

Game Turn *(Conduct twice each season)*

1. Support Phase

The Allied player indicates available air, airmobile, and riverine support on his Record Sheet, and places the corresponding markers on the General Record Track. Flip ships to their unused side. In Operational scenarios, enter any reinforcements and then make any ARVN effectiveness rolls.

2. Special Operations Designation Phase

The Allied player notes any units on Hold [3.3.1] or Patrol [3.3.2] operations. The NLF player then does the same.

3. Strategic Movement Phase

The Allied player may conduct Security [3.4] operations and employ Strategic [3.6] and Naval Transport [3.5] movement.

4. Operations Phase *(see Operations Flow Chart)*

A. Designation Segment. The NLF player decides whether he or the Allied player will conduct an OPERATION. The indicated (OPERATING) player then notes the type of operation he will conduct, which units will participate in its first ROUND, and chooses its TARGET HEX (if applicable).

NOTE: From this point on, different types of operations follow different sequences. The following sequence applies in most cases but see the Operations Flow Chart for variations.

B. Support Declaration Segment. Allied player may allocate naval units and air support to the operation and may declare Free Fire zones [7.6].

C. Movement Segment. Operating player may move any of the units assigned to the operation. Incidental attacks may occur. Allied player may allocate airmobile or riverine points as desired.

D. Alert Segment *(Only In Allied Operations)*. Allied player may place Interdiction. NLF player makes an alert roll for VC units.

E. Combat Segment. Both players may place Interdiction. Operating player conducts combat. Casualties are assessed. If the operating player declines or is unable to conduct combat, the operation ends immediately.

F. Retreat Segment. Defending units may retreat their full movement allowance. Allied player may activate and move Defensive Reserves, if NLF player is operating.

G. Pursuit Segment. Operating units may move to the extent allowed by the combat result and their own pursuit modifiers. Allied player may activate and move Offensive Reserves if he is the operating player.

H. Interdiction Removal. Remove all Interdiction markers.

I. Continuous Operations Combat Segment. Performed as Segment E-H. Once one operation has been completed, return to Segment A. Continue until neither player is able or willing to conduct an operation.

5. Game Turn Indication Phase

The passage of one turn is noted on the Game-Turn Track.



Seasonal Interphase

1. Recordkeeping Phase

Both players fill out sections of their Record Sheets as necessary.

2. Pacification Phase

The Allied player checks each region of SVN for the success of his pacification effort. SVN morale and the presence of NLF units and of free-fire zones will all affect a region's pacification. [12.0]

3. Strategic War Phase

A. Strategic Bombing Declaration Segment. The Allied player declares what strategic bombing missions he will undertake against the North and the Ho Chi Minh Trail, and the amount of airpower he will devote to each. [13.0]

B. Strategic Bombing Execution Segment. The results of the missions declared above are resolved. The NLF player notes any hits against the North on his Record Sheet. This effect will reduce the number of Commitment Points sent, if any, to Trail Supply last season.

C. Trail Status Segment. The Effective Status marker on the Ho Chi Minh Trail Track is placed one box above the Optimal Status marker for each hit scored against the trail in the preceding Segment. The optimal status of the Trail might also be changed.

D. Blockade Segment. The NLF player informs the Allied player of the NVA Commitment from last season to supplying the VC by sea. The effects of the Allied Naval Blockade are then determined. This reduces the actual amount of supply. [16.5.5]

4. Politics Phase

A. SVN Officer Replacement Segment. The Allied player must attempt to replace disloyal South Vietnamese leaders and may attempt to replace leaders of doubtful loyalty. [14.4]

B. Coup Determination Segment. The Allied player checks South Vietnam's political stability for the current turn. Possible results include coup, instability, and relative stability. [14.5]

C. SVN Morale Adjustment Segment. The effects of previous US commitments (from the prior Seasonal Interphase) and the shifting loyalties of the people of SVN are applied to SVN morale. SVN morale may, in turn, influence the loyalties of SVN leaders. Roll on the SVN Leader Loyalty Table and modify the loyalties of SVN leaders as indicated. [14.6; 15.1]

D. US Morale Adjustment Segment. The effects of current US commitment, SVN politics, the intensity of the NLF effort in the South, and the last season's successes in the field are applied to US morale. Remove Captured Capital markers from capitals not currently held by the NLF. [15.0]

E. NVN Morale Adjustment Segment. The current level of US involvement (based on last season's final commitment) in Vietnam modifies NVN morale, which in turn affects the NLF player's ability to draw support from the North. [15.0]

5. Recruitment Phase

A. US, ARVN, and FWA Placement and Withdrawal Segment. The Allied player determines new commitment and deploys new ground, air, and naval units to Vietnam, and allocates economic and military aid to SVN. He then creates new ARVN units. The SVN draft level will increase as units are created. The Allied player then checks for the arrival or removal of Korean, Thai, Australian, New Zealand, and Philippine forces. [15.3; 16]

B. NVA and VC Placement Segment. The NLF player creates and deploys new NVA and VC units. The NLF player allocates resources toward the following turn's supplies for the VC. [16.5; 16.6]

C. Infiltration Segment. The NLF player may move units along infiltration routes in Laos and Cambodia. [16.8]

D. Offensive Declaration Segment. The NLF player may declare an offensive if US commitment is 150 or greater. [15.4]

6. Unit Status Phase

A. US Organizational Segment. The Allied player may alter the organization of his brigade-level units. [8.0]

B. ARVN Effectiveness Determination Segment. The Allied player checks the effectiveness of ARVN formations. [14.7]

C. VC Breakdown Segment. The NLF player may break down VC regiments into their component battalions.

7. Final Recordkeeping Phase.

The players update their Record Sheets.