

# CONFLICT AND CHAOS

## VIETNAM 1965

"The battle against communism must be joined with strength and determination"  
U.S. President Lyndon B. Johnson, November 24, 1963



James J Campbell

**A Historical strategic board game  
based on the conflict in Vietnam.**



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"The battle against communism... must be joined... with strength and determination."

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On 2 March 1965, following an attack on a U.S. Marine barracks at Pleiku, Operation Flaming Dart, Operation Rolling Thunder and Operation Arc Light commenced. This intense bombing campaign, which ultimately lasted three years, was intended to force North Vietnam to cease its support for the National Front for the Liberation of South Vietnam (NLF) by threatening to destroy North Vietnam's air defenses and industrial infrastructure and to bolster the morale of the South Vietnamese.

Ultimately, the US involvement in the war in Vietnam was ineffective. On January 15, 1973, President Richard Nixon announced the suspension of US offensive action against North Vietnam. The Paris Peace Accords on "Ending the War and Restoring Peace in Vietnam" were signed on 27 January 1973, officially ending direct U.S. involvement in the Vietnam War.

On 30 April 1975, NVA troops overcame all resistance at Saigon, quickly capturing key buildings and installations. A tank crashed through the gates of the Independence Palace, and at 11:30 a.m. local time the NLF (North Vietnamese Liberation Forces) flag was raised above it. South Vietnamese President Duong Van Minh, who had succeeded Huong two days earlier, surrendered.

The Communists had finally attained their goal of reunifying Vietnam, but the cost of victory was high. By war's end, the Vietnamese had been fighting foreign involvement or occupation (primarily by the French, Chinese, Japanese, British, and American governments) for 116 years.



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# GAME CONTENTS AND COMPONENTS

## Game Boards and Charts

1 Game Board  
2 Covert Operations Board  
1 Control and Production Tracking Board

## Other Components

5 Black Dice  
5 Red Dice  
2 Covert Operations Screens

## Markers, Chips and Tokens

91 National Control Markers  
15 Air Base Tokens  
19 Fire Base Tokens  
16 AA Gun Tokens  
7 Surface to Air Missile Tokens  
4 Amphibious Landing Tokens  
14 Covert Operations Tokens  
20 White Plastic Force Multiplier Chips  
10 Red Plastic Force Multiplier Chips

## Money

30 One Production Point Bills  
20 Five Production Point Bills  
20 Ten Production Point Bills

## Token Identification



AIR BASE



ARMORED PERSONELL CARRIER



FIRE BASE



ARMOR



AMPHIBIOUS LANDING TOKEN



HELICOPTOR



ANTI AIRCRAFT GUN



FIGHTER



INFANTRY



FIGHTER BOMBER



ARTILERY



BOMBER



SURFACE TO AIR MISSILE



DAMAGE

# **TERMINOLOGY AND DEFINITIONS**

## **TERRITORIES**

Territories are defined by solid black lines between all land areas. Each territory is named and the national control symbols on the territories show which power controls those spaces at the start of the game.

Territories that do not have a national control symbol are NEUTRAL and are not aligned with any power.

Each territory has a Production Point Value of 1 (one).

Each territory exists in one of three conditions:

- Friendly: A territory with a control marker owned by you or an allied power
- Hostile: A territory with a control marker owned by an enemy power
- Neutral: A territory that has no control marker and is not controlled by any player.

## **PRODUCTION POINTS**

Purchasing power in the game is determined by production points. Each territory controlled by a player power is worth one production point at the end of the players turn. In addition, control cities are worth an additional one production point and capital cities are worth two production points.

All units in the game may be purchased with production points.

Production points are collected at the end of each players turn and spent at the beginning of each players turn.

Production points may not be shared between players.

## **PLAYER FORCES or PLAYER POWERS**

A countries units in the game that is controlled by a player is called a Player Power.

## **PLASTIC FORCE MULTIPLIER CHIPS**

The white and red plastic chips are used to mark additional unit tokens when you have run out of appropriate tokens to denote units. Placing a white chip under a unit shows that there is one additional unit of that same type on the space. Placing a red chip under a unit shows that there are five additional units of that type on the space.

## **DAMAGE MARKERS**

Red damage markers are used to denote damage to facilities such as air bases and fire bases.

# SUMMARY OF PLAY

## HOW TO WIN

**Communist Forces** must control the North Vietnam capital city of Hanoi, capture the South Vietnam capital city of Saigon, no unit tokens from China or the Soviet Union in any territory outside of North Vietnam, control of all territories containing the Ho Chi Minh Trail and have a combined total of at least 50 territory control points at the end of a complete round of play to win.

