

VIETNAM

1965-1975



RULES OF PLAY

Living Rules v3.0 / 07.20.23 / Changes in blue

TABLE OF CONTENTS

1.0 Introduction.....	2	9.0 Limited Intelligence	23
2.0 The Game Turn.....	4	10.0 The ARVN	24
3.0 Operations.....	6	11.0 The Seasonal Interphase	25
4.0 Movement	8	12.0 Pacification.....	26
5.0 Terrain	14	13.0 Strategic Bombing.....	27
6.0 Combat.....	15	14.0 South Vietnamese Politics.....	29
7.0 Support (Firepower)	19	15.0 Morale and Commitment.....	31
8.0 Brigade/Regiment Formations.....	22	16.0 Reinforcements	33

1.0 Introduction

VIETNAM: 1965-1975 simulates the military and political aspects of the United States' involvement in Vietnam from 1965 on. One player controls the resources of the United States, South Vietnam, and their allies. The other player controls the National Liberation Front of South Vietnam and the Democratic Republic of (North) Vietnam. A variety of scenarios recreating both individual operations and grand strategy of the war are provided. The shorter Operational scenarios can be played in an evening, while a campaign game (simulating the entire war) can take several hundred hours to play to completion.

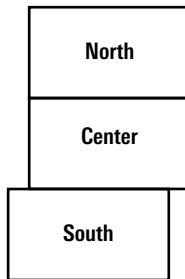
This edition incorporates all known errata and clarifies rules and concepts with input from the game's original designer and the years of discussions on various online forums. **These clarified rules have been marked with this symbol: ►.**

1.1 The Rules

The rules to VIETNAM: 1965-1975 are divided into consecutively numbered SECTIONS (major topics, eg. 1.x), some of which are further divided into SUBSECTIONS (secondary topics under the major headings, eg. 1.1). Numerical references to sections and subsections are used throughout the rules for clarity and reference.

1.2 The Map

The map sheets depict South Vietnam (SVN) and adjacent areas of Laos, Cambodia, and North Vietnam (NVN). It has been produced in three sections. The maps should be oriented in the same direction and assembled according to the following diagram:



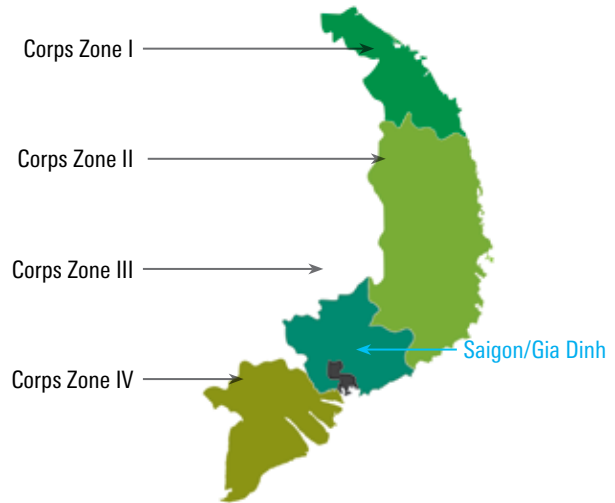
Some of the scenarios will require only one or two maps.

Historically significant locations and terrain features relevant to the war are depicted on the map. A hexagonal grid has been superimposed over the terrain to regulate movement and other game functions. Each hexagon (or "hex") is numbered for easy reference.

Various borders and boundaries are printed on the map (and generally run through hexes rather than along hexsides) and are explained in greater detail later [5.2].

1.2.1 Corps Zones

The map of South Vietnam is divided into four Corps Zones (I, II, III, IV) and the Special Saigon/Gia Dinh Corps Zone. These are used for various game functions such as ARVN Leader Sphere of Influence, ARVN Effectiveness, and ARVN divisional command and control.



1.2.2 Regions

South Vietnam is further divided into regions. Most regions are individual provinces or municipalities. A few are composites of several low-population provinces. Each region has a population ranging from 4 to 15 (each point representing approximately 50,000 people).



Regions are primarily important for Free-Fire and Pacification.

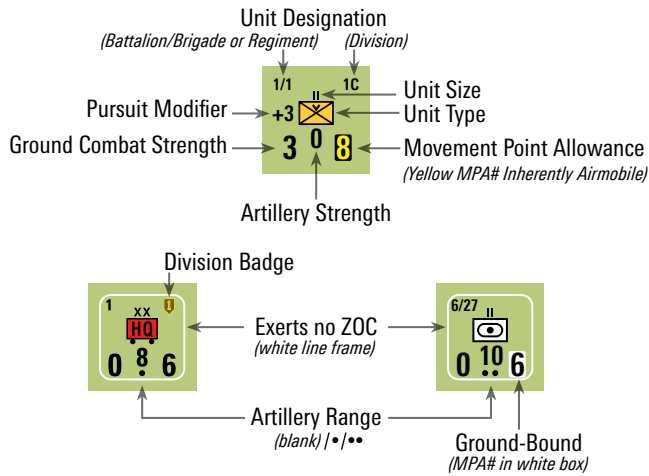
Getting to know where the regions are on the map can take a while, as the names can be confusing to those unfamiliar with the geography of Vietnam. To facilitate matters, the regions are numbered and re-created in outline on the central map. The numbers are broken down by Corps Zone (e.g., Quảng Trị is Region I-1 because it is the first region in the I Corps zone). The number codes have no special significance to play; they are

merely provided as an aid.

1.3 The Playing Pieces

The cardboard counters (called “units” when referring to military pieces) represent military formations and support units that participated, or might have participated, in the historical campaign. For ARVN and NVA units, the front represents the unaugmented values and the back represents the augmented values [16.4.3; 16.6]. Various informational and memory aid marker counters are also provided.

Ground Combat Unit



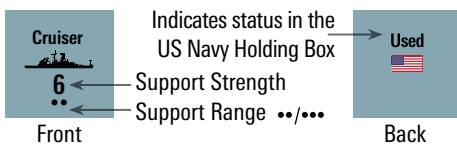
Unit Sizes

- II Battalion
- III Regiment
- X Brigade
- XX Division

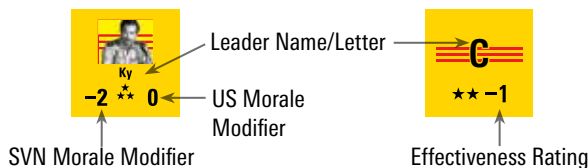
Unit Types

- ☒ Infantry
- ☒ Marine
- ☒ Airborne
- ☒ Airmobile
- ☒ Ranger
- ☒ Headquarters
- ☒ Mechanized Infantry
- ☒ Armored Cavalry
- ☒ Armored
- ☒ Armored Artillery
- ☒ Artillery
- ☒ Mechanized HQ
- ☒ Airmobile/Mech HQ

Naval Unit



SVN Leader



Counter Colors

- | | | |
|-----------------|---------------------|------------|
| Allies | Allies (FWA) | NLF |
| US Army | ANZAC | NVA |
| US Marine Corps | Australia | Viet Cong |
| US Navy | Korea | |
| ARVN | Philippines | |
| | Thailand | |

These example playing pieces are representative of the units in the game:

1.3.1 Unit Designations and Subordination

Units use the designations on the counter to determine subordination. Unit subordination is depicted in several ways. The color in the unit type symbol denotes that it is a subordinate unit or HQ with subordinates. For example, the 1/1 Battalion to the left shows that the 1st Battalion is subordinate to the 1st Cavalry Division (1C in the upper right). The 1st Division HQ has its division insignia in the upper right denoting that it is not, itself, subordinate to any other HQ. The white unit type box of the artillery unit denotes that the unit is not a subordinate unit.

1.4 Charts and Tables

Several charts and tables are used in Vietnam to condense and simplify various game functions. These include the Terrain Effects Chart (TEC), Combat Results Table (CRT), Pacification Table, Strategic Bombing Table, SVN Leader Loyalty Table, Morale Chart, Unit Cost Chart, and Blockade Chart. Some of these charts and tables are printed on the map and some are printed on Player Aid Cards.

1.5 Tracks and Displays

Several tracks and displays are provided as aids to record keeping. These include the Game Turn Track, the General Record Track, the SVN Leader Display, and the Ho Chi Minh Trail Track. A separate Game Record Track player aid card is included for players to use when the scenario doesn't use maps containing the entire on-map track.

Two markers indicate the Year and Current Season on the Game Turn Track. There are two game turns each season, so the face of the Season marker (as well as the box it occupies) shows whether the first or second turn of the season is in progress.

The General Record Track is used to record constantly changing quantities: air support remaining, unused helicopter transport, riverine transport points, replacements, etc. The track is numbered from 0 to 99, and by flipping over a marker to its reverse (+100) side, values from 100 to 199 can be recorded.

The SVN Leader Display is used to record the shifting loyalties of the upper echelon of South Vietnamese leadership. The Ho Chi Minh Trail Track is used to record the status of the Trail: how well-developed the infiltration routes are, and what damage they have sustained because of US bombing.

1.6 Record Sheets

Written records must be kept on certain information relevant to the play of the game. The NLF, SVN, and US each use a separate record sheet for tracking information. The NLF player may ask to see the Allied player's sheets at any time; the Allied player cannot ask to see the NLF sheet. These sheets are coded

to indicate when during the Seasonal Interphase each section is to be filled in. For example, GT-1 indicates that a section is to be filled in during the first phase of the game turn (GT); S-5D indicates that the section should be filled in during the fourth segment (D) of the fifth phase (5) of the seasonal interphase (S) (see 2.1, Game Turn Sequence of Play; 11, Seasonal Interphase; and the Sequence of Play player aid card). The NLF and SVN sheets are unnecessary in Operational scenarios, as is most of the US sheet. There is a detailed explanation for how to use the sheets in the Playbook [PB 19.0].

In the Campaign Scenarios, both players also jointly manage recording Population Control. There are two methods: the Controlled Population Display on the map and the Population Control Sheet. Players can use either or both. A Population Control Reference Sheet is on the Seasonal Interphase Player Aid Card, and contains the Pacification Table, Population Shift Scale, and a summary of procedures and modifications relevant to Pacification [12.0].

The Record Sheets provided with the game are samples only and should not be written on. The players should make copies of these sheets before beginning play, or download electronic copies for printing from gmtgames.com

1.7 Scale

Each hex represents an area 6 miles (about 10 kilometers) across. There are four seasons (Spring, Summer, Fall, and Winter) per year and two game turns per season.

1.8 Abbreviations

Several abbreviations are used throughout the rules and on some of the counters:

Rules	Counters
ARVN: Army of the Republic of (South) Vietnam	A: Armor
FWA: Free World Allies	ATF: Australian Task Force
NLF: National Liberation Front	ANZ: Australia-New Zealand Army Corps
NVA: North Vietnam Army	BP: Black Panthers
NVN: North Vietnam	CAP: Capital
RF: Regional Forces	CAG: Civic Action Group
SVN: South Vietnam	Cav: Cavalry
US: United States	M: Marine
VC: Viet Cong	A: Airborne
ZOC: Zone of Control	QC: Queen's Cobras
	1C: 1st Cavalry (Airmobile)

1.9 The Sides

The two sides in the game are the Allies or Allied (see Design Note below) representing the US, ARVN, FWA – and the NLF representing the NVA and VC. When a rule applies to a side,

the more general term will be used: Allied or NLF. When a rule applies to the specific units of a side, the more specific term will be used: US, ARVN, FWA, NVA, VC.

Design Note: The term, “Allied,” is not meant to imply an equal partnership between the US, FWA, and ARVN. This was very much a US-controlled conflict. Its use within the rules is exclusively meant as a short-hand convenience when speaking to the general versus the specific.

2.0 The Game Turn

In a real military campaign, thousands of things happen at once. The players, however, have only four hands and two minds; they cannot manipulate all their units and make all relevant decisions simultaneously. The following sequence has been designed to recreate the feel of the conflict in Vietnam, and the advantages and disadvantages of each side.

VIETNAM: 1965–1975 is played in successive GAME TURNS. Each game turn is composed of several PHASES, some of which are further subdivided into SEGMENTS. During each game turn, the players maneuver their units and engage in combat. This framework of game turns, phases, and segments provides a logical order in which these actions are conducted.

2.1 Game Turn Sequence of Play

Game Turn (conduct twice each season)

1. Support Phase

The Allied player **notes the** available air, airmobile, and riverine support on his Record Sheet **or scenario instructions**, and places the corresponding markers on the General Record Track.

2. Special Operations Designation Phase

The Allied player assigns units to Hold or Patrol Operations. The NLF player then does the same.

3. Strategic Movement Phase

The **Allied** player may conduct Security Operations and employ Strategic and Naval movement.

4. Operations Phase

A. Designation Segment

The NLF player decides whether he or the Allied player will conduct an OPERATION. The indicated (OPERATING) player then states the type of operation he will conduct (Search and Destroy [3.1], Clear and Secure [3.2], Hold [3.3.1], Patrol [3.3.2], Security [3.4] Naval Transport [3.5], Strategic Movement [3.6], or Bombardment [3.7]) and which units are assigned to the operation [2.3].

The Operations Phase ends only when the Allied player is designated to perform an operation, refuses, and the NLF player then chooses to end the phase. The Operations Flowchart summarizes this procedure.

If the Allied player is executing a Search & Destroy Operation, he may roll for Rangers [10.3.2].

The Operating player may declare one initial TARGET HEX [2.5] during Search & Destroy, Clear & Secure, or Bombardment Operations.

B. Support Declaration Segment

The support declaration segment only applies to Search & Destroy, Clear & Secure, Security, Naval Transport, Strategic Movement, or Bombardment Operations.

The Allied player may assign air support [7.3] to the operation and declare Free-Fire Zones [7.6] regardless of who is the Operating player. If the Allied player is the Operating player, he may assign naval support [7.4].

C. Movement Segment

The movement segment only applies during Search & Destroy, Clear & Secure, Security, Naval Transport, or Strategic Movement Operations.

The Operating player may move [4.0] any of the units he assigned to the operation up to the limit of their Movement Point Allowances. They may enter enemy ZOCs. They may enter the Target Hex (if one exists). They can also enter other enemy-occupied hexes so long as they do not end their movement there [4.4; 4.5.2] and are subject to Incidental Attacks [4.11]. The Allied player may use airmobile [4.6.1] or amphibious [4.6.2] resources to speed the movement of US, ARVN, and FWA units. Moving units may cause Reaction [4.9] at the end of their movement.

No unit needs to be moved nor need moving units move toward the Target Hex (if one exists).

D. Alert Segment (Only In Allied Operations)

The alert segment only applies during allied Search & Destroy, Clear & Secure, and Bombardment Operations.

The Operating player may perform interdiction [7.5.2]. The NLF player may Alert [4.8].

E. Combat Segment

The combat segment only applies during Search & Destroy, Clear & Secure, Security, and Bombardment Operations.

If, after all movement is complete, any of the Operating Units are in a hex containing Target Units, combat must occur. If any are adjacent to a Target Unit, combat may occur at the Operating player's discretion. If the Operating player declines or is unable to conduct combat, the operation ends immediately. This means that any operation without a declared Target Hex, including those operations where a Target Hex cannot be declared, ends after the movement segment.

Both players may then perform Interdiction [7.5.2]. Combat

[6.0] is conducted by the Operating player against the Target Hex. Casualties [6.6] are applied.

One ROUND of the operation has now been completed. If combat took place in the Combat Segment during Search & Destroy or Clear & Secure Operations, begin another Round by continuing with segments F, G, H, and I.

F. Retreat Segment

The retreat segment also applies to Security Operations.

Defending units may retreat [6.7.1] their full Movement Point Allowance. The Allied player may activate and move Defensive Reserves [6.10.1] if he is the non-Operating player.

G. Pursuit Segment

Operating Units may pursue [6.7.3] to the extent allowed by the combat result and their own pursuit modifiers. The Allied player may activate Offensive Reserves [6.10.2] if he is the Operating player.

H. Interdiction Removal Segment

Remove all Interdiction markers from the map.

I. Continuous Operations Combat Segment

Performed as per Segment E.

Repeat Segments F through I until the Operating player is unwilling or unable to attack in Segment I.

Once one operation has been completed, return to Segment A.

5. Game turn Indication Phase

The passage of one turn is noted on the Game turn Track.

There are a variety of things that a unit can do that are not operations. A complete list of all operations and other things a unit can do is provided in the Operations Summary [Operations Flowchart].

2.2 Operational Timing

2.2.1 Operations Phase

At the start of the Operations Phase, the NLF player decides who will conduct the first operation. After each operation is finished, the NLF player decides who will conduct the next. The player selected is termed the OPERATING player. The NLF player must designate the Allied player to conduct the next operation if he himself is unable (or unwilling) to do so. The Allied player may decline to conduct an operation. If the Allied player declines, the NLF player has two alternatives: end the Operations Phase or conduct an operation. If the latter is chosen, the Operations Phase continues.

2.2.2 Timing

Each of the operations can take place during the Operations Phase. Allied Strategic Movement, Naval Transport, and Security Operations may also occur during the Strategic Movement Phase.

Units from both sides, Allied first, may be assigned to Hold or Patrol Operations in the Special Operations Designation Phase.

2.2.3 Rounds and Continuous Operations

Search and Destroy and Clear and Secure Operations can continue for any number of Rounds. The initial Round consists of the Movement through Combat Segments (C-E). The following Rounds consist of the Retreat through Continuous Operations Combat Segment (E-I). An operation ends only if all retreats are completed, all Operating Units have completed their pursuit, and the Operating player is either unable or unwilling to engage in combat. If the Operating player is unable or unwilling to conduct combat, the operation ends immediately.

In contrast to Search & Destroy and Clear & Secure Operations (and the normal sequence of an operation), each Round in a Security Operation consists only of a Movement Segment, Combat Segment, and a Retreat Segment.



2.3 Assignments

The Operating player assigns units to the operation. These are termed OPERATING UNITS.

There is no limit to the number of units which can be assigned to an operation except Security Operations [3.4.1]. However, no unit can conduct more than one operation in each turn.

Non-Operating player units are never assigned to an operation.

Markers have been provided to identify units assigned to an operation.

2.4 Eligibility for Operations

Units which are marked Hold, Patrol, or Ops Complete are ineligible to be assigned to an operation. NLF units on the Ho Chi Minh Trail are also ineligible [16.8.1]. The Operations Summary [Operations Flowchart] lists all actions that render a unit ineligible for operations. It is recommended that a unit's counter be rotated distinctively whenever it has completed its operation and that all counters be returned to the same orientation at the end of each Operations Phase. OPERATIONS COMPLETE markers have been provided for those players who prefer that notation.



2.5 Target Hex

Target Hexes may only be declared in Search & Destroy, Clear & Secure, or Bombardment Operations. Only one Target Hex may be declared. The hex does not have to contain enemy units, it need not be anywhere near any Operating Units, nor does a Target Hex have to be declared, but only those units in a Target Hex can be attacked during an operation. **Exception:** *Incidental Attacks* [4.11].

► A Target Hex ceases to be one after all retreat [6.7.1] and Defensive Reserve [6.10.1] movement is complete and no units

are in the hex.

3.0 Operations

Military planning is usually considered in terms of objectives. Commanders decide what they hope to achieve, and then allocate the necessary resources. In Vietnam, this basic unit of planning was the operation.

The most important problem experienced by American forces in Vietnam was not taking territory; US forces were strong enough to go anywhere that they were required. The problem was engaging the enemy. NLF forces could hide among the people or melt away into the jungle when US forces arrived. The ARVN had been heavily infiltrated by NLF sympathizers; VC units frequently knew about an impending operation before the ARVN troops that were involved in it.

Moreover, the exact position of VC forces was rarely known. US forces often vainly beat the bushes for guerrillas that had never been there in the first place or had departed at the first sign of trouble. Effectively, the NLF determined when they would engage. This initiative is simulated by allowing the NLF player to choose who conducts the next operation.

Combat in Vietnam was rarely static. Forces constantly maneuvered, shifting in response to enemy movement. Friendly forces could react to support other friendly forces in the vicinity, or to interfere with enemy activities. A typical operation would usually be a series of short, sharp engagements, separated by quick maneuver and repositioning. The players will quickly find that the most important advantage of US units is not their strength or even their firepower, but their flexibility in a running battle. A US force can respond effectively to enemy movement, pursuing a fleeing enemy force, or blocking an avenue of retreat. And in a pitched battle, US communications and coordination help build an overwhelming momentum.

Most operations in Vietnam fell into a few broad categories. Search and Destroy operations were designed to seek out and eliminate enemy forces. Operations intended to push enemy forces out of an area and prevent their return fall under the heading of Clear and Secure.

Assignments to keep the major lines of communication open were called security operations. Patrol operations represent aggressive patrolling intended to inhibit enemy movement. Hold Operations represent digging in and plotting artillery coordinates.

The central concept of Vietnam is the OPERATION. In an operation, the Operating player commits certain of his units to a particular goal. Sometimes that goal will be as simple as defending, i.e., "Hold." More frequently, the goal of an operation will be the destruction of enemy units. Any given friendly unit can only be assigned to one operation in each turn. A detailed flow of

each operation is outlined in the Operations Flowchart Player Aid Card.

Both players may conduct any number of operations in the Operations Phase. Some operations consist of one or more Rounds.

Special rules apply to each of the types of operation discussed in this Section.

3.1 Search and Destroy Operations

“Search and Destroy” was the US army’s terminology for the aggressive reconnaissance in force common in the first two-thirds of the war. Units would be sent out to try to find the enemy. Once engaged, the units would try to pin the enemy down and destroy him, calling for reserves if necessary.

This is the most common operation, and it is the most effective at eliminating enemy units. It can consist of multiple Rounds [2.2.3]. Units move and may attack a designated TARGET HEX, if it contains enemy units. The Target Units can then retreat and Operating Units may pursue. Combat can then take place again, sparking more retreat and pursuit. This sequence (combat-retreat-pursuit) may occur any number of times in one operation.

