

# STORM OVER DIEN BIEN PHU



Multi-Man Publishing

# Storm Over Dien Bien Phu

## 1.0 Introduction

Storm Over Dien Bien Phu is a 2-player wargame simulating the Battle of Dien Bien Phu from March to May 1954, focusing on the central strongpoints. One player controls the French forces, and the other player controls the Viet Minh forces. The game uses the simplified Area-Impulse System, first introduced in "Storm Over Stalingrad". This game modifies the rules introduced in that game, and players should carefully read these rules before playing. The game is 8 turns long, at the end of which time the winner is determined.

## 2.0 Components

- Rules
- 1 Map
- 1½ Countersheets
- 1 Deck of 55 Tactical Cards
- 2 Dice

## 2.1 Counters

The game contains two types of counters: units and markers.

### 2.1.1 Units

All the units are either company or platoon-sized for the French (blue counters, with brown symbols for the colonial Thai forces) and company-sized for the Viet Minh (red counters, with yellow numbers for the replacement units and white numbers for the elite units). Each unit has a face side ("fresh" side) and a back side ("spent" side). You can differentiate these two, as the back side is a paler color than the front side. A unit with its face side up is in its fresh state and can still perform an action that turn (see 6.1). A unit with its back side up is in its spent state and can no longer perform actions that turn.

On the front of each unit are 3 numbers going across the bottom. These numbers represent the unit's firepower, defense, and movement. On the back of the counter, there is only one number in this location, which represents the unit's defense value. (Units cannot fire or move when they are in their spent state.)

The symbols in the center of the counter show the type of unit, either infantry, airborne infantry, antiaircraft guns, or armor.

If there is a number enclosed in a black box to the left of the symbol, this is the setup area the unit is placed in at the start of the game (see 3.0). If there is a number enclosed in a red circle to the right of the symbol, this is the turn number in which the unit will arrive as a reinforcement (see 12.2). Three French units have an "\*" for turn number. These units come into play via a tactical card.

The unit's identification is given on the top (battalion/brigade or regiment) of the counter and the company number just below in the colored stripe.

### 2.1.2 Markers

There are six types of markers in the game:

**Control Markers:** If during play the control of an area changes from the side that controlled the area at the start of the game to the other side, place one of these markers in the control box of the area (with the appropriate side face up to indicate which side now controls this area).



**Fire Markers:** If during play a unit in an area fires into an adjacent area, then this marker is placed with the appropriate side face up to indicate which side fired.



### Units

<p><b>French Fresh Unit</b></p> <p>Setup Area → Firepower → Movement</p>	<p><b>French Spent Unit</b></p> <p>Identification → Defense</p>
<p><b>Viet Minh Fresh Unit</b></p> <p>Defense → Reinforcement Turn</p>	<p><b>Viet Minh Spent Unit</b></p> <p>Company → Symbol</p>

<p>French Infantry</p>	<p>Thai Infantry</p>	<p>French Airborne Infantry</p>	<p>French Armor</p>
<p>French Antiaircraft Guns</p>	<p>Viet Minh Infantry</p>	<p>Viet Minh Elite Infantry</p>	<p>Viet Minh Replacements</p>

**Trench Markers:** These markers are placed in Viet Minh controlled areas as trenches are built (see 9.1). There are 3 levels of Trench Markers, 1, 2, and 3.



**Turn Marker:** This marker is placed on the Game Turn Track to indicate the current turn.



**Out of Supply Marker:** This marker is placed by the Viet Minh player in an area he designates as being out of supply (see 11.0).



**No Replacements Marker:** This marker is placed on the Game Turn Track after the Emergency Replacements card has been played as a reminder that the Viet Minh player gets no replacement units this turn.



## 2.2 Game Map

The game map is printed on a single mapsheet, and should be laid out on a flat surface so that both players can clearly see all the areas.

### 2.2.1 Areas

The game map is separated into multiple areas. Each area has the area number printed in it, a control box showing which side initially controls the area, and the defensive value for the terrain.

