



1. INTRODUCTION

Vietnam, 1965. The US is deploying combat troops in South Vietnam, and operations Rolling Thunder, Steel Tiger, and Market Time are ongoing. The Allies are building deep water ports in Vung Po and Cam Ranh bays. Ho Chi Minh has decided to take the war to South Vietnam.

One player (the Red player) controls the Communist side; the other player (the Allied player) controls the Allies. The Red player commands NVA regular units and Viet Cong (VC) in Vietnam, Khmer Rouge units in Cambodia, and Pathet Lao units in Laos. The Allied player commands South Vietnamese infantry (ARVN units), US units, international units (ROK and New Zealand, Australia, Thailand), and government forces in Laos and Cambodia.

1.1. GOALS OF THE GAME

The Red player attempts to score enough Dove points by tracking political will on the Game Track to win. He does this by eliminating Allied units, controlling South Vietnamese provinces, and tumbling the governments of Laos, Cambodia, and South Vietnam. The Allied player tries to stop him. You may play the entire campaign, or you can play shorter scenarios beginning at any year. The playbook list the victory conditions for each scenario.

1.2. TERMINOLOGY

Terminology used in this game:

- Red the Red player, the Communist side
- Blue the Allied player, the Allied side
- Action Refers to one of the actions a player performs during his card play turn – move, battle, PC change, and pacification, fly a bombing mission, do an event, or save resource points.
- VC Viet Cong, the black counters
- NVA North Vietnamese regular army
- RVN Republic of Vietnam, South Vietnam
- ARVN Army of the Republic of South Vietnam
- RP Resource point
- SRP Stockpile resource point, a saved resource point
- CA Cambodia
- LA Laos
- PC Political Control. Control of South Vietnamese provinces
- Hawk A hawk point. Move the marker on the Political Will Track 1 space in the hawk direction
- Dove A dove point. Move the marker on the Political Will Track 1 space in the dove direction

1.3. SECRECY

Each player should keep secret the contents of his hand of cards and his campaign deck. Neither player may examine the other player's game deck. All other information is public. This includes units in any stack, cards in discard piles, and resource points in stockpiles.

2. GAME MAP

The game map shows the countries of Cambodia, Laos, and Vietnam. Each country is divided into provinces. The provinces are used to regulate movement, combat, and political control. Note that for game play, some provinces are combined, and some boundary lines have been moved. North Vietnam is a starting area for the Red player and represents all provinces of North Vietnam. The provinces marked with mountain symbols are Montagnard tribal areas. The Montagnards are tribes who live in the Central Highlands and were sympathetic to South Vietnam. The provinces marked with blue symbols are US bases (base provinces). US, ROK, and IF units appear at Allied bases.

South Vietnam is divided into four military zones. The boundaries are marked with yellow lines, and the zones are labeled Zone I, Zone II, Zone III, and Zone IV. The players will run campaigns in these zones.

Key cities and locations are labeled and marked with red dots. Sihanoukville is a port city in Cambodia, which is actually off the western map edge. It was a busy North Vietnamese port until closed in 1970. For game play, consider it to be in Cambodia's Kampot province.

The Airbase Box is the home base for all bombers. It represents the island of Guam and air bases in Thailand, which are off the west edge of the map.

Border provinces are the Cambodian, Laotian, and South Vietnamese provinces that are adjacent to the country borders. The border provinces of Laos and Cambodia form the Ho Chi Minh Trail and are marked with a dotted line. Red units are restricted to the trail provinces when in Laos and Cambodia.

2.1. PROVINCE CONTROL

The Red player controls North Vietnam and any South Vietnamese province that contain a red flag marker. The Allied player controls all other South Vietnamese provinces. The Allied player also controls pacified provinces, marked with blue flags. A player controls a province in Laos or Cambodia if his units solely occupy it. Vacant provinces or contested provinces are neutral. Do not mark provinces in Laos and Cambodia with flags.

3. CHARTS AND TABLES

All charts and tables are printed on a separate sheet, the Player's Chart. In any table, if modifiers move a number outside the table range (die rolls, factors, etc), then use the largest or smallest number on the table.

Players put all eliminated units into the Body Count Box. It is processed during the Interphase and emptied during the Reinforcements Phase.

The Dead Pool is adjacent to the Body Count Box. During the Reinforcements Phase, each player takes free replacements from the Dead Pool, and he may buy back more by paying 1 RP for each unit.

3.1 GAME TRACK

The Game Track on the map is used to track the following:

- » Political Will determines the game's winner and is tracked by the Hawk / Dove marker. The Hawk side of the marker has a - (negative) side on it to reflect the negative number it represents. In the campaign game, its marker starts hawk side up at 10, but as the game progresses, it relentlessly moves to the dove side. (Flip the marker to its dove side when it crosses zero.)



- » RVN Stability records the South Vietnamese government's stability. The Allied player is happy as long as the marker is zero or better (blue RVN Stability side up). Flip the marker to the Coup side once it crosses zero and the government faces a coup. ARVN casualties degrade stability; pacification and money improves it.



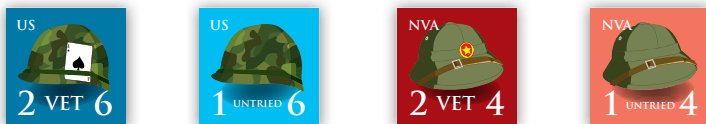
- » SRP records stockpiled resource points for each player. Players move the marker up and down the track as resource points are saved and spent. Also players can use SRP Number counters.



4. GAME PIECES

Most game pieces are military units: infantry and assets. The number in the lower left corner is its battle factor; the lower right number is its movement allowance.

An infantry unit is two-sided. One side is light-colored, which is the untried side. The other side is darker and is the veteran side. Most units start untried and are flipped to veteran when they are exposed to combat. Allied infantry units are the ARVN units (green, South Vietnamese troops), US (blue), ROK (blue, Republic of Korea), IF (blue, international representing a bunch of countries), CA units



(grey, Cambodia), and LA units (grey, Laos). Red infantry units are the NVA (red, North Vietnamese regulars), Khmer Rouge (grey, communist Cambodians), and Pathet Lao (grey, communist Lao-tians).