3.2 Clear and Secure Operations

This is a variant of the Search and Destroy Operation. It can consist of multiple Rounds [2.2.3]. Units pursue at a slower pace, but they have the option to switch to a Hold or Patrol Operation after any Pursuit/Offensive Reserve movement.

Clear and Secure Operations are mostly identical to Search and Destroy with the following modifications:

1. Only the Allied player can conduct Clear and Secure Operations.
2. The Pursuit Allowances of units are reduced by two.
3. Units may be placed on Hold or Patrol Operations at the end of any Round which does not leave them in a hex with Target Units. The Allied player may choose which operations the units will convert to. Some units may be assigned to Hold and others to Patrol. Once assigned to a Hold or Patrol Operation, a unit becomes uninvolved in the Clear and Secure Operation and cannot resume it.

3.3 Hold and Patrol Operations

During the Special Operations Designation Phase, the players assign units to Hold and Patrol Operations (the Allied player assigns first). Units may also begin Hold and Patrol Operations during the Operations Phase. Units on Hold or Patrol Operations should be denoted by the markers that are provided.

Units assigned to a Hold or Patrol Operation remain so until the

next Special Operations Designation Phase, at which point the operation may be suspended or continued. Ineffective ARVN units [10.1] cannot be assigned to Hold or Patrol Operations.



3.3.1 Hold Operations

A unit assigned to a Hold Operation cannot move or attack. Its combat strengths (both ground and artillery) are doubled if attacked (air and non-organic artillery firing in support of it are not doubled, however). It cannot apply its ground combat strength to friendly attacks. The undoubled artillery strength of Dedicated artillery on Hold can still support the operations to which eligible units are assigned [7.1.1; 7.5]. The undoubled artillery strength of artillery on Hold can be used as Defensive Artillery [7.1.4].

Units on Hold Operations exert no ZOC. A Hold unit’s undoubled combat strength is used to determine losses and account for casualties, but the doubling of its artillery does contribute to enemy casualties [6.6]. Regional Forces [10.2] are not doubled by Hold Operations. Units on Hold may Alert [4.8], React [4.9], and Retreat [6.7.1] but lose their Hold status and are marked Ops Complete if they leave their hex to do so.

Except Ineffective ARVN units [10.1], there are no restrictions on which units can be placed on Hold. In some cases, e.g., Supply Conduits, it will have no effect as such units have no ground or artillery strength.



3.3.2 Patrol Operations

Units on a Patrol Operation cannot move or attack. They defend normally. The Movement Point cost to leave the ZOC of units on Patrol is doubled, to 2.

ARVN battalions, Supply Conduits, and units with ground combat strengths of 0 cannot be assigned to Patrol Operations. Units on Patrol may Alert [4.8], React [4.9], and Retreat [6.7.1] but lose their Patrol status and are marked Ops Complete if they leave their hex to do so.

3.4 Security Operations

The Allied player (only) can assign friendly units to Security Operations during the Strategic Movement Phase or the Operations Phase. Only units beginning a phase on a road can conduct Security Operations, and only one unit or stack of units can be assigned to any given Security Operation.

Exception: *Independent artillery can be assigned to Security Operations, even if not on a road or part of the main stack. Such off-road artillery cannot move, although it can fire in support of the operation [7.5].*

3.4.1 Restrictions on Security Operations

The moving stack of a Security Operation cannot contain both US and ARVN units. FWA units may be freely included in Security Operations with either ARVN or US units.

Units assigned to Security Operations can move only along roads for the entire operation. They move along roads at 0 Movement Point cost, and expend Movement Points only to exit enemy ZOCs. They may enter enemy-occupied road hexes (no Alert movement is allowed [4.8]). They must then attack immediately. The combat odds, die-roll modifiers, and casualties are determined normally. Retreat may be conducted as usual [6.0], with the proviso that retreating units cannot end their movement in the hex from which the Operating Units entered the hex of battle. The modified Pursuit Allowance of the Operating Units is +0 on a Security Operation, and pursuit results on the Combat Results Table are ignored.

After any retreats by defending units, the Operating player may withdraw any or all Operating Units to the hex from which they entered the hex of combat. Such units become uninvolved and cannot resume the operation; mark such units as Ops Complete. Other Operating Units must continue to attack if defending units remain in their hex. If all defending units in the hex have retreated or been eliminated, the Operating Units may continue their movement, perhaps entering and attacking other enemy-occupied road hexes.

Units on Security Operations cannot exceed their Movement Point Allowances. A unit may continue moving after it has expended all its Movement Points; it simply cannot leave any enemy ZOC that it enters.

Units on Security Operations cannot attack enemy units in adjacent hexes — only units in their own hex.

Some of the units on a Security Operation may cease movement while others continue the operation. Once a unit has split off from the Operating Units, it cannot resume the operation; mark it Ops Complete.

Reaction movement is never triggered during a Security Operation; after such an operation has ended, any enemy units adjacent to formerly Operating Units may React [4.9].

3.5 Naval Transport Operations

Only the Allied player can conduct Naval Transport. Units can move by sea, but they cannot **conduct combat unless forced into an Incidental Attack** [4.11].

When assigned to a Naval Transport Operation, Allied units within their Movement Point Allowance of a Port hex can employ Naval Transport. Such units move normally, using their unmodified Movement Point Allowances until they reach the Port. Airmobile [4.6.1] or Riverine [4.6.2] movement may be employed. The Port can be in an enemy ZOC but cannot be enemy-occupied. The units are then moved directly to any Port or Landing Beach not occupied by an enemy unit and end their movement. If the transported unit ends its transport adjacent to an enemy unit, the enemy unit may React [4.9].

3.6 Strategic Movement Operations

Both players can assign units to Strategic Movement Operations [4.7]. Units employing Strategic Movement may enter or pass through enemy ZOCs and enemy-occupied hexes [4.5.2]. They cannot end their movement in an enemy-occupied hex. They cannot attack, but they can be forced into Incidental Attacks [4.11]. If units end Strategic Movement adjacent to an enemy unit, the enemy unit may React [4.9]. Strategic Movement cannot be used to enter or move along the Ho Chi Minh Trail [16.8.3].

3.7 Bombardment Operations

During the Operations Phase, the player designated to conduct an operation may conduct a BOMBARDMENT attack. He assigns artillery, air, and naval strength to the attack and selects a single Target Hex. Bombardment attacks cannot be conducted against units on the Ho Chi Minh Trail [16.8.5]. A minimum of 4 effective (post-Free-Fire [7.6] halving) Support Points must be allocated to any bombardment attack, though more may participate. No combat ratio is computed; the combat die is rolled and modified for terrain. Casualties are determined normally (though the bombarding player can suffer no losses beyond the Air Point noted on the table).

Example: Two NVA mechanized regiments (ground combat strength = 16) are in a jungle hex in a Free-Fire Zone. Six Air Points are assigned to bombard them. A 3 is rolled, -1 for the terrain. Cross-referencing the die roll of 2 with the 22 to 30.5 column (16 + 6), the NVA force suffers 1 loss.

Bombardment is a one-shot operation, consisting of an Alert and Combat Segment (D & E) [2.1]. Support Points are assigned to bombard. There is no movement, and no Interdiction markers are placed: the die is rolled; losses are taken; and the operation ends. Bombardment cannot take place during another operation; it is an operation itself. In the case of VC units, the Alert roll is conducted normally, and if, after Alert movement, no NLF units remain in the **original** Target Hex, the bombardment has no effect and assigned units are considered to have fired, i.e., they are marked Ops Complete. There is no retreat or pursuit after bombardment.

4.0 Movement

In most wars, there is a line or front, across which opposing forces face one another. Each combatant tries to hold onto his territory and push or maneuver the other into surrendering ground. Vietnam was different. Even at the height of US involvement, there were simply not enough US troops to hold a line along the entire length of the country to prevent the infiltration of men and equipment. The result of this was very fluid combat.

Each game turn represents six and a half weeks. In that period, most formations could easily move the length of the map. A unit's ability to influence combat is limited to a much smaller area,

however, since it must respond to tactical situations in a timely manner. This fact is simulated in the game by allowing units to move small distances a virtually unlimited number of times.

Each hex on the map represents roughly ten kilometers. Most of the terrain in Vietnam is rugged and heavily overgrown. The units simulated in the game simply could not prevent hostile forces from moving through such a large area. They could make movement difficult or costly, however, by patrolling vigorously or setting ambushes along the line of march.

At various points during the game, the players will have the option to move their units from one hex on the map to another. Such movement is always voluntary.

4.1 How Units Move

Units are moved, individually or in stacks [4.2], across the map, tracing a path through contiguous hexes. To move together as a group, units must begin stacked in the same hex.

A unit or stack expends Movement Points to enter new hexes. The number of Movement Points to enter a hex varies according to terrain [Terrain Effects Chart]. A unit can expend Movement Points equal to or less than its Movement Point Allowance each time it moves. It cannot exceed its Movement Point Allowance. Some units will be unable to enter certain types of terrain because of this provision. Unused Movement Points cannot be saved from one turn to the next, nor can they be transferred among units. A unit's Movement Point Allowance for most purposes is printed on its counter. This allowance may be different if the unit employs Strategic Movement [3.6; 4.7]. The Movement Point Allowance of units engaging in pursuit after combat are determined by the unit's inherent Pursuit Modifier and the combat results [6.7.3].

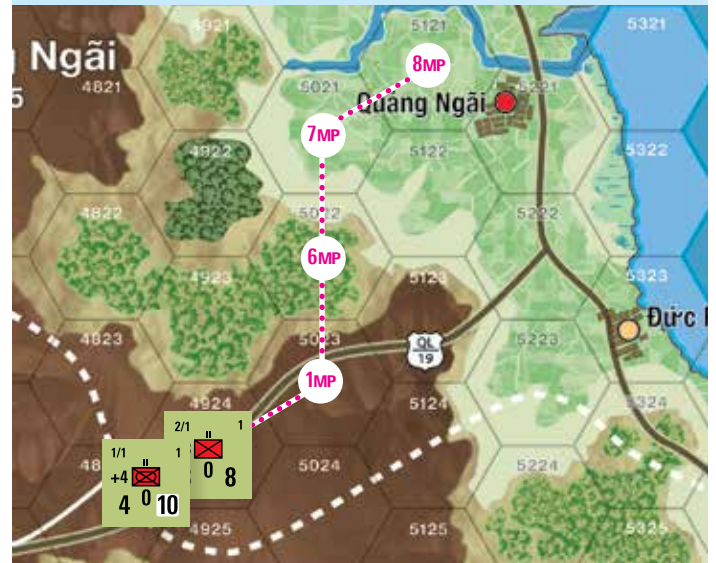
4.2 Movement of Stacks

Any number of friendly units in a hex may be moved together as a stack. If some of the units have lower Movement Point Allowances than others, all the moving units assume the lowest Movement Point Allowance of all (even if slower units are dropped off during movement). Different unit types pay different costs to enter certain terrain types; the highest cost applicable to any single unit of a stack is assessed against all the units. Units that begin movement together cannot split up and move separately during movement. Units may be left behind



while the rest of a stack moves on, but they cannot resume movement later. Dropping a unit off completes that unit's movement. One stack's movement must be completed before another stack's movement is begun.

Example: In the image below, the 1/1/1 (mechanized) and 2/1/1 (infantry; foot) are in hex 4924. They begin movement together as a stack. They have a Movement Point Allowance of 8 (the lower of the two Movement Point Allowances—that of the infantry unit). They enter 5023 for 1 Movement Point, and 5022 for 5MPs. 1/1/1 stops there, and 2/1/1 moves on through 5021 to 5121, at a cost of 1 Movement Point for each hex.



4.3 Movement Types

Armored, mechanized, armored cavalry, artillery, Allied HQs and augmented NVA HQs [16.6] use mechanized Movement Point costs.

Inherently airmobile units and temporarily Airmobilized units use Airmobile Movement Point costs [4.6.1.1]. The US 1st Cavalry and 101st Division units are inherently airmobile, signified by a yellow movement allowance in a black box. Inherently airmobile units, when not moving by airmobile movement, follow all other rules for movement, i.e., HQs use mechanized costs and infantry units use foot costs.

All other unit types (including VC HQs and un-augmented NVA HQs) pay foot costs.

Mechanized Units



Airmobile Units



Foot Units



4.4 Effects of Other Units

Friendly units have no effect on friendly movement; any number of friendly units may move through or end their movement in the same hex. There are no limits on the stacking of friendly units.

The presence of enemy units can affect movement [4.5.2].

The following units can enter an enemy-occupied Target Hex and stop:

- Operating Units
- Defensive Reserves
- Non-Operating player Reacting units

Other units can enter an enemy-occupied Target Hex only if they have and expend sufficient Movement Points to leave it.

No units can enter an enemy-occupied non-Target Hex and stop. They can only enter such a hex if they have and expend sufficient Movement Points to leave it.

The enemy player may force friendly units into Incidental Attacks [4.11].

4.5 Zones of Control

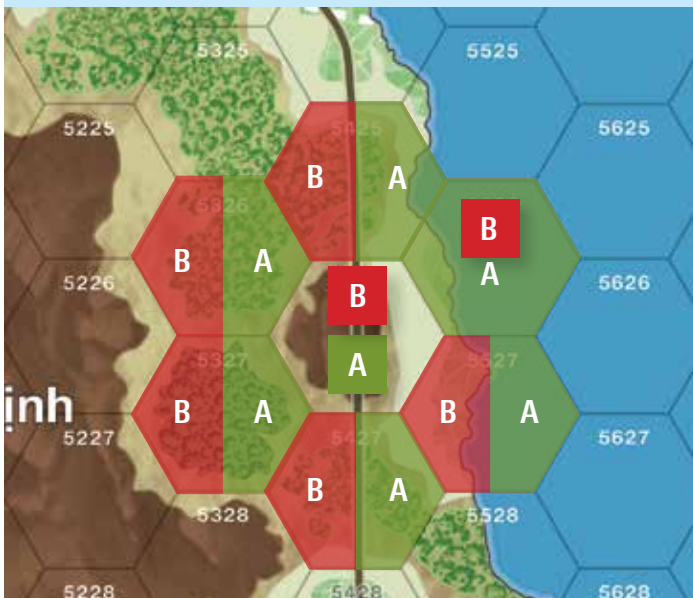
Most units with a combat strength greater than 0 exert a zone of control (ZOC) into **each of the** six hexes directly adjacent to the hex they occupy. Zones of control extend into hexes containing enemy units and into hexes containing ZOCs of either side.

Friendly ZOCs do not extend into hexes containing friendly units including its own. Zones of control never extend into all-sea hexes, nor do they extend across all-sea hexsides.

Both player's units can simultaneously exert a ZOC over the same hex. There is no additional effect gained by having more than one unit exert a ZOC into a given hex.

Units in the same hex as enemy units do exert ZOCs into surrounding hexes.

Note: There is no ZOC in the hex containing both sides' units.



4.5.1 Which Units Exert ZOCs

All units with ground combat strengths greater than 0, except ARVN battalions and units on Hold, exert ZOCs.

NLF Political Sections, VC HQs, and supply conduits DO have ZOCs even though they have no or zero combat strength [9.0;16.5.9].

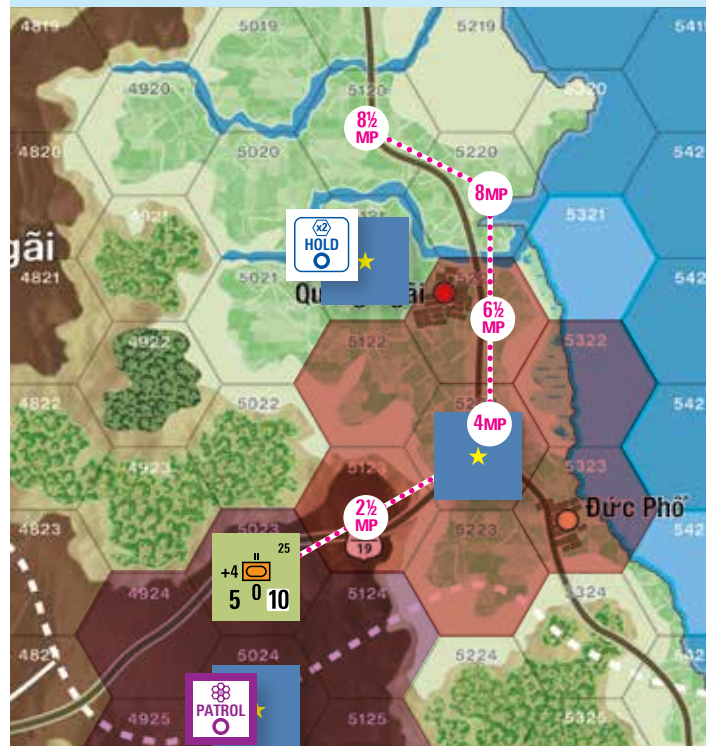


Units which have no ZOC have a white box surrounding their counter.

4.5.2 Movement Penalties

Units exiting an enemy ZOC hex normally pay a penalty of 1 Movement Point. If any of the enemy units exerting the ZOC are on a Patrol Operation [3.3.2], the penalty is 2 Movement Points. Units exiting an enemy-occupied hex pay a penalty of 2 Movement Points. These penalties are cumulative with interdiction [7.5.2]. Units may move freely among enemy ZOCs and occupied hexes provided they have the necessary Movement Point Allowances.

Example: The 25th Division's armored battalion moves through the indicated path. It could be forced into an Incidental Attack when it moves through 5222 if the VC unit were not a Target Unit. After the armored unit ended its movement (in 5120), if the VC in 5121 were not a Target Unit, the VC could make a reaction move. Note that no extra Movement Points were expended to bypass the holding VC, since the VC unit has no ZOC while on a Hold Operation [3.3.1].



Example: 25th Division's armored battalion moves through the indicated path. The total number of Movement Points expended is printed along each hex of its movement. The US unit could end its movement in 5119 (a hex containing enemy units) only if it were a Target Hex [2.5] for an additional 1½ MP.



4.6 Special Movement Types: Airmobility and Riverines

During the conflict in Vietnam, the helicopter emerged as the workhorse of the army. Heliborne troops and artillery could be swiftly transported to where they were needed or withdrawn when in danger. The helicopter made supplying ground forces so easy that beer could be brought to troops in the middle of battle. Two entire divisions (the 1st Cav and 101st Airborne) were officially “airmobile,” equipped with organic helicopter transport. If the need arose, other formations could draw upon a constantly increasing pool of helicopter resources.

There are no airdrops in Vietnam. Airborne units are treated exactly as ordinary infantry. While airborne units were historically assigned to Vietnam, only a few parachute operations were attempted because of the density of the terrain and the comparative ease of heliborne mobile operations.

Airmobile Points are received, and their use recorded in the same manner as Air Points [7.3]. Just like Air Points, Airmobile Points can only be used once per turn (twice per season).

Several US formations in the vicinity of the Mekong Delta were equipped with shallow-draft boats. The effect of such equipment is simulated by Riverine Points. Riverine Points are received, and their use recorded in the same manner as Air Points [7.3].



4.6.1 Airmobilization

All infantry and HQs in the US 1st Cavalry and 101st Divisions are inherently airmobile. The Allied player may temporarily airmobilize other Allied units using Airmobile Points. Units may be airmobilized at any point during any operation (friendly or enemy). Units airmobilized by the expenditure of Airmobile Points may move as airmobile units for the duration of the current operation. Each Airmobile Point used will airmobilize one battalion, Ranger Group, or HQ; brigade or regiment-sized units may be airmobilized for three Airmobile Points. There is no advantage to airmobilizing units which are already airmobile. A given Airmobile Point can only be used once each turn. Markers have been provided to identify units that have been temporarily airmobilized for an operation.

4.6.1.1 Airmobile Movement

Airmobile units ignore hexside Movement Point costs and expend ½ a Movement Point for each hex they enter (regardless of terrain), except for the last. The hex that an airmobile unit ends its movement in is called its **LANDING HEX**. The Movement Point cost of a landing hex is:

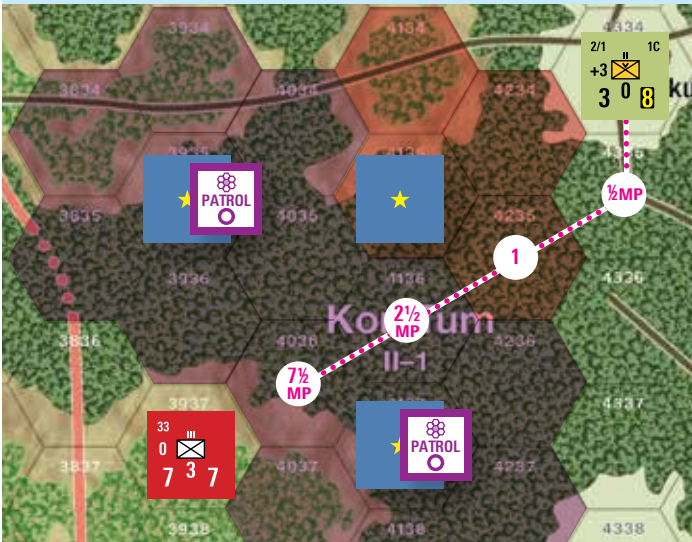
- 3 if the hex is enemy-occupied or in a Patrolling enemy unit's ZOC
- 2 if the hex is not enemy-occupied and only in the ZOC of non-Patrolling enemy units.
- 1 if the hex contains no enemy unit or ZOC.

Terrain is irrelevant. Airmobile units pay normal Movement Point penalties to leave enemy ZOCs, enemy-occupied hexes, and interdiction hexes. They may be forced into Incidental Attacks.

An airmobile unit (either inherently airmobile or airmobilized by Airmobile Points) has the choice of moving on the ground or by airmobile movement. It may choose one alternative one Round of an operation, and another the next without restriction, and without expending additional Airmobile Points. Airmobile and ground movement cannot be combined by the same unit in the same Round, however. Airmobile infantry pay foot Movement Point costs when moving on the ground. Airmobile HQs moving on the ground pay mech Movement Point costs. Units airmobilized by Airmobile Points pay their normal Movement Point rate when moving on the ground.