If the area number is printed in red, a French unit may never enter this area (see 7.0). If the area number is printed in blue or green, Viet Minh control of these areas will apply a modifier to the French supply roll (see 11.0)

An area boundary that is blue is a river, and this has an impact on movement costs (see 7.0) and retreating (see 8.4.2).

### 2.2.2 Charts and Boxes

**Game Turn Track:** The Turn Marker is placed here to show the current turn number (see 4.0).

**Replacement Unit Box:** The box where the replacement Viet Minh units are held (see 12.1).

## 2.3 Tactical Cards

The deck of 55 cards contains 27 French tactical cards and 27 Viet Minh tactical cards, plus 1 proof of purchase card (which is not used in the game). These are separated into two stacks, one with all the French cards and the other with all the Viet Minh cards. You can differentiate the cards by the colors on the front of the cards; the French cards have blue fronts, and the Viet Minh cards have red fronts. The Viet Minh cards all have a number on them, the Trench Value, which is the number by which a trench level can increase if the card is discarded (see 9.0).

**Map Key**

Game Turn Track

Replacement Unit Box

Control Box

Defensive Value

Area Number

Bonus Card Symbol

Victory Area Symbol

TURN TRACK							
March 13	March 20	March 27	April 3	April 10	April 17	April 24	May 1
1	2	3	4	5	6	7	8
VIET MINH CARDS							
6	4	4	4	5	5	5	5
FRENCH CARDS							
4	4	4	3	3	3	3	3

### 3.0 Setup

To determine which player takes which side, for new players we suggest that sides are chosen by mutual agreement. For experienced players we recommend the procedure in optional rule 15.0.

Each player then places his units face up either in the area corresponding to the one given on the counter, or if the unit will be arriving as a reinforcement, on the turn number on the Game Turn Track in which it will arrive. Place the Viet Minh replacement units in the Replacement Unit Box on the map.

Each player shuffles his cards and places them face down in front of himself.

Finally, place the Turn Marker on the Game Turn Track in the turn 1 box.

### 4.0 Sequence of Play

The game progresses through 8 turns. For each turn the following sequence is performed:

**A. Draw Phase:** Each player draws cards up to the value indicated by his side's card number on the Game Turn Track (see 5.1).

**B. Impulse Phase:** Both players perform alternating impulses. The Viet Minh player takes the first impulse each turn (see 6.0).

A player may "pass" if he does not wish to perform any actions for his impulse. If a player has no units that can perform actions and does not have any cards remaining in his hand, he automatically passes.

If the French player and then the Viet Minh player "pass" on consecutive impulses, the turn enters the end phase.

If the Viet Minh player passes the turn enters the end phase, **unless** the French player immediately discards one of his tactical cards (the card is not played, just placed in the discard pile). If a card is discarded, the game turn continues normally, with the French player taking his impulse, and then the Viet Minh player taking his impulse, and so on.

**C. End Phase:** During the end phase, cards may be discarded (see 5.3), with the Viet Minh player discarding first. Next, French supply status is determined (see 11.0) and then all Viet Minh units and the appropriate French units are flipped to their face-up ("fresh") side. Those French units in areas with an Out of Supply Marker do not get flipped to their "fresh" side. All Fire Markers and Out of Supply Markers are removed from the map. The Viet Minh player rolls for replacements (**except** on turn 1, or if the No Replacement Marker is on the Game Turn Track). Both players receive their reinforcements (and replacements) for the turn, and place them within the allowed areas, with the Viet Minh player going first (see 12.3). At this point the turn ends. If the current turn is turn 8, the game ends, otherwise the Turn Marker is advanced one space on the Game Turn Track, and the sequence of play is repeated.

### 5.0 Tactical Cards

#### 5.1 Receiving Cards

At the start of each turn, each player draws cards from his deck until he has the appropriate number of cards in his hand, as indicated below the Game Turn Track (or, as can very rarely happen, if he already has more cards in his hand than the number, he discards down to this number). Note that there is one value for the French player and another value for the Viet Minh player. Additionally, each turn, the player who controls the following sets of areas gets 1 bonus card for each set:

the three areas Gabrielle, Anne-Marie, and Beatrice (Areas 6, 9, and 14).



the three runway areas (Areas 16, 20, and 21).



