

Block by Block

CONTENTS

- 1.0 INTRODUCTION
- 2.0 COMPONENTS
- 3.0 HOW TO WIN
- 4.0 SETTING UP THE GAME
- 5.0 SEQUENCE OF PLAY
- 6.0 MOVEMENT
- 7.0 COMBAT
- 8.0 GATE BOXES
- 9.0 POLITICAL
- 10.0 REPLACEMENTS
- 11.0 REINFORCEMENTS
& WITHDRAWALS
- 12.0 PAVN/NLF SURVIVORS
- 13.0 DIE ROLL MODIFIERS

CREDITS

Design: Nicholas Edwards

Managing Game Developer: Doug Johnson

Playtesters: Robert Boyens, William Croslow, Maurice Fitzgerald, Terry Mays, Terry Rooker, Julien Webb.

Proofers: Hans Korting, Michael C. Neubauer, Brendan Whyte.

Map Graphics: Joe Youst

Counters: Chris Dickson

Production: Richard Aguirre



© 2020 Decision Games, Bakersfield, CA

THE BATTLE OF HUẾ, 1968

NOTE: To remove the rules from this magazine, carefully and slowly peel them from the subscription card they are attached to by peeling from the top and then the bottom meeting in the middle. The card is not intended to be removed.

These rules use the following color system: Red for critical points such as errata and exceptions, Blue for examples of play. Check for e-rules updates to this game at modernwarmagazine.com/mwm/e-rules/

1.0 INTRODUCTION

Block by Block is a two-player conflict simulation of the 1968 Battle of Huế. Players must balance the military difficulties imposed by the challenges of constrained urban warfare and the unique terrain of the Huế Citadel, with the overriding considerations of each side's respective political goals. The North Vietnamese player must hold the city for as long as possible, to create a media event and lay the groundwork for a new revolutionary government. The South Vietnamese and American player must retake Huế before this process can advance too far, but also avoid jeopardizing his own political sensitivities from casualties and heavy-handedness.

1.1 Scale

The map covers an area of 13 square kilometers (approximately 5 square miles). Each turn represents four to five days. Units represent platoon/detachment to battalion-sized units.

2.0 COMPONENTS

The components to a complete game of **Block by Block** include these rules, one 22x34 inch map and one counter sheet containing 176 5/8-inch counters. Players will need to provide themselves with two standard six-sided dice to resolve combat and other probabilistic events during play.

Counter Errata: The back of the ARVN Hac Bao company is printed with a control marker. The spent side of this counter was printed on the back of a control marker. Three of the US platoons are printed with the "-1". They should be printed as the ARVN platoon detachments. The three ARVN platoons are printed on the back of the US "-1" markers.

Ignore the Gate Tower markers lettered **I** through **V** they are not used.

Map Errata: The terrain key incorrectly identifies white circles as applying to the gates. They apply to the areas outside the gates (i.e. **0-1** has a terrain value of **-2**).

The road crossing the boundary between **0-3** and **S6-1** should show a bridge symbol.

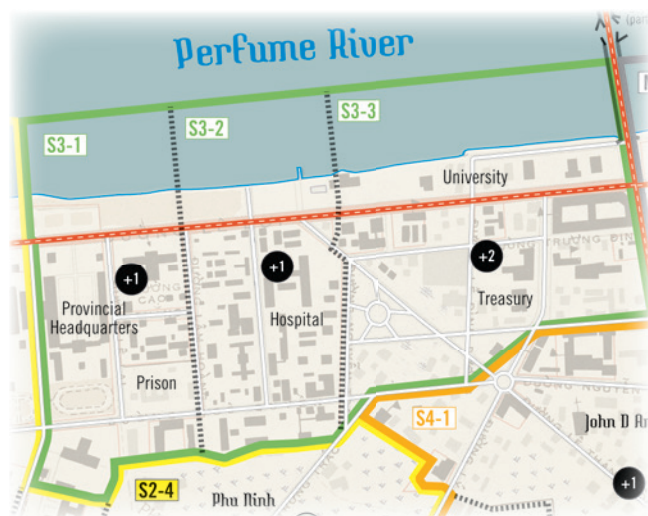
Block by Block

2.1 The Map

The map is separated into 11 different zones marked by colored boundaries. Each zone is further divided into areas by dashed lines, representing segments of territory within each zone. Units are placed within these areas to mark their current position. Each area within a zone is identified by an alpha-numeric code that identifies the zone and the area within that zone. These codes are printed in the color matching the zone. See the Terrain Key located on the map for examples of zone and area symbols.

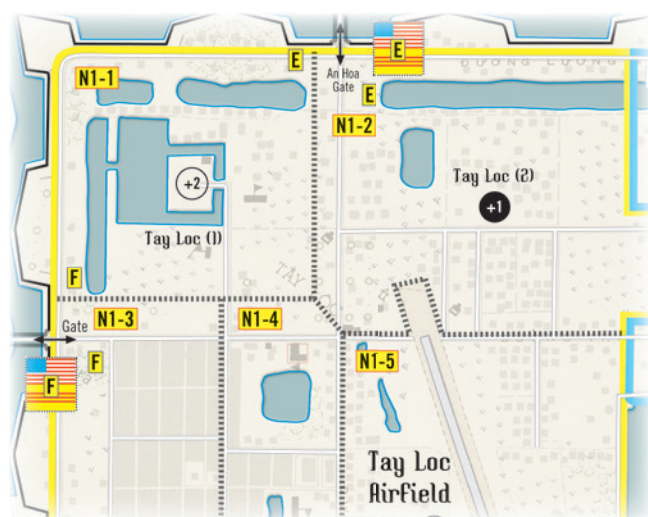
Zones: There are 11 different zones on the map. They are used to denote the current level of control the PAVN/NLF forces have over the city. Zones are split into two groups, North and South, denoted by the letter preceding the zone's number.

