

FP 16-1

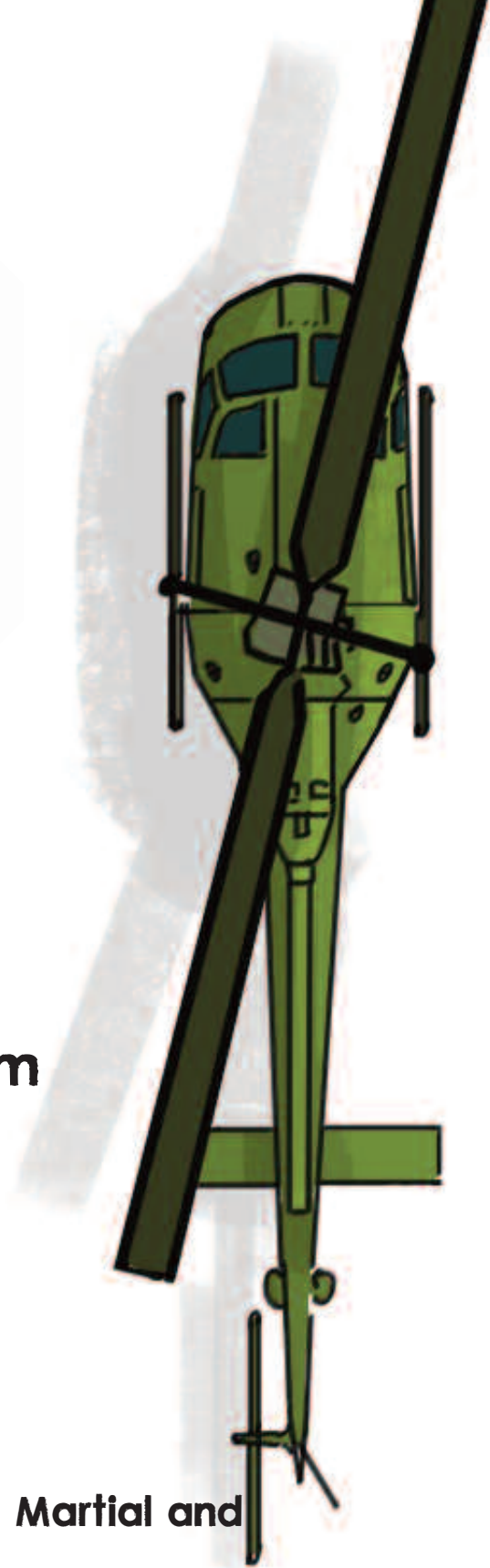
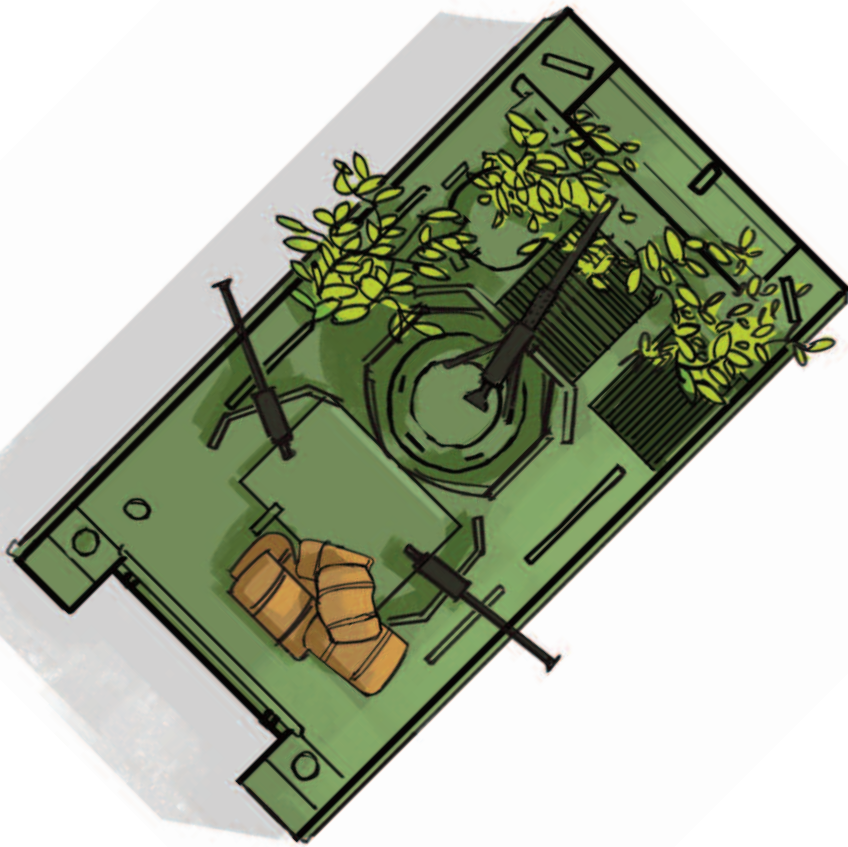
FLYING PIG GAMES TRAINING AID

TACTICAL GAME

'65



HEADQUARTERS - FLYING PIG GAMES
FEBRUARY 2020



'65: Squad Level Combat in Vietnam

©2016 Mark H. Walker

Published by: Flying Pig Games

flyingpiggames.com

facebook.com/flyingpiggames

Game design: Mark H. Walker

Artwork: Mark H. Walker, Marc von Martial and Kwanchai Moriya

Layout & editing: Craig Nicholls, David Carroll, Ralph Ferrari

Playtesting: Mark H. Walker, Greg Porter, Denver Walker, Bill Wood, Patrick Nix

All rights reserved. Protected by the International Copyright Convention.

TABLE OF CONTENTS

1. Components	.1
2. Unit Counters	.2
3. Action Cards	.3
4. Additional Terms	.4
5. Sequence of Play for Each Turn	.4
6. The Player Impulse	.5
7. Movement	.6
8. Transporting Units	.7
9. Stacking	.8
10. Ranged Combat	.8
11. Opportunity Fire	.11
12. Artillery	.11
13. Assault Combat	.12
14. Line of Sight (LOS)	.13
15. Vehicle Combat	.14
16. Rally	.15
17. Helicopters	.16
18. Action Cards	.17
19. Support Cards	.19
20. Reaction Cards	.19
21. Abilities	.20
22. Powers	.21
23. Fortifications	.22
24. Scenarios	.22
Scenario One: Village Assault	.23
Scenario Two: By the Belt Buckle	.24
Scenario Three: An Ambush Ambushed	.25
Scenario Four: Clear	.26
Scenario Five: Tanks in the Wire	.27
Scenario Six: Horror on Highway 1	.28
Scenario Seven: Death from Above	.29
Scenario Eight: Ain't Gonna Happen	.30

'65: Squad Level Combat in Vietnam

Vietnam was an iconic war in American history. Never before had the United States lost an armed conflict. Never before had the American public so turned against their military. Never before had the opinions of a significantly misinformed citizenry dictated the strategy of not only the American government, but also the military that served it.

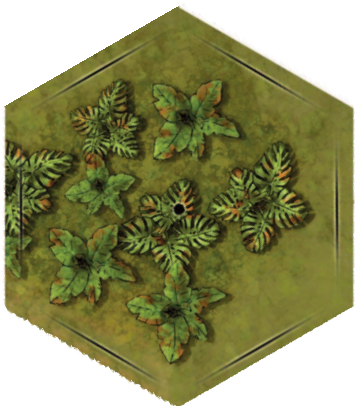
Despite the lack of popular support, despite a grand strategy that handcuffed its men and women, the American military fought valiantly, and with great tactical success, against both the North Vietnamese Army and the Viet Cong. By the same token the dedicated soldiers of the communist revolution fought with great skill again a technologically superior foe, frequently giving as good as they got in firefights throughout Vietnam.

It is those firefights that '65 depicts. It is a game that replicates the America's awesome firepower, the Viet Cong's cunning, and the North Vietnamese army's tenacity. A vehicle from which players can learn a bit about the combatants that fought in the Mekong Delta, the streets of Hue, and the fields of Ia Drang. Yet first and foremost it is a game, meant to be played, meant to tell its own tales, generate its own stories. *Enjoy it.*

'65: Squad Level Combat in Vietnam ('65 for short) is a card-driven game that recreates squad battles in the Vietnam War. Players control squads, tanks, and Heroes, directing them through the play of Action cards to defeat their enemy in one of the numerous scenarios provided with the game.

Units represent individual tanks, heroes, leaders, snipers, and infantry teams such as squads or gun teams. The hexes are approximately 50 meters wide and each turn represents a few minutes of time.

[These living rules were updated in February 2020 and include all errata and corrections. Any changes to the original rules have been highlighted in Cyan.](#)



1. Components

'65 includes the following components:

a. Three maps. These regulate movement and give you and your friends something to fight over. [Half hexes are playable; life is too short to ignore them!](#)

b. Five counter sheets. Counters representing the North Vietnamese Army (NVA), Viet Cong, and the Americans fighting them. Also included are administrative markers used for signifying actions taken, combat results, and other functions. The American counters are green, the Viet Cong blue, and the NVA cream. For each nationality, the side with the orange stripe represents the unit at reduced strength.

c. 54 Playing Cards. These cards activate the NVA, Viet Cong, and American units in the game.

d. Player Aid Card (PAC). Provides various information used when playing the game.

e. Rulebook. It's in your hands right now.

f. Eight scenarios. (Part of the rulebook).

2. Unit Counters

The following values and terms are used on unit counters.

a. **Unit.** Units are the fighters in '65. For our examples, the American M-48 tank, the Viet Cong Sappers, and Chu. In short, any counter placed on the board and used to fight against the enemy.

The numbers and icons on a unit represent the following. Note that for all these numbers, larger values represent a greater proficiency or intensity.

b. **Hard target.** Any unit with an Armor Factor (AF), even if it is a negative AF. These are always vehicles.

Hard Targets normally have one step. The flip side of the counter displays a vehicle wreck.

c. **Soft target.** Any unit with an asterisk for an AF. Note that although trucks are vehicles, they are also soft targets. Infantry are the predominant form of Soft targets. The term Infantry is frequently used in the rules and scenarios. The terms Infantry and Leg (7a) units are used interchangeably through the rules. They are:

- Units that depict a side view of soldiers or civilians (including the NVA, Viet Cong, and Americans).
- A Hero. A unit whose portrait is on the counter.
- A Leg(L) movement class.

Infantry normally have two steps. The side of the counter with a orange band is the reduced unit.

d. **Targeting Modifier.** Top left. The unit's ability to target other vehicles with armor piercing (AP) ammunition.



e. **Armor Factor(AF).** Bottom left. The unit's ability to survive a hit by AP ammunition. An asterisk indicates that the unit is a Soft Target and may not be targeted by AP ammunition.

f. **Armor Piercing Factor (APF).** Top right. The unit's ability to destroy enemy vehicles with AP ammunition.

g. **High Explosive Factor(HEF).** Middle right. The unit's ability to damage enemy units that do not have an Armor Factor (2e). These are referred to as Soft Targets (2c).

h. **Movement Factor(MF).** Bottom right. The number of movement points the unit is allocated per impulse and a letter that indicates the type of movement (7a).

i. **Powers or Abilities.** Center left and center bottom. In addition to the above factors, many units have Powers or Abilities.

- **Powers:** These are *circular* icons located in the bottom center of the counter. May be activated when a card which reads 'Power' is played by the unit's owner. Whenever a unit uses a power, it is marked **Ops Complete** (4e).
- **Abilities:** These are *square* icons located along the left side of a unit. Most Abilities are always on, but a handful, such as Spraying Fire, may be used at the owner's discretion. Consult the section on Abilities (21).

j. **Heroes.** Heroes are units, but they are much more. They represent special individuals or leaders who can turn the tide of battle. A Hero has a portrait on the counter and a name rather than a unit type. For example, Riggs or Chu.