Each of these bonuses is cumulative, so if a player controls all six of these areas, he gets 2 extra cards.

On game turn one, the French player will receive both bonus cards, so he will draw a hand of 6 cards (4 cards as indicated below the Game Turn Track, plus the 2 bonus cards for controlling all the areas with the white bonus symbol and all the areas with the grey bonus symbol).

#### 5.2 Playing Cards

When playing cards, any directions given on the card take priority over the normal rules and if the card does not indicate any special rules, then the normal rules are applied.

When the card text starts with "For your impulse..." the effects of the card are performed and count as that player's entire impulse. A player may only play one card of this type in his impulse.

Some cards have two effects listed on them, and the player may follow one of the effects or the other (not both).

The Viet Minh cards have a number on them, the Trench Value, which is used for sapping (see 9.0).

Other cards can be played when the restrictions on the card are fulfilled, regardless of which player's impulse it is. There are some cards where a player may wish to play multiple versions of the card together. These cards are *Improved Defenses* (note: the first card doubles the defensive value of the terrain, and the second card would triple the defensive value), *Mortar Support*, *Night Assault*, *Mines*, *Débouchez à Zéro!*, and *Fighter Bombers*.

For *Improved Defenses*, *Mortar Support*, and *Night Assault*, the effects of the cards are cumulative. For *Mines*, *Débouchez à Zéro!*, and *Fighter Bombers*, each card is resolved individually. So, if two *Fighter Bombers* cards are played, resolve the first one, and then resolve the second one.

Once a card has been played, it is placed in front of the player in his discard pile, face up. Some cards indicate that once they have been played, they are removed from the game. In this case, do not place this played card in the discard pile, it is removed from the game instead (note that if the card is discarded rather than played, it is not removed from the game and is instead placed in the discard pile).

### 5.3 Discarding Cards

During the end phase, if a player has cards left in his hand, he can choose some, all, or none of them to discard and place in his discard pile in front of him. Any cards not discarded during the end phase are kept for the next turn, and these count towards that player's hand size.

### 5.4 Replenishing Discards

Each player keeps his discards separate from the other player's discards. **At the beginning of a turn, if a player does not have enough cards remaining in his deck to replenish his hand, he combines his discards with the remaining cards in his deck, and shuffles them to form a new deck and then draws his cards.** This rule is frequently overlooked, but it is important.

### 6.0 Impulses

The current impulse player can perform one of the following actions for his impulse:

#### 6.1 Unit Actions

The player selects an area, and the face-up ("fresh") units of his side in that area may perform either movement (see 7.0) or fire (see 8.0) as the action. The player can choose to have any number of his fresh units in the area perform the action. The Viet Minh player has two additional actions available; sap (see 9.0) and assault (see 10.0).

All units selected to perform the action must perform the **exact** same action. For example they must all fire at the same area or move into the same area (the French tactical card *Counter Attack* allows units in different areas to activate together).

Once units have performed an action they are flipped over to their "spent" side.

It is acceptable for only some of a player's units in an area to participate in an action, and those that do not participate in the action for the impulse are not flipped over.

### 6.2 Card Actions

If a player plays a card which has text beginning with "For your impulse..." this card counts as his action for the entire impulse.

### 7.0 Movement

Each unit has a number of movement points equal to the movement value on the counter. If a unit has insufficient movement points to enter an area, it may not move to that area.

- It costs 1 movement point to enter an adjacent area.
- If entering an area currently under enemy control and/or containing at least one enemy unit, and/or across the river, it costs 1 additional movement point (If any or all of these criteria are met, it costs 1 additional movement point).

#### Movement Example

The two French units in Area 10 can enter Area 7 for a cost of 2 MP (1 MP to enter a new area, plus 1 MP because the area being entered is enemy controlled). For these units to enter Area 11 it would cost 2 MP (1 MP to enter a new area, plus 1 MP because the area being entered is enemy controlled and occupied). Finally these units can enter Area 17 for 2 MP (1 MP to enter the new area, plus 1 MP because the area being entered is over a river and enemy occupied).