Example: Zone S3 is Zone 3 in the South.

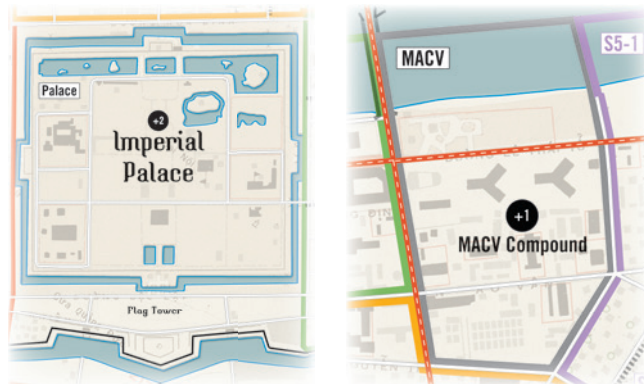


Areas: An area's zone is shown in its area ID. Each area is assigned a Terrain Value used during the execution of combat.

Example: Area N1-2 is area 2, in zone 1 North. It has a terrain value of "+1".



Non-Zone Areas: The MACV Compound, Imperial Palace, and areas labelled 0-1 to 0-9 are unique in that they are not part of any zone. Units within their borders do not contribute to the control or clearing of any zone.



2.2 Unit Counters



Important: The 32 hit markers are for use in *Modern War* issue 45, *Dragon and the Hermit Kingdom: The Second Korean War*.

Counter Abbreviations:

ARVN 3rd Regiment 5	ARVN (orange): Army of the Republic of Vietnam (South Vietnamese Army)
ARVN Hac Bao 4	Note: The Hac Bao ARVN counter is a light tan to distinguish it from other ARVN units.
MACV Advisory Team 3 2	MACV (light green): Military Assistance Command, Vietnam
NLF 5	NLF (red and blue): National Liberation Front (Viet Cong)
PAVN 4th 3	PAVN (red): People's Army of Vietnam (North Vietnamese Army)
RVN Marine Corps 5	RVN (orange): Republic of Vietnam Marines (South Vietnam)
US MARINES 7/1 5	US Marines (dark green): United States Marine Corps

2.3 Sides

Each player commands one of two sides involved in the Battle of Huế.

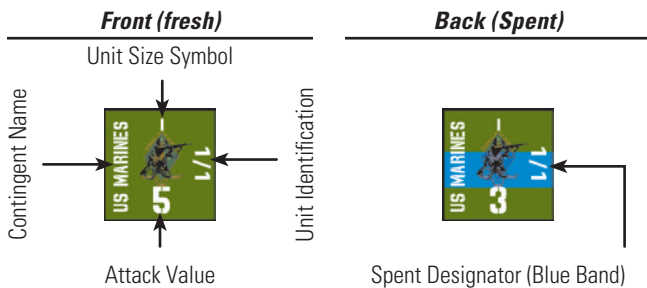
US/ARVN: All US Marine, MACV, ARVN, and RVN units are part of the US/ARVN side. This side will be referred to as the US/ARVN player from this point onwards.

THE BATTLE OF HUẾ, 1968

PAVN/NLF: All PAVN and NLF units are part of the PAVN/NLF side. This side will be referred to as the PAVN/NLF player from this point onwards.

2.4 Combat Units

Most combat units are two-sided. The front is their full-strength (fresh) side and the back is their reduced (spent) side. Two-sided US units can also be routed (2.5 & 2.6). Routed units cannot contribute their attack value to a combat. Routed units may be recovered during the Reinforcement Phase. Routed units may move, retreat and advance as part of an assault group.



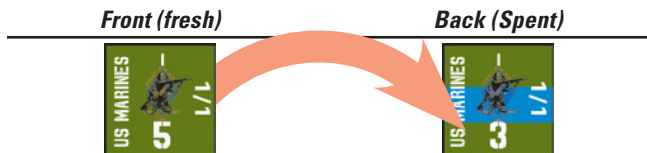
Attack Value: The Attack Value defines a unit's ability to mount an attack on another unit, representing the training, experience, condition, and weaponry of that unit. This is used during the Combat Phase.

Unit Sizes: Unit size represents the unit's organizational size.

●●●: Platoon I: Company II: Battalion

2.5 Applying Hits

- A two-sided unit that loses a step is turned from its fresh to its spent side.



- One-sided counters (the MACV unit, ARVN 1st Division HQ unit and all 6 NLF units) are marked as routed.



- Spent two-sided units that suffer an additional hit are marked as routed.
- Routed units that suffer a hit are eliminated.
- When resolving combat (of any type), the owning player cannot select a unit that would be eliminated by a one-step loss hit unless there are no units left that would not be eliminated by one step loss.

Example: The below 3 units are an assault group that must take one-step loss. The player could not select the routed unit as there are two other units that could take a step loss and not be eliminated. The player must reduce the full-strength unit or rout the reduced strength unit.



2.6 Routed Units

A unit that is routed cannot contribute its attack value when attacking (in either close combat or assault), although it may be part of an assault group.

- Routed units have a strength of one when defending.
- Units remain routed until recovered during the Reinforcement Phase.
- Routed units may move, retreat and advance as part of an assault group.
- Players cannot select a unit that would be eliminated by a one-step loss hit unless there are no units left that would not be eliminated by one step loss.

2.7 Markers

There are a number of markers included with the game. Their use is described in various sections of the rules.