3. Action Cards

These are the playing cards used to activate a player's units, enhance their abilities, or degrade an opponent's actions. Each card has the following components:

a. Upper and Lower Action Blocks. These contain text and denote actions your units may take or enhancements to actions taken.

Green, red and yellow icons beside the action's name show particular types of actions:



- **Green icons:** Denote an action only played in the player's impulse (exception: Opportunity Fire (11)). Unless modified by the text on a card, only one Action may be played in the player's impulse. For example, a player may play a card with a Move Action in the lower Action Block, to move one hex of units.

- **Red icons:** Denote an action to be played during the opposing player's Impulse, in reaction to an action the other player has taken. More than one reaction may be played in response to the other player's Action. For example, you could play an Unexpected Cover in response to a Fire Action targeting a vehicle *and* a Glancing Shot if the vehicle was actually hit.

- **Yellow icons:** These support an Action. For example, a player could play Bullet Storm to enhanced an attack on an enemy Soft target. Only one of each supporting card may be played per Action. For example, you may only play one Bullet Storm with a Fire Action.

b. Power. If the Action Card contains the word 'Power' between the upper and lower Action Blocks, the owner may play the card to activate the selected unit's Power. Mark the unit **Ops Complete (4e)** after resolving its Power.

c. Targeting number (TN). *Lower left block.* This number (-2 to 10) is used to determine whether or not the target of Armor Piercing (AP) fire is hit. There are also three other pieces of information sometimes found in this block.

- **Turret hit:** This means that the vehicle's turret or other heavily armored section has been hit, increasing the targeted unit's Armor Factor(AF) by one in the event that it is hit.
- **Moving Fire(MF):** When this card is drawn, a vehicle using a Move & Fire action misses its target, regardless of the number drawn.
- **Miss:** The shot misses its intended target.

d. Armor-Piercing Fire (APF) Bonus. *Lower right block.* This is added to the attacking unit's APF and compared to the target's AF to determine if the target is destroyed. This number is either the sole number in the lower right block or the number in the lower half of the block. There are four other results located in the APF Bonus block. They are either located in the upper half of the block or are the sole result in the block. Shake, Dud, and Destroy apply to the targeted Hard Target. The word 'Hit' in various colors applies only to Soft targets (see next entry).

- **Shake!:** The target is Shaken.
- **Dud!:** There is no effect on the target.
- **Destroy!:** The target is destroyed.
- **Hit:** See 3(e) below.

e. HE result. This is located in the top half of the lower right block. If the word "Hit" is present, the target might suffer a hit. There are three colors of 'Hit' and each apply in a different circumstance (see Ranged Combat (10c) for more details).

4. Additional Terms

a. **Admin markers.** These are counters that assist in tracking game functions and signifying the status of units. Examples are a **Fired** marker, **Moved** marker, **Ops Complete** marker, etc.



b. **Cover Factor (CF).** Most terrain has a Cover Factor that represents the amount of protection that the terrain offers. This CF is found on the Terrain Effects Chart (TEC).

c. **Eligible Unit (EU).** Units that are eligible for activation. This is any unit not marked with a **Fire**, **Ops Complete**, or **Moved** marker.

d. **Impulse.** The Phasing Player's play of card(s) to activate unit(s) to perform actions, and, if desired, the non-phasing player's playing of Reaction cards (20) and/or Opportunity Fire (11) in response. In each impulse a Player may usually play one card, which permits a single action by the units occupying one hex. There are cards such as 'Reinforcements', 'Command Ops', and support cards that alter this rule.

e. **Ops Complete.** A unit that is Ops Complete may not **Move**, **Fire**, **Rally** or initiate an **assault**. It may defend in assault, retreat from assault, and use support cards such as 'Light Wounds', 'Unexpected Cover', 'Glancing Shot', 'Ambush' or 'Bullet Storm' – if Unshaken and Defending in assault combat

f. **Pass.** A player passes when they do not draw or discard or take any actions during their turn.

g. **Phasing Player.** The player whose impulse it is.

h. **Turn.** A turn consists of numerous impulses and ends when the scenario-designated number of 'End Turn' cards are drawn *or both players sequentially pass*.

5. Sequence of Play for Each Turn

Each turn of '65 will be a series of Impulses (4d,5) that start and end in a specific sequence:

a. **Deal cards.** At the beginning of each turn, shuffle the Action Card deck and deal each player cards until they have four. **Any "End Turn" cards are placed to one side (see 4c) and another card is drawn in its place.** Players may not possess more than four cards in their hand at any given time. Note that the Action Card deck is shuffled at the beginning of each **turn**, *not* the beginning of each impulse.

b. **Determine initiative.** After the cards are dealt, each player selects a card and places it face down in front of himself. The players reveal the cards and compare the TN (3c, lower left block). **The player with the higher number gains initiative for the turn, and discards that card. They do not redraw and so this means the winner of the initiative will play with 3 cards for their first impulse.** The player that loses the initiative returns the card to their hand. A word, such as "Miss" in the TN box is less than any number (even negative) for determining initiative. If the Targeting Numbers tie, refer to the Armor Piercing Fire bonus (3d, lower right block). The player with the higher APFB wins. If even those numbers tie (a rare occurrence, really) the players must choose and reveal another card from their hand. In this event the winner must only discard one card (their choice), the loser keeps both.

c. **Beginning with the player who the initiative, the player's alternate impulses.** In each impulse except the first a player fills up their hand to four cards, plays cards, activates units, discards, or the player can do nothing and pass. During each impulse, the player can play one action card and appropriate supporting cards to go with it. Be aware that the text on the cards may alter the number of cards that can be played. See Player Impulse (6a) for details.

When the scenario-prescribed number of 'End Turn' cards have been laid down or when both

players pass consecutively, the turn moves to the Reserve Phase. If a final ‘End Turn’ is drawn when resolving combat (5c), complete the resolution of that action before moving to the Reserve Phase.

d. **Reserve phase.** The player with turn initiative moves first in the reserve phase. I

- In the Reserve phase, the player with the initiative moves all their units, and then the other player moves all of theirs.
- Only Eligible Units (4c) may move in the Reserve Phase. This includes all units not currently on the map.
- Eligible units that begin the Reserve Phase more than three hexes from an enemy unit may move as follows: Units with the Wheeled (W), Off-road (O), or Tracked (T) movement class (See 7a, Movement) may expend 3 movement points. Leg (L) movement class units may expend 2 movement points, but both type of units must stop immediately upon entering a hex at or within three hexes of an enemy unit. Shaken units may spend 1 movement point. Eligible Units may always move at least 1 hex. Flying (F) units do not move in the Reserve Phase.
- Eligible Units that begin the Reserve Phase within 3 hexes (inclusive) of an enemy unit, may move 1 hex, but may not enter an enemy unit’s hex. Shaken units that begin the Reserve Phase within 3 hexes (inclusive) of an enemy unit may not move.
- No cards may be played in the Reserve Phase.

e. **Clean Up Phase.** After the Reserve Phase is over, the players remove all **Fired**, **Moved**, and **Ops Complete** markers. **Shaken** markers remain in place. **Smoke 2** markers are degraded to **Smoke 1**, and **Smoke 1** markers are removed. Both players discard all but one card from their hand (if you wish, you may discard all the cards in your hand). Combine the discard and draw pile and begin again as per step 5a (Deal cards)

6. The Player Impulse

a. **Draw.** The player draws up to a hand size of four cards. Cards are drawn one at a time in case any of them have an immediate effect when drawn. Any “End Turn” cards are placed to one side (see 4c) and another card is drawn in its place.

Alternatively a player may **Pass** (see 4f) in which case they do not draw or take any actions during their turn. Play immediately passes to the other player. If both players sequentially pass then the Turn is over (see 4h) and play moves to the reserve phase.

b. **Play Action Cards.** During each impulse, the Phasing Player can play one Action card and as many Support cards of different names as they wish. Be aware that the text on the cards may alter the number of cards that you can play. For example, ‘Command Ops’ allows the player to take two additional Actions or ‘Reinforcements’ allows a player to draw a card and take another Action.

c. **Resolve Action Cards.** Once the card is played, the owner designates the unit or units the card will activate. For example, the American player could play a card with the Fire Action on it to activate an eligible M-48 to fire or play a Rally Action to remove a Shaken Marker or reconstitute (16b) a reduced unit. Actions labeled ‘Fire’, ‘Move’ or ‘Fast Move’ can activate all the units in a hex to do that Action. Other Actions like ‘Punishing Fire’ only activate one unit.

The player may play one supporting card that modifies their current action. For example, a Fire action is supported by an ‘Aimed Shot’ or ‘Bullet Storm’.

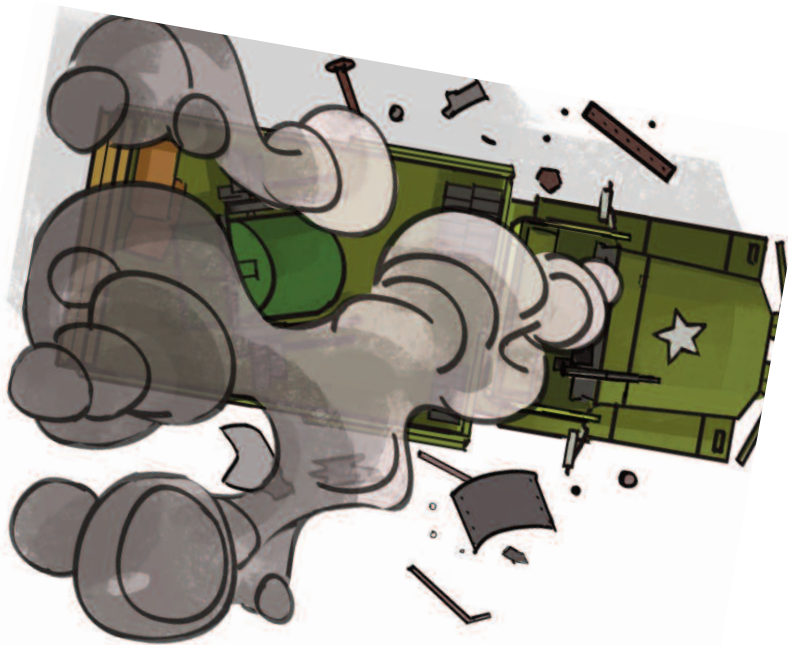
Some cards do not activate a unit at all. For example, discarding a ‘Command Ops’ card allows a player to take two additional actions, ‘Artillery’ calls in an artillery strike, and ‘Reinforcements’ allow a player to discard the card in order to draw another and get another Action.

Some cards activate more than one hex of units. For example, “Let’s Get ‘Em” allows the player to

move infantry units in two different hexes, and ‘Flanking Fire’ can activate all units in a hex and one unit in a different hex.

Any unit not marked with a **Fire**, **Ops Complete**, or **Moved** marker is eligible for activation. Such units are Eligible Units (EU). Two exceptions are the ‘Reload & Fire’ and ‘Second Wind’ Actions. Units marked **Fired** may use the ‘Reload & Fire’ card (and are marked **Ops Complete** afterwards), and units marked **Fired** or **Moved** may use the ‘Second Wind’ action and this removes the **Fired** or **Moved** marker.

d. Discard. At the end of their impulse, a player may discard up to two cards. Discarding a ‘Reinforcements’ card earlier in your impulse does not count against this end-of-impulse two card limit.



7. Movement

To move, an eligible unit must be activated by a ‘Move’, ‘Fast Move’, ‘Let’s Get ‘Em!’, ‘Scout’ or other clearly defined movement card, or be activated in the Reserve Phase. Units move hex to hex, paying the movement costs delineated on the Terrain Effects Chart to enter the terrain.

Units may pass through another friendly unit’s hex, but cannot violate stacking limitations (9). Units with the Assault ability may enter an enemy unit’s hex but must conduct Assault Combat as described under Assault Combat (13a).

a. Movement classes. There are five movement classes in ‘65, and each has its designation letter next to its movement factor on the counter.

