

## Cuban Missile Crisis

**Requirements:** The territory of Cuba is controlled by a Pro-Communist minor power.

The Warsaw Pact may choose to build an air base in the territory of Cuba, as if Cuba was the Warsaw Pact's own territory, as long as it would normally be possible to build an air base in the territory of Cuba, and it is still controlled by a Pro-Communist minor power. As long as there is an air base in the territory of Cuba, and it is controlled by a Pro-Communist minor power, the Warsaw Pact may may long range, nuclear, ballistic missile attacks from air bases in the territory of Cuba, identically to how the Warsaw Pact makes long range, nuclear, ballistic missile attacks from any other air base the Warsaw Pact controls. If, at any point, the territory of Cuba is not controlled by a Pro-Communist minor power, after this card is played, then this card doesn't function for the rest of the game (in other words, the Warsaw Pact may never make long range, nuclear, ballistic missile attacks from air bases in the territory of Cuba, unless the Warsaw Pact controls the territory of Cuba, if any power other than a Pro-Communist minor one gains control over the territory of Cuba.

## I am a Jelly Filled Doughnut!

**Requirements:** The territory of West Germany is controlled by NATO.

During NATO's next turn, industrial complexes in the territory of West Germany can produce half the number of units they would normally be able to. In addition the IPC value of West Germany is halved for that period of time.

## Hungarian Revolution

**Requirements:** The Warsaw Pact controls the territory of Hungary.

Divide each type of Warsaw Pact unit in the territory of Hungary into two equal piles, one for the Warsaw Pact, and one for the revolutionaries. If there is an odd number of any type of unit, then the excess unit is given to the Warsaw Pact. Once this has been completed, replace all units in the pile for the revolutionaries with identical type and number of strict neutral units, and return both piles to the territory of Hungary. During the Second Strike move phase, if the Warsaw Pact has any units in the territory of Hungary, and wishes to move them out of the territory of Hungary, while having not yet conducted combat with the strict neutral units created by this card, in the territory of Hungary, then he or she may move those units one space to a friendly territory if there is such a territory to move to. During the next Conduct Combat phase, if the Warsaw Pact controls any units in the territory of Hungary, then the Warsaw Pact must conduct combat against these strict neutral units, unless another power invaded or attacked the territory of Hungary during that turn, in which case the Warsaw Pact defends with the strict neutral units, and the Warsaw Pact must then conduct combat with the strict neutral units during the Conduct Combat phase of the following turn. On the first turn that these strict neutral units conduct combat with Warsaw Pact's unit(s), assuming the Warsaw Pact did not move all of its units out of the territory of Hungary, the strict neutral units participate in combat as the attackers and the Warsaw Pact's units as the defenders, and the political status of the strict neutral units does not change during that combat. If the strict neutral units gain control of the territory Hungary by clearing out all other units in the territory of Hungary, then the strict neutral units become controlled by their own, new minor power, Hungary, which functions identically to all other minor powers. If Hungary becomes its own minor power in this way, the strict neutral units that were created by this card become the starting units of the minor power of Hungary and can therefore be rebuilt by a major power willing to pay for them.

## TOKENS

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All tokens not available for purchase are provided below in the following order...

1. Radiation Hardened Tokens (Size Standard)
2. Radiation Hardened Tokens (Size Large (For Special 3D Printed or Aftermarket Facilities))
3. Research Centers
4. Standard Nuclear Weapon Tokens
5. Salted Nuclear Weapon Tokens
6. Thermonuclear Weapon Tokens
7. Enhanced Radiation Weapon Tokens
8. Nuclear Electromagnetic Pulse Weapon Tokens
9. Long Range Attack Target Tokens
10. Rainbow Herbicides Tokens
11. Communist China control markers
12. NATO control markers
13. South Vietnamese control markers
14. North Vietnamese control markers
15. Cambodian control markers
16. Western Arabian control marker
17. Communist Angolan control marker