BLOCK BY BLOCK TURN	Game Turn Marker (5.0)	CONTROL ★	PAVN/NLF Control Marker (9.2)
Publicity	Publicity Marker (9.1)	Assault Group	Assault Group Marker (7.2)
PAVN Gate Tower 2	Gate Tower Marker (8.0)	ROUTED ★	Routed Marker (2.5 & 2.6)
Destruction	Destruction Marker (7.4)	ADVANCE ROUTE →	Advance Route Marker (7.5)
CONTROL ★	US/ARVN Control Marker (9.2)	-1	Detachment Marker (8.2)

3.0 HOW TO WIN

Victory is calculated on two levels to reflect the different historical results between the tactical and strategic levels. A Strategic Victory is the greater achievement.

3.1 Sudden Death Victory

If the US/ARVN player at any point in the game takes control of all 11 zones, he has won a Strategic Victory and the game ends at that point.

3.2 End Game Victory

End Game Victory is determined at the end of Game Turn 5. It is based on a combination of the number of zones controlled by the US/ARVN player and the clearing score derived at in 3.3.

- If the US/ARVN player controls nine or more zones and the clearing score is less than 60, The US player wins a Strategic Victory.
- If the US/ARVN player controls nine or more zones and the clearing score is greater than or equal to 60, The US player wins a Tactical Victory.

Block by Block

- 3) If the US/ARVN control five to eight zones the game is a draw. The clearing score is not used in this case.
- 4) If the US/ARVN player controls four or less zones and the clearing score is equal to or greater than 60 the PAVN player wins a Strategic Victory.
- 5) If the US/ARVN player controls four or less zones and the clearing score is less than 60 the PAVN player wins a Tactical Victory.

		Clearing Score	
		< 60	≥ 60
US Controlled Zones	≤ 4	PAVN Tactical	PAVN Strategic
	5–8	Draw	Draw
	≥ 9	US Strategic	US Tactical

3.3 Clearing Score

To determine the clearing score, follow the procedure below:

- Determine the clearing score by summing the clearing scores of each zone (9.2) and multiply the total by two.
- Add the current publicity score (9.1).
- Add one for each PAVN/NLF surviving or withdrawn unit (12.0).
- Divide the destruction level (7.4) by three (round up) and multiply the result by two. Add this result to total points.

4.0 SETTING UP THE GAME

4.1 Starting Forces

Place each counter at full-strength in the areas listed.

US/ARVN

MACV Compound:

MACV Advisory Team, 2 × 1/1 U.S. Marines,
3 × 2/5 U.S. Marines.

Area N2-3: (all units ARVN)

1st Div HQ, 1 × 3rd Regiment,
2 × 1st Airborne, 1 × Hac Bao.

Area 0-8:

1 × ARVN 3rd Regiment.

PAVN/NLF

One PAVN 4th Battalion unit in each of the following areas:

S2-3 **S4-1** **S5-2** **S6-4**

Two PAVN 4th Battalion units in:

S3-3

One PAVN 6th Battalion unit in each of the following areas:

N2-1 **N2-2**

Two PAVN 6th Battalion units in:

N1-5

One NLF Company unit in each of the following:

N4-2 **N5-1** **S2-1**
N4-4 **S1-6** **S4-3**

Place the following Gate Tower markers in their corresponding lettered Gate Boxes: **A, B, E, F, G, H**

Important: Gate Tower C and D markers are left off the map since the US/ARVN player controls both gates. The US/ARVN player may create platoon detachments from any US unit to occupy the US/ARVN controlled gates.

Markers:



Place the Turn marker in the **Game Turn 1** box on the Turn Record Track.



Place the destruction and publicity markers in the "0" box of the Political Points Track.



Place one PAVN/NLF control marker in **Area 1** of all zones except for N2 and N3.



Place one US/ARVN control marker in **zones N2 and N3**. This is an exception to 9.2.1 for set up only.

5.0 SEQUENCE OF PLAY

Each turn consists of four phases. Each phase must be conducted in the order given below. Turns are integrated and therefore both sides have an opportunity to act during each phase.

1) Replacement & Reinforcement Phase (10.0 & 11.0)

2) Movement Phase (6.0)

- PAVN/NLF Movement Segment.
- US/ARVN Movement Segment.

3) Combat Phase (7.0)

- US/ARVN Combat Segment.
- PAVN/NLF Combat Segment.

4) Political Phase (9.0)

5.1 Game Length

The game lasts a maximum of five turns with the current turn recorded by advancing the Turn marker at the end of each turn.

6.0 MOVEMENT

The function of the Movement Phase is to allow redeployment of individual units before forming assault groups (7.2).

6.1 Stacking

There is no limit on the number of friendly units that may occupy a single area.

Exception: See Gate Boxes (8.0).

6.2 Movement Procedure

During the Movement Phase each player may optionally move none, or any number of units.

- There is no limit on the number of areas a unit may enter during each Movement Phase.
- Units may not move into an area occupied by an enemy unit unless the area:
 - Already contains at least one friendly unit; **or**,
 - Is occupied by enemy routed units only; **or**,
 - Is occupied by a single one-sided enemy unit.
- A unit that moves into an area adjacent to an enemy unit that is in the same zone (not gate) must stop its movement for that movement segment.