- *Leg(L):* Units that have to walk.
- *Wheeled(W):* Units using wheels for propulsion.
- *Off-road(O):* Wheeled units with improved cross-country mobility.
- *Tracked(T):* Units that commonly use tracks for propulsion.
- *Flying(F):* Units that fly through the air. For example, helicopters.

b. Vehicle movement. Vehicles face the corners of a hex, as described in 15d. The corner of the vehicle counter containing the Targeting Modifier (TM, the upper left) is considered the vehicle’s front. These types of units may only move into their frontal hexes. Pivoting in place to a different facing costs them 1 MP for each corner pivoted. They may however reverse move into their flank hexes. See 15d for a complete explanation.

c. Minimum movement. An Eligible unit given a Move action may always move at least 1 hex, unless the movement would be into prohibited terrain.

8. Transporting Units

a. A unit with a circled MF can transport one Leg movement class unit plus one Hero. The unit doing the transporting is the **carrier**, a unit being transported is a **passenger**. When halving MF, round up.



- If the carrier and passenger begin an impulse in separate hexes, the owning player can play a Move action to move one of them up to $\frac{1}{2}$ of its MF, into the other's hex and load. For instance, the shown M-113 could expend up to 3MF to get into a hex with an infantry unit, and then load the infantry unit and end its move.
- If both the passenger and carrier begin their impulse in the same hex, but unloaded, the owning player can play a Move action to load the passenger and then move the carrier $\frac{1}{2}$ of the carrier's MF.
- If a carrier has a passenger at the beginning of the impulse, they may either:
 - 1) Move $\frac{1}{2}$ the carrier's MF and unload
 - 2) Move the carrier's entire MF
 - 3) Unload and each move $\frac{1}{2}$ of their MF

b. To denote the status of a carrier and passenger in the same hex, place loaded passengers on top of the carrier, and unloaded passengers under it.

c. Passengers unload into the same hex as the carrier, as long as they follow stacking limits (9).

d. A loaded carrier fires normally. A passenger may not fire or engage in Assault Combat.

e. If a carrier is destroyed while loaded, inflict two hits on the passenger. If the carrier is destroyed in Assault Combat, any surviving passengers retreat to an adjacent hex away from the direction the assault took place. If this is not possible, the surviving passenger is eliminated.

f. If a carrier is Shaken, so is its passenger. If a Shaken vehicle is Rallied (16a), so are passengers.

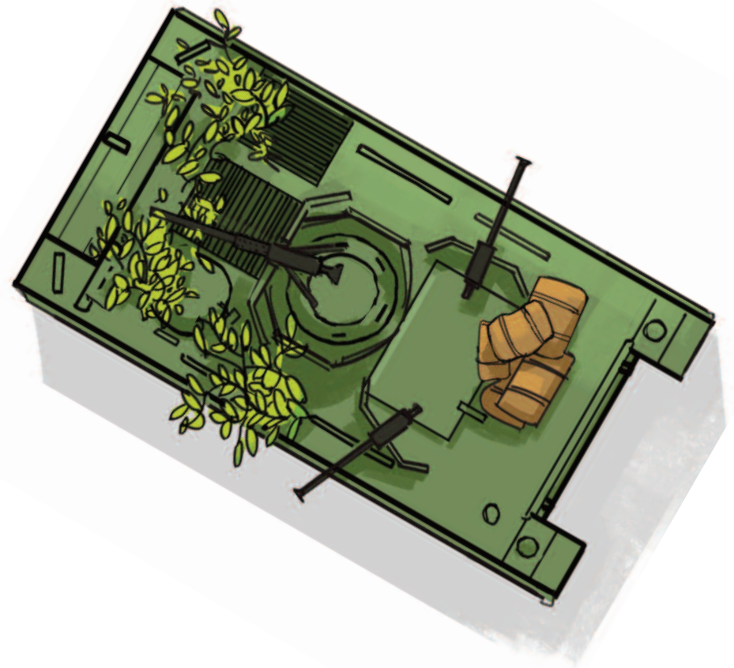
g. Shaken passengers may unload, but neither passenger nor carrier can do more in that impulse.

h. A Shaken carrier cannot be loaded and a Shaken passenger cannot load.

i. In all instances, if either passenger or carrier is activated by a 'Fast Move' action, the extra 2 MPs are added to the total MP available *before* halving due to loading or unloading.

j. A 'Let's Get 'Em!' action may be played to move and load up to two passengers, move two loaded passenger and their carriers, or move and then unload two passengers from their carriers.

k. Specific rules for helicopters and passengers are found in the section on helicopters (17).

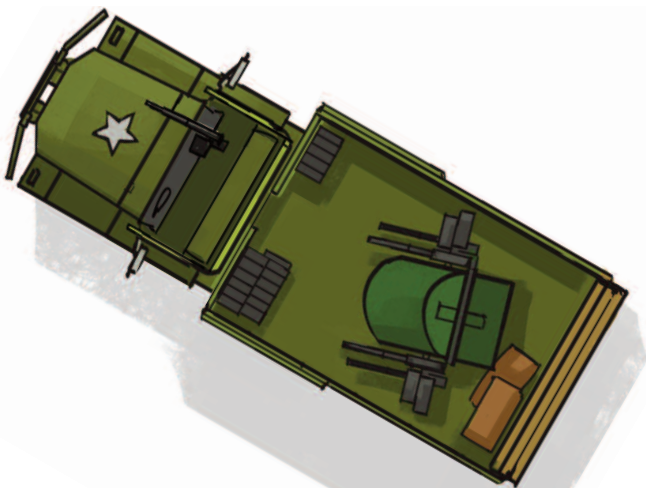


9. Stacking

Stacking limits for friendly units apply at all times. Stacking limits for friendly units apply the following rules:

- *Up to three ground units* may stack in a hex
- *Only one Hero* may stack in a hex
- *Up to two non-Hero Leg units* may stack in a hex
- *Only one ground vehicle* may stack in a hex
- *Only one Wreck counter* may stack in a hex, but you can have one ground vehicle and one Wreck in the same hex
- *Only one Air unit* may stack in a hex
- A grounded Air unit counts as a ground vehicle
- Administrative counters (like **Fired**) and terrain modifications (like **Smoke**) have no stacking limits

Example: Two Rifle and one Hero could stack. Three Rifle could not. One Rifle, one M48 tank, and one Hero could stack. Two Rifle, and one M113 with a passenger could stack, but the M113 could not unload its passenger.



10. Ranged Combat

There are two types of combat in '65, ranged combat and assault combat. Ranged combat occurs when one unit attacks another that isn't in its hex. Assault combat occurs when a unit moves into an enemy unit's hex. Below is non-vehicular combat. We cover vehicle combat in a later section (15).

a. **Requirements.** To conduct ranged combat an Eligible Unit (4c) must have Line of Sight (14) to its target, and the owning player must play a card allowing the unit to fire (Fire, Flanking Fire, Reload & Fire, Move & Fire, or in some cases, First Fire). Units cannot Fire out of a hex jointly occupied with an enemy unit.



b. **Fire against Soft Targets.** Soft Targets are those that have an asterisk for their AF (2e). Typically, these are American, Viet Cong and NVA Rifle units, NVA and Viet Cong Sapper units, as well as Heroes, and belong to the Leg movement class (7a). Trucks are also considered Soft Targets, although they may also be attacked by a unit using its AP factor. Use the following procedure to resolve fire against Soft Targets:

- 1)**Designation:** Determine the firing unit(s) and the target. The attacker must have LOS on the target. For range, count the hex the target is in but not the attacker. Example: The range from 3E2 to 3E4 is 2. For HE attacks see the HE modifiers table for limits on range.
- 2)**Play card:** Play an appropriate card. For example, 'Fire'. See section 18 for special details for particular Action cards.
- 3)**Determine firepower:** Calculate the total High Explosive Factor (HEF) in the attack and modify as appropriate for range, and Support

and Reaction cards. Subtract the CF of the the hex the target occupies as described on the Player Aid Card (PAC). If the total is zero or less, the attack is aborted. For instance, a unit with an HEF of 1 attacked a unit in terrain with a Cover Factor of 1, the result is an aborted attack (unless the attacker plays a Support card that increases their HEF). An aborted attack **does** count as an Action.

4) **Execute attack:** Draw a number of cards from the top of the deck equal to the adjusted HEF, and consult the HE result on each card (lower right, 3e). HE results on 'End Turn' cards are counted, but remember to set aside the 'End Turn' cards afterwards.

5) **Admin:** Mark the firing unit(s) with a **Fired** marker if the units used Fire, Flanking Fire, First Fire (hard targets only) and with an **Ops Complete** marker if the unit used a Power, Move & Fire or Reload & Fire.

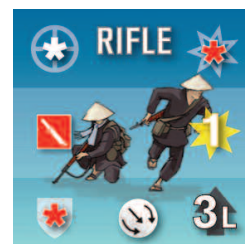
c. **HEF results.** The HE result on a card (3e) will either be blank or have the word 'Hit' in one of three colors. Whether a card drawn counts as a hit on a target depends on the type of Action and in some cases the type of unit making the attack:

Action	Hits on
Fire, Reload & Fire, Flanking Fire	Hit
Artillery	Hit
Move & Fire	Hit, Hit
Assault combat	Hit, Hit
Fire from hovering helicopters	Hit
Fire from moving/landed helicopters	Hit, Hit

If the correct color 'Hit' is on the card drawn, the target has been hit. If the target is eliminated before all cards have been drawn, stop drawing.



The first hit on a unit Shakes it. Place a Shaken Marker on the unit.



A hit on a Shaken unit flips the unit to its reduced side. A hit on a Shaken and reduced unit eliminates the unit. A Shaken unit's MF is halved, rounding fractions down, **after** any other modifiers, such as Fast Move, are applied. For example, a Shaken Viet Cong Rifle unit given a Fast Move order (which gives +1MF) would have a MF of 2 ($(3MF + 1MF) / 2 = 2$).

A Shaken unit cannot fire, and may not initiate Assault combat, but may counterattack in Assault combat. Assault combat against a Shaken unit is **not** simultaneous. All non-Shaken units inflict their hits, and then the Shaken units counterattack. This can result in the Shaken unit being eliminated before it has a chance to counter-attack.

A Shaken Unit may be Rallied (see section 16).

Combat example 1: See the map below. It is the American player's impulse. They designate the Viet Cong Rifle in hex F3 as their target and play a 'Fire' card, declaring that they are only using one of the two Rifle in that hex. The American HEF is 2 and the Kunai has a Cover Factor of 1, so the final HEF is 1 (the brush in D3 does not block LOS). The American player draws one card from the deck (the 'Damage Draw') and consults the lower right block. On 'Hit', the Viet Cong Rifle takes a hit, all other results are ignored. Regardless of the result, the American player puts their Fire card in the discard pile and places a **Fired** marker on their unit.



Combat example 2: This is the same situation, but the American player uses a Power card and fires at the Viet Cong Rifle in hex E3. The American Rifle unit has the '40mm' power, which gives them +1 to the HEF. In addition, they get +1 HEF for a range of 2, and the Viet Cong have no benefit from cover. So, the base HEF of 2 the American Rifle is increased by 2 more, giving them a Damage Draw of 4 cards. As before, on any 'Hit', the Viet Cong Rifle takes a hit. If it took 3 hits in the first 3 cards it would be Shaken, Reduced and then eliminated, so the 4th card would not be drawn. Because the American Rifle used a Power card, they are marked **Ops Complete** instead of **Fired**.

d. Special cases:

1) Multiple Targets in a Hex: *If there is more than one target in a hex, the attacking player may choose the target and can only choose one of them. Exceptions are: Artillery (12), Suppression (21g) and Satchel Charges (22g).*

Unless the attack is made by a Sniper (20f), Heroes cannot be targeted by direct fire (without this, players would do nothing but target Heroes, drastically reducing their effectiveness) if there is another unit in the hex.