**Anti-Communist Forces** must control the South Vietnam Capital city of Saigon, have a combined total of at least 40 territory control points, no communist forces may be present in the Demilitarized Zone (DMZ), no Anti Communist forces may be present in Laos or Cambodia and they must have control of all territories containing the Ho Chi Minh Trail at the end of a complete round of play to win.

If, at the end of 24 complete rounds of play, neither of these objectives are met the side with the highest total Control Points is granted a "Conditional Win" and the game ends.

## ORDER OF PLAY

1. North Vietnam
2. United States
3. Viet Cong
4. ANZUS
5. Russia
6. South Vietnam
7. China
8. Republic of Korea
9. PARU

## TURN SEQUENCE

1. Purchase New Units
2. Combat Movement
3. Conduct Combat
4. Non-Combat Movement
5. Place New Units
6. Collect Production Points

One full round of play entails each player power completing one full turn sequence. At the END of the PARU players' turn of play, move the marker indicating the round of play up by one.



# PLAYER POWERS

## COMMUNIST

NORTH VIETNAMESE ARMY (NVA)



A1 D1  
M1

VIET CONG (VC)



A1 D1  
M1

PEOPLES REPUBLIC OF CHINA



A1 D1  
M1

SOVIET UNION



A1 D1  
M1

## ANTI COMMUNIST

UNITED STATES OF AMERICA (USA)



A1 D1  
M1

SOUTH VIETNAM (ARVN)



A1 D1  
M1

REPUBLIC OF KOREA (ROK)



A1 D1  
M1

AUSTRALIA (ANZUS)



A1 D1  
M1

THAILAND (PARU)



A1 D1  
M1

## DIVISION OF PLAYER POWERS

### 2 PLAYERS

Player 1 : Communist  
Player 2 : Anti Communist

### 5 PLAYERS

Player 1 : NVA/Russia  
Player 2 : VC/China  
Player 3 : USA  
Player 4 : ARVN  
Player 5 : PARU/ANZUS/ROK

### 3 PLAYERS

:

Player 1 : Communist  
Player 2 : USA/PARU/ANZUS  
Player 3 : ARVN/ROK

### 6 PLAYERS

Player 1 : NVA  
Player 2 : VC  
Player 3 : Russia/China  
Player 4 : USA  
Player 5 : ARVN  
Player 6 : PARU/ANZUS/ROK

### 4 PLAYERS

Player 1 : NVA/Russia  
Player 2 : VC/China  
Player 3 : USA/PARU/ANZUS  
Player 4 : ARVN/ROK

# SETUP

Assign each player power to a player (see chart above for number of players). Any time a player controls multiple powers that player must keep each powers resources separate throughout the game.

Place the game board on the table or other flat surface that you will be playing on.

Place the battle board and Control and Production Tracking boards next to the game board where all players can reach it. For each power, place their corresponding National Control symbol on the matching Production Point space on the chart (This should match the total of the territories controlled plus capital cities and control cities). Choose one player to be in charge of tracking all changes on the production point chart throughout the game.

Separate the Production Point "Money" and give each power their starting amount (equal to the value on the Control and Production Tracking board). Choose one player to be the banker.

Place the Viet Cong Covert Placement board and screen in front of the player controlling the Viet Cong player power.

Place the PARU Covert Placement board and screen in front of the player controlling the PARU power.

Place all starting player units on the board according to the following lists;

## UNITED STATES OF AMERICA (USA)

Quang Nam (Da Nang)	1 Air Base, 1 Fire Support Base, 3 infantry, 1 artillery, 1 armor, 1 bomber, 1 fighter, 1 AA Gun
Quang Tri (Khe Sanh)	3 infantry, 1 artillery
Thua Thien (Hue)	2 infantry
Gia Dinh (Saigon)	2 infantry, 1 armor
Yankee Station	2 infantry, 1 artillery, 1 helicopter
Dixie Station	2 infantry, 1 artillery, 1 fighter
Quang Ngai	1 Air Base, 1 Fire Support Base, 1 infantry, 1 fighter-bomber, 1 AA Gun
Binh Dinh	1 Air Base, 1 infantry, 1 fighter
Can Tho	1 Air Base, 1 fighter-bomber
Ba Ria	1 Air Base, 1 fighter
Kahn Hoa	1 Air Base, 1 infantry, 1 fighter
Ubon Ratachathani (Thailand)	1 Air Base, 1 bomber, 1 AA Gun
Nakhon Phanom (Thailand)	1 Air Base, 1 fighter, 1 AA Gun
Bangkok (Thailand)	1 Air Base, 1 fighter-bomber, 1 AA Gun
Udon Thani (Thailand)	1 Air Base

