later.</p>	<p style="text-align: center;">37.</p> <p style="text-align: center;"><u>Attempt to Resolve an Indo-Pakistani War. (8.39)</u></p> <p>This can't be conducted until after a Random Event or Scenario requirement has initiated this war.</p> <p>See Indo-Pakistani War Resolution table and roll the D6, factoring in any DRM's (see rule 13.0).</p>

30.

US Massive Nuclear Strike. (8.32) ***(Very Optional 8.1).***

It may only be used against China. Declare this Op and roll a D6:

1-2 the game ends immediately and a Chinese victory is awarded on the basis of outraged world public opinion.

3 The game continues, but the next Chinese Op is skipped; Count the skipped Op as if a Chinese Op had still taken place from the total allowed 30. The Chinese player can never execute Op 32 for the duration of the game. Add +2 VP to the PRC.

4-6 The Chinese government collapses and the game ends immediately as a US victory.

-1 if Russia is an active ally of China.

+1 if the US had previously executed Op 29 (a limited nuclear strike).

Discard after use.

39.

Massed Air Strikes across the Persian Gulf. (8.41)

May be played as long as at least one air unit is available plus one legal target.

Take as many air units as are stationed either in the Arab Gulf States or Iran (depending which player is attacking) and use them to make attacks against units on the opposite side. Air strikes may be made as you wish, with the exception that in-port CVN/CV/CVX types still benefit from the Protected Targets rule (if SAG's are present). All DRM's apply.

1

Anti-Ground

1

Anti-Air

Any Unit

1

Anti-Submarine

1

Anti Ship