

# LZ ALBANY

IA DRANG VALLEY

17-18 NOVEMBER 1965

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Bakersfield, CA.

Made & Printed in the USA.



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## 1.0 INTRODUCTION

### 1.1 Scope of Game

**LZ Albany** depicts the ambush of the US 2<sup>nd</sup> Battalion, 7<sup>th</sup> Cavalry (2-7 Cav) by elements of the North Vietnamese Army (NVA) on 17 November 1965.

The ambush took place during the Pleiku campaign, during which air cavalry tactics were introduced to the war. It was preceded by the three-day (14-16 November) struggle around Landing Zone (LZ) X-Ray, where 1-7 Cavalry, was beset by a large force of NVA. Other units, among them 2-7 Cav, were sent to help. The NVA was finally forced to break off the action.

The NVA retreat was to be followed up by massive B-52 strikes in the area, so the remaining US units were ordered away to other LZs.

Lt. Col. Robert McDade's 2-7 Cav, less B Company, which had been flown out from X-Ray, marched toward LZ Albany. McDade declined a barrage to clear the route, counting

on a quick movement to avoid contact. His tired troops, having been on alert for three full days, were discovered anyway. A local village was burned, and two US POWs escaped their Communist captors, pulling search parties into McDade's path.

An hour later the head of the column came under fierce attack by the NVA 8<sup>th</sup> Battalion, 66<sup>th</sup> Regiment (8/66), fresh off the Ho Chi Minh Trail. The 8/66 was soon joined by elements of the battered 1/33, bringing the total NVA force to between 700 and 1,000.

An NVA ambush cut the US column in two, while snipers in the trees targeted US officers and radiomen. The battle soon degenerated into a blind melee involving hand-to-hand fighting. US artillery support from nearby LZ Columbus was slow to come on target, and air support was sporadic due to smoke and heavy vegetation.

The fight continued into the night; both sides endured friendly fire incidents. NVA soldiers prowled the battleground hunting down and killing the American wounded. US fire support gradually made itself felt, with aircraft guided in by flares. Reinforcements were also dispatched. McDade's B Company was flown directly into Albany, while a company from 1-5 Cav marched out of Columbus.

The NVA withdrew at dawn. McDade's battalion lost 151 killed, 121 wounded, and four missing (later found dead at the site). NVA losses were estimated at 403 killed and at least 150 wounded.

# LZ ALBANY



2-7 Cav survived, but it had been close and could have gone the other way.

## 2.0 COMPONENTS

A complete game of **LZ Albany** consists of:

- This rules book (see rule 2.1).
- One 34-inch by 22-inch map (see rules 2.2), which includes a number of charts, tracks, tables, and boxes (rule 2.3).
- One die-cut sheet containing 176 playing pieces, called counters (see rule 2.4).

Players must provide at least one six-sided die (more would be helpful) and a wide-mouthed, opaque container (referred to as the action chit pool; see rule 2.3).

### 2.1 Rules

The rules are numbered for ease of reference. Each number has two parts, divided by the decimal. The number on the left indicates a section covering a major topic. The number to the right indicates a case within that section dealing with a specific point. Some cases are subdivided, with a letter indicating each sub-part. *For example, rule 3.2A is read as section 3 (How to Play), case 2 (Set Up), sub-case A (Markers).*

### 2.2 Map

The map represents the area around LZ Albany, which itself was no more than a clearing. Most of the terrain is deep sawgrass or dense jungle. The east side of the map has an area representing LZ Columbus, an established US base including a battalion of artillery. Areas cover a space approximately 200 to 300 meters across.

### 2.3 Charts, Tables, Tracks, & Boxes

#### Turn Track

#### Flares Available Track

#### Victory Point Track

#### Choi Oi Table

#### Action Chit Pool

#### Unit Group Action Tracks

### 2.4 Counters

Most of the counters represent the combat units taking part in the action, each representing a platoon of 20 to 50 soldiers and their weapons. Other counters represent key officers, or are markers used to carry out or record certain game functions. The illustration on page R3 identifies each counter type and indicates the information found on each, and the rules explaining its use.

## 3.0 HOW TO PLAY

### 3.1 Course of a Game

After deciding which player will command each side, set up the map and counters according to the instructions in rule 3.2. The game lasts up to 10 turns (see rule 3.3), each consisting of a number of sub-sections called phases. At the end of the last turn, or earlier if play is stopped by an event, determine the winner by counting victory points (rule 3.4).

