

Table of Contents

16.0 Comprehensive Example of Play

17.0 Scenarios

17.1 Scenario 1: Eastertide (The Easter Offensive)

17.2 Scenario 2: The Tet Offensive

17.3 Scenario 3: A Year in I Corps

17.4 Scenario 4: The Vietnam War

16.0 Comprehensive Example of Play

Let's run through the sequence of play and do a complete game turn to show how the mechanics work in the game. We'll be playing the Summer, 1965 turn and running through the air system as well as covering Operation Starlite – a small operation in I Corps that historically happened at this time. Just a word to the wise, I'll be attempting to cover as many mechanics as possible at the expense of good play. That said, get the game out and play along – put on some Hendrix, and let's go back to 1965.

Before you start a turn, you'll always want to glance at the reinforcement table to see if any events outside of the game rules might impact on play. There's often a list of events – but below the events, you might see some game affects too. Looking the Summer 1965 entry over, we see a new ambassador, Johnson increasing the draft, some upscaling of the war by Westmoreland, and more money for the war effort...but no game impact from the events of the season. If something was mentioned that needed to be considered, like double US Unrest or placing some markers or deleting some markers, we would do that now. With no game impact, we can move to the game turn.

A) Strategic Phase.

First off, 1) is the Chinese Intervention check. In our example, there are no Capitalist units in North Vietnam or Laos – so no roll happens here.

Infrastructure and Supply Determination:

Here we move the Supply marker for both the Communist and the Capitalist players to the space occupied by the Infrastructure marker.

Communist Supply and Infrastructure

The Communist player Supply starts at 0 and the Infrastructure starts at 5.

Replacements, Infrastructure, Supply and Ho Chi Minh Trail Status Track

0	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19

During this phase the Supply marker will go to the Infrastructure marker and will look like this:

Replacements, Infrastructure, Supply and Ho Chi Minh Trail Status Track

0	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19

Capitalist Supply and Infrastructure

The Capitalist player Supply starts at 1 and the Infrastructure starts at 8.

Replacements, Infrastructure and Supply Track

0	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19

During this phase the Supply marker will go to the Infrastructure marker and will look like this:

Replacements, Infrastructure and Supply Track

0	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19

Next up, we do the same for the Helicopter Used maker – it returns to the space occupied by the Helicopter Available marker.

The Capitalist player Helicopter Used starts at 1 and the Helicopter Available starts at 4.

Support Level Track

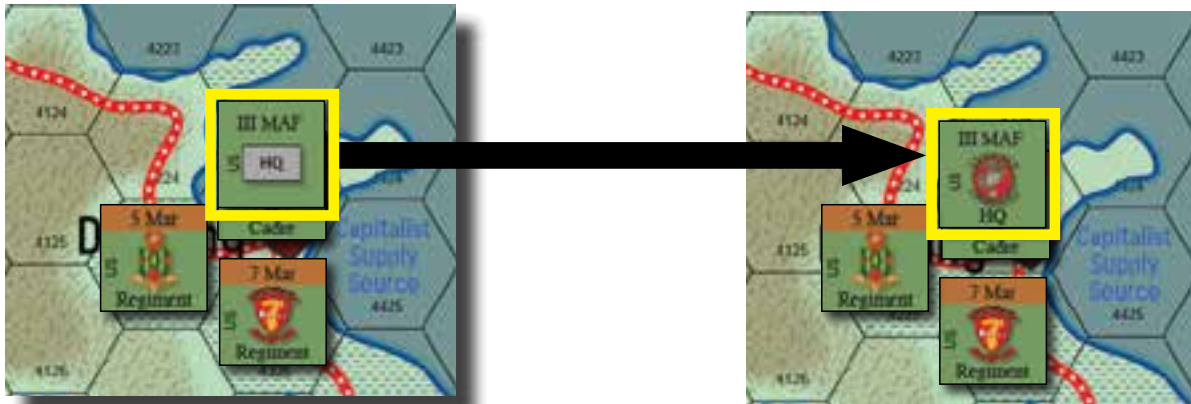
0	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19

During this phase the Helicopter Used joins the Helicopter Available at 4.

Support Level Track

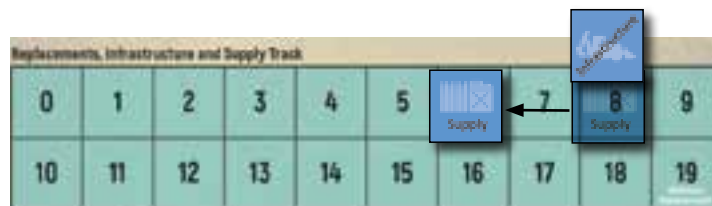
0	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19



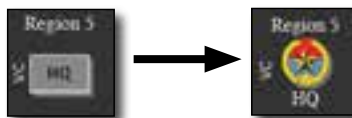


All HQs are flipped to their fresh sides and supply costs paid during this phase. The US Marine III MAF HQ for example was spent last turn and now the Capitalist player pays 2 to flip the HQ to fresh (**see above**).

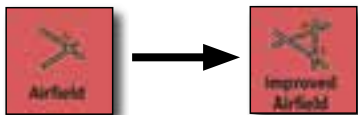
Move the supply marker on the Capitalist Player Aid to the 6 space to reflect the spent supply (**see below**).



The Communist player also flips the VC Region 5 HQ to fresh but this costs nothing to do – so no supply is spent (**see below**).



The Communist player does decide to improve his airfield to “improved” on his Air Display and flips the airfield to its improved side for 2 supply points. The supply marker is reduced to the 3 space. The Communist player would love to send some supply down the Ho Chi Minh trail but simply doesn't have any points. The Ho Chi Minh supply value stays at 7; with status at 6 (**see below**).





