

SOVEREIGN *of Discord*



COIN Series, Volume IV

EXPANSION RULES

by Stephen Rangazas

A copy of *Fire in the Lake* is required to play this expansion.

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P1.0 INTRODUCTION

Sovereign of Discord is a prequel expansion to COIN Series Volume IV, *Fire in the Lake*, which is necessary for play. It tells the story of the early years of the Vietnam War (1961–1963), leading up to major American involvement in Vietnam. The expansion covers the Kennedy Administration’s Vietnam policy, the Militant-Moderate debate in Hanoi, the rise of the National Liberation Front, and the tumultuous last years of the Diem regime. It may also be combined with *Fire in the Lake*’s first expansion, *Fall of Saigon*, to cover the full Vietnam War from 1961 to 1975.

Sovereign of Discord presents a new scenario setup, 1961, that can be played multiplayer or with the 2-player rules introduced in COIN Volume VII *Colonial Twilight*. The 2-player 1961 scenario is designed to provide a simpler introduction for teaching new players *Fire in the Lake*. The expansion also includes new ‘bonus’ Event cards and scenarios for *Fire in the Lake*, and a Fall of Diem Sequence is also provided, allowing players to connect the *Sovereign of Discord* scenario to the main *Fire in the Lake* game, and potentially even on into the *Fall of Saigon* sequel expansion. Truly ambitious players can now tackle the entire Second Indochina War from the formation of the National Liberation Front in December 1960 to the fall of Saigon in April 1975.

This booklet includes rules used in all of the *Sovereign of Discord* scenarios that add or amend those in *Fire in the Lake*, are presented in like order, and follow the same numbering but with a “P” in front of the rule number. *Fire in the Lake* rules left unchanged are skipped here. Certain *Sovereign of Discord* rules used exclusively in the 4-player scenario or others used only in the 2-player scenario are named as such.

This booklet labels and highlights scenario-exclusive rules as **Diem’s War** that only apply to the 2-player scenario. Game set up is explained on pages 12–16 of this booklet. An index on page 11 lists and defines game terms new to *Sovereign of Discord*. Additional scenarios, optional rules, and instructions for using the bonus Events in *Fire in the Lake* games are described on page 12. A separate booklet and deck of cards provide new Non-player opponents for *Sovereign of Discord* scenarios, as well as instructions for how to use the bonus Events with both *Fire in the Lake* Non-player systems.

P1.2 Components

A complete set of *Sovereign of Discord* includes:

- A deck of 80 *Sovereign of Discord* Event, Pivotal Event, and Coup playing cards.
- 6 orange Strategic Hamlet houses.
- 4 *Sovereign of Discord* Faction foldouts.
- 2 *Sovereign of Discord* Coup Round and Fall of Diem aid sheets.
- 2½ Counter sheets with Washington Track, Hanoi Track, Regime Stability, and 2-Player initiative tiles and a small number of markers.
- A deck of 40 new *Fire in the Lake* Event playing cards.

- A deck of 14 Non-Player playing cards.
- 2 Non-Player foldout aid sheets.
- 3 Non-Player single page aid sheets.
- A *Sovereign of Discord* Expansion Playbook.
- A *Minh Mạng* Non-player Rulebook.
- This Expansion Rules booklet.

Two replacement counters (LGBs and M-48 Patton) are provided for owners of the 2nd edition of *Fire in the Lake*, correcting misprints (these are identical to the replacement counters included in *Fall of Saigon*). Additionally, several spare *Fire in the Lake* counters are included for veteran players who may find that their original counters are beginning to wear out.

P1.3 The Map

P1.3.5 Foreign Countries. North Vietnam, Laos, and Cambodia are out of play in *Sovereign of Discord* scenarios. No pieces may be placed in or enter any of these spaces during play.

P1.4 Forces

Sovereign of Discord adds two new force types: ARVN Strategic Hamlets (6 orange houses) and US Advisors (6 green cubes). Strategic Hamlets are used to restrict VC rural presence (P3.3.1, P4.5.1), and are placed with Govern (P4.3.1) and affect VC Victory (P7.0). All 6 Strategic Hamlets begin the main 1961 scenario Out of Play, and will become Available either with play of the new ARVN Pivotal Event, or potentially earlier due to some other Event effects.

Advisors assist ARVN Sweep (P3.2.3) and Assault (P3.2.4) during US Advise. Six US Troops cubes from the original *Fire in the Lake* game are used as Advisors during *Sovereign of Discord* scenarios.

NVA Cadre counters are not forces but modify an existing force. Cadres are always and only placed on VC Bases, giving the NVA greater control over VC forces with Direct (P4.4.1), enabling Propagandize (P3.3.7), and affecting NVA Victory (P7.0). Tunnel Bases (1.4.4) from *Fire in the Lake* are not used.



Strategic Hamlet



Advisor



Cadre

The following forces from *Fire in the Lake* are also not used and should be set aside during *Sovereign of Discord* scenarios:

- 40 NVA Troops, 20 NVA Guerrillas, and 9 NVA Bases
- 10 ARVN Troops, 3 Rangers, and 2 ARVN Bases
- 34 US Troops cubes, 5 US Bases, and 3 Irregulars (the remaining 6 US Troops cubes are used as US Advisors)

DESIGN NOTE: Advisors represent the thousands of US military and economic advisors that operated in the South during the years covered by the expansion. Their presence contributes to COIN Control due to their ability to heighten South Vietnamese military and administrative capacity. In contrast, North Vietnam sent far fewer NVA military advisors and political cadres. The presence of Cadres therefore does not contribute to Control, given that these pieces represent NVA political influence and direction of the VC insurgency, rather than relatively large numbers of armed combatants.

P1.4.2 Stacking. Strategic Hamlets may only be placed in Provinces. No more than one Strategic Hamlet may occupy a single Province, but they do not count against the two Base maximum per space.

NOTE: Only one NVA Cadre may be placed on each VC Base, so the maximum number of Cadres in each space is also two.

P1.5 Factions

The main 4-player *Sovereign of Discord* scenarios use the same Factions as those in the original *Fire in the Lake*. With fewer than four players, leftover Factions are controlled either by the Non-player opponents (P8.0) or, if preferred, use the No Non-player Options from *Fire in the Lake* (1.5), including the POLITBURO and SOVEREIGNTY options. The 2-player **Diem's War** scenario is a game between the VC and ARVN Factions only and always uses P2.3. Either Faction in Diem's War can be controlled by a Non-player opponent.

P1.6 Support and Opposition

P1.6.2 When calculating Total Opposition, do not include the Population of Provinces with Strategic Hamlets.

P1.7 Control

In *Sovereign of Discord*, there is no NVA control; instead, the NVA's Victory is determined by the Population of Uncontrolled spaces (P7.0). Strategic Hamlets and US Advisors count towards COIN Control as normal. NVA Cadres are placed on top of VC Bases and do not count towards Control.

DESIGN NOTE: During this period, North Vietnam did not have any official forces in the South and mainly sought to support the destabilization of the Diem regime, rather than pursuing a military conquest by the North Vietnamese Army.

P1.8 Resources, Aid, and Patronage

The NVA do not possess their own Resources in *Sovereign of Discord*, so their red Resource cylinder should be set aside in all *Sovereign of Discord* scenarios. Instead, the NVA can increase VC Resources with their Direct Special Activity (P4.4.1). When the NVA Faction passes (2.3.3) they also increase VC Resources by 1.

P1.9 Victory Markers

Use each Faction's Victory counter to track that Faction's Victory scores per the amended *Sovereign of Discord* Victory conditions (P7.2). Two new counters record the US and NVA Victory scores:

- Total Uncontrolled Population (1.7) + Cadres on map
- Total Support (1.6.2) – 2x Washington Track level



Three new counters are also provided to indicate the adjusted *Sovereign of Discord* Victory thresholds for the US, ARVN, and NVA Factions (P7.2). These should be placed on the numbered edge track during *Sovereign of Discord* scenarios, indicating the value that each Faction needs to reach in order to win during the Coup Round (a fourth counter is provided to mark the unchanged VC victory threshold in the same way, if desired for consistency).



P2.0 Sequence of Play

P2.1 Set Up

See the last six pages of this expansion booklet for set up of *Sovereign of Discord* scenarios. Setup diagrams for the 1961, 1963, and 1967 scenarios can also be found at the end of the expansion Playbook.

P2.3 Event Card

P2.3.8 Pivotal Events. *Sovereign of Discord* adds a new Pivotal Event for each of the four Factions.