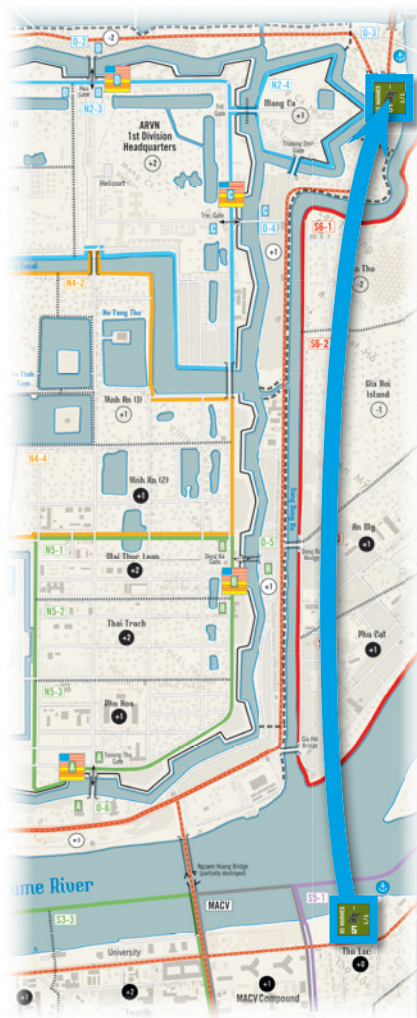
THE BATTLE OF HUẾ, 1968

- If a unit begins a Movement Phase in an area with an enemy unit, the first area the unit enters cannot also be occupied by enemy units (even if a friendly unit is present).

6.3 Special Movement Procedures

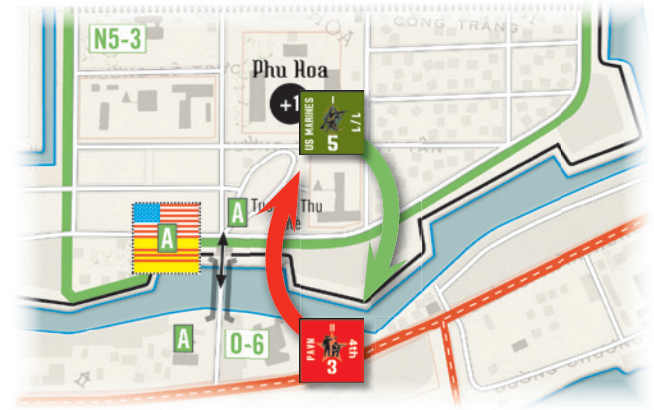
River Landings: The US/ARVN player may move his units along the Perfume River and/or Song Dong Ba Canal from an area with a river landing symbol (⚓) to another area with a river landing symbol (Terrain Key). US/ARVN units cannot move into enemy-occupied areas when using river landings. Units using river landings (i.e., movement along a river or canal) must start the movement segment in an area containing a river landing symbol, and then may move to another area with a river landing symbol. They must stop movement in that area with the river landing symbol. They are eligible to conduct assault combat into another area during the Combat Phase.

Example: The unit was able to move directly from S5-1 to O-3 because both areas have a river landing symbol.



Bridges: PAVN/NLF units may not move or assault over bridges into areas in zones under US/ARVN control. US/ARVN units may launch assaults over bridges.

Example: The PAVN unit in O-6 may not assault into N5-3 as it would be required to assault across the bridge, however the Marine unit in N5-3 could assault across the bridge into O-6.



MACV Advisory Team and 1st Division HQ: These units are static and cannot move. They must remain in their starting area.



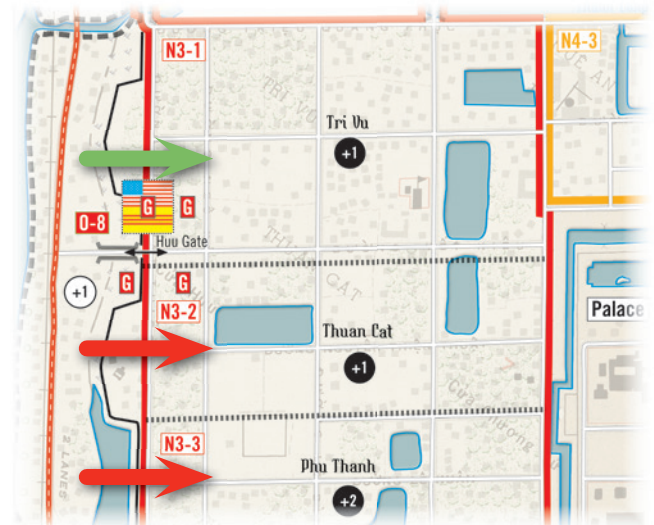
No Assault Required: If there are no friendly units in an area and that area is occupied either by enemy routed units only, or a single one-sided enemy unit, that area does not need to be assaulted. In this case, units may move into the area and then conduct a close combat.

6.4 Terrain Restrictions

No unit of either side can move off-board (**Exception:** PAVN/NLF withdrawals (12.1)), or cross:

- A non-bridged canal.
- A Citadel Wall outline.

Example: A unit could not move from O-8 direct into N3-2 or N3-3; however, a unit could move from O-8 into N3-1 through the Huu Gate.



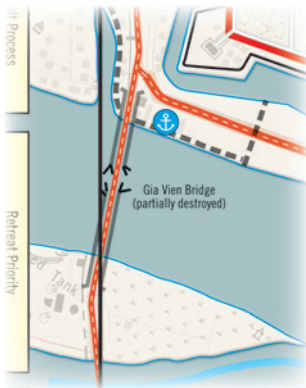
Block by Block

- The Perfume River.

Exception: When conducting a River Landing (6.3).

Important: The Perfume River bridges are shown on the map for historical purposes only. They are not usable by either side.

Example: There are two bridges that cross the Perfume River. Both bridges are unusable by either side.



7.0 COMBAT

During each Combat Phase, the active side may launch attacks and advance across the map. All combat is voluntary. During a player's own Combat Phase, his units are designated the attacker and the other side is designated the defender. Each player's Combat Phase is resolved in a series of attack actions using one assault group. The defending player responds with a defensive action using units occupying the area being attacked. Attack actions continue until the attacker has completed all desired assaults.