## ARMY OF THE REPUBLIC OF VIETNAM (ARVN)

Gia Dinh (Saigon)	1 Air Base, 2 infantry, 1 artillery, 1 armor, 1 fighter, 1 AA Gun
Thuan	2 infantry, 1 artillery
Ba Ria	1 infantry
Bien Hoa	3 infantry
Phan Rang	1 infantry
Kahn Hoa	1 infantry
Bin Dinh	2 infantry



## **THAILAND / POLICE ARIAL REINFORCEMENT UNIT (PARU)**

Ubon Ratachathani	1 helicopter, 2 infantry, 1 artillery
Nakhon Phanom	2 infantry, 1 artillery
Bangkok	3 infantry, 1 AA Gun
Si Sa Ket	1 infantry
Mukdahan	1 infantry
Phnom Penh	1 infantry
Kratie	2 infantry

## **NORTH VIETNAMESE ARMY (NVA)**

Ha Tay (Hanoi)	1 Air Base, 1 fighter, 5 infantry, 1 armor, 2 artillery, 1 AA Gun
Nghe An (Vinh)	1 Air Base, 3 infantry, 2 artillery, 1 armor
Kien An (Haiphong)	1 Air Base, 1 infantry, 1 fighter
Lai Chau (Dien Bien Phu)	1 Air Base, 3 infantry, 2 artillery, 1 armor, 1 fighter, 1 AA Gun
Son La	1 infantry, 1 artillery, 1 armor
Thanh Hoa	2 infantry
Quang Binh	3 infantry, 1 artillery, 1 armor
Ha Tinh	1 Air Base, 1 fighter, 2 infantry
Nam Dinh	1 infantry
Hai Ninh	1 infantry

## **VIET CONG (VC)**

Kontum	2 infantry, 1 artillery
Darlac	2 infantry
Tay Ninh	2 infantry, 1 artillery
Kampong Cham	1 infantry
Kampong Thom	1 infantry
Khammouane	1 infantry, 1 artillery
Attapeu	2 infantry
Sekong	2 infantry, 1 artillery
Salavan	2 infantry
Stung Treng	1 infantry
Champasak	1 infantry
Ha Tinh	1 infantry, 1 artillery
Modolikiri	1 infantry
Ratanakiri	1 infantry

## **PEOPLES REPUBLIC OF CHINA**

China	2 infantry, 1 artillery, 1 armor
Lai Chau (Dien Bien Phu)	1 infantry, 1 artillery

## **RUSSIA**

Ha Tay (Hanoi)	2 infantry, 2 SAM
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## **REPUBLIC OF KOREA**

Gia Dinh (Saigon)	4 infantry, 1 artillery
Yankee Station	1 infantry
Dixie Station	1 infantry

## **ANZUS**

Gia Dinh (Saigon)	3 infantry
Quang Nam (Da Nang)	1 infantry
Bien Hoa	1 infantry, 1 artillery

# GAME PLAY

## PHASE ONE: PURCHASE NEW UNITS

In this phase, you may spend your Production Points to mobilize additional units to be used in future turns.

There are special rules regarding new Viet Cong, ROK, ANZUS and Communist Supporter units. These units are not purchased but enter the game in numbers and at locations listed in the charts below

### Purchase Units Sequence

1. Order units
2. Pay for units & repairs
3. Place units in mobilization zone

### Step 1: Order Units

Select all the units you wish to buy. You may buy as many units as you can afford, regardless of which units you started the game with. If a unit type is not available (because those units are all in play), you can still purchase additional units of that type, and you may use markers, coins, etc to represent those new units.

### Step 2: Pay for Units & Repairs to Bases

Pay Production Points to the bank equal to the total cost of the purchased new units.

If your production has been hampered by strategic bombing, (see Special Units and Abilities) you may deal with that penalty at this time. You may also pay to remove damage markers from under Air Bases and Fire Support Bases that have been damaged by bombing. Each damage marker costs 1 Production Point to remove.

### Step 3: Place Units in Mobilization Zone

Place the purchased units in the mobilization zone on the game board. You cannot immediately use these units, but you will deploy them later in your turn. In contrast, purchased repairs (removal of damage markers) to bases take effect immediately.

If you are placing more than one of a particular unit or many different units in a territory, to save on space you may stack the unit tokens on top of one another. Opponents may look to see what units you have placed on a territory at any time.