The French armor unit in Area 17 is not able to enter Area 10 or Area 11, as it would have to cross the river, and can only do so at a bridge. The other French unit in area 17 can enter Area 11 for a cost of 3 MP (1 MP to enter a new area, plus 1 MP because the area being entered is enemy controlled and occupied and over a river, plus 1 MP as the area being left is enemy occupied). It could also enter Area 10 for a cost of 3 MP (1 MP to enter a new area, plus 1 MP because the area being entered is over a river, plus 1 MP as the area being left is enemy occupied).

The Viet Minh unit in Area 17 cannot move to Area 10 (it's forbidden to enter a French-controlled area containing French units), cannot move to Area 14 (it would cost 3 MP and it only has 2, 1 MP to enter a new area, plus 1 MP because the area being entered is enemy controlled, plus 1 MP as the area being left is enemy occupied), nor can it enter Area 11 (it would also cost 3 MP, 1 MP to enter a new area, plus 1 MP because the area being entered is over a river, plus 1 MP as the area being left is enemy occupied).



- If moving out of an area currently under enemy control and/or containing at least one enemy unit, it costs 1 additional movement point (If any or all of these criteria are met it costs 1 additional movement point).

The 1 MP additional cost to cross a river is negated if the unit is crossing at a bridge. There are two bridges, connecting Area 29 to Area 28 and Area 21.

Viet Minh units may not enter French-controlled areas that contain French units (but they may be able to assault the area, see 10.0).

French units may not move into areas where the area number is printed in red. These areas are around the edge of the map.

French armor units may not move (or retreat) over the river, except at a bridge.

Whether or not extra movement points are required is determined separately for each and every area of the move at the moment the movement is made. For example, if a French unit enters an adjacent Viet Minh-controlled area that is empty of Viet Minh units, it would cost 2 movement points. Once the French unit enters the area, control is transferred to the French player, so if the unit were to continue moving there would be no need to pay an extra movement point for leaving an enemy-controlled area.

All units performing a movement action as a stack in the same impulse must move together from the starting area to the destination area. If the units have differing movement values, the stack has a number of movement points equal to the lowest movement value of any unit in the stack.

Each player may have up to 9 units in the same area at any time. Movement that would result in more than 9 units to be in an area is not allowed. For example, if a player has an area with 8 units in it, he may not move a stack of 2 units into, or through that area.

Once the units have finished moving, they are flipped over to their "spent" side.

## 8.0 Fire

Fire can be performed by units with firepower of 1 or more, or as directed by a card. If a stack of units fire, they must all fire into the same area.

### 8.1 Fire From a Unit

Fire from a unit or stack can be performed against enemy units in the same area the unit or stack is in, or at enemy units in an adjacent area. If units fire into an area that contains both enemy and friendly units, the fire does not affect the friendly units in any way.

### Fire and Damage Example

The four French units in Area 10 are going to fire at the Viet Minh units in Area 11. The total firepower is 7 (3+1+1+2). Two dice are rolled and the result is a 6. This value is added to the firepower to give 13 attack points. The defense points for the Viet Minh is 10; 8 for the largest defense value, plus 2 for the terrain (1 for the value printed on the map plus 1 for the Trench Marker in the area). The number of damage points assigned is 3 (13 minus 10).

The Viet Minh player decides how these points are applied. One option would be to eliminate one of the fresh units in the area. A second option would be to flip one unit and retreat a second unit. The retreating unit can move to Area 7 or Area 8, as both of these are Viet Minh controlled. As both contain no enemy units, both are eligible retreat areas (if a player has multiple areas he controls that he can retreat into, he must select the one(s) containing the fewest enemy units. He cannot retreat a unit to Area 17 or Area 14 (or Area 10), as these are French controlled.

Once the damage has been applied, a French Fire Marker is placed in area 10, and the French units are flipped to their spent side.