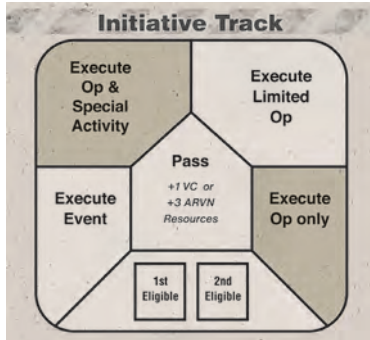
P2.3 Event Card – 2-player

This section replaces 2.3 entirely for play of the **Diem's War** scenario. When playing Diem's War, only one Event card is visible at a time. Do not reveal the upcoming Event card.

Diem's War: Always use this sequence for the 2-player scenario, which has only ARVN and VC Factions (P2.1).

NOTE: This sequence of play works in the same way as the corresponding rules in COIN Series Volume VII, Colonial Twilight.

When playing an Event card, the COIN or the Insurgent player will execute Operations or the Event described on the card. At all times one player will be First Eligible, and the other will be Second Eligible. In each Event card round, the First Eligible player is first to choose what they will do, followed by the Second Eligible—whose choices are limited by what the First Eligible player did.



P2.3.1 Eligibility. For 2-player setup, put the Initiative Track tile provided over the gameboard's Sequence Initiative boxes (P2.1). Each player puts one cylinder (yellow and blue) on the tile's diagram that will show by its position which player is First or Second Eligible. Ignore the four Faction Initiative

symbols at the top of Event cards and any Event text to “stay Eligible” or become “Ineligible” (P5.1.1).

P2.3.2 Options for Eligible Factions.

FIRST ELIGIBLE:

The First Eligible player may play the Event, conduct an Operation with or without a Special Activity, or Pass.

Once the player has completed the actions, place their Eligibility cylinder in the appropriate box on the Initiative Track as described below:

- If they executed the Event, place it in the “Event” box.
- If they conducted an Operation in only one space without a Special Activity, place it in the “Limited Op” box.
- If they conducted an Operation in more than one space without a Special Activity, place it in the “Op Only” box.
- If they conducted an Operation (in any number of spaces) with a Special Activity, place it in the “Op & Special Activity” box.
- If they Passed, they receive 1 or 3 Resources (see P2.3.3) and place their cylinder in the “Pass” box.

SECOND ELIGIBLE:

The Second Eligible player may then choose one of the boxes adjacent to the First Eligible player's cylinder and conduct actions as described below:

- If they chose the “Event” box, they may execute the Event.
- If they chose the “Limited Op” box, they may conduct an Operation in one space without a Special Activity.
- If they chose the “Op Only” box, they may conduct an Operation in any number of spaces but without a Special Activity.
- If they chose the “Op & Special Activity” box, they may conduct an Operation in any number of spaces with or without a Special Activity.

- If they chose the “Pass” box, they gain the appropriate amount of Resources (P2.3.3).

P2.3.3 Passing. A player who Passes will take no further action that round. They receive +1 Resource if VC or +3 Resources if ARVN. As an exception to P2.3.2 above, both players may Pass, in which case both receive Resources and the order of Eligibility does not change.

P2.3.4 Limited Operation. A Limited Operation is an Operation in just one location, with no Special Activity. If the Limited Operation is a Patrol (3.2.2), Sweep (3.2.3), or March (3.3.2), it can involve pieces from multiple spaces but only one destination space.

P2.3.5 Adjust Eligibility. After the players have completed all execution of Operations, Special Activities, and Events (or after both players have Passed), adjust cylinders on the Initiative Track as follows:

- If the First Eligible player chose to execute an Operation with a Special Activity, or an Operation in multiple locations, the Second Eligible player becomes the new First Eligible player and places the Eligibility cylinder appropriately.

NOTE: These two boxes on the Initiative Track are shaded differently to remind players of this change of Eligibility.

- If the First Eligible player did anything else (Limited Operation, Event, or Pass), they remain First Eligible.

P2.3.6 Next Card. After both players have chosen and executed an option, reveal the draw deck's next card. Play the newly revealed card, proceeding with the appropriate sequence.

P2.3.7 Pivotal Events. Pivotal Events are a type of Event (5.0) that can be played deliberately. Either player may play their side's Pivotal Event to replace the currently played Event card if:

- Any pre-conditions listed on the card are met, AND
- The First Eligible player has not yet chosen an option (P2.3.2).

TRUMPING: If both players want to play a Pivotal Event at the same time, the Second Eligible player gets priority and plays their card. The First Eligible player keeps that side's card to play later. Ignore “may trump” card text.

PROCEDURE: Playing a Pivotal Event card changes the normal sequence. The player playing the Pivotal Event card places it on the played Event card (which is ignored) and executes the Pivotal Event instead. The Pivotal Event card stays in the played card pile.

The player who played the Pivotal Event card becomes or remains First Eligible; adjust the cylinders if necessary and place the player's cylinder in the “Event” box of the Initiative Track. The other player becomes or remains Second Eligible and may choose either an Operation with a Special Activity or Pass.

NOTE: The 2-player rules have no Monsoon Season (2.3.9).

P2.4 Coup Card

P2.4.1 RVN Leader. The three *Sovereign of Discord* Coup cards concern threats to the Diem Regime rather than changes in South Vietnamese leadership. Do not place them as RVN Leaders.

P2.4.2 Final Coup. The last *Sovereign of Discord* Coup card, OFFICER COUP, ends the game immediately, without a Coup Round (P7.3, and as directed on the card).

P2.4.3 New Leader Card. *Sovereign of Discord* scenarios use the NGO DINH DIEM card for the RVN Leader. Diem will remain the RVN Leader for the full duration of all *Sovereign of Discord* scenarios (P2.4.1)

P3.0 Operations

Sovereign of Discord Operations include the use of the new Strategic Hamlets, US Advisors, and NVA Cadres pieces (P1.4). They are also restricted by the Washington and Hanoi Tracks (P6.8, P6.9), which add an option for the US to use Advise as an Operation and NVA to use Direct as an Operation. The Regime Stability Track (P6.10) determines the Resource cost of all ARVN Operations.

P3.2 COIN Operations

The US Faction has one new Operation: Interdict. The Washington Track (P6.8) determines the number of spaces that may be selected for some US Operations. US may only Train (3.2.1, P3.2.1), Advise (P3.2.5), or Interdict (P3.2.6)—never Patrol, Sweep, or Assault—and at Washington Track 0 the US may neither Advise as an Operation nor Interdict (they may still Train as normal).

Diem's War: Ignore the Advise (P3.2.5) and Interdict (P3.2.6) Operations when playing the 2-player scenario.

P3.2.1 Train. ARVN Train cost is determined by the Regime Stability Track position (2 to 4 Resources per space where any ARVN piece is placed). US Train may place ARVN pieces in Cities with US pieces, and costs 3 Resources per space where any ARVN piece is placed.

P3.2.2 Patrol. ARVN Patrol cost is determined by the Regime Stability Track position (2 to 4 Resources total).

P3.2.3 Sweep. ARVN Sweep cost is determined by the Regime Stability Track position (2 to 4 Resources per destination space). If US and ARVN agree, one US Advisor may accompany moving ARVN Troops. Strategic Hamlets are counted in addition to cubes and Rangers when determining how many Guerrillas are Activated.

P3.2.4 Assault. ARVN Assault cost is determined by the Regime Stability Track position (2 to 4 Resources per selected space). If Assault removes a VC Base with an NVA Cadre, also remove the Cadre. Removing a VC Base increases Aid by 3 (rather than 6).

P3.2.5 Advise Operation. As specified by the current level of the Washington track (P6.8), the US may Advise (4.2.1, P4.2.1) as if an Operation for 0 Resources, in up to the number of spaces and for added Aid equal to Washington Track position. Advise performed as an Operation may be combined with the Air Lift

Special Activity (P4.2.2), if desired and permitted per the sequence of play (2.3.4)

P3.2.6 Interdict. Interdict is a new US Operation that lowers VC Resources and removes NVA Cadres. Select Provinces with VC Bases within one space of US pieces, up to Washington Track level.

NOTE: If a Limited Operation, select only one such Province.

PROCEDURE: In each selected space, shift the space one level toward Active Opposition and roll a die: if the roll is less than or equal to VC pieces there, reduce VC Resources by 2. On a roll of 1–2, also remove one NVA Cadre from a VC Base in the space.

DESIGN NOTE: Interdict depicts US efforts to disrupt the Viet Cong's internally supplied bases and the flow of supplies from the North. Most interdiction occurred through the Operation Farm Gate bombing campaign. Additional interdiction efforts included the beginning of US experiments with chemical herbicides and the use of Special Forces camps in the Central Highlands. The removal of NVA Cadres primarily represents the disruption of supplies and communications with the North, rather than the literal elimination of NVA personnel.