### UNITS AND THEIR VALUES

	Attack Value	Defense Value	Movement per Turn	Cost in Production Points
<b>Infantry</b>	1	2	1	2
<b>Artillery</b>	2	2	1	3
<b>Armor</b>	3	2	2	5
<b>Helicopter</b>	2	2	4 *	6
<b>Bomber</b>	4	0	8 *	12
<b>Fighter Bomber</b>	3	2	6 *	10
<b>Fighter</b>	2	3	6	8
<b>AA Gun</b>	0	1	1	5
<b>Air Base</b>	N/A	N/A	N/A	10
<b>Fire Support Base</b>	N/A	SPECIAL	N/A	10
<b>SAM (Surface to air Missile)</b>	2	0	0 *	N/A *

\* Air Units have special movements and abilities available as noted below.

\* Bombers and Helicopters are ONLY available for purchase by the United States player.

\* The Viet Cong Player only has Infantry and Artillery available as per special rules listed below.

# HELICOPTERS

Helicopters may operate as either combat units, infantry transport units **OR** infantry extraction units in any one turn.

## Infantry Transport

- A helicopter unit may transport 2 Infantry units or 1 Infantry + 1 Artillery unit
- Each helicopter unit may fire ONE attack volley during the first round of combat if transporting infantry units into a combat zone and are removed from combat upon unloading their cargo. This attack may only hit defending Infantry units. Defending infantry units may defend at a roll of 1 for each attacking helicopter (regardless of the number of defending units). Attacking Helicopters hit by defending units are removed from gameplay along with their cargo PRIOR to conducting further combat. Defending infantry units hit by initial helicopter attack are removed PRIOR to conducting further combat.
- May continue to move out of the combat zone in the non-combat movement phase after dropping off transported infantry, if the unit has any movement points remaining. If the unit has no more movement points remaining, the attacker loses the combat AND defending units remain in the combat zone, remaining helicopter transports are removed from game play as they have nowhere to land.
- Helicopters are the only air unit that may land in newly captured zones.
- Helicopters are the only air unit that does not need an Air Base to land on.
- May be used to extract infantry (only) from a combat zone in a retreat

## Infantry Extraction with Helicopter Units

Extracting helicopters must have enough movement points to move into the combat zone AND at least one territory out of the combat zone in order to extract infantry units.

1. Move Helicopter unit into combat zone
2. Attacker fires once per extracting helicopter
  - A roll of 1 means the helicopter is hit and removed
  - A roll of 2-6 means the helicopter lands and may extract units
3. Downed helicopters are removed from the game board
4. Remaining helicopters may extract up to 2 Infantry units (and only infantry units) each from the combat zone
5. Move loaded helicopters and infantry units out of combat zone and land in a territory that has been controlled by the player or his allies at the beginning of the turn.



# BOMBERS

Bombers may only operate as strategic bombers.

Bombers **MUST** land at an Air Base that was controlled by the player or his allies at the beginning of the turn at the end of its movement turn. Bombers may not land in newly captured Air Bases.

## Strategic Bombing

- Each bomber used in a strategic bombing run must roll for a hit
- Each bomber that hits will cause the opposing player 1d6 damage in production or facilities damage at the beginning of their next turn.
- Damage to facilities is marked by placing an appropriate number of facilities damage tokens under the facility marker
- Damage to facilities (Air Bases and Fire Support Bases) must be repaired for the facility to be operational.
- Air Bases damaged by bombing cannot be used to land or launch any air units until repaired
- Fire Support Bases damaged by bombing do not provide any defensive bonus
- Bombers are subject to AA gun fire prior to resolving their attack
- The US may bomb the Ho-Chi-Minh trail. Damage caused in attacking the trail is directly to production capacity resulting in a loss of new unit purchasing ability.

## FIGHTER BOMBERS

Fighter Bombers may operate as strategic bombers **AND** attack units in any one turn **ONLY IF** the fighter bomber has enough movement points to safely return to an Air Base that was controlled by the player or his allies at the beginning of the turn. Fighter bombers **MUST** land at an Air Base at the end of its movement turn. They may not land in newly captured Air Bases. If the fighter-bomber does not have enough movement points remaining to return safely to an Air Base after conducting combat it may not participate in that combat.

Conduct strategic bombing **FIRST** (See “BOMBERS - STRATEGIC BOMBING” above for strategic bombing rules), then move the Fighter Bombers to the zone where they are participating in an attack and conduct combat as normal.

Fighter Bombers may be shot down by Anti Aircraft (if there is an AA gun in the zone they are flying over) and only get one combat strike during the attack phase and must then be removed from combat to land at an Air Base.