When firing into an adjacent area, a Fire Marker is placed in the firing unit's area, with its appropriate nationality symbol face up, to indicate which side fired.

Once a unit has fired, it is flipped over to its "spent" side.

## 8.2 Fire from a Tactical Card

If fire is taking place from a card, follow the directions printed on the card. Once the card has been resolved, it is placed in the discard pile.

## 8.3 Sequence of Resolving Fire

Fire is resolved in three steps. First, the number of attack points is determined, then the number of defense points is determined, and lastly, the number of damage points is determined and applied.

### 8.3.1 Determining Attack Points

To calculate the number of attack points, roll 2 dice and add their values together. Add to this number the total of the firepower values of all the firing units. This will give the total number of attack points.

### 8.3.2 Determining Defense Points

The number of defense points is equal to the largest defense value of any single unit being fired on in the target area, plus the defensive value of the terrain in the target area (which may be modified by Viet Minh Trench Markers, see 9.1). However, if any of the following applies, the defensive value for the terrain is ignored:

The units being fired on are in the same area as the firing units.

The units being fired on do not control the target area.

If there is a Fire Marker that belongs to the side being fired on in the target area.

The area is being assaulted (see 10.0).

### 8.3.3 Determining Damage Points

The number of damage points is equal to the number of attack points minus the number of defense points. If the number of damage points is zero or fewer, the units being fired upon take no damage. If the number of damage points is one or more, the units being fired upon must apply this many damage points (if possible).

## 8.4 Applying Damage Points

When damage points are received, the player owning the units that are fired upon must apply all the damage points to his units in the target area. He uses the following method to assign the damage points, until all the points have been successfully assigned. The list below is the only way in which damage points may be assigned. No other permutations are allowed.

### 1 point

Flip a face-up ("fresh") unit face down ("spent").

*or*

Retreat a face-down ("spent") unit to an adjacent area.

### 2 points

Eliminate a face-down ("spent") unit.

*or*

Flip a face-up ("fresh") unit to face-down ("spent") and retreat it to an adjacent area.

### 3 points

Eliminate a face-up ("fresh") unit.

If a card allows the firing player to assign the damage points, the firing player assigns the damage points to specific enemy units. For example if the French player does 3 damage points against two Viet Minh units, he can assign all 3 points to one unit, or 2 points to one unit and 1 point to the other.

### 8.4.1 Application

While the player owning the units that received damage is free to choose how to apply the damage (unless a card indicates otherwise), as many of the damage points as possible must be applied. If more damage points are received than can possibly be applied, the excess points are ignored. For example, if an area contains only a single face-up unit, and 5 damage points have to be applied to the area, 3 points are applied by eliminating the unit, and the remaining 2 points are ignored.

### 8.4.2 Retreats

All retreats must be made to an adjacent area controlled by the side of the retreating unit. If there is no such area available, the retreating unit is eliminated.

French armor units may not retreat over the river, except at one of the two bridges.

When retreating, if there are multiple legal retreat destinations, the area selected is the one that contains the fewest number of enemy units and would not cause overstacking. In other words if given the choice between retreating into an area with no enemy units (but overstacking would occur), or into an area containing some enemy units (but overstacking would not occur), the latter must be chosen.

If there are multiple areas the units can retreat to, all containing the same number of enemy units, the retreating player can decide which area each unit goes to, and the units do not all have to go to the same area.