P3.3 Insurgent Operations

The NVA Faction has three new Operations—Infiltrate, Direct, and Propagandize—that entirely replace their four original Operations from *Fire in the Lake*. The Hanoi Track (P6.9) determines the number of spaces that may be selected for NVA Operations. NVA may only Infiltrate (P3.3.5), Direct (P3.3.6), or Propagandize (P3.3.7)—never Rally, March, Attack, or Terror—and at Hanoi Track 0 the NVA may not Infiltrate or Direct as an Operation.

Diem's War: Ignore NVA Operations (P3.3.5, P3.3.6, P3.3.7) when playing the 2-player scenario.

P3.3.1 Rally. VC may not Rally in a space with a Strategic Hamlet.

P3.3.2 March. Strategic Hamlets are counted in addition to cubes and Rangers (but not Irregulars or Advisors) when determining if Guerrillas are Activated.

P3.3.3 Attack. Attack removes Strategic Hamlets only after Troops, Police, and Rangers, and removes Advisors only after ARVN cubes and any Special Forces (COIN Bases are always removed last as usual). Advisors are removed to Casualties and do not cause Attrition, Strategic Hamlets to ARVN Available.

NOTE: Troops, Police, and Rangers protect Strategic Hamlets, while US pieces do not; ARVN cubes and all Special Forces protect US Advisors; Strategic Hamlets protect COIN Bases but not US Advisors.

P3.3.5 Infiltrate. Infiltrate builds up VC forces in the South, places NVA Cadres, and may reduce Opposition. Select Provinces in the South, up to Hanoi Track level.

NOTE: If a Limited Operation, only select one space.

PROCEDURE: In each selected space, NVA place one VC Guerrilla, or may instead place one NVA Cadre on top of a VC Base in the Province without one. Then, in one selected space, NVA may shift any Opposition there one level toward Neutral.

DESIGN NOTE: Infiltration of Northern regroupes could lower popular support for the NLF in the South by exerting Northern control and marginalizing non-Communist members.

P3.3.6 Direct Operation. As specified by the current level of the Hanoi track (P6.9), the NVA may Direct (P4.4.1) as if an Operation for 0 Resources, in up to the number of spaces and for added VC Resources equal to Hanoi Track position. Direct performed as an Operation may be combined with the Bombard Special Activity (P4.4.2), if desired and permitted per the sequence of play (2.3.4)

P3.3.7 Propagandize. Propagandize reduces Support in Cities, and may reduce Aid. Select one or two Cities with Support adjacent to NVA Cadres, as indicated on the Hanoi Track (two Cities if Hanoi Track 0–1, one City if Hanoi Track 2+).

NOTE: If a Limited Operation, select only one City, but may still also roll to reduce Aid.

PROCEDURE: Roll a die for each selected City: if the roll is greater than or equal to the Total Support in the selected City, shift the space one level toward Neutral. Then, NVA may roll one additional die: if the roll is less than or equal to the Washington Track level, reduce Aid by 3.

NOTE: If there are no eligible Cities, NVA may still use Propagandize just to try and reduce Aid, possibly combined with a Special Activity.

DESIGN NOTE: The main North Vietnamese propaganda effort at this time was the pursuit of neutralism (an independent South Vietnam aligned with neither Cold War bloc). Hanoi sought to use the cause of neutralism to put international pressure on Washington to limit their involvement, while also removing regime support in major cities where the policy of neutralism was highly popular. The effectiveness of Northern propaganda waned with the increasing evidence of Hanoi's support for the insurgency in the South.

P4.0 Special Activities

The Washington and Hanoi Tracks (P6.8, P6.9) restrict and modify US and NVA Special Activities respectively. The NVA Faction has a new Direct Special Activity that replaces Infiltrate and Ambush, and their Bombard Special Activity is changed significantly from *Fire in the Lake*. The US Faction may only use the Advise and Air Lift Special Activities, not Air Strike. The expansion also expands and modifies US Advise and Air Lift, ARVN Govern, and VC Subvert and Tax.

Diem's War: ARVN and VC may respectively use the Air Lift and Bombard Special Activities when playing the 2-player scenario.

P4.2 US Special Activities

P4.2.1 Advise. Advise may accompany Train or Interdict. Advise only may activate an Underground Irregular, not ARVN Rangers. Advise may only Sweep in place and Assault with ARVN if a US Advisor is present. Sweep and Assault using Advise both affect one additional VC piece (Activated or removed, respectively). Advise may add Aid only equal to the Washington Track level (P6.8, whether Special Activity or Operation per P3.2.5). If Advise removes a VC Base with an NVA Cadre, also remove the Cadre.

NOTE: The additional effect of US Advisors means that a Sweep performed with Advise automatically activates an additional Guerrilla, and Assault with Advise removes an additional Active enemy piece. Advise still requires at least one ARVN cube (or Ranger for Sweep) in a space selected for Sweep or Assault, but may Activate or remove one enemy piece even if ARVN forces there would usually be insufficient to do so. For example, US could Advise in a Province with an Advisor and two Police in order to Assault and remove one Active enemy piece, but could not do so if no ARVN cubes were present.

P4.2.2 Air Lift. The number of spaces selected and pieces moved by Air Lift is determined by the Washington Track (P6.9). Air Lift may accompany either Train, Advise, or Interdict. Air Lift is not Available at Washington Track 0, selects only two spaces at Washington Track 1–2, and selects up to three spaces at Washington Track 3–4.

NOTE: Air Lift is still restricted to two spaces during Monsoon.

PROCEDURE: Move up to four Troops, Irregulars, or Rangers among the selected spaces, or up to six at Washington Track 4. Then, US may redeploy Advisors on the map to any COIN Controlled or City spaces.

P4.3 ARVN Special Activities

P4.3.1 Govern. Instead of increasing Aid or transferring Aid to Patronage, Govern may place a Strategic Hamlet in a COIN Controlled Province, even if there is no Support there. Shift any Province where a Strategic Hamlet is placed one level toward Active Opposition. ARVN may choose separately in each selected space whether to increase Aid, transfer Aid to Patronage, or place a Strategic Hamlet.

NOTE: Opposition Provinces with Strategic Hamlets do not count toward VC Victory (P7.0), and the presence of a Strategic Hamlet inhibits VC Rally (P3.3.1) and Tax (P4.5.1).

P4.3.3 Raid. If Raid removes a VC Base with an NVA Cadre, also remove the Cadre.

P4.3.4 Air Lift. In the 2-player Diem's War scenario ARVN may also use Air Lift (P4.2.2) as a Special Activity as if it were the US, ignoring any reference to US Irregulars and Advisors. Air Lift may accompany any ARVN Operation.

P4.4 NVA Special Activities

P4.4.1 Direct. Direct enables the NVA to Attack or March with VC Guerrilla, and may increase VC Resources (1.8). Direct may accompany Infiltrate or Propagandize. Select up to two spaces with VC Guerrillas.

PROCEDURE: Each space, free Attack (P3.3.3) with VC Guerrillas, removing one additional enemy piece (regardless of roll result, but removing enemy pieces in the same order); OR if at VC Base with NVA Cadre, may instead free March (P3.3.2) VC Guerrillas from that space to one adjacent space NOT selected for Direct. Then, if desired, add VC Resources equal to Hanoi Track level.

NOTE: Underground Guerrillas moving as part of a March group during NVA Direct would still Activate under the usual conditions for March. The restriction on not selecting Direct spaces as the destination for Marching VC Guerrillas means that one cannot March into a space then Attack there in a single turn using Direct. March is still prohibited during Monsoon as normal, so NVA may not use Direct to March when the next card is a Coup!

P4.4.2 Bombard. Bombard uses heavy weapons from the North to inflict additional losses on enemy forces. It may accompany any NVA Operation. Select one or two spaces with at least two VC Guerrillas and enemy pieces, as indicated on the Hanoi Track (one space at Hanoi Track 2, two spaces at Hanoi Track 3–4; Bombard may not be selected at Hanoi Track 0–1).

PROCEDURE: Remove one enemy piece from each selected space (remove pieces as per VC Attack above, US to Casualties).

P4.5 VC Special Activities

P4.5.1 Tax. VC may not Tax in a space with a Strategic Hamlet.

P4.5.2 Subvert. In one selected space, VC may remove a Strategic Hamlet instead of any ARVN cubes. Do not replace the Strategic Hamlet with a VC Guerrilla. The Strategic Hamlet counts toward total ARVN pieces removed for determining the amount of Patronage lost. VC may also remove one NVA Cadre per selected space instead of removing any ARVN pieces.

NOTE: VC may only remove a Strategic Hamlet from one space selected for Subvert, but could remove NVA Cadres from both spaces desired.

P4.5.3 Ambush. Ambush is the same as in *Fire in the Lake*, removing one piece as per VC Attack above, US to Casualties.