This completes step 3 of the Strategic phase. We move now to step 4 and check to see if any aircraft or airfields are arriving and if they are, we place them on the Air Display. Looking at the Summer, 1965 reinforcements, the Capitalist player receives the following aircraft: 552 AEWCV, 6235 TFW, 6234 TFW and 6251 TFW. We will ignore the 405 AD for this example. These are all placed in the Available Aircraft box of the Air Display. The Capitalist player also gets an airfield in South Vietnam and an Improved Airfield in Thailand. After these units have been added to what the Capitalist already had on his display, the Air Display now looks like this (see above the units with the yellow border in this image are the reinforcements):



1st Marine Division



3rd Marine Division



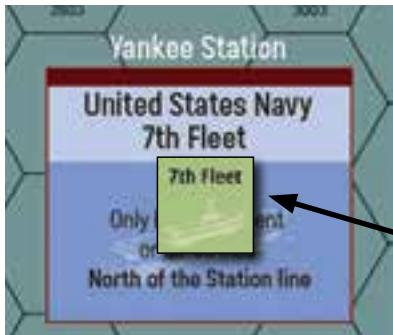


The Communist player receives the 923rd Fighter Regiment and 2 SAMs to place in their respective boxes. His display looks like this: *Note that last turn, the Communist player took Ace Nguyen Van Bay from the Aces box and placed him with the 919 FR unit. He now stays with this aircraft until removed in combat.*

Air Commitment Phase

We move now to the Capitalist Air Commitment stage. Looking at the Capitalist Air Display, the Capitalist player has 3 improved airfields in Thailand (from which to fly strategic missions – no tactical missions can be flown from Thailand) and an improved airfield and an airfield in the South Vietnam box (from which to fly tactical missions). The USN aircraft (ones marked “Navy” can fly from the 7th Fleet Carriers box and there are always enough carriers to fly all USN aircraft). The 7th Fleet marker is in Yankee Station so both strategic and tactical missions may be flown (as long as the tactical mission’s target is north of the station line on the map). **(see image to the left)** The USN planes fly the following missions. The Capitalist player places his three F-8 Crusaders in the Downtown box – in the restricted ops box. He could place all three in the unrestricted section and pay one US Unrest point for his trouble – but decides not to here. Three more USN A-4s go to the Infrastructure strike box – like before, the Capitalist could place these on unrestricted ops and add a VP to US Unrest (two would be added if he did both Downtown and Infrastructure unrestricted) **(see image to the left)**.

Additionally, a Phantom (F-4) and two Skyhawks (A-4) are placed in ground support. As no recon air assets have arrived and no planes are in the reconnaissance box, the Capitalist player can’t fly a Ho Chi Minh trail or Interdiction strike yet. These missions both require the hex being struck to be reconned first. **(see image to the bottom right)**.



The USAF assets are flown from the airfields available. The two Thud wings, 355 TFW and the 6235 TFW, will use one of the improved airfields in Thailand, and fly two infrastructure strikes. The Super Sabres (F-100D) of the 6234 TFW will join the F-8s in the Downtown box. The Capitalist player chooses these to be restricted as well. The 552 AEWCW aircraft will fly a AEW mission (that's the only mission it can fly). This mission does not require it to be either restricted or not.

The MAW-1, 6251 TFW aircraft, and the 14 SOW aircraft will tax the South Vietnamese airfields (using the maximum available) and fly three tactical missions. The Marines (MAW-1) and the Skyraiders will fly Ground Support – while the 14 SOW will fly a Special Ops mission. After all commitment, the Capitalist Air Display looks like this.

VIETNAM

Rumor of War

Strategic Missions

Downtown	CVW-11 F-100D 355 TFW	CVW-12 F-100D 6234 TFW
Infrastructure Strike	CVW-11 F-100D 355 TFW	CVW-12 F-100D 6234 TFW
Airfield/SAM Strike	Must be Unrestricted Ops	
AEW Mission	552 AEWCW	

Tactical Missions

Ho Chi Minh Trail Strike	CVW-11 F-100D 355 TFW	CVW-12 F-100D 6234 TFW	CVW-13 F-100D 6235 TFW
Interdiction	Aces		
Reconnaissance			
Special Ops	14 SOW		

Roll to Stay on Station 5 or less (0000)

Capitalist Air Display

Damaged Aircraft

Repair: 5 or less (0000)

Available Aircraft

Aircraft Capability Chart

Mission Type	F-4	F-105	F-100D	F-102	F-8
Downtown	5	2	3	4	5
Infrastructure Strike, Airfield/SAM Strike	6	6	5	8	5
Airborne Early Warning	5 EC-121D				
Ground Support, Interdiction, HCM Trail Strike	7	5	4	8	6
Reconnaissance	5	4	4	4	4
Special Ops	6	4	5	5	5

Note: All Plane variants use the same plane type for values

Thailand Airfields

Improved Airfield

S. Vietnam Airfields

Improved Airfield
Damaged Airfield

7th Fleet Carriers

Guam Airfields

Only B-52s May Use These Airfields

In turn, the Communist player flies his aircraft. With an improved airfield in North Vietnam, both of his aircraft may fly – and both are placed in the Downtown box. Ace Bay, previously assigned to the 919 FR, flies with his comrades. The Communist Air Display looks like this as we move to combat. (see below the black border in this image shows that the 923FR, 919FR, and Bay moved).