Example: In the image below, the inherently airmobile US battalion (2/1/1C) moves from Pleiku and spends 7½ movement points using airmobile movement to land in 4036. To enter 4136, 2/1/1C pays an extra MP to leave the VC unit's ZOC. To land in 4036, 2/1/1C pays 3 to land in Patrol ZOC and an additional 2 to exit the VC unit's Patrol ZOC in 4136.



4.6.1.2 Hot Landing Zone

If a unit moving by air is forced into an Incidental Attack or ends its movement in a hex with a Target Unit, its casualties in the ensuing battle will be higher. When losses are calculated for that Round, the ground combat strengths contributed by units which moved by helicopter into the hex in the current Round are doubled and the “Airmobile Loss” results marked with an asterisk (*) become applicable [*Combat Results Table*]. ► **Zero strength combat units are counted as having a strength of one (doubled to 2) for this purpose.**

Example: A unit with strength 3 moves by helicopter along with an HQ (strength 0) into a Target Unit's hex. The unit uses its full ground combat strength (3) in the attack, so the combat strength is 8 (6+2 for the HQ) when determining friendly losses that Round. If further Rounds of combat take place in the same hex, its strength would be normal for loss determination. If the units moved by helicopter into a new Target Unit's hex, however, their losses would again be judged as if they had a strength of 8.

4.6.1.3 All-Sea Terrain

Airmobile units can cross all-sea hexsides and move through all-sea hexes, though they are eliminated if they end a move at sea.

4.6.1.4 Airmobile Pursuit

Units without Pursuit Allowances (and thus ordinarily unable to pursue) may pursue if airmobilized. They are given pursuit modifiers of 0 (before allowing for the combat result). Such units may pursue only by helicopter; they do not have the option to pursue on the ground.

HQs from the US 1st Cavalry and 101st divisions may pursue only by helicopter; they do not have the option of pursuing on the ground.



4.6.2 Riverines/Amphibious

The Allied player may expend Riverine Points to speed friendly units' movement through watery terrain. A given Riverine Point can only be used once per game turn. Riverine Points are never eliminated. They can be used by any Allied units. One Riverine Point turns one battalion or Ranger Group amphibious. Three Riverine Points are required to turn one brigade or regiment sized unit amphibious. HQs cannot be made amphibious. Amphibious units move normally, with the following two changes:

1. They expend 1 Movement Point to enter marsh hexes.
2. They can ignore minor rivers and water hexsides entirely, for all purposes; they cannot enter or cross all-sea hexes or hexsides, however.

Units may be designated amphibious at any point in any operation (friendly or enemy). Units designated amphibious remains so for the duration of the operation. Markers have been provided to identify units that have been made temporarily amphibious for an operation. Airmobile units may be made amphibious, but they cannot combine airmobile and amphibious movement in the same move.

4.6.3 Ground-Bound Units

► 175mm artillery, armored, armored cavalry, and mechanized units cannot be airmobilized or amphibious. The Movement Point Allowances of units ineligible for such movement are shaded with a white rectangle.

4.7 Special Movement Type: Strategic Movement

4.7.1 Allied Strategic Movement

Allied units can conduct Strategic Movement either during the Strategic Movement Phase or during the Operations Phase. Allied units using Strategic Movement spend 0 Movement Points when moving along roads. They retain their full Movement Point Allowance to pay ZOC and occupied hex exit costs [4.5.2] and to move off road. They may continue moving along roads after they have exhausted their Movement Point Allowance (although they will be stuck if they enter an enemy ZOC). Airmobile [4.6.1] and Riverine [4.6.2] movement cannot be employed during Strategic Movement.

4.7.2 NLF Strategic Movement

NLF Strategic Movement can take place only during the Operations Phase. The Movement Point Allowance of NLF-controlled units employing Strategic Movement is tripled. NLF units pay normal movement costs.

4.8 Alert Movement

If the NLF player is the non-Operating player in a Search and Destroy, Clear and Secure, or Bombardment Operation, any VC units in the Target Hex may conduct **ALERT MOVEMENT**. Alert movement takes place only in the first Round of an operation after all Operating Units have moved, all Reaction [4.9] has been taken, and any interdiction [7.5.2] the Allied player desires has been conducted. Any hex occupied by Target Units after all Alert movement is complete is a Target Hex. VC units may Disperse [4.10] whenever they are given the opportunity to Alert.

4.8.1 Alert Movement Point Allowance

The roll of one die is added to the foot Movement Point cost of the Target Hex to derive the Movement Point Allowance of the VC units in the Target Hex for purposes of Alert movement. If any ARVN units are assigned to the operation, add 1 to this Movement Point Allowance. This allowance might exceed the Movement Point Allowance printed on the counter. Alert Movement can cause Incidental Attacks [4.11].

Example: Two VC battalions in a marsh hex are the target of an operation involving ARVN rangers. The die is a 4. The VC may each expend up to 8 Movement Points in Alert Movement (4 for the roll, +3 for terrain, +1 for ARVN units).

4.8.2 Restrictions on Alert Movement

Alert Movement is possible only for VC units during the first Round of a Search and Destroy, Clear and Secure, or Bombardment Operation. Target Units may employ Alert Movement even if no enemy units are near them.

Alert Movement never causes Reaction [4.9]. NVA units cannot employ Alert Movement.

4.9 Reaction Movement

Most units on the map will not be involved in any given operation. They can become temporarily involved by the proximity of Operating enemy units.

If an enemy unit ends its movement adjacent to a friendly unit or stack of units which are not participating in the operation (either as Operating Units or Target Units), the units may immediately, individually or as a stack, move their full Movement Point Allowance in a **REACTION MOVE** (**Exception:** *Security Operations* [3.4]). One stack's Reaction must be completed before another's begins. The owning player may choose the order in which any Reactions are taken.

A Reaction move can be in any direction. Enemy ZOCs may be entered. Enemy-occupied hexes can also be entered but may be subject to Incidental Attacks [4.11]. The Reacting unit cannot end its movement in a non-Target Hex containing enemy units; it cannot enter such a hex unless it has and expends the Movement Points to leave the hex. Units Reacting to a retreat or to the movement of Defensive Reserves [6.10.1] cannot end their movement in a Target Hex.

If a non-Operating player's unit ends Reaction movement in an operation's Target Hex, it becomes a Target Unit, and, if it is a VC unit, it is eligible for Alert movement [4.8] if this is the first Round. An Operating player's non-Operating Unit cannot end Reaction in a Target Hex.

A unit can React any number of times during an operation or even during one Round. Reacting does not make a unit ineligible to participate in an operation or to React at other times.

Reaction movement must be taken immediately after the triggering unit(s) has completed its movement, even when an operation is still in progress. Reaction occurs before Alert movement.

One Reaction move cannot trigger another; a Reacting unit may end its movement adjacent to an enemy unit without triggering further Reaction on either part.

Operating and Target Units are not eligible for Reaction. Reaction is entirely voluntary; a player is not required to React. VC units may Disperse [4.10] whenever they are given the opportunity to React.

Movement is necessary to trigger Reaction. So long as an Operating Unit simply remains where it is, Reaction movement will not be triggered. Thus, Hold and Patrol operations [3.3] and Bombardment [3.7], involving no movement, will never trigger Reaction.

4.10 Dispersal

As an alternative to Alert or Reaction movement, VC units in a Target Hex on the first Round of an operation have the additional option of **DISPERSAL**. The VC unit(s) are removed from the map and the VC replacement pool [6.6.3] is increased by the ground combat strength of the unit(s). Nothing is recovered when VC HQs, Political Sections [9.1], or Supply Conduits [16.5.9] Disperse. The NLF player may see the Alert die roll before deciding to Disperse. Some units may Disperse and others not; the NLF player is not restricted to one option or the other.

4.11 Incidental Attacks

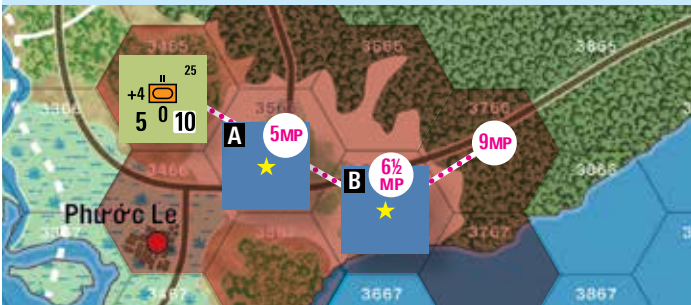
If enemy units enter a hex containing friendly non-Target Units, the non-moving player may require the moving units to attack unless they are Ineffective ARVN [10.1]. This is called an INCIDENTAL ATTACK. The combat odds are determined normally [6.2]. Air and artillery support already assigned to the operation and ► **artillery otherwise eligible to fire [7.2.1] can be called in for ground support.** Casualties are determined normally. There is no pursuit or retreat. If any defending units remain, the moving units must leave the hex [4.4;4.5.2]; the moving units may continue moving after leaving the hex if they have sufficient Movement Points to do so.

If all defending units are eliminated, the moving units may stop or continue moving at the owning player's discretion.

Ineffective ARVN units [10.1] cannot force Incidental Attacks, but they can participate in one if stacked with US/FWA or effective ARVN units.

Example: 25th Division's armored unit moves along the dotted path. It pays 5 Movement Points to enter enemy unit A's hex (4 for cultivated terrain, +1 for A's ZOC). The enemy player decides to force an Incidental Attack. The attack is resolved [6.5] and A is destroyed, but the armored unit survives.

The armored unit moves on, entering enemy unit B's hex at a cost of 1½ Movement Points (½ for the road, +1 for B's ZOC). The enemy player decides not to force an attack this time. The armor unit must leave the hex. It continues along the road, expending 2½ Movement Points for the next hex (½ for the road, +2 to leave B's hex).



5.0 Terrain

The terrain in the different parts of Vietnam varied greatly. High, heavily vegetated mountains covered the interior of the north of the country. In the south, the flat, muddy Mekong River flowed through rice paddies and mangrove swamps. High-ridged hills and triple-canopy jungle stretched between north and south.

Each hex on the map contains one or more types of terrain. Some hexes also contain towns, cities, roads, ports, borders, and so forth. Rivers and escarpments run along some hexsides. Each type of terrain affects play. These effects are summarized on the Terrain Effects Chart.

5.1 Terrain Effects on Movement

A unit expends a different number of Movement Points to enter different types of terrain. The Movement Point cost to enter terrain varies depending on the type of unit moving [Terrain Effects Chart].

Many hexes contain more than one type of terrain. If different terrain types have different Movement Point costs, the greater cost is charged for the hex unless moving along a road.

Units moving along a road from one road hex to another pay the road Movement Point cost rather than the cost of the terrain. Hexside terrain is ignored.

Minor rivers and escarpments run along some hexsides. Whenever such hexsides are crossed (except by road) additional Movement Points must be expended.

Major rivers do not conform neatly to a hexagonal grid. Rather than distort the Mekong out of recognition, the river has been drawn as it flows. For game purposes, "water" hexsides have been added to determine when a river's movement and combat penalties are assessed. Such hexsides can be crossed at the Movement Point cost noted on the Terrain Effects Chart. A unit can cross a water hexside into an enemy-occupied hex (even moving along a road) only by Airmobile [4.6.1] or Riverine Movement [4.6.2].

All-sea hexes and all-sea hexsides can be entered or moved through only by units employing Airmobile Movement.

5.2 Borders and Boundaries

Most borders and boundaries run through hexes rather than along hexsides. Units are judged to be on one side or the other of a border in the following fashion:

INTERNATIONAL BORDERS: This includes normal and Disputed border hexes. Units are on whichever side of the border the owning player desires. Enemy units on or adjacent to such a hex can be attacked without it being an Invasion [15.2]. NLF units on SVN national borders do not count toward Pacification unless the border hex is cultivated or contains a town [12.2]. The border hex is in SVN for Free-Fire purposes [7.6].

Important: Allied units can never enter North Vietnam; ► they can, however, Bombard [3.7] units in North Vietnam.

CORPS BOUNDARIES: ARVN units on Corps Zone boundaries are on whichever side the NLF player chooses when checking for Effectiveness [10.1].

REGIONAL BOUNDARIES: Units are in the region of the defending player's choice for support Free-Fire distinctions [7.6]. A different region may be chosen from one Round to the next.

The Allied player determines which region NLF units are occupying when computing Pacification modifiers [12.2].

6.0 Combat

Combat may occur in four circumstances:

1. Between Operating Units and Target Units in Search and Destroy [3.1] and Clear and Secure [3.2] Operations.
2. Between units on a Security Operation [3.4] and enemy units on roads.
3. When a unit is passing through an enemy-occupied hex and is forced to perform an Incidental Attack [4.11].
4. Attacks during Bombardment Operations [3.7].

Unmodified combat strength is the full combat strength of a unit (i.e., not halved for terrain [6.2.1]).

Contributed combat strength is the portion (which can be the unmodified combat strength) of a unit's combat strength that is actually being used in the current combat.

These two concepts can be combined (e.g., when determining casualties).

6.1 Targets and Attacks

6.1.1 Target Units

If there are any enemy units in the Target Hex [2.5], they are automatically TARGET UNITS.

6.1.2 Which Units May or Must Attack

During an operation, after all Operating Units have moved, any Reaction and Alert movement have been taken, and interdiction markers placed, the Operating player announces which Target Hex he will attack and, if so, declares which of his eligible units will participate (see 6.9 for multiple target hexes).

All Target Hexes occupied by Operating Units must be attacked. If any units in a hex are attacked, all must be attacked. A given Target Hex can be attacked only once in a Round.

All Operating Units in a Target Hex must contribute ground combat strength against some Target Hex (not necessarily the one they occupy).

Operating Units adjacent to a Target Hex may participate, at the Operating player's discretion.

There is no advantage or disadvantage to attacking when in a Target Hex (as opposed to attacking from a hex adjacent to it). Units which are not assigned to the operation cannot attack.

Exception: Dedicated artillery may contribute support, even if not assigned [7.1.1].

Operating Units which are not in or adjacent to a Target Unit cannot contribute ground combat strength to the attack (though they may be able to contribute artillery strength). Some adjacent Operating Units may attack, and not others, as the Operating player desires.

Once an attack is declared, it must be resolved.

6.2 The Combat Ratio

► Once an attack is announced and units declared, VC units, if any, are revealed. The attacker declares ground combat strength and support [7.5.1]. A player can choose to use a fraction of a given unit's strength in an attack, but such fractional amounts must be in increments of .5. A minimum of at least 1 ground combat strength must be committed to an attack, if possible. Next, the defender declares ground combat strength and support [7.5.1]. All Target Units must defend with their full ground combat strength. For purposes of computing the combat ratio, support in excess of 3 times a sides unmodified contributed combat strength (not including Regional Forces [10.2]) is ignored. The ratio between the total strength attacking a Target Hex and the total strength defending in that hex is then determined. To determine the combat ratio, divide the greater strength by the smaller and Round off in favor of the defender.

Examples: Attacker 10, defender 3 – the ratio is 3 to 1.
Attacker 5, defender 16 – the ratio is 1 to 4.

Two fractional ratios are also used: 3 to 2 and 2 to 3. Thus, 27 Strength Points attacking 16 would be a ratio of 3 to 2, since it is less than 2 to 1, but is at least 3 to 2. Seven Strength Points attacking 8 would be a ratio of 2 to 3, since it is not quite 1 to 1, but is at least 2 to 3.

6.2.1 Hexside Effects

When attacking across the following types of hexsides, each unit's ground combat strength is halved individually before adding them together:

ESCARPMENTS: all units are halved.

WATER: Riverine [4.6.2] units attacking across are not halved.

ALL-SEA: Only airmobile [4.6.1] units can attack across (and are halved).

This calculated value is used solely for determining the combat ratio and has no effect on casualties or replacement use.

6.3 Zero Strength Units

If a Target Hex contains only units with ground combat strengths of 0, the hex has a minimum ground combat strength of 1 plus, for the Allied player, any relevant Regional Forces when calculating the combat ratio and losses.

If all the units attacking a given Target Hex in any manner other than Bombardment [3.7] have ground combat strengths of 0, the attacking units are all automatically eliminated. No die is rolled; the units are simply removed from the map.

If the attacking player has a mix of units with combat strengths and units with ground combat strengths of 0 in the Target Hex during an attack, the units with 0 ground combat strength are considered to be attacking with the other units. Their pursuit bonus, or lack thereof, is ignored when determining combat pursuit bonuses [6.74].

6.4 Modifiers to the Die Roll

The Combat Die Roll is modified by the Combat Ratio and Terrain Effects.

6.4.1 Combat Ratio Modifier

If the combat ratio determined above is less than 1 to 1, the modifier is negative; if the ratio is greater than 1 to 1, the modifier is positive:

Combat Ratio	DRM
1:5 or worse	-5
1:4	-4
1:3	-3
1:2	-2
2:3	-1
1:1	0
3:2	+1
2:1	+2
3:1	+3
4:1	+4
5:1 or better	+5

The combat die roll is also modified by the Target Hex's terrain [Terrain Effects Chart; 6.4.2] and (on the second and subsequent Round) by unused Pursuit Allowances [6.74].

There is no limit to the overall modifier.

6.4.2 Terrain Effects on Combat

Per the Terrain Effects Chart, the terrain occupied by a defending force modifies the die roll used to determine the results of an attack. If more than one type of terrain is present in the defender's hex, the defending player selects which modifier will

be used in each Round of combat. This selection is made after the Operating player announces an attack but before combat ratios are determined.

The combat modifier for population centers is not cumulative with other terrain in a hex; the defender must choose the type of terrain for defense if there is more than one type in the hex.

Regional Forces [10.2] may aid the defense of Allied units choosing to defend in cultivated hexes ► or in hexes containing a Town, Capital Town, Capital City, or Major Capital City.

6.5 Resolving Combat

A single die is rolled and modified as determined above. The result is cross-referenced on the Combat Results Table to determine the two results of combat: CASUALTIES [6.6] and PURSUIT ALLOWANCES [6.7.3]. Die roll results, of less than -4 or more than 11 are treated as -4 and 11 respectively.

6.6 Casualties

Casualties taken in combat are determined by cross-referencing the modified combat die roll with each force's contributed unmodified ground combat strength. Enemy artillery, naval, and air power are added to friendly ground combat strength when determining losses, but friendly artillery, naval, and air power are not. It is necessary to cross-reference once for the attacking force, and once for the defending force. Regional Forces are not used in calculating Allied losses [10.2].

Example: 23 Strength Points — 19 of them ground, 4 support — attack 12 Strength Points, 5 of which are ground, 7 support. The defending units are in a jungle hex. The die roll is 4, which is modified by +1 for the combat ratio of 3 to 2, and by -1 for the terrain, netting a 4. The attacker's ground combat strength plus defending support yield 26 (19+7=26). The attacker suffers 2 losses. The defender's modified strength of 9 (5 + 4) yields 1 loss.

The defending player distributes his losses first, then the attacker allocates his.

**ARVN
Repl**

6.6.1 Replacements

All losses sustained in combat can be absorbed in two ways: by removing units or by expending REPLACEMENT POINTS. Each ground Strength Point of an eliminated unit or Replacement Point expended satisfies one point of losses. Replacement Points are assigned in the scenarios. They can also be created in the campaign game [PB18.2]. Replacement Points may be expended only if they are available; if a player is unable (or unwilling) to spend replacements, any losses suffered will mean the destruction of entire units.

Example: An Allied force containing two units with ground strengths of 4 and 2 sustains a 3-point loss. If no Replacement Points were available, the 4-strength unit would be eliminated. If 1 Replacement Point was available, the Allied player could eliminate the 2-strength unit and use 1 Replacement Point. If 3 or more Replacement Points were available, neither of the units must be eliminated, as the entire loss could be absorbed by reducing the Replacement Pool by 3.

Losses sustained by FWA [16.2] units can be absorbed by expending US Replacement Points. Losses sustained by any other group can be absorbed only by expending that group's own Replacement Points, i.e., ARVN, VC, or NVA.

6.6.2 Allocating Losses

Losses may be divided among a player's nationalities however he wishes.

A player cannot expend Replacement Points more than his force's ground combat strength. The ground combat strength is calculated as the unmodified combat strength of all units (including Regional Forces [10.2]) contributing combat strength to the combat regardless of nationality.

Example: A 2-strength VC battalion suffers 3 losses. No more than 2 Replacement Points can be expended, insufficient to cover the 3-point loss, so the unit must be removed.

Example: Two VC battalions (a 1-strength and a 2-strength) suffer 4 losses. The NLF player expends 3 Replacement Points and eliminates the 1-strength battalion to satisfy the 4th loss.

Example: A 3-strength US battalion and a 1-strength FWA armored cavalry squadron are defending in a cultivated hex. The Allied player elects to employ Regional Forces [10.2]. Up to 5 Replacement Points may be expended. If the defenders sustain 3 losses, the Allied player may remove 3 US, 3 ARVN, or a combination of Replacement Points from either. Alternatively, the Allied player could eliminate the FWA squadron and 2 Replacement Points or eliminate the US battalion. The Allied player can't eliminate the Regional Forces, although they do allow the use of ARVN Replacement Points.

Although HQ and artillery units have combat strengths of 0, the elimination of either type of unit satisfies 1 point of losses, and 1 Replacement Point may be expended to sustain losses suffered by a stack of HQ and/or artillery units unaccompanied by friendly units with ground combat strengths. HQ or artillery units cannot be removed to sustain losses unless they are in or adjacent to the Target Hex.

All losses inflicted by the Combat Results Table can be satisfied by eliminating all friendly units that contributed ground combat strength in a battle; no additional Replacement Points need be expended.

Example: A 3-strength VC battalion and a 6-strength VC regiment suffer a loss of 1 as the defender. Because they are surrounded and unable to retreat, the NLF player eliminates both units (and receives 8 VC replacements [6.6.3]).