### 3.2 Set Up

Place the map in a convenient location between the players. Sort the counters into their various groups and set them up according to the instructions below.

**A) Markers.** Place the following markers in the locations indicated.

- **Turn Marker:** on the "1" box of the Turn Track.
- **Flares Markers:** one each on the eight boxes of the Flares Available track.
- **VP Markers (both players):** to the left of the "1" box of the Victory Point track.
- **Hit and Wounded Markers:** within easy reach of the appropriate player.

**B) Action Chits.** Place four NVA Fire/Move chits in the action chit pool.

**C) US On-Map Forces.** The US Player places the units and officers listed below on any green circle containing the number "1." Stacking limits apply.

- McDade (one counter)
- A/2-7 (six counters)
- C/2-7 (six counters)
- D/2-7 (six counters)

**D) US Reinforcements.** The following units and markers arrive on the turn indicated

at the locations specified. For simplicity, place the reinforcements on the turn track in the box indicated. Stacking limits apply at the moment of placement.

#### Turn 2

- B/2-7 (six counters) on any green dot in a sawgrass area.
- The artillery (four counters) on LZ Columbus.
- Four US Fire/Move chits into the action chit pool.

#### Turn 3

- US adrenaline chit into the action chit pool.

#### Turn 4

- Two Gunship markers into the action chit pool.

#### Turn 5

- The Visibility chit into the action chit pool.

#### Turn 6

- A/1-5 (six counters) on LZ Columbus.
- Two US Fire/Move chits, the Skyraider chit, and the Dust Off chit into the action chit pool.

#### Turn 7

- B/1-5 (six counters) on LZ Columbus, or set aside for airlift by the dustoff chit.

**E) NVA On-Map Forces.** Place the following in areas marked with the tan #1 circles. Stacking limits apply.

- Commanders Man and An
- All platoons and officers from *HQ, 1st, and Mortar Companies, 1/33.*
- All the platoons and officers for *6th, 7th and 8th Companies* of the *8/66.*

**F) NVA Reinforcements.**

#### Turn 2

- all remaining *8/66* units on tan #2 circled areas, subject to stacking limits.
- Two NVA Fire/Move chits and the NVA Adrenaline chit into the action chit pool.

**Player Note.** Both players have six additional Fire/Move chits not listed above. See 5.2.

### 3.3 Turns & Turn Sequence

The game lasts up to 10 turns, but may end earlier if certain victory conditions have been met (see 4.2). Each turn



## EXAMPLE UNITS



NVA Heavy Machinegun



US Infantry Front



US Infantry Back



(7.4) US Mortar



(7.5) US Artillery



(10.0) US Officer



(10.0) US Senior Officer

### FULL STRENGTH



Fire Strength

Melee Strength

### REDUCED

(Strength shown in Yellow)



(3.2) Turn Marker



(5.2) No Fire



(5.2) No Fire or Move



(5.2) No Move



(8.0) Wounded Marker



(4.1) VP Marker



(8.2) Hit Marker



(11.2) Flare

## INCIDENT MARKERS



(5.2) Fire



(5.2) Move



(5.3) Adrenaline



(5.6) Visibility



(7.5) Artillery



(5.5) Dust off



(7.6) Gunships



(7.7) Skyraiders

## ACTION CHITS



represents approximately 45 minutes of real time, and consists of the phases listed below. All activities must be conducted during the appropriate phase.

## 1. Reinforcement Phase (see 3.4)

## 2. Event Phase (see 3.5)

## 3. Action Phase (see 3.6)

## 4. Rally Phase (see 3.7)

## 5. Administrative Phase (see 3.8)

**Turn 1 Special Rules.** The game begins with the NVA ambush. The US player skips phases 2 and 4 (Event and Rally) on turn 1.

### 3.4 Reinforcement Phase

Reinforcements become available as detailed in 3.2. During the reinforcement phase, place all reinforcement units, leaders, and chits as directed by the set up instructions.

### 3.5 Event Phase

The event phase allows both players to apply random events to the battle. During each event phase (but see the Turn 1 special rules), each player selects one enemy occupied area and rolls one die. Consult the Choi Oi (Surprise) Table on the map to determine the effect on the selected area or unit. If no eligible unit would be affected by the event, the event is not carried out.

