



# Fall of Saigon

## 1972-1975

COIN Series, Volume IV

# EXPANSION RULES

by Mark Herman and Volko Ruhnke

A copy of *Fire in the Lake* is required to play this expansion.

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## S1.0 INTRODUCTION

*Fall of Saigon* is a sequel expansion to COIN Series Volume IV, *Fire in the Lake*, which is necessary for play. *Fall of Saigon* tells the story of the final years of South Vietnam (1973–1975), from the Paris Peace Talks to the North Vietnamese conquest of the South and disestablishment of the Republic of Vietnam.

*Fall of Saigon* presents four new scenarios. Two Extended scenarios (Medium and Full) carry *Fire in the Lake* forward to the war's historical end. The Extended Short scenario allows 1 to 4 players to negotiate the Paris Peace Talks and experience the chaotic end of the war. Finally, the 2-player Black April scenario covers just the post-Paris Peace battles between the armies of North and South Vietnam.

This booklet includes rules used in all the *Fall of Saigon* scenarios that add to or amend those in *Fire in the Lake*, are presented in like order, and follow the same numbering but with an “S” in front of the rule number. *Fire in the Lake* rules left unchanged are skipped here. Certain *Fall of Saigon* rules used exclusively in the Extended scenarios and others used only in the 2-player scenario are named as such.

*Fall of Saigon* play aids **highlight** changes from the main game. This booklet labels scenario-exclusive rules as either **Extended** or **Black April**. Game set up is explained on pages 9-12 of this booklet. An index on page 9 lists and defines game terms new to *Fall of Saigon*. A separate booklet and deck of cards provide new Non-player opponents for any *Fall of Saigon* scenarios.

### S1.2 Components

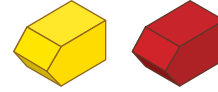
A complete set of *Fall of Saigon* includes:

- A deck of 79 *Fall of Saigon* Event, Pivotal Event, and Coup playing cards.
- 2 extra embossed yellow octagonal cylinders; 3 extra yellow discs; 8 red and 8 yellow Armor wedges.
- 4 *Fall of Saigon* Faction foldouts.
- 2 *Fall of Saigon* Coup Round and Paris Peace aid sheets.
- 1 Counter sheet with US Posture and 2-Player initiative tiles and a small number of markers.
- A deck of 24 Non-player tarot-sized playing cards.
- 2 Non-player foldout aid sheets.
- 2 Non-player Sequence aid sheets.
- A Non-player Rules booklet
- A *Fall of Saigon* Expansion Playbook.
- This Expansion Rules booklet.

One replacement card is included for the *Trung* bot (US Card B). This card *permanently* replaces the original *Trung* card B. Additionally two replacement counters (LGBs and M-48 Patton) are provided for owners of the 2nd edition of *Fire in the Lake*, correcting misprints.

### S1.4 Forces

*Fall of Saigon* adds 2 ARVN Rangers, 3 ARVN Bases, and a new forces type: NVA and ARVN Armor (8 red and 8 yellow wedges). These new pieces enter play during the Paris Peace Talks (S6.8.1) and should be set aside until added to play. Armor engages in Operations and in a new Special Activity—Spearhead (S4.3.4 & S4.4.4)—in ways specified at those sections of this booklet.



**S1.4.5 Captured Armor.** Spearhead (S4.3.4, S4.4.4) can result in Capture of enemy Armor. At the start of the game form a pool of 16 Captured and 8 Destroyed markers, and place them in an opaque cup or bag. When attempting to Capture enemy Armor using Spearhead, draw one marker at random from the pool. If a Destroyed marker is drawn, remove the Armor to Out of Play and then return the marker to the pool. If a Captured marker is drawn, place it on the Armor with the color of the Capturing side up to mark the piece as Captured. Captured Armor acts as Armor of the Capturing side, except:

- Re-Capture via Spearhead automatically succeeds—remove and return the Captured marker to the pool.
- Removal of a Captured Armor piece by any other means takes it Out of Play (marker to pool).

*DESIGN NOTE:* Armor units in *Fall of Saigon* represent the increased mechanization of NVA and ARVN forces in the later stages of the conflict, including not only tanks but also armored transports and other vehicles. Captured Armor represents the increased operational tempo from the seizure of materiel during mechanized operations, such as fuel and ammunition.

### S1.5 Factions

Extended scenarios use the same Factions as those in the original *Fire in the Lake*. With fewer than 4 players, leftover factions are controlled either by the Non-player opponents (S8.0) or, if preferred, use the No Non-player Options from *Fire in the Lake* (1.5) including the POLITBURO and SOVEREIGNTY options. The 2-player-only **Black April** scenario is a game between the NVA and the ARVN Factions only and always uses S2.3. Either faction in Black April can be controlled by a Non-player opponent.

### S1.8 Resources, Aid, and Patronage

**S1.8.1 Joint Operations.** In the **Extended** scenarios, Econ does not restrict US use of ARVN Resources once the US Retreats (if it does, S6.8.2). In 2-Player **Black April**, there is no US Faction so no Econ restriction. In either case, set the Econ marker aside.



## S1.9 Victory Markers

Use each Faction's Victory marker to track that Faction's Victory scores per the amended *Fall of Saigon* Victory conditions (S7.2). New markers record US and NVA Victory scores after subtraction by new Anti-War and War Weariness markers respectively (S6.8.1).

## S2.0 SEQUENCE OF PLAY

### S2.1 Set Up

See the last three pages of this expansion booklet for set up of *Fall of Saigon* scenarios.

### S2.3 Event Card – 4-Player

This section is used when playing the **Extended** scenarios. If playing the **Black April** scenario, use the 2-player rules in the following section.

**S2.3.8 Pivotal Events.** *Fall of Saigon* adds a new Pivotal Event for each of the four Factions. The NVA Pivotal Event **SPRING OFFENSIVE** may occur with a Coup card showing. The US Pivotal Event **ACCORDS ENFORCED** may be played by the US Player once per Campaign.

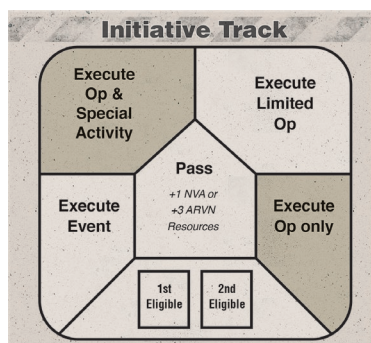
### S2.3 Event Card – 2-Player

This section replaces 2.3 entirely for play of the **Black April** scenario. When playing Black April, only one Event card is visible at a time. Do not reveal the upcoming Event card.