7.1 Procedures

A combat action may consist of an assault or close combat:

- Assault combats are conducted from a friendly-occupied area to an adjacent enemy occupied area.
- Close combats are conducted within a single area, when opposing sides both occupy that area.
- Assault groups currently sharing an area with an enemy unit cannot conduct an assault. They can only conduct close combats against the enemy units in that area.

Important: An assault is not conducted when entering an area already containing friendly units even if those units share the area with enemy units. This is considered movement and is conducted during the Movement Phase.

7.2 Assault Groups



The attacker must begin each Combat Phase by defining his assault groups. He may create any number of assault groups. Assault groups must meet the following requirements:

- Assault groups consist of one to three units located in the same area.
- An assault group must contain at least one unit that is capable of absorbing more than one hit and not be eliminated.

Example: An assault group could consist of two routed units and one either spent or full-strength unit.

- An assault group may never include a mix of US Marine and ARVN/RVN units.

Exception: The ARVN Hac Bao company may be part of a US assault group.

Designer's Note: The Hac Bao were an elite strike force that conducted operations in conjunction with US forces at the level of the game.

- Place an assault group marker on the stack. The player then uses these assault groups individually to make their various attacks for that turn. Assault groups can attack any adjacent area into which they are eligible to move.
- At any time during an assault group's combat action, the owning player may split the group into smaller assault groups. Units that split off can be marked as an assault group eligible to conduct another action or can be left unmarked thus ending their Combat Phase.
- Units may not be added to an assault group after designation.
- An assault group may conduct any number of individual actions in a Combat Phase. It may continue assaulting or conducting close combats, if the group meets the minimum assault group requirements and is not forced to pause due to any combat results (7.5 & 7.6).
- If the owning player declares an assault group to be pausing, that assault group cannot conduct any further actions during that Combat Phase.

7.3 Declare the Offensive Action

The attacker selects one assault group and declares the action to be taken (assault, close combat, or pause). If conducting an assault, he must declare the area or Gate Box he is assaulting. All actions by the selected group must be completed prior to beginning the assault procedure for the next group.

7.4 Additional Heavy Weapons/Destruction



The US/ARVN player may call in additional heavy weapons. Heavy weapons cause additional destruction. Destruction represents the overall devastation suffered by the city and population of Huế. Calling in additional firepower will provide DRMs to the combat die rolls in the ensuing combat and will increase the overall destruction level, which increases the points awarded to the PAVN/NLF player's clearing total.

Important: The PAVN/NLF player will be awarded two points toward his clearing level for every three destruction points recorded on the track.

- After selecting an assault group for an assault or close combat, the US/ARVN player determines if he will call in additional heavy weapons.
- If he does not call in additional heavy weapons, he proceeds directly to the assault or close combat procedure.
- If additional heavy firepower is called in, the US/ARVN player must roll 1d6. On a result of 1–3, the player must eliminate one strength step from the assault group that will be supported by the additional heavy weapons. Only one step is eliminated, no matter the level of support selected.

Designer's Note: The step loss requirement simulates the on-the-spot commander's reluctance to call in heavy weapons support because of the high probability of friendly fire losses due to the extremely close nature of the fighting in the area.

THE BATTLE OF HUẾ, 1968

- The US/ARVN player then must determine the level of firepower used. There are two levels of firepower. The US/ARVN player may select either Level One or Level Two.

Level One: Award a –1 DRM to the combat die roll and add one to the Destruction Point total.

Level Two: Award a –2 DRM to the combat die roll and add two to the Destruction Point total.

7.5 Assault Combat Procedure

After declaring the level of heavy weapons support, the attacking player conducts the following combat procedure:

- Total the attack value of all units in the assault group.
- Roll one die (1d6). Apply all appropriate die roll modifiers (DRMs) listed in 13.0.
- Consult the Combat Results Table (CRT). Cross-reference the total attack value with the modified die roll to find the result.
- Assault combat results are to the right of the slash (/) and are resolved as follows:

***** : Assault is successful. Move the assault group into the assaulted area. The defending player must eliminate one step. The attacking player must eliminate one step from the assault group. The assault group cannot conduct any additional assaults but may, continue to conduct close combat in its current area.

X : Assault is successful. Move the assault group into the assaulted area. The defending player must eliminate two steps. The attacking player rolls one die; if the result is 1–3, he must eliminate one step from his assault group. If all defending units were eliminated or retreated, the assault group may conduct another assault into a different area.



Note: Players should place an advance route marker in the area from which the assault group advanced, to denote the area that the defender cannot retreat into or through when using the retreat defensive action (7.7). The marker is left in place until the end of the current combat segment.

Important: If an area contains four or more defending units all step losses against the defender are doubled.

- : Assault is not successful. The assault group does not move into the assaulted area. The assault group must roll one die; if the result is even, he must eliminate one step. The assault group cannot conduct any further combats this phase (remove the assault marker).

- The defending player must now conduct a defensive action (7.7).
- After completion of the defensive action, the attacking player determines if the active assault group will conduct another assault (by advancing into another area), close combat action (by attacking surviving units in its current area) or will pause.
- If the attacker declares a pause, that group has completed its Combat Phase. The attacking player then selects another assault group to conduct an offensive action or declares his Combat Phase complete.
- Attacking units may continue to choose one of the three above actions if the assault group meets the requirements listed in 7.2. There is no limit on the number of attacks one assault group can make (subject to the “*” results on the CRT).

7.6 Close Combat Procedure

After declaring the level of heavy weapons support (7.4), the attacking and defending players conduct the combat procedure below:

- The attacker totals the attack value of all units in the active assault group.
- The defender selects a maximum of three units in the area as the defending force. He then totals the attack value of his designated defending group.
- Each player rolls 1d6. Modify the die roll by all appropriate modifiers (13.0 and on the terrain key).