### 3.6 Action Phase

Action chits are drawn from the action chit pool one at a time by either player. Each chit activates one group of units for one player, or allows a particular action by either player (see 5.0). Conduct the allowed action, then draw the next chit. The phase ends after the last chit has been drawn and played.

### 3.7 Rally Phase

During the rally phase, each player rallies eligible units (9.0; see also the Turn 1 special rules).

### 3.8 Administrative Phase

If the last turn has ended, determine the victor (4.0). If not, conduct the following steps in the order listed.

- Determine if the NVA player has met the requirements for an instant victory (4.2).

- Remove all flares (11.3) from the map (expended flares may not be reused).
- Check for removal of wounded markers in areas with NVA platoons (8.4 C & D).
- Place all active action chits back in the action chit pool,
- Advance the turn marker to the next turn on the track, and return to step 1.

## 4.0 HOW TO WIN

### 4.1 Victory Points

Each player is awarded victory points according to the schedules below. Keep track by advancing the player's VP markers along the VP track.

#### A) US VP Schedule

- 2 VP - death of Commander Man
- 2 VP - each eliminated NVA unit
- 1 VP - each reduced NVA unit
- 2 VP - each wounded marker evacuated
- 2 VP - control of LZ Albany (see C below)
- 3 VP - NVA retreat (see 5.2E)

#### B) NVA VP Schedule

- 2 VP - death of LTC McDade
- 1 VP - death of each other US officer
- 2 VP - each eliminated US unit
- 2 VP - each reduced US unit
- 2 VP - each Wounded marker destroyed
- 1 VP - each Wounded marker left on map
- 2 VP - each air unit casualty
- 2 VP - control of LZ Albany (see C below)
- 2 VP - for initiating a melee in LZ Columbus

**C) Control of LZ Albany.** The player with the most combat strength in the LZ Albany area at the end of the game controls the area.

*Note: Eliminated VP are in addition to reduced VP.*

### 4.2 NVA Automatic Victory

The game ends in an NVA victory the moment the NVA player earns 35 VPs even if this is achieved after NVA forces have retreated.

### 4.3 Draws

In case of a tie, the player controlling LZ Albany is the winner. If still tied, the player with the fewest officer casualties is the winner.

## 5.0 ACTION CHITS

### 5.1 Chit Availability

Some action chits are placed in the action chit pool during set up. The remainder become available as reinforcements and are placed in the pool during the reinforcement phase of the arrival turn. Once in the pool, a chit remains in play for the rest of the game: it is drawn each action phase, and returned to the pool in the ensuing administrative phase. The action allowed by each chit are described in the following cases.

### 5.2 Fire/Move Chits

All combat units and most officers belong to a specified unit (see the unit counter examples of unit ID on page R3). Units are combined into unit groups, as listed in B and C below and on the Chit Draw Placement area for each player. Each Fire/Move chit activates all units belonging to a single unit group. Units belonging to different unit groups may mix in an area but are activated independently. Units not yet on the map are unaffected by activation. Each unit group may be activated twice per turn (but see 5.4).

**A) Fire or Move.** Each Fire/Move chit has Fire on one side and Move on the other. When drawn, it may be used to activate a unit group to conduct one or the other (see 6.0 and 7.0). Place the chit, with its chosen action showing, in an open box on the selected unit group's track in the owning player's Chit Draw Placement area. All affected units may, but are not required to, take part in the chosen activity.

#### B) US Unit Groups.

- A/1-5 and B/1-5
- A/2-7 and B/2-7
- C/2-7 and D/2-7

#### C) NVA Unit Groups.

- 33 (1, Mtr, HQ)
- 66 (6, 7, 8)
- 66 (10, HQ)

**D) Senior Officers.** US officer McDade, and NVA officers A, Ba, and Man, do not belong to any unit group. Each may be activated with any activating unit in the same area. Each officer may be activated twice per turn. The activations do not need to be with the same unit group.

**E) NVA Retreat.** The moment the US player reaches 30 victory points (4.0) the NVA must retreat. Remove the NVA adrenaline chit from the action chit pool (or do not



return it if already drawn). All NVA action chits drawn from this time to the end of the game must be played as Move actions. NVA units must move closer to any board edge; units in a board-edge area move off the map and are out of the game but do not count as eliminated for VP purposes. They return fire normally.