Assets are support units. Their battle strengths are printed inside a white box. They do not have untried or veteran status. They may not attack by themselves; but they may defend if no infantry is present. Both players may have tanks and artillery. Tanks are not allowed in Zone IV.



The Allies have three Air/Naval assets. (All other units are ground units.) The Blue Water Navy always anchors in a coastal province. The Gunboat (the Brown Water Navy) patrols in the Zone IV. The Air Cav unit represents air mobile support and may be in any zone. All three can react to battle. The number in the lower right corner of the Air Cav and Blue Water Navy units are the reaction ranges.



Viet Cong (VC) units are one-sided ground units. The Red player deploys them face down. He may peek after he places them. There are two types of VC units: regular combat troops and poof units. A few regular VCs are labeled "VC+", which means they are more dangerous. Bad Intel units are either just false intelligence or random events. Only one VC may move each turn, and it may move only one province.

4.1 MARKERS

Most markers are self-explanatory.



Red flags mark Red-controlled provinces in South Vietnam. Blue flags mark pacified provinces. The Allied player controls all South Vietnamese provinces without red flags. Red or blue flags are never placed in Laos and Cambodia.



Bombers sit in the Airbase Box until the Allied player sends them to a province to drop their load. They return to base on his next turn. The reverse side of the marker shows when it has been used. A bomber is not a unit, but it does interdict movement. It may never be ambushed, raided, or eliminated.



The Firebase marker appears through card events and the Bush Events Table. When played, take it from wherever it is and stack it with friendly units. Opposing units must subtract 2 from their battle strength when attacking units who defend with it. Remove it from play if no friendly units are stacked with it. It may not move or be eliminated as a lost unit. Saigon is a permanent firebase and is cumulative with the firebase marker.



The Iron Triangle marker appears when Red plays the Iron Triangle card. It provides the same defense as the firebase, but it is never removed once placed. Iron Triangle and Firebase together are cumulative.

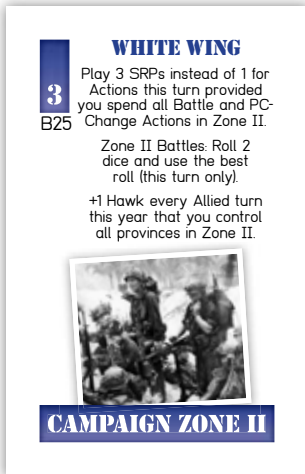
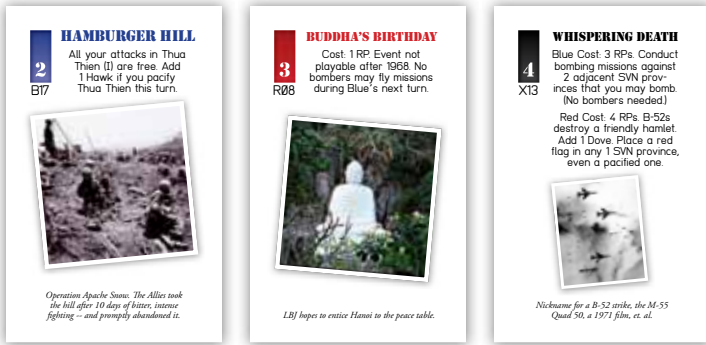


Place Port Closed in Kampot when Sihanoukville closes.



Lima Site 85 is a stationary Allied asset that the Allied player may place in Laos when he plays the Lima Site

85 card. It improves bomber effectiveness in Laos and zone 1. One hit destroys it. It cannot evade or retreat and it cannot attack. It does not stop strategic movement. Remove it from the game if destroyed. The Allies built this bomber radar guidance installation in 1966, and NVA forces destroyed it in 1968.



5. CARDS

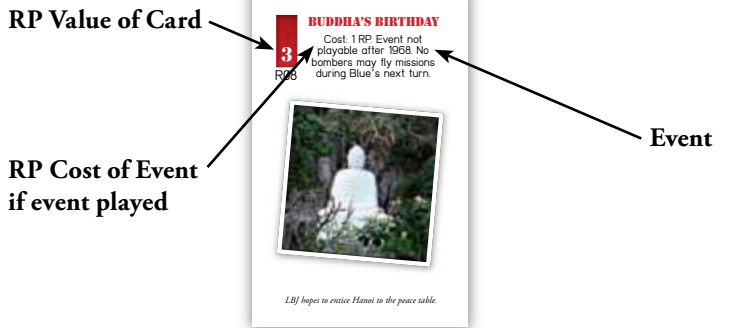
There are three card decks: blue, red, and black. Each player has his own game deck, which consists of his colored cards and half the black cards. (The black cards are shuffled and dealt out evenly to both players during preparation.) Some red and blue cards are marked with the year 1969. Remove them to start, but shuffle them into their decks at the start of the 1969 year.

Some red and blue cards are campaign cards (4 Allied and 6 Red). Remove them and place them to the side, face down in two separate piles. They form the campaign decks. Each player may secretly select one card from his campaign deck each year. A campaign card lists a set of objectives and rewards. Each player has four zone campaigns. The Red player also has two grand campaigns: the Tet Offensive and the Easter Offensive. Once a campaign card has been played it is discarded and removed from play, not to be played again.

Each player has his own face-up discard pile to which he discards played cards, except for those that are removed from the game, played to the table face up, or shuffled into decks. Both discard piles are available to either player's inspection at any time.

During the course of a year, players alternate playing one card each during their turns. Red plays first. Each card provides 2-5 Resource Points (RPs) when played. The RP value is printed in the upper left corner of each card. A player uses the RPs to buy Actions or to pay costs.

Events are printed in the center area of the card. Events usually cost RPs to perform, but some are free and often no cost is listed. An event only last for the duration of the card play unless the event states otherwise. As an Action, a player may buy the event on his played card and perform it. He may use a card's event only once unless the event says otherwise. If a card lists more than one event, he may buy each separately. A card event always overrides the rules if there is a conflict.



Some black cards have both Red and Blue events. The Red event applies to the Red player, and the Blue event applies to the Allied player. The active player may use the event of his color. The other event is ignored.



Some events are labeled "response." A player may play a response card and draw a replacement immediately whenever the stated conditions are met, even during an opponent's turn. When used for its response, the player does not receive the printed RPs. If both players wish to play response cards at the same time, the active player plays first. If the new card is a response card and its conditions are met, the player may play it immediately.