US and VC brigade/regiment units may be broken down to sustain losses [8.2].

6.6.3 VC Replacement Recovery

If a VC unit sustains combat losses, i.e., 1 or more, less than its ground combat strength, and the NLF player chooses to eliminate it, the difference between its combat strength and the losses it sustains can be claimed as an increase in VC replacements available.

Example: A VC (ground combat strength of 6) regiment sustains 2 points worth of losses. The NLF player removes it; the VC replacement pool is increased by 4.

6.6.4 Support Losses

Certain combat rolls indicate the loss of Air or Airmobile Points in addition to any indicated normal losses. The modified die roll (rather than the original die roll) is used to determine such losses. No more than 1 point of a given type can be eliminated in each operation; after one point of a given type has been lost, further losses of that type are ignored for the duration of the operation. Losses of a given type can occur only if that type of point has been assigned to the operation (e.g., an Airmobile Point will never be lost if no airmobile (US 1st Cavalry or 101st Division) or airmobilized [4.6.1] units are assigned to the operation). A given type of point need not be used in a particular Round of combat to incur losses, however; it need only be assigned to the operation. Air and Airmobile Point losses are subtracted from their respective Totals not from the Available Points. If the Total drops below Available, it does not affect the amount Available. There are two ways to track depending on player preference: (1) simply reduce the Total marker when a loss is incurred or (2) use the respective "Lost This Turn" marker to track losses as they occur, and subtract from the Total during the Support Phase.

► If an airmobile loss is indicated but no Airmobile Points remain to be lost, i.e., the Airmobile Points Total marker is in the 0 box of the track, the Allied player loses 1 Victory Point in scenarios, as indicated by the Operational Scenario Victory Point Schedule [PB 18.1.1] and 1 US morale in campaign games [15.1.2].

6.7 Retreat and Pursuit

If combat takes place in a Round, retreat and pursuit are possible.

6.7.1 Retreat

Any Target Units surviving an attack may move their full Movement Point Allowance. Such movement (RETREAT) is always voluntary; surviving Target Units have the option not to move at all.

Retreating units can move in any direction. They may move together, or to different hexes. If a Target Unit ends its movement in a hex occupied by friendly non-Target Units, those units immediately become Target Units as well. Retreating units may move through enemy ZOCs [4.5.2] and enemy-occupied hexes [4.4; 4.11]. They cannot end their retreat in an enemy-occupied hex that does not already contain Target Units.

During a Security Operation retreating units cannot end their movement in the hex from which the Operating Units entered the hex of battle.

6.7.2 New Target Hexes

Any hexes occupied by Target Units after all retreats ► and **Defensive Reserve** [6.10.1] movement have been taken are Target Hexes in the operation's new Round.

If a given new Target Hex is not attacked in a Round, the units in it become uninvolved and their hex is no longer a Target Hex. Such units cannot conduct a retreat.

6.7.3 Pursuit

After all desired retreats have been conducted, Operating Units may conduct pursuit movement. Their Movement Point Allowance for pursuit is determined by adding the combat's pursuit result [Combat Results Table] to each unit's pursuit modifier. A unit's Pursuit Allowance can exceed its printed Movement Point Allowance.

Example: Two US battalions with printed pursuit modifiers of +4 and +3, respectively, participate in a battle. The pursuit result of the battle is -1. The first battalion may expend up to 3 Movement Points in pursuit, while the second could spend 2 Movement Points.

The movement of non-Operating Units is irrelevant to pursuit; so long as combat took place, all Operating Units able to do so [6.7.5] (including those not directly involved in combat) may conduct pursuit movement, even if no Target Units retreated or all Target Units were eliminated.

Pursuit movement need not be in the direction of any Target Unit. Pursuing units may enter and leave enemy ZOCs. They may enter enemy-occupied non-Target Hexes [4.11] provided they also leave such hexes (they must, therefore, have sufficient Movement Points to do so). They may enter a new Target Hex [6.7.2] and remain there.

6.7.4 Combat Pursuit Bonuses

If a pursuing unit ends its pursuit with Movement Points remaining, the remaining Movement Points are added to the combat die roll of any attacks that unit makes that Round. A unit must contribute ground combat strength to an attack to receive this bonus. If more than one pursuing unit contributes ground combat strength to a particular attack, the lowest such modifier is used. If the lowest total Pursuit Allowance of any attacking unit is less than 0, a negative modifier will be applied. Thus, it

will sometimes be beneficial to leave some units out of an attack. Pursuit bonuses will never affect the first Round of an operation since no pursuit occurs until after the first Round's combat.

Example: A US unit of ground combat strength 3 and pursuit modifier of +4 attacks a VC unit with ground combat strength 1 in mountainous terrain. The combat odds are 3 to 1, giving a die roll modifier of +3. The terrain's modifier is -3, balancing the odds for a net modifier of 0. A 1 is rolled. The following Round, assuming the VC remains in the hex and the US unit does not move, the modifier to the combat die is +3 (+3 for the odds, -3 for terrain, -1 for the first Round's pursuit combat result, +4 for the US unit's innate pursuit modifier).

6.7.5 Units Without Pursuit Modifiers

Units without printed pursuit modifiers ordinarily cannot conduct pursuit. Such Allied units may be airmobilized [4.6.1] (effectively granting them a +0 pursuit modifier), however, thus permitting them to pursue using the pursuit result of the combat as their entire Pursuit Allowance.

6.7.6 Population Centers and Capitals

Population centers (Towns, Capital Towns, Capital Cities, and Major Capital Cities) modify the combat die roll, just as any other terrain type. In addition, capitals have a special effect on the combat pursuit result of the first Round of ► **an operation** as follows:

MAJOR CAPITAL CITIES: Operating Units ignore positive pursuit results received from the CRT. In addition, their inherent Pursuit Allowance is set to 0.

OTHER CAPITALS (TOWNS AND CITIES): Operating Units ignore all positive pursuits received from the CRT but retain their inherent modifiers.

Design Note: This assumes a deliberate assault or siege the **defenders** see coming and taking time to build momentum. The intent is to model the benefits of prepared positions, arm caches, knowing the fields of fire, spotters among civilian population, etc.

Example: A battalion with a printed pursuit modifier of +2 attacks and receives a pursuit result of +3 on the Combat Results Table. If the Target Hex was not in a Capital Town, Capital City, or Major Capital City, the unit's Pursuit Allowance would be 5 for the second Round. If the Target Hex were a Capital Town or Capital City, the Pursuit Allowance would be 2. If the Target Hex were a Major Capital City, the Pursuit Allowance would be 0. If a pursuit result of +3 were rolled again on the second Round, the modified Pursuit Allowance would then be 5 in any of the three cases. Since the effects of population centers apply only to pursuit results received during the first Round of combat, Pursuit Allowances for later Rounds are calculated normally.

6.8 Multi-Targeted Operations

A given operation can be assigned only one Target Hex at its start. In later Rounds, as Target Units retreat and split up, more than one Target Hex [6.7.2] may exist. All Operating Units pursue normally, and when the time comes for combat, one die is rolled for each Target Hex against which combat is undertaken.

All retreats and pursuits are conducted after the results of all attacks have been applied. The lowest pursuit result obtained from the CRT of any of the battles in a combat Round is used for all Operating Units.

6.9 Multiple Attacks

Each attack is **announced, participating units declared**, and resolved through combat and losses (units eliminated in one attack cannot participate in a later attack) before any other attack is resolved. Ground and artillery strength can be used only once in each Round; a given unit's strength may be divided among different attacks, but each Strength Point can be used only once per Round.

6.10 Reserves

In general, the Allied player may call in reserves, supplementing a friendly operation or strengthening forces defending against an NLF operation. Any kind of ground unit can be employed as a reserve; Air Points and naval units cannot. The NLF player cannot utilize reserves. Reserves may be declared airmobile [4.6.1] or amphibious [4.6.2] and remain so until the operation in which they are activated as reserves is finished.

6.10.1 Defensive Reserves

If the Allied player is defending against an NLF Search and Destroy Operation, he may activate Defensive Reserves. After the combat die roll, if any Target Unit remains, any non-target Allied unit which is eligible to participate in an operation [2.4] may be named a Defensive Reserve. Defensive Reserves may move their full Movement Point Allowance exactly as if retreating from combat. The movement of Defensive Reserves may be taken before or after any Target Units have retreated. They may be anywhere on the map (not necessarily even near the combat). They may cause Reaction movement. Defensive Reserves move once. If they end their movement in a hex containing Target Units ► or Target Hex in the preceding round, they become Target Units themselves. Otherwise, they become uninvolved in the operation (and are eligible for Reaction if Operating Units end movement adjacent to them). After movement, mark the Defensive Reserve unit as Ops Complete.

6.10.2 Offensive Reserves

If the Allied player is the Operating player, he may call on Offensive Reserves after the retreat segment. Offensive Reserves can be employed only on Search and Destroy and Clear and Secure Operations. Any Allied units eligible to participate in an operation [2.4] may be used as an Offensive Reserve. A unit is designated a Reserve, assigned to the operation, and may

immediately move its full Movement Point Allowance. It cannot conduct pursuit movement that Round, but it may participate in combat and pursue normally thereafter; it becomes an Operating unit.

On the Round they are brought in, Offensive Reserves are not considered when computing the combat pursuit bonus [6.7.4]; on later Rounds they are considered normally, just as if they had been assigned to the operation in the Designation Segment. If the only Operating Units participating in an attack are newly activated reserves, the combat pursuit bonus is 0. Since an Offensive Reserve has been assigned to the operation, mark it Ops Complete at the end of the operation to which it was assigned.

7.0 Support (Firepower)

Massive amounts of artillery and airpower were sent to Vietnam and on call for use in the field. Artillery was deployed in "fire-bases," lightly fortified enclosures, close to the troops it was supporting, and often deep in the jungle. If necessary, it could even be rapidly repositioned by helicopter.

When supporting ground forces, artillery was deadly. Spotters could "walk" a barrage into an enemy force with minimal risk to friendly units. Firepower was also used to inhibit enemy movement. A wall of artillery fire would block enemy retreat while friendly forces advanced. Large strikes would be directed into an area, hoping to catch an enemy force.

Artillery is an important part of the Allied player's arsenal, and a not-insignificant part for the NLF. Most combat units have an Artillery Strength as well as a combat strength. Both players have HQ and artillery units whose entire strength is artillery. The Allied player also has Air Points and naval gunfire, which function exactly like Artillery Strength Points. Air, naval, and Artillery Strength can be combined freely and are collectively termed SUPPORT POINTS.

7.1 Types of Artillery

Three types of units have Artillery Strength: DEDICATED artillery; INDEPENDENT artillery; and combat units with ORGANIC Artillery Strength.



7.1.1 DEDICATED Artillery

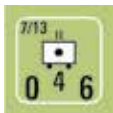
Division and brigade/regiment HQs and artillery directly subordinate to a division are DEDICATED artillery (only the US 23rd Division has a directly subordinate artillery unit). Dedicated artillery can only support subordinate [1.3.1] units. ► **Division-level HQs or the artillery unit of a division can only support an operation (Exception: Bombardment [3.7]) to which subordinate units are assigned or are Target Units. Brigade/regiment HQs can only support an operation (Exception: Bombardment [3.7]) to which any of its subordinate units are assigned or are Target Units.**

Dedicated artillery can fire in support of such friendly operations any number of times in a turn. It can provide ground support or interdiction for such an operation without being assigned to it, without becoming ineligible for an operation itself, or if already having conducted an operation as doing so is not considered an operation.

Dedicated artillery cannot provide support for an operation unless non-HQ units subordinate to its HQ (other than itself) are currently assigned to it, nor can it move in an operation to which it has not been assigned.

A dedicated artillery unit can always support [itself if attacked or forced into an Incidental Attack](#).

Example: The 1st Brigade/1st Division (1/1) HQ can support an operation if any 1/1 battalion is assigned. The 1st Division HQ can support an operation if any 1st Division battalion is assigned.



7.1.2 INDEPENDENT Artillery

Except for the unit directly subordinate to the US 23rd Division, all units with the artillery type symbol are INDEPENDENT. Independent artillery can support any friendly units, regardless of formation or nationality. An Operating player Independent artillery unit can support only a friendly operation to which it is assigned. If, however, at the conclusion of an operation an assigned Independent artillery unit has neither fired nor moved, it remains eligible to conduct future operations [if some other assigned unit \(including Ranger Groups\) has moved or attacked \(including Bombardment\) in the operation](#).



7.1.3 ORGANIC Artillery

ORGANIC artillery is built into many units with ground combat strengths (e.g., VC regiments have an organic Artillery Strength of 2). A unit's organic artillery can be used in any operation to which the unit is assigned and/or combat in which it contributes ground strength.

7.1.4 DEFENSIVE Artillery

All three types of artillery can support any number of friendly defenses. Any artillery within range [7.2] of defending friendly units can provide ground support [7.5.1] or interdiction [7.5.2]. Dedicated artillery can still support only the defense of units under the same command. Organic artillery can support only the unit into which it is built. Firing defensively is not considered an operation and does not render an artillery unit ineligible for further operations.

7.2 Allocating Artillery

The range of units with artillery capacity is noted on their counters. The number of bullets (• or ••) indicates the number of intervening hexes which the unit can fire across. Units whose Artillery Strength is not marked with a bullet can use their Artillery Strength only in their own hexes or in adjacent hexes. Artillery Strength may always be applied at less than the

unit's maximum allowable range. Support used must be able to reach the intended hex: defender's hex for ground support and bombardment or the interdicted hex.

► **The player making allocations need not reveal to his opponent which unit is providing which type of support. Specific allocations are not required, just a general allocation of X support points used for interdiction and Y support points for ground support within the restrictions above. The player making the allocations must, however, remain within the restrictions for artillery. This may necessitate some book-keeping on the player's part.**

Artillery Strength is never halved by hexside terrain; Bombarding across an escarpment or water hexside does not diminish the effectiveness of artillery.

Example: The Allied player is conducting an operation. VC units React through an Allied-occupied hex and the Allied player forces an Incidental Attack. The NLF player must declare artillery support before the Allied player does so. The Allied player has 3 artillery points and 6 Air Points available. He allocates 3 points to ground support but does not have to indicate whether they are artillery, air, or a combination if the support has the appropriate range.

A unit's Artillery Strength can only be applied once in any given Round (including Incidental Attacks), but it can be applied in each Round of an operation. A unit's Artillery Strength may be divided among ground support of different Target Hexes, Incidental Attacks [4.11; 7.2.1], and/or interdiction [7.5.2] as the owning player sees fit.

7.2.1 Supporting Incidental Attacks

Artillery or airpower assigned to an operation may support any Incidental Attacks [4.11] by Operating Units, though any such support counts against the support available for that Round [2.2.3] of the operation. Units defending against an Incidental Attack may be supported by airpower assigned to the operation and any artillery eligible to aid in defense [7.1.4]. Naval gunfire [7.4] cannot be used in Incidental Attacks (attacking or defending).

[Defense Reserves forced into an Incidental Attack may use airpower assigned to the operation for support.](#)

7.3 Airpower

The instructions for each scenario assign Air Points to the Allied player. During campaign scenarios, more Air Points will become available through the reinforcement process [16.1.3]. When he receives Air Points during a campaign scenario, the Allied player should note their arrival on his Record Sheet. During the Support Phase of each game turn in a scenario, the Allied player should examine his Record Sheet [or scenario instructions](#) to determine how many Air Points are available to him (i.e., how many he has received over the course of the game,

minus any that have been eliminated; in campaign games, the amount of air already committed to strategic bombing [13.0], will also be subtracted from the amount available). This amount should be noted on the General Record Track with the Air Points Total and Air Points Available markers. As Air Points are used during the turn, the Air Available marker should be decremented toward 0. As Air Points are lost, decrement the Air Points Total marker toward 0.

Example: The Allied player has received 30 Air Points during the game. Four have been eliminated, and 6 were employed in strategic bombing. The Air Available marker is placed in position 20 of the General Record Track. If 3 Air Points were then used, the marker would be repositioned at 17.

A given Air Point can only be assigned to an Operation once per game turn (and thus twice each season). Air Points cannot be used if not available (i.e., once the Air Available marker is at 0, no further air can be employed that game turn).

One Air Point is equivalent to an Artillery Strength of 1. It can bombard [3.7], interdict [7.5.2], or provide ground support [7.5.1], exactly like Artillery Strength. Air Points can be used anywhere on the map, without range restrictions.

Air support for a given operation must be declared during the Support Declaration Segment of an operation, and no more can be added during the Operation. Set the Air Points Operating marker on the General Record Track to the number assigned to the operation and use this to track Air Point usage during each Round of the operation. Once allocated, each Air Point can only be used once per Round. They may be divided as the Allied player sees fit between interdiction and ground support (including Incidental Attacks). A given Air Point remains available for use throughout an operation, even if a combat result indicates that it has been eliminated [6.6.4]; air losses are applied at the end of an operation.

Example: Seven Air points are assigned to an operation. One is eliminated during the operation's first Round. The loss is noted on the US Record Sheet and/or the General Records Track (reducing air available for later turns), but seven Air Points remain available for later Rounds of that operation.

7.3.1 Weather [Campaign Scenarios only]

Monsoons disrupted the use of tactical air power over much of South Vietnam during the Spring. In the Spring Season during campaign scenarios only, after **allocating** Strategic Bombing [13.0], reduce the number of Air Points available for tactical use by 25 percent (Round remaining points down). Immediately after placing the Air Points Total marker, the Air Points Available marker should be repositioned at 75 percent of its original value. These points are not eliminated; they are merely unavailable for that season. Since weather has already been considered when determining the specifications for the Oper-

ational scenarios, no modification of available air should take place in these scenarios. Airmobile Points Available suffer an identical 25 percent reduction during Spring seasons [4.6].



7.4 Naval Gunfire

The Allied player may be assigned ships in a scenario. He may also procure additional ships in a campaign game [16.1.3]. One battleship (the New Jersey) and up to three cruisers may be committed to Vietnam. ▶ **These ships can be committed to any Allied (not NLF) Search and Destroy, Clear and Secure, Strategic Movement, Naval Transport, Security, or Bombardment Operation.** Committing the battleship to an operation is equivalent to committing 16 Air Points, with the proviso that these points can be applied only to hexes within 4 (3 intervening: ●●●) hexes of an all-sea hex. The cruisers each have a strength of 6 and a range of 3 (2 intervening: ●●) hexes. Ships can only be used once each Round of the operation to which they are committed. They can provide ground support [7.5.1], interdiction [7.5.2], and bombardment [3.7].

Ships can only be assigned to one operation per turn; when the operation to which they are assigned ends, replace the ship in its Holding Box, and flip it to its “Used” side. Flip ships back to their unused side at the beginning of each turn in the Support Phase.

7.5 Support Missions

Artillery, naval gunfire, and airpower can be used on two support missions: ground support and interdiction. Support can only be used once per ROUND [2.2.3].

7.5.1 Ground Support

When used for ground support, artillery, naval gunfire, and Air Points increase the combat strength of a friendly force for an attack or defense and increase enemy casualties. This support is used (“fired”) when a combat ratio is calculated. Support is always allocated in whole numbers, before any potential halving due to lack of a Free-Fire Zone [7.6].

Each supporting point adds 1 to a friendly force's combat strength when calculating the combat ratio [6.2], however more than 3 times the friendly unmodified contributed ground combat strength (not including Regional Forces [10.2]) involved in a combat is not considered. The full amount of supporting strength is still added to enemy strength when determining losses. Use the calculated Free-Fire [7.6] strength for these limits, e.g., 18 points of Support generates 9 strength which would fully support a ground combat strength 3 battalion.

Example: Two US 175mm independent artillery units (support Strength 10 each) are stacked together (alone) in a hex. They are supported by 5 Air Points. Their total Defense Strength if attacked would be 4 (1 as the minimum ground combat strength for any Target Hex with only 0-strength units, and 3 as the maximum artillery and/or air possible for support of 1 ground Strength Point).

A force attacking them would still add 25 to its strength when calculating its own losses assuming the region were Free-Fire. If not, the force's Defense Strength would still be 4, but only 12.5 would be added to enemy strength when calculating losses.



7.5.2 Interdiction

Interdiction markers increase the Movement Point cost for units of both sides to leave a hex. If 3 (or 6 Allied in a non-Free-Fire Zone) Support Points are applied to interdict a given hex, 1 Movement Point is added to the cost to leave it. If 7 (or 14 in an Allied non-Free-Fire Zone) points are applied, the additional cost is 2. A hex cannot be interdicted for a penalty greater than 2. The effects of interdiction are assessed in addition to those of ZOCs, terrain, and enemy-occupied hexes. Interdiction markers can be placed in a hex at the start of a Combat Segment of an operation and (in the first Round of an operation) during the Alert Segment. They are removed after all of the Round's [2.2.3] combats. Hexes containing enemy or friendly units may be interdicted without restriction. Interdiction affects friendly and enemy units alike.



7.6 Free-Fire Zones

All Allied artillery, naval, and air support function at reduced effectiveness unless the hex it is being used against is in a region which has been declared "Free-Fire." Each Support Point contributes only 1/2-point of strength (fractions must be retained, since they may be relevant to the combat ratio). It would take 6 points to minimally interdict a hex in a non-Free-Fire Zone and 14 to fully interdict it. The Allied player declares a region Free-Fire by placing a mark next to the region on the Population Control Sheet (in a campaign scenario) and a Free-Fire marker on the map in any convenient spot in or near the affected region.

A region may be declared Free-Fire only during an operation's Support Declaration Segment. At the end of the Pacification Phase [11.1 #2], all regions revert to non-Free-Fire status. Declaring a region Free-Fire makes Pacification [12.0] more difficult and imposes a Victory Point penalty in Operational scenarios [PB 18.1.1]. No Free-Fire distinction is made for NLF-controlled units; they always function at full effectiveness.