### 5.3 ADRENALINE Chit

When the adrenaline chit is drawn, place it in the owning player's adrenaline box. When a unit group's second action chit is played, the owning player may play the adrenaline chit on that unit group. The unit group may then conduct two actions back-to-back. Each action may be either fire or move.

**NVA Adrenaline Restriction.** NVA units using the adrenaline chit may not move into LZ Columbus.

### 5.4 US Artillery Chit

When the artillery chit is drawn, place it in the Art box in the US Chit Draw Placement area. The US player may conduct one artillery attack per artillery platoon.

**A) Hit Artillery.** Artillery platoons with two or more hits (8.0) may not fire.

**B) LZ Columbus Under Attack.** If an NVA unit is present in LZ Columbus, and no US units from 2-7 Cav or 1-5 Cav are present, the artillery may not fire (see 7.5).

### 5.5 US AIR Chits

There are three types of air chits: Gunships (aka Choppers), Skyraiders, and Dust Off. Each has the specific capabilities listed below. Each chit may be used once per turn. After use, place it on the appropriate box in the US Chit Draw Placement area.

**A) Gunships.** Each gunship chit may be used to make one attack on an NVA unit (see 7.6).

**B) Skyraiders.** The Skyraider may make one attack on an NVA-occupied area, with either bombs or napalm (see 7.7).

**C) Dust Off.** The Dust Off may Evacuate Casualties (6.3) or Airlift (6.4).

### 5.6 Visibility Chit

When the Visibility chit is drawn, place it near the air boxes in the US Chit Draw Placement area. If a gunship or Skyraider chit is drawn after the visibility chit, no

airstrike may be made. Place the air chit in the appropriate box and make the next chit draw. The Dust Off chit may be used.

## 6.0 MOVEMENT

### 6.1 Placement & Stacking

Each unit is considered to be in one area at a time while on the map. Each player may have up to three units and any number of officers and/or wounded markers in a single area without effect.

**Over-stacking** (more than three units from one side in an area) affects combat in two ways.

•**Maximum Firing Units.** Subtract one die from the fire strength in an area for each friendly unit over three. *For example, if four US platoons were in one area, only two could fire.*

•**Massed Target.** When friendly units fire into an over-stacked area, add one die to the total fire strength for each enemy unit above three.

### 6.2 Moving

Each movement action taken allows a player to move any or all of the officers and platoons in a chosen unit group. Each unit moves from an area into an adjacent area.

**A) Hit or reduced platoons** may move only if the unit officer or a senior officer is present.

**B) Use of the adrenaline chit** allows a unit group to move twice by using both actions to move (5.3).

**C) US Artillery** may not move out of LZ Columbus

### 6.3 Moving the Wounded

Wounded markers cannot move by themselves. On the map, any number of markers (including wounded officers; see 10.3) may be carried by any US platoon (with any number of hits). Wounded markers are subject to elimination if in an area with an NVA unit (see 8.4 C & D). They may be evacuated by the Dust Off action chit.

**Evacuating Casualties.** The Dust Off unit may land in any area free of un-hit NVA platoons. It may pick up one Wounded marker and any number of officer

casualties (10.3). Its capacity may be increased or decreased as listed below.

•**LZ Albany** adds two to the Dust Off capacity. An undamaged Dust Off chit may pick up three wounded markers; a damaged Dust Off chit may pick up two.

•**Sawgrass Areas** add one to the Dust Off capacity; an undamaged Dust Off chit may pick up two wounded markers; a damaged Dust Off chit may pick up one.

•**Hot Zone Evacuation.** If the Dust Off marker is placed in an area adjacent to any NVA units, roll one die for each unit. On a roll of 5-6, the Dust Off unit is damaged; its carrying capacity is reduced by one, but never to less than one. The damage lasts only for that dust off action.

### 6.4 Airlifting

US reinforcements may be placed at LZ Columbus or may be airlifted onto the map. Place the units in any area with no NVA units. One unit may be placed in a jungle area, two in a sawgrass area, and three in LZ Albany. The units are available to move or fight during the action phase.

•**Hot Zone Landing.** If a unit is placed in an area adjacent to any NVA units, roll one die for each unit. On a roll of 6, the landing unit suffers one hit.

### 6.5 Moving to & From LZ Columbus

NVA units may move from any area on the east edge of the map into the Transition Area and from there into LZ Columbus. Units of both sides may move from LZ Columbus into any east map edge area. US units may not leave LZ Columbus if NVA units are present in it. Opposing units in the transition area do not trigger combat.