2) Multiple attackers: *All of the Eligible Units in a hex can add their HEF together, using one 'Fire', 'Move & Fire' or appropriate Power. The attacker designates one unit as the lead unit. All modifiers, range effects, abilities and Power card effects are determined by this unit, all other units only add their unmodified HEF to this unit. The only qualification is that additional units must be in range and have an adjusted HEF of at least 1 at the range to the target.*

It is not mandatory that all units in a hex must fire in a given impulse or Opportunity Fire, but if they do, they must fire at the same target.

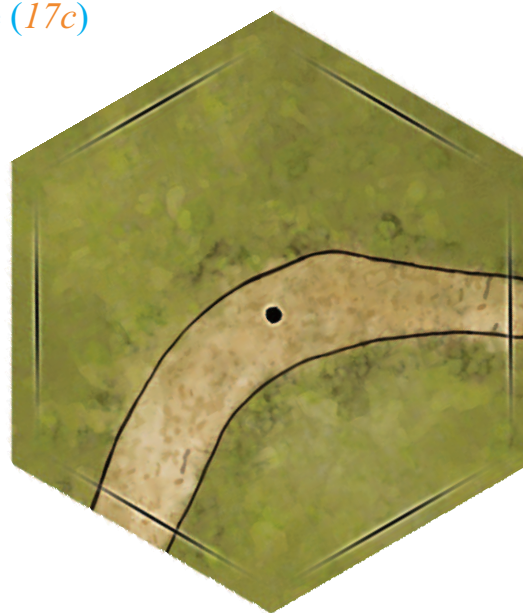
When firing at a soft target, the HEF are summed, when firing at a Hard Target, the multiple attacks are conducted sequentially.

Example: Using the previous Combat example 2, the American player activates both Rifle to fire on the Viet Cong Rifle. Adding the second Rifle adds +2 HEF to the attack. Even though the range is short enough that the second rifle would normally get a +1 HEF bonus, it only uses its base HEF because it is a supporting unit. Similarly, only the lead unit gets the benefit of the Power card. When the combat is over, the lead unit will have an **Ops Complete** marker and the supporting unit will have a **Fired** marker.

Note: The 'Reload & Fire' action only activates one unit from a previous attack, no matter how many units were involved in the initial attack.

3) Moving Penalty

Units firing on units marked with a moved marker get +1 HEF for any ranged attacks made against soft targets, or -1 to the Targetting number against vehicles. This is to simulate noise and losing cover. Some terrain types (e.g. Brush, Paddy Fields) negate this penalty. Helicopters do not suffer a a moving penalty from ranged fire (17c)



11. Opportunity Fire

All Opportunity Fire is a special type of attack that occurs during your **opponent's** impulse. It is the only time in '65 that you can react to an opponent's action with a card Action (instead of a Reaction (20)). If your opponent expends movement points within the LOS and range of a friendly Eligible Unit (4c), and you have a card with a 'Fire' action or an appropriate Power (i.e. one that states that the unit using the Power may Fire on or otherwise attack a unit), you may temporarily halt the opponent in any hex that meets the above requirements and fire on them. **A unit may be fired on each time it enters a new hex.**

If more than one unit is in the hex, one that is moving, and one that is not, the Opportunity Fire targets the moving unit.

Opportunity Fire cannot be used against a unit entering **your** hex, but you may Opportunity Fire against a jointly occupied hex. This might happen if an enemy unit moves into Assault Combat while simultaneously meeting the requirements for Opportunity Fire. **In this case, every Hit affects the target enemy unit. Every HIT affects a randomly determined friendly unit in the target hex (which might bounce off vehicles). Resolve this Opportunity Fire before the Assault Combat.**

*Resolve Opportunity Fire as you would any other Ranged Combat attack, with the following exception. If the target unit suffers at least one hit, it must stop moving and you place an **Ops Complete** marker on the target. Mark the attacker with a **Fired** marker.*

Units with Powers may use the Power in an Opportunity Fire attack, if they play the appropriate card.



12. Artillery

Artillery is most often called as a card Action. Artillery attacks the target hex **and** two hexes adjacent to the target hex. **Artillery may target an empty hex.** The attack factor of the card, whether resolved as an HEF or APF or both, attacks **each** hex in the pattern. To call an artillery strike, a friendly unit must have a LOS to the targeted hex and not be Shaken (12).

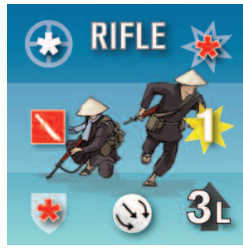
*The player draws the number of cards indicated on the artillery card for each hex attacked and consults the HE Result (10c) vs. Soft Targets, resolving hits normally. If there is more than one Soft Target in a hex, draw one additional card for the HE resolution for that hex. When attacking a hex of all Soft Targets, hits must be distributed evenly. In other words, all units receive one hit before any receive a second. **Non-hero units take a hit before a Hero. If there is a choice when hits are uneven, attacker chooses.** Difficult Targets are always hit last.*

Hits against Hard Targets are resolved by comparing the artillery's APF plus a drawn card's APF Bonus to the AF of the vehicle. Equal to or greater is a hit. Artillery hits against a Hard Target Shake the target but never eliminate it. If one of each (Soft and Hard) occupy a hex, attack each with the appropriate printed HEF (Soft) or APF (Hard).

Artillery example: See opposite. The American player plays an Artillery action, designating hexes E3, E4 and F3, each of which is resolved separately. Note that only one of the target hexes has to be in LOS of the friendly unit, but any extra hexes have to be adjacent to a hex that is in LOS. Artillery normally has an HEF of 3. Hex E3 has one enemy unit and no Cover Factor so there will be a Damage Draw of 3 cards against that unit. Hex E4 has one enemy unit and a Cover Factor of 1, so there will be a Damage Draw of 2 cards against that unit. Hex F3 has 2 units and a Cover Factor of 1. There is 1 fewer card drawn because of the Cover Factor of 1, but 1 extra card drawn because there are two units there.

13. Assault Combat

a. To conduct Assault Combat, an Eligible Unit (4c) must play a ‘Move’, ‘Fast Move’, ‘Let’s Get ‘Em!’ or other card-driven Action or Power to enter an enemy unit’s hex. Only units with the Assault or Assault+ abilities can initiate Assault. Those without the ability defend with a HEF of 1, regardless of what their printed HEF is. A hex may only be the target of one assault **per impulse**. This is because Assault Combat occurs as the last action in the player’s impulse. Hence, it is possible that the phasing player can move more than one unit into the opposing unit’s hex, and then all of these attacking units resolve Assault Combat as a group. The attacker is the player who moved units into the hex. The defender is the player who occupied the hex. Assault Combat is simultaneous unless altered by card play or the status of the defender. To resolve Assault Combat:



- *Total the HEF of the attacking and defending units. This is **not** modified by range or the terrain in the defender’s hex.*
- *Either side can modify their HEF by abilities, powers, Support or Reaction cards.*
- *The attacker has a Damage Draw of their adjusted HEF, and consults the HE Result (Every “**Hit**” or “**Hit**” inflicts a hit). **Do not apply the results yet.** The defender now fires on the attacker, using the same procedure. Then the results are applied to each side. Note that the Ambush action allows combat results to be drawn and applied before the other player calculates and draws theirs, and any Shaken defender draws after the attacker as well. If a defender has Shaken and non-Shaken units, the HEF of the non-Shaken ones resolves at the same time as the attacker, and the Shaken one resolves (if it survives) afterwards.*

b. If there are multiple attacking or defending units in the Assault Combat, all must be Shaken

before any are reduced and all must be reduced before any are eliminated. Note that if a unit does not have a reduced side, destroying it counts as reducing it. For instance, an Assault Combat doing 4 hits against a defending vehicle and a Rifle would Shake both (2 hits), reduce the Rifle (1 hit), then eliminate the vehicle.

c. If one side (i.e. the attacker or defender) is eliminated, the other side remains in the hex. If neither side is eliminated, the side suffering the most hits must retreat from the hex. If both sides received an equal number of hits, the attacker’s units retreat from the hex. Attackers must retreat back to the hex they entered Assault Combat from. Defenders must retreat directly away from the direction of the attack, and they may choose if the assault came from multiple hexes. A unit may not retreat off the map unless that map edge is a valid exit point for that unit as defined by a scenario, and units may not retreat into any terrain they are prohibited from moving into and cannot retreat into enemy units. A unit which cannot retreat when required to is eliminated.

d. All units taking part in an Assault Combat are marked **Ops Complete** afterwards.

e. **Vehicles in assault combat.** There are no special rules for vehicles in Assault Combat. However, As they don’t have an assault ability they can’t initiate assaults and defend with a HEF of 1. They take hits as if they were a one-step Leg unit. The first hit Shakes, the second eliminates.

Note: If for any reason an *attacking* unit becomes Shaken before any Damage Draws are done, its attack is aborted and it retreats to the hex it entered the Assault Combat from.

14. Line of Sight (LOS)

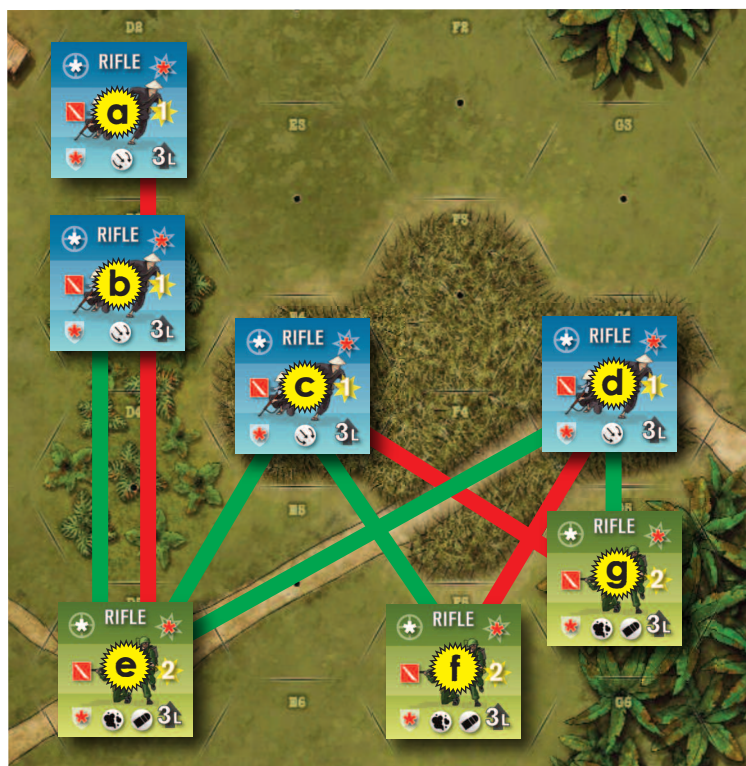
All ranged combat, whether HEF or APF, requires that the attacker have a line of sight (or LOS) on the target.

You can always see an adjacent unit.

Determine if you have a clear LOS to a target by tracing a line from the center of your hex to the center of the target's hex. If this line crosses a hex of blocking terrain or intersects a silhouette of a building or crosses two hexes of degrading terrain that is not part of your hex or the defending unit's hex the LOS is blocked and you cannot fire.

Degrading terrain is Brush, Rubble or hexes containing vehicles or wrecks. **Blocking terrain** is any Jungle, Smoke or Kunai hex, or a LOS traced through the silhouette of a building.

LOS is not blocked or degraded if it is traced directly down a **Road** through a blocking terrain. LOS traced down the edge of a hex of blocking terrain is not blocked. LOS traced down the edge of two hexes of blocking terrain, one on each side of the LOS, is blocked.