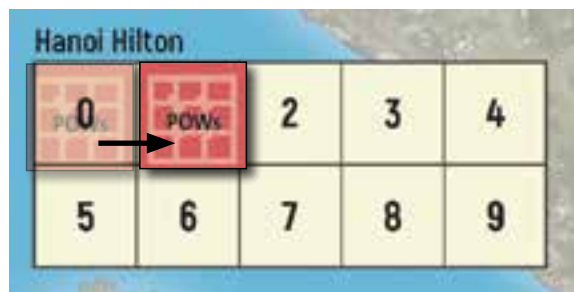


Strategic Air Mission Resolution

Before the SAMS fire and before the MiGs and US Aircraft tangle in the Downtown box, the US player checks to see if his Airborne Early Warning works. Checking the AEW box, there's a Lockheed Warning Star (EC-121D), ready to try and help his compatriots. Let's roll for his mission first. His value is 4 (looking at the Aircraft Capability chart under the Airborne Early Warning mission, but minus one for the Summer monsoon) and we roll a D10 to see if he succeeds – needing a 4 or less. Rolling a 3, the Americans will benefit from his radar this turn. All SAM fire will suffer a die reduction – and all US Aircraft in the Downtown box will get a +1 added to their value (negating the Restricted Ops penalty). After completing its mission, regardless of success, the AEW aircraft returns to the Available Aircraft box. Had the US player rolled a "10", his plane would have been damaged and placed in the damaged aircraft box (and one added to the Hanoi Hilton track) (see image below).

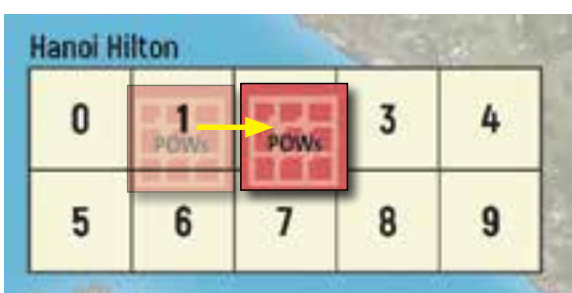
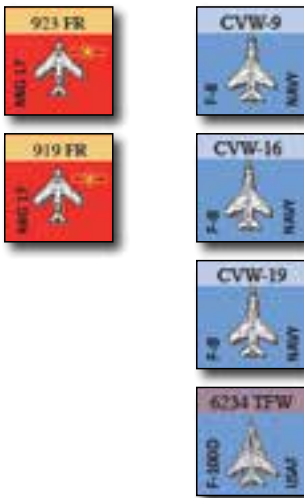


SAMs fire next. Checking the ARM (Anti-radiation missile) modifier for this turn on the reinforcement schedule, the mod this turn is 0. No Shrikes or Standards have come yet so no benefit. **Note that the modifier is not additional to previous turns – just what the modifier is this turn.** With 2 SAMs in the box but with a 1 reduction from the AEW mission, the Communist player needs to roll a 1 to get a result. This he does and the Capitalist player must choose an aircraft to damage. Just as an example, had there been 4 SAM markers in the box and the same roll, the loss number would have been 3. $4 - 1(\text{AEW Modifier}) = 3$. Rolling a 1 would lead to 2 US aircraft damaged – the US picking the first one damaged and the North Vietnamese picking the second aircraft damaged. But only 1 is damaged here – the US player may choose any aircraft on any Strategic mission and picks the CVW-14 A-4 on an Infrastructure strike and places it in the damaged box. The North Vietnamese player also gets a POW for this (perhaps John McCain?) and adds one to the Hanoi Hilton track. The Communist player could roll for his VP for the POW but would need to roll a 1 – and whether he makes the roll or not, the marker would go back to the 0 value. He hopes for some good results in the Downtown box and doesn't roll for his VP.

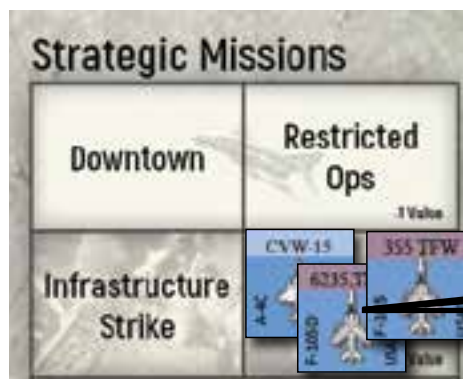


North Vietnamese SAMs
(Surface to Air Missiles)

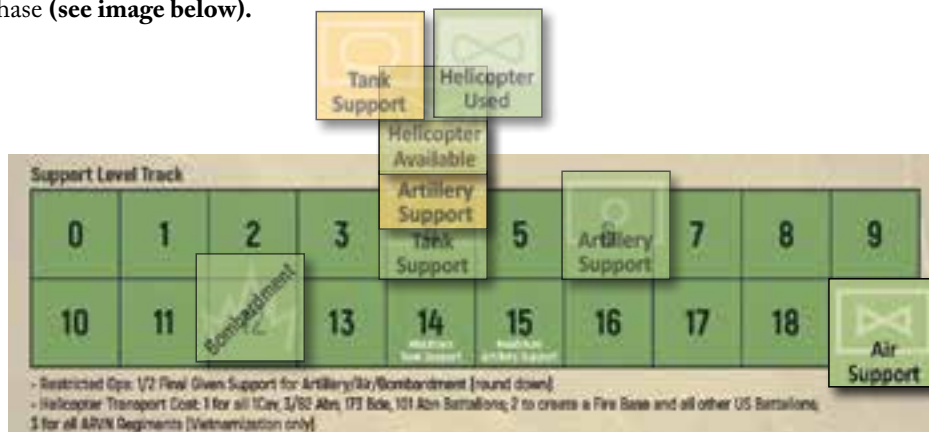
Now we go Downtown. 3 Crusaders and 1 Super Sabre will fly against two MiG-17s – the 919 FR which has ace Bay with them. The highest Air to Air value fires first; ties allow the Capitalist to fire first. One MiG-17 is a 3 (4 minus 1 for summer weather) and the other, with the ace, is a 5 (minus 1 for weather but plus one for the ace). The F-8s are 4s (plus one for the AEW; minus one for the restricted ops; minus 1 for weather). The F-100s are 2s – they will fire last. With each player having 4s, the Capitalist player fires first on all ties. The three F-8s will all fire first. Each aircraft fires one at a time. The Capitalist player chooses one F-8 and targets the MiG with the ace...and rolls a 2 with a D10. This both reduces the unit and damages the MiG (placing it in the damaged aircraft box and on its reduced side) and kills the ace (adding one to the US Military Victory track for the lost ace). He fires the second Crusader at the remaining MiG and rolls a 7 – a miss. The last Crusader also fires and misses. Now it is the Communist player's payback time. He picks the CVW-16 aircraft and fires. His value is 4 and he rolls a 2 – this too flips the US aircraft and the aircraft is placed in the damaged box. Another POW is added to the Hanoi Hilton – with the marker now at 2. Feeling lucky, the Communist player decides to roll for the VP – he rolls a 7 with a D10. No VP and the POW marker returns to the 0 spot. Finally, the Super Sabre can fire and misses with a 6. All aircraft in the Downtown box now fly home and are placed in the Available Aircraft box for use next turn (**see image below**).