## 7.0 COMBAT

### 7.1 General Combat Description

All combat is conducted by identifying the firing units and target units, then rolling a specified number of dice. Combat is initiated only by activated units, but the target units generally may return fire. The units taking part and the number of dice rolled vary by combat, as explained in the remaining cases of this section. In all combats, each die result of "6" scores one hit on the selected target(s). Hits are applied to the targets as detailed in section 8.0.

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## 7.2 Melee Combat

Melee combat takes place whenever opposing units occupy the same area (called a disputed area). Opposing units in a disputed area must take part in melee.

**Melee Procedure.** Conduct the following steps for each melee combat.

- 1. Attacker Strength.** Total the melee strength of all activated attacking units in the disputed area. Modify the total for overstacking (6.1), and/or the presence of officers (10.3).
- 2. Defender Strength.** Total the melee strength of all defending units in the disputed area. Modify the total for overstacking (6.1), and/or the presence of officers (10.3).
- 3. Simultaneous Fire.** Both players roll the number of dice determined above. The dice may be rolled and hits applied in any order desired, but all fire is considered simultaneous, so hits scored do not affect the opposing player's die rolls.
- 3. Applying Hits.** Each player applies the first hit to the opposition. Opposing officers may be targeted by both players. The defender may target unactivated attacking units. The owning player applies all subsequent hits (8.1).
- 4. Defender Retreat.** The defending player may, but is not required to, retreat surviving units into an adjacent area or areas.
- 5. Attacker Retreat.** The attacking player may, but is not required to, retreat surviving units into an adjacent area or areas.

**6. Continued Melee.** If the area remains disputed, the melee will continue the next time any units in the area are activated.

**A) No Fire Combat.** Units in a disputed area may not fire out of it. Units outside the disputed area generally may not fire into it.

**B) Melee in LZ Columbus.** If NVA units are in LZ Columbus and the only US units are artillery units, the NVA units engage in melee normally. The artillery does not fire back and may not fire at targets outside the LZ.

## 7.3 Ranged Infantry Fire

Activated infantry platoons in undisputed areas may fire at opposing units in adjacent undisputed areas. Fire is conducted by activated units in one area at a time; units in multiple areas may not combine their fire in a single combat.

**Infantry Fire Procedure.** Conduct the following steps for each fire combat.

- 1. Identify the Firing and Target Unit(s).** All activated firing units in one area may fire. Opposing units in one or more areas may be targeted.
- 2. Attacker Strength.** Total the firing strength of all activated attacking infantry units in an area. Modify the total for jungle terrain (7.3) and/or the presence of officers (10.3). If multiple areas are targeted, the firing player is free to divide the total firing strength in any way desired, but one area must be designated the primary target area.
- 3. Jungle Areas.** Reduce by one the fire strength of each infantry unit firing into a

jungle area. Infantry in melee, and fire by mortar, artillery, or air units, is unaffected.

**4. Fire and Apply Hits.** Roll the number of dice directed into each area separately. The firing player applies the first hit in the primary target area; officers may only be targeted during the first turn. All other hits are applied by the targeted player.

**5. Return Fire.** After hits have been applied, all defending units in all targeted areas may return fire. Use the same procedure as above. The defending player applies the first hit, the original firing player all subsequent hits.

**6. Advance.** If the primary targeted area is emptied of enemy combat units (wounded markers do not count), the firing player may, but is not required to, move any or all firing units into it. This is not movement; it is part of the combat process.

## 7.4 Ranged Mortar Fire

Mortars in an undisputed area may fire on any area within six areas of their location and within the LOS of a friendly officer (7.8).

**Mortar Fire Procedure.** Conduct the following steps for each mortar fire combat.

- 1. Identify the Target Area.** Opposing units in one area may be targeted. US mortars may not fire into a disputed hex. NVA mortars may fire into a disputed hex (see #4 below).
- 2. Attacker Strength.** Total the firing strength of all activated mortar units in one area. No modification is made for jungle terrain and/or the presence of officers.
- 3. Fire and Apply Hits.** Roll the dice. The targeted player applies all hits. Officers





may not be targeted separately, but see #5 below. No unit may suffer a third, fourth, or fifth hit from mortar fire. Any hits not able to be applied are lost.