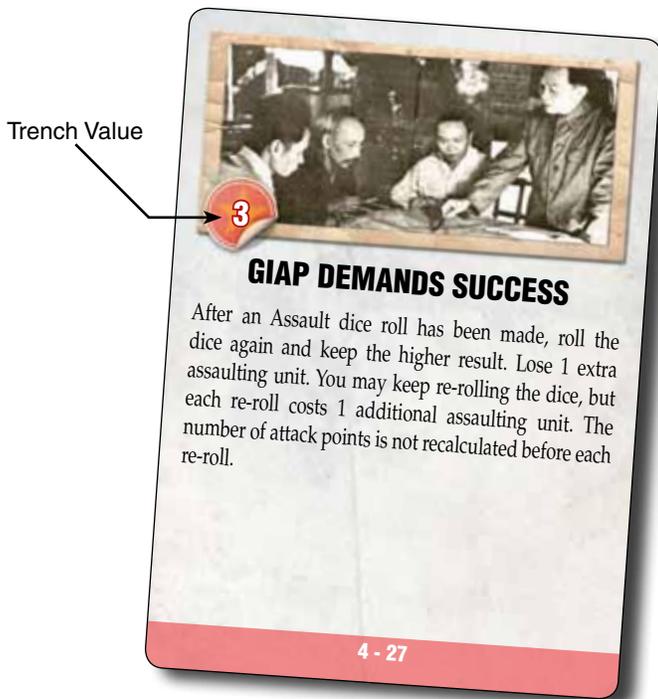
Retreating into an area that would cause overstacking (more than 9 friendly units in the area) is not allowed, unless there are no other adjacent friendly-controlled areas. If the retreating units must cause overstacking, use the same procedure as given above to retreat them again. If this next area cannot accommodate them due to

overstacking, they must continue retreating. A unit may never retreat back to the area that was the target of the fire action. If there are no legal places for the units to retreat to, they are eliminated.

## 9.0 Sap

Sap can only be performed by the Viet Minh player in an area that he controls. When the sap action is performed, the trench level of the area is increased, up to a maximum of 3 (and the appropriate Trench Marker is placed in the area).

To perform the sap action, the Viet Minh player can either flip two face-up (“fresh”) units face down (“spent”) in an area for each level he wishes to increase the trench level by (so if 6 units are flipped, the trench level is increased by 3), or discard one of his tactical cards, and increase the trench level by the Trench Value on the card (and no units become “spent”).



### 9.1 Trench level

Each trench level increases the defense value of the area by 1, up to a maximum **total** defense value of 3 (including the defense value of the area printed on the map). The current trench level is indicated by the Trench Marker in the area. For example, if an area has a defensive value of 2, and a level 2 Trench Marker is in the area, the current total defensive value is 3 (2+2=4, but the maximum possible value is 3).

If there are no units in the area, the Trench Marker remains in the area. If the area becomes French controlled, the Trench Marker is removed.

## 10.0 Assault

Assault can only be performed by the Viet Minh player. The Viet Minh player cannot move into an area that is French-controlled and contains French units, but he may be able to assault the area. Assaults may be performed over a river, and movement points have no impact on the ability to perform an assault).

In order to assault, the area the Viet Minh units are in must have a trench level of 3 (except on turn 1, when all Viet Minh units can assault at any trench level, even 0). To perform the assault, the activated Viet Minh units perform a fire action (see 8.0) into an adjacent French-controlled area. The defending French units do not receive the defensive value of the area being assaulted.

If, after the fire action, there are no French units in the area, move the assaulting Viet Minh units into the area, and they then become “spent”. If there are French units left in the assaulted area, the assaulting Viet Minh units just become “spent”. No Fire Marker is placed for performing an assault.

Once the Viet Minh units are “spent”, one of them is automatically eliminated. If the *Giap Demands Success* card was played, an additional unit is eliminated for each reroll. A player may not reroll so many times that he has to eliminate more units than he is assaulting with. If he’s assaulting with 7 units, he can reroll 6 times, and this would lead to the elimination of all 7 units (though he could still take control of the area, as the units would enter the assaulted area and area control immediately changes, the units become “spent”, and then the units are eliminated).

The number of Viet Minh units assaulting an area cannot be more than the assaulting area can hold. For example, if the area being assaulted contains 2 Viet Minh units, the maximum force that can assault the area is 7 units.