Important: The defender inverts the terrain value DRMs (i.e., a +1 DRM for the attacker die roll becomes a –1 DRM for the defender die roll).

- Consult the Combat Results Table (CRT). Each player cross-references his total attack value with the modified die roll to find the result that will be applied to the opposing player.
- Close combat results are to the left of the slash (/). Hits are applied simultaneously.

Attacker die roll result: The result is the number of hits received by the defender. The defending player distributes hits.

Defender die roll result: The result is the number of hits received by the attacker. The attacking player distributes hits.

- The defending player must now conduct a defensive action (7.7).
- After completion of the defensive action, the attacking player determines if the active assault group will conduct another close combat action or will pause.
- If the defender chooses the retreat option, the attacker cannot conduct additional actions. He must pause and remove the assault group marker, thus ending that assault group’s actions for the current Combat Phase.
- If the attacker declares a pause, remove the assault group marker; the assault group has completed its Combat Phase. The attacking player can then select another assault group to conduct an offensive action or declare his Combat Phase complete.

7.7 Defensive Actions

After any combat is completed, if there are defending units remaining in the area, the defender must immediately conduct a defensive action. The defending player may declare any one of the following actions:

Hold: The defender does nothing. His units remain in place.

Limited Counterattack (PAVN/NLF units only): One defending PAVN unit may conduct a counterattack against one attacking unit (PAVN/NLF player’s choice) from the attacking group. Resolve the combat as a close combat. Do not use terrain modifiers. If the US/ARVN player receives a step loss, the unit taking the step loss must be removed from the assault group and cannot take part in any further combat this combat segment.

Retreat: The defender may opt to retreat to another area. A retreat may enter successive adjacent areas. There is no limit on how far retreating units can retreat.

- If the attack action was an assault and the retreat option is selected, all defending units in the area must retreat.

Block by Block

- If the attack action was a close combat and the retreat option is selected, only those units that participated in the defense of the area must retreat.
- The retreat option cannot be selected if there is no valid adjacent area into which the units could retreat. Defending units cannot retreat into the following areas:
 - 1) Areas occupied by enemy units, even if there are friendly units also occupying the same area.
 - 2) If the attack action was an assault, retreating units cannot retreat into the area from which the attacking units initially entered the combat area.
 - 3) Into an area in a different zone than the combat area if that zone is marked as cleared by the PAVN/NLF player (9.2.2).
 - 4) Enemy controlled zones.
- If the options below are the only avenues of retreat, the owning player must choose them in the order given:
 - 1) Areas not over a gate's border.
 - 2) Area not bordering an area from which an attacker last assaulted.
 - 3) All other valid options.
- If the retreat option is chosen, or if all units in the combat area were eliminated, units friendly to the defender in areas adjacent to the combat area may retreat using the above procedure. They cannot retreat into the combat area.

7.8 Assault Group Advance

During the Combat Phase, each assault group may (owning player's choice) continue to assault adjacent areas if the assault result allows. Likewise, an assault group may continue to conduct close combats against enemy units until the owning player pauses voluntarily or is unable to continue combat due to losses.

8.0 GATE BOXES

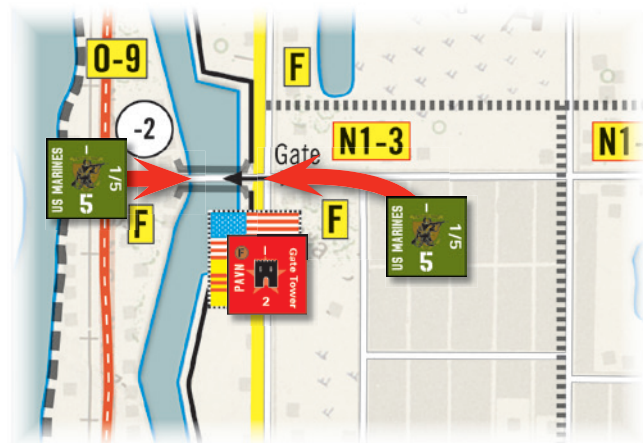


The Huế Citadel may be entered by moving between adjacent areas connected through gaps in the citadel wall called gates. Each gate has a connected Gate Box.

- Each Gate Box has a letter from A to H.
- Gate Boxes are treated as a separate area for combat purposes.
- Units cannot move into or through a gate that is enemy controlled.
- Gates may be controlled by either side.
- At the beginning of the game, each gate under PAVN/NLF control as the appropriately lettered PAVN Gate Tower marker placed on it. Other PAVN/NLF units cannot stack in the Gate Box.
- During the Reinforcement Phase, for each spent Gate Tower marker, roll 1d6.
 - a) On a roll of 1–3 the Gate Tower marker is returned to fresh status.
 - b) On a roll of 4–6, the Gate Tower marker remains spent.
- During the Reinforcement Phase (after rolling for spent Gate Tower markers), any gates that do not have a Gate Tower marker, and do not have a US/ARVN unit in the Gate Box, allow the PAVN/NLF player to place the appropriate PAVN Gate Tower marker (spent side showing) back into the Gate Box (i.e., the PAVN/NLF side has infiltrated forces back into the unguarded gate).
- If under US control, no Gate Tower marker is placed.

- Gate Tower markers are treated as a two-step unit. They may not move.
- Only the side which currently controls a gate may move, advance, or assault over its related border.