**4. Check for Friendly Fire.** If NVA mortars fire into a disputed hex, each roll of "1" scores a hit on a friendly unit in the hex. The targeted player applies the hits, but no unit may receive its third or fourth hit through friendly fire. Officers may not be targeted separately, but see #5 below.

**5. Check for Leader Casualty.** If one or more hits were scored, even if not able to be applied, roll one die for an officer in the target area. If more than one officer is present, assign each a number and roll a die to determine which is affected. The officer becomes a casualty on a roll of "6."

### 7.5 Artillery Fire

US artillery units in LZ Columbus may fire at opposing units in any undisputed area within the LOS of a US officer (but see 5.5B and 7.2B). Each artillery unit fires alone.

**Artillery Fire Procedure.** Conduct the following steps for each artillery fire combat.

**1. Identify the Target Area.** One undisputed area occupied by NVA units may be targeted. More than one artillery unit may target the same area, but resolve each attack separately.

**2. Check for Friendly Fire.** Roll one die. On a result of 2 through 6, conduct the bombardment as below. On a result of "1," the fire is off-target and shifts to an adjacent area. If more than one area is adjacent, assign each adjacent area a number or range of numbers and roll one die. The fire shifts to the chosen area, even if US units are present.

**3. Fire.** Roll a number of dice equal to the fire strength of the artillery unit. No modification is made for jungle terrain and/or the presence of officers.

**4. Apply the Hits Randomly.** The fire affects one unit in the targeted area. If more than one unit is in the area, US and/or NVA, determine which is affected by rolling a die (if two units, assign one to 1-3 and the other 4-6; if three units, assign 1-2, 3-4, 5-6, and so on). Officers may not be targeted separately, but see

#5 below. An NVA unit may be reduced or eliminated by artillery fire. A US unit cannot suffer a third, fourth, or fifth hit.

**5. Check for Leader Casualty.** If one or more hits were scored, roll one die for each officer in the target area. The officer becomes a casualty on a roll of "6."

### 7.6 Gunship Attacks

Each gunship marker may attack one NVA unit when drawn. After the attack, place the marker in the Chopper box in the US Chit Draw Placement area.

**Gunship Attack Procedure.** Conduct the following steps for each gunship attack.

**1. Identify the Target Unit.** Place the gunship marker on any one NVA unit (not officer, but see #4 below). It may be in a disputed area, an area adjacent to any US unit, or within the LOS of a US officer.

**2. Check for Gunship Damage.** Roll one die for each NVA infantry (not mortar) unit in the area. Any roll of "6" damages the gunship; flip it to its reduced side. Hits beyond the first have no effect. When the gunship is drawn in the following turn, it is drawn at full strength.

**3. Fire & Apply the Hits.** Roll a number of dice equal to the fire strength of the gunship. No modification is made for jungle terrain (7.3.3). All hits are applied to the target unit.

**4. Check for Leader Casualty.** If one or more hits is scored, check for a casualty to one NVA officer. If more than one officer is present, determine which is affected by assigning each a number and rolling a die. Roll the die again; the officer becomes a casualty on a roll of "6."

### 7.7 Skyraider Attacks

The Skyraider unit may attack when drawn. It may attack any undisputed NVA occupied area adjacent to a US unit or within the LOS of a US officer. The US player must decide whether the attack will be made with bombs or napalm.

**A) Bombing Attack Procedure.** Conduct the following steps for each bomb attack.

**1. Fire & Apply the Hits.** Roll six dice. No modification is made for jungle terrain (7.3.3). Hits are applied to any

unit or units (not officer) in the area at the discretion of the NVA player.

**2. Check for Leader Casualty.** If one or more hits is scored, check for a casualty to one NVA officer. If more than one officer is present, determine which is affected by assigning each a number and rolling a die. Roll the die again; the officer becomes a casualty on a roll of "6."

### 3. Check for Collateral Damage.

Select one adjacent area randomly by assigning each a number and rolling a die. If one or more units is present in the selected area, NVA and/or US, select one randomly by die roll. Roll one die to determine if the selected unit is hit.

**B) Napalm Attack Procedure.** Conduct the following steps for each napalm attack.

**1. Apply the Hits.** All units with two or more hits are unaffected. All units with one or no hits now have two hits. Any wounded marker in the area is eliminated.

**2. Check for Leader Casualty.** Roll one die for each officer in the area. The officer becomes a casualty on a roll of "6."