No Free-Fire distinction is made within Da Nang (4411) and the entire region of Gia Dinh, or outside SVN borders (both sides' support functions at full effectiveness). All Border [5.2] hexes are part of SVN for this purpose.

8.0 Brigade/Regiment Formations

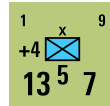
US troops were usually deployed in small formations to maximize the territory they could cover. Units of battalion size were sufficient for combing the jungle; even in the unlikely event that something too big for them was discovered, the helicopter meant that reserves and fire support were only a radio away.

Depending on the nature of an operation, however, formations could be deployed in different ways. If a tough battle were expected, an entire brigade could be gathered and coordinated for maximum strength. If the battalions of a brigade were to be Operating independently, but within a small area, the brigade's entire artillery resources could be available on call to support each battalion.

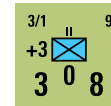
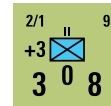
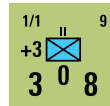
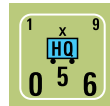
Alternatively, when the battalions operated farther afield, the brigade's artillery could be divided among the battalions, ensuring some support for each.

All US brigades and regiments and the Australian Task Force (ATF) can be deployed in 3 different ways. The entire brigade or regiment may be one counter; the brigade or regiment HQ and all subordinate [1.3.1] battalions with separate counters may be used; the battalions alone may be used, with the HQ's support elements dispersed among them.

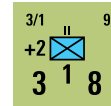
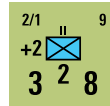
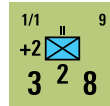
First Deployment



Second Deployment



Third Deployment



Under the first deployment, the front face of the brigade or regiment counter is used. The subordinate battalion counters are not in play.

Under the second deployment, the rear face of the brigade or regiment HQ is used, along with the front faces of its subordinate battalions. The subordinate battalions of all US brigades and regiments are provided in the counter-mix. Most brigade-/regiment-level units have 3 battalions, though some have 4.

Under the third deployment, the rear faces of the brigade or regiment's subordinate battalions are used. The HQ is not in play; place it in the appropriate Holding Box.

All US battalions brought into play as reinforcements come on face-up (2nd deployment) unless an entire brigade or regiment is brought in on the same turn. If so, any of the three deployments may be used.

A battalion cannot be brought on as a reinforcement if its superior brigade or regiment is already in play under the first deployment (since the battalion is already considered in play as part of that unit).

8.1 Switching Between Deployments

The Allied player may switch units between alternate deployments during the Unit Status Phase (of the [Seasonal Interphase \[11.0\]](#)). To switch from the first deployment to either of the others, simply place the subordinate battalions in the brigade or regiment's hex, flipping all counters to the correct side for the deployment. To switch from the second to the third deployment, simply remove the HQ and flip all subordinate battalions to their reverse side. To switch from the third deployment to the second, flip all subordinate battalions to their front sides and place the HQ in any subordinate battalion's hex. To switch from the second or third deployment to the first, remove all subordinate battalions, and place the brigade or regiment, front face up, in their hex. All subordinate battalions must be on the map and in the same hex to make [this](#) transition.

Only one change of deployment can take place for a given brigade or regiment in each Unit Status Phase. Changes of deployment cannot take place at any other time during a turn except for Breakdowns [\[8.2\]](#) to sustain combat losses.

8.2 Breakdowns

VC regiments may be broken down into 3 battalions during the Unit Status Phase. The NLF player simply removes the regiment and puts 3 randomly selected battalions in its place. Any battalions not in play can be used. No supplies or personnel are recovered [\[16.5\]](#).

US and VC brigade-/regiment-level units deployed as a single counter may be broken down to facilitate loss-taking [\[6.6\]](#). At least one of the battalions derived from the breakdown must be removed as a casualty from the map immediately after the breakdown. US units must go to the second deployment (with HQs) when they undergo such a breakdown.

Example: The US 199th brigade (in 1st deployment) sustains 5 losses. The US player chooses to break the unit down into its 4 subordinate battalions and the HQ. He then removes a battalion with a combat strength of 3 and expends 2 Replacement Points to satisfy the loss.

If a unit is broken down, any battalions [adopt the status of the parent brigade including remaining](#) assigned to the Hold or Patrol Operation of the brigade/regiment.

Several ARVN battalions are provided in the counter-mix. They can be assigned by a scenario or formed by recruitment [\[16.4\]](#). They cannot be formed by breaking down regiments or brigades, nor can they be combined to form these units.

9.0 Limited Intelligence

Though US intelligence was generally able to tell where there was enemy activity, and where there was not, it was usually not possible to determine the power of VC forces in the area. Vietnamese sympathetic to the NLF would give misleading information or conceal guerrilla forces. If a road were shelled, it might be difficult to tell whether a large unit or a few men with mortars had done it. Despite a vast array of electronic sensing gear, Vietnam's dense cover defeated the best efforts to locate and quantify VC forces. While it was also sometimes difficult to find NVA units, these were regular army formations, and much easier to find.

All VC units have two sides. Their front face shows their type and values; the other side does not differentiate among the various types of VC units. VC units will usually have this second side face-up. A VC unit's values are only revealed when determining combat odds or the results of bombardment. Artillery must also be revealed if the NLF player wishes to use [its](#) support. Except for these cases, VC units may React, move, and conduct operations without ever being exposed. Units revealed for combat are turned back over immediately after casualties are distributed. All VC units have ZOCs.

Unless he wishes to force an Incidental Attack [\[4.11\]](#), the NLF player does not have to reveal VC units when enemy units pass through their hex.



9.1 Political Sections

The NLF player has VC units called POLITICAL SECTIONS. These units will be assigned in scenarios. In campaign games, they cannot be created via the usual recruitment process [\[16.5\]](#). Instead, each Recruitment Phase the NLF player may place up to 4 Political Sections anywhere on the map. Political Sections move normally using foot Movement Point costs. They can participate in operations, although they cannot be placed on Patrol. They do have ZOCs and count as NLF units for Pacification [\[12.0\]](#). If an attack is announced against a hex containing a Political Section or one is ever forced into an Incidental Attack, the Political Section is immediately eliminated. Political Sections are eliminated after an attack has been announced but before it takes place, i.e., 0 strength attackers would not be eliminated [\[6.3\]](#).

Example: One US battalion is assigned to a Search and Destroy Operation. The target of the operation is a hex containing 2 Political Sections. The battalion enters the hex. The Political Sections use Alert movement to enter different adjacent hexes. The US player decides to attack one of them. The Political Section is removed but, since no combat took place, no pursuit (or retreat) is allowed, and the operation ends immediately. The other Political Section is unaffected.

10.0 The ARVN

At its peak, the *Army of the Republic of South Vietnam* had a nominal strength of more than 600,000 men. More than half of these were essentially militia, living at or near their homes, under the control of local administrators. These forces were used to garrison heavily populated areas, and to help repel NLF incursions.

Another important branch of the ARVN was the Rangers. Specially trained and equipped, 55 battalions of Rangers operated out of small camps in the wilds. These were some of the most effective ARVN forces of all; they frequently supplemented both ARVN and US operations. The Rangers also patrolled South Vietnam's border, interfering with NLF infiltration.

The rest of the ARVN was frequently plagued by high desertion rates and inept or corrupt officers. The leaders of many ARVN units would seek to avoid combat. The ARVN had the equipment and manpower to make its presence felt; what was missing were training, morale, and leadership.

The instructions to some scenarios will indicate that certain ARVN formations are INEFFECTIVE. Such units' capabilities are greatly reduced.

In addition to the regular ARVN forces, there are two types of ARVN auxiliary units: REGIONAL FORCES and RANGERS. Regional Forces exist automatically in all scenarios and campaigns. Rangers are produced [16.4] in the campaign game or assigned by scenario instructions.



10.1 Ineffective Units

Ineffective units are ineligible for all operations except Strategic Movement [10.1.1]. They can still React [4.9] and defend normally. They retain their ZOCs. They cannot force Incidental Attacks upon enemy units passing through their hex [4.11], but they can participate in one if stacked with US/FWA or effective ARVN units. Ineffective artillery can fire in support of defending friendly units if otherwise eligible [7.1].

10.1.1 Strategic Movement of Ineffective Units

Ineffective units can utilize Strategic Movement [4.7.1] during the Strategic Movement Phase (only), subject to three restrictions:

1. they cannot enter any hex containing a national boundary [5.2] ► unless they are re-entering South Vietnam from Cambodia or Laos
2. they they cannot enter any hex containing a corps boundary [5.2]. Exceptions are:
 - a) they may enter such a hex in their current corps to stop in a Town, Capital Town, Capital City, or Major Capital City in the hex. They are considered to be in that terrain feature for all purposes while Ineffective, e.g., 5.2, 6.4.2, 7.6.
 - b) ► they are a non-HQ moving to the Corps Zone [1.2.1] that contains their HQ;
3. and they must end any Strategic Movement in a Town, Capital Town, Capital City, Major Capital City, or cultivated hex.

An ineffective unit cannot begin Strategic Movement if it cannot meet these three requirements.

10.2 Regional Forces

Regional Forces may be used in any combat ► **(Exception: not Bombardments [3.7])** in South Vietnam in which Allied forces defend. Regional Forces add 2 to the combat strength ► of a force defending in a hex containing a Town, Capital Town, Capital City, or Major Capital City (even if the Town, Capital Town, Capital City, or Major Capital City modifier is not chosen as the defensive terrain by the defender), and 1 to a force defending in a cultivated terrain hex without any of these features. Regional Forces may be used or not used, in whole or in part, at the discretion of the Allied player. Any Regional Forces used are added to the friendly force's combat strength when determining combat odds, and maximum replacement use [6.6.2] but not when calculating friendly losses. They are not considered when determining maximum ground support commitment [7.5.1]. They cannot be eliminated. ► They allow the Allied player to take casualties using ARVN Replacements.

Example: A 3 ground combat strength US battalion with no support in a cultivated hex (1 Regional Force) is attacked by VC units with a combined 7 ground combat strength without support. The combat ratio is 7 to 4, reduced to 3 to 2. The NLF will use the 4 to 7.5 column on the CRT for losses. The Allied player will use the 1 to 3.5 column on the CRT for losses (Regional Forces are ignored except they allow the Allies to spend ARVN Replacement Points).



10.3 Rangers

Rangers are **allocated** in the scenarios and can be created by the recruitment process [16.4] in the campaign game. They are kept in the Ranger Holding Box when not in use. Rangers serve two purposes:

1. they increase the Movement Point cost for NLF units to enter SVN national border hexes (including disputed border hexes) [5.2];
2. and Rangers may supplement friendly Search and Destroy Operations.

10.3.1 Ranger Border Interdiction

If 3 or 4 Ranger Groups are in play (i.e., on the map or in the Ranger Holding Box), the Movement Point cost for NLF-controlled units to enter any SVN national border hex is increased by 1. If 5 Rangers are in play, the Movement Point cost is increased by 2.

10.3.2 Rangers in Search and Destroy Operations

Immediately after the Allied player has designated the units to participate in a Search and Destroy Operation (only), he may roll a die to include SVN Rangers. If the roll is less than or equal to the number of Ranger units in the Ranger Holding Box, Ranger units equal to the die roll can be placed in any hexes containing Operating Units. If the roll is greater than the number of Rangers available, none can be placed. No more than one Ranger can be placed in any given hex. If more Rangers are available than there are hexes containing Operating Units, the excess Rangers cannot be placed.

Once placed, Ranger Groups are **assigned to the operation** and may move, attack, and pursue until the end of the operation, at which point they are removed from the map and replaced in their Holding Box. While on the map, Rangers are treated as any other unit (they have ZOCs, may force Incidental Attacks, etc.). The same Ranger unit can be used in any number of operations in a turn.

10.3.3 Destruction of Rangers

If a Ranger is eliminated in play, the Allied player has the option to spend 5 ARVN Replacement Points immediately and return the Ranger to the Ranger Holding Box. If he chooses not to spend these points, the Ranger is not replaced in the Ranger Holding Box and is no longer available for future operations or border interdiction. It can be produced again only in the Recruitment Phase of a campaign game scenario.

11.0 The Seasonal Interphase

Military maneuvers were only one part of the Vietnam War. Political matters and the broad allocation of resources were also of paramount importance.

Rules Sections 11 through 16 are used only in the campaign game scenarios. In these scenarios, a Seasonal Interphase occurs before the first game turn of each season. Like the game turn sequence, the Seasonal Interphase sequence rigidly defines the order in which certain activities are conducted.

11.1 Sequence Outline

1. Recordkeeping Phase

Both players fill out sections of their Record Sheets as necessary.

2. Pacification Phase

The Allied player checks each region of SVN for the success of his Pacification effort. SVN morale, the presence of NLF units, and of Free-Fire Zones will all affect a region's Pacification.

3. Strategic War Phase

A. Strategic Bombing Declaration Segment

The Allied player declares what strategic bombing missions he will undertake against the North and the Ho Chi Minh Trail, and the amount of airpower he will devote to each.

B. Strategic Bombing Execution Segment

The results of the missions declared above are resolved. The NLF player notes any hits against the North on his Record Sheet.

C. Trail Status Segment

The Effective Status marker on the Ho Chi Minh Trail Track is placed one box above the Optimal Status marker for each hit scored against the trail in the preceding Segment. The optimal status of the Trail might also be changed.

D. Blockade Segment

The NLF player informs the Allied player of his allocation of NVN commitment to supplying the VC by sea. The effects of the Allied Naval Blockade are then determined.

4. Politics Phase

A. SVN Officer Replacement Segment

The Allied player must attempt to replace disloyal South Vietnamese leaders and may attempt to replace leaders of doubtful loyalty.

B. Coup Determination Segment

The Allied player checks South Vietnam's political stability for the current turn. Possible results include coup, unstable, and relatively stable.

C. SVN Morale Adjustment Segment

The effects of new US commitments and the shifting loyalties of the people of SVN are applied to SVN morale. SVN morale may, in turn, influence the loyalties of SVN leaders. Roll on the SVN Leader Loyalty Table and modify the loyalties of SVN leaders as indicated.

D. US Morale Adjustment Segment

The effects of current US commitment, SVN politics, the intensity of the NLF effort in the South, and the last season's successes in the field are applied to US morale. Remove Captured Capital markers from capitals not currently held by the NLF.

E. NVN Morale Adjustment Segment

The current level of US involvement (based on last season's final commitment) in Vietnam modifies NVN morale, which in turn affects the NLF player's ability to draw support from the North.

5. Recruitment Phase**A. US, ARVN, and FWA Placement and Withdrawal Segment**

The Allied player determines new commitment and deploys or withdraws US ground, air, and naval units to Vietnam, and allocates economic and military aid to SVN. He then creates new ARVN units. The SVN draft level will increase as units are created. The Allied player then checks for the arrival or removal of Korean, Thai, Australian, New Zealand, and Philippine forces.

B. NVA and VC Placement Segment

The NLF player creates and deploys new NVA and VC units. The NLF player allocates resources toward the following turn's supplies for the VC.

C. Infiltration Segment

The NLF player may move units along infiltration routes in Laos and Cambodia.

D. Offensive Declaration Segment

The NLF player may declare an offensive if US commitment is 150 or greater.

6. Unit Status Phase**A. US Brigade Organizational Segment**

The Allied player may alter the organization of his brigade/regiment formations.

B. ARVN Effectiveness Determination Segment

The Allied player checks the effectiveness of ARVN units.

C. VC Breakdown Segment

The NLF player may break down VC regiments into battalions.

7. Final Recordkeeping Phase

The players update their Record Sheets.

12.0 Pacification

Battles in Vietnam were not fought to control territory, but to control the people who lived in it. Wherever NLF forces were allowed a free hand, popular support for the NLF would slowly build. Pro-government village chiefs would be assassinated, and the local defense systems would be infiltrated. If an area could be kept free of NLF influence, it would slowly swing toward governmental control. Once the NLF gained a foothold, however, it was hard to eliminate it.

Each Pacification Phase, the Allied player must determine the effects of the war on the Vietnamese people. This is done region by region [1.2.2]. A region's population will be divided between SVN and VC control (e.g., the VC and SVN might each control 3 points of a region that has a total population of 6). The Population Control Sheet and/or Chart is used to record how much of each region's population is currently under SVN control.

12.1 The Pacification Procedure

The Allied player announces SVN morale and indicates whether a column shift is necessary in the current Pacification Phase.

For each region in turn, in the order they are listed on the Population Control Sheet:

1. The Allied player announces the region's total population, and how much of the population is currently controlled by SVN.
2. The NLF player examines the markers and units in the region on the map and announces any dice roll modifiers that are to be applied.
3. The Allied player rolls two dice, applies any dice roll modifications, and determines the result.
4. The Allied player counts off the required number of boxes, in the appropriate direction, on the Population Shift Scale to determine the new SVN population control value for the region. He writes the new value in the appropriate box of the Population Control Sheet and proceeds to the next region.

12.2 Modifications to the Pacification Dice Roll

If a region has been declared Free-Fire [7.6], its pacification die roll is reduced by 2.

Each capital in a region captured by the NLF at any point during the preceding season reduces the pacification roll by 1, even if the capital is subsequently recaptured. A capital is captured if it is ever occupied or moved through by NLF forces and no Allied forces are in the hex. It is recaptured if it is subsequently occupied or moved through by any Allied units and no NLF forces are in the hex.

Whenever a capital is captured, a Captured Capital marker should be placed on or near it. During the US Morale Adjustment Segment, such markers are removed from capitals no longer held by the NLF. Certain regions are composed of more than one province or municipality. The effect of captured capitals in such regions is cumulative (e.g., if 2 capitals were captured in a region, there would be a dice modifier of -2).

The most important modifier to the pacification roll is the presence of NLF-controlled units during the Pacification Phase. Each NLF unit (of whatever type or size) in a region's capital reduces the pacification roll by 2 (in addition to the modifier for capturing the capital noted above). Each town hex (other than a capital) which is occupied by any number of NLF units reduces the pacification roll by 2. Each cultivated hex which does not contain a Town, Capital Town, Capital City, or Major Capital City and is occupied by any number of NLF units reduces the pacification roll by 1. Each other hex containing any number of NLF units reduces the pacification roll by ½ (round fractions down), i.e., -1 for each 2 other hexes occupied.

For purposes of pacification, the Allied player decides which region NLF units on a regional border occupy, unless the hex contains a town, in which case the units are automatically considered to occupy the region containing the town. NLF units on any national border hexes do not count toward pacification unless the hex they occupy contains cultivated terrain or a town.

12.3 Pacification Results

+ 4 -

The result of pacification is determined as follows. The column on the Pacification Table corresponding to the region's size and SVN-controlled population is found. This column is shifted one to the right or left if SVN morale [15.1] is particularly high or low (Pacification Table). Two dice are then rolled, and the modifier found above is applied. The modified dice roll is then cross-referenced with the proper column to find the pacification result.

Example: In a Size 6 region, SVN controls 4 Population Points currently. No NLF units are present in the region, but the region is Free-Fire. A 9 is rolled which, when modified to 7, yields a result of 1.

A pacification result represents a shift of control from one player to the other. Find the current control status on the scale and count off one position for each point of the result. Count toward the top of the scale for shaded results (favoring the VC) and toward the bottom of the scale for unshaded results (favoring SVN). A result of "3" represents a shift of a full population point. Lesser results are recorded by adding a (+) or (-).

When calculating population available or referring to the Pacification Table for the amount of SVN-Controlled Population, all entries that contain a number are considered that number (e.g., 12, 12-, and 12+ are all "12").

Record the results using the Population Control Record sheet and/or using the on map Population Control map. For the latter, use the numbered counters with a "+" or "-" on them on the map. Rotate the appropriately numbered counter to show the SVN controlled population, e.g., if Quảng Ngãi is at 7+, the 7 counter should be placed in the box in Quảng Ngãi with the "+" rotated toward the top of the map. We have also provided a Population Control Sheet if you prefer a written record or to use both. This sheet records the amount of population friendly to the South Vietnamese (Sài Gòn) government.

Example: SVN controls 4 population in a region. The region receives a pacification result of 1 (unshaded). The notation "4+" should be entered on the Population Control Sheet. A result of 5 (shaded) received in the next season would shift control to "3-" (4+ to 4 to 4- to 3+ to 3 to 3-). A scale has been placed on the Population Control Sheet to aid in the calculation of results.

13.0 Strategic Bombing

Throughout most of the war, the US conducted extensive aerial bombardment campaigns against NLF infiltration routes and against North Vietnam. While the overall effectiveness of this bombing is much debated, it is generally agreed that the NLF was forced to devote considerable effort toward maintaining the infiltration routes and dispersing military targets in the North. Many military targets were in heavily populated areas near Hanoi and Haiphong, the two major cities of North Vietnam. Political factors protected these targets for much of the war; when they were finally bombed, there was a tremendous political outcry in the United States and abroad.

During the Strategic Bombing Declaration Segment, the Allied player may allocate any of his available airpower to strategic bombing missions. Air used for bombing is not available for the following two game turns for any purpose (including withdrawal). The Strategic Bombing Declaration Segment comes before the Recruitment Phase in the Seasonal Interphase Sequence of Play, and thus Air Points cannot be used for strategic bombing on the season in which they are received.

There are two possible bombing targets: The North and the Ho Chi Minh Trail. A given target may be bombed only once in each season.

The results of the missions declared by the Allied player are resolved in the Strategic Bombing Execution Segment. The Allied player chooses whether bombing against the North or the Trail is resolved first, though he must declare what he is bombing and with what strength before he sees the results of any bombing. The Allied player is never required to launch a

bombing mission; bombing is entirely voluntary. If bombing is announced, a minimum of one air point must be committed unless the Air Defense Level [16.6.1] is 3 and the North is being bombed, in which case, a minimum of 2 is required.

The results of strategic bombing are expressed in terms of HITS. The specific effect of hits varies depending on the target of the mission [13.1; 13.2]. Regardless of the target, however, the Strategic Bombing Table and the following procedure are used to determine the number of hits scored by a strategic bombing mission.