EXAMPLE: CARD PLAY

In many card driven games, you receive either the points or the event when you play a card. In this game, you always receive the resource points, and you may use them to buy the event. Red plays "Buddha's Birthday", a 3 RP card. For 1 RP, he buys the card's event, which cancels bomber missions in Blue's next turn. He has 2 RPs remaining to use for other actions such as movement and combat. Red spends 1 RP to mobilize a group, which moves into a province with a veteran ROK unit. Blue immediately plays the Response card "Lay Chilly", which causes the vet ROK to ambush the Red group. Blue immediately draws a replacement card. He could have saved the card and played it for its 3 RPs during his turn too.

Some cards do not list an event cost, which means the player gets the RPs and the event for free. Blue plays the 2 RP card "Hamburger Hill" on his turn. The free event says his attacks in Thua Thien province are free this turn, and he adds 1 Hawk if he can pacify Thua Thien this turn. Of course, he has only 3 RPs (2 from the card and 1 extra from his stockpile) to accomplish it.

Some black cards list two events, one Blue and one Red. Red plays the 4 RP card "Whispering Death" during his turn. He might buy the Red event (4 RPs cost), which means B-52s accidentally bomb a friendly hamlet. It would add 1 Dove, and Red could put a red flag in one province. He ignores Blue's event on the card, which allows Blue to bomb two adjacent provinces for 3 RPs.

6. RESOURCE POINTS

A player spends RPs to buy Actions and to pay costs. During his turn, a player may spend the RPs from his just-played card plus 1 RP from his stockpile to buy Actions. A player must buy actions to move his units, start battles, convert provinces, and to buy card events.

A payment is any other RP expenditure. A player may use all his available RPs (his entire stockpile SRP's included) to make a payment.

Some examples of payments are: A player saves a Laotian or Cambodian faction from collapse. The Allied player stops a coup. A player rolls for a PC change or pacification and comes up short. He makes a payment of the difference from his SRP's to accomplish the PC change or pacification. A player buys an event as an Action. The event gives him an option to pay for a benefit (a payment).

Each player may save RPs in his stockpile for later use. Stockpiles are not secret. The stockpile size is unlimited. Players should use the SRP markers on the Game Track to record the number of RPs in their stockpiles. Adjust the SRP marker accordingly on the track for spent or stockpiled RP's. Players may alternately use the number markers as their stockpile.

7. SEQUENCE OF PLAY

A "hand of cards" covers one year of history. In the first year of a scenario, skip step 1 and begin with step 2.

1. Reinforcements Phase: Both players add reinforcements and replacements (Allies first). See the Playbook for detailed information.
2. Hand Refill Phase: Players refill their hands to five cards. A player may select one campaign card. The Red player decides first.
3. Card Play Phase: Players take turns playing one card each for four rounds (Red first). In each card play turn, a player buys and performs Actions.
4. Interphase: Players adjust the Political Will and RVN Stability Tracks. Follow the steps on the Player's Chart.

7.1. HAND REFILL PHASE

At the beginning of a year, each player draws cards from his game deck so that his hand has five cards. If a player's game deck has no cards left, he shuffles his discard pile to form a new game deck. Players may not remove or discard cards from their hands or decks except in the normal course of play.

A player may choose one card each year from his campaign deck. The card replaces one card that he would have drawn from his game deck and counts as one of his five cards. He may see his first four cards before he decides to draw a campaign card. A player must announce if he draws from his campaign deck, but he does not reveal its identity. The Red player must decide first. A player may have more than one campaign card in his hand.

7.2. CARD PLAY PHASE

Players alternate playing one card each, starting with the Red player, for four rounds. A player chooses a card from his hand, reveals it,

and uses its RPs and events to buy Actions. He then places the used card on his discard pile. Each player saves his unplayed cards (usually one) for the next year. Note: This does mean the player will still only draw enough cards at the start of the next year to bring his hand to 5 cards.

A player may play one campaign card each year for its event. If he plays more than one, then any extra must be played for its RPs. He may play a zone campaign card for its event on any turn, but the Red player must play the Tet and Easter Offensive cards for their events on the first turn of the year. A campaign card is considered to be in play for the entire year. Remove it from the game at year's end. If played just for its RPs, then the player discards it to his discard pile.

After he plays a card, the active player may buy the following Actions in any order he chooses and as often as he can afford, but he must complete all activity associated with one Action before he chooses another. A player may spend 1 RP from his stockpile each turn to buy Actions. He saves unspent RPs to his stockpile. A player may not do any action (including bombing missions and using his 1 stockpile RP) until after he plays a card.

- » (Allied player's turn only) Conduct a bombing mission with an unspent bomber.
- » Buy an event printed on the played card.
- » Spend 1 RP to mobilize all friendly units in one province.
- » Spend 1 RP to conduct a battle round in one province.
- » Spend 1 RP to attempt to change political control in one province (including pacification).
- » It is important to remember that a player may not interrupt one Action with another.

Example: He may not buy an event while moving a group. Note that for this rule, an enemy ambush is included in the active player's movement Action, and evasion and retreat are part of the active player's battle Action.

7.3. INTERPHASE

The Interphase occurs at the conclusion of every year. The steps are summarized on the Players Chart.

Score any played Campaign Cards if you have done so already.

Check for a faction collapse in Laos or Cambodia, which may happen if all units in a faction are in the Body Count Box. See "Cambodia and Laos."

Add Dove points by moving the hawk / dove marker on the Game Track. +1 Dove is added each year after 1968, and +1 Dove is added for every blue-colored Allied unit in the Body Count Box. 1-5 Doves are added if there are 7 or more red-flagged provinces.

Check the stability of the South Vietnamese government. The Allied player must pay in RPs the difference between the number of ARVN units in the Body Count Box and the number of pacified provinces to maintain stability. If he cannot pay the cost, the government falls into coup. See "RVN Stability."

Check for victory. The conditions are explained in the Playbook.

EXAMPLE: INTERPHASE

It is the Interphase of 1968, the end of LBJ's time. Red has 7 NVA units and 1 VC in the Body Count Box, but he controls 11 provinces. Blue has 5 ARVN and a ROK unit in the Body Count Box and 2 pacified provinces.