Lastly, we have three Capitalist aircraft on Infrastructure Strike. Two Thuds (F-105s) and a Navy A-4 will each get to fire. Looking at the Infrastructure strike section of the Aircraft Capability chart, the Thuds are each worth 4 (minus one for the restricted ops box, and it's monsoon weather – down another one for summer; but up one for the successful AEW strike earlier) and the A-4 is worth 4 (also down 1) as well. Rolling three times, the Capitalist rolls a 1, 8, and a 3 – this reduces the Communist infrastructure value from 5 to 2 (the roll of 1 reduces the infrastructure by 2, and the 3 by one – the 8 misses). They are back in the stone age (and the Capitalist will get a point towards US military victory for the Communist Infrastructure at its minimum value – if it is still at 2 value during the victory check phase at the end of the turn). If any of the three rolls had been a “10”, the aircraft would have been damaged and another POW added to the Hanoi Hilton (see images below).



The last thing we do is add the Air Support value for the upcoming turn. Looking at the aircraft on Ground Support we have 2 F-4s (ground support value of 4 each (5 but -1 for weather), 3 A-4s worth 3 each (ground support value of 4 each minus 1 for weather), and 1 A-1 (ground support value of 6 minus 1 for weather). This adds up to 22 – but 19 is the maximum value Air Support can have – so the marker is placed on the 19 space. We also have a Puff the Magic Dragon (AC-47) on a Special Ops mission. They all await use during the activation phase (see image below).



This completes the Strategic Air Mission resolution phase. The displays look like this (see image below):

VIETNAM

Rumor of War

Capitalist Air Display

Strategic Missions

Downtown	Restricted Ops
Infrastructure Strike	Restricted Ops
Airfield/SAM Strike	
AEW Mission	

Damaged Aircraft

CVW-14 CVW-16

Available Aircraft

CVW-14 CVW-9 CVW-15

Aircraft Capability Chart

Downtown	5	2	3	4	5
Infrastructure Strike, Airfield/SAM Strike	6	6	5	8	5
Airborne Early Warning	5				
Ground Support, Interdiction, HCM Trail Strike	7	5	4	8	6
Reconnaissance	5	4	4		
Special Ops	6	4	5		

Thailand Airfields

S. Vietnam Airfields

7th Fleet Carriers

Guam Airfields

VIETNAM

Rumor of War

Communist Air Display

Strategic Missions

Downtown

Aces

SAMs

Damaged Aircraft

919 FB

Available Aircraft

913 FB

Aircraft Capability Chart

Downtown	4	3	5
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North Vietnam Airfields

China Airfields

Hanoi Hilton

0	1	2	3	4
5	6	7	8	9

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We move to the HQ mission declaration.

The Capitalist player declares first and decides to put his forces on Search and Destroy for the turn. He places the Search and Destroy marker on the HQ mission box on his player display. This costs 3 supply points (which reduces the total available to 3 for the upcoming turn). Per the scenario instructions Westmoreland is the Theater Commander.

This mission will double body count VPs but only US Battalion movement is allowed for all US forces. In addition, all Ops will be restricted for the turn. Here is the Capitalist player aid after this: (see image below to the left shows the supply in the yellow box is in the new spot).

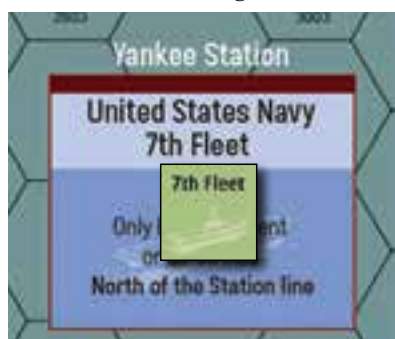


The Communist player, saddled with only 2 supply, can only afford to do Infiltrate or Evade. He chooses infiltrate (hoping to do a little damage to the Capitalist cause), pays his last 2 points and moves his supply value for the North Vietnamese to 0. Per the scenario instructions Giap is the Theater Commander. Here is the Communist player aid after this (see image above to the right shows the supply in the yellow box is in the new spot):

The Turn Phase

Fleet Redeployment

At the start of the turn phase, the Fleet marker may be moved. It currently sits at Yankee Station. I could move it to Dixie Station (and have Bombardment south of the station line – as well as conduct air strikes there) but if I did so, I wouldn't be able to use the USN aircraft on strategic missions next turn. The 7th Fleet stays at Yankee Station (see image below).



Reinforcements arrive!

Lots of goodies arrive. Checking the Summer, 1965 entry, the Capitalist gets 2 more infrastructure (now at 8), 4 more Tank Support (now at 8).



The 12th Marine Regiment arrives and is assigned to I Corps (per the reinforcement chart – the player can't change this) and is placed in a Capitalist Supply Source hex in I Corps. There are two supply sources in I Corps, one in Hue and one in Da Nang. The “Thunder and Steel” regiment will wade ashore in Da Nang. Also arriving is the Australian Royal Regiment in III Corps – but III Corps is outside of this example. We've already added aircraft and airfields as they arrive earlier in the turn sequence.