At the top of the chart the Allied player finds the row corresponding to the target he is bombing. In this row he finds the current NVN Air Defense Level. He then traces down the column containing the Air Defense Level until he finds the highest number at least equaling but not exceeding the number of Air Points he committed to bombing that target. Tracing to the right, the Allied player will find a Row Number. This Row Number is used to determine two things:

1. A die is rolled and added to the Row Number. The Allied player then traces across the row corresponding to this total to determine how many bombing hits have been scored. Trace to the Unrestrained column if engaging in unrestrained bombing [13.3] against the North or the Restrained column if engaging in restrained bombing against the North or bombing the Trail.
2. Another die is rolled. The current NVN Air Defense Level is added to the Row Number and the die roll to find a new row. The Allied player traces across this row to the Losses column to determine whether he has lost any Air Points. Any losses sustained should be noted on the Allied player's Record Sheet.

Row totals (Row Number + die [+ Air Defense Level]) greater than 25 are resolved on row 25. Air Point allocations more than the amounts needed to achieve row 25 are wasted.

Example: The Allied player decides to use unrestrained bombing against the North. NVN Air Defense is 2. 84 Air Points are allocated. The Row Number is 20. The Allied player rolls a 4, scoring 6 hits. A second die roll of 1, plus the Row Number of 20 and NVN Air Defense of 2 yields row 23, indicating that no Air Points are lost.

Trail
Optimal

Trail
Effect

13.1 Interdicting Infiltration Routes

The status of the Ho Chi Minh Trail affects movement along the trail [16.8.1; 16.8.3] and the efficiency with which NVN commitment can be turned into VC supplies [16.5.1]. The initial status of the Ho Chi Minh Trail will be defined in the instructions of scenarios to which it is relevant. At any given moment, the status of the Trail is recorded by two markers on the Ho Chi Minh Trail Track. One marker records the Trail's

OPTIMAL STATUS. It may be advanced during the Recruitment Phase by the expenditure of NVN commitment [16.6.2]. The second marker records the EFFECTIVE STATUS of the Trail.

At the start of each Trail Status Segment, the Effective Status (Trail Effect) marker is placed with the Optimal Status (Trail Optimal) marker. After the results of bombing the Trail have been determined, the Effective Status marker is moved one box up (i.e., to a lower number) for each hit against the Trail. If the result on the Strategic Bombing Table was marked with an asterisk (*), the Optimal Status marker is then moved 1 box up the track. Neither marker can ever be shifted beyond either end of the track; ignore results that would do so.

13.2 Attacking the North

In the NVA and VC Placement Segment of the Recruitment Phase, each bombing hit scored against the North reduces the number of Commitment Points available for trail supply by 1. There is no additional effect if hits reduce such Commitment below zero.

Example: During the Recruitment Phase of Spring 1966, the NLF player allocated 12 Commitment Points to trail supply. Three bombing hits are scored against the North in the Summer of 1966. Only 9 Commitment Points will be available for trail supply that summer, although 12 NVN Commitment Points are expended [16.5].

13.3 Bombing Intensity

Strategic bombing against the North can be at either of two levels: RESTRAINED or UNRESTRAINED. The Allied player chooses which level of strategic bombing he will use when he declares his missions. The level chosen affects the success of strategic bombing (unrestrained is more effective). The level also affects morale [15.1].



14.0 South Vietnamese Politics

The South Vietnamese government was highly unstable and vulnerable to coup. Factions plucked at it from all directions. The military had one idea how the country should be run, civilians another. Buddhists had their desires, and Catholics theirs. Some generals took a hard stand against the communists, while others wished for a compromise settlement. So long as the war seemed to be going well, US support remained strong, and morale was high, the government was comparatively secure. As soon as confidence began to fade, however, national government quickly became a game of musical chairs among the most powerful military leaders.

Three tiers of leaders simulate the SVN political and military structure: one-star leaders command divisions; two-star leaders command Corps Zones and service branches; and three-star leaders represent chief governmental figures. Lower-level leaders will occasionally be replaced, both for incompetence and for political reasons. Three-star leaders are removed when their government is toppled by a coup.



14.1 Leaders

The leaders available in the counter-mix should be sorted by number of stars into three pools and placed in the appropriate holding space on the map, to be drawn randomly when needed. All leaders will always be either on the SVN Leader Display or in one of the pools, ready for use. No leader counter is ever removed permanently from play.

Up to 13 one-star leaders can be in play at a time, commanding each of the 11 infantry divisions and the Airborne and Marine divisions. Whenever a unit is created from a division which does not yet have a leader, a one-star leader should be drawn at the end of the Recruitment Phase to command it. If at any point no units from a given ARVN division are on the map, the division's leader is returned to the pool of unused one-star leaders. Each one-star leader is always subordinate to exactly one two-star leader, either a corps commander or the Chief of Staff.

There will always be exactly 7 two-star leaders in play: four Corps commanders (I, II, III, and IV); a Chief of Staff; an Air Force commander; and a Navy commander. There will always be a commander for a corps or service branch, even if he has nothing to command.



14.2 Leader Ratings

One-star and two-star leaders each have one value printed on their counter: their **EFFECTIVENESS RATING** [14.7]. A second value, **LOYALTY**, is determined whenever a new leader is drawn. Two dice are rolled and 3 added to their sum (e.g., a roll of 7 would translate to a loyalty of 10). Each possible command position for one-star and two-star leaders has a track on the SVN Leader Display. A leader's position on his track indicates that leader's current

loyalty. A leader's loyalty will be modified over time by rolls on the SVN Leader Loyalty Table, and by attempts to replace him. Loyalty can never be less than 5, nor greater than 13. If a leader's loyalty would descend below 5 during play, treat his loyalty as 5. If it rises above 13, it remains at 13.

14.3 Spheres of Influence

Units which are part of a division (i.e., have a division HQ, even if it is not on the map) are subordinate to their division commander. A division commander, in turn, is subordinate to the commander of the Corps Zone [1.2.1] containing the division's HQ. Even if the units of a division are scattered in different Corps Zones, the location of the HQ determines the corps command of the division. If no HQ has been created for a division, the division commander is subordinate to the corps containing the division's units. If units from the division are in different Corps Zones, the NLF player chooses the superior corps from among the corps containing the division's units. If a unit or HQ from a division is on the dividing line between Corps Zones, the NLF player may choose which corps the unit is considered to occupy. ► **This determination is made prior to the effectiveness roll** [14.7].

I, II, III, and IV Corps commanders directly control non-divisional units which lie within their Corps Zone boundaries. All units which lie within a Corps Zone and are not controlled by a division commander or the Chief of Staff are directly controlled by that corps' commander. Corps commanders also indirectly control divisions (through their division commanders).

The Chief of Staff is corps commander for the Sài Gòn/Gia Định special Corps Zone (see map). In addition, all independent ARVN artillery and the Marine and Airborne divisions (through their division commanders) are subordinate to the Chief of Staff, regardless of which Corps Zone they occupy.

► **ARVN units in Laos and Cambodia (including on the Trail) are subordinate to the Chief of Staff regardless of the location of their HQ.**

The Air Force and Navy commanders control no units. Their loyalty is relevant to coups [14.5], but they have no other game function.

14.4 Leader Replacement

Leaders are replaced during the Politics Phase. The Allied player must attempt to replace any leader whose loyalty is 5 or 6 and may voluntarily attempt to replace leaders with loyalties of 7 or 8. He cannot attempt to replace leaders with higher loyalties.

The procedure to attempt replacement of both one-star and two-star leaders is the same. The Allied player rolls two dice, and on a roll of 2 through 6, the leader is returned to the pool and a new leader is drawn (the old leader can be re-drawn). On a 7 or 8, the leader remains, and his loyalty is reduced by 1. On a roll of 9 through 12, the leader remains, his loyalty is reduced by 1, and all

units under his control are Ineffective [10.1] for the entire season. If a 9 through 12 were rolled when attempting to replace a corps commander or the Chief of Staff, all divisions subordinate to that two-star leader are Ineffective, as well as any units directly commanded by the corps commander. In addition, on a roll of 9 through 12, two-star leaders are automatically PRO-COUP for the ensuing coup check [14.5.1].

No more than one attempt can be made to replace each leader each season, and no attempt can be made to replace a replacement on the phase he is drawn. Any number of different leaders may be rolled for in a phase, however. The dice are rolled separately for each replacement attempt. The Allied player may see the result of one replacement attempt before deciding whether to attempt another. He may choose the order in which replacement attempts are made.

14.5 Coups

After the Allied player has finished attempting to replace one-star and two-star leaders, he must check for the possibility of a coup. Certain two-star leaders may already be designated PRO-COUP by failed attempts at replacement [14.4]. Two dice are rolled, and the total is compared with the loyalties of each two-star leader (only one roll is made — not one for each leader). If the roll is below a leader's loyalty, he is LOYAL. If the roll equals his loyalty he is WAVERING. Wavering leaders are indicated by rotating their counters to the left on the SVN Leader Display. If the roll is greater than his loyalty, he is PRO-COUP. Pro-coup leaders are noted by rotating their counters to the right on the SVN Leader Display.

14.5.1 Coups Determination

After the status of each two-star leader has been checked, if there are more PRO-COUP leaders than LOYAL leaders, a coup has taken place. SVN morale is immediately lowered by 8 and US morale is lowered by 3. A new three-star leader is drawn from the pool. The current three-star leader should be placed in the pool before making the draw (thus, it is possible for the same leader to retain power following a coup). Lower the loyalties of each loyal leader by 1.

If there are at least as many WAVERING and PRO-COUP leaders, together, as LOYAL leaders, there is no coup, but the SVN government is unstable. SVN morale drops by 3, US morale falls by 1, and the loyalties of all one-star and two-star leaders are reduced by 1.

If there are more LOYAL leaders than WAVERING and PRO-COUP leaders, the SVN government is (relatively) stable. Lower the loyalties of pro-coup leaders, only, by 1.

Coup is always checked for exactly once per season; there can never be more than one coup per season.

14.5.2 Inducing a Coup

The Allied player may, at his discretion, increase the chances of a coup. To do so, he announces — before checking for coup — that he is attempting to induce a coup. He then adds two to the dice roll compared against the loyalties of two-star leaders. Should the Allied attempt to induce a coup and fail, SVN morale is immediately reduced by 3, in addition to any penalties from coup determination.

14.6 Loyalty Adjustment

All one-star and two-star leaders belong to one of three FACTIONS. Each leader's counter is marked with a letter: A, B, or C, indicating the faction to which he belongs. All leaders with the same letter belong to the same faction. Each season, at the end of the SVN Morale Adjustment Segment, the Allied player must consult the SVN Leader Loyalty Table to determine whether the loyalties of any of his one-star and two-star leaders have changed.

He finds SVN's current morale at the top of the chart and rolls two dice. The result of the roll is given as a shift in the loyalties of all leaders in each faction. Lower the roll by 1 on the season following an offensive [15.4].

Example: SVN morale is 135. Two dice, totaling 4, are rolled. The Allied player looks in the rightmost column of the SVN Leader Loyalty Table. He finds the row corresponding to a roll of 4. The loyalties of all SVN leaders in Faction B are reduced by 1.

14.7 Determining Effectiveness

During the ARVN Effectiveness Determination Segment, the Allied player must check to see which ARVN units will be EFFECTIVE for the season. One die is rolled; this is the effectiveness roll used to determine both divisional and corps effectiveness. Only one roll is made (not one for each division and corps).

Compare the effectiveness roll to each division leader's effectiveness plus his superior commander's effectiveness. If the roll is less than or equal to the total, that division is effective for the season. If the roll is greater than the total, the division is INEFFECTIVE [10.1].

Example: The 1st ARVN division HQ is in II Corps. The 1st division's commander has an effectiveness of 5. The II Corps commander has an effectiveness of -1. If a 4 or less is rolled, the division will be effective that season.

Next, compare the effectiveness roll to each corps commander's effectiveness rating. If the effectiveness roll is less than or equal to a corps commander's effectiveness rating plus 3, all non-divisional units under his direct command are effective. If it is greater than his effectiveness plus 3, all non-divisional units under his direct command are ineffective. If a one-star

or two-star leader is ineffective (either because of a botched replacement attempt or a failed effectiveness check), the leader's marker should be flipped over.

If there is a Coup during a season, add 2 to the effectiveness die roll that season. If the government is unstable, add 1.

Regional Forces [10.2] and Rangers [10.3] are always effective; no effectiveness check is made for them.

15.0 Morale and Commitment

The conflict in Vietnam was not a "total war," at least not for the US or for the communist states that backed North Vietnam. When the US left Vietnam, it left not because it had been militarily defeated, but because it decided that its objectives could not be obtained at acceptable cost. Morale in the United States was critical: the more support there was for the war at home, the more politically feasible it was to maintain a large commitment in Vietnam. As resistance to the war spread at home, it became harder to justify US commitment.

All US involvement in South Vietnam hinges on two key indices: US morale and US commitment. Morale represents the nation's willingness to become involved in Southeast Asia, to send troops and economic aid, to deal with internal dissent, and to sustain losses. Commitment represents the degree to which the US is already involved. So long as US morale is higher than commitment, the nation remains willing to contribute more to the war effort. But when commitment exceeds morale, the country is more deeply involved than it would like to be, and its participation in the war must be reduced.

North Vietnam also has morale and commitment indices. These represent China and the USSR's willingness more than morale in Hanoi. The terms "morale" and "commitment" are used for NVN because the indices serve similar game functions as US morale and commitment. South Vietnam has a morale index, but no commitment level (South Vietnam is the conflict; it cannot choose to increase or decrease its involvement).

The morale and commitment indices are recorded on the Record Sheets. Morale and commitment can never fall below zero. If they would, they are simply set to zero and the excess modification ignored. **Total Commitment may never exceed current Morale deliberately (it may happen involuntarily due to a drop in Morale [16.7]).**

15.1 Game Events and Morale

Each of the three morale indices starts at the point indicated by the scenario guidelines. During play, each index will be modified. A complete list of events triggering morale changes is provided in the Morale Chart.

Most factors affecting US morale are judged during the US Morale Adjustment Segment of the Politics Phase. During this segment,

the Allied player consults the Morale Chart to see which of the listed conditions are fulfilled, modifying his morale accordingly.

15.1.1 Conditions Possibly Influencing US Morale During the Politics Phase:

- a) South Vietnam's current three-star leader's US Morale modifier [1.3].
- b) The current amount of population controlled by SVN.
- c) The current level of US commitment affects US morale. As time drags on, continuing heavy involvement will weaken the nation's resolve to maintain its commitment. **Exception:** This assessment is not made if no US units were assigned to a friendly Search and Destroy or Clear and Secure Operation in the previous season, regardless of current US commitment. This includes being assigned as an Offensive Reserve.
- d) If the US has become substantially more involved in the past season, US morale will suffer. If new commitment [15.3] is five or more, US morale will decline.

Example: New commitment is 7, apply a -1; New commitment is 21, apply a -2; new commitment is 27, apply a -3.

- e) If Allied forces invaded Laos or Cambodia in the preceding season, or continued an invasion launched earlier, US morale will suffer [15.2].
- f) The number of capitals the NLF player has captured affects morale. If 3 to 5 have been captured, morale falls by 1; if 6 to 8, morale falls by 2; if 9 to 11 have been captured, morale falls by 3; and so forth, with morale declining by 1 for every third capital captured during the preceding season. Whenever a capital in a region is captured [12.2], a marker noting this fact should be placed on the capital. The marker remains until the next Politics Phase, even if the capital is subsequently recaptured. After the morale effect of capitals captured in the preceding season has been applied, Captured Capital markers are removed from capitals which have been recaptured [12.2].
- g) The intensity of an NLF offensive [15.4] also affects US morale. Thereafter during that season each time an attack [6.5] is rolled by the NLF player this fact is noted on the General Record Track using the marker provided. If 8 or more such attacks are conducted in a season US morale will be adversely affected in the following Politics Phase.
 - ▶ Each combat die roll by the NLF player (including bombardment and Incidental Attacks) counts as a separate attack, even if the same unit attacks more than once in an operation [2.2.3].
- h) The number of NLF units which have been eliminated or dispersed in the previous season also affects US morale. US morale increases by 1 for every fifth unit eliminated or dispersed after the 25th unit. Thus, if fewer than 30 units are removed, there would be no morale benefit. If 30 to 34

units were eliminated or dispersed, US morale would rise by 1. If 35 to 39 were eliminated or dispersed, the benefit to morale would be 2, and so on. Eliminated or dispersed artillery units, regiments, supply conduits, and HQs each count as 3 units in this determination, while battalions and Political Sections each count as 1. VC regiments broken down into battalions are not themselves considered (though losses among the breakdown units are [8.2]). Use the NLF Units Eliminated marker on the track to record the number of units eliminated, except during the season of an offensive [15.4] when this morale bonus is lost.

15.1.2 Several Factors Influence US Morale Immediately (without waiting for the next Politics Phase):

- a) If there is a Coup in South Vietnam, or if the government is unstable [14.5.1], US morale falls.
- b) If Restrained strategic bombing is employed against the North, US morale falls by a point. If Unrestrained strategic bombing is conducted against the North, morale falls by 1 plus half a die roll (round fractions down).
- c) Each time a US (not FWA or ARVN) counter is removed from the map to satisfy combat losses, US morale falls by 3.
- d) Each time an airmobile loss is indicated on the CRT and no Airmobile Points remain to be lost [6.6.4].

15.1.3 Factors Affecting SVN Morale during the Politics Phase:

- a) The government's popular support in SVN, as indicated by SVN Population Available [16.3].
- b) US commitment relative to the season before. US new commitment is divided by 5 and rounded to the nearest whole number. SVN morale is then modified by this amount. An increase in commitment will lead to an increase in morale, while declining commitment means declining morale. Ignore modifications more than +10, but retain those below -10.
- c) South Vietnam's three-star leader will modify SVN morale each turn by the SVN Morale modifier [1.3].
- d) SVN morale is affected by the capture of capitals in exactly the same way as US morale [15.1.1f].

15.1.4 Factors Affecting SVN Morale During a Season:

- a) Coups, governmental instability, and unsuccessful US attempts to induce a coup all affect SVN morale immediately [14.5].
- b) The Allied player may initiate any number of economic aid programs during the Recruitment Phase. He simply declares that he is sending economic aid to SVN and declares how many programs he is backing. The first two such programs per season immediately improve SVN morale by a half a die

roll each (round down separately). Additional programs improve morale by 1 each. These projects represent aid to SVN industry, handouts of food and shelter, the encouragement of US industry to establish markets in Vietnam, etc. The Allied player cannot see the result of one program before announcing another; all such programs to take place in a season must be announced simultaneously.

- c) US strategic bombing missions against the North will improve SVN morale by 2 (if Restrained) or 4 (if Unrestrained).

15.1.5 NVN Morale May Be Modified in the Following Ways During the Politics Phase:

- a) If the previous season's US new commitment was positive, NVN morale is increased by one fifth of the new commitment. If it was negative, reduce NVN morale by a fifth of the decline. Modifiers greater than +10 or less than -10 are retained.

Example: US new commitment was negative 6. NVN morale declines by 1. This modification is identical to the effect of new US commitment on SVN morale, except that modifications greater than +10 are retained.

- b) NVN morale increases based on current US commitment and current NVN morale (NVN morale in effect pulls itself up by its bootstraps).

15.2 Invasions

The Allied player may wish to invade Cambodia and/or Laos at some point during the game. He may do so, though the penalties to US morale are stiff. No Allied-controlled units can ever enter North Vietnam under any circumstances.



15.2.1 US and/or FWA Invasions

If US or FWA forces entered Laos or Cambodia in the previous season, a die is rolled during the US Morale Adjustment

Segment and US morale is reduced by that amount. If both Laos and Cambodia were invaded, US morale is reduced by the sum of two dice. If a country was invaded in a previous season and US or FWA forces have remained in the country continuously since the immediately preceding season, no die is rolled, and US morale is reduced by two for each such country.



15.2.2 ARVN Invasions

If a country is invaded by ARVN forces alone, a lesser penalty of half a die roll (rounded down) is assessed against US

morale. Each subsequent turn that ARVN forces remain in the invaded country, one point is subtracted from US morale. Should US/FWA forces then enter the country, it is treated as though the US were launching a fresh invasion [15.2.1]. ARVN forces may participate in a US invasion at no additional penalty, however.

Example: US forces enter Cambodia, accompanied by ARVN forces. In the ensuing Politics Phase US morale is reduced by a die roll. US and ARVN forces remain for the next season, and US morale falls by 2.

The next season all US forces withdraw, but ARVN forces remain. US morale is penalized by 1. US troops are reintroduced in the next season, and US morale falls by a die roll once more.

15.2.3 Definition of “Invasion”

A country is defined as having been invaded if Allied forces enter any non-disputed hex within that country’s national boundaries [5.2]. SVN border hexes may be entered without penalty, as may disputed hexes. A hex is disputed if it is adjacent to a hex containing a disputed border [Terrain Effects Chart].

An invasion has taken place even if all invading forces move out or are eliminated during the turn of invasion. The Allied player may support ARVN invasions with airpower and US artillery (from behind SVN borders) without it being considered a US invasion.

Should all invading forces withdraw from a country and subsequently re-invade, it is treated as a new invasion.

Bombardment Operations or interdiction in any hex in Laos or Cambodia are not considered an invasion.

15.3 Reinforcements and Commitment

Anything that increases the human and physical resources devoted to the conflict will increase a nation’s commitment, e.g., sending combat units, augmenting airmobile capacity, or providing economic aid.

Each unit, point, or quantity of economic aid which the US or North Vietnam contributes to the war increases that nation’s commitment level. If a nation withdraws any of its forces, its commitment declines. The exact amount by which any influx or outflow of resources affects commitment is found in the Unit Cost Chart.

