

COLD WAR BLITZ

Mini Game Scenario Rules

KHE SANH '68

11.0 SCENARIO INTRODUCTION

This game covers the battle of Khe Sanh in 1968. You take command of United States and ARVN forces in the campaign to relieve the USMC firebase at Khe Sanh during the Vietnam War. The game system runs the OPFOR Communists. Historically, the campaign was a race against time as the US high command feared that the North Vietnamese were going to attempt to overrun the base. While this was not likely, the more time devoted to this front meant the less being allocated to deal with the Communist Tet Offensive further south. Rules 12.0 through 14.0 provide the necessary information to set up and play the game. Rules 15.0 through 18.0 are special rules added to or modifying the standard rules.

12.0 UNITS IN SCENARIO

Ground Combat Unit Types



Airmobile
Infantry



Sappers



Paratrooper



Antiaircraft
(AAA)



Infantry



Guerrillas



Armor



Garrison



Special Forces

Unit Sizes

X: Brigade
[]: Task force

III: Regiment
II: Battalion
I: Company

Airstrike Units



Airstrike



B-52
Airstrike

Helicopters



Transport



Gunship

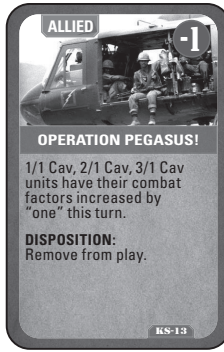


Recon

Abbreviations

A = Airborne
Cav = Cavalry
(Airmobile)
FR = Force Recon
M = Marine

MR5 = Communist
Military Region 5
R = Rangers
R9 = Route 9



13.0 SET UP

The Allied units are set up first (13.1), then the Communist units (13.2).

13.1 Allies

Khe Sanh Fire Base, the Rock Quarry, and Hill 861: KSG Garrison, 26 Marine Regiment, 1/9 Marine Battalion, FR special forces, B/3 armor, 37 ARVN Ranger (at least one unit each space).

Lang Ve: A/101 Special Forces

Air Available: 1x B-52, 4 x airstrikes, 1x AC-47, 1x helicopter transport.

Reinforcement Pool: All other Allied units.

They are brought into play via cards: ground units into the Staging Area (16.1), air units into the Air Available box.

13.2 Communists

Place all Communist units face down on any convenient off-map space and mix them up. Place them (still face down) as follows:

- 3 units in the Laos base
- 2 units in each DMZ base (West and Central)
- 2 units in each entrenchment (881, 689, and 471)
- 1 unit in each Route 9 space (Lang Ruoi, LZ Mike, Lang Kat)

13.3 Turn Marker

Place the marker on the "9" box of the turn track. It may not be moved higher than 12 turns.

14.0 VICTORY & DEFEAT

14.1 Strategic Defeat

If, at any time in the game, there are any Communist units in the Khe Sanh Firebase space and no Allied ground units in it, the game ends immediately as a Strategic Defeat.

14.2 Victory or Defeat on Points

If the Allies avoid a strategic defeat, the game is played to completion and victory is determined by victory points (VP). The Allies gain and lose victory points according to the schedule below. A space is occupied by the Allies if at least one Allied unit occupies it at the end of the game. An unit is eliminated if it is in the Eliminated box at the end of the game; do not count units eliminated but returned to play as replacements. Compare the final tally of VP to the following:

VICTORY POINT SCHEDULE

+10	Occupy Khe Sanh Fire Base
+3	Occupy Lang Ve
+3	Occupy Rock Quarry
+1	Each occupied Communist entrenchment
+1	Each occupied hill space
+1	Each occupied Route 9 space
+1	Each eliminated Communist unit.
-2	Each eliminated Allied ground unit.
-1	Each eliminated Allied air unit.

25 or more	Strategic Victory
15 – 24	Tactical Victory
14 or fewer	Tactical Defeat

15.0 ALLIED SPECIAL UNITS

15.1 Airborne Units

No airborne landings allowed. *Historical note:* This is owing to operational factors.

15.2 Helicopter Transport

Each helicopter transport can carry one paratrooper, airmobile, airborne, infantry, marine, engineer, or special forces unit per move.

Helicopter Evac. Allied ground units which receive a retreat result may be picked up by an available helicopter transport and moved to an airbase. The unit must be capable of airmobile movement. The starting space cannot have any enemy AAA units, and the landing space can have no enemy units.

15.3 1st Cavalry (Airmobile)

The three brigades of the 1Cav Division can treat the following spaces as if they had air bases for helicopter movement: open spaces, hilltop spaces, and Allied Firebases.