**Black April:** Always use this sequence for the 1973-1975 scenario, which has only ARVN and NVA Factions (S2.1).

*NOTE: This sequence of play works in the same way as the corresponding rules in COIN Series Volume VII, Colonial Twilight.*

When playing an Event card, the two Factions will execute Operations or the Event described on the card. At all times, one player will be First Eligible and the other will be Second Eligible. In each Event card round, the First Eligible player is first to choose what they will do, followed by the Second Eligible—whose choices are limited by what the First Eligible player did.



Eligible. Ignore the four Faction Initiative symbols at the top of Event cards and any Event text to “stay Eligible” or become “Ineligible” (S5.1.1).

### S2.3.2 Options for Eligible Factions.

#### FIRST ELIGIBLE:

The First Eligible player may play the Event, conduct an Operation with or without a Special Activity, or Pass.

Once the player has completed the actions, place their Eligibility cylinder in the appropriate box on the Initiative Track as described below:

- If they executed the Event, place it in the “Event” box.
- If they conducted an Operation in only one space without a Special Activity, place it in the “Limited Op” box.
- If they conducted an Operation in more than one space without a Special Activity, place it in the “Op Only” box.
- If they conducted an Operation (in any number of spaces) with a Special Activity, place it in the “Op & Special Activity” box.
- If they Passed, they receive 1 or 3 Resources (see S2.3.3) and place their cylinder in the “Pass” box.

#### SECOND ELIGIBLE:

The Second Eligible player may then choose one of the boxes adjacent to the First Eligible player's cylinder and conduct actions as described below:

- If they chose the “Event” box, they may execute the Event.
- If they chose the “Limited Op” box, they may conduct an Operation in one space without a Special Activity.
- If they chose the “Op Only” box, they may conduct an Operation in any number of spaces but without a Special Activity.
- If they chose the “Op & Special Activity” box, they may conduct an Operation in any number of spaces with or without a Special Activity.
- If they chose the “Pass” box, they gain the appropriate amount of Resources (S2.3.3).

**S2.3.3 Passing.** A player who Passes will take no further action that round. They receive +1 Resource if NVA or +3 Resources if ARVN. As an exception to S2.3.2 above, both players may Pass, in which case both receive Resources and the order of Eligibility does not change.

**S2.3.4 Limited Operation.** A Limited Operation is an Operation in just one location, with no Special Activity. If the Limited Operation is a Patrol (S3.2.2), Sweep (S3.2.3), or March (S3.3.2), it can involve pieces from multiple spaces but only one destination space.

**S2.3.5 Adjust Eligibility.** After the players have completed all execution of Operations, Special Activities, and Events (or after both players have Passed), adjust cylinders on the Initiative Track as follows:

- If the First Eligible player chose to execute an Operation with a Special Activity, or an Operation in multiple locations, the Second Eligible player becomes the new First Eligible player and places the Eligibility cylinders appropriately.

*NOTE: These two boxes on the Initiative Track are shaded differently to remind players of this change of Eligibility.*

- If the First Eligible player did anything else (Limited Operation, Event or Pass), they remain First Eligible.

**S2.3.6 Next Card.** After both players have chosen and executed an option, reveal the draw deck's next card. Play the newly revealed card, proceeding with the appropriate sequence.

**S2.3.7 Pivotal Events.** Pivotal Events are a type of Event (5.0) that can be played deliberately. Either player may play their side's Pivotal Event to replace the currently played Event card if:

- Any pre-conditions listed on the card are met, AND
- The First Eligible player has not yet chosen an option (S2.3.2).

**TRUMPING:** If both players want to play a Pivotal Event at the same time, the Second Eligible player gets priority and plays their card. The First Eligible player keeps that side's card to play later. Ignore "may trump" card text.

**PROCEDURE:** Playing a Pivotal Event card changes the normal sequence. The player playing the Pivotal Event card places it on the played Event card (which is ignored) and executes the Pivotal Event instead. The Pivotal Event card stays in the played card pile.

The player who played the Pivotal Event card becomes or remains First Eligible: adjust the cylinders if necessary and place the player's cylinder in the "Event" box of the Initiative Track. The other player becomes or remains Second Eligible and may choose either an Operation with a Special Activity or Pass.

*NOTE: The 2-player rules have no Monsoon Season (2.3.9).*

## S2.4 Coup Card

**S2.4.1 RVN Leader.** The three *Fall of Saigon* Coup cards concern US rather than South Vietnamese political leadership. Do not place them as RVN Leaders.

**S2.4.2 Final Coup.** The last *Fall of Saigon* Coup card, SAIGON STANDS ALONE, ends the game immediately, without a Coup Round (S7.3, and as directed on the card).

## S3.0 OPERATIONS

*Fall of Saigon* Operations include use of the new ARVN and NVA Armor units (S1.4). Also, the US Posture track when in effect (S6.8.2, S6.9) restricts **Extended** scenario US Operations, ARVN Armor placement (S3.2.1), and adds an option for the US to use Advise as an Operation.

### S3.1 Operations in General

**S3.1.2 Free Operations.** ARVN Casualties to Available always costs 1 ARVN Resource per piece, even if the Training was free (S3.2.1).

### S3.2 COIN Operations

**Extended Scenarios:** After US Retreat, with US Posture in effect (S6.8, S6.9), US Operations may only Train (3.2.1, S3.2.1) or Advise (S3.2.5)—never Patrol, Sweep, or Assault—and at US Posture 0 the US may only play Events or Pass.

**S3.2.1 Train.** US or ARVN Training that could place ARVN cubes may instead place 1 Available ARVN Armor in the space.

- Post-Paris (S6.8.4), US Training may occur at and place ARVN pieces at ARVN Bases even if no US piece is there.
- After US Retreat (S6.8.2), each ARVN Train Operation may add no more Armor pieces than current US Posture level (S6.9).
- After US Retreat, at the end of any US or ARVN Training Operation (even Limited, 2.3.5), that Faction instead of Pacifying, placing a Base, or transferring Patronage may move ARVN Casualties (S3.3.3, S4.4.2, S4.5.2, S5.1) as desired to Available for 1 ARVN Resource per piece, paying even if the Training Operation was free (S3.1.2, S5.5).

**S3.2.2 Patrol.** ARVN Armor moves on ARVN Patrol as if ARVN Troops, and participates in Assaults as in S3.2.4.

**S3.2.3 Sweep.** ARVN Armor moves on ARVN Sweeps as if ARVN Troops but Activates no Guerrillas.

**S3.2.4 Assault.** ARVN Armor participates in Assaults but removes 1 NVA Armor or 2 other enemy pieces to Available per Assaulting ARVN Armor piece. Assault removes NVA Armor after any NVA Troops and before any Active Guerrillas or enemy Bases. Post-Paris (S6.8.4), Active Rangers remove enemy pieces as if ARVN Troops (ignore Underground Rangers).