Green lines indicate valid line of sight, red lines indicate blocked line of sight.

d-g: Adjacent units can always see each other.

b-e: Brush is degrading terrain, but there is only one intervening hex between the units, so LOS is not blocked (remember that the terrain a target is in does not count for LOS in or out of that hex).

c-e: The degrading terrain on one side does not interfere with LOS.

c-f: Even though the Kunai is a blocking terrain, blocking terrain that is on the edge of LOS does not block it.

d-f: Even though there appears to be LOS traced down the hex edge, the blocking terrain on both sides of the LOS path means that LOS is blocked.

a-e: This LOS is traced through two hexes of degrading terrain (Brush), so LOS is blocked.

d-e: Even though the LOS passes through blocking terrain (Kunai), it is traced directly down the path so there is a valid LOS.

c-g: This LOS is traced through blocking terrain (Kunai) and is *not* down the path, so LOS is blocked.



15. Vehicle Combat

The movement classes W, T and O comprise vehicles. Vehicle combat in '65 is a two-step process. The firing unit must first hit the target, and then the shot must penetrate the target's armor.

a. Hitting the Target. To attack a target, the player play a 'Fire', 'Move & Fire', 'Reload & Fire' (or as a Reaction), a 'First Fire' and designates the firing unit and the target. To fire on a target, it must be in the LOS (11b) of the firing unit. Count the number of hexes from the firer to the target. Count the target's hex, but not the firer's. This range is the base to hit number. Modify the number by subtracting the firing unit's Targeting Modifier (a negative targeting value **adds** to the range), and then adding the Cover Factor of the target's terrain (CF adds to effective range). The modified result is the 'to hit' number.

b. Draw a card. If the Targeting Number (in the lower left block, **gold** in the example to the right) is equal to or greater than the 'to hit' number, the target is hit. If the card's Targeting Number also reads 'MF' and the firing unit is using a 'Move & Fire' action, the shot automatically misses. If it reads 'Turret hit', then any shot that hits will hit the target's turret (or other more heavily armored portion of the vehicle) and the target's Armor Factor is increased by 1 for the next step.

c. Destroying the Target. To determine if the target is destroyed, draw a card and add the APF Bonus (in the lower right block, **red** in the example above) to the firing unit's APF, modified by the AP Range Modifiers table, to obtain the modified APF. If the modified APF is **greater than or equal** to the target unit's AF, the target is destroyed. Flip the target vehicle to its wreck side.



The lower right block might also display:

- *Shake*: The vehicle target is Shaken.
- *Dud!*: The shot has no effect.
- *Destroy!*: The vehicle target is destroyed.
- *Hit*: Ignore "Hit" results of any color. These only apply to Soft Targets.

Vehicle example: It is the NVA player's impulse. They play a 'Fire' Action and declare that the PT76 in hex J1 will fire on the American M-48 in H4. The range is 4 and this becomes the base to hit number. Subtract the PT76's Targeting Modifier (1) and apply the Cover Factor of a Jungle hex (1). The modified 'to hit' number is 4.



The NVA player pulls the top card from the deck and checks the Targeting Number. If it is equal to or greater than 4, the M-48 is hit. Let's pretend the NVA player drew a 4 and hit the M-48. Then take the PT76's APF of 2, and add 1 for being within 4 hexes of its target, for a modified APF is 3. The NVA player draws a card and adds its APF Bonus (lower right block). We'll say the number is -4 (*yeah, there are negative numbers*). So $3 + (-4)$ is -1. The number -1 is *less* than the M-48's AF of 4, so the shot caroms off into the jungle and the M-48 lives to fight again.

d. Target Facing. Soft Targets have no facing, but vehicles must face a hex corner. The vehicle's front is defined as the corner with the vehicle's Targeting Modifier; it is also the direction in which the vehicle faces. Unless a vehicle has the Fixed Weapon attribute, it can fire in a 360 degree arc. Units with the Fixed Weapon attribute can only fire through their front arc, unless they play a Move and Fire action, which lets them pivot in their current hex. Vehicles can only move into their front arc, as shown in the image below. If they wish to move to a hex outside of their frontal arc, they must first pivot. Pivoting to a new hex corner costs 1 MP.

A vehicle may reverse directly into a flank hex *without* pivoting by paying +1MP for each such hex entered. The unit retains its initial facing.



If a shot strikes a vehicle in its flank armor, 1 is subtracted from its armor. For example, an M-48's flank armor value is 3.

Mark says: Yes, all this is a bit of a simplification. We did test the game with turret counters, but felt it was more trouble than it was worth. You may see a '65 variant in Yeah! magazine with turrets for all the tanks, and the rules to use them. For now we hope you are satisfied with the way it works.

16. Rally

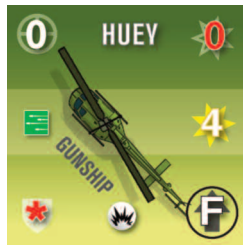
a. Shaken units do not automatically recover at the start of each turn. The Shaken marker is only removed through use of an Action like Rally. By rallying a unit, a player may eliminate or at least, mitigate the effects of enemy fire. To rally a unit, designate the unit being activated and play a Rally or Bloodlust Action. You may only rally an Eligible Unit (4c). If Rally is used, replace the Shaken marker with an **Ops Complete** marker, and if Bloodlust is used, simply removed the Shaken marker.

b. Reconstitution. If a reduced, unshaken, Eligible Unit (4c) is not in the LOS (14) of an enemy unit, you may use a 'Rally' or 'Bloodlust' action on the unit to reconstitute the unit. Play the Action, designate the unit, and flip the unit to its full strength side. Mark the unit with an **Ops Complete** marker, if a 'Rally' action was used. Do not mark the unit if a 'Bloodlust' action was used. You cannot use the same 'Rally' or 'Bloodlust' action to remove a **Shaken** marker *and* reconstitute a unit. It takes two, separate actions.



17. Helicopters

Vietnam was America's first war where helicopters played an important part in not only delivering troops but also providing fire support.



a. Activation. The owning player may play *any* card to activate a helicopter as a 'Move', 'Fire', 'Move & Fire', or 'Rally' action. The owning player *must* play a Power card to use a helicopter's Explosive Rounds power (22c). A Bloodlust card rallies helicopters as per 16b (i.e. remove **Shaken** marker, do *not* place an **Ops Complete** marker).

b. Movement. Helicopters have three movement modes: Flying, Hovering, and Landed. Helicopters may change their movement mode as the *first* thing they do in their impulse. That is, if you designate a helicopter as the unit you are going to play an Action for, you declare whether it is going to be Flying, Hovering or Landed until the start of its *next* activation. Helicopters may change to any movement mode from any other, assuming this is a legal change. For example, a Flying helicopter may change to Landed, but *not* over terrain it is prohibited from landing in. Helicopters ignore the cost of the terrain below them, and Helicopters may not activate in the Reserve Phase. Helicopters have three modes of movement:

- **Flying:** Helicopters in Flying Mode have unlimited movement. They are considered to be one level above the terrain in their hex. Helicopters in Flying Mode only hit Soft Targets on **Hit** or **Hit** HE results. **When a helicopter enters from off board, it is in flying mode until the next impulse when the mode may change.**
- **Hovering:** Helicopters in Hovering Mode may not move. Helicopters in **Hovering** Mode hit Soft Targets on **Hit** HE results.
- **Landed:** Helicopters may only land in Clear and Brush hexes that are free of enemy units. Landed helicopters cannot move. Landed

helicopters only hit Soft Targets on **Hit** or **Hit** HE results and cannot attack Hard Targets or use their Explosive Rounds power (22c).

Only Landed helicopters may load or unload passengers. Such loading/unloading costs the passenger 1/2 of its MF (round fractions up). Passengers that load onto a helicopter are marked with a **Moved** marker. If the helicopter is an Eligible Unit, it may be activated to move or fire according to the rules of movement in 17b (i.e. any card may be used to activate a helicopter for movement). If an actual 'Fast Move' action is played to activate a helicopter to land and unload its passenger, the passenger gets the benefit of the additional MP as well.

c. Helicopter combat. Helicopters are unique units. They are both hard targets and soft targets, and have the following properties:

- *Helicopters are Difficult Targets (21c). The difficult icon is missing from the unit counters.*
- *Helicopters in Flying mode get a Cover Factor of 1 so attacks against Flying helicopters get a 2 HEF penalty (-2 HEF). Helicopters don't suffer a moving penalty from ranged fire (10d(3)).*

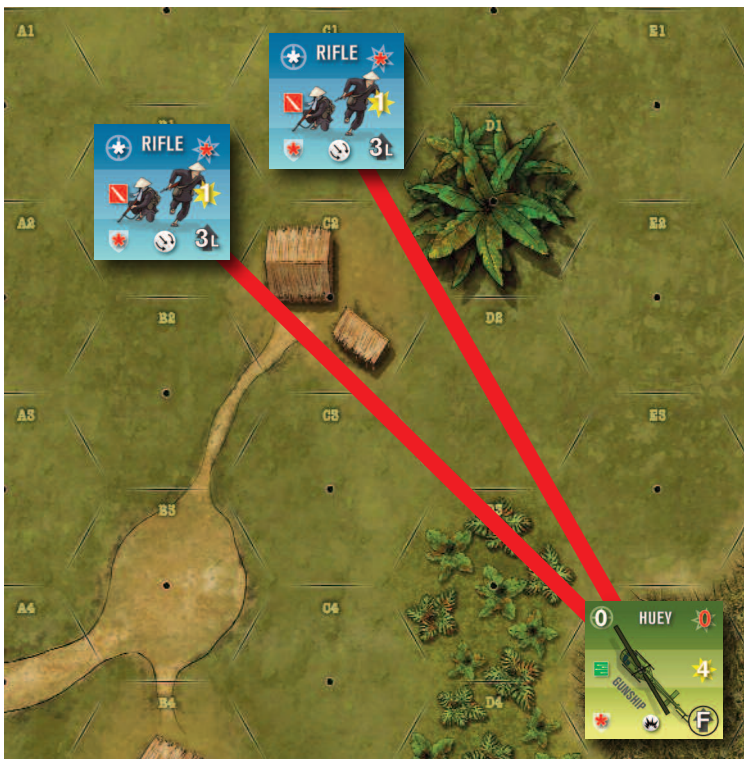
When hovering or landed, helicopters may be targeted as if they were Hard Targets. A successful hit and destruction (15a,b) destroys the helicopter. Place a wreck in its hex if it was hovering or landed. A flying helicopter that is destroyed instead will crash in one of the two hexes it is facing (determine randomly). A crashing helicopter (hovering or flying) conducts a 2 HEF attack on any Soft Targets in the hex and/or a -2 AP attack on any Hard Targets in the hex.

In any movement mode, helicopters may be targeted as Soft Targets. The first hit Shakes it, the second damages it, and the third destroys it. Passengers of a hovering or flying helicopter are eliminated. Passengers of landed helicopters are affected as per the Transport Units rules (9).

Artillery only affects landed helicopters, and attacks them as if they were Soft Targets.

d. **Helicopter line of sight.** Flying and hovering helicopters fly above the terrain below them. They can be seen from anywhere on the map with the following exceptions:

- *LOS traced from the helicopters through Jungle and Building hexes creates a one hex blind spot immediately behind the jungle or building hex.*
- *This LOS is reciprocal.*
- *Helicopters can see into but not through Smoke.*
- *Landed helicopters trace LOS the same as other ground units.*



Example. This Huey cannot see either of the Viet Cong Rifle units. For the one on the left, the LOS traced from the center of one hex to another barely crosses the building, so there is a 1 hex blind spot past the building in that direction. For the unit on the right, LOS traces down the edge of the hex and since both hexes are Blocking terrain for LOS, the hex 1 beyond them is also a blind spot. If the Huey was in hex D3 it would be able to see the left Viet Cong Rifle, as the LOS would not trace over the buildings, but the right Viet Cong Rifle would still be blocked for the reason it was blocked from the Huey's current position.