P4.5.4 Bombard. In the 2-player Diem's War scenario VC may also use Bombard (P4.4.2) as a Special Activity as if it were the NVA. Bombard may accompany any VC Operation.

P5.0 Events

5.1 Executing Events

P5.1.1 The following additional cases take precedence when executing Events:

- Event text “stay Eligible” or “Ineligible” has no effect if using the 2-player sequence of play (P2.3).
- The portion of Event texts referencing US or NVA Operations or Special Activities are ignored in the 2-player scenario (P2.1).
- The portion of Event texts referencing US pieces or NVA Cadres are ignored in the 2-player scenario (P2.1).
- Events may still increase the Washington and Hanoi Tracks in the 2-player scenario (P2.1).
- Unlike *Fire in the Lake*, there are no Momentum (5.4) Events.

P6.0 Coup Rounds

P6.1 Victory Phase

The final *Sovereign of Discord* Coup card (OFFICER COUP) always immediately ends the game. Apply P7.3, or proceed to the Fall of Diem sequence (P7.4) if continuing into *Fire in the Lake*.

P6.2 Resources Phase

P6.2.3 ARVN Earnings: In the 2-player Diem's War scenario, add three times Washington Track level to Aid before adding Aid to ARVN resources.

P6.2.4 Insurgent Earnings: NVA does not record Resources.

P6.2.4 Insurgent Earnings: In the 2-player Diem's War scenario, add the Hanoi Track level to VC Resources.

P6.2.5 Casualties and Aid: Do not subtract from Aid for US pieces in the Casualties box.

P6.3 Support Phase

P6.3.1 Pacification. US may Pacify where COIN Control, Police, and Advisors.

NOTE: The RVN Leader card NGO DINH DIEM adds 3 Patronage during the Support Phase and allows VC to Agitate in an additional space.

P6.4 Redeploy Phase

P6.4.2 ARVN Redeploy. US may also redeploy any US Advisors to COIN Control or City spaces.

P6.4.3 NVA Redeploy. There is no NVA redeploy in *Sovereign of Discord*.

P6.4.5 Game End? This step does not apply to *Sovereign of Discord* scenarios, because the final Coup card (OFFICER COUP) immediately ends the game (P6.1).

P6.5 Commitment Phase

There is not a Commitment Phase in *Sovereign of Discord* scenarios.

P6.6 Reset Phase

Return US Casualties to Washington Track, or the US Base to Saigon if in Casualties.

- If Hanoi Track and/or Washington Track at 0, increase to 1; if at 4, decrease to 3.
- If any forces are now on current or lower Track positions, they enter play. Place ARVN cubes, VC Guerrillas, US Irregulars, and NVA Cadres to Available; US Advisors to COIN Control or Cities.
- Remove ARVN cubes, VC Guerrillas and Bases, US Advisors, and NVA Cadres from Available then map to Track positions greater than current Track level, until all spaces on Tracks are filled.

Example: VC have 30 Guerrillas and nine Bases at Available or on map; however, during the Coup Round, the Hanoi Track is only at 2. VC would remove five Guerrillas and one Base, first from Available then from the map, to fill the piece spaces on the Hanoi Track level 3.

- If using the 2-player sequence of play, set VC cylinder to be First Eligible and ignore “All Factions Eligible” and “reveal the draw deck’s new top card” (P2.3).

P6.7 The Trail

The Trail Track is not used in *Sovereign of Discord* scenarios.

P6.8 Washington Track

The Kennedy Administration frequently debated the level of US involvement in South Vietnam. Several times Kennedy’s advisors advocated for the introduction of American troops, while at other times advocating for aid cuts to pressure Diem to reform. In *Sovereign of Discord*, new rules and the Washington Track depict these changes in American assistance.

Diem’s War: In the 2-player Diem’s War scenario, ARVN still uses the Washington Track to gain more Troops and Police, to access the Air Lift Special Activity, and to increase Aid during the Coup Round, but no US pieces are used.

P6.8.1 Moving the Track. The Washington Track has five levels (0-4). The Washington Track is moved by some Events (5.0), including the US Pivotal Event (P2.3.8). The Washington Track is also moved from 4 to 3 or from 0 to 1 during the Reset Phase (P6.6).

P6.8.2 Washington Track’s Effect on US. The Washington Track determines the number of spaces that the US may select for Advise as an Operation (P3.2.5, P4. 2.1) and the amount of Aid provided by Advise, the number of spaces selected for Interdict (P3.2.6), the number of spaces selected and pieces moved for Air Lift (P4.2.2), as well as the number of Advisors available to use (two each at Washington Track levels 1, 2, and 3). These effects are summarized on the track and the US player aid. The Washington Track level also affects US Victory (P7.0).

P6.8.3 Washington Track’s Effect on ARVN. The Washington Track provides ARVN with more ARVN Troops and Police (two of each at each of Washington Track levels 1, 2, and 3).

P6.8.4 Placing Pieces from Track. When the Washington Track increases to a higher level, immediately move any ARVN pieces there to ARVN Available, and any US Advisors there to any COIN Control spaces or Cities. When the Washington Track decreases to a lower level do NOT immediately remove pieces from Available or map. These pieces are only returned to the track during the Reset Phase (P6.6).

P6.9 The Hanoi Track

The Politburo in Hanoi debated their level of assistance to the National Liberation Front insurgency (VC) during this period. The debate was divided between Moderates, such as Ho Chi Minh, who favored a focus on development in the North and political struggle in the South; and Militants, such as Le Duan, who favored a focus on armed struggle in the South. In *Sovereign of Discord*, new rules and the Hanoi Track depict these debates in North Vietnam.

Diem’s War: In the 2-player Diem’s War scenario, VC still uses the Hanoi Track to gain more Guerrillas and Bases, to access the Bombard Special Activity, and to increase Resources during the Coup Round, but no NVA Cadres are used.

P6.9.1 Moving the Track. The Hanoi Track has five levels (0-4). The Hanoi Track is moved by some Events (5.0), including the NVA Pivotal Event (2.3.8). The Hanoi Track is also moved from 4 to 3 or from 0 to 1 during the Reset Phase (P6.6).

P6.9.2 Hanoi Track’s Effect on NVA. The Hanoi Track determines the number of spaces that NVA may select for Infiltrate (P3.3.5), Direct as Operation (P3.3.6), Propagandize (P3.3.7), and Bombard (P4.4.2), as well as the number of Available NVA Cadres (two each at Hanoi Track levels 1, 2, and 3). These effects are summarized on the track and the NVA player aid. The Hanoi Track indirectly affects NVA Victory through Available NVA Advisors (P7.0).

P6.9.3 Hanoi Track’s Effect on VC. The Hanoi Track provides the VC with more VC Guerrillas and Bases (5 Guerrillas and 1 Base at each of Hanoi Track levels 2 and 3).

NOTE: Two “On Track” markers are provided to cover the VC’s 8th and 9th Base positions until they become available from the Hanoi Track.

P6.9.4 Placing Pieces from Track. When the Hanoi Track increases to a higher level, immediately move any VC or NVA pieces there to Available. When the Hanoi Track decreases to a lower level do NOT immediately remove pieces from Available or map. These pieces are only returned to the track during the Reset Phase (P6.6).

P6.10 The Regime Stability Track

Unlike in *Fire in the Lake*, where a revolving door of ARVN Generals lead the South, *Sovereign of Discord* has one RVN Leader, Ngo Dinh Diem, for the entire scenario. One of the main challenges for the Diem regime was balancing the war in the countryside against the VC and the other threats to regime stability from urban protests and military coups. In *Sovereign of Discord*, new rules and a new track depict this challenge for the ARVN player.

P6.10.1 Moving the Track. The Regime Stability Track has three levels: Stable, Unstable, and Chaotic. The Regime Stability Track is improved (towards Stable) and lowered (towards Chaotic) by Events (5.0) and a Coup Card, BUDDHIST CRISIS (P2.4). If the track is at Chaotic and is instructed to be lowered again, flip the Regime Stability marker to its “Crisis” side. If an Event were to improve Regime Stability when the marker is on its Crisis side, flip the Regime Stability marker to its normal side instead of moving it.

P6.10.2 Regime Stability’s Effect on ARVN. The current position of the track determines the cost of ARVN Operations:

- **Stable:** ARVN Operations cost 2 ARVN Resources per selected space (or 2 total for Patrol).
- **Unstable:** ARVN Operations cost 3 ARVN Resources per selected space (or 3 total for Patrol).
- **Chaotic:** ARVN Operations cost 4 ARVN Resources per selected space (or 4 total for Patrol).

Regime Stability also affects the last Coup Card of *Sovereign of Discord*, OFFICER COUP (P2.4).