*DESIGN NOTE: ARVN Ranger units increasingly acted as corps reserves and fought as line infantry.*

**Extended: S3.2.5 Advise Operation.** In the Extended scenarios only and as specified by the current level of the US Policy track when in effect (S6.8.2, S6.9), the US may Advise (4.2.1, S4.2.1) as if an Operation for 0 Resources, without adding any Special Activity, in up to the number of spaces and for added Aid equal to the US Posture level.

### S3.3 Insurgent Operations

Post-Paris, all VC Operations (only, not NVA) cost 2 Resources per space instead of 1 Resource (VC March and Terror on LoCs remains 0 cost).

**S3.3.1 Rally.** NVA Rally in the North Vietnam space (only) may place 1 Available NVA Armor unit instead of any other pieces there.

**S3.3.2 March.** NVA Armor may move on NVA March as if NVA Troops. *NOTE: ARVN Armor does not help Activate moving Guerrillas as cubes and Special Forces do.*

**S3.3.3 Attack.** NVA Armor participates in NVA Attacks after either Troops or Guerrillas Attack and removes 1 ARVN Armor or 2 other enemy pieces per Attacking NVA Armor piece. Attack removes ARVN Armor only after all enemy Troops. After US Retreat, ARVN pieces removed go to Casualties not Available (S6.8.2).

*NOTE: COIN Troops protect ARVN Armor, Police and Special Forces do not; ARVN Armor protects COIN Bases but not Police or Special Forces.*

**S3.3.4 Terror.** NVA Armor may participate in NVA Terror as if NVA Troops.



## S4.0 SPECIAL ACTIVITIES

*Fall of Saigon's* US Posture track when in effect (S6.8.2, S6.9) restricts and modifies US Special Activities and provides ARVN with versions of US Air Strike and Air Lift. The expansion also adds a new Spearhead option for ARVN and NVA Armor units (S1.4) and expands US Advise, ARVN Raid, and NVA Bombard after the US Retreats.

### S4.2 US Special Activities

**Extended:** After US Retreat, under US Posture (S6.8.2, S6.9), US Special Activities may include Air Strike or Air Lift only at US Posture 4; lower US Posture allows only Advise. *NOTE: Air Lift may not move Armor.*

**S4.2.1 Advise.** Advise may not remove NVA Armor with Special Forces. *NOTE: It may do so with ARVN Assault.* Post-Paris (S6.8.4), instead of removing enemies or using ARVN, US Advise may move any US Irregulars desired from anywhere on the map to the Advise space(s) and then flip all Irregulars there Underground. After US Retreat, Advise adds only Aid equal to the US Posture level (S6.9, whether Special Activity or Operation per S3.2.5).

**S4.2.3 Air Strike.** Air Strike may remove NVA Armor only after all NVA Troops.

### S4.3 ARVN Special Activities

**S4.3.3 Raid.** Raid may not remove NVA Armor. Post-Paris (S6.8.4), ARVN Raids may Activate US Irregulars to remove enemy units as if the Irregulars were Rangers.

*NOTE: Raid may not move US Irregulars; ARVN Air Lift can (S4.3.5).*

**S4.3.4 Spearhead.** Spearhead enables ARVN Armor and accompanying Troops to reposition, move, strike, and capture NVA Armor. It may only accompany Train or Patrol. It may originate in up to 2 spaces with ARVN Armor.

**PROCEDURE:** In each of up to 2 spaces, select up to 2 ARVN Armor units plus up to 2 ARVN Troop cubes per Armor piece selected. Move those units as desired onto Highway LoCs with no enemy, then as desired into any adjacent spaces. Spearhead movement may not use either of the two Mekong-only LoCs adjacent to Can Tho. No Armor piece may move more than once as part of this Spearhead. Moving Troops must stay with their accompanying Armor, no more than 2 cubes per Armor piece, throughout the Spearhead move.

Then Assault (S3.2.4, at cost 0) with the Armor and Troops units selected above (only, whether they moved or not).

- If any enemy Armor is to be removed, instead attempt to Capture it (or re-Capture it), per Captured Armor (S1.4.5).

*NOTE: ARVN Armor may move once on Patrol and also move before or afterward with Spearhead.*

*DESIGN NOTE: Early in my DoD consulting career I (Mark) was fortunate to watch gun camera footage of American Cobra gunships using TOW missiles to destroy ARVN armor that was abandoned on the Central Highlands to prevent them from falling into NVA hands.*

**S4.3.5 ARVN Air Strike and Air Lift.** After US Retreat (S6.8.2), ARVN may add Air Lift or Air Strike as if it were the US Faction (4.2.2, S4.2.3) as specified at the current level on the US Posture track (S6.9). Air Lift or Air Strike may accompany any ARVN Operation.

- ARVN may Air Lift ARVN Troops, Rangers, and/or US Irregulars totaling up to the US Posture level (no Armor).
- ARVN may Air Strike for hits equal to US Posture (no roll).

### S4.4 NVA Special Activities

**S4.4.1 Infiltrate.** PROCEDURE: If the Trail is at 3, also place up to 1 NVA Armor in one of the selected spaces that has an NVA Base. If Trail at 4, place up to 1 NVA Armor at each of the selected spaces that has an NVA Base.

**S4.4.2 Bombard.** If desired, target only 1 City space other than Saigon instead of 2 spaces; remove 1 US or ARVN Troops cube there for every 3 NVA Troops total among adjacent spaces and/or the same space. A City targeted this way must have any combination of at least 3 ARVN and/or US Troops (Police and Special Forces do not count) or any US or ARVN base. After US Retreat (S6.8.2), removed ARVN Troops go to Casualties, not Available. *NOTE: Bombard may not remove Armor.*

**S4.4.4 Spearhead.** NVA Spearhead works the same as ARVN Spearhead, but with Rally, March, or Terror instead of Train or Patrol, and moves and Attacks (S3.3.3, at cost 0) with NVA Armor and Troops (S3.3.3) instead of moving and Assaulting with ARVN.

*NOTES: NVA Armor may move via March and also move before or after with Spearhead. For unshaded PT-76, the NVA may choose any NVA Troop cube in the Attack space, including one not selected for Spearhead.*

### S4.5 VC Special Activities

**S4.5.2 Subvert.** After US Retreat, ARVN pieces removed go to Casualties not Available (S6.8.2).

## S5.0 EVENTS

### S5.1 Executing Events

**S5.1.1** The following additional cases take precedence when executing Events:

- After US Retreat (S6.8.2), ARVN pieces removed by Events go to Casualties, not Available, unless otherwise stated in Event text, and Events may not place US Troops or Bases on the map.
- Events may not affect US Posture if US Posture is not in effect (S6.9).
- Events may not reduce Anti-War or War Weariness below 0 (S7.2).
- In **Black April**, Events may not interact with US or VC pieces in any way, nor add VC Resources.
- Event text “stay Eligible” has no effect if using the 2-Player Sequence of Play (S2.3).