## FIGHTERS

Unlike Fighter-Bombers, fighters are strictly air to air combat vehicles. Fighters cannot attack or be attacked by ground based units (with the exception of SAM's and AA guns).

Fighters may be used to defend or intercept bombers and fighter-bombers.

- If used to intercept, fighters must have enough range to return to an Air Base controlled by the intercepting fighters' player. Intercepting fighters may NOT be used in any other combat during the remainder of the current game turn, nor may fighters that have already been used in combat during the current game turn be used as interceptors.
- If used to defend bombers from interceptors, conduct combat as normal for all involved defenders and interceptors. If the interceptors are destroyed, the bombing run continues as normal. If the defenders are destroyed, the interceptors shoot down the bombers and the strategic bombing may not be completed.



## ANTI AIRCRAFT GUNS (AA GUNS)

Anti Aircraft Guns fire ONCE at EACH air unit that flies over the territory the AA gun is placed in.

AA Guns are not destroyed in combat but are captured by the winning players' forces.

If you wish to move an AA Gun to a new territory it MUST move with another ground unit and cannot be moved alone.

## SURFACE TO AIR MISSILES (SAM's)

The NVA player has a limited number of SAM tokens that may be used against any air unit flying over a zone containing NVA troops, Fire Support Bases, Air Bases or control cities. This includes any air unit that passes over a zone containing any of the enemy units listed, even if the air unit is not intended to be utilized in that zone.

Any air unit struck by a SAM is removed from the game board immediately with no chance to retaliate or to complete its' movement phase.

The player launching a SAM missile must declare which unit(s) the missile(s) are attacking prior to rolling for a successful attack.

## AIR BASES

Air Bases serve as a launching/landing point for fixed wing air units. All fixed wing air units (Bombers, Fighter Bombers and Fighters) **MUST** take off from and land (ie: begin and end their movement in a single turn) at an Air Base controlled at the beginning of the players turn by any of the players' allies.

Air Bases may not be built in territories adjacent to another air base, except for those placed in initial setup.

Damaged Air Bases may not be used to land or launch aircraft (any aircraft already landed at a damaged Air Base are grounded until repairs are completed).



## FIRE SUPPORT BASES

Fire Support Bases serve as a defensive position for ground units.

Fire Support Bases provide +1 to all ground unit defensive values for the player who controls the Fire Support Base.

Only one fire support base may be built in any single territory

If a territory containing a fire support base is attacked and the attacking forces win the battle, the fire support base is damaged. Roll 1d6 for the repair cost of the fire support base.

Damaged fire support bases provide no defensive bonus



# SPECIAL UNITS RULES AND PLACEMENT

## Viet Cong

- VC Infantry numbers determined by political situation and territorial control
- VC may only have infantry and artillery
- VC have limited number of Covert Placements (8 per game + bonus tokens – See VC UNIT PLACEMENT)

## PARU/Thailand

- Irregular Infantry : +2 cost per unit
- Limited to Infantry and Artillery purchases only
- Limited number of Covert Placements (6 per game – See PARU UNIT PLACEMENT)
- Territories captured by PARU are transferred to the control of the US for determining production points
  - The PARU Production Points will never go higher than the starting value, however;
- PARU will lose production points any time a territory originally controlled by PARU is captured by Communist player forces. These territories will be returned to PARU control if liberated by any Anti-Communist player force.

## ANZUS

- ANZUS provides 1 infantry and 1 artillery per turn while the Anti Communist forces hold both Saigon and Da Nang.
- Territories captured by ANZUS forces are transferred to the control of the ARVN for determining production points

## ROK

- New ROK units enter the game as follows (At the beginning of each turn listed);

**Round 2**      2 infantry, 2 Artillery, 2 Armor

**Round 3**      2 Infantry, 1 Artillery, 1 Armor

**Round 4**      2 infantry, 1 artillery

**Round 5**      2 Infantry, 1 artillery

**Round 6**      2 Infantry

**Round 7**      1 infantry, 1 armor

**Round 8 and beyond**      1 infantry, 1 artillery

- Territories captured by ROK forces are transferred to the control of the US for determining production points.

## CHINA

- China adds 2 infantry and 1 artillery each round while the Communist forces control Hanoi and Dien Bien Phu
- China adds an additional 1 infantry and 1 armor each round that Anti Communist forces have passed through or are occupying the DMZ

## SOVIET UNION

- The Soviet Union adds 1 SAM token to the NVA player per round for 5 rounds of play (5 tokens total) beginning on round 2. Once used, these tokens cannot be re-used.
- Soviet forces cannot take control of a territory. Any territory they may take is controlled by the NVA player.
- The Soviet Union never adds more Soviet units to the game board except under specific Political conditions (see Special Political Rules and Effects)



## PHASE 2: COMBAT MOVEMENT

You may move as many of your units into as many hostile territories (any territory controlled by an opposing player) as you wish during your combat movement phase on your turn.