P6.10.3 Regime Stability Track’s Effect on Aid. Each time the Regime Stability Track is lowered from Stable to Unstable or Unstable to Chaotic, reduce Aid by 5.

P7.0 VICTORY

Sovereign of Discord introduces new victory conditions for the US and NVA, and a new victory threshold for ARVN. The VC victory total only counts Opposition in spaces without Strategic Hamlets.

P7.2 During Coup Rounds

Sovereign of Discord introduces new or modified victory conditions for each Faction:

- **US:** Total Support (1.6.2) minus two times Washington Track value (P6.8) exceeds 24.
- **NVA:** Total Uncontrolled Population plus NVA Cadres on the map exceeds 20.
- **ARVN:** Total COIN-Controlled Population plus Patronage (1.8) exceeds 40.
- **VC:** Total Opposition (1.6.2) plus the number of VC Bases on the map exceeds 35.

NOTE: Remember that the Population of spaces with Strategic Hamlets is never counted towards Total Opposition (P1.6.2).

Three markers are included to indicate these new or adjusted thresholds on the edge track (P1.9; the VC victory threshold is unchanged and can be used as printed, or the fourth VC marker can be used for consistency if desired).

Diem’s War: Set the US and NVA Victory markers aside.

P7.3 After Final Coup

The last *Sovereign of Discord* Coup card, OFFICER COUP, ends the game immediately, without a Coup Round (P2.4.2, and as directed on the card).

- If Regime Stability is at Chaotic, VC removes one Strategic Hamlet and US shifts two Cities each one level toward Active Support (no shift in 2-player Diem’s War).
- If Regime Stability is at Unstable or Stable, Patronage +6.

Then, the Faction with the highest victory margin wins. The victory margin is the amount a Faction is beyond or short of its condition set forth in P7.2.

NOTE: The victory margin will be positive if the Faction has reached its goal, negative or zero if it has not. Ignore US and NVA in Diem’s War Scenario.

- **US:** Total Support – two times Washington Track Position – 24.
- **NVA:** Total Uncontrolled Population + NVA Cadres – 20.
- **ARVN:** Total COIN-Controlled Population + Patronage - 40.
- **VC:** Total Opposition + VC Bases – 35.

Alternatively, if no Faction has yet reached their victory threshold, players may optionally choose to use the Fall of Diem sequence (P7.4) to transfer their game to *Fire in the Lake* and continue play.

P7.4 Fall of Diem

To experience the entire Vietnam War period, players may connect their *Sovereign of Discord* scenarios to *Fire in the Lake* using the “Fall of Diem” sequence. The sequence reflects the 2-3 months of chaos, changes in leadership, and random events between the fall of Ngo Dinh Diem in November 1963 and the beginning of *Fire in the Lake* in January 1964.

After resolving the OFFICER COUP card, if no Faction exceeds their victory threshold (P7.3) players may optionally choose to follow the sequence below. Once the sequence is complete, play continues into *Fire in the Lake* as normal (EXCEPTION: Ngo Dinh Diem may remain as the RVN Leader, in which case the Strategic Hamlets will also remain in play, affecting ARVN Govern and Sweep; VC Rally, March, Attack, Tax, and Subvert; and Total Opposition).

NOTE: Players will want to note the final level of the Washington, Hanoi, and Regime Stability Tracks before removing them from play. Do not adjust Control until STEP 5—Reset.

STEP 1—North Vietnam:

- Remove the Hanoi Track and NVA Cadre pieces from play, and move any remaining VC pieces to VC Available (remove the two “On Track” markers if necessary).
- Ho Chi Minh Trail:** Move all NVA pieces to NVA Available and set the Trail Track to 1.
- Ninth Plenum:**
 - Place 3 NVA Guerrillas and one NVA Base in each of North Vietnam, Central Laos, and the Parrot’s Beak.
 - If Hanoi Track was at least 2-3,** also place three NVA Guerrillas and one NVA Base in Southern Laos.
 - If Hanoi Track was at 4,** also place three NVA Guerrillas and one NVA Base in Northeast Cambodia and set the Trail to 2.
- Replace the “Uncontrolled + Cadres” Victory marker with the “NVA Control + Bases” Victory marker.

STEP 2—Viet Cong:

- Consolidation and Desertion:**
 - Remove all VC Guerrillas above two in each space.
 - Place a VC Base in any spaces with no VC Base where VC Guerrillas were removed.
 - VC may place a Tunnel on one VC Base.
- Struggle for Rural Support:**
 - Shift each Province with a VC Base one level toward Active Opposition.
 - Shift every other Province one level toward Neutral.

STEP 3—United States:

- Remove the Washington Track from play, and move any remaining ARVN and US pieces that were on the Track to their respective Available boxes.
- Place 10 US Troops and 2 US Bases in Out of Play, and all remaining Irregulars, US Troops, and US Bases in Available.
- Move all US Casualties and all US Troops/Advisors and Bases on map to Available (US Advisors are now US Troops).
- US Commitment:**
 - If Washington Track was at 0-1,** US must place 6 US Troops and 1 US Base from Available in Cities, COIN-Controlled Provinces, or Provinces with Irregulars. Move 2 US Troops from Available to Out of Play. Set Aid to 10.
 - If Washington Track was at 2-3,** US must place 9 US Troops and 2 US Bases from Available in Cities, COIN-Controlled Provinces, or Provinces with Irregulars. Set Aid to 15.
 - If Washington Track was at 4,** US must place 9 US Troops and 3 US Bases from Available, and 3 US Troops from Out of Play, in Cities, COIN-Controlled Provinces, or Provinces with Irregulars. Set Aid to 20.

- If transferring from Diem’s War, US also places Irregulars equal to the Washington Track value in Cities or COIN-Controlled Provinces.**
- Replace the “Support - 2x Washington” Victory marker with the “Support + Available” Victory marker.

STEP 4—South Vietnam:

- Remove the Regime Stability Track and place 10 additional ARVN Troops, 3 Rangers, and 2 ARVN Bases in Out of Play.
- Redeployment and Desertion:**
 - Remove 1 in 3 ARVN cubes per space (round down).
 - Redeploy all ARVN Troops to Cities and/or ARVN Bases, and may move Police among COIN-Controlled spaces, as during the Coup Round Redeployment Phase.
- Fall of Diem?**
 - If Regime Stability was Chaotic,** remove all Strategic Hamlets from play and shift each space where a Strategic Hamlet was removed one level toward Neutral. Then, remove the DIEM card to reveal the printed DUONG VAN MINH RVN Leader, set Patronage to 15, and shift all Cities one level toward Passive Support.
 - If Regime Stability was Stable or Unstable,** DIEM remains as the RVN Leader until his card is covered during a subsequent Coup Round. Place FAILED COUP cards under his card as per 2.4.1, but the DIEM card does not count towards the total required to play *Fire in the Lake* Pivotal Events (2.3.8). The Strategic Hamlets remain in play until DIEM is covered by a new RVN Leader card, at which point they should be removed from play (see ‘Important’ box below). Do not modify Patronage.

STEP 5—Reset:

- Adjust Control and check that all Victory markers now correctly reflect the new state of the board.
- Set VC Resources to 5, NVA Resources to 10, and ARVN Resources to 30.
- Remove any *Sovereign of Discord* Capability markers from play.
- Remove all Terror and Sabotage markers (3.3.4).
- Flip all Guerrillas and Special Forces Underground (1.4.3).
- Mark all Factions Eligible (2.3.1).
- Remove any remaining *Sovereign of Discord* Event cards from the deck, then construct a new *Fire in the Lake* Event deck: either a Full: 1964-1972 deck (2.1) or a Short: “Long 1964” deck (P2.1), depending on the desired *Fire in the Lake* scenario length. Bonus Event cards (P2.1) may be used for either deck if desired.
- Play the next card from the draw deck and reveal the draw deck’s new top card (2.3.9).

Play now proceeds following all of the normal *Fire in the Lake* rules (EXCEPTION: see ‘Important’ box below).

Important: If Ngo Dinh Diem survives and remains as the RVN Leader, then the effect of the DIEM card will continue to apply during future Propaganda Rounds and the Strategic Hamlets will remain in play, using all relevant rules from *Sovereign of Discord*. This will affect ARVN Sweep (P3.2.3) and Govern (P4.3.1); VC Rally (P3.3.1), March (P3.3.2), Attack (P3.3.3), Tax (P4.5.1), and Subvert (P4.5.2); and Total Opposition (P1.6.2). Note that Strategic Hamlets do not affect NVA Rally. NVA Attack should be treated as removing Strategic Hamlets in the same order as VC Attack (P3.3.3), and both VC and NVA Attack must remove US Troops before Strategic Hamlets. Players may wish to keep the *Sovereign of Discord* player aids available for reference. Remove all Strategic Hamlets immediately when the DIEM Leader card is covered by a subsequent RVN Leader, then remove the DIEM Leader card from play.