### S5.3 Capabilities

**M-48 Patton**  
2 Assault:  
-2 extra

**LGBs**  
Air Strike  
No shift if  
-1 piece

If using 2nd Edition *Fire in the Lake* cards, use the *Fall of Saigon* M-48 and LGBs Capability counters, updated to match those 2nd Edition Event cards' effects.

### S5.5 Free Operations

*NOTE: Putting ARVN Casualties into Available always costs 1 ARVN Resource per piece, even if the Training Operation was free (S3.2.1).*

## S6.0 COUP ROUNDS

### S6.1 Victory Phase

**Extended—Paris Talks:** In any Extended scenario that reaches the Victory Phase of the last *Fire in the Lake* (non-*Fall of Saigon*) coup card without a victory, immediately conduct Paris Peace Talks (S6.8.1), then proceed to the Resources Phase (S6.2).

**Unilateral US Retreat?** The US player may opt for US Retreat per Step 4 of the Paris Peace Talks if it is the 1973 (*WATERGATE*) or 1974 (*NIXON RESIGNS*) coup card and the US is still at War.

The final *Fall of Saigon* Coup card (*SAIGON STANDS ALONE*) always immediately ends the game after it is resolved. Apply S7.3.

### S6.2 Resources Phase

**S6.2.3 ARVN Earnings:** After US Retreat (S6.8.2) and always in **Black April**, ARVN gains Resources as usual but the Econ marker is not used.

**S6.2.4 Insurgent Earnings:** In **Black April**, ignore VC Earnings.

**S6.2.5 Casualties and Aid:** Ignore ARVN Casualties (S6.8.2) for impact on Aid; count only US Casualties.

### S6.3 Support Phase

**Black April: S6.3.2 Agitate:** In the 1973-1975 scenario, NVA may Agitate as if VC in up to 4 spaces with NVA pieces and no COIN Control.

PARIS PEACE TALKS (S6.8)	2: Support + Avail - Anti War ? >32	27-32	<27
<p>1:  +15</p>	<p>US War 3: </p>	<p>US Choice</p>	<p>US Peace 3: </p>
<p>2:  ?</p> <p style="text-align: center; color: red; font-weight: bold;">&gt;15 NVA War</p> <p>3: </p>	<p>4 <b>Talks Fail:</b> Forces remain in place. No NVA Retreat. No US Retreat. US Posture track not in effect.</p>	<p>3:  ← ? → </p> <p style="text-align: center;">War      Peace</p>	<p>4 <b>US Retreat:</b> US may replace US <b>Bases</b> with Available or Out of Play ARVN Bases. Improve <b>Trail</b> 2 boxes. US Posture in effect at 2. <b>ARVN Casualties</b> in effect. Remove <b>Econ</b> marker. At <b>Commitment</b> (6.5), all US Troop &amp; Base Casualties Out of Play, then all US Troops on map to Available.</p>
<p style="text-align: center; color: red; font-weight: bold;">12-15 NVA Choice</p>	<p>3:  ? <b>If War,</b> </p>		
<p style="text-align: center; color: red; font-weight: bold;">&lt;12 NVA Peace</p> <p>3: </p>	<p>4 <b>NVA Retreat:</b> Remove all NVA <b>Bases</b> from South Vietnam. NVA moves all <b>other NVA</b> out of South. <b>VC</b> removes 1 Base from South. <b>Patronage</b> +5.</p>		<p>4 <b>Mutual Retreat:</b> <b>NVA Retreats</b> as at left but moves NVA Bases to outside South. <b>US Retreats</b> as above but remove Casualties normally at Commitment, 6.5.</p>

## S6.4 Redeploy Phase

**S6.4.2 and S6.4.3 Redeploy.** ARVN and NVA Armor Redeploy as if ARVN and NVA Troops, respectively.

**S6.4.5 Game End?** This step does not apply post-Paris Peace Talks, because the final Coup card (SAIGON STANDS ALONE) immediately ends the game (S6.1).

## S6.5 Commitment Phase

After US Retreat (S6.8.2) and always in 2-player **Black April**, no US Troops may end the Commitment Phase on the map—the 10 Troop limit does not apply—and no US Bases may move from Available to the map.

## S6.6 Reset Phase

- ARVN (only, not US) at the outset of Reset may spend Resources to move ARVN Casualties to Available as if Training, for 1 ARVN Resource per piece (S3.2.1).
- If US Posture (S6.9) is in effect and at 0, Improve it to 1; if US Posture is at 4, Degrade it to 3.
- If using the 2-Player Sequence of Play, ignore “All Factions Eligible” and “reveal the draw deck’s new top card” (S2.3).

## S6.8 Paris Peace

Talks between the United States and North Vietnam in 1972-1973 sharply limited subsequent US military involvement in South Vietnam. In *Fall of Saigon*, Paris Peace rules along with a new track, US Posture (S6.9), portray these US limitations and ARVN’s potential inheritance of US military roles.

*NOTE: Paris Peace and related US Posture effects are summarized on the Paris Peace player aid sheet.*

**Extended:** Extended scenarios may reach the Paris Peace Talks procedure (6.8.1), which may result in US Retreat.

**Black April:** In the 2-Player 1973-1975 scenario, Paris Peace Talks and US Retreat have already occurred. Ignore section S6.8.1 and apply section S6.8.2 and S6.8.4 throughout.

**S6.8.1 Paris Peace Talks.** Until the Paris Peace Talks occur, and then unless they result in US Retreat, the US is at War. In Extended scenarios, at the end of the Victory Phase of the last *Fire in the Lake* (non-*Fall of Saigon*) Coup card of the deck, consult the Paris Peace Talks table above or the Paris Peace aid sheet and conduct the following Talks procedure:

**STEP 1—POST-PARIS VICTORY:** Replace the *Fire in the Lake* US and NVA Victory markers with their *Fall of Saigon* counterparts (S1.9, S7.2). Set the NVA War Weariness (“War Weary”) edge track marker at 0. Set the US Anti-War Movement (“Anti-War”) marker at 15, adjusting the Support + Available – Anti-War marker by –15 (Anti-War is subtracted from the US Victory score, and War Weary from the NVA Victory score). Gather any set aside ARVN and NVA forces and place them Out of Play.