15.4 B-52 Airstrike

The B-52 airstrike is never affected by enemy AAA fire. It may not be used in the same space as an Allied ground unit.

15.5 AC-47 Gunships

Treat as a normal airstrike, except that the Allied player may employ it during an OPFOR Reaction Combat phase if OPFOR units attack an Allied unit. Take the AC-47 from the Available box, place it in the space being attacked, execute AAA fire; if it survives, the AC-47 executes one ground attack, then is placed in the Used box.

16.0 REPLACEMENTS

Each side receives replacements during its reinforcement phase.

16.1 Allied Replacements

Certain cards allow for the replacement of eliminated or reduced Allied units. A reduced

two-step unit is restored to full strength in its space. An eliminated unit is brought back at one step strength (full strength for one-step units, reduced strength for two-step units). Place returning ground units in the Staging Area, returning air units in the Air Available box.

16.2 Communist Replacements

One eliminated Communist unit is replaced each OPFOR Reinforcement phase. Eliminated Communist units are also replaced via cards.

Mix up all eliminated units, face down, and pick the number indicated on the card plus one. Then roll one die for each unit on the Communist Placement Table and place the unit in the indicated space. Units can be placed in spaces containing Allied units; this will trigger Reaction combat (9.2).

17.0 MOVEMENT MODIFICATIONS

17.1 Allied Staging Area

The Staging Area is one space off the east map edge. It is controlled by Allied units not otherwise shown in the game. Only Allied units can enter it. Communists may never attack into it. An unlimited number of Allied units may stack in it. Movement to and from the Staging Area can be by ground, air or helicopter movement. The Staging Area has an airbase.

17.2 Stacking Limits

The Allies may have up to four ground units of any type in a space. An unlimited number of air units may be placed in a space, with or without the allowable ground units. US and ARVN units may stack together. Any number of Communist units may be stacked in a space.

17.3 Allied Movement Restrictions

Allied ground units and helicopters may never enter DMZ or Laos spaces. Allied B-52s, AC-47s, and airstrikes may attack anywhere on the map. **Exception:** *Special forces units may enter Laos, but not the DMZ.*

17.4 Allied Air Transfer

During each Allied air phase, any one ground unit may be moved from one airbase to another. Neither airbase can have any Communist units in it. The landing base must have another allied unit in it.

18.0 COMMUNIST CAPABILITIES

18.1 Break Off

Communist units defending or attacking in jungle and hilltops (against both Allied ground and air attacks): instead of applying a Retreat result to Communist units in these spaces, they must Break Off. Remove the unit from the map and place it in the Break Off box; they are temporarily out of play. In the ensuing OPFOR Reinforcement phase, roll one die for each unit in the Break Off box and place the unit using the Communist Placement Table. If placed in a space containing Allied units, this will trigger Reaction Combat.

18.2 Fog of War

Face-down Communist units are revealed via the normal rules. All face up Communist units (including those in the boxes) are flipped face down at the end of each Admin Phase.

COMMUNIST RANDOM LOCATION PLACEMENT TABLE	
Die Roll	Location
1	Laos
2	DMZ West
3	DMZ Central
4	Entrenchment 881
5	Entrenchment 689
6	Entrenchment 471

BATTLE RESULTS TABLE				
Die roll	Armor firing at Ground Unit	Other ground units firing at ground units	Air unit bombarding ground unit	AAA firing at air or airborne unit
1	—	—	—	—
2	—	—	—	—
3	—	—	—	—
4	retreat 1 unit	—	—	—
5	eliminate 1 unit or step	retreat 1 unit	retreat 1 unit	eliminate 1 step from a helicopter or airstrike (except B-52)
6	eliminate 1 unit or step	eliminate 1 unit or step	eliminate 1 unit	eliminate 1 helicopter or airstrike (except B-52)

TERRAIN EFFECTS CHART			
Type	Effect on Movement	Who Wins Tactical Superiority Tie	Effect on Combat
Open	No effect.	Allies	—
Hill	Allied armor must stop.	Defender	Communist units breakoff if forced to retreat.
Jungle	Allied armor must stop. Allied airmobile move may not end in space.	Communists	Communist units breakoff if forced to retreat.
Allied Firebase	Allied units normal. Communist units must stop.	Allies	Defending Allied units ignore retreat results.
Communist Entrenchments	Allied units must stop. Communist units normal.	Communists	Defending Communist units ignore retreat results.
Communist Base	See scenario rules.	Communists	Defending Communist units ignore retreat results.
Air Base	Use other terrain. Allies may use helicopter and air transfer movement.	Allies	Use other terrain.
Allied Staging Area	Only Allied units may enter. Includes an air base.		

CREDITS

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