**3. Check for Collateral Damage.** Roll one die for each adjacent area containing US and/or NVA units. If more than one unit is present, select one randomly by die roll. A roll of "6" affects the unit as follows:

- A wounded marker is eliminated.
- Any other unit receives two hits (but not a third or more).

### 7.8 Line of sight

An officer has a line of sight if a straight line can be drawn from any part of the officers area to the target area. The line may not enter more than three areas: count the target area, do not count the officer's area. The line may enter but may not cross (enter and exit) a jungle area.

## 8.0 HITS

### 8.1 Hit Distribution

Except as directed by a specific combat procedure, each player is free to distribute hits among the affected in any way desired.

### 8.2 Hit Effects

NVA units are able to absorb four hits; US



1



1

**Third Chit.** Another US Fire/Move chit is drawn. The US player contemplates a move by A,B/2-7 to initiate a melee with 3/1/1/33, but instead chooses to fire with A,B/2-7. This results in two potential ranged fire combats.

B

Instead, all fire is concentrated on 3/1/1/33. Once the area is cleared, US units can move into it to reach a flanking position against the 8/66 platoons.

The US player resolves the mortar fire first, rolling one die. The result is a "3" meaning no effect. No return fire is possible.

The US player now rolls five dice for the infantry fire: two for 2/A/2-7 and three for 3/A/2-7, which is being assisted by its officer. The results are 2,4,6,1,6, scoring two hits on 3/1/1/33; a "2" hit marker is placed on it.

The NVA player returns fire, rolling two dice.

The results are 2 and 6, scoring one hit. The NVA player applies the hit to 2/A/2-7.

The US player must check for leader casualties. A die roll determines the C Company commander will be the target. The casualty die roll is a 3, meaning no officer casualty is inflicted.

A

1/A/2-7 and the A/2-7 mortar could fire straight ahead, but the US player decides against it because it will stir up too much return fire.





units are able to absorb five. Each hit has the effects detailed below. Hit markers remain on a unit until rallied (see 9.0).

**1 Hit:** Place a 1 marker on the targeted unit. It may not move without an officer in the same area.

**2 Hits:** Place a 2 marker on the targeted unit. It may not move without an officer in the same area.

**3 Hits:** remove the hit markers and flip the unit to its reduced side (see 8.2). It may not move without an officer in the same area.

**4 Hits:**  
**•(NVA units):** remove the unit from play.

**•4 Hits (US units):** remove the unit from play and replace it with a wounded marker (see 8.3).

**5 Hits (US wounded markers only):** remove the unit/wounded marker from play.

## 8.3 Reduced Effects

A reduced unit may not move without an officer and may not rally. Otherwise, with the exception of lower values, the reduced unit operates like a healthy unit.

## 8.4 Wounded Effects

A wounded marker may not move on its own. It may be carried by another US platoon (A) or evacuated by the Dustoff marker (B). Wounded markers in an area with an NVA marker may be eliminated (C and D).

**A) Transporting the Wounded.** A US platoon may carry one wounded marker (see 6.3).

**B) Evacuating the Wounded.** The Dustoff chit may be used to evacuate one or two wounded markers from a single area (see 6.3).

**C) Eliminating Wounded Markers in Daylight.** A wounded marker is eliminated and removed from play if at the end of a daylight turn action phase it is in an area alone or with only other wounded markers, and the area also contains one or more NVA platoons. A wounded marker stacked with one or more US platoons is unaffected.

**D) Eliminating Wounded Markers at Night.** A wounded marker may be eliminated and removed from play at the end of a night

turn action phase if it is in an area with an NVA marker, even if it is also stacked with one or more US platoons. Roll one die for each wounded marker; it is eliminated on a roll of 1-3; on a 4-6 it survives.

## 9.0 RALLY

Units with one or two hits may recover during the rally phase.

### 9.1 Rallying Without an Officer

Roll one die for each hit unit. The hit level is reduced by one on a roll of "6."

### 9.2 Rallying With an Officer

Each officer may recover one hit for one unit in each rally phase. The officer must be unwounded and in the same area as the hit unit, and the unit must belong to the same organization. Senior commanders affect any unit.

## 10.0 OFFICERS

### 10.1 Officer Activation

Unit officers are activated with their unit group. Senior officers are activated with any unit they accompany and may be activated any number of times per turn. If not stacked with any friendly unit, each officer may be activated once per turn when any friendly chit is drawn.