**STEP 2—WAR OR PEACE?** Compare the position of the NVA Victory marker (NVA + Bases - War Weary, S7.2) to the ranges in red along the left. Compare the position of the US Victory marker (Support + Available – Anti-War, S7.2) to the ranges in

green along the top.

**STEP 3—WAR WEARINESS, ANTI-WAR, CHOICE?** If “War” or “Peace”, that side adjusts its War Weary or Anti-War total as indicated on the table and adjusts its victory marker accordingly (S7.2). If “Choice”, side selects either War or Peace and instead adjusts War Weary or Anti-War as indicated. If both NVA and US at “Choice,” the NVA selects first, then the US.

*DESIGN NOTE: Lower US Anti-War represents in part the return of prisoners of war.*

**STEP 4—RETREAT OR FAILED TALKS?** Cross reference to find the outcome of the Talks. Implement any Retreats per instructions on the table.

- **If NVA Retreat:** The NVA removes all its Bases that are within South Vietnam to Available (removing their NVA Tunnel markers) and must relocate all its other pieces from inside South Vietnam to any spaces outside South Vietnam. The VC removes one of its Bases from South Vietnam to Available. Add +5 to Patronage. EXCEPTION: If both NVA and US Retreat, NVA relocates its Bases in the South to outside the South.
- **If US Retreat:** First, the US may as desired at this moment replace (to Available) any US Bases on the map with ARVN Bases from Available and/or Out of Play (only, not from the map). US Troops or Bases hereafter may not be placed on the map (S5.1.1, S6.5). Improve the Trail by two boxes. ARVN Casualties and US Posture come into play; set the Posture marker on the track at 2, Limited Backing (S6.8.2, S6.9). Remove the Econ marker from play (it no longer limits US spending, S6.8.2). In the upcoming Commitment Phase, remove all US Troop and Base Casualties to Out of Play and all US Troops from the map to Available, including the VC shift toward Opposition for US Withdrawal of pieces (6.5, 2nd Edition). EXCEPTION: During the Paris Peace Talks only, if both NVA and US Retreat, remove US Casualties normally during the upcoming Commitment Phase.

**S6.8.2 After US Retreat.** In **Extended** scenarios, the Paris Peace Talks can result in US Retreat under the Paris Accords. In **Black April**, US Retreat has occurred. For the duration of the game after US Retreat (and regardless of NVA Retreat):

- Removed ARVN become Casualties (S3.3.3, S4.5.2, S5.1.1; Train may pay to make them Available, S3.2.1, S6.6).
- No US Troops nor additional US Bases may enter the Map (even by Event, 5.0).
- Econ does not restrict the US Faction’s use of ARVN Resources (set the Econ marker aside, S1.8.1).
- US Posture takes effect, and its level governs US and ARVN Operations and Special Activities (S6.9). Start the US Posture marker on the track tile at 2, Limited Backing.

**S6.8.3 End of Talks.** After determining War or Peace, add new forces, a new mini-deck, and new Pivotal Event cards.

- **FORCES:** Add from Out of Play to Available 8 NVA Armor, 8 ARVN Armor, 2 Rangers, and all remaining ARVN Bases.
- **MINI-DECK:** Build and add the *Fall of Saigon* deck under the remaining deck (if any) per S2.1 on page 9.



- **PIVOTAL EVENTS:** All Factions discard any unplayed *Fire in the Lake* Pivotal Event cards (2.3.8). Then each Faction takes its *Fall of Saigon* Pivotal Event card. *NOTE: Most are playable only after WATERGATE.*

**S6.8.4 Post-Paris.** Regardless of the outcome of the Talks, the following rules are in effect for the rest of the game:

- US Train may occur at ARVN Bases (S3.2.1).
- ARVN Assault uses Active Rangers (S3.2.4).
- VC Operations cost 2 Resources not 1 per space (S3.3).
- US Advise can move and flip Irregulars (S4.2.1).
- ARVN may use US Irregulars to remove enemy pieces in Raids (S4.3.3).
- Bombard against a single space that is a City, removes 1 enemy Troop for every 3 NVA Troops in the selected space and each adjacent space (S4.4.2).
- War Weariness and Anti-War affect victory (S7.2).

**S6.9 US Posture**

In **Extended** scenarios, the US is at War until the Paris Peace Talks result in a US Retreat from direct combat operations (S6.8.2) or the US decides to unilaterally retreat (S6.1). If they do, US Posture level affects ARVN and US Operations and Capabilities.

In **Black April**, the US is not at War and US Posture always affects ARVN (only).



**S6.9.1 US Posture Track.** The US Posture Track, akin to the Trail, has five levels; US Posture shifts by Event only. Each time that US Posture shifts from a lower value to 4 (only), add +2 to Anti-War Movement (S7.2). Also, in each Reset (S6.6), a US Posture level of 0 shifts to 1, a level of 4 shifts to 3.

*DESIGN NOTE: At Abandonment, the US military would find creative ways to sustain some flow of supplies. At Intervention, the US would back off to see the impact, then perhaps intervene again.*

**S6.9.2 US Posture Effect on ARVN.** With US Posture in effect, ARVN Train is limited to placing Armor (S3.2.1) in a number of spaces equal to the current Posture level. It also allows ARVN to use Air Lift and Air Strike for units and hits, respectively, equal to the level (S4.3.5).

**Extended:** The US row along the bottom of the US Posture track alters US Operations and Special Activities.

In **Black April**, ignore the US row of the US Posture track, as there is no US Faction.

**S6.9.3 US Posture Effect on US.** With US Posture in effect, the US may only Train when at levels 1 to 4 (S3.2), as stated on the track, and may not Patrol, Sweep, or Assault at all. It may Advise as an Operation in spaces up to Posture (S3.2.5). Any Advise adds Aid equal only to the US Posture level, +0 Aid to +4 Aid (S4.2.1).

*NOTE: US Posture level 4 is a precondition for the full effect of the US Fall of Saigon Pivotal Event, ACCORDS ENFORCED.*

**S7.0 VICTORY**

Victory scores in *Fall of Saigon* subtract points for US Anti-War Movement and North Vietnamese War Weariness. Control of the Saigon space upon any *Fall of Saigon* Victory Phase can influence victory.

**S7.2 During Coup Rounds**

**ANTI-WAR/WAR WEARY:** Events, Paris Peace Talks (S6.8.1), and scenario set-up (S2.1) may add to or subtract from U.S. Anti-War Movement or NVA War Weariness totals (never to less than zero). Anti-War and War Weariness are recorded with new markers on the edge track (S1.9). Anti-War and War Weariness totals subtract from US or NVA victory scores, respectively (never to less than zero).