The Communist player always gets to roll to see if his PAVN infrastructure goes up. Are those hardworking liberated workers successful this turn? Rolling a 4, one is added to the PAVN Infrastructure – and in classic Vietnam War fashion, the juicy VP for getting the Communist infrastructure to 2 vanishes in a puff of shovels and motivated manpower.



The Communist player also gets a PAVN Division (the 324th – placed on a PAVN Supply Source). The aircraft and SAMs that arrive have already been added earlier in the turn sequence. That covers the reinforcements. Before we can get our feet wet in the jungle, we just need to make sure there are no HQs in the routed box to return to play. There are none ...let's let the Marines do their thing. We are picking things up with the Capitalist Player Turn and assuming the Communist have already done their activation phase.

The Activation Phase

Here is the situation at the start of the Capitalist Activation phase.



The VC have moved during their activation phase so they are on their spent side – but the US has been husbanding their forces and they are all fresh and ready to go. The first step is to let the Communist player flip all his units to fresh and check LoC status. The Region 5 HQ_s used to move in the Communist Activation Phase stays flipped (HQ_s only flip during the Strategic Phase). But all the Communist units can trace a Line of Communications to their supply source or friendly controlled cultivated hexes (see rule 14.4).

While it isn't time to check Line of Communications status for Capitalist units, I want to show how that might work if the Capitalist was tracing his LoC now. Everyone in the example has a Line of Communications except for the 2nd AVRN Division. This unit would have to trace through enemy controlled hexes – either to the north or south. As such, he would not be able to flip to fresh in the enemy activation phase and would have an OOC marker placed on him.

Now it is time for some payback. The US activates the III MAF and it in turn activates four units of Marines (the 7th Marine Regiment, 4 Marine Regiment, 3rd Marine Regiment, and the 3rd Marine Division Cadre). This is the maximum number of units a HQ can activate – although it may activate fewer. As this is a Search and Destroy mission, only battalion movement is allowed for the US – the ARVN unit may activate normally but is spent from defending during the previous Communist activation – it isn't available to be used now. The Capitalist player places a Marine battalion on each of the activated units. The field of battle now looks like this. The VC have flipped to fresh and the Marine battalions added to the active regiments.

The Marines really want that Cadre on their trophy wall. VC Cadres make more VC and killing them gives a double bonus (body counts and no new VC) but it looks out of reach. The Marines opt to get some body count instead and go after the VC Battalion in 4631. The Capitalists have only 4 Helicopter points to use – each battalion that flies will cost 2 and making a FB will cost 2. We can use the Division Cadre as it is in 4427 and that's 4 hexes from 4630. We just have to make sure there's a 3rd Marine Division unit in 4630 to be in range. That will save 2 Helo points and allow two battalions to fly instead of one. The Marines helicopter the battalion in 4325 to hex 4730 (spending 3 MPs), creating a Landing Zone (placed in 4730 and as it isn't in an enemy ZOC, it is not "Hot"). This spends 2 helicopter used points reducing the marker to 2 (**see first image on top of page 15**). It then moves via land movement to 4630 (spending 1 for the cultivated hex and spending 1 MP to enter the enemy ZOC). That's a total of 5; the maximum it is allowed. We also have a unit in hex 4630 within range of the division cadre in 4427 – we'll have tank and arty support for the upcoming attack (**see image below**).



Support Level Track									
0	1	Helicopter Used	3	Helicopter Used	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19

The battalion in 4427 moves via helicopter movement to hex 4632 (that costs 3 MPs), lands (placing a “Hot LZ” and losing a Helicopter available point on the chart; from 4 to 3 – although that doesn’t impact the points used marker which is at 0 (for the 2 battalions moved), spends one movement point to enter an enemy ZoC – a total of 4 spent. But the VC are surrounded (see image below).

Support Level Track									
0	1	2	Helicopter Available	Helicopter Available	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19

The battalion in 4830 moves via land movement to 4731. This costs 2 for the rough terrain and 1 for the enemy ZoC. Lastly, the battalion in 4629 moves via land movement to hex 4630 – joining the other battalion in the hex. As an aside, stacking is one spent unit per hex - but only fresh units are here now – but the stacking limits won’t apply till the end of the activation phase...and regardless of that, US battalions are removed at the end of the activation phase but before stacking is enforced (see image below).



Getting back to Operation Starlite, the last moving battalion has spent only 2 MPs (one to enter the cultivated hex and one to enter the enemy ZoC). With 3 MPs left, the Capitalist player places his combat chit. 3 MPs will buy a prepared attack chit. Drawing out of the cup, he gets his chit and places it on the enemy hex to be attacked.

Let’s have a look at the combat chit drawn.



Each combat chit has 4 values that will be used for the upcoming combat. In the upper left, we have whether the attacker will use a D10 or a D6 (and a modifier on that roll). In the upper right, we have whether we have a random event or not (we do!). In the lower left, we have the planning time modifier we’ll have in the upcoming combat. Lastly, in the lower right, the after combat advance we’ll have if we win the combat (2 movement points here). As the Marines are done with their activation, combat is next. The combat chit gives the Marines an easy +2 to their die roll. Move the Die Mod to the 2 space for the Capitalists (see image below).

Starting Combat Die Roll Modifiers

Combat Die Roll Modifiers									
Die Mods	1	Die Mods	3	4	5	6	7	8	9
	11	12	13	14	15	16	17	18	19
	21	22	23	24	25	26	27	28	29
									30



US Marine 3rd Regiment



US Marine 4th Regiment

Both sides now commit their support to the combat. The Attacker is always first doing this. Looking at the support modifier, it is a “D”. (see image below).