NEW TERMS INDEX

Advisor – New US forces type and pieces, using six of the green cubes from *Fire in the Lake*. (P1.4)

Air Lift – US Special Activity that relocates pieces between two or three spaces and may redeploy all Advisors. Available to ARVN in *Diem's War*. (P4.2.2, P4.3.3)

Bombard – NVA Special Activity that removes enemy pieces. Available to VC in *Diem's War*. (P4.4.2, P4.5.4)

Cadre – New NVA counter that modifies VC Bases and contributes to NVA victory. (P1.4)

Diem's War – 2-player 1961-1963 scenario and rules that apply to that scenario alone. (P1.0, P2.1)

Direct – NVA Special Activity that uses VC Guerrillas to Attack or March. May also be used as an Operation. (P3.3.6, P4.4.1)

Fall of Diem – Sequence for transferring completed *Sovereign of Discord* games to *Fire in the Lake*. (P7.4)

Hanoi Track – Track and rules that affect VC and NVA. (P6.9)

Infiltrate – New NVA Operation that places VC Guerrillas and NVA Cadres. (P3.3.5)

Interdict – New US Operation that reduces VC Resources and removes NVA Cadres. (P3.2.6)

Mini-Deck – Stack of *Sovereign of Discord* Event cards used as deck in *Sovereign of Discord* scenarios. (P2.1)

Propagandize – New NVA Operation that reduces Support in Cities and lowers Aid. (P3.3.7)

Regime Stability Track – Track and rules that affect ARVN and the outcome of the OFFICER COUP that ends the game. (P6.10)

Strategic Hamlet – New ARVN forces type and piece. (P1.4)

Washington Track – Track and rules that affect ARVN and US. (P6.8)

SET UP (P2.1)

Sovereign of Discord Mini-Deck

The first three scenarios listed below call for a *Sovereign of Discord* mini-deck, constructed at the beginning of the game. The mini-deck allows players to select some Events to be included.

Mini-Deck Preparation. Divide the *Sovereign of Discord* Event cards into 1961, 1962, and 1963 (24 cards each year). Players in the order VC, ARVN, NVA, then US (only VC and ARVN if *Diem's War*) each openly select any one card from each year to include in the deck. Then randomly deal four more (six more if *Diem's War*) cards face down from each year and shuffle each year's eight Event cards face down. Shuffle that year's Coup card among the bottom four cards of each set of eight Events. Finally, stack the 1961 cards on top of the 1962 cards and place that stack on the 1963 cards. Set remaining Event cards aside, face down.

PLAY NOTE: The card drafting above can be difficult when you are not yet familiar with the deck. For your first game, we recommend drafting the following cards:

1961: *Taylor Rostow Mission* (P4), *Politburo* (P7), *Catholic Refugees* (P16), and *Exterminate Traitors* (P22).

1962: *Mike Mansfield* (P29), *Ho Chi Minh Trail* (P36), *Ngo Dinh Nhu* (P42), and *Coup Threat* (P47).

1963: *Nhu Must Go* (P52), *Nguyen Chi Thanh* (P59), *Nhu's Counterplot* (P61), and *Thich Quang Duc* (P72).

Sovereign of Discord Track Tiles

Place the Washington Track (P6.8) on the gameboard over the US Available Boxes. Or, if preferred, set the Washington Track tile off the gameboard near the ARVN player.

Place the Hanoi Track (P6.9) on the gameboard over the NVA Available Box and Trail Track. Or, if preferred, set the Hanoi Track tile off the gameboard near the VC player.

Place the Regime Stability Track (P6.10) on the gameboard to the left of the ARVN Available Box. Or, if preferred, set the Regime Stability Track tile off the gameboard near the ARVN player.

If playing *Diem's War*, also place the 2-Player Initiative track tile on the gameboard over the Sequence of Play track's Eligibility boxes.

Set Up and Scenarios (P2.1)

The first three scenarios listed below use the main Event cards and new rules from *Sovereign of Discord*. The next two scenarios describe how to integrate *Sovereign of Discord* games into *Fire in the Lake* and *Fall of Saigon*, and should only be attempted once all players are familiar with *Sovereign of Discord*. The final two scenarios are new options for *Fire in the Lake* that just use the rules from the original game, and offer alternative short set ups for new and experienced players alike. The “Long 1964” scenario is especially recommended as an introduction for players who are new to *Fire in the Lake*, but it can also be combined as a continuation to any of the *Sovereign of Discord* scenarios or played by more experienced players as a lighter short scenario focusing on the opening stages of the war.

Sovereign of Discord also includes 40 new ‘bonus’ Events that can be integrated into *Fire in the Lake* scenarios, including the two below, those in the original game, and the Extended scenarios in *Fall of Saigon*. There are eight new 1964 Events, 16 new 1965 Events, and 16 new 1968 Events—to use these new Events, simply shuffle them in with the original Events when constructing *Fire in the Lake* scenario decks (it is recommended to use the Period Events Option when using these new Event cards).

Four Player: 1961–1963

Riding the Tiger's Back—The prelude to the American War

Track Tiles: Add the Washington Track, Hanoi Track, and Regime Stability Track to the gameboard. Cover 8th and 9th Base positions in VC Available Forces with the “On Track” markers.

Deck: Place DIEM as RVN Leader. Give each player that Faction’s *Sovereign of Discord* Pivotal Event. Prepare a *Sovereign of Discord* mini-deck. Set all other *Fire in the Lake* cards aside.

- **Aid:** 10
- **Patronage:** 10
- **Econ:** 15
- **Resources:** VC 5, ARVN 20
- **Hanoi Track:** 1
- **Washington Track:** 0

- **Regime Stability:** Stable
- **COIN+Patronage:** 33
- **Oppose + Bases:** 12
- **Support – 2x Washington:** 14
- **Uncontrolled + Cadres:** 14
- **Initiative:** All Factions Eligible.

Out of Play:

ARVN—6 Strategic Hamlets

Washington Track:

Position 1:

ARVN—2 Troops, 2 Police

US—2 Advisors

Position 2:

ARVN—2 Troops, 2 Police

US—2 Advisors

Position 3:

ARVN—2 Troops, 2 Police

US—2 Advisors

Hanoi Track:

Position 2:

VC—1 Base, 5 Guerrillas

NVA—2 Cadres

Position 3:

VC—1 Base, 5 Guerrillas

NVA—2 Cadres

Available:

ARVN—1 Base, 1 Ranger

VC—4 Bases, 6 Guerrillas

Saigon:

COIN Control, Passive Support

US—1 Base

ARVN—2 Troops, 2 Police, 1 Ranger

Hue, Qui Nhon, Kontum, Cam Ranh, An Loc:

COIN Control, Passive Support

ARVN—2 Police

Da Nang:

Coin Control, Passive Support

ARVN—2 Troops, 2 Police

Can Tho:

COIN Control, Passive Support

ARVN—2 Troops, 2 Police, 1 Ranger

Quang Tri:

Coin Control (Neutral)

ARVN—2 Troops

VC—1 Guerrilla

Quang Nam:

COIN Control (Neutral)

ARVN—1 Police

Quang Tin:

(Neutral)

ARVN—1 Police

VC—1 Guerrilla

Binh Dinh:

COIN Control (Neutral)

US—1 Irregular

ARVN—2 Troops, 1 Police

VC—1 Guerrilla

Pleiku:

Passive Opposition

US—1 Irregular

ARVN—2 Troops

VC—1 Base, 2 Guerrillas

NVA—1 Cadre on VC Base

Phu Bon:

COIN Control (Neutral)

ARVN—1 Police

Khanh Hoa:

COIN Control (Neutral)

US—1 Irregular

ARVN—1 Police

Phuoc Long:

Empty

Quang Duc:

(Neutral)

ARVN—1 Police

VC—1 Guerrilla

Binh Tuy:

COIN Control (Neutral)

ARVN—1 Police

Tay Ninh:

Passive Opposition

VC—1 Base, 2 Guerrillas

NVA—1 Cadre on VC base

Kien Phong:

Passive Opposition

ARVN—2 Troops

VC—2 Guerrillas

Kien Giang:

Passive Opposition

VC—1 Base, 2 Guerrillas

Ba Xuyen:

COIN Control (Neutral)

ARVN—1 Police

Kien Hoa:

Passive Opposition

VC—2 Guerrillas

North Vietnam, Central Laos, Southern Laos, Northeast Cambodia, The Fishhook, The Parrot's Beak, Sihanoukville:

Out of Play

Two Player: 1961–1963*Diem's War—The struggle for the South before intervention*

Factions and Sequence: There are only two Factions, VC and ARVN. Remove all US and NVA pieces from the game. ARVN may use the Air Lift Special Activity (P4.3.4), VC may use the Bombard Special Activity (P4.5.4). Use the 2-player sequence of play (P2.3).