Any unit movement into a hostile territory counts as combat movement, whether that territory is occupied or not.

You can move units into a single hostile territory from multiple adjacent territories, so long as each moving unit is able to reach that territory with a legal move. You may freely move units through friendly territories en route to hostile territories during this phase, however, units cannot end their move in friendly territories during the Combat Movement phase.

If you move all of your units out of a space you control leaving it empty, you still retain control of that space until an opposing unit moves into and controls it (the space remains in control of the power that controlled it at the start of the turn). *Original neutral territories are an exception to this rule.* Any original neutral territory that is left empty of units reverts to a neutral territory immediately upon vacating the territory of all controlling units.

All combat movement is considered to take place at the same time: Thus, you cannot move a unit, then conduct combat, then move that unit again to conduct a separate combat, or then move additional units into that territory to conduct a second combat in the same territory during this phase.

You cannot move additional units into an embattled territory once the Combat Phase has begun.

A unit may move any number of territories up to its maximum move value. Most units must stop when they enter a hostile territory with the exception of air units.



# PHASE 3: CONDUCT COMBAT

## Step 1: Bombing

- Bombers and Fighter Bombers may bombard facilities and special territory locations
- Bombardment is successful upon rolling a hit (based on units attack value)
- If bombardment misses, no damage/penalties are applied
  - Bombardment of Air Bases and Fire Support Bases : Apply 1d6 damage to the base (Any bonuses for facilities are negated until repaired)
  - Bombardment of Control Cities : Cost 1d6 Production Points as an immediate penalty to the bombed player (remove that number of PP from the players money)
  - Bombardment of the Ho Chi Minh Trail (USA Player only) : Cost 1d6 new production units to NVA forces (to be applied during the NVA players next purchase)

## Step 2: Air Combat

- Fire any AA Guns present in the embattled territory at all attacking air units
- Remove all hit attacking air units and their cargo (if any) from game play immediately
- Remaining Fighter Bombers roll for their incoming attack
- Ground units hit by Fighter bomber attack are removed from game play immediately
- Remaining Helicopter Transports roll for their incoming attack
- Defending Infantry roll defense against remaining incoming Helicopters
- Defending Fighters roll defense against all remaining air units
- Hit defending infantry are removed from game play
- Hit attacking helicopter transports AND their cargo are removed from game play
- Remaining Helicopters drop off any cargo and are moved out of combat

## Step 3: Ground Combat (After all Air Combat has been conducted)

- Attacker rolls all attacks for any ground units remaining after step 1 and 2
- Defender rolls all defenses for any ground units remaining after step 1 and 2
- Any casualties are removed from game play
- The attacker may choose to continue the attack OR retreat all attacking units OR the defender may choose to extract defending units (\* See Helicopter rules for extraction)

If you win a combat as the attacker in a territory and you still have one or more surviving land units there, you take control of it. Place your countries control token on the territory and adjust the production and control chart as needed.

If all attacking units are either destroyed or withdraw the territory remains in the defender's control. If all units on both sides were destroyed, the territory also remains in the defender's control (with the exception of original neutral territories which will revert to neutral).



# MULTINATIONAL FORCES

Units on the same side (Communist or Anti-Communist) may freely share a territory, constituting a multinational force. Such forces can defend together, but they cannot attack together. (This does not mean powers can share income; only the power that controls a territory collects income for that territory).

A multinational force cannot attack the same territory together. Each attacking power moves and conducts combat for its own units on its own turn.

An attacking Fighter, Fighter Bomber or Bomber may launch from an Air Base owned by an ally, but any allied units cannot move until their turn.

## Multinational Defense

When a space containing a multinational force is attacked, all its units defend together. The attacker fires first as usual. If a hit is scored, the defenders mutually determine the casualty. If they cannot agree, the attacker chooses.

Each defender rolls separately for his or her own units' defense.

# PHASE 4: NON-COMBAT MOVEMENT

In this phase, you may move any of your units that neither moved in the Combat Move phase nor participated in combat during your turn (with the exception of air units, as detailed below).

This is a good time to consolidate your units, either to strengthen vulnerable territories or to reinforce units at the front.

You will also land all your air units that participated in and survived the Conduct Combat phase. Only aircraft may move through hostile spaces during this phase.