Attacking Planning Time (Choose applicable line based on the “Spt” letter in the combat chit)	
A	Tank 4, Artillery 4, Air 4
B	Tank 2, Artillery 3, Air 3
C	Tank 1, Artillery 2, Air 1
D	Tank 1, Artillery 1, Air 1

On the chart on page 12, under D, the planning time is Tank 1, Artillery 1, Air 1. This number will be subtracted from the total values of support we have (if we wished to use the support – they are at risk if you lose the combat). The Marines throw everything they have into the fight. They have 6 Artillery Support – from this 1 is subtracted for the planning time, and 5 is available to be used. The US is under Restricted Ops though – and this halves the final number to 2.

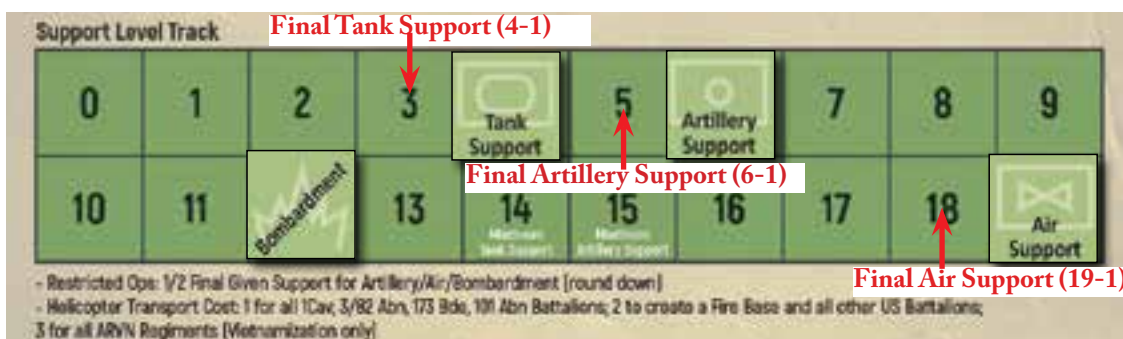
The combat chit hex (4631) is in mountain terrain and here, you get 1 point of final combat support for each 3 you have available. We have 2 total – not enough to add anything to the combat. Artillery won’t help here (see image below).

Mountain	4 2	+2 +4	No Tank Support, 3 for 1 for all others
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Our tanks are also useless in mountain terrain – nothing added there. One rule to note is the tank support road bonus. If there had been a road connecting the hex the unit declaring the attack (hex 4731) and the hex in which the combat chit was placed (hex 4631), the Capitalist player could use a road bonus – allowing each final tank support available (in this case, 4 minus 1 planning time for a total of 3 – tanks don’t get halved for restricted ops – only artillery and air) to be added to the combat. This is done at the cost of reducing the total Tank Support available by one. This can be very useful at times. Here, there is no road, so we do not receive tank support.

The combat chit hex is, however, within 2 hexes of a coastal hex (4830). The US Navy comes to the rescue with their 12 Bombardment points. The Planning time for bombardment support is always 2 regardless of the combat chit leaving us with 10 to use. Restricted Ops reduces this to 5. Bombardment points are also treated as artillery for support modification – so 5/3 is 1 point added. The Marines get their first die mod they earned.

But the best is yet to come - air support. The air support marker is on the maximum space of 19 – planning time is 1 – so the Marines can add up to 18 points of air power. Here are the aircraft the Capitalist player committed during the Air Commitment phase (see image below):

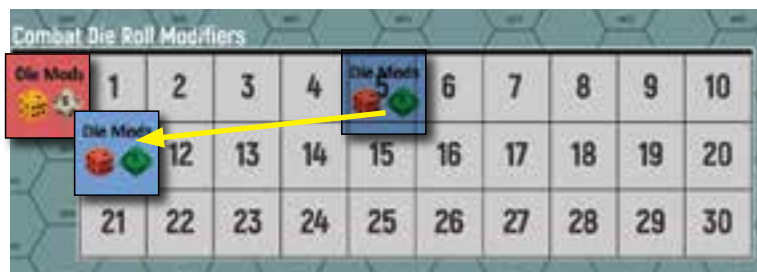


The Marines can add plane values to equal 18...if it didn’t break to 18 exactly, the Marines could use more – they would just lose the value over 18. For example, let’s say the Marines only had three B-52s on ground support. They each have a ground support value of 8. To use the full 18, the Marines would have to use all three BUFFs. While that totals 24, only 18 would be used – but all three would have to roll to stay on station after the combat.

The Marines can use 2 Phantoms (F-4s, value of 4 in the summer) and the Skyraider (A-1s - also 4 after weather), and two Skyhawks (A-4s are each 3 after the weather mod) – this totals 18. No wastage needed. 18 is halved for restricted ops to 9. Mountain is still 3 to 1 for support. 9/3 is 3 – 3 more added to the Die Mod. We are at 5 added to our die roll so far. (see images below)



There is also adjacency support. There are 3 additional friendly units adjacent to the combat hex (you don't count the one that placed the combat chit). That adds 1 for the first such unit, 2 for the second, 3 for the third – a total of 6 more. Just a rule note here – stacked units are also adjacent to the combat hex – they count too. If there have been a unit stacked with the unit that declared the attack, it too would count. 6 is added to the die mod marker (see image below).



Lastly, there is the size modifier. The largest attacking or supporting unit is a size B unit – the largest defending unit is a size C unit (although here they are no supporting defending units – they would count towards the size modifier if present). 2 more are added to the Capitalist attack and the die mod marker ends at 13 (see image below).