- In all *Fall of Saigon* scenarios, replace the NVA “NVA+Bases” marker with “NVA+Bases-WarWeary” to show NVA Controlled Population plus NVA Bases minus War Weariness.

**Extended:** Replace the US “Support+Avail” Victory marker with “Support+Avail-AntiWar” to show Support plus US Troops and Bases Available minus Anti-War.

- **Black April:** Set the US and VC Victory markers aside.

**SAIGON:** During the Victory Phase of either the 1973 or 1974 Fall of Saigon Coup card (WATERGATE or NIXON RESIGNS), Control of the Saigon space affects Victory as follows:

- To win, the NVA must both exceed its Victory threshold and have NVA Control of Saigon.
- To win, the US or ARVN must both exceed its Victory threshold and have COIN Control of Saigon.
- The VC win normally; Control of Saigon does not affect a VC win in any new way.

US POSTURE (S6.9)	Intervention	Robust Backing	Limited Backing	Disengagement	Abandonment
	4	3	2	1	0
	ACCORDS ENFORCED?	+2 Anti War	(start)		
	ARVN Train may place <b>Armor</b> in up to 4 spaces. ARVN may <b>Air Lift</b> up to 4 units and <b>Airstrike</b> for 4 hits.	ARVN Train may place <b>Armor</b> in up to 3 spaces. ARVN may <b>Air Lift</b> up to 3 units and <b>Airstrike</b> for 3 hits.	ARVN Train may place <b>Armor</b> in up to 2 spaces. ARVN may <b>Air Lift</b> up to 2 units and <b>Airstrike</b> for 2 hits.	ARVN Train may place <b>Armor</b> in up to 1 space. ARVN may <b>Air Lift</b> up to 1 unit and <b>Airstrike</b> for 1 hit.	ARVN may not <b>Train Armor</b> and may not <b>Air Lift</b> or <b>Airstrike</b> .
Extended	US may only play <b>Events, Train</b> , Train with any US <b>Special Activity</b> , or Advise in 4 spaces as if Operations. Advise adds +4 Aid.	US may only play <b>Events, Train</b> , Train and <b>Advise</b> , or Advise in 3 spaces as if Operations. Advise adds +3 Aid.	US may only play <b>Events, Train</b> , Train and <b>Advise</b> , or Advise in 2 spaces as if Operations. Advise adds +2 Aid.	US may only play <b>Events, Train</b> , Train and <b>Advise</b> , or Advise in 1 space as if a Limited Operations. Advise adds +1 Aid.	US may only play <b>Events, Advise</b> (by Event) adds no Aid.



### S7.3 After Final Coup

The last *Fall of Saigon* Coup card, SAIGON STANDS ALONE, ends the game immediately, without a Coup Round (S2.4.2, and as directed on the card).

## NEW TERMS INDEX

**After US Retreat** – Rules that apply for the rest of the game if the Paris Peace Talks result in US Retreat and always in **Black April**. (S6.8.2)

**Anti-War Movement** – Marker (“Anti-War”) and value that subtracts from US score. (S1.9, S6.8.1, S7.2)

**Armor** – New NVA and ARVN forces type and pieces. (S1.4)

**Black April** – 2-player 1973-1975 scenario and rules that apply to that scenario alone. (S1.0, S2.1)

**Captured** – Enemy use of Armor defeated by Spearhead, related markers and marker pool. (S1.4.5)

**Destroyed** – Removal to Out of Play of Armor defeated by Spearhead, related markers and marker pool. (S1.4.5)

**End of Talks** – Paris Talks procedures immediately after determining US and NVA War or Peace and conducting any Retreats (S6.8.3)

**Extended** – Scenarios that add 1973-1975 to earlier campaigns and rules that apply to those scenarios but not to Black April. (S1.0, S2.1)

**Mini-Deck** – Stack of Fall of Saigon cards added below main deck upon Paris Peace in Extended scenarios or used as the deck in Black April. (S2.1)

**Paris Peace** – Talks and other procedures and effects upon last Coup Round before WATERGATE. (S6.8)

**Peace** – Outcome for US and/or NVA at Paris Talks (S6.8).

**Post-Paris** – Rules effects that apply for the rest of the game after the Paris Peace Talks. (S6.8.4)

**Retreat** – US or NVA procedures and, for the US, rules effects that apply for the rest of the game if Paris Talks determine that a side has sought Peace and always apply in **Black April**. (S6.8)

**Spearhead** – NVA and ARVN Special Activity using Armor. (S4.3.4, S4.4.4)

**Talks (“Paris Peace Talks”)** – Procedures upon last Coup Round before WATERGATE. (S6.8)

**Unilateral US Retreat** – US choice to conduct US Retreat upon WATERGATE or NIXON RESIGNS. (S6.1)

**US Posture** – Track and rules which affect ARVN and US after US Retreat, and ARVN in **Black April**. (S6.9)

**War** – US status unless and until US Retreat; outcome for US and/or NVA at Paris Talks (S6.8).

**War Weariness** – Marker (“War Weary”) and value that subtracts from NVA score. (S1.9, S6.8.1, S7.2)

- If COIN Control of Saigon, the SAIGON STANDS ALONE card’s Event text first adds +5 Patronage.
- Regardless, Anti-War Movement and War Weariness subtract from US and NVA victory scores, respectively, and thus from final victory margins (S7.2).

The victory margins thus are:

- **US:** Total Support + Available US – Anti-War – 50.
- **NVA:** NVA Control + NVA Bases – War Weary – 18.
- **ARVN:** COIN Control + Patronage – 50.
- **VC:** Total Opposition + VC Bases – 35.

## SET UP (S2.1)

### Fall of Saigon Mini-Deck

All scenarios in this expansion call for a *Fall of Saigon* mini-deck. **Extended** scenarios prepare and add the mini-deck to remaining cards of a main deck after the Paris Peace Talks (S6.8.3). The 2-player **Black April** scenario uses the *Fall of Saigon* mini-deck alone. The mini-deck allows players to select some Events to be included, after the outcome of the Talks is known.

**Mini-Deck Preparation.** Divide the *Fall of Saigon* Event cards into 1973, 1974, and 1975 (24 cards each year). Players in the order VC, ARVN, NVA, then US each openly select any one card from the 1973 year to include in the deck. Repeat this process for the 1974 and 1975 years. Then randomly deal 4 (or 6 if Black April) more cards face down from each year and shuffle each year’s 8 Event cards face down. Shuffle that year’s Coup card among the bottom 4 cards of each set of 8 Events. Finally, stack the 1973 cards on top of the 1974 cards and place that stack on the 1975 cards. Set remaining Event cards aside, face down.