First we check for the collapse of a faction in Laos (Cambodia is still neutral), which means that one side's Laotian units (or both sides) are all in the Body Count Box. If it were true, the controlling player would have to pay stockpile RPs to save it or else lose Hawk or Dove points, and the faction would vanish.

Next we adjust the hawk / dove marker on the Game Track. There is a dead ROK unit, so that is 1 Dove. It is not 1969 yet, and Red's body count is greater than Blue's, so there is no adjustment there. 11 red flags are 3 Doves, so we move the PW marker 4 total spaces in the Dove direction.

Next we check the RVN Stability. There are 5 dead ARVN, but there are 2 pacified provinces, so Blue owes 3 stockpile RPs to keep the government afloat. He is ready to pay it, but Red plays a response card that increases the cost by 1. The government collapses; a coup results. Move the hawk / dove marker 3 in the dove direction on the Game Track and all veteran ARVN become untried immediately.

8. MOVEMENT

A player must spend 1 RP to use one movement Action. This mobilizes all friendly units in one province so they can move. Mobilized units move by tracing a path through adjacent provinces that share a common border. Units are not required to move, but the province must be mobilized to move even one unit. A unit may move as far as its movement allowance allows; each entered province costs a movement point. Movement points cannot be saved or transferred.

A player may move the same unit more than once per turn.



Example: The Allied play could spend 1 RP to mobilize Saigon, move units to an adjacent province, and then mobilize that province to move the same units again.

Mobilized units move in a group of one or more units. A group may drop off units as it moves, but it may not pick up units while moving. A player must finish one group's move before he starts another. Groups from one province may move to different provinces, even following different paths.

Ground units are generally unaffected by enemy units as they move through provinces except:

1. Ground units must pay +1 movement point to pass through a province that contains veteran enemy units or enemy bombers. Units do not pay extra if they begin in such a province, only if they enter and exit one in the same move. VC units, Air/Naval units, and retreating and reacting units are unaffected.
2. Ground units must stop in any province where they are ambushed (usually by a VC unit). If the ambush does not eliminate any unit, the ground units may continue moving. A player may move stopped units in the same turn by spending another RP to mobilize the province.

Units may not enter forbidden provinces unless allowed by events. If you find a unit was accidentally placed in a forbidden area, remove it from play and place it on the turn track's following year as an upcoming replacement. The owning player may deploy it during the next Reinforcements Phase.

- » NVA and VC units are restricted to Vietnam and the Ho Chi Minh Trail.
- » ARVN, US, ROK, and IF units (and bombers) are restricted to South Vietnam.
- » Cambodian and Khmer Rouge units are restricted to Cambodia.
- » Laotian and Pathet Lao units are restricted to Laos.
- » Tanks (both sides) may not enter the Zone IV.
- » The Blue Water Navy is restricted to coastal provinces.
- » The Gunboat is restricted to the Zone IV.

8.1. AIR/NAVAL MOVEMENT

The Air Cav, Gunboat, and Blue Water Navy may move to any legal province when mobilized.

The Blue Water Navy may go to any coastal province. Each travels alone in a one unit group. This movement is unaffected by Red units. They may not be ambushed. These units may react to battles, but this is not considered movement.

8.2. ARVN

If ARVN units are mobilized, the Allied player must indicate the target province, the path to get there, and which ARVN units are moving in the group. The player rolls one die; the result indicates the number of movement points that group may spend. The group must then follow the indicated path. It does not have to use all its movement points. It may not choose a different destination or a different path.

Once the die is rolled, other friendly units in the province may join the ARVN group. The Allied player may move ARVN units from a province to the same or different target provinces, in different size groups, even one at a time. The player does not have to assign des-

tinations all at once. He may choose some ARVN units and resolve their movement before he chooses other ARVN units to move.

Example: The Allied player mobilizes two ARVN units in Saigon. He attempts to move the two ARVN units to Bien Long in a direct path, which is two provinces distant. He rolls a 4; they arrive in Bien Long. (He needed to roll at least a 2.) Note that he might have moved the two ARVN units one at a time to Bien Long. In that case, he would have resolved each move separately with its own die roll.

8.3. AMPHIBIOUS MOVEMENT

If the Allied player mobilizes a coastal province, then any Allied groups there may move by sea to any other coastal provinces in South Vietnam. Only ground units may use amphibious movement. Red units may ambush a group moving by sea in the destination province only. Note that Allied ground units may retreat but not react by sea.

8.4. NORTH VIETNAM

The North Vietnam “province” represents all provinces in North Vietnam, so there are no stacking limits there. One RP mobilizes up to one stack of units (a “province worth”) in North Vietnam. See “Stacking.” One RP does not mobilize all units in North Vietnam!

8.5. VC MOVEMENT

At most one mobilized VC unit may move each turn. It moves to an adjacent province. It may be revealed or concealed. It may move only once.

8.6. STRATEGIC MOVEMENT

NVA and VC units (not Khmer Rouge and Pathet Lao) may use strategic movement. A mobilized group may move any distance along the Ho Chi Minh Trail, which includes North Vietnam. The journey must be entirely on the trail including the start and stop provinces, and it may not pass through, start in, or stop in any province containing Allied bombers or units (except Lima Site 85).

EXAMPLE: MOVEMENT

The Red player plays a card worth 3 RPs. He chooses a stack of units in North Vietnam (up to 4 NVA infantry, 1 NVA artillery, and maybe a tank if he has one) and uses Strategic Movement to move the group along the Ho Chi Minh Trail through Laos and into Cambodia to the Prey Veng province. Moving the group costs 1 RP. The group joins a lone VC unit in Prey Veng. Red spends a 2nd RP to mobilize all units in Prey Veng province. The VC moves to Tay Ninh. (Only 1 VC may move each turn.) Red might choose to break up the NVA stack in Prey Veng and move some or all units in different directions. Instead he moves them as a single group through Kien Phong and An Giang to Kien Giang (for 3 movement points). Notice that unlike most games, units may move more than once.

The NVA units may freely move through enemy units. However, if in one mobilization they move through a province (not start or end) with a veteran enemy unit or a bomber, then it costs +1 movement point to exit the province. In the example, if a vet ARVN occupied Kien Phong (or An Giang), it would cost 4 MPs to move to Kien Giang instead of 3, but a vet enemy unit in Prey Veng (start) or Kien Giang (end) would have no effect.