Now for the defender:

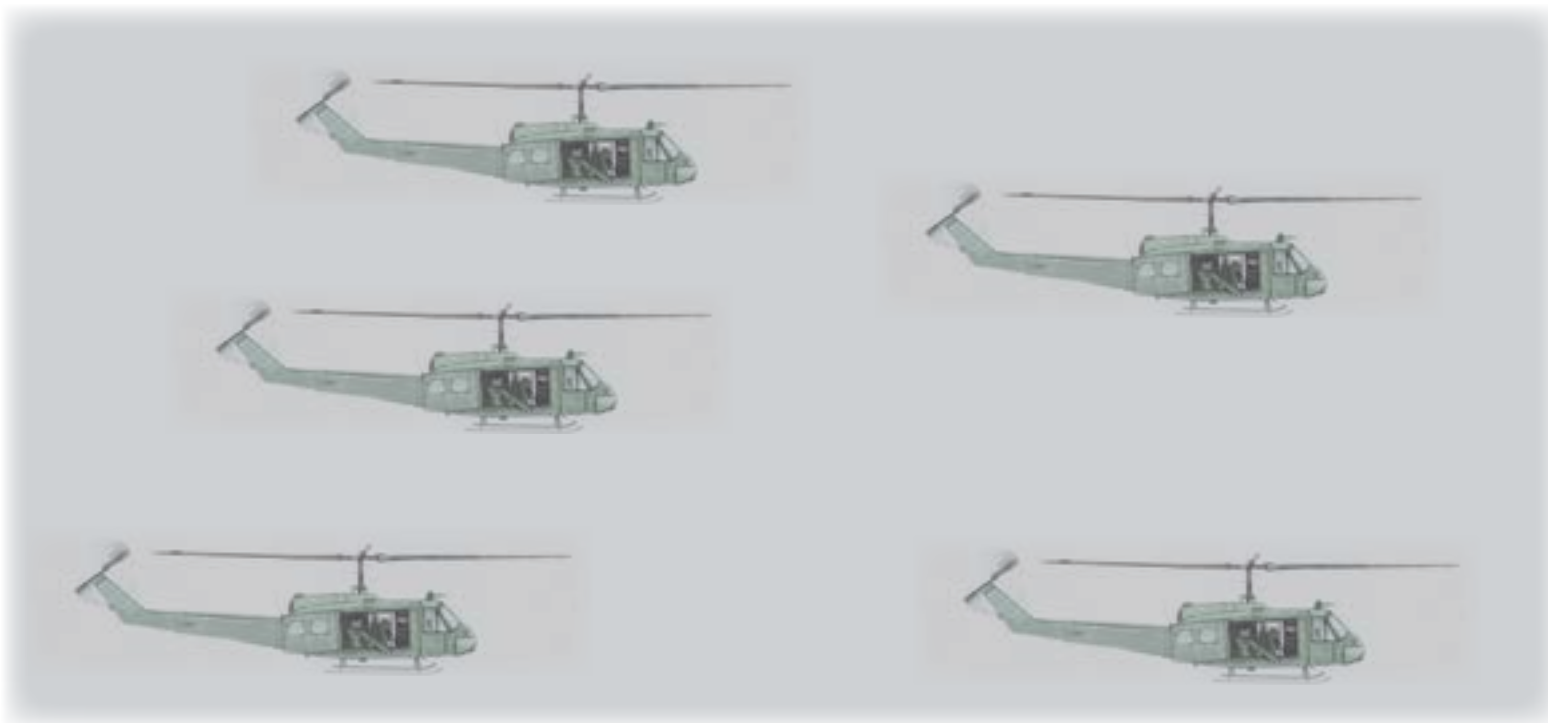
Defender Planning Time (Choose applicable line based on combat type)	
Meeting Engagement	Tank 4, Artillery 4, Air 4
Hasty Attack	Tank 3, Artillery 3, Air 3
Prepared Attack	Tank 3, Artillery 3, Air 3
Deliberate Attack	Tank 3, Artillery 3, Air 3

The VC don't get much...but they do get some...they have some VC Artillery and receive a benefit for the terrain. The VC Artillery support level is 6...from that, the defender uses the type of combat to determine his planning number. His numbers for a Prepared Attack are Tank -3, Artillery -3, and Air -3. The VC are noticeably short of air support and tanks – they only have artillery. 6-3 is 3...they have three points to use. The VC don't have to worry about restricted ops – but they are in a mountain hex – and that's 3 points for each 1 mod. They get 1 for their artillery. And in a mountain hex, looking at the Terrain Effects Chart – there's +4 more to the VC. That totals 5. Place the die mod marker for the Communists on the 5 spot. The final mods are:

Combat Die Roll Modifiers										
Die Mods	1	2	3	4	Die Mods	6	7	8	9	10
Die Mods	11	12	Die Mods	14	15	16	17	18	19	20
	21	22	23	24	25	26	27	28	29	30

The final mods are:

Combat Die Roll Modifiers										
0	1	2	3	4	Die Mods	6	7	8	9	10
	11	12	Die Mods	14	15	16	17	18	19	20
	21	22	23	24	25	26	27	28	29	30



Before we roll some dice, there's a random event that needs to be resolved. Looking at the combat chit reveals which table we use. The table is B – checking the table, we roll a D10 and get a 5. Draw from the Cup of Snafu – and the defender places the marker. This means that the marker must be placed – but the defender gets to choose which side and which unit gets the result from the cup of snafu. Sometimes the rules say the player “may” place a cup of snafu marker. When that is the case, the marker is only placed if the player noted in the rules chooses to place the marker. It can be returned to the cup if the player wishes. That is not so here; the marker must be placed.