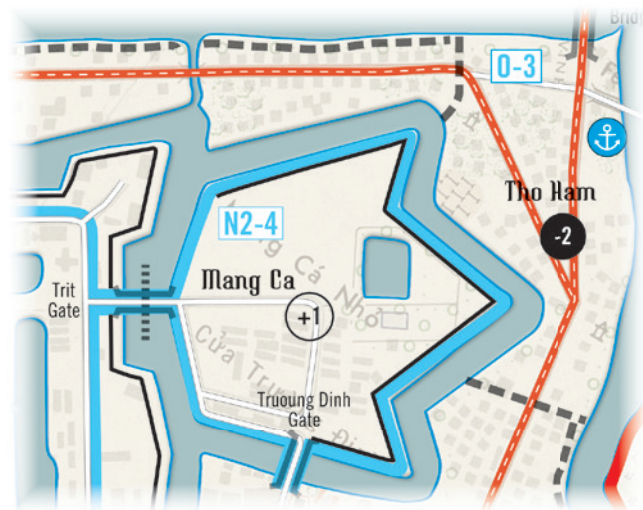
Example: The PAVN/NLF control gate F (between O-9 and N1-3). US/ARVN units cannot move from O-9 to N1-3 or from N1-3 to O-9 until their side has captured the gate.



- Gates may be assaulted from any area with a corresponding Gate Box letter.

Important: Areas adjacent to a Gate Box have the corresponding Gate Box letter printed within the area.

Clarification: Area O-3 does not have an associated gate. The Trit and Truong Dinh Gates were called gates; however, they represent bridges only. They allow movement between the adjacent areas but are not treated as gates for other purposes.



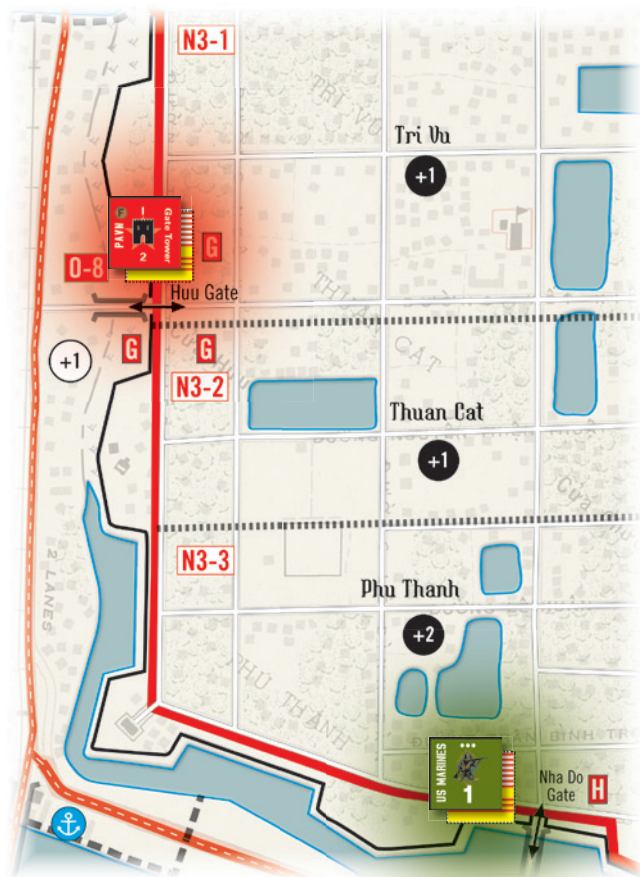
8.1 Effect of Gates

Close combat cannot be conducted in Gate Boxes. Assaults on gates use different terrain values depending on whether the attacking units are inside the Citadel (Zones N1 to N5), which uses a "+1" terrain value, or outside the Citadel (Areas O1 to O9), which uses a "+3" terrain value.

THE BATTLE OF HUẾ, 1968

- Assaults made from areas outside the Citadel (01 to 09) cause an automatic one-step loss to the assaulting force (immediately after the resolution die roll).
- Only one unit of an assault group can enter the Gate Box after a successful assault (if all enemy units were eliminated only). If all enemy units are cleared from the Gate Box, remaining units (or all units) in the assault group may move through the gate into an adjacent area.
- Assault groups that successfully clear a Gate Box may initiate additional assaults.
- A gate can be assaulted from any adjacent area even if there are enemy units remaining in the area from which the assault originates.
- If the PAVN/NLF side controls a gate, any assault or close combat that the US/ARVN side initiates in adjacent areas (with corresponding gate letter) receives a “+1” DRM. This DRM does not apply to assault on Gate Boxes.

Example: In the diagram below, the US/ARVN would suffer the +1 DRM if assaulting or conducting close combat in areas N3-1, N3-2, and O-8 because the PAVN/NLF player controls gate G. The DRM would not apply to N3-3 because the US/ARVN player controls gate H.



- The number of gates held also determines the PAVN/NLF replacement points (10.2).

8.2 US/ARVN Detachments



US/ARVN units that gain control of a gate may place a platoon-sized unit to garrison the gate by detaching a platoon from one



of the assaulting units. US/ARVN platoons have one step (front is US platoon and back is ARVN platoon).

- Detachment may occur at any time during the turn if the detaching unit occupies the gate.
- Mark the detaching unit with a “-1” marker and place a US or ARVN platoon in the gate.
- The detached unit then has an attack strength of one less than its printed attack strength.
- Detached platoons cannot move, nor may they choose the retreat defensive action.
- Detached platoons cannot be reattached.

Note: These platoons represent small detachments left to hold a gate, allowing the US/ARVN player to garrison a gate without leaving a full battalion or company behind to continue holding the gate.

9.0 POLITICAL



  The Political Track allows the players to track the progress of the battle at the political level. Publicity and Destruction markers are used on the track to denote the level of each value that go towards determining victory. The level of each marker cannot exceed 51, nor may they go below one.