### 10.2 Officer Movement

Officers move just like combat units; unit officers do not have to accompany activated units. They have no effect on stacking.

### 10.3 Officer Capabilities

Officers may:

**•Enable Movement** by allowing hit or reduced units to move. The officer must accompany the enabled unit.

**•Enhance Combat Power** by adding one (+1) die to one unit's combat strength. Only one officer may affect a single unit's combat strength.

**•Rally** 1 hit from a unit in the same area. Unit officers may rally only platoons in the unit. Senior officers may rally any unit.

**•Spotting.** An officer enables mortar, artillery, and air attacks on any enemy unit in his LOS (7.8).

**•Night Action.** A US officer may call for a flare on his area or any adjacent area.

## 10.4 Officer Casualties

Officer casualties may occur during combat (see 7.0). The first time an officer is hit, flip the counter to its reverse side. The officer is wounded and loses all special abilities. It must be carried like a wounded marker, and may be evacuated (see 6.3). If a wounded officer is hit again, he is killed (removed from play).

## 11.0 NIGHT

Turns 9 and 10 are night turns. Night turns reduce visibility, affecting combat, artillery, and airstrikes.

### 11.1 Night Effects

All rules remain in effect except as modified below.

**A) LOS** is reduced to adjacent areas.

**B) Attacks are reduced** by one die (but see 11.2).

**C) No air or artillery attacks** may be made (but see 11.2).

**D) US Spotting.** A US platoon in an NVA occupied area may not be able to attack. Roll one die before beginning the melee combat. On a roll of 1-3 the NVA troops have been spotted and combat takes place. On a roll of 4-6 the NVA have not been spotted; no combat takes place, but place the Melee marker on the hex. NVA units always spot US units in the same area (but see 8.4 regarding Wounded markers in the same area).

### 11.2 Flares

The US player has eight available flare markers. Every time a US Move/Fire chit is drawn during a night turn the US player may employ up to two flares. Remove the chosen number of flare markers from the Available Flares boxes. Place each in an area occupied by or adjacent to a US unit or officer. The flare negates the night effects listed in 11.1 (for both sides) during that action only. Leave the marker in the area until the administrative phase. If at the end of the action phase an NVA unit and a US wounded marker are in an area with a flare marker, the wounded marker is eliminated without the die roll required by 8.4D. Each flare may be used once per game.



## DESERT FOX GAMES

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TPS	Battle of Tours	35	ZMG	Pocket Battles: Celts vs Romans	15	Mag w/incomp game: 1, 2, 8-11	10	40	Fight on the Beaches	P15	
TPS	Joan of Arc's Victory	30	ZMG	Pocket Battles: Confederacy	15			41	O'Conner's Offensive	25	
TPS	Metaurus: Italy 207BC	35	ZMG	Pocket Battles: Orcs vs Elves	15	<b>Command</b>		43	Wellington	20	
TPS	Poltova's Dread Day	30	ZMG	Silent but Deadly Night	25	1 Blitzkrieg '41	P85	44	MacArthur	P30	
TPS	Saratoga 1777	35	ZMG	Take Stock	15	2 Sunrise of Victory	100	45	Custer's Luck	P45	
TPS	Siege of Syracuse 415BC	35	ZVE	Barbarossa 41	70	5 Hamburger Hill	P75	46	House of Sa'ud	P15	
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TPS	Victory of Arminius	35	ZVE	Samuauri Battles	83	8 Jutland	80	48	The Red Baron	P45	
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WDG	Bosworth Field 1485	38	14	War in Aegean	35	43 Chattanooga	35	137-139, 143, 145		15	
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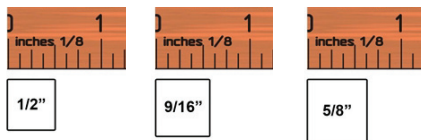
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3M	Stocks and Bonds	1964	20	MB	Mission Command: Air	2003	60	RGG	Taj Mahal	2000	30
3M	Win Place Show	1966	30	MB	Mission Command: Land	2003	60	RGG	Tikal	1999	60
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ELG	Concentration 40 <sup>th</sup> Anniv Ed	1998	40	MWF	Master of Wars	1995	20	TLC	Award Show	2005	10
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Gabrial	Point Blank	1979	35	PB	Flinch	1976	10	TSR	Castles: (AD&D)	1990	30
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