Random Event Table B	
1	News reporters are present – place an Objective marker on the combat hex.
2	News reporters are present – place an Objective marker on the combat hex.
3	News reporters are present – place an Objective marker on the combat hex.
4	Draw from the Cup of SNAFU (defender places marker)
5	Draw from the Cup of SNAFU (defender places marker)
6	Draw from the Cup of SNAFU (defender places marker)
7	Draw from the Cup of SNAFU (attacker places marker)
8	Draw from the Cup of SNAFU (attacker places marker)
9	Draw from the Cup of SNAFU (attacker places marker)
10	Draw from the Cup of SNAFU (attacker places marker)

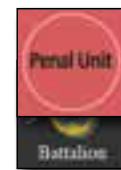


The Communist player draws from the cup and gets a “Radio Out” marker. One side is black (and would be placed on a Communist unit) and one side is green (and would be placed on a Capitalist unit). The Defender gets to choose – he’ll take the green side and place it on any US unit. This marker only applies to this combat. After the result is determined, the marker goes back in the cup. But for this combat, the Marines lose 6 of their mod for unit adjacency. The die mod for the Capitalist is reduced by 6. The final modifiers for both sides is Capitalist 7 and the Communist 5. Before we roll the combat dice, one last thing needs to be decided. The defender may roll a D10 or a D6 since they are fresh. If they roll a D10, they become spent. The Communist decide to roll a D10.

Combat Die Roll Modifiers										
0	1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20	
21	22	23	24	25	26	27	28	29	30	

Combat

The Capitalist player rolls a 6 with a D10 (as determined by the combat chit) and the Communist player rolls a 1. Before we resolve the combat, the die roll of 1 by the Communist player means he places a “Penal Unit” marker on the defender. This marker will be counted for the upcoming combat.



The spread of the combat is 6 (die roll) + 7 (final modifier) = 13 for the Marines, and 1 (die roll) + 5 (final modifier) = 6 for the Communist. A total spread of 7. This is reduced to the maximum spread of 5. From this final spread, we add any markers or leaders that affect the spread value. The Penal unit adds one to the spread for 6 – and leader Hoang subtracts 2 – leaving a final spread of 4 that must be honored by the Communist. (see image below)

Combat Die Roll Modifiers										
0	1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20	
21	22	23	24	25	26	27	28	29	30	

The Communist can honor this spread by either retreating as many as three hexes, spending up to 1 Body Count or by spending a replacement. Since the unit can't retreat and the most that can be honored without retreating is 2, the Communist has no choice but to eliminate the unit. The VC unit returns to the VC draw mug. The Penal unit is removed (markers are always removed from units that are eliminated. The US may roll one D6 for Body Count (for a class C unit being eliminated) and rolls a 5.

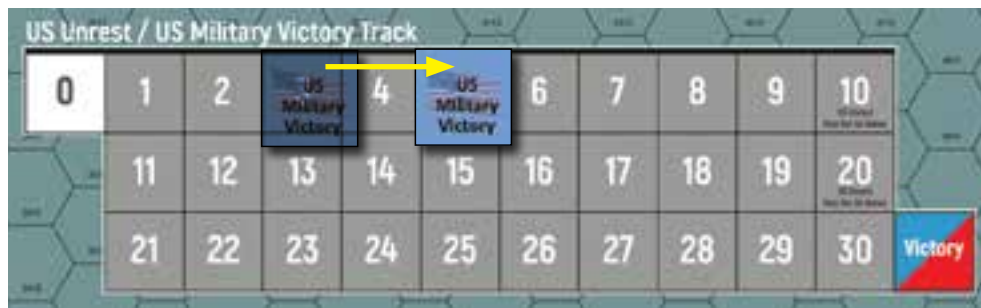
Body Count and Secret Operations Track									
0	1	2	3	4	5	6	7	8	9



The Capitalist player will try and grab a VP for the Body Count and rolls a die. Rolling a 3 – he gets a VP and reduces the marker back to 0.



As Westmoreland is the theater commander, if the Capitalist player gains a VP for Body Count, he gets an additional point. Add 2 to the US Military Victory total. The combat chit is removed and placed back in the appropriate cup and the US finishes by resolving the advance after combat. Westmoreland will also add one to the US Unrest total during the Victory point check phase later – so he gives, and he takes.



Looking at the combat chit, the US gets a 2 MP advance. The US may advance into the combat hex for free – and move from there. Looking at the board, there is no reason to advance after combat and the US does not enter the hex. It is now the end of the activation...all US Battalions and Landing Zones are removed. Check to make sure they can trace a LoC either normally or to a Landing Zone. In this case, all is well and all US Battalions go home with a job well done. The four regiments/cadres used in the

operation are flipped to spent. While the HQ would also be flipped to spent, the Capitalist player could, instead, pay supply to keep the III MAF HQ fresh and use it again in a later activation. He decides not to pay the supply and the HQ is spent for the turn. The US may activate another HQ and go at it again. He keeps going until he has no more HQs he wishes to activate. Once this is completed, we move to the Special Operations phase.



US Marine 7th Regiment

The Special Operations phase is the last item on the Sequence of Play for the Capitalist player is to conduct any Special Operations they may have aircraft committed to doing this turn. As it turns out, the 14 SOW aircraft was assigned to the Special Ops box. The Capitalist player can choose which special operation to perform. Looking over the choices, the Capitalist player chooses to insert a Special Forces battalion onto the map. This battalion can go into any hex in South Vietnam that is not in an enemy Zone of Control nor in a hex with an enemy unit. The Capitalist player chooses a hex not shown here and rolls a D10 to see the result. Using a AC-47, the mission success number is 6 – thus a 6 or less must be rolled to succeed. He rolls a 3 – and checking the table in 14.8, we see it is a successful insertion – the new unit is placed in the hex. Special Ops missions never roll to stay on station – they do their mission and determine the result.



This concludes the Activation phase and the turn moves to the End Phase.

Here both players may eliminate friendly units (rolling for US Casualties or Body Counts as applicable), remove any interdicted HQ markers, and add any end of turn victory points earned or lost. From the above, only the Westmoreland penalty would apply here (+1 to US Unrest) but always check the victory conditions chart to see what might apply here.



There you have it.