## Where Units Can Move

Land units can move into any friendly territories provided they have enough movement available to reach that territory. They cannot move into hostile territories (not even those that contain no combat units but are enemy-controlled or neutral).

This is the only phase in which anti-aircraft gun units may move, unless the AA gun was used in combat in which case it may not move further.

Any air unit **must** end its move in an eligible landing space. Bombers, fighter bombers and fighters must land in any Air Base that was friendly at the start of your turn. Helicopters may land in any territory controlled by an ally.

Air units that cannot be moved to an eligible landing space by the end of the Non-Combat Move phase are destroyed and removed from game play as casualties. Neither bombers, fighter bombers nor fighters may land in any territory that was hostile at the start of your turn, including any territory that was captured by you this turn.

## PHASE 5: PLACE NEW UNITS

Move all newly purchased units from the mobilization zone on the game board to eligible spaces that you have controlled since the start of your turn, based on any restrictions or special rules listed below.

### US UNIT PLACEMENT

- New US Units are placed at either Yankee Station or Dixie Station and may not enter the mainland until the players next turn.
- New Air Units have total movement as per the charts when launching from Yankee or Dixie station
- Land based units are moved from Yankee and Dixie stations to landings by transports, which can move 2 sea zones per turn. Units may both load and unload from the transports in the same movement phase, regardless of normal movement values, but must end their movement immediately upon unloading from the transports and cannot move any further during that turn.
- New units must enter the Land territories through a US Air Base or an Anti-Communist controlled territory with a control or capital city that is bordering a sea zone.
- The US Player receives 4 "landing" tokens at the start of the game which may be used to offload new units (from Yankee or Dixie station) into any coastal territory, including hostile territories during that players turn at any point in the game, bypassing the need for a controlled port city.

### ARVN UNIT PLACEMENT

- New ARVN units are always placed in Saigon. If Saigon has been captured by Communist Forces the ARVN player may not place any new units until it has been reclaimed by Anti-Communist forces.

### ANZUS UNIT PLACEMENT

- New ANZUS units are placed in either Saigon or Quang Nam (Da Nang). If both of these territories have been captured by Communist Forces the ANZUS player may not place any new units until it has been reclaimed by Anti-Communist forces.

### ROK UNIT PLACEMENT

- New ROK units are placed at Dixie Station and enter the land territories at any Anti-Communist controlled Air Base or port city within 3 sea zones on the ROK players proceeding turn.

### PARU UNIT PLACEMENT

- New PARU units may be placed COVERTLY in select territories (see the PARU players' Covert Placement Board) even if those territories are held by Communist forces by the use of Covert Placement tokens, if the player has any tokens remaining.
- If the player does not have any tokens remaining or does not want to use current tokens new units may be placed as normal in ANY Thailand territory, up to a maximum of 3 units per territory (not including existing units)
- Each time new PARU units are placed covertly, a Covert Placement token is spent and the units are placed behind the PARU Covert Operations screen on their appropriate territory.
- Covertly placed units may choose to ignore any Communist forces in the territory and remain covert OR may choose to attack and stop movement through the territory (if they choose to attack, PARU Units on this territory will no longer be covert and must be placed on the main game board) resulting in combat.
- PARU units are limited to operating within Thailand, Cambodia and Laos.



## **NVA UNIT PLACEMENT**

- New NVA Units are placed in Hanoi. If Hanoi has been captured by Anti-Communist Forces the NVA player may not place any new units until it has been reclaimed by Communist forces.

## **PEOPLES REPUBLIC OF CHINA UNIT PLACEMENT**

- New China units are placed in China

## **SOVIET UNION UNIT PLACEMENT**

- New Soviet units are placed in Dien Bien Phu. If Dien Bien Phu has been captured by Anti-Communist Forces the Soviet Union player may not place any new units until it has been reclaimed by Communist forces.

## **VIET CONG UNITS AND PLACEMENT**

The Viet Cong player does not follow the standard units' table or placement rules.

- The Viet Cong player receives 1 new units per turn (Infantry only) for each 5 Control Points held by all Communist forces at the beginning of the VC Turn.
- New VC units may be placed in ANY Communist controlled territory, up to a maximum of 3 new units per territory (not including units already existing in that territory)
- New VC units may be placed COVERTLY in any territory containing a portion of the Ho-Chi-Mihn Trail, even if held by Anti-Communist forces, by the use of Covert Placement tokens.
- Each time new VC units are placed covertly, a Covert Placement token is spent and the units are placed behind the VC Covert Operations screen on their appropriate territory
- Covertly placed units may choose to ignore any Anti-Communist forces in the territory and remain covert OR may choose to attack and stop movement through the territory (if they choose to attack, VC Units on this territory will no longer be covert and must be placed on the main game board) resulting in combat.