Track Tiles: Add the 2-Player Initiative Track, Washington Track, Hanoi Track, and Regime Stability Track to the gameboard. Cover 8th and 9th Base positions in VC Available Forces with the “On Track” markers.

Deck: Place DIEM as RVN Leader. Give each player that Faction's *Sovereign of Discord* Pivotal Event. Prepare a *Sovereign of Discord* mini-deck. Set all other *Fire in the Lake* cards aside.

- **Aid:** 10
- **Patronage:** 10
- **Econ:** 15
- **Resources:** VC 5, ARVN 20
- **Hanoi Track:** 1
- **Washington Track:** 0
- **Regime Stability:** Stable
- **COIN+Patronage:** 33
- **Oppose + Bases:** 12
- **Initiative:** VC 1st Eligible, ARVN 2nd Eligible; set aside US and NVA cylinders.

Out of Play:

ARVN—6 Strategic Hamlets

Washington Track:**Position 1:**

ARVN—2 Troops, 2 Police

Position 2:

ARVN—2 Troops, 2 Police

Position 3:

ARVN—2 Troops, 2 Police

Hanoi Track:**Position 2:**

VC—1 Base, 5 Guerrillas

Position 3:

VC—1 Base, 5 Guerrillas

Available:

ARVN—1 Base, 1 Ranger

VC—4 Bases, 6 Guerrillas

Saigon:

COIN Control, Passive Support

ARVN—2 Troops, 2 Police, 1 Ranger

Hue, Qui Nhon, Kontum, Cam Ranh, An Loc:

Coin Control, Passive Support

ARVN—2 Police

Da Nang:

Coin Control, Passive Support

ARVN—2 Troops, 2 Police

Can Tho:

COIN Control, Passive Support

ARVN—2 Troops, 2 Police, 1 Ranger

Quang Tri:

Coin Control (Neutral)

ARVN—2 Troops

VC—1 Guerrilla

Quang Nam:

COIN Control (Neutral)

ARVN—1 Police

Quang Tin:

(Neutral)

ARVN—1 Police

VC—1 Guerrilla

Binh Dinh:

COIN Control (Neutral)

ARVN—2 Troops, 1 Police

VC—1 Guerrilla

Pleiku:

Passive Opposition

ARVN—2 Troops

VC—1 Base, 2 Guerrillas

Phu Bon:

COIN Control (Neutral)

ARVN—1 Police

Khanh Hoa:

COIN Control (Neutral)

ARVN—1 Police

Phuoc Long:

Empty

Quang Duc:

(Neutral)

ARVN—1 Police

VC—1 Guerrilla

Binh Tuy:

COIN Control (Neutral)

ARVN—1 Police

Tay Ninh:

Passive Opposition

VC—1 Base, 2 Guerrillas

Kien Phong:

Passive Opposition

ARVN—2 Troops

VC—2 Guerrillas

Kien Giang:

Passive Opposition

VC—1 Base, 2 Guerrillas

Ba Xuyen:

COIN Control (Neutral)

ARVN—1 Police

Kien Hoa:

Passive Opposition

VC—2 Guerrillas

North Vietnam, Central Laos, Southern Laos, Northeast Cambodia, The Fishhook, The Parrot's Beak, Sihanoukville:

Out of Play

Short Prequel: 1963

*Sink or Swim with Ngo Dinh Diem —
The Buddhist crisis begins*

This 1963 scenario set up allows players to alter the beginning of any scenario that would usually start with the 1964 *Fire in the Lake* setup, by first playing through a single campaign of *Sovereign of Discord* and then conducting the Fall of Diem sequence (P7.4). It is not recommended to be played as a standalone scenario.

No Victory: Even if a Faction wins at the OFFICER COUP card, proceed to the Fall of Diem sequence and continue into the chosen *Fire in the Lake* scenario.

Track Tiles: Add the Washington Track, Hanoi Track, and Regime Stability Track to the gameboard.

Deck: Place DIEM as RVN Leader. Remove all *Sovereign of Discord* Pivotal Events from play – it is assumed that they have already been used in the previous campaign. Prepare a *Sovereign of Discord* mini-deck, building only one stack using eight 1963 Event cards, with the 1963 Coup card shuffled into the bottom four cards. Set all other *Sovereign of Discord* cards aside.

- **Aid:** 15
- **Patronage:** 10
- **Econ:** 15
- **Resources:** VC 10, ARVN 30
- **Hanoi Track:** 3
- **Washington Track:** 3
- **Regime Stability:** Unstable
- **COIN+Patronage:** 36
- **Oppose + Bases:** 18
- **Support – 2x Washington:** 20
- **Uncontrolled + Cadres:** 13
- **Initiative:** All Factions Eligible.

Available:

ARVN—1 Base, 2 Troops, 1 Strategic Hamlet
VC—3 Bases, 9 Guerrillas
NVA—2 Cadres (in box on Hanoi Track)

Saigon:

COIN Control, Active Support
US—1 Base, 1 Advisor
ARVN—1 Troop, 4 Police, 2 Rangers

Qui Nhon, Cam Ranh, An Loc:

Coin Control, Passive Support
ARVN—2 Police

Hue:

Coin Control, Passive Support
US—1 Advisor
ARVN—2 Police

Da Nang:

Coin Control, Passive Support
US—1 Advisor
ARVN—2 Troops, 2 Police

Kontum:

Coin Control, Active Support
ARVN—2 Troops, 2 Police

Can Tho:

COIN Control, Active Support
US—1 Advisor
ARVN—1 Troop, 2 Police, 1 Ranger

Quang Tri:

Coin Control, Passive Support
ARVN—2 Troops
VC—1 Guerrilla

Quang Nam:

COIN Control (Neutral)
ARVN—1 Police

Quang Tin:

Coin Control, Passive Opposition
ARVN—2 Police, 1 Strategic Hamlet
VC—2 Guerrillas

Binh Dinh:

COIN Control, Passive Opposition
US—1 Irregular, 1 Advisor
ARVN—2 Troops, 1 Police, 1 Strategic Hamlet
VC—2 Guerrillas

Pleiku:

Active Opposition
US—1 Irregular
VC—1 Base, 2 Guerrillas
NVA—1 Cadre on VC Base

Phu Bon:

COIN Control, Passive Support
ARVN—1 Police

Khanh Hoa:

COIN Control, Passive Support
US—1 Irregular
ARVN—2 Troops, 1 Police, 1 Strategic Hamlet

Phuoc Long:

Empty

Quang Duc:

COIN Control, Active Opposition
US—1 Advisor
ARVN—3 Troops, 2 Police, 1 Strategic Hamlet
VC—1 Base, 2 Guerrillas
NVA—1 Cadre on VC Base

Binh Tuy:

(Neutral)
ARVN—2 Police
VC—2 Guerrillas

Tay Ninh:

Active Opposition
VC—1 Base, 2 Guerrillas
NVA—1 Cadre on VC Base

Kien Phong:

COIN Control, Active Opposition
ARVN—3 Troops, 1 Police, 1 Strategic Hamlet
VC—1 Base, 2 Guerrillas

Kien Giang:

Passive Opposition
VC—1 Base, 2 Guerrillas
NVA—1 Cadre on VC Base

Ba Xuyen:

(Neutral)
ARVN—1 Police
VC—2 Guerrillas

Kien Hoa:

Active Opposition
VC—1 Base, 2 Guerrillas

North Vietnam, Central Laos, Southern Laos, Northeast Cambodia, The Fishhook, The Parrot's Beak, Sihanoukville:

Out of Play

Full Campaign: 1961–1972*Diem to Paris—The rise and fall of the NLF*

Set up for Four Player: 1961-1963 and play through *Sovereign of Discord* as normal, then use the Fall of Diem Sequence (P7.4) to transfer the game to *Fire in the Lake*, constructing a Full: 1964-1972 deck (2.1).

**Extended Campaign:
1961–1975***Second Indochina War—Formation of the NLF to the Fall of Saigon*

Set up for Four Player: 1961-1963 and play through *Sovereign of Discord* as normal, then use the Fall of Diem sequence (P7.4) to transfer the game to *Fire in the Lake*, constructing a Full: 1964-1972 deck (2.1). At the end of this deck, follow the Paris Peace sequence (S6.8) to transfer the game to *Fall of Saigon*, and play on to 1975!