*NOTE: The Extended Short 1972-1975 scenario and the 1973-1975 portion of any scenario’s deck in effect always use the Period Events option (2.1).*

EASTER OFFENSIVE and TET OFFENSIVE: Keep these *Fire in the Lake* Pivotal Event cards handy for reference or use upon occurrence of SECRET ROAD or APC Events.

### Fall of Saigon Track Tiles

Place the US Posture track (S6.9) on the game board over the Overflow B box and set aside the Overflow B marker. Or, if preferred, set the US Posture track tile off the game board near the ARVN player.

If playing **Black April**, also place the 2-Player Initiative track tile on the game board over the Sequence of Play track’s Eligibility boxes.

### Captured Armor Draw Pool

Put the 24 Captured and Destroyed Armor markers into an opaque container to form a random draw pool.

## Set Up and Scenarios (S2.1)

### Extended Short: 1972-1975

*Tunnel's End—The great Northern offensives*

**Initial Deck:** Separate out the 48 “1968” Event cards from *Fire in the Lake* and set out for reference LONG RANGE GUNS, PT-76, and ARMORED CAVALRY. Shuffle together the two FAILED COUP and the KY COUP cards. Randomly deal eight 1968 Event cards and one of the three shuffled Coup cards face down. Shuffle the Coup card among the bottom four of the eight “1968” Events to form the initial nine card deck.

**Other Cards:** Place THIEU as RVN Leader. Place the remaining four *Fire in the Lake* Coup cards face down beneath THIEU. Set out AAA, ARC LIGHT, and SA-2s for reference. Give the NVA player the EASTER OFFENSIVE Pivotal Event and the US player LINEBACKER II (only). All remaining *Fire in the Lake* cards count as discarded. (TET OFFENSIVE and VIETNAMIZATION have been played.) After Paris Peace Talks (S6.8.3), prepare a *Fall of Saigon* mini-deck and place it under any remaining cards of the initial deck.

**Victory:** See S7.2 and S7.3.

**Track Tiles and Draw Pool:** Add the US Posture track and prepare the Captured Armor draw pool.

- **Aid:** 20
- **Patronage:** 25
- **Resources:** VC 6, NVA 15, ARVN 30
- **Econ:** 15
- **NVA+Bases:** 9 [0 NVA Control + 9 NVA Bases]
- **Oppose+Bases:** 20 [16 Oppose + 4 Bases]
- **COIN+Patronage:** 51 [25 Patronage + 26 COIN Control]
- **Support+Avail:** 36 [13 Support + 23 US Available]
- **War Weary:** 0
- **Anti-War:** 0
- **The Trail:** 3
- **US Posture:** Not yet in play (S6.8, S6.9).
- **Initiative:** All Factions Eligible.

### Out of Play:

US—10 US Troops, 3 Bases  
 ARVN—2 Rangers, 8 Armor, 3 Bases  
 NVA—8 Armor  
 VC—none

### Available:

US—23 Troops  
 ARVN—none  
 NVA—none  
 VC—16 Guerrillas, 5 Bases

### Capabilities:

SHADED – AAA, LONG RANGE GUNS, SA-2s;  
 UNSHADED – ARC LIGHT, ARMORED CAVALRY, PT-76

**US Policy:** Nixon (if US Non-player)

### Saigon:

COIN Control, Passive Support  
 US—1 Base, 2 Troops, 2 Irregulars  
 ARVN—9 Troops, 2 Police, 3 Rangers

### Saigon-An Loc Highway:

ARVN—1 Police

### Hue:

COIN Control, Passive Support  
 US—1 Irregular  
 ARVN—3 Troops, 2 Police

### Hue-Khe Sanh Highway:

ARVN—1 Police

### Da Nang:

COIN Control, Passive Support  
 US—1 Base, 2 Troops, 1 Irregular  
 ARVN—1 Police

### Qui Nhon:

COIN Control (Neutral)  
 US—1 Troop  
 ARVN—1 Police

### Cam Ranh:

COIN Control, Passive Support  
 US—1 Base  
 ARVN—2 Police

### Can Tho:

COIN Control, Passive Support  
 ARVN—4 Troops, 1 Police

### An Loc:

COIN Control, Passive Support  
 ARVN—1 Troop, 2 Police

### Kontum:

COIN Control, Passive Support  
 US—1 Irregular  
 ARVN—2 Troops, 1 Police, 1 Ranger

### Quang Tri:

COIN Control, Passive Opposition  
 US—1 Irregular  
 ARVN—1 Base, 4 Troops, 1 Police, 1 Ranger

### Quang Nam:

COIN Control (Neutral)  
 ARVN—1 Police

### Quang Tin:

COIN Control, Passive Opposition  
 ARVN—3 Police  
 VC—1 Guerrilla

### Binh Dinh:

Passive Opposition  
 US—1 Troop  
 ARVN—2 Police  
 VC—1 Base, 2 Guerrillas

### Pleiku:

COIN Control (Neutral)  
 ARVN—1 Base, 5 Troops, 1 Police, 1 Ranger  
 NVA—1 Base, 3 Guerrillas

### Phu Bon:

COIN Control (Neutral)  
 ARVN—2 Police  
 US—1 Troop  
 VC—1 Guerrilla

### Khanh Hoa:

COIN Control (Neutral)  
 ARVN—3 Police  
 VC—1 Guerrilla

### Phuoc Long:

Empty

### Quang Duc:

Active Opposition  
 VC—1 Base, 1 Guerrilla



**Binh Tuy:**

(Neutral)

VC—1 Guerrilla

**Tay Ninh:**

Active Opposition

NVA—3 Guerrillas

VC—1 Tunneled Base, 2 Guerrillas

**Kien Phong:**

COIN Control, Passive Opposition

ARVN—2 Police

VC—1 Guerrilla

**Kien Giang:**

COIN Control, Passive Opposition

ARVN—1 Base, 2 Troops, 1 Police

VC—1 Base, 2 Guerrillas

**Ba Xuyen:**

(Neutral)

VC—1 Guerrilla

**Kien Hoa:**

(Neutral)

VC—1 Guerrilla

**North Vietnam:**

NVA Control

NVA—2 Bases, 12 Troops

**Central Laos:**

NVA Control

NVA—2 Bases, 3 Troops, 2 Guerrillas

**Southern Laos:**

NVA Control

NVA—1 Base, 3 Troops, 2 Guerrillas

**Northeast Cambodia:**

NVA Control

NVA—1 Base, 7 Troops, 3 Guerrillas

**The Fishhook:**

NVA Control

NVA—1 Base, 6 Troops, 2 Guerrillas

**The Parrot's Beak:**

NVA Control

NVA—1 Base, 6 Troops, 3 Guerrillas

**Sihanoukville:**

NVA Control

NVA—3 Troops, 2 Guerrillas

**Extended Medium: 1968-1975***Nixon's War—De-escalation and negotiation*

Set up according to “A Better War” **Medium: 1968-1972** Scenario, *Fire in the Lake* Rules of Play (1st Ed. pages 23-24; 2nd Ed. pages 26-27), with the modifications below.