The Viet Minh player can perform an assault even if the area his units are currently in contains French units, so long as the trench level is 3. Note that if the assault is performed by all the Viet Minh units in the area, and is successful, the area the assault was launched from would become French controlled (see 13.0)

**IMPORTANT: On turn 1 only, the Viet Minh player can assault any adjacent area, no matter the trench level.**

## 11.0 French Supply

During the end phase, the French player rolls two dice and adds +2 to the result for each Viet Minh-controlled runway area (there are 3 of these areas, with the area number colored blue), and +1 for each area Viet Minh-controlled West of the river and adjacent to a runway area (there are 6 of these areas, with the area number colored green).

If the final value is 2 – 8, all French areas are in supply (and all French units will be flipped to their fresh side). If the result is 9 – 15, one French area is not in supply. Should the result be 16 or greater, two French areas are not in supply. The Viet Minh player places an Out of Supply Marker in the appropriate number of areas (1, 2, or possibly 3 with the *Heavy Flak* card) he wishes to designate as not being in supply. All French units in these marked areas do not flip to their fresh sides.

## 12.0 Replacements and Reinforcements

### 12.1 Replacement Units

Each turn, except on turn 1 or during a turn when the *Emergency Replacements* card is played, the Viet Minh player rolls a die during the end phase and receives half this many units as replacements (round fractions up). The Viet Minh player draws these units from the Replacement Unit Box. These units must be 1-7-2 replacement units, and have a yellow numbers to indicate this designation.

The replacement units are placed at the same time as the Viet Minh reinforcements, using the same method.

### 12.2 Reinforcement units

Players may receive reinforcements during the end phase of a turn. Units arrive as reinforcements on the turn number shown on their counter.

### 12.3 Placing Reinforcement Units

The Viet Minh player places his reinforcement units first. He may place his units in two types of areas. First, the reinforcements may be placed in any Viet Minh controlled areas (even if there are French units in the areas). The second option is to place the reinforcements in a French-controlled area containing no units providing there is a continuous chain of Viet Minh-controlled areas that start adjacent to this area that runs to an edge of the map. If any unit is placed in a French-controlled area it immediately becomes Viet Minh controlled. Remember that there is a limit of 9 units per side in an area. If he has no valid areas to place his units, they are eliminated.

The French player places his reinforcement units in any areas that are French-controlled, even if there are Viet Minh units in the area. If he has no valid areas to place his units, they are eliminated.

Each player may place his reinforcements either individually, or in stacks (as long as the stacking limits are observed).

## 13.0 Control of Areas

At the start of the game, the control of each area is shown by the marker printed in the area control box on the map. Each area starts either French controlled or Viet Minh controlled.

At any moment during any game turn, if the player controlling an area does not have a single unit in the area and the opponent has at least one unit in the area, control transfers immediately to the opposing side. Either place a Control Marker in the area control box if there is no Control Marker in the box (with the marker showing which side now controls the area), or remove a Control Marker if there is currently a Control Marker in the area control box.

## 14.0 Victory Conditions

At the end of turn 8, If the Viet Minh player controls at least six of the defensive level 3 areas (these areas all contain a Victory Area Symbol), the Viet Minh player wins. Otherwise the French player wins.

## 15.0 Optional Rule

For experienced players, or those in a tournament setting, sides are chosen by bidding the number of defensive level 3 areas they think they can capture as the Viet Minh player. The side with the highest bid takes the Viet Minh, and the other player takes the French. The number of areas of defensive level 3 the Viet Minh player needs to control at game end to win is changed to this bid.

If the bids are tied, dice rolls are used to determine sides (and the bid still sets the victory conditions).

## 16.0 French Counter Abbreviations

BEP: bataillon étranger de parachutistes

BPC: bataillon de parachutistes coloniaux

BPVN: bataillon de parachutistes vietnamiens

BT: bataillon thaï

DBLE: demi-brigade de Légion étrangère

GAACEO: groupe antiaérien d'artillerie coloniale d'Extrême-Orient

GMPT: groupement mobile de partisans thaïs

RCC: régiment de chasseurs à cheval

RCP: régiment de chasseurs parachutistes

REI: régiment étranger d'infanterie

RTA: régiment de tirailleurs algériens

RTM: régiment de tirailleurs marocains

## 17.0 Credits

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**Special Thanks To:** Chas Argent, Perry Cocke, Jeff Evich, Adam Starkweather, JR Tracy, Mark Sockwell, Joe Pellam, Paul Suderman, and Kevin Valerian.