EXAMPLE: MOVEMENT

The Allied player spends 1 RP from a card play to mobilize Saigon, which allows him to move all Allied units in Saigon province. He decides to move 2 ARVN units to Quang Duc, the remaining ground units by sea to Thua Thien, and the Air Cav to Quang Tri.

ARVN units require a die roll to move. He announces the route to Quang Duc (Long Khanh, Lam Dong, Quang Duc – 3 provinces) and rolls a 2, which means the group cannot reach Quang Duc. It either stays in Saigon, or it moves to Long Khanh (1 province) or Lam Dong (2 provinces). The Allied player will need to spend another RP to try again to move them to Quang Duc. If the group passed through a vet enemy unit, it would have to pay the extra movement point. If it entered a province with a VC, it might face an ambush, which could stop it early. Note that the ARVN units could move separately in 1-unit groups, but this is usually unwise because each group could be ambushed separately.

Since Saigon is a coastal province, the Allied player decides to move remaining ground units in Saigon by Amphibious Movement to Thua Thien (another coastal province), where they must stop. ARVN units moving by sea do not require a die roll. If a VC unit is in Thua Thien, it could ambush the group. The mobilized Air Cav flies directly to Quang Tri.

9. STACKING

A stack is the number of units a player may have in one province at a time. Each player’s stacking is counted separately. Bombers and markers do not count against stacking limits. In general, a player may stack together four regular infantry units and one of each type of asset unit. Units of different nationalities may stack together.

The Allied stacking limit per province is:

- » 4 infantry units (grunts)
- » 1 artillery unit
- » 1 tank unit
- » 1 Air Cav
- » 1 Blue Water Navy
- » 1 Gunboat
- » The Red stacking limit per province is:
 - » 4 infantry units (NVA, Khmer Rouge, and Pathet Lao)
 - » 1 artillery unit
 - » 1 tank unit
 - » 2 VC units

Units may over-stack as they move through a province unless it contains enemy units. They may not enter an enemy-occupied province if they would cause over-stacking, and they may never stop in any province over-stacked. Units may over-stack as they retreat through a province even if enemy units are present. If ambushed, they stop temporarily to resolve the ambush, but they must then continue their retreat.

There is no stacking limit in North Vietnam, but the Red player may find it convenient to arrange his units there in stacks. Remember that mobilizing North Vietnam only mobilizes one stack per spent RP.

10. BOMBING MISSIONS

As a free Action during his turn, the Allied player may take an unspent bomber from the Airbase box, place it on a province, and conduct a bombing mission. He flips it to its spent side to show it has been used. It returns to the Airbase box at the beginning of his next turn or at the end of year, whichever is first. He may not return or refuel a bomber on the same turn it flies a mission.

Each province may be attacked by at most one bomber each turn. Operation Commando Hunt removes this limitation. A bomber may only attack provinces in South Vietnam until a card event allows otherwise.

To resolve a bomber attack, count the number of enemy units in the province, roll a die, and consult the Bomber Table. The Red player applies losses to whichever units he chooses, but he may not select a concealed VC if other friendly units are available. Place lost units in the Body Count Box, but put a concealed VC in the VC Pool. A bombing mission does not promote untried units.

Bombers remain spent until refueled. All bombers are automatically refueled to fly again at the beginning of each year. To refuel, flip a spent bomber to its unspent side, and it is immediately ready to fly another mission. Some events refuel a bomber during the year. A bomber must be in the Airbase box to be refueled.

A bomber may not be ambushed, raided, or involved in battles. However, it does force Red units to spend +1 point to move through a province with a bomber, and it does negate Red's strategic movement.

11. AMBUSHES

A VC unit may ambush an Allied ground group that enters a province it occupies at no RP cost. A stationary group or a group moving away cannot be ambushed. If more than one group enters a province, the VC may ambush each group as it arrives. However, a target group may be ambushed only once per province. An ambush is part of the movement action, so resolve it immediately before the active player buys another action. It is not part of a battle.

The VC unit may ambush mobilized units, retreating units, and units reacting to a battle. It may never ambush a bomber or any Air/Naval unit. Ambushed units may not evade.

The Red player must announce an ambush as soon as an Allied group enters the province. If the VC unit is concealed, it must be revealed, but note that Bad Intel units may not ambush. The Red player chooses which VC unit ambushes if there are two. (The second does nothing.) The entire defending group must participate. The Red player rolls one die and consults the Ambush/Raid Table. The owner player applies the result to either his VC unit or his defending group. If either player loses a unit, the Allied player promotes one unit in the group to veteran status. Eliminated units go to the Body Count Box.

An ambushed group must stop if a unit is eliminated on either side. To move again, the active player must spend another RP. If no unit is eliminated, the group may continue moving at no extra RP cost. However, a retreating group never stops; it continues moving until it reaches a safe province whether or not a unit is eliminated.

12. RAIDS

A raid is similar to an ambush. It is always specified as a card event. One or more units attack enemy units in an adjacent province. The raiding units do not move to the target province. (They slipped into the province to conduct the raid and withdrew.) Units may not evade, ambush, or react to a raid.

Use the Ambush/Raid Table to resolve the attack. The event card denotes the raid with a modifier such as "RAID+3", which means to add +3 to the die roll. The defender applies any damage to his units. Put eliminated units in the Body Count Box.

13. BATTLES

The active player may buy a battle Action when opposing forces occupy the same province. 1 RP buys one battle round. The active player may attack the same province multiple times, paying 1 RP for each battle Action (round). However, he pays for the battle round only if the players roll battle dice. The attacking player may choose which units attack, but concealed VC must be revealed and resolved if they participate. The defender must include all units in the province.

Continue to the end of the battle sequence even if one side's units are eliminated. A battle round consists of the following steps:

- » Defending units may evade.
- » Reveal and resolve any concealed VC units.
- » If the Allied player is attacking, each Air/Naval unit may react provided the battle is within its reaction range.
- » Each player sums his battle factors, rolls a die, and consults his Battle Table. The result is the damage applied to the opponent's units. Fire is simultaneous.
- » Players promote surviving, untried infantry units.
- » If the Allied player is defending, he may react with Air/Naval units provided the battle province is within reaction range. Skip this step if there are no Allied survivors.
- » The defending player may spend RPs to reinforce the battle from adjacent provinces. Reinforcements may be ambushed. Allied units may not reinforce by sea. Skip this step if there are no defending survivors.