15.3.1 New Commitment

Whenever a nation’s commitment is increased (usually by taking reinforcements [16.0]), the player controlling that nation should make a note of the increase on his Record Sheet. Such an increase is called **NEW COMMITMENT**. New commitment affects morale [15.1]. It is possible for new commitment to be negative; if a player withdraws a nation’s forces, commitment is decreased by the amount on the Unit Cost Chart (except FWA). During the Final Recordkeeping Phase of each season, the players should determine the commitment levels of their countries for the following season by adding commitment at the start of the season to new commitment during that season.

Example: US commitment is 75 at the start of Fall 1965. The US brings on reinforcements totaling 15 commitment, and withdraws a battalion, thereby decreases commitment by 1. New commitment would be 14. The following season’s commitment level would be 89.



15.4 Offensives

If US commitment is greater than or equal to 150 during the Offensive Declaration Segment of any Recruitment Phase, the NLF player may declare an offensive. The Allied player must be told immediately when an offensive is declared.

15.4.1 Immediate Effects of Offensive

To declare an offensive, the NLF player must expend 10 NVN Commitment Points. Immediately after declaring an offensive, the NLF player may place 1 new, un-augmented NVA regiment and 4 Political Sections in any hex(es) on the map not occupied by an enemy unit.

15.4.2 Morale Effects

During the season of an offensive, two changes are made to the normal morale rules [15.1]: the Allied player receives no morale benefit for NLF casualties; and US morale is penalized if the total number of NLF attacks that season exceed a certain amount [15.1.1g; Morale Chart]. These effects last through the end of the season in which the offensive was declared. The season following an offensive, the dice roll on the SVN Leader Loyalty Table is reduced by 1.

16.0 Reinforcements

A wide variety of options and trade-offs existed for the combatants in Vietnam. US planners had to decide how much emphasis to place on ground forces, how much on strategic bombing, and how much on support for South Vietnam. They also had to decide how fast to build up, and at what level US forces should be maintained. NLF planners had to choose the best way to deal with expanding US presence.

The forces of five different groups are represented in Vietnam: The United States; South Vietnam; the Viet-Cong; North Vietnam; and the Free World Allies (Korea, Thailand, Australia, New Zealand, and the Philippines). The method by which each of these groups’ forces are introduced is different. Once placed, reinforcements are treated exactly as any other units. They function normally in the season they are placed. Reinforcements can be received only in those groupings provided on the Unit Cost Chart. In the case where there are not enough units to fill the group, e.g., only 2 ARVN battalions, they can still be purchased at the full cost.

Example: The US can receive Airmobile Points only in groups of 2.

16.0.1 Limit on Countermix

One restriction that applies to all the forces is that no units can be added to the countermix. The counters provided with the game are an absolute limit on the numbers and type of units which can be brought into play. This restriction does not apply to markers; the players may supplement the countermix' supply of Interdiction, Operations Complete, Captured Capital, Hold, and Patrol markers with counters of their own devising. Units (except FWA) may be re-built after they have been eliminated.

16.0.2 Secrecy of Reinforcements

The NLF player must be informed of the exact composition of any Allied forces taken as reinforcements. The reverse is not true, however. The NLF player decides in secret what reinforcements the VC and NVA will receive. VC units are placed face-down [9.0]. The NLF player may ask the Allied player to leave the room while he places new units.

16.1 US Reinforcements

The Allied player has complete control over his reinforcements. He decides what types of reinforcements he will receive, how many there are, and when they will arrive. The only factors limiting him are the countermix, US morale, and the potentially damaging effects of an over-rapid build-up.

The Allied player may take any amount of US reinforcements in a season so long as the appropriate amount is added to his commitment level [15.3] for everything that he takes, and so long as his total commitment level does not rise above his morale. If commitment begins at or above morale, no new reinforcements can be taken until commitment is reduced through withdrawal [16.7].

16.1.1 Ground Forces

US reinforcements of all types arrive during the Recruitment Phase. All forms of reinforcements which the Allies can receive are listed on the Unit Cost Chart. To receive a formation the Allied player increases his commitment level by the amount listed on the Unit Cost Chart and places the formation in Sài Gòn (2863), Đà Nẵng (4411), Cam Rahn (5652), Huế (3708), Qui Nhon (5633), Nha Trang (5549), Vũng Tàu (3368), Chu Lai (5118), Mỹ Tho (2467), or Cần Thơ (1871). Each of these is noted with a port symbol on the map. Different units within a given formation may arrive at different ports, at the Allied player's discretion. Units cannot arrive at a port which has been captured by the NLF and has not since been recaptured. Units may arrive in the Zone of Control of enemy units without inducing a Reaction move [4.9].



16.1.2 US HQs

US brigade-/regiment-level HQs appear without commitment cost if all battalions subordinate to that HQ are taken

simultaneously as reinforcements. If a divisional HQ is taken as

a reinforcement, all units directly attached to the HQ (usually including armored cavalry and occasionally an armored or artillery battalion) appear at no additional cost. If these units are later eliminated, they cannot be re-built unless their HQ is still on the map.

A division HQ (and its complement of directly attached units) is received without commitment cost if the entire division under it is brought on in the same phase.

Example: The nine battalions of the 4th division are brought on at once (at a cost of 9 Commitment Points). Since all their subordinate battalions are being brought on, the three brigade HQs appear for free. The 4th division HQ and its armored unit and armored cavalry squadron may also appear at no additional cost, since all units subordinate to the division are brought in at the same time. This applies only to US HQs; VC, NVA, and AR VN HQs must be produced at indicated cost, and no free units accompany them.

16.1.3 Support and Military Supplies

In addition to ground combat units, the Allied player may receive a variety of different points as support. The receipt of Air, Airmobile, Naval, Riverine, and Replacement Points should be noted by advancing the appropriate marker. The Allied player may also commit up to 3 cruisers and 1 battleship (the New Jersey) to Vietnam.

The Allied player may also choose to provide SVN with military supplies. Each Commitment Point he expends adds 7 to SVN's supply pool [16.4.1].



16.1.4 The McNamara Line

Frustrated by the ease with which NLF forces traversed the SVN border, Pentagon planners considered the erection of a huge barrier of physical obstructions and devices for electronic surveillance. One plan called for a barrier along the entire length of the SVN border (complete barrier; 0368 to 3202), while another merely wished to block the border between SVN and NVN (short barrier; 2603 to 3202). Though neither version of the barrier (dubbed “the McNamara Line”) was ever actually constructed, the Allied player has the option of implementing either plan, at the costs indicated on the Unit Cost Chart. If the short barrier is built, the Allied player may later build the complete barrier at the cost indicated.

The construction of the McNamara Line has two effects:

1. The Movement Point cost for NLF forces to enter all affected SVN border hexes is increased by 1 (cumulative with the effects of SVN rangers [10.3]).
2. If any NLF units enter an affected border hex during an NLF operation, the Allied player must be given the option of conducting the next operation.

16.2 Free World Allies

After all US and ARVN reinforcements have been taken, the Allied player must [check the US commitment level for the possible arrival or departure](#) of Free World Allied forces. He need not take FWA reinforcements or may choose to take only selected units. All indicated withdrawals of FWA forces must be made. Reinforcements the Allied player does not choose to receive may be taken on any following season (no additional die roll is necessary in the case of Thai and Korean forces; any indicated reinforcements are considered “earmarked” for Vietnam and available on call). FWA reinforcements can be received in any of the ports the US uses [16.1.1].

Australian, New Zealand, and Philippine reinforcements are free; no US commitment is expended to receive them. For each Korean or Thai regiment (except the QC Regiment), the Allied player chooses to receive, one US Commitment Point must be expended. No commitment is recovered when a FWA unit is withdrawn. Korean and Thai HQs and the Thai armored cavalry are received free when they become available.



16.2.1 Korea

Once each Recruitment Phase, if the current US commitment level is 50 or greater, the Allied player may roll to receive any Korean units not yet received. [An element is defined as each Capital \(CAP\) Division regiment, the CAP HQ, the entire 9th Division, and the 2nd Marine Brigade. For the Capital Division, an element is available on a roll of 1 through 4.](#) The division HQ is automatically received if all three regiments are available or on-map, even if all die rolls have failed for the HQ itself. [The 9th Division is available on a roll of 1.](#) The 2nd Marine Brigade is available on a roll of 1 or 2.



16.2.2 Thailand

Once US commitment is 200 or greater, the Allied player may begin to roll for Thai reinforcements. Thai reinforcements arrive in four stages. If one stage becomes available, the next stage may be rolled for immediately. If the roll fails, the next stage cannot be rolled for that Phase. Each stage requires a roll of 1 or 2.

The first stage of Thai reinforcements is the Queen’s Cobra (QC) Regiment. The second stage is the 1st Brigade, “Black Panther” Division, Royal Thai Army (BP). When this stage becomes available, the Queen’s Cobra Regiment must be withdrawn immediately. The third stage is the 2nd Brigade, BP, the BP Division HQ, and BP armored cavalry. The fourth stage is the 3rd Brigade BP.

There is no commitment cost for the Queen’s Cobra (QC) Regiment.

Example: The Allied player rolls a 1. The QC Regiment is available. He rolls again immediately and gets a 2. The 1/BP is available during the same phase (and the QC never arrives). He rolls again and gets a 4. No further stages appear, and no further rolls are made that phase.



16.2.3 Australia, New Zealand, Philippines

All Australian units, the ANZAC (Australia-New Zealand Army Corps) unit, and the Philippine unit arrive when US commitment is 160 or greater. No die is rolled for these forces.

16.2.4 Withdrawals

All FWA forces must be withdrawn if US commitment is above 80 and there is no US division HQ on the map at the end of a Recruitment Phase. No FWA forces can be reintroduced after this withdrawal has been triggered. No FWA forces will ever be introduced if no US division HQ is on the map at the end of the first Recruitment Phase that US commitment rises above 80 since “withdrawal” will immediately be triggered.

16.2.5 Eliminated FWA Units

FWA units can never be reintroduced once eliminated.

16.3 Population and Draft Levels

Each region [1.2.2] (usually an individual province) of SVN has a population value (roughly one point for every 50,000 inhabitants, averaged out for population shifts during the conflict). The total population of SVN is 360 Population Points, or approximately 18 million people. At any given moment, control of a region’s population will be divided between SVN and VC control.

Important Note: Add 70 to SVN’s total to account for the population in Sài Gòn, Gia Định, and Đà Nẵng, which were major population centers firmly under SVN control.

This value determines the personnel available for that side’s armed forces. The amount of population each side controls at the start of the campaign games is listed in the scenario. This amount changes only because of Pacification [12.0]. The amount of population controlled by the VC can always be determined by subtracting the amount of population controlled by SVN from 360.

The amount of population currently under arms is recorded by the DRAFT LEVEL. The Allied player can never cause the SVN draft level to exceed the SVN population controlled.

16.3.1 Northern Recruits For the VC

The VC draft level can exceed VC population controlled. If the VC draft level is greater than the current VC population controlled, the draft level may be increased only by the expenditure of NVN commitment. Depending on the effects of Allied bombing against the Ho Chi Minh Trail and the ratio of VC draft to population, the draft level may be raised by up to 4 for each NVN Commitment Point expended [13.1; 16.5].

16.4 ARVN Recruiting

Two components are necessary to the formation of most ARVN units: population subject to the draft and military supplies. Population subject to draft is made available by controlling population [16.3]. Military supplies must be provided by the US if ARVN units and replacements are to be built [16.1.3].

16.4.1 Supplies

Supplies need not be used on the season received; they can be saved for later use. Supplies are not used to maintain units, only to build them.

16.4.2 ARVN Units and Support

To create an ARVN unit, Ranger Group, or Replacement Points, the Allied player consults the Unit Cost Chart, and increases the SVN draft level by the personnel cost indicated. SVN's supply pool is lowered by the supply cost. A unit can be produced only if enough supply is available and if SVN's draft level would not exceed its population controlled. Newly created ARVN units can be placed in any of the cities noted in 16.1.1. Ranger Groups are not placed on the map when built; instead, they are kept off-map in the box reserved for them. There are no ARVN Air or Airmobile Points; the only type of point that can be produced for the ARVN are Replacement Points.



16.4.3 Augmenting ARVN Units

Many ARVN units have alternate sets of values printed on the front and rear of their counters. Two supply costs are listed for such units on the Unit Cost Chart. One set of values are the costs for the front face characteristics. A supply cost is also given to convert the unit to its rear-face (augmented) values when the Allied player chooses to do so, this can be when newly created. Such a conversion can take place only during a Recruitment Phase. Conversion takes place immediately upon the expenditure of the indicated supplies regardless of where a unit may be.

Example: Augmenting an ARVN brigade/regiment on the map costs 3 Supply Points. A newly created, augmented, ARVN brigade/regiment costs 1 Personnel Point and 5 Supply Points.

16.5 VC Mobilization

The NLF player may produce units and points for the VC during the Recruitment Phase. To create a VC unit (or Replacement Points), the NLF player consults the Unit Cost Chart, increases the VC draft level by the personnel cost [16.5.1; 16.5.2], and decreases VC supplies by the supply cost [16.5.3; 16.5.7; 16.5.8]. The unit is then placed on the map [16.5.10] or points in the proper pool. Nothing can be produced unless sufficient population (perhaps aided by NVN commitment) and supplies are available to pay the cost indicated on the Unit Cost Chart.

16.5.1 Population

VC population comes from two sources: the control of population in SVN [16.3]; and infiltration from the North. The availability and use of population are recorded by two values on the NLF Record Sheet: population controlled and draft level. Population controlled records all population controlled by the NLF in the regions of SVN. The draft level represents the amount of population currently involved in the VC forces. Whenever VC production takes place, the VC draft level is increased by the personnel cost. Population available is never changed because of production.

So long as the draft level is less than the amount of population controlled, the population used for VC production is noted by increasing the VC draft level; nothing more needs to be done. If the draft level is equal to or greater than population controlled, additional production can take place only if recruits are infiltrated from NVN by the expenditure of NVN commitment as it is needed. The number of population points that can be expended for each NVN Commitment Point allocated depends on the effective status of the Ho Chi Minh Trail [13.1; 16.6.2], as recorded on the Ho Chi Minh Trail Track.

Example: The Trail's status is box 3; the VC draft level can be increased by 4 for each NVN Commitment Point the NLF player uses for recruits.

Though the NLF player is never forced to use commitment to recruit, after a certain point in the game he will have to do so if he wishes to maintain the VC as a viable force. The VC draft level is still raised when VC production takes place, even if all population used is Northern recruits. Recruits from the North cannot be accumulated; the expenditure of NVN commitment on recruits allows the VC draft level to be raised after it has exceeded the VC population controlled. Unused recruits are lost.

Example: The Ho Chi Minh Trail's effective status is box 2. One NVN Commitment Point is expended on recruits. The VC draft level can be increased by up to 3. If the NLF player were to build 1 VC battalion, and nothing more, the VC draft level would rise by 1. New commitment would have to be allocated to raise the draft level on future turns.

16.5.2 Depletion of VC Recruits

If the VC draft level is more than 4 times the VC population controlled at the start of the Recruitment Phase, reduce the ratio at which NVN commitment is transformed to population by 1. If the draft level is more than 6 times VC population, reduce the ratio by 2. If the draft level is more than 8 times VC population, reduce the ratio by 3.

Example: VC population controlled is 100. The VC draft level is 601. The effective status of the Ho Chi Minh Trail is box 3. Since the VC draft level is more than 6 times VC population, the VC draft level can be increased only by 2 for each NVN Commitment Point (instead of the 4 indicated on the Ho

Chi Minh Trail Track). If the VC draft level were at 801, only 1 personnel point (draft level) could be expended for each NVN Commitment Point.

16.5.3 Supplies

Supplies are available to the VC from 3 sources: by sea (SEA SUPPLY [16.5.5]); transported along the Ho Chi Minh Trail (TRAIL SUPPLY [16.5.4]); and a supply pool, containing all unused supply accumulated in previous seasons.

As part of each Recruitment Phase, the NLF player must secretly record the amount of NVN commitment to be expended in the following season on sea supply and trail supply.

Example:

		Commitment Cost			
S-5B	6	a	New Regiment	x3	
		b	Augment Regiment	x2	
		c	Division Headquarters	x1	
		d	Artillery	x2	
		e	3 Replacement Points	x1	
		f	New Air Defense Level	x4, 5, or 6	
		g	This Season Trail Supply	x1	8
		h	This Season Sea Supply	x1	3
		i	Build Ho Chi Minh Trail	see Trail Track	

His allocation is not expended immediately; instead, it is expended at the start of the following season's Recruitment Phase. The NLF player cannot voluntarily expend more or less on supplies than his previous season's declaration. Should insufficient NVN commitment be available to cover an allocation, as much of the declaration as possible is fulfilled, with priority to sea supply (this will leave the NLF player with 0 commitment available for the purposes of the NVA).

► Should the NLF player forget to make a declaration one season, assume that 5 supply had been allocated to Trail Supply and 2 to Sea Supply.

Example: If the NLF's declaration during the Recruitment Phase of spring 1966 was "Trail Supply: 8; Sea Supply: 3," and the NLF player discovered during the Recruitment Phase of summer 1966 that the difference between NVN morale and commitment was only 9, 3 commitment would be expended on Sea Supply and 6 on Trail Supply.

16.5.4 Trail Supply

The amount of Trail Supply available is calculated by multiplying the amount of NVN commitment allocated to Trail Supply (after accounting for the effects of strategic bombing [13.2]) by the multiplier indicated by the effective status of the Ho Chi Minh Trail [13.1].

Example: Eight NVN commitment is allocated to Trail Supply. Three bombing hits are scored against the North, reducing this to 5 [13.2]. If the effective status of the Trail is box 3 (multiplier: 8), 40 Trail Supply would be available (5x8). The Allied player is never informed of NVN commitment to Trail Supply; the NLF player makes all calculations secretly.

16.5.5 Sea Supply

The amount of Sea Supply available is determined by the amount of NVN commitment allocated and by the effectiveness of the Allied Naval Blockade. The following procedure is used. The NLF player reveals the number of Commitment Points he allocated to Sea Supply. This amount is found in the left column of the Blockade Chart. Directly to the right of it there is an index number. The Allied player then rolls 1 die for each Naval Point available, subtracting the sum of the dice from the index found above. The largest index not exceeding this modified total is then found. The amount of Sea Supply that was successfully run through the blockade is listed directly to the right of this index.

Example: The allocation for Sea Supply is 2. The corresponding index is 54. If the Allies had 3 Naval Points, the Allied player would roll three dice. A total of 11 for the dice would give a modified index of 43 (54-11=43), indicating that 11 Sea Supply points were available.

16.5.6 Supply Pool

A third source of supply for the VC is the VC Supply Pool. Any Sea or Trail Supply available but unused at the end of a Recruitment Phase is placed in the Supply Pool at a one-for-one rate.

16.5.7 Restrictions on the Expenditure of Supply

Supply cannot be expended if it is not available. Even when supply is available, certain restrictions apply. Sea Supply can be used anywhere on the map, but if it is used to build a unit in a hex more than 5 hexes from an all-sea hex (counting the hex of placement, but not the all-sea hex itself) it is used at a two-for-one ratio (e.g., a VC battalion built more than 5 hexes from an all-sea hex using Sea Supply would cost 4 supply — double the amount indicated on the Unit Cost Chart).

Similarly, Trail Supply used to build units more than 8 hexes from any SVN border hex (counting the hex of placement, but not the border hex itself) would cost double.

Supply from the Supply Pool is always expended at full value, regardless of hex of placement. Since some hexes are both more than 8 hexes from the border, and more than 5 hexes from the sea, the Supply Pool is the only efficient way to construct VC in these areas.

VC Replacement Points always cost the amount indicated on the Unit Cost Chart; type of supply is irrelevant.

Supply can be "mixed and matched" from any source, at the appropriate ratios if applicable, to produce units.

16.5.8 Regional Maximums

A further restriction on the expenditure of VC supply is that no more than 2 or the amount of population controlled in a region (whichever is greater) can be expended on supply in a region in each Recruitment Phase. **Exception:** *Supply Conduits* [16.5.9].

Newly created VC units may be placed on the borders of the regions in which they are created; the production capacities of two (or more) regions can thus be combined to form a unit on borders.



16.5.9 Supply Conduits

The NLF player may build VC supply conduits. Supply conduits are immobile. They cannot Alert or React, although they may Disperse. They have a combat strength of 0. If attacked (including by Bombardment), they are automatically eliminated unless stacked with another friendly unit. The attacker suffers no casualties, 0 strength attackers are not eliminated, and units with pursuit modifiers receive a combat pursuit bonus of +4 from such an attack. Supply conduits have ZOCs. If a supply conduit is attacked while stacked with a friendly unit, it is unaffected unless all friendly units are eliminated or retreat from the hex, in which case it is eliminated.

A supply conduit doubles the amount of supply that can be expended in the region in which it is placed. Supply conduits double capacity, not supply itself. There is no additional benefit for having more than one supply conduit in a region. A supply conduit doubles capacity in the Recruitment Phase in which it is placed, and its placement does not count toward and is not restricted by regional maximums itself.

Example: Two population is controlled by the VC in a region. A supply conduit in the region increases the capacity to 4.

If a supply conduit is placed on a border between regions, in each season it will double the capacity of the region with the least VC-controlled population and does not affect the other region(s). If two or more regions have equal VC-controlled population, the NLF player must choose which region's capacity is doubled.

16.5.10 Placing VC Units

Once the cost indicated on the Unit Cost Chart has been paid, the NLF player can place a new VC unit face-down in any hex (anywhere on the map) that does not contain an enemy unit within the Regional Maximums [16.5.8]. VC units can also be placed without regard to Regional Maximums anywhere on the Ho Chi Minh Trail or in Cambodia or Laos. Units can be placed adjacent to enemy units without initiating Reaction [4.9].



16.5.11 VC Battalions

The characteristics of VC battalions vary, and they should always be kept in a face down draw pool. Unused and eliminated units should be placed in this pool. When the NLF player recruits a VC battalion, he draws it at random from the pool. He then places the unit before

seeing its values. Once placed, the unit may be examined before other recruitment decisions are made.