**Victory:** See S7.2 and S7.3. *Optional*—If players agree at the outset, Factions cannot win until Coup Rounds after Paris Talks (S6.8.1).

**Track Tiles and Draw Pool:** When the Paris Peace talks occur (S6.8.3) add the US Posture track and prepare the Captured Armor draw pool.

**Deck:** After Paris Peace Talks (S6.8.3), prepare a *Fall of Saigon* mini-deck and place it under any remaining cards of the initial 1968-1972 **Better War** deck.

**Set Aside:** The following Forces are out of the game and may not be used for any reason until the Paris Peace Talks adds them to play (S6.8.3):

ARVN—2 Rangers, 8 Armor, 3 Bases

NVA—8 Armor

- **War Weary:** 0
- **Anti-War:** 0
- **US Posture:** Not yet in play (S6.8, S6.9)

**Extended Full: 1964-1975***Quagmire—Victory and defeat in Vietnam*

Set up according to the “**Nam**” **Full: 1964-1972** Scenario, *Fire in the Lake* Rules of Play (1st Ed. page 24, 2nd Ed. page 27), with the modifications below.

**Victory:** See S7.2 and S7.3. *Optional*—If players agree at the outset, Factions cannot win until Coup Rounds after Paris Talks (S6.8.1).

**Track Tiles and Draw Pool:** When the Paris Peace talks occur (S6.8.3) add the US Posture track and prepare the Captured Armor draw pool.

**Deck:** After Paris Peace Talks (S6.8.3), prepare a *Fall of Saigon* mini-deck and place it under any remaining cards of the initial 1964-1972 **Nam** deck.

**Set Aside:** The following Forces are out of the game and may not be used for any reason until the Paris Peace Talks adds them to play (S6.8.3):

ARVN—2 Rangers, 8 Armor, 3 Bases

NVA—8 Armor

- **War Weary:** 0
- **Anti-War:** 0
- **US Posture:** Not yet in play (S6.8, S6.9)

**2-Player Only: 1973-1975**

*Black April—Fight for the remaining land*

**Factions and Sequence:** There are only two Factions, NVA and ARVN. Use the 2-player sequence of play (S2.3).

**Paris Peace:** Talks have resulted in US Retreat; the US is not at War; US Posture is in effect at 2 (S6.8-S6.9). Add the NVA and ARVN Armor, and the additional ARVN Bases and Rangers, to their respective Available Forces.

**Victory:** See S7.2 and S7.3.

**Track Tiles and Draw Pool:** Add the 2-Player Initiative track and the US Posture track to the gameboard. Prepare the Captured Armor draw pool.

**Deck:** Place THIEU as RVN Leader. Give each player that Faction's *Fall of Saigon* Pivotal Event. Prepare a *Fall of Saigon* mini-deck. Set out the Event cards listed at Capabilities below for reference. Set all other *Fire in the Lake* cards aside.

- **Aid:** 30
- **Patronage:** 20
- **Resources:** NVA 15, ARVN 30
- **War Weary:** 15
- **COIN+Patronage:** 42 [22 COIN Control + 20 Patronage]
- **NVA+Bases-War Weary (S7.2):** 6 [13 NVA Control + 8 NVA Bases – 15 War Weary]
- **The Trail:** 3
- **US Posture:** 2
- **Econ, Support+Avail, Oppose+Bases:** Set these markers aside (S1.8.1, S1.9, S7.0).
- **Initiative:** NVA 1st Eligible, ARVN 2nd Eligible; set aside US and VC cylinders.

**Removed from Game:** Place these pieces back in the box, they are not used:

US—40 Troops, 6 Bases, 6 Irregulars

VC—9 Bases, 30 Guerrillas

**Available:**

ARVN—12 Troops, 2 Rangers, 8 Armor

NVA—14 Troops, 8 Armor, 1 Base

**Capabilities:**

SHADED – AAA, LONG RANGE GUNS, SA-2s;

UNSHADED – ARC LIGHT, ARMORED CAVALRY, PT-76

**Saigon, Hue:**

COIN Control, Passive Support

ARVN—2 Troops, 4 Police

**An Loc:**

COIN Control (Neutral)

ARVN—2 Troops, 2 Police, 1 Ranger

**Da Nang, Cam Ranh, Kontum:**

COIN Control, Passive Support

ARVN—2 Police

**Qui Nhon:**

COIN Control (Neutral)

ARVN—2 Police

**Can Tho:**

COIN Control, Passive Support

ARVN—1 Troop, 2 Police

**Quang Tri:**

NVA Control (Neutral)

ARVN—1 Base, 4 Troops, 1 Ranger

NVA—1 Tunneled Base, 1 Guerrilla, 5 Troops

**Quang Nam:**

NVA Control (Neutral)

ARVN—1 Base, 2 Troops, 2 Police, 1 Ranger

NVA—1 Base, 1 Guerrilla, 5 Troops

**Quang Tin:**

COIN Control, Passive Opposition

ARVN—1 Base, 1 Troop, 2 Police, 1 Ranger

NVA—1 Guerrilla, 2 Troops

**Khanh Hoa:**

COIN Control, Passive Support

ARVN—1 Base, 1 Police, 1 Ranger

**Pleiku:**

NVA Control, Passive Opposition

ARVN—1 Base, 2 Troops, 1 Ranger

NVA—2 Guerrillas, 4 Troops

**Binh Dinh, Quang Duc:**

NVA Control, Active Opposition

NVA—1 Guerrilla

**Kien Phong, Kien Giang:**

NVA Control, Active Opposition

NVA—2 Guerrillas

**Tay Ninh:**

NVA Control, Active Opposition

NVA—3 Guerrillas

**Binh Tuy:**

COIN Control (Neutral)

ARVN—1 Base, 2 Troops, 2 Police

**Phu Bon, Kien Hoa, Ba Xuyen:**

COIN Control, Passive Support

ARVN—1 Police

**North Vietnam, Central Laos, Southern Laos, Northeast Cambodia, The Fishhook:**

NVA Control

NVA—1 Base, 1 Guerrilla, 2 Troops

**The Parrot's Beak:**

NVA Control

NVA—1 Base, 1 Guerrilla

**Sihanoukville, Phuoc Long:**

Empty



GMT Games, LLC

P.O. Box 1308, Hanford, CA 93232-1308 www.GMTGames.com

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