








<div> Modified Die Roll</div>	Ground Combat Strength + Enemy Support										Pursuit Allowance
	1 to 3.5	4 to 7.5	8 to 13.5	14 to 21.5	22 to 30.5	31 to 42.5	43 to 55.5	56 to 75.5	76 to 99.5	100 or more	
≤ -4	2 / 0	3 / 0	4 / 0	5 / 0	7 / 0	10 / 0	13 / 1	16 / 2	21 / 3	26 / 3	-5
-3	1 / 0	1 / 0	2 / 0	4 / 1	5 / 0	7 / 1	9 / 1	12 / 1	16 / 2	24 / 2	-4
-2	1 / 1	2 / 0	2 / 0	3 / 0	5 / 1	5 / 1	8 / 2	10 / 2	13 / 3	22 / 4	-3
-1	1 / 0	2 / 0	2 / 0	2 / 0	4 / 0	5 / 1	6 / 3	8 / 2	10 / 3	20 / 3	-2
0	0 / 0	0 / 0	1 / 0	3 / 1	3 / 1	4 / 1	5 / 2	6 / 3	8 / 3	18 / 6	-1
 ★ 1	1 / 0	2 / 1	3 / 1	3 / 2	4 / 2	5 / 3	7 / 4	8 / 4	10 / 5	15 / 7	-1
 2	1 / 0	1 / 0	2 / 1	2 / 0	3 / 1	5 / 4	6 / 2	7 / 6	9 / 7	14 / 9	0
 3	0 / 0	0 / 0	1 / 0	2 / 2	3 / 2	4 / 1	6 / 5	8 / 5	8 / 8	13 / 10	0
4	1 / 1	1 / 0	1 / 1	2 / 1	2 / 2	3 / 3	4 / 3	6 / 3	8 / 6	12 / 6	+1
5	0 / 0	1 / 1	0 / 1	1 / 1	1 / 2	2 / 2	3 / 6	5 / 6	7 / 6	11 / 8	+2
6	0 / 1	0 / 2	1 / 2	1 / 2	2 / 3	2 / 4	3 / 4	5 / 7	6 / 9	9 / 13	+2
 ★ 7	0 / 0	1 / 1	2 / 2	1 / 3	3 / 4	2 / 5	4 / 5	4 / 8	5 / 10	9 / 13	+3
 8	0 / 0	0 / 0	0 / 2	0 / 1	1 / 2	2 / 5	3 / 4	2 / 8	6 / 10	8 / 13	+4
 9	0 / 1	0 / 1	0 / 1	1 / 3	1 / 3	1 / 3	2 / 6	3 / 9	5 / 13	7 / 16	+5
10	1 / 2	1 / 2	1 / 2	1 / 4	1 / 4	1 / 5	2 / 5	3 / 10	4 / 16	6 / 20	+6
≥ 11	0 / 1	0 / 2	0 / 3	0 / 5	1 / 6	1 / 8	2 / 13	2 / 16	3 / 21	5 / 26	+7

Dice Roll Modifiers

Terrain

See the Terrain Effects Chart for effects of terrain on combat.

Unused Pursuit Allowance

If the pursuing unit ends its pursuit (following the first round) in or adjacent to a target hex with Movement Points remaining, the remaining Movement Points are added to the following combat die roll, provided the unit contributes ground Combat Strength toward an attack on the target hex.

Combat Ratio

The ratio of the attacker's total strength (including support) to the defender's total strength in the target hex (including support). Round off in the favor of the defender.


Support in excess of 3x the friendly unmodified ground Combat Strength involved in a combat is not considered when calculating the combat ratio, but it is counted for enemy losses.


If the target hex contains only units with ground Combat Strengths of 0, the hex has a ground Combat Strength of 1 when calculating combat ratio and losses.


Ratio	DRM
1:5 or worse	-5
1:4	-4
1:3	-3
1:2	-2
2:3	-1
1:1	0
3:2	+1
2:1	+2
3:1	+3
4:1	+4
5:1 or better	+5

Combat Results Key

# / # Attacker Casualties / Defender Casualties

 Airmobile point lost\*

 ★ Airmobile point lost if Hot Landing Zone\* [4.6.1.2]

 Air Support point lost\*

+/- # Pursuit result added to Operating units' modifiers to determine their Movement Point Allowance for pursuit [6.7.3]

\* No more than one Airmobile and/or Air Support point can be lost in an operation.