13.1. EVASION

Units may attempt to avoid battle by evading. Successful evaders may retreat. However, an evasion is risky because a player can lose an RP or a unit and still not escape.

Air/Naval units always evade successfully by themselves. Each VC unit must attempt evasion individually. All remaining units who wish to evade must evade in a single group. Notice that 4 or more units may not evade as a group, but you may attempt evasion with 3 or fewer units. A group may attempt only one evasion per battle round.

Count the number of units in the group, roll one die, and consult the Evasion Table on the Player's Chart. If the result is "R", the player must lose either one stockpile RP or one unit from the group. The "R" result is a mandatory loss; you may not change your mind after

a roll. If the evasion succeeds, the group retreats. If it fails, the group must commit to battle.

A VC unit uses special rows (one for concealed and one for revealed) on the Evasion Table. If a concealed VC unit fails evasion, the Red player must reveal and resolve it. If it succeeds, return it to the VC pool, draw a replacement, and deploy it in either a red-flagged province or a border province of Laos or Cambodia. No Allied units may be present in either case. VC units do not retreat like normal ground units except during major campaigns.

13.2. AIR/NAVAL REACTION

The Gunboat, Blue Water Navy, and Air Cav units may react to a battle for free during either player's turn. Move the unit to the battle province. It may pass by enemy units without effect (no ambushes or movement penalties), but it may not pass through forbidden provinces. Reaction movement is not regular movement, so it does not cost RPs to move. If the Allied player is attacking, these units react before battle dice are rolled. If defending, they react after battle dice are rolled.

Each unit may react up to its range. Air Cav may react up to 3 provinces away, the Blue Water Navy may react up to 8 coastal provinces, and the Gunboat may react only within the Zone IV.

Each unit may support an unlimited number of battles during a turn provided the next battle is currently within the unit's range.

For example, the Air Cav in Quang Tri may fly 3 provinces to support a battle in Quang Tin, and then follow that up by supporting another battle that is 3 provinces away from Quang Tin, both in the same turn.

13.3. DEFENDER REINFORCEMENTS

At the conclusion of a battle round, the defending player may reinforce the battle provided at least one friendly unit survived combat. It costs 1 stockpile RP to move any number of units (restricted by stacking) from one adjacent province to the battle province. A defender may reinforce from more than one adjacent province, paying 1 RP for each. The Allies may not use amphibious movement to reinforce. All units arrive in groups. VC units may not reinforce except during major offensives. Reinforcing groups may be ambushed.

Example: A battle was just resolved in Pleiku. Blue pays 1 RP to reinforce Pleiku with 3 infantry from adjacent Darlac. A VC in Pleiku ambushes the Darlac group, killing 1 infantry. For no extra cost (he has paid for Darlac), Blue reinforces with another infantry from Darlac (a one-unit group). The plucky VC ambushes that infantry too!

13.4. BATTLEFIELD PROMOTIONS

Units are promoted in battles and ambushes only. All other eliminations do not cause promotions, including bombing mission, evasion failures, and raids unless the raid event says otherwise. Any infantry units who were present when the battle dice were rolled are eligible for battlefield promotions. Flip over one untried infantry unit to the veteran side (owning player's choice) for every opposing unit that committed to battle. Count enemy units who were eliminated. In an ambush, promote one defender to veteran status if either the ambusher or defender loses a unit.

13.5. BATTLE RESULTS

Each player rolls one die and adds it to his total battle factors. The result is applied to his opponent's units. The owning player decides how the losses are applied. Put eliminated units in the Body Count Box. Combat is simultaneous.

These rules apply to all tables and events that produce kill and "R" results. If the result has a number, the targeted player must remove that many units from his battle group. If losses eliminate the entire group, ignore any excess including any additional "R" result. If the result has an "R", the targeted player must lose either 1 unit or 1 RP. If he has no RPs, he must lose a unit. If he has no units left, he may ignore the result.

Example: He suffers "1R" against his 1 unit. The "1" destroys the unit, so he ignores the "R".

14. RETREATS

Units retreat because of events or successful evasions. The owning player retreats his units in groups to the nearest safe provinces. The nearest province is the one whose path traverses the fewest provinces. A safe province must meet all of these requirements:

- » Free of enemy units or enemy bombers.
- » Friendly-controlled (flagged) or neutral (vacant province in Laos or Cambodia).
- » Has stacking room.
- » The unit may legally occupy the province.

In general, Red units will retreat to red-flagged provinces or to border provinces of Cambodia or Laos. Allied units will retreat to South Vietnamese provinces with no red flags. There can be no enemy units present in all cases.

For each group, the retreating player must trace a path through provinces to its destination. The passed-through provinces may be over-stacked and may contain enemy units. A retreat is not movement, so movement points are not considered, veteran units do not inhibit retreats, and events targeting movement do not apply. It does not cost RPs to retreat. Units must retreat to the nearest safe province even if it is farther away than they could normally reach. The retreating player may choose if more than one qualifies. If a province reaches its stacking limit, others must then retreat to the next nearest safe province.

Air/Naval units may retreat to any safe province within their reaction range. Allied ground units in a coastal province may retreat amphibiously to safe coastal provinces. This is considered a one-province-retreat distance, so a retreat by sea is always a first choice.

A VC unit never retreats. When called to retreat, the Red player instead returns it to the VC Pool, draws a replacement, and deploys it in either a red-flagged province or a Cambodian or Laotian border province, but no Allied units may be present.

A VC unit may ambush ground units who retreat into or through the province it occupies. The group must temporarily stop to resolve the ambush (and may be temporarily over-stacked), but then it must continue retreating to its destination.



COMPREHENSIVE EXAMPLE

STEP ONE

Red sees 2 US infantry units in Binh Dinh and rushes in for an easy kill. Red plays a 3 RP card. He spends 1 RP from his card to move 4 untried NVA and 1 artillery unit into Binh Dinh. He announces an attack, which will cost him another RP if all Blue units do not evade combat. Blue attempts evasion but fails with a 2 roll. (Notice that most evasion rolls risk an R loss too!) If the roll had been successful, they could have retreated by sea as well as by land.