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## Assault Example

In the situation shown below, the Viet Minh player has the current impulse.



The Viet Minh player normally couldn't launch an assault from Area 14 to Area 17 in this situation (unless it was the first turn) as the trench level is not 3. However, the Viet Minh player has the Surprise Assault card in his hand which he plays. This card allows him to assault an adjacent area no matter what the trench level is at the time of the assault. He decides to assault with all nine units in Area 14. He then plays a second card, Night Assault, which will add 3 to the attack dice roll.



### SURPRISE ASSAULT

For your impulse, perform an assault. The trench level of the area the units are leaving can be any value (including zero).



### NIGHT ASSAULT

Play when performing an assault and add 3 to the attack dice roll. This card must be played before the dice roll is made.

Multiple copies of this card may be played together.

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### FLARES

Cancel all Night Assault cards played during a single assault. The assault continues.

The French player plays his Flares card, which negates all of the Night Assault cards that are in play (so if the Viet Minh player had played two night assault cards, which would add 6 to the attack dice roll, both would be negated by the Flares card).

The French player then plays a Débouchez à Zéro! card. This card is resolved before the assault continues. The French player performs a 6 firepower attack against the assaulting Viet Minh units. The French player rolls two dice and rolls a 7. This gives a total 13 attack points,

and the Viet Minh have 8 defense points (no defensive terrain is received), so the damage taken by the assaulting Viet Minh units is 5 (13 minus 8). The Viet Minh player has multiple ways he could assign these 5 points of damage. He could flip five units from their fresh side to spent side, but then the assault would continue with only four Viet Minh units (and the assault has to continue). Or, he could eliminate one fresh unit and flip two fresh units. This would leave six units for the assault. The option he selects though is to eliminate one fresh unit and flip another unit. The unit to be retreated must move into an adjacent area that is Viet Minh controlled (and if there are multiple choices, must select the area with the fewest French units in it), and selects to retreat the unit to Area 11 (he could also have selected Area 8). If the French player has a second Débouchez à Zéro! card he could play that and perform another attack on the assaulting Viet Minh units. If he had a mines card, he is not allowed to play that (Débouchez à Zéro! and Mines may not be combined) during this assault.

The current situation is now shown on the next page.



### DÉBOUCHEZ À ZÉRO!

Play this card when the Viet Minh assault an area. Perform a 6 firepower attack on the assaulting units before they perform their attack. The assaulting units receive no defensive terrain. The results are applied as normal, and then the assault continues with the remaining fresh Viet Minh units. If there are no fresh units remaining for the assault, the impulse immediately ends (and a Viet Minh unit is not lost for the assault).

Multiple copies of this card may be played together, but each is resolved individually.

This card may not be combined with a Mines card.

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The assault now continues. The firepower for the assaulting Viet Minh units is 9 and the defense points for the French units is 10 (the defense value of the terrain is ignored, and the best defense value is the one used). In order for the assault to be a guaranteed success, the Viet Minh player must get at least 8 damage points (this would force the elimination of two French units and another to flip and retreat). If he gets less than this, the French player would have at least one unit left in the area and the assault would fail (leaving the Viet Minh units spent in Area 14). The Viet Minh player has to roll at least a 9 to guarantee victory. He rolls the dice and gets...

...a 2. This results in 1 damage point to be applied by the French player. However, the Viet Minh player pulls out the Giap Demands Success card and plays it. He gets to reroll and keep the best result. He can reroll as many times as he has available units, but each additional roll will cost an extra unit. He rolls again and gets a 6. He decides to roll again and rolls a 12. He keeps this result, which inflicts 11 damage points on the French units and eliminates all of them. The Viet Minh player now moves his assaulting units into Area 17, taking control of it, flips these units to their spent side and eliminates 3 of them (1 for the assault, 2 more for the rerolls). The final situation is shown below.