Allocating Losses [6.6.2]

- Defending player allocates loses first.
- May not expend Replacement Points in excess of force's Combat Strength.
- Hot Landing Zone: When calculating loses, the Combat Strength of units which moved by air into the target hex in the current round are *doubled*.
- HQ/Artillery units have Combat Strength of 0. The elimination of either type of unit satisfies 1 point of losses. 1 Replacement Point may be spent to sustain losses suffered by HQ/Arty units unaccompanied by friendly units.
- All loses inflicted by the CRT may be satisfied by eliminating all friendly units that participated in the battle and were in or adjacent to the target hex; no additional RP need be expended.
- If a VC unit sustains combat losses less than its ground Combat Strength, it can be eliminated and the difference between its ground Combat Stength and the losses may be claimed as an increase in VC Replacement Points.
- US and VC brigade-level units may be broken down to sustain losses.

## Foot Units

Terrain	Foot	Mech	Combat DRM
Grasslands	1	1	0
Jungle	2	4	-1
Hills	2	3	-1
Forested Hills	3	5	-2
Mountains	3	6	-3
Cultivated <sup>8</sup>	1	4	0 (RF:1)
Marsh <sup>7</sup>	3	5	-1
All Sea	P	P	0
Town <sup>2,8</sup>	—	—	-1 (RF:2)
Capital Town <sup>2,8</sup>	—	—	-1 (RF:2)
Capital City <sup>2,8</sup>	—	—	-2 (RF:2)
Major Capital <sup>1,2,8</sup>	—	—	-2 (RF:2)
Port	—	—	—

## Mech Units

Terrain	Foot	Mech
Minor River Hexside <sup>7</sup>	+1	+2
Water Hexside <sup>3,4,7</sup>	+3	+4
Escarpment Hexside <sup>4</sup>	+2	+6
All-Sea Hexside <sup>4,5</sup>	P	P
Road	1	½
Provincial Boundary	—	—
National Border <sup>6</sup>	—	—
Disputed Border <sup>6</sup>	—	—
Corps Boundary	—	—
Ho Chi Minh Trail	—	—
Landing Beach	—	—
Exit ZOC	+1	+1
Exit Enemy hex <sup>9</sup> or Patrol ZOC	+2	+2

(RF:#) Regional forces available

P Prohibited

— No effect; use other terrain

**Combat DRMs** are NOT cumulative. If more than one type of terrain is present in the defender's hex, each round of combat the defender may select which modifier will be used.

## Notes

- Pursuit Allowances of operating units attacking Major Capitals are set to 0 for the first round of an operation.
- Any positive pursuit results generated on the CRT on the first round of an operation are ignored when operating units are attacking these.
- A unit may not cross a water hexside into an enemy occupied hex.
- The ground combat strength of units attacking across these are halved.  
*Exception: Riverine are not halved across Water hexsides.*
- Only airmobile or airmobilized units may attack across all-sea hexsides.
- The cost for NLF units to enter a border is determined by other terrain;  
3-4 Rangers: +1, 5 Rangers: +2 to enter [10.3.1].  
Complete McNamara Line: +1 to enter [16.1.4].  
These are cumulative.
- Units using amphibious movement ignore this terrain type.  
Marsh costs 1 MP [4.6.2].
- Allied units defending in these hexes may use Regional Forces [10.2].
- The enemy player may force combat on units entering the hex [4.11].

## Airmobile Units

Airmobile units ignore hexside Movement Point costs. Enemy units, ZOCs, Patrol, and Interdiction affect airmobile movement normally. The hex that an airmobile unit ends its movement in is called its **LANDING HEX**. The Movement Point cost of entering a Hex is:

Hex	MP COST
<b>Movement Hex</b>	½
<b>Landing Hex</b>	
The hex is enemy-occupied or in a Patrolling enemy unit's ZOC.	3
The hex is not enemy-occupied and only in the ZOC of non-Patrolling enemy units.	2
The hex contains no enemy unit or ZOC.	1