STEP TWO

Both players add their battle factors, roll 1 die simultaneously, and consult their Battle Tables. Red has bad luck and inflicts only an R on Blue, which he can satisfy by losing 1 RP from his stockpile. Blue does no better with his roll by getting a miss. Red promotes 2 units to veterans because Blue had 2 defenders, and Blue promotes both his Blue defenders.

Since Blue is defending, he can react with Air and Naval units in range. The Air Cav flies 3 provinces to Binh Dinh, and the Blue Water Navy sails up from Saigon (less than 8 provinces). Blue then spends 1 stockpile RP to reinforce 2 veteran ARVN infantry from an adjacent province.

STEP THREE

Red could spend another RP to attack again, but surprise is gone and the chance is lost. He spends his last RP to move the attackers to a more interesting location inland.

15. VIET CONG

Viet Cong (VC) units are the Red player's guerilla infantry. They are either concealed (face down) or revealed (face up). A concealed VC unit is treated as a regular VC unit even if its true identity is something else. The Red player draws and deploys them face down from the VC Pool, and he may not peek at them until after deployed.

There are two kinds of VC units: regular Viet Cong militia units and Bad Intel units. The regular VC units are true militia units with the ability to ambush the enemy and fight in battles. A few regular VC units are labeled "VC+." These are veteran VC units who are deadlier in ambushes and battles. Bad Intel units represent false intelligence or random events. They may never ambush, attack, or defend, but they may attempt to evade battle and do political control changes while concealed.

A VC unit never retreats. Instead return it to the VC Pool and deploy a replacement. See "Retreats."

If a revealed VC unit is eliminated, place it in the Body Count Box. If a concealed VC is eliminated, place it in the VC Pool. If a concealed VC is stacked with other Red units, then the Red player must assign all losses to other units and only to a concealed VC as a last resort. The Red player may re-conceal a VC unit if it is in a province with no Allied units present.

The Red player may not voluntarily reveal a conceal VC unit.

Example: He may not reveal a VC to be a casualty, nor may he reveal Bad Intels just to get them off the map.

VC units are revealed in the following cases only:

1. An event says to reveal a VC unit.
2. A VC unit is about to ambush. Bad Intel units cannot ambush, so this case applies only to real VC units.
3. A VC unit is committed to battle. VC units (including Bad Intels) are not required to evade, so the Red player may choose to reveal a concealed Bad Intel unit in this case, but it is not to his advantage to do so.

Bad Intel events occur only in South Vietnam. If revealed elsewhere, return the Bad Intel unit to the VC Pool.

When a Bad Intel unit is revealed (resolved), roll two dice (one at a time) and consult the Bush Event Table.

Implement the event and return the Bad Intel unit to the VC Pool. If two Bad Intel units are revealed at the same time in the same province, resolve only one and return the other to the VC Pool. (Many Bush Events resolve to no event. The remainder is split evenly in being beneficial to either player, so it is to the Red player's advantage not to reveal Bad Intel units.)

16. CAMBODIA AND LAOS

Players begin the game with veteran units in Laos. Cambodian units arrive as reinforcements in 1969. The Allies control two factions: the Laotian Army and the Cambodia Army. The Red player controls two factions: the Pathet Lao and the Khmer Rouge.

A faction may collapse if there are no units of that faction remaining on the map. All are either future reinforcements or in the Body Count Box. If the owning player pays 3 stockpile RPs during the Interphase, then the collapse is avoided and all faction units in the Body Count Box reappear normally (for free) as untried reinforcements.

If the player cannot pay, then the faction collapses, and all units in the faction (including future reinforcements) are removed from the game. If an Allied faction collapses, immediately add 3 Doves to the Game Track, and if a Red faction collapses, add 3 Hawks instead. The opposing faction takes control of the country, and it may never collapse. From that moment on, all its units in the Body Count Box return as reinforcements at no cost. If the Khmer Rouge takes control of Cambodia, then Sihanoukville is open for the rest of the game. If the Allied player's Cambodian faction takes control, place the "port closed" marker in Kampot province, and no Red units may deploy there during the Reinforcements Phase.

If both factions in Laos or Cambodia face collapse simultaneously, then each player must pay 3 SRPs to save his faction. Red must decide first. If one faction collapses, follow the procedure above. If both factions collapse, remove both factions from the game, and do not add any Hawk or Dove points.

17. POLITICAL CONTROL CHANGES

The Red player controls all provinces in South Vietnam that are marked with red flags. The Allied player controls the rest, including those marked with blue flags. Players control Laotian and Cambodian provinces they solely occupy, but they do not change Political Control (PC) there.

A player may spend 1 RP to buy the "PC Change" Action. He may only attempt to take control of a South Vietnamese provinces. There must be at least one friendly unit and no enemy units in the province. Ignore bombers units. If the attempt is unsuccessful, the RP is still spent. A player may attempt a PC Change on the same province more than once in a turn.

When attempting political control an ARVN or VC unit (concealed or revealed) automatically succeeds. If no VC or ARVN unit is present, the player must roll one die. The attempt is successful if the result is less than or equal to the number of friendly units in the province. If it fails, he can buy another PC Change Action to try again, or he can spend RPs to make up the difference. (Making up the difference is a payment, not an Action purchase, so he may spend his stockpile RPs.)

Example: Red has 4 NVA units in a province. He spends 1 RP for the action, hoping for a 4 or less. He rolls a 6. He failed by 2 (6 minus 4), so he spends 2 more RPs to pay for success.

EXAMPLE: PC CHANGE

4 NVA units move to An Xuyen, which has no red flag and no enemy units. Red wants to control An Xuyen, so he spends 1 RP to do a PC Change. If successful, he will place a red flag there. Since no VC unit is present (an automatic success), he rolls 1 die and hopes for a 4 or less. He rolls a 6. It is a failure, but he can force success by paying the difference, which is 2 RPs in this case. (The 2 RPs do not count as an action purchase, so his 1 stockpile RP to buy an action in intact.) "Way

too much”, he says. Instead he spends another RP to try the PC Change again. Another 6! He has wasted 2 RPs, and it still wants 2 more! He gets up to fix himself a drink.