Short: “Long 1964”*Escalation of the War—Road to the American war*

“Long 1964” is a short scenario that follows the same setup as the Full: 1964-1972 scenario in *Fire in the Lake*. This scenario focuses on the period the historian Fredrick Logevall calls the “long 1964”, from the chaos after the fall of Diem in late 1963 to the Johnson administration’s decision to ‘Americanize’ the war in early 1965. The scenario allows players to experience more 1964 Events (including the new 1964 Events from *Sovereign of Discord*) and the buildup of the American and NVA presence in South Vietnam, without having to play a full length scenario.

Deck: Prepare three stacks of eight 1964 Event cards (use the eight new 1964 cards for added variety) with a random Coup card shuffled into the bottom four cards of each stack. Remove all Pivotal Events from play.

Design Note: Historically, the Coup cards would be Nguyen Khanh, Failed Attempt, and then Young Turks. Players wanting a more historical scenario should shuffle just these three Coup cards for the deck preparation.

Set up the board using the instructions for the Full: 1964-1972 scenario in *Fire in the Lake* (2.1).

Short: 1967–1969*Turning Point—Major offensives and counter-offensives*

This scenario focuses on the pacification struggle in South Vietnam during the critical years, from Westmoreland’s major 1967 search-and-destroy operations to the Tet Offensive and the Allied pacification counter-offensive, the Accelerated Pacification Campaign (APC). The scenario concludes in mid-1969, right before US troop withdrawals began. Many of the major strategic choices made outside of South Vietnam, such as some Pivotal Events and US Commitment, have been restricted to focus gameplay on the struggle for the control and loyalty of the South Vietnamese people.

Tet Offensive: The scenario does not use Pivotal Events (2.3.8) in the normal way. The US, ARVN, and NVA Pivotal Events are not in play, and the TET OFFENSIVE card instead serves as the first Coup card of the scenario. Treat it like a Coup card (2.4) when drawn, except do not trigger the Event or place the card in the RVN Leader box. Instead, TET OFFENSIVE should be placed as the first card of the next campaign, with the VC Faction performing the Event—place their Cylinder in the Event Box after Reset and begin play with the execution of the Event.

Doubts in Washington: The US Faction may not add or withdraw US pieces during the Commitment Phase (6.5). They still return Casualties to the board and may move pieces among eligible spaces in South Vietnam. US pieces may still move to and from Available through Events (5.0).

Deck: Place THIEU as RVN Leader and KHANH and YOUNG TURKS beneath THIEU. Prepare two 8-card stacks of 1968 cards with a random Coup card shuffled into the bottom four cards of each stack. Then construct an 8-card stack of 1965 cards and shuffle the TET OFFENSIVE card into the bottom four cards. Place the ‘65 stack on top of the two ‘68 stacks. Remove all the other Pivotal Events from play.

- **Aid:** 30
- **Patronage:** 15
- **Econ:** 15
- **Resources:** VC 10, NVA 15, ARVN 30
- **COIN+Patronage:** 40

- **Oppose + Bases:** 26
- **Support + Available:** 34
- **NVA + Bases:** 8
- **Trail:** 3
- **Initiative:** All Factions Eligible.

Out of Play:

US—5 Troops

ARVN—2 Bases, 10 Troops,
3 Rangers**Capabilities:** SHADED- AAA**US Policy:** LBJ (if US Non-player)**Available:**

US—8 Troops

ARVN—6 Police

VC—1 Base, 8 Guerrillas

NVA—1 Base, 28 Troops

Saigon:

COIN Control, Active Support

US—1 Base, 3 Troops

ARVN—2 Troops, 4 Police, 1 Ranger

Hue:

COIN Control, Passive Support

US—2 Troops

ARVN—2 Police

Da Nang:

COIN Control, Passive Support

US—1 Troop

ARVN—2 Troops, 2 Police

Qui Nhon, Cam Ranh:

COIN Control, Passive Support

US—1 Troop

ARVN—2 Police

Kontum:

COIN Control, Passive Support

US—1 Troop, 1 Irregular

ARVN—2 Troops, 2 Police

An Loc:

COIN Control, Passive Support

ARVN—2 Police

Can Tho:

COIN Control, Passive Support

US—1 Base, 1 Troop

ARVN—2 Troops, 2 Police, 1 Ranger

Quang Tri:

COIN Control, Passive Support

US—1 Base, 2 Troops, 1 Irregular

ARVN—2 Troops

NVA—1 Base, 2 Guerrillas

Quang Nam:

(Neutral)

ARVN—1 Police

VC—1 Base, 2 Guerrillas

Quang Tin:

Passive Opposition

VC—1 Base, 2 Guerrillas

Binh Dinh:

Passive Support

US—2 Troops, 1 Irregular

ARVN—2 Troops

VC—1 Base, 2 Guerrillas

NVA—2 Guerrillas

Pleiku:

Neutral

US—1 Base, 2 Troops, 1 Irregular

VC—1 Base, 2 Guerrillas

NVA—2 Guerrillas

Phu Bon:

COIN Control, Passive Support

US—3 Troops

VC—2 Guerrillas

Khanh Hoa:

COIN Control, Passive Support

US—2 Troops, 1 Irregular

Phuoc Long:

Empty

Quang Duc:

Passive Opposition

VC—1 Base, 2 Guerrillas

Binh Tuy:

COIN Control, Passive Opposition

US—1 Base, 2 Troops

ARVN—2 Troops, 1 Police

VC—1 Base, 2 Guerrillas

Tay Ninh:

COIN Control, Active Opposition

US—1 Base, 3 Troops

ARVN—2 Troops, 1 Ranger

VC—1 Tunneled Base, 2 Guerrillas

NVA—2 Guerrillas

Kien Phong:

COIN Control, Passive Opposition

US—1 Irregular

ARVN—2 Troops, 1 Police

VC—2 Guerrillas

Kien Giang:

COIN Control, Active Opposition

ARVN—1 Base, 2 Troops, 1 Police

VC—1 Base, 2 Guerrillas

Ba Xuyen:

(Neutral)

ARVN—1 Police

VC—1 Guerrilla

Kien Hoa:

Active Opposition

ARVN—1 Police

VC—1 Guerrilla

North Vietnam, Central Laos:

NVA Control

NVA—1 Base, 6 Troops, 1 Guerrilla

Southern Laos, Northeast Cambodia, The Fishhook, The Parrot's Beak, Sihanoukville:

NVA Control

NVA—1 Base, 2 Guerrillas

VARIANT RULES

US Coup Involvement: During *Fire in the Lake* when a named Coup card would replace a current RVN Leader other than Duong Van Minh, the US player may instead choose to treat the new Coup card as a “Failed Attempt” and keep the current RVN leader. Carry out the effect of “Failed Attempt”: remove one in three ARVN cubes per space (round down) and place the Coup card under the current RVN Leader.

PLAY NOTE: Unless Ngo Dinh Diem survived from *Sovereign of Discord*, the first *Fire in the Lake Coup* card will always replace Duong Van Minh, either covering him with a “Failed Coup” or placing a new RVN Leader.

DESIGN NOTE: Although coups originated from ARVN officers, the approval of the US had a major role in the success or failure of coup attempts. The prominent coups that overthrew Diem

and Minh both went ahead with tacit US approval. However, failed attempts and the perception of the ARVN as a US puppet undermined the war effort. Using this rule could potentially allow a cooperative US and ARVN alliance to keep Diem and the Strategic Hamlet Program alive right through to 1975!

Shorter Fire In The Lake Campaigns:

To make the extended scenarios more manageable, one can reduce the size of each *Fire in the Lake* Event card stack to eight cards instead of 12. When constructing a *Fire in the Lake* Event card deck in this way, shuffle a Coup card into each stack of eight cards (or into the bottom four cards of each stack if using POLITICAL RHYTHM).

DESIGN NOTE: This option can be used to facilitate play of the 1961 to 1975 extended campaign scenario in a single (long) day.

Uncertain Victory: In order to ensure that a Full Campaign or Extended Campaign game goes the full length, players may wish to disallow any victory before the final Coup Round. If playing using this variant rule, a player who would otherwise win before the final Coup Round instead draws a random Deception marker (7.3) and play continues as normal. Hidden Agenda markers should only be revealed during the final Coup Round, and do not increase a player’s victory margin at any earlier time. This variant rule is not compatible with the Victory Deception Option of drawing two Deception markers at the start of the game.

DESIGN NOTE: This option preserves an incentive to try and ‘win’ at earlier Coups, while ensuring that the game will continue until the final Coup. A Faction that ‘wins’ at an earlier Coup will undoubtedly be in a strong position, so the other players will have to cooperate to keep them in check. If one Faction is so far ahead that all other players see no hope of victory, they may still agree to concede and end the game early.