## PHASE 6: COLLECT PRODUCTION POINTS (PP)

In this phase, you earn production income to finance future attacks and strategies.

Look up your power's production level (indicated by your control marker) on the territory control and production points chart and collect that number of Production Points from the bank.

If your capital city is under an enemy power's control, you cannot collect income nor can you collect bonus income; this only affects the NVA player (Hanoi) and the ARVN player (Saigon).

A power cannot lend or give Production Points to another power, even if both powers are on the same side.

Production points are based on the territories, control cities and capital cities controlled by your power. Each territory has a value of 1 (one) production point. Capital cities (  ) add 2 additional production points to the territories value. Control cities (  ) add 1 additional production points to the territories value.

### SHARED ORIGINAL TERRITORIES

Certain territories begin the game as "shared" territories.

In these cases, both powers that share the territory gain production points from the territory.

If any of these territories control is taken over by an enemy player power, that enemy power gains the production points alone. If this territory is liberated (control is regained by an allied player), the liberating power is the only one to regain the production points. If the liberating power is not one of the original controlling powers, production points are regained by either the ARVN or the NVA player who originally had control of the territory.

# SPECIAL POLITICAL RULES

## ANTI-COMMUNIST FORCES

### THE SILENT WAR (Cambodia and Laos)

- If any Anti-Communist forces enter Cambodia or Laos before Round 6
  - +2 VC Infantry Units per turn that Allied forces are in these territories
  - +2 VC Covert Placement Tokens (One time only)
- If US forces enter Cambodia or Laos after Round 10
  - +2 VC Infantry Units and +2 NVA Infantry Units per turn that US forces are in these territories
  - +1 VC Covert Placement tokens (One time only)

### THE DEMILITARIZED ZONE

- For each round that there are Communist troops within or passing through the DMZ, the ARVN player receives +5 Production Points

## USA FORCES

### REINFORCEMENTS

The US receive additional reinforcements (on top of all regularly purchased new units) during the following turns:

<b>Round 2</b>	1 Infantry 1 Artillery 1 Fighter Bombers	Placed on either Yankee Station or Dixie Station (choose one)
<b>Round 3</b>	2 Infantry 2 Artillery 1 Helicopters	Placed on Yankee Station and/or Dixie Station
<b>Round 4</b>	3 infantry 1 armor 1 artillery	Placed on Dixie Station
<b>Round 6</b>	4 infantry	Placed on Dixie Station

### THE LONG WITHDRAWAL

As the war wears on, the US lose purchasing abilities to simulate the gradual withdrawal of US troops from the war.

<b>Round 8</b>	Remove 5 Production Points
<b>Round 9</b>	Remove 10 Production Points
<b>Round 10 and beyond</b>	Remove 15 Production Points

These production points are removed from the total amount that the US player has at the beginning of their turn and are not cumulative. (ie: The USA Player will receive a number of production points during Phase 6 of their turn. At the beginning of the players next turn starting at round 8, before any other phases are taken, remove a number of production points equal to that listed in the chart above).



# **NORTH VIETNAM, VIET CONG and COMMUNIST FORCES**

## **CONTROL OF THE HO CHI MINH TRAIL**

To control the Ho Chi Minh Trail you must have control of all territories that it travels through at the beginning of your turn.

If Anti-Communist forces control the Ho Chi Minh trail at the beginning of your turn;

- +2 VC Units (1 infantry, 1 artillery)
- +1 movement to all ground units moving through territories containing the Ho Chi Minh trail
- +5 Production Points for the North Vietnamese Army (On the NVA Players Turn)

## **THE DEMILITARIZED ZONE**

- For each turn that there are Anti Communist forces within or passing through the DMZ the Soviet Union will provide additional support to the NVA; +1 Soviet Artillery and +1 Soviet Armor

## **NEUTRAL TERRITORIES**

Neutral territories (Those that are not marked at the start of the game with a player powers symbol) may be taken over by any player power at any time. Moving units into a Neutral territory constitutes a combat movement.

Each neutral territory, when invaded by an enemy player power will activate 3 neutral (white) infantry representing resistance forces within that territory. The player power must defeat those infantry in order to control the territory.

Neutral territories *will revert to a neutral state* if the player power does not leave at least ONE combat unit within the territory at all times.

# CREDITS

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Public Domain Photography from the Vietnam Conflict

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First Printing

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