A successful Red player places a red flag in the province; a successful Allied player removes the red flag. A player is not restricted to the number of PC Change Actions he may buy during his turn, even for the same province.

18. PACIFICATION

The Allied player may spend 1 RP during his turn to attempt a Pacification Action. (This is considered a PC Change Action.) The Allied player must target a South Vietnamese province that is empty of enemy units and red flags, and at least one US or IF infantry unit must be present.

The procedure to pacify a province is almost identical to a PC Change Action, except there is no automatic change by ARVN units. Pay 1 RP, roll one die, and pacification is successful if the result is less than or equal to the number of Allied units in the province. Place a blue flag in the province. If unsuccessful, the Allied player may pay RPs to make up the difference. See “Political Control Changes” for an example. The blue flag remains intact as long as at least one Allied unit is stacked with it. Remove the blue flag the instant no Allied unit is present.

EXAMPLE: PC CHANGE PACIFICATION

4 US units move amphibiously to An Xuyen, which has no red flag and no enemy units. Blue decides to pacify it. He can attempt it because he has an IF or US unit present. (ROKs don't count.) He needs to roll a 4 or less, and he does. (The procedure is identical to a PC Change.) He places a blue flag in An Xuyen, but now he has the burden of garrisoning it at every moment to maintain the pacification. US or IF units are not required to maintain pacification – just Allied units of any kind.

19. RVN STABILITY

The Republic of Vietnam (RVN) RVN Marker on the Game Track measures the stability of the South Vietnam government and economy. The government is stable if the marker is blue side up and reads zero or better. It begins each year set to zero. During the Interphase, add 1 for every pacified province, and subtract 1 for every ARVN unit in the Body Count Box. If the marker is less than zero (flipped to the Coup side), the Allied player may then spend RPs to save the government. Each spent RP adds 1 point to the track.

If the RVN marker is on the coup side on the Game track is still less than zero, a coup occurs. Leave the marker to its Coup side and place it on the zero space. If the government does not fall into coup again in the next Interphase, flip it back to its RVN Stability (blue) normal side. When a coup occurs, do the following steps:

- » Add 3 Doves to the Political Will Track.
- » Remove all RPs in the Allied stockpile.
- » Immediately flip all ARVN infantry units to their untried side.

Remove all non-ARVN units from Saigon and add them to the upcoming year's reinforcements. Then add ARVN units so there are 4 infantry, 1 artillery unit, and 1 tank in Saigon. (Skip if unavailable.) Take the units from the upcoming reinforcements and replace-

ments, and from anywhere in South Vietnam. The Saigon units may not move for the entire next year. You do not need to replace any that are eliminated.

Game Credits:

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DEDICATIONS

During design Worthington Games gave gamers the opportunity to send dedications to friends or family members who served during Vietnam.

Dedication from son Michael and Grandson Jake Panikowski to:

Julius Matthew Panikowski (b.1931- still alive!)

First Sergeant

US Army 1st Infantry Division

35 yrs old in Vietnam

Vietnam 1966

Wounded November 16, 1966 near the town of Hoa Knut

Wounds to the head, back, arm, and leg

Korean War Veteran

Born in Buffalo, New York.

Lives in Lake Elsinore, Ca.

Richard Wright to his brother:

David A. Wright - Father, marine (1969-1970)

John Aeby to:

Ron Mellow

Colonel Eric M. Walters, USMC to:

*To my late father, **CAPT Ray Alan Walters, USN**, who served onboard the USS Oriskany (CVA-34) on Yankee Station, Tonkin Gulf, 1969-1970.*

Yusaku Rubenstein to:

Donald Philip Rubenstein

Marine Corps Sergeant

Steve Carey to:

Eddie "Butch" Rupert

Tony Curtis to:

Charles Rose

James Griffith

Terry Justice

All from my hometown. One died; one came back in a wheel chair; one just never was quite the same again mentally. Three good reasons why we should stay out of wars when we don't know what we're doing there in the first place.

Ray Stakenas to:

Leroy Kimes

John Poniske to:

Pat Hughes,

"Duke Westphal

"Frankie" Moscardelli

Andrew Maly to:

Larry Wilkerson

Doug Bonforte to:

Richard G. Kurtz

Lloyd Hoffman

John Bernardo to:

LTC William J DiSalvatore, USAF, Phu Cat Airbase, summer 68 thru summer 69

Kevin Duke to:

Terry Scott

Butch Glankler

Carl Banker

Harry Snelling

Rich Sommer to:

Richard Sommer, Sr.

He served in Chu Lai, 1969-70

Victor Harpley to:

Ronald Greer Cline

*PFC - E3 - Army - Selective Service 101st Airborne Division
Length of service 0 years His tour began on Jan 18, 1970 Casualty was on Apr 25, 1970 In Thua Thien, South Vietnam Hostile, Ground Casualty Gun, Small Arms Fire. Body was recovered.*

He was the oldest of 5 brothers (they were neighbors), I was 13 when he died. He used to take his youngest brother (my friend) and I for rides in his convertible Chevy and play the Beatles White Album. He also showed us how to work on car motors. I was deeply saddened when he died.

Matthew Bilderback to:

*"To my hero, **Doyle "Doc" Bilderback**, thank you for your service Dad! Love, Matthew Bilderback"*

Jim Krohn to:

David Krohn, Specialist 5, 199th Light Infantry Brigade

Sgt. Richard Savage to:

Lt. Byrd

Lt. Kraft

Gunnery Sgt Igarta

Gunnery Sgt Chow

Corporal Thrush

Martin Gallo to:

For Uncle Vern. Great guy, served in the US Navy

Donald Garlit:

Both soldiers below were friends from my hometown (Redford, MI) that I knew from elementary and junior high school who graduated from high school with me.

*SGT (US Army) **William Airlie**, KIA, 1970 (Cambodia)*

*PFC (US Army) **Douglas Burdick**, KIA, 1968 (Tet Offensive)*

My mother was a friend of Mrs. Burdick from church. His mother told my mother that he was put back in the front lines although recently wounded as more men were needed.

Kyle G. Eggum:

My Dad LTC Gregory J. Eggum, US Army & Army Reserve (ret).

The Worthington Team:

To all who served, their friends and families.

Thank you.