16.5.12 VC Regiments

VC regiments are recruited during the Recruitment Phase by expending the personnel and supplies listed on the Unit Cost Chart and removing 3 battalions from the map. All the battalions must come from the same hex and the regiment must be placed in that hex. Any number of the battalions can have been recruited in the current Phase. If all battalions were recruited in the current phase, place the regiment on the map where the battalions would have been placed (it is therefore not necessary to ever draw and place the three battalions). The battalions can be of any strength. Once removed from the map, they are placed in the draw pool and are immediately available to be recruited again.



16.5.13 VC HQs

▶ VC HQs are recruited during the Recruitment Phase by expending the personnel and supplies listed on the Unit Cost Chart and placed per 16.5.10.

16.5.14 Deployment of Political Sections

The NLF player may place up to 4 Political Sections anywhere on the map that does not contain an enemy unit or Trail each Recruitment Phase at no cost. Political Sections not taken one season do not accumulate from season to season.

16.6 The NVA

The NLF player may recruit NVA units and points in much the same way as the Allied player creates his. Each type of unit (and group of points) has a commitment cost which is added to the NVN commitment level. A unit cannot be created if the NVN's commitment level would then exceed its morale. NVN regiments have two different sets of values and may be augmented in the same manner as ARVN units. If 2 or more regiments in an NVA HQ are augmented, the division's HQ is also augmented at no additional cost (flip the HQ over to its augmented side). The NLF may send recruits to join the VC [16.5.1]. All newly created NVA units are placed in the northernmost box of the Ho Chi Minh Trail.



16.6.1 Air Defense Level and Track

The starting level of NVN Air Defense Level is defined in all scenarios to which it is relevant. The NLF player may upgrade it during the Recruitment Phase by expending NVN commitment. Upgrading air defense from 0 to 1 costs 3 commitment. Upgrading from 1 to 2 costs 4 commitment. Upgrading from 2 to 3 costs 5 commitment. Any upgrade is marked on the Air Defense Track immediately. NVN air defense cannot be upgraded beyond 3. There is only one Air Defense Level (applies to both the North and the Ho Chi Minh Trail). Air defense never deteriorates and cannot be withdrawn. The Air Defense Level can be increased by no more than 1 in each season.

**Trail
Optimal**

16.6.2 The Ho Chi Minh Trail Track

The optimal status [13.1] of the Ho Chi Minh Trail may be upgraded during the Recruitment Phase by the expenditure of NVN commitment. The cost to upgrade from one box to the next is listed on the Ho Chi Minh Trail Track itself (the cost varies from 2 to 6). The Trail may be upgraded by any amount in each season. The upgrade is marked on the track immediately. The Ho Chi Minh Trail Track is not the same thing as the Ho Chi Minh Trail itself [16.8]; the Track is used to record the status of the Trail for movement and supply purposes [16.5.4], whereas units are actually placed on the Trail and may move along it.

16.7 Withdrawal

US, FWA, and NVA units are subject to forced withdrawals. Both players may also withdraw units voluntarily to conserve resources. All types of withdrawal occur only during the Recruitment Phase. All a player's withdrawals must be conducted before he begins the formation of new units. Units that are withdrawn are simply removed from the map. They need not move nor have transportation. The withdrawal of points (air, replacement, etc.) should be noted on the Record Sheets. Each unit or group of units withdrawn by the US (not FWA) or NVN decreases commitment by the amount indicated on the Unit Cost Chart. The US gets a reduction in commitment for the withdrawal of HQs and other units that arrived at no cost [16.1]. For US brigades in first deployment, the reduction is applied when the counter is withdrawn. For US brigades in third deployment, the reduction is applied when the last battalion is withdrawn. If US Brigade HQs are withdrawn in first or third deployment (as part of the last battalion), they cannot return [16.7.2].

Example: The US decides to withdraw the entire 198/23 which is in 3rd deployment [8.0]. Five commitment (one for each battalion and one for the HQ) are recovered.

The US and NVN are forced to withdraw units or points if their current commitment is higher than morale. Sufficient units or points must be withdrawn so that commitment is at or below morale. Conditions requiring FWA withdrawal are listed in 16.2.4. If all of the US (and FWA) or NVN's ground combat and Naval units (including artillery) have been withdrawn and commitment still exceeds morale, nothing else needs to be withdrawn; no remaining points need be removed.

VC battalions, and ARVN units and groups of points withdrawn reduce the appropriate draft level by the amount indicated on the Unit Cost Chart. There is no reimbursement of supplies. VC and ARVN units are never forced to withdraw. VC regiments cannot withdraw; they must first break down [8.2].

16.7.1 Final Withdrawal

During any Recruitment Phase the Allied player may declare FINAL WITHDRAWAL. All US and FWA ground and Naval units must be withdrawn (Air, Airmobile, Naval, and Amphibious Points may remain). US commitment is reduced by the normal amount for the withdrawn force. US morale then rises by 10 points and NVN morale falls by 20 points. Final withdrawal may be announced only once; after Final Withdrawal, no new US or FWA units or support may be sent to SVN. US commitment thereafter may be spent only on SVN supplies and economic aid.

16.7.2 Restrictions on Withdrawal

Points and units acquired in groups (e.g., US 105mm artillery) may be withdrawn only in the groups indicated on the chart. Except for HQs, there is no limit to the number of times that a unit may be withdrawn and returned to play. Once an HQ has been withdrawn, it can never be reintroduced. A unit cannot be taken as a reinforcement in the phase it is withdrawn, nor can it be withdrawn in the phase that it is taken.

NVN Air Defense Level and Trail construction cannot be withdrawn, nor can donations of supplies or recruits, ARVN rangers, or the McNamara Line.

Air Points used for Strategic Bombing cannot be withdrawn in the Seasonal Interphase in which they are used.

16.8 The Ho Chi Minh Trail

The trail depiction on the map represents the network of roads, paths, and trails in Cambodia and Laos the NVA used to infiltrate men and supplies into South Vietnam. It also abstractly represents, in part, materials received via the Cambodian port of Sihanoukville.



16.8.1 Infiltration

An NLF unit which begins an Infiltration Segment in a box of the Ho Chi Minh Trail is ineligible for operations and has two options. It may move along the trail (in which case it cannot enter the hexgrid and is ineligible for operations [2.4] during the current season), or it may enter the hexgrid. The Movement Point Allowances of NLF units moving along the trail are determined by the effective status of the Trail. Locate and apply the movement multiplier in that box to the Movement Point Allowances of the NLF units using the Trail.

Only NLF units can move during the Infiltration Segment.

Example: An NLF unit with a printed Movement Point Allowance of 7 would have a trail Movement Point Allowance of 19 (7x3-2) if the movement multiplier “x3-2” were in effect.

Each box in the trail has a Movement Point cost of 1. Movement must be through contiguous boxes. A unit may move in either direction along the trail.

16.8.2 Leaving the Trail

An NLF unit which begins an Infiltration Segment in a trail box and does not move along the trail may be placed in the hexgrid at the end of the Segment. The NLF player simply places it in any hex adjacent to the trail box occupied by the unit. The unit remains fully eligible for operations. Units cannot be placed in an enemy-occupied hex. They may be placed adjacent to enemy units (allowing Reaction [4.9]).

16.8.3 NLF Entry and Movement

Newly built NVA units are placed in the northernmost box of the trail [16.6]. VC units can be built in any trail box [16.5]. NVA and VC units already in the hexgrid may enter and move along the Ho Chi Minh Trail during the Operations Phase as part of an operation. Alert, Reaction, retreat, and pursuit movement may all be used to enter the trail. Units enter a box from an adjacent hex at a cost of 1 Movement Point. Such units may then expend the remainder of their Movement Point Allowance (unmodified by the status of the trail) moving through trail boxes. They cannot leave the trail until the next season's Infiltration Segment and are ineligible for operations [2.4] until then.

Strategic movement cannot be employed to enter or move along the trail.

16.8.4 Allied Entry, Blocking, and Movement

Allied units may enter (though to do so necessitates an invasion of Laos or Cambodia), move along, and exit the Trail via Search and Destroy and Clear and Secure Operations, although combat on the trail is handled differently [16.8.5].

Such units enter a box during an Operations Phase by paying 1 MP and **stopping in the box**. Allied-controlled units that begin an Operations Phase in a trail box may remain, move up or down the trail, or leave the trail (using their printed Movement Point Allowance) paying normal entry costs for hexes

adjacent to their box. The hex they enter can contain enemy units, within the normal restrictions on entering or moving through enemy-occupied hexes [4.4; 4.5.2; 4.11]. They may then continue moving as normal.

If at least one trail box in either Laos or Cambodia is occupied by Allied-controlled units at the start of a Trail Status Segment [11.0], reduce the effective status of the Ho Chi Minh Trail by one [13.1; 16.5]; if at least one box in each of Laos and Cambodia is occupied by Allied-controlled units, reduce the trail's effective status by two.

VC and NVA units pay 5 extra Movement Points to leave a trail box containing enemy units. They may enter it with no special restrictions (i.e., at a cost of only 1 Movement Point). Allied movement along the trail is not affected by enemy units.

16.8.5 Combat on the Trail

Allied-controlled units on the trail cannot attack enemy units on the trail; NLF units can but are not required to do so. Such attacks occur at the beginning of the Infiltration Segment and are conducted only between units in a single trail box. Any NLF units that do attack are ineligible for operations for the entire season, i.e., both turns, in progress.

There is no terrain modification for attacks made in a trail box. All retreats and pursuits are ignored for such attacks; only casualties are considered [6.6]. Combat takes place in one Round and with one die roll, with all units on either side being factored into the combat ratio. If the NLF declares an attack in a trail box, all units and ground combat strength of both sides in the trail box must be used. Airpower may also be committed by the Allied player. No naval units or artillery outside the affected box may participate.

No combat or bombardment can occur between units on and off the trail.



Suggested Reading

Appy, Christian G. *Vietnam: The Definitive Oral History, Told from All Sides.*

Atkinson, Rick. *The Long Gray Line: The American Journey of West Point's Class of 1966.*

Bowden, Mark. *Hue 1968: A Turning Point of the American War in Vietnam.*

Cauble, Mark A. *Into the DMZ: A Battle History of Operation Hickory, May 1967, Vietnam.*

Coleman, J.D. Pleiku: *The Dawn of Helicopter Warfare in Vietnam.*

Corbett, John. *West Dickens Avenue: A Marine at Khe Sanh.*

Dellinger, David. *Vietnam Revisited: From Covert Action to Invasion to Reconstruction.*

Fall, Bernard. *Hell in a Very Small Place: The Siege of Dien Bien Phu.*

Gwin, Larry. *Baptism: A Vietnam Memoir.*

Hackworth, Col. David H. *Steel My Soldiers' Hearts: The Hopeless to Hardcore Transformation of U.S. Army, 4th Battalion, 39th Infantry, Vietnam.*

Halberstam, David. *The Best and the Brightest.*

Hammel, Eric. *Fire in the Streets: The Battle for Hue, Tet 1968.*

Harrison, Ben. *Hell on a Hilltop: America's Last Major Battle in Vietnam.*

Herring, George. *America's Longest War: The United States and Vietnam, 1950-1975.*

Johnson, Frank. *Diary of an Airborne Ranger: A LRRP's Year in the Combat Zone.*

Karnow, Stanly. *Vietnam: A History.*

Kolb, Richard. *Brutal Battles of Vietnam.*

Langguth, A. J. *Our Vietnam – History of War, 1954-1975.*

Lanning, Michael Lee and Cragg, Dan. *Inside the VC and NVA: The Real Story of North Vietnam's Armed Forces.*

MacLear, Michael. *Vietnam. The Ten Thousand Day War.*

Marshall, S. L. A. *Ambush: The Battle of Dau Tieng, also Called the Battle of Dong Minh Chau, War Zone C, Operation Attleboro, and Other Deadfalls in South Vietnam.*

Mason, Robert. *Chickenhawk.*

Miller, Robert L. and Wainstock, Dennis. *Indochina and Vietnam: The Thirty-Five Year War, 1940-1975.*

Moore, Harold G. and Galloway, Joseph L. *We Were Soldiers Once...and Young: Ia Drang – The Battle That Changed the War in Vietnam*

Murphy, Edward F. *The Hill Fights: The First Battle of Khe Sanh.*

Nhat, Phan Nam and Webb, James. *Peace and Prisoners of War: A South Vietnamese Memoir of the Vietnam War.*

Nolan, Keith. *The Battle for Hue: Tet 1968.*

Nolan, Keith. *The Battle for Saigon: Tet 1968.*

Nolan, Keith. *Into Cambodia.*

Nolan, Keith. *Into Laos: The Story of Dewey Canyon II/Lam Son 719, Vietnam 1971.*

Nolan, Keith. *Operation Buffalo: USMC Fight for the DMZ.*

Nolan, Keith. *Ripcord: Screaming Eagles Under Siege, Vietnam 1970.*

Olson, James S. and Roberts, Randy. *Where the Domino Fell: American and Vietnam, 1945-1975.*

Parker, James E., Jr. *Battle for Skyline Ridge.*

Pimlott, John and Stanton, Shelby. *Vietnam, The Decisive Battles.*

Prados, John. *Vietnam: The History of an Unwinnable War, 1945-1975.*

Rottman, Gordon L. *The US Army in the Vietnam War 1965-73.*

Sabben, David, Stanley, Maurice, et al. *The Battle of Long Tan: As Told by the Commanders.*

Smith, George W. *The Siege at Hue.*

Stanton, Doug. *The Odyssey of Echo Company: The 1968 Tet Offensive and the Epic Battle to Survive the Vietnam War.*

Stanton, Shelby. *Vietnam Order of Battle.*

Tang, Truong Nhu. *A Vietcong Memoir: An Inside Account of the Vietnam War and Its Aftermath.*

Velicogna, Arrigo. *Into the Iron Triangle: Operation Attleboro and the Battles North of Saigon, 1966.*

Warr, Nicholas. *Phase Line Green: The Battle for Hue, 1968.*

Wiest, Andrew. *The Boys of '67: Charlie Company's War in Vietnam.*

Wiest, Andrew. *Rolling Thunder in a Gentle Land: The Vietnam War Revisited.*

Wilkins, Warren K. *Nine Days in May: The Battles of the 4th Infantry Division on the Cambodian Border, 1967.*

Windrow, Martin. *The Last Valley: Dien Bien Phu and the French Defeat in Vietnam.*

Index

A	
Air Defense	16.6.1
Airmobilization / Airmobile Movement	4.6.1
Airpower	7.3
Support Missions	7.5
Alert Movement	4.8
All-sea Hex	TEC; 5.1; 6.2.1
Amphibious/Riverines.....	4.6.2
ANZAC	16.2.3
Artillery	7.1
Allocation.....	7.2
Dedicated.....	7.1.1
Defensive	7.1.4
Independent.....	7.1.2
Organic.....	7.1.3
Support Missions	7.5
ARVN.....	10.0
Augmenting.....	16.4.3
Draft.....	16.4
Ineffective units	10.1
Leaders.....	14.1
Recruiting.....	16.4
Supplies.....	16.4.1
Australia and New Zealand.....	16.2.3
B	
Blockade, Naval	16.5.5
Bombardment.....	3.7
Borders and Boundaries	5.2
McNamara Line.....	16.1.4
Pacification.....	12.2
Ranger Border Interdiction.....	10.3.1
Breakdowns	8.2
Brigade/Regiment Formations	8.0
C	
Capital	TEC; 15.1.1 (f); 12.2
Captured	TEC; 12.2 15.1.1 (f)
Casualties	6.6
Clear and Secure	3.2
Combat.....	6.0
Population Centers and Capitals	6.7.6
Terrain Effects	TEC; 6.2.1; 6.4.2
Zero-strength	6.3
Combat Ratio	6.2; 6.4.1
Commitment.....	15.0
Northern Recruits.....	16.3.1
NVN	16.6
US	16.1; 16.2
Coups.....	14.5
D	
Dedicated Artillery.....	7.1.1
Defensive Artillery	7.1.4
Defensive Reserves.....	6.10.1
Deployments.....	8.0
Dispersal.....	4.10
Draft Levels.....	16.3
ARVN.....	16.4.2
VC Mobilization	16.5
E	
Escarpments	TEC; 6.2.1
F	
Formations	8.0
Free World Allies	16.2
Elimination	16.2.5
Withdrawals.....	16.2.4
Free-Fire Zones.....	7.6
G	
Ground Bound Units	4.6.3
Ground Support	7.5.1
H	
Ho Chi Minh Trail	16.6.2; 16.8
Combat.....	16.8.5
Infiltration.....	16.8.1
Movement.....	16.8.4
Strategic Bombing	13.1
Supply.....	16.5.4
Hold	3.3.1
Hot Landing Zone.....	4.6.1.2
I	
Incidental Attacks.....	4.11
Independent Artillery.....	7.1.2
Ineffective Units.....	10.1
Determination	14.7
Infiltration.....	16.8.1
Interdiction	7.5.2
Invasions.....	15.2
K	
Korea	16.2.1
L	
Landing Beach.....	TEC; 3.5
Leaders.....	14.1
Loyalty Adjustment	14.6
Replacement	14.4
Limited Intelligence.....	9.0
Losses	6.6
Loyalty Adjustment.....	14.6
M	
McNamara Line	16.1.4
Morale	15.0
NVN	15.1.5
US	15.1.1; 15.1.2; 16.1
Movement	4.0
Airmobility and Riverines	4.6
Alert	4.8
Ground-Bound Units	4.6.3
Reaction	4.9

Stacks.....	4.2
Strategic.....	4.7
Terrain Effects.....	TEC; 5.1
Types.....	4.3
N	
National (SVN) Border.....	5.2, 10.3, 16.1.4
Naval Blockade.....	16.5.5
Naval Gunfire.....	7.4
Naval Transport.....	3.5
NVN	
Commitment.....	16.6
Morale.....	15.1.5
O	
Offensive Reserves.....	6.10.2
Offensives.....	15.4
Operations.....	3.0
Assignments.....	2.3
Bombardment.....	3.7
Clear and Secure.....	3.2
Eligibility.....	2.4
Hold.....	3.3.1
Naval Transport.....	3.5
Patrol.....	3.3.2
Search and Destroy.....	3.1
Security.....	3.4
Strategic Movement.....	3.6
Organic Artillery.....	7.1.3
P	
Pacification.....	12.0
Patrol.....	3.3.2
Philippines.....	16.2.3
Political Sections.....	9.1
Population and Draft Levels.....	16.3
ARVN.....	16.4.2
VC Mobilization.....	16.5
Population Centers and Capitals.....	6.7.6
Port.....	TEC, 3.5, 16.1.1, 16.2
Pursuit.....	6.7.3
R	
Rangers.....	10.3
Reaction Movement.....	4.9
Regions	
Borders.....	5.2
Capital.....	TEC, 12.2
Free-Fire.....	7.6
Location.....	1.2.2
Regional Forces.....	10.2
Reinforcements.....	16.0
Commitment.....	15.3
Replacements.....	6.6.1
Reserves.....	6.10
Defensive.....	6.10.1
Offensive.....	6.10.2
Retreat.....	6.7.1
Riverines/Amphibious Movement.....	4.6.2
S	
Sea Supply.....	16.5.5
Search and Destroy.....	3.1
Rangers.....	10.3.2
Seasonal Interphase.....	11.0
Security.....	3.4
Sphere of Influence.....	14.3
Strategic Bombing.....	13.0
Strategic Movement.....	3.6; 4.7
Supply Conduits.....	16.5.9
Support.....	7.0
Losses.....	6.6.4
Support Missions.....	7.5
Free-Fire Zones.....	7.6
Naval Gunfire.....	7.4
SVN	
Draft.....	16.4.2
Politics.....	14.0
T	
Target Hexes.....	2.5; 6.1.1; 6.7.2
Terrain.....	5.0
Effects on Combat.....	6.4.2
Hexside Effects.....	6.2.1
Thailand.....	16.2.2
Trail Supply.....	16.5.4
V	
VC	
Draft.....	16.3
Limited intelligence.....	9.0
Mobilization.....	16.5
Placement.....	16.5.10
Political Sections.....	9.1; 16.5.14
Regiments.....	8.2
Replacement recovery.....	6.6.3
Supplies.....	16.3
W	
Water Hexsides.....	TEC; 6.2.1
Weather.....	7.3.1
Withdrawal.....	16.7
Z	
Zero-strength units.....	6.3
Zones of Control (ZOC).....	4.5



Allied/NLF Unit Operating



Allied/NLF Ops Complete



ARVN Ineffective



Patrol



Hold



Airmobilized



Amphibious/Riverine



Target Hex



SVN Population Controlled



ARVN Replacement Points



ARVN Cambodia Invasion



ARVN Laos Invasion



SVN Three-Star Leader



SVN Two-Star Leader



SVN One-Star Leader



Year



Seasonal Turn



Scenario Ends



VC Replacement Points



NVA Replacement Points



NLF Victory Points



NLF Attacks



NVA Air Defense



NLF Offensive Declared



NLF Captured Capital



Ho Chi Minh Trail Effect



Ho Chi Minh Trail Optimal



US Replacement Points



Allied Victory Points



NLF Eliminated



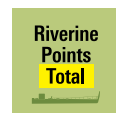
US/FWA Cambodia Invasion



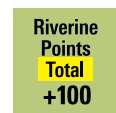
US/FWA Laos Invasion



McNamara Line Status



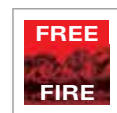
US Riverine Points Total



US Riverine Pts Available



Interdiction



Free-Fire



US Air Points Total



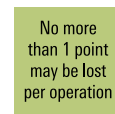
US Air Points Available



US Air Points Operating



US Air Point Lost This Op



US Air Points Lost This Turn



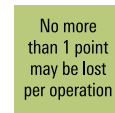
US Airmobile Points Total



US Airmobile Pts Available



US Airmobile Pts Lost This Op



US Airmobile Pts Lost This Op