18. Action Cards

Unless otherwise stated on the card, all Actions, Supports, and Reactions apply to only one unit. Remember that you can only use one of the two Actions on a card in any given impulse.

a. **Artillery.** Attacks target hex and two adjacent hexes to the target hex. See 12 for full details

b. **Bloodlust.** This action allows you to Rally (16a) or reconstitute (16b) one Eligible Unit (4c). Remove the **Shaken** marker, do not mark the unit with an **Ops Complete** marker.

c. **Cannister.** May only be declared for the PT-76 and M-48. The vehicle may **fire** and add 2 HEF to its HEF. Maximum range is 4 hexes.

d. **Command Ops.** Play the 'Command Ops' action to play up to two **additional** actions. For example, you may play the Command Ops card and then play 'Fire' for one hex of units and 'Move' for another or hex of units. If the turn ends during the execution of the first action, the second action is lost.

e. **Fast Move.** **Move** one hex of Eligible Units up to the limit of their Movement Factor, but they get +1MF. Units are not required to move the same distance or along the same route, but no unit can use more than its available MF. Mark the units with a **Moved** marker.

f. **Fire.** Allows you to **fire** with some or all Eligible Units (4c) in a hex. Attacks with multiple units combine fire (10d(2)) and must be at the same target. Vehicle HEF can combine with Leg unit HEF, but APF sources attack separately. That is, a tank and a rifle could combine HEF, but a tank and a LAW team could not combine APF. Mark all firing units with a **Fired** marker.

g. **Flanking Fire.** This Action allows some or all of the units in a hex to attack, plus up to 1 unit in a different hex may combine **fire** with the lead unit. If an attack by multiple units enters a target's hex from different hex sides or different spines add 1 to the total HEF (hex corners count as both of the

adjacent sides). Note that it is not mandatory to meet these requirements when you play a 'Flanking Fire' card. If the fire does not qualify as Flanking Fire you may conduct normal fire combat (so it could be used with ground vehicles).

h. Let's Get 'Em! You may **move** up to 2 hexes of Eligible Leg units that start within 2 hexes of each other. Mark all units that move with a **Moved** marker.

i. Move. Move one hex of Eligible Units up to the limit of their Movement Factor. Units are not required to move the same distance or along the same route, but no unit can use more than its available MF. Mark the units with a **Moved** marker. If moved in a stack, they may receive suppression fire. If one unit in a stack is shaken, the remaining units may continue moving.

j. Move & Fire. An Eligible Unit may **move** up to one half its Movement Factor, with fractions rounded up. The unit must then **fire** if it was not **Shaken** while moving. If the unit is firing at a vehicle, an 'MF' on the targeting draw (in the TN box) is an automatic miss. If the unit is firing at a Soft Target, only **Hit** or **Hit** hits the target. Mark the unit **Ops Complete**. The defending player conducts any Opportunity Fire (II) before any Fire part of this Action resolves.

k. Punishing Fire. A single Eligible Unit (4c) may **fire** twice. The target may retreat 1 hex between attacks. The retreat must end with the target unit farther from the firing unit than it started and the retreating unit may not retreat into an enemy hex. Mark a retreated unit with a **Moved** marker. If already marked Moved, mark it with an **Ops Complete** marker. If already marked **Ops Complete**, the unit may not retreat.

l. Rally. Remove a **Shaken** Marker from an Eligible Unit (7c). Place an **Ops Complete** marker on the unit.

m. Rally 2. Remove a **Shaken** Marker from one or two Eligible Units (7c). Place an **Ops Complete** marker on the units.

n. Reinforcements. You may play this, then draw another card and may play another Action unless the turn ends with that card draw.

o. Reload & Fire. One unit marked **Fired** may **fire** again at its original target. Add 1 to the unit's Targeting Modifier or HEF. Unit is **Ops Complete**

p. Scout. You may only **move** one Leg unit (not one hex of units), but that unit only pays one Movement Point per hex entered. For example, you could move through 3 jungle hexes for only 3 Movement Points.

q. Second Wind. Remove a **Moved** or **Fired** marker from *one* unit.

Kickstarter Expansion Cards:

r. Sudden Downpour. The card must be played immediately when drawn, but does not count as the card play for the turn. Draw next card to see if downpour begins. Do not replace in hand with another card. Visibility is limited to three hexes. The range bonus is available only when firing on an adjacent hex. Downpour ends when the turn ends.

s. Scrape. Non-hero leg unit digs foxhole in hex. **Ops Complete** on that unit, but player may take another action.

t. Sneak. One unit may **move** one hex. No op fire if destination hex has cover 1 or greater. **Ambush** enemy in hex. See Ambush support (18b).

u. Punji Stakes. (Play when US leg enters Jungle, kunai or brush hex. Draw a card. Green Hit inflicts one hit. (Note: should be a Reaction card)

v. Claymore. Play when NVA/VC enters hex adjacent to US leg unit. Draw a card. Green Hit inflicts 1 hit. (Note: should be a Reaction Card)

w. Tactics. Fire from one hex, then fire from another hex within two hexes of first firing hex.

x. Recon Patrol. Randomly choose and discard a card from opponent's hand, then play a second action.

y. Regroup. Discard your hand and draw 4 cards.

19. Support Cards

Remember that only 1 Support card of a particular name can be used to support an Action.

*a. **Aimed Shot.*** Add 2 to a unit's Targeting Modifier when firing on a Hard Target. May be played only in support of a 'Fire' action, not 'Reload & Fire' or 'Move & Fire'.

*b. **Ambush.*** The player's unit(s) may fire first in Close Assault, assessing all hits on the target before the target returns fire. May not be played on a unit that is Shaken, or a unit that does not possess the Assault or Assault+ icon.

*c. **Bullet Storm.*** Add 1 to the HEF of an attacking Leg unit. May be used in either Ranged Combat (10) or Assault Combat (13).

*d. **Critical Hit.*** Add 2 to the firing unit's APF when targeting a Hard Target. Play this Support after a vehicle is successfully targeted but before the Damage Draw is done.

*e. **Heavy Artillery.*** May only be played to Support the Artillery action. Adds one to both APF and HEF on **each** hex attacked.

*f. **Panic.*** Play after any attack against an infantry (Leg) unit. Remove the targeted unit if it is reduced and **Shaken** (10d). This Support cannot be played if the attack had no Damage Draw.

*g. **Retreat.*** May be used as either Reaction *or* Support. Ignore the Assault results for both sides. This card may be played at any point in the Assault Combat process, including after all hits are resolved (you just undo them). The player using the Reaction/Support must retreat all friendly units from the hex. Return them to the hex from where they entered the Assault or, if the the defenders, retreat them away from the hexside from which the attackers entered the hex. Mark all participating units **Ops Complete**.

20. Reaction Cards

Remember that only one Reaction card of a particular name can be used to respond to an Action or Support.

*a. **First Fire.*** Play after your opponent declares they are firing a vehicle at another vehicle. Both vehicles fire simultaneously and the results are assessed after. May only be played on a defending Eligible Unit or a unit executing a Move and Fire action. That is, if someone Opportunity Fires on your vehicle during a Move & Fire. The unit using the First Fire is marked **Fired** (or **Ops Complete** if it was using 'Move & Fire').

*b. **Glancing Shot.*** Subtract 2 from the firer's APF bonus draw. Play after the vehicle (Hard Target) is hit, but before the AP bonus draw.


*c. **Light Wounds.*** One Leg unit may ignore one Hit that would otherwise apply. This Reaction must be played at the time the hit is taken, usually before any subsequent Damage Draws.

*d. **Unexpected Cover.*** Acts as a CF of 2 for Hard targets and a CF of 1 for Soft Targets. The latter ability does not apply vs. Snipers (21g). This Reaction may be used in Assault Combat and reduces the enemy Damage Draw by 1 card. Must be played before the drawing player begins their Damage Draw.





21. Abilities


Remember that Abilities are generally a constant feature of the Unit that has them.


 **a. Assault:** The unit is capable of initiating Assault Combat (13). A unit must have this ability or Assault+ to initiate Assault Combat, but may defend with an HEF of 1 regardless.


 **b. Assault+:** Add 1 to HEF in Assault Combat.


 **c. Difficult Target:** If alone, subtract 1 from the targeting draw against it if it is a Hard Target or subtract 1 from the attacking HEF if it is a Soft Target, for a unit attacking this unit with Ranged Combat (10) or Artillery (12), but does not apply in Assault Combat (13) or against Snipers (21g). *If with other units and attacked by satchel, artillery or suppression fire there is no effect on target draw or HEF, however the Difficult Target suffers hits last.*


 **d. Inspirational:** One unit in an adjacent hex may join in Ranged combat initiated by this unit's hex. A unit cannot utilize the Inspirational Ability if it is **Shaken** or **Ops Complete**.

 **e. Pathfinder:** This unit, and any units moving with it, only pay 1 MP per hex entered. A unit cannot utilize the Pathfinder Ability if it is **Shaken** or **Ops Complete**.

 **f. No Move & Fire:** Unit cannot use the Move & Fire Action.

 **g. Sniper:** This unit receives no range bonuses or penalties *and has unlimited range*, nor do its targets receive CF modifiers from either terrain or cards. A sniper does get the +1 HEF modifier when firing on a moving unit or a unit marked with a **Moved** marker. Snipers may fire with other units in its hex or an adjacent hex (see Tactical), but lose their ability to negate cover when doing so. Snipers may not use the Bullet Storm (19c) Support.

 **g. Suppression:** When this unit is the lead unit in an attack, before the Damage Draw it *may* choose to distribute its hits evenly throughout the target hex. That is, the designated target is *all* units in the hex instead of one unit in the hex. For example, if an M60 targets a hex with two NVA Rifle units and gets two hits, both NVA units are Shaken. *Note: non-hero units take a hit before a Hero. If there is a choice when hits are uneven, attacker chooses.*






 **h. Tactical:** Units in the same hex with this Hero may redraw a card during Ranged or Assault combat. A unit cannot utilize the Tactical Ability if it is **Shaken** or **Ops Complete**.





22. Powers

Remember that Powers only happen if you activate the Unit using a card with 'Power' in between the upper text blocks, and that the Unit is marked **Ops Complete** after completing their Action or using the power.

Units may not use powers if they are **Shaken**. **Bold red words** in this section are Keywords. Any Power using a Keyword in its definition includes the Action attributed to that Key word *in addition to* the action described in the Power.

-  a. **40mm:** **Fire** the unit, and any other unit(s) in the hex that the player wishes. Add +1 HEF to the unit's attack. The target must be within 3 hexes of the firing unit.
-  b. **Charge:** **Fast Move**, if movement ends in Assault Combat, add 2 to this side's total HEF (not per unit, the total for that side).
-  c. **Explosive Rounds:** **Fire** the unit. Add 2 to the unit's HEF.
-  d. **Kill Shot:** We apologize if this term seems too violent. We couldn't think of another, and after all, these are only cardboard counters. **Fire** the unit and add 1 HEF to the unit's attack.
-  e. **Leadership:** Play up to two additional actions on hexes or units within two hexes of this unit. For example, you may play the Power card to activate this unit and then (if you have the cards and the units/hexes are within two hexes of the activating unit) Fire with one unit (or hex of units) and Move with another unit (or hex of units). The Hero may activate himself to move or fire with units in either of the two hexes. If the turn ends during the execution of the first action, the second action is lost.

 f. **Smoke:** The unit may place smoke in either its hex or one adjacent hex. If the unit also has the 40mm Power, it may place the smoke up to 3 hexes distant. Smoke is blocking terrain, covers the entire hex, and is infinitely high, blocking the LOS of a sighting unit on a hill or a helicopter to a ground unit. Units in a Smoke hex receive a +1 CF. Units firing from a Smoke hex subtract 1 from their HEF. Place the Smoke marker with the 'Smoke 2' side up. Flip all Smoke markers that begin the Clean Up Phase on their 'Smoke 2' side to 'Smoke 1'. Remove all Smoke markers that begin the Clean Up Phase on their 'Smoke 1' side."

 g. **Satchel Charge:** Conduct a satchel charge attack against an adjacent hex. Satchel charge attacks have a HEF of 5 and may not be combined with other HEF or Support cards. The hits inflicted are spread equally among all units in the target hex. *As with Artillery and suppression, non-hero units take a hit before a Hero. If there is a choice when hits are uneven, attacker chooses.*



23. Fortifications

Fortifications are usually placed before scenario start in any terrain except buildings or ponds, but there may be cases in which cards can be used to create them.

a. Foxholes. Leg units in a hex with a Foxhole are considered in the Foxhole. The first actual **Hit** of any *non-Assault* attack (including Artillery) targeting a Leg unit in a Foxhole is redrawn and the new result applied. Vehicles get no benefit from a Foxhole, but may enter a hex with one.



b. Bunkers. Bunkers face a hex corner in a similar manner as vehicles do, the flat side of the Bunker from which the arrow points facing the vertex. Only Leg units may be in a Bunker. Vehicles get no benefit from a Bunker, but may enter a hex with one.



Units *in* a Bunker can only make HEF and APF attacks through the Bunker's front facing and can only be the target of *non-Assault* attacks through the front facing. Exceptions are that 1) the Satchel Charge Power may attack a Bunker from *any* facing and 2) Artillery is assumed to attack from any facing desired (front in this case).

All Leg units in a Bunker hex are considered *in* the Bunker and get +1 CF *in addition to* other cover modifiers.

Any Action card may be played to get the effect of Second Wind (18q) for one unit in the Bunker.

The Bunker itself (instead of its occupants) may be attacked from any facing as if it were a Hard Target with an AF of 4, and this includes the option of Artillery used for AP firepower instead of HEF. A Destroyed result (15b) replaces the Bunker with a Rubble marker and inflicts two **Hits** on *each* unit in the Bunker. A Shaken (15b) result Shakes all units in the Bunker.

c. Wire. Leg units must stop on entering. Tracked units must pay 3 MP. Cover Factor is -1.



24. Scenarios

'65 is played through a series of scenarios. Each scenario defines a set of circumstances, units that participate, and victory conditions. Control is defined as either having a unit in the hex or being the last side to have a unit in the hex. Unless stated otherwise a side controls all hexes it is eligible to set up in and the top of the maps display is always North.

a. Reinforcements

Reinforcements are only able to be moved into play with a "Move" action card or during the reserve phase. Multiple units can be moved into play as long as it does not exceed stacking limits.

b. Bonus Victory Conditions

Before setting up their forces, each player draws a random Bonus Victory Condition card. If it is impossible to achieve the condition, for example you must kill an enemy hero, but the enemy is not given a hero in the scenario or the player must exit units off the opposing player's map edge, but no opposing map edge is defined, draw another card. Fulfilling the condition awards a scenario-defined number of victory points.



Scenario One: Village Assault

Rural South Vietnam, 1965. Sometimes there was only one way to save a village from the Viet Cong, and that was to get into the village and throw the Viet Cong out. In this scenario, an understrength American rifle company attempts to do just that.

Length: 7 Turns. Each turn ends when the third 'End Turn' is drawn.

Setup

Viet Cong: Set up first in any building hex: 3 x Rifle, 2 x RPD, 1 x Sapper. NGO, Phan.

US: Set up second on rows A, B, C on Map 1 and/or rows I, J, K on Map 2: 7 x Rifle, 2 x M60, Riggs, Black, Dixon.

Victory

The US needs 6 victory points (VP) to win.

- Americans get 1VP for each building hex they control at scenario end.
- Americans get 1VP for each VC unit they eliminate.
- Americans lose 1VP for each American unit eliminated.
- Americans achieve their Special Victory Condition: 2VP.
- Viet Cong achieve their Special Victory Condition: -2VP.

Maps

Map 1 and Map 2, laid out as shown below.



Scenario Two: By the Belt Buckle

The American air power was devastating. The NVA knew that their only chance was to close with the Americans and fight them at a range where their planes couldn't intercede. On the second day of the Battle of Ia Drang, that is exactly what they did.

Length: 7 Turns. Each turn ends when the fourth 'End Turn' is drawn.

Setup

US: Set up first on Map 2: 7 x Rifle, 2 x M60, Riggs, Black, Dixon. South is their friendly map edge.

Viet Cong: Set up second on Map 3 on any hex numbered 5 or less. 9 x Rifle, 4 x Sappers, 2 x RPD, 1 x RPG, Phan, Nguyen. North is their friendly map edge.

Special Scenario Rules

- Building hexes are considered Kunai. It fills the entire hex.
- The American player may play 2 Fire (**not** Flanking Fire or Moving Fire) actions to call an artillery strike (*Ile(4)*). At least one of the Fire actions must also be a Power action.

Victory

The Viet Cong need 18 victory points (VP) to win.

- Viet Cong get 4VP for each unit that ends the scenario on Map 2.
- Viet Cong get 2VP for each American unit eliminated.
- Viet Cong lose 1VP for each Viet Cong unit eliminated.
- Americans achieve their Special Victory Condition: -2VP.
- Viet Cong achieve their Special Victory Condition: 4VP.

Maps

Map 2 and Map 3, laid out as shown.



Scenario Three: An Ambush Ambushed

November 4th, 1965. Elements of the 1st Brigade, 1st Cavalry Division battle the NVA 66th Regiment northwest of the Piei Me. The North Vietnamese were excellent light infantry and frequently caught the Americans unaware. The Americans, however, were vicious fighters with tremendous firepower. After springing their trap and inflicting their losses, the NVA usually had to run away before the Yanks got their payback.

Length: 7 Turns. Each turn ends when the fourth 'End Turn' is drawn.

Setup

NVA: Set up first on Map 3 on any/all of the following hexes: B4, C5, D3, E4, G4, I4, J3: 4 x Rifle, 1 x RPD, 1 x 12.7mm. Trang.

US: Set up second on Map 3 on any Jungle hex numbered 2 (e.g. A2, B2, etc.): 6 x Rifle, 3 x M60, 1 x LAW, Black, Dixon.

NVA: Set up third on Map 2 on any hex numbered 4 (e.g. A4, B4, etc.): 3 x Sapper, 3 x Rifle, Minh, Chu.

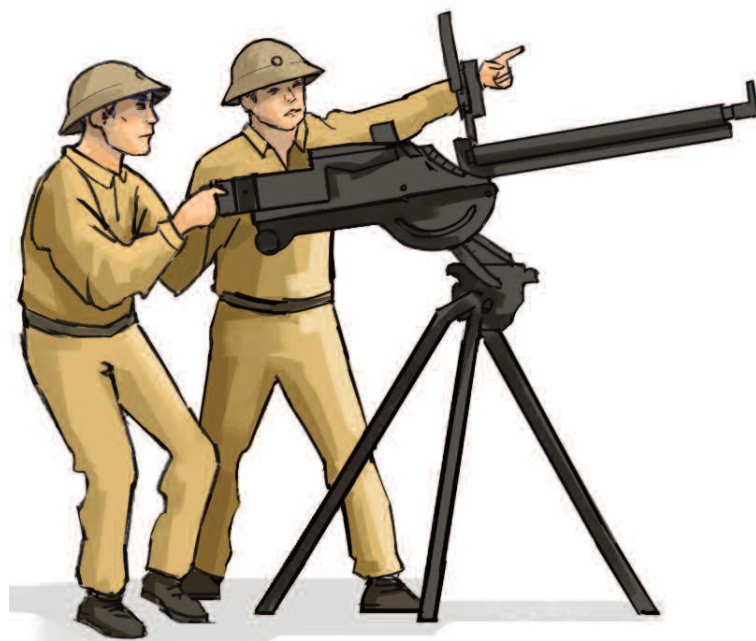
Victory

To win, the NVA must have more victory points (VP) than the American player and must kill at least 8VP of Americans. NVA can exit off any map edge.

- The NVA get 2 VP for each American unit eliminated.
- The NVA get 2 VP if they achieve their Special Victory Condition
- The Americans get 1 VP for each NVA unit eliminated
- The Americans get 1 VP for each NVA unit on either map at the end of the scenario
- The Americans get 2 VP if they achieve their Special Victory Condition

Maps

Map 2 and Map 3, laid out as shown below.



Scenario Four: Clear

Any day, summer, Vietnam. To the east the 1st Cavalry has set a blocking position. The 69th Armor is sweeping toward them, hoping to trap the North Vietnamese. The Vietnamese have a surprise for them.

Length: 7 Turns. Each turn ends when the fourth 'End Turn' is drawn.

Setup

NVA: Set up first On Map 3 or any hex numbered 2 or higher on Map 2. 5 x Rifle, 2 x RPD, 2 X RPG, 1 x 12.7mm, Minh, Chu.

NVA: Enter on turn three from the any map edge except the west. 3 x PT-76. All units must enter the same map edge, within one hex of each other, and all units must enter on turn three (in the Reserve Step if they did not enter during the normal turn).

US: Set up second on any hex numbered 5 or less on Map 1. 6 x Rifle, 1 x LAW, 2 x M60, Dixon, Black, 1 x M48, 1 x M113 ACAV, 2 x M113.

Victory

To win, the American player must either eliminate all NVA units from Map 2 or eliminate 9 NVA units.

Special Scenario Rules

US Rifle units can fire while loaded in M113s. In this case the Rifle squad's HEF is 1. They may combine fire with other units in the hex normally and contribute an HEF of 1 to Assault Combat.

Maps

Map 1, Map 2 and Map 3, laid out as shown below.



Scenario Five: Tanks in the Wire

February 6th, 1968. The Battle of Lang Vei took place that night and into the early morning hours of February 7th, 1968. During that period the NVA 24th Regiment, supported by elements of the 198th Tank Battalion and part of the 2nd Artillery Battalion, attacked the Special Forces Camp at Lang Vei, defended by Detachment A-101, Company C, 5th Special Forces Group and about 500 Montagnard and Civilian Irregular Defense Group (CIDG) Vietnamese forces. After bitter fighting the North Vietnamese forces captured the camp.

Length: 8 Turns. Each turn ends when the fourth 'End Turn' is drawn.

Setup

US: Set up first on any hex numbered 4 or greater or hex F3 on Map 2, or any hex on Map 3. 5 x Rifle, 2 x LAW, 2 x M60, 2 x M40, 3 x Bunker, 4 x Foxhole, Dixon, Black.

NVA: Set up second on Map 2 on any hex numbered 1 or any edge half-hex. 10 x Rifle, 2 x RPD, 5 x PT-76, Minh, Trang.

Place a Wire marker in each of the following hexes (all on Map 2): **K3, J2, I3, H3, G3, F2, E3, D2, C3, B2, A3.**

Victory

The NVA need 18 victory points (VP) to win. Victory points are awarded as follows:

- Each American unit eliminated: 1VP.
- NVA control hex I5 on Map 3 at scenario end: 10VP
- ~~Each NVA unit on either map at the end of the scenario: -1VP~~
- NVA achieve their Special Victory Condition: 2VP
- Americans achieve their Special Victory Condition: -2VP.



Special Scenario Rules

- The buildings do not exist in hex C2 on Map 2. It is clear terrain.
- Night and CIDG units. Yes, we know it was night, and that most of the units defending the camp were not Americans. Flares and illumination rounds were used prodigiously by the Americans, in essence turning the night into day. Additionally, the game doesn't have any CIDG counters, so it is what it is.
- Both sides can call a normal artillery strike by playing two 'Fire' cards as a single Action, at least one of which must have Power on it.
- The M40 Recoilless Rifles cannot set up in nor enter a bunker.

Maps

Maps 2 and 3, laid out as shown to the left.

Scenario Six: Horror on Highway 1

National Highway 1 was the longest major road in Vietnam. As such, it was crucial to both the American and ARVN forces for the movement of men and materials. The North Vietnamese frequently interdicted those movements, ambushing the convoys. This scenario depicts one such ambush.

Length: 7 Turns. Each turn ends when the third 'End Turn' is drawn.

Setup

US: Set up first on Map 2, road hexes J5 through C6. One vehicle per hex. 3 x Rifle, 1 x M60, Black, 2 x M113, 2 x M113 ACAV, 3 x Trucks. All Leg units must be loaded in vehicles and all trucks must begin play carrying a Leg unit. Black may be loaded in a vehicle in addition to another unit.

Viet Cong: Set up second anywhere on the playing area, no closer than two hexes to the nearest American unit. 2 x Rifle, 1 x RPD, 2 x RPG, Phan, Ngo.

Victory

To win, the Viet Cong player have must have more victory points (VP) than the American player. Victory points are awarded as follows:

Viet Cong

- Every American Leg unit eliminated: 2VP
- Every American vehicle eliminated: 3VP
- Special Objective: 2VP

American

- Every Viet Cong unit eliminated: 1VP
- Every vehicle exited off hex C1 on Map 3: 2VP
- Special Objective: 2VP

Special Scenario Rules

- The Viet Cong player may play two Fire cards, one of which must be a Power, to call an Artillery strike. This has a base HEF of 2 instead of 3 but otherwise acts like the Artillery card.
- Trucks may not leave the road.
- Beginning on turn 3, the American may play a Fire card to call an AC-47 (Puff the Magic Dragon) strike on any hex within a non-Shaken American unit's LOS. This is a 5 HEF attack. If the strike is within two hexes of any American unit, a **Hit** hits that American hex. If the strike is within one hex of an American unit, any **Hit** or **Hit** hits that American hex. The AC-47 strike hits are distributed evenly between the units in a hex. The American may only call one AC-47 strike per turn.
- When tracing LOS down a road in kunai or jungle, if the LOS does not intersect the kunai or jungle, the target unit doesn't get the appropriate CF.
- A vehicle or wreck on a road in kunai or jungle increases the cost of moving into the hex by 1MP.
- A RPG hit on a Truck destroys the truck. The first HEF hit shakes it, the next HEF hit destroys it.
- The Viet Cong have the initiative on the first turn. If the Viet Cong player does not have a Fire card in their hand, they may draw until they get one, discarding each non-Fire action card as it is drawn.
- US Rifle squads can fire while loaded in M113's. In this case the Rifle squad's HEF is 1.

Maps

Map 2, Map 1 and Map 3, laid out as shown to the right.



Scenario Seven: Death from Above

At 07:13 elements of the 1st Cavalry descended on the village. The NVA were waiting. The NVA were prepared. But no amount of preparation could ready the North Vietnamese soldiers for the death that came from above.

Length: 5 Turns. Each turn ends when the fourth 'End Turn' is drawn.

Setup

NVA: Set up first in any building hex or any hex adjacent to a building: 1 x 12.7mm, 2 x RPG, 5 x Rifle, 2 x RPD, Minh, Trang, Chu, 1 x 12.7mm (see SSR).

US: Set up second on Map 3, any row in columns A through F. 5 x Rifle, 2 x M60, Black.

US reinforcements: Enter on turn 1 via the left (column A) of Map 3 or top (row 1) of Map 2. *All units must enter from the same edge (top or left).* 2 x Huey Gunships, 4 x Huey Transports. 3 x Rifle, 1 x M60, Dixon.

Victory

Whichever side has the most victory points (VP) at the scenario's conclusion wins.

Viet Cong

- Each building hex controlled at end: 2VP
- Every American Leg unit eliminated: 2VP
- Every helicopter unit eliminated: 2VP
- Special Objective: 2VP

American

- Each building hex controlled at end: 2VP
- Every NVA unit eliminated: 1VP
- Special Objective: 2VP

Special Scenario Rules

- A towering mountain/plot device rises between maps 2 and 3. The mountain blocks any LOS or movement through non-map hexes. For example, LOS from B4 on Map 2 to I1 on Map 3 is blocked.
- The transport Hueys depart after unloading their troops. Simply pick up the unloaded Huey and remove it from the board. Any transport Huey remaining on the board at the end of turn three is removed from play, even if loaded.
- During any friendly impulse on turn two the NVA player may place the second 12.7mm in any jungle hex that is not adjacent to an American unit. The 12.7mm may immediately be activated, following the normal rules for activation.

Maps

Map 1, Map 2 and Map 3, laid out as shown below.



Scenario Eight: Ain't Gonna Happen

Somewhere, South Vietnam. They fought yesterday. Tearing up the jungle with bullets, mortars, artillery and rockets. Somewhere in the chaos a bleeding corporal stumbled on a temple, an ancient ruin. It mattered. That's what Division said. They needed the relics within. "It might improve relations with the locals," the dude in a clean uniform explained. *On the other hand, it might get you killed.*

Length: 7 Turns. Each turn ends when the fourth 'End Turn' is drawn.

Setup

NVA: Set up first on Map 2, rows A-D. Trang, Minh, 4 x PT-76, 4 x Rifle, 1 x RPD, 1 x 12.7mm. The west edge of Map 2 is the NVA friendly map edge.

US. Set up second on Map 3 on or adjacent to I2. 6 x Rifle, 1 x LAW, 3 x M60, Dixon, Black. The east edge of Map 1 is the US friendly map edge.

NVA: Set up last on Map 2, any hex numbered 4. 3 x Sappers, 3 x Rifle, Chu.

US reinforcements: Enter on turn 2 on the east map edge. 1 x Huey gunship, 1 x M-48, 1 x M-113, 1 x Rifle.

Victory

To win, the NVA player have must have more victory points (VP) than the American player. Victory points are awarded as follows:

- Every American unit eliminated: 2VP
- Every NVA unit eliminated: -1VP
- Each NVA unit on either map at the scenario's conclusion: -1VP.
- NVA Special Victory Condition Achieved: 2VP
- American Special Victory Condition Achieved: -2VP
- Exiting the relics off of a friendly map edge: NVA: 8VP, US: -8VP

Special Scenario Rules

- Place a Rubble marker on E3, E5, and G5 on Map 3. A Rifle or Sapper that begins its impulse in one of these hexes as an Eligible Unit may play a Power card to search the hex. That player rolls 1D6. If the result is 1-2 the relics are found. Subtract 2 if/when a second hex is searched. Each hex may only be searched once. If the relics are not in the first 2 hexes searched, it is automatically located (after searching) in the third hex. Place a Breach marker on the searching unit to represent the relics. The relics may not be taken away or given up by the unit that finds them. If this unit is eliminated, the relics remain in the hex in which the unit was eliminated. In the case of carrying unit elimination, any Rifle or Sapper unit that remains in the hex at the end of an impulse automatically gains control of the relics. If there is more than one such unit, the owner decides who possesses the relics.

Maps

Map 2, Map 3 and Map 1, laid out as shown to the right.



Index

40mm 10, 21

A

Abilities 2, 3, 10, 20

Action Cards 1, 3, 5, 8, 17

Aimed Shot 19

Ambush 4, 12, 18, 19

Armor Factor 2, 3, 14

AF 2, 3, 11, 14, 22

Armor Piercing 2, 3, 4

AP 3, 8, 14, 16. See

Armor Piercing Factor 2

APF 2, 3, 11, 13, 14, 17, 19, 22

Artillery 5, 9, 10, 11, 16, 17, 19, 20, 22, 25, 28, 29

Assault 4, 6, 7, 8, 9, 11, 12, 19, 20, 21, 24

B

Blocking terrain 13, 17, 21

Bloodlust 15, 16, 17

brush 13, 16, 18

Bullet Storm 19, 20

Bunker 22

C

Cannister 17

carrier 7

Charge 21, 22

Claymore 18

Clean up phase 5, 21

Command Ops 5

Cover Factor 4, 11, 14, 16

CF 4, 9, 14, 19, 20, 21, 22, 29

Critical Hit 19

D

Damage Draw 9, 10, 11, 12, 19, 20

degraded 5, 13

degrading 13

Destroy 2, 3

Destroyed 3, 7, 14, 16, 22

Difficult Targets 11, 16, 20

Discard 4, 5, 6, 18

Dud 3, 14

E

Eligible Unit 4, 6, 8, 11, 12, 15, 16, 17, 18

EU 4, 6

End Turn 4, 5, 9

Explosive Rounds 21

F

Fast Move 5, 6, 7, 9, 12, 16, 17, 21

Fire 3, 4, 6, 7, 8, 9, 14, 16, 17, 20, 21

Fired 4, 5, 6, 8, 9, 11, 18, 19

First Fire 19

Flanking Fire 9, 17

Flying 5, 6, 16

Fortifications 22

Foxhole 18, 22

G

Glancing Shot 3, 4, 19

H

hand size 5

Hard target 2, 10, 11, 19, 20, 22

HE 3, 9, 11, 12, 16

Heavy Artillery 19

HEF 2, 8, 9, 10, 12, 16

High Explosive Factor 2, 8

Helicopters 6, 7, 9, 16, 17

Hero 2, 7, 8, 10

Hit 3, 9, 11, 12, 14, 16, 22

Hovering 9, 16, 17

I

Impulse 2, 3, 4, 5, 6

Infantry 2

initiative 4, 5

Inspirational 20

J

Jungle 13, 14, 17, 18

K

Kill Shot 21

Kunai 9, 13, 18

L

Landed 9, 16, 17

Leadership 21

Leg 2, 5, 6, 8

Let's Get 'Em 6, 7, 12, 18
Light Wounds 4, 19
Line of Sight 8, 13, 17
LOS 8, 11, 13, 14, 15, 17, 21

M

MF 2, 3, 7, 9, 14, 16
Miss 3, 4, 18
Move 6, 9, 12, 16, 18, 22
Move & Fire 3, 8, 9, 10, 14, 16, 18, 19, 20
Moved 4, 5, 6, 16
Movement 2, 5, 6, 14, 16
Moving Fire 3, 25
Multiple attackers 10
Multiple Targets 10

N

No Move & Fire 20

O

Off-road 5, 6
Opportunity fire 3, 4, 10, 11
Ops Complete 2, 3, 4, 5, 6, 9, 10, 11, 12, 15, 16, 21

P

Panic 19
pass 4, 5
passenger 7, 16
Pathfinder 20
Phasing Player 4, 5, 12
Player Aid Card 1, 9
Power 2, 3, 9, 10, 11, 12, 16, 21
Powers 2, 11, 12, 21
Punishing Fire 5, 18

R

Rally 4, 15, 16, 17, 18
Ranged Combat 8, 11, 13, 20
Reaction Cards 4, 9, 12, 19
Recon Patrol 18
reconstitute 5, 15, 17
Regroup 18
Reinforcements 5, 6, 18
Reload & Fire 6, 8, 9, 10, 14, 18, 19
Reserve 5, 6, 16
Retreat 4, 7, 12, 18, 19

reverse 6, 15
Rubble 13, 22

S

Satchel Charge 10, 21, 22
Scout 6, 18
Scrape 18
Second Wind 6, 18, 22
Sequence of play 4
Shake 3, 11
Shaken 3, 5, 7, 9, 11, 12, 14, 15, 16, 17, 18, 19, 20, 21, 22
Smoke 5, 8, 13, 17, 21
Sneak 18
Sniper 10, 19, 20
Soft target 2, 10, 11
Stacking 6, 7, 8
Sudden Downpour 18
Support Cards 4, 5, 19, 21
Suppression 10, 18, 20

T

Tactical 1, 20
Tactics 18
Target Facing 15
Targeting Modifier 2, 6, 14, 15
TM 6
Targeting number 3
TN 3, 4
Terrain Effects Chart 4, 6
TEC 4
Tracked 5, 6
Transporting units 7
trucks 2, 8
Turret hit 3, 14

U

Unexpected Cover 4, 19
Unshaken 4, 15

V

Vehicle Combat 8, 14

W

Wheeled 5, 6
wreck 2, 8, 14, 16