9.1 Publicity

The Publicity level can be increased at any time one of the below occur.

- +1:** For each US/ARVN step loss during close combat.
- +1:** For each time, a US/ARVN unit is routed.

During each Political Phase, players determine additions to the Publicity level.

- +1:** Each zone marked with a PAVN/NLF control marker.
- +2:** If the MACV Area is occupied by PAVN/NLF units and there are no US/ARVN units in the area.

9.2 Zone Control



CONTROL Every zone should be marked with a control marker. Control markers denote the side that controls a zone. The reverse side may denote the progress of PAVN/NLF clearing operations.


- See 4.1 for control marker status when setting up the game.
- PAVN/NLF markers may be flipped so that either the control or clearing text is shown.
- If the US/ARVN side controls a zone place a US/ARVN control marker in the zone.

9.2.1 Control

A side controls a zone if any area in the zone contains at least one friendly unit and there are no enemy units in any areas within that zone. All gates connected to the zone must also be friendly controlled. The PAVN/NLF player may have a control marker and a clearing marker in a zone.

9.2.2 Clearing

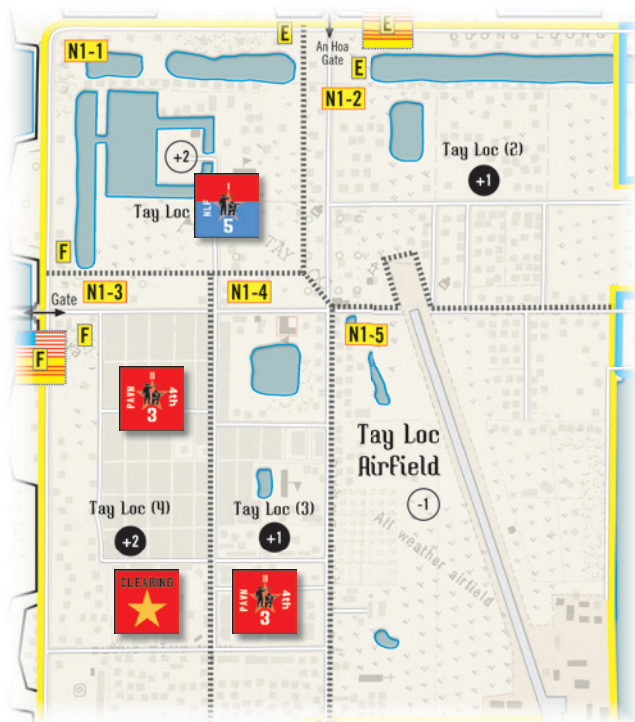


 Clearing represents the political purges enacted by the occupying North Vietnamese forces during the battle. As the first action during the Political Phase the PAVN/NLF player checks each zone to determine if he may be able to conduct clearing actions by following the process below:

Block by Block

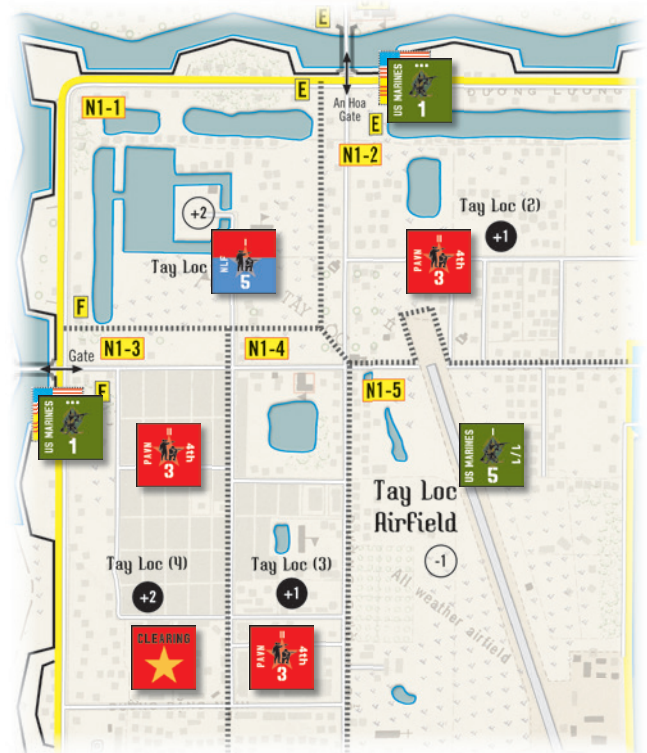
- Count the number of eligible areas within that zone. To be eligible an area must meet the following criteria.
 - A friendly unit must occupy the area; and,
 - The area cannot be adjacent to an area within the same zone containing an enemy unit. Ignore enemy occupied gates; and,
 - The area cannot have been attacked (assault or close combat) in the current game turn.
- Using the total determined above, determine the level of clearing.
 - If the result is greater than the number of the area in which the clearing marker currently sits, move the marker to the area whose number is equal to the number of eligible areas.
 - If the result is equal to or less than the number of the area in which the clearing marker currently sits, the marker remains in its current area (clearing level can never be reduced).
- The clearing level of a zone cannot be lowered even if the US/ARVN player gains or regains control of a zone.
- A zone is cleared when the clearing marker reaches the highest number area within that zone.
- Once the PAVN/NLF player has cleared an area, it remains cleared even if reoccupied (or made ineligible by enemy units adjacent).

Example: During the Political Phase of Game Turn 2, the PAVN/NLF side controls zone N1. The PAVN/NLF side currently occupies areas N1-1, N1-4 and N1-3. He places the clearing marker in area N1-3, representing a clearing score of 3 for that zone so far.



Important: The marker would be changed to show US/ARVN control but would be left in the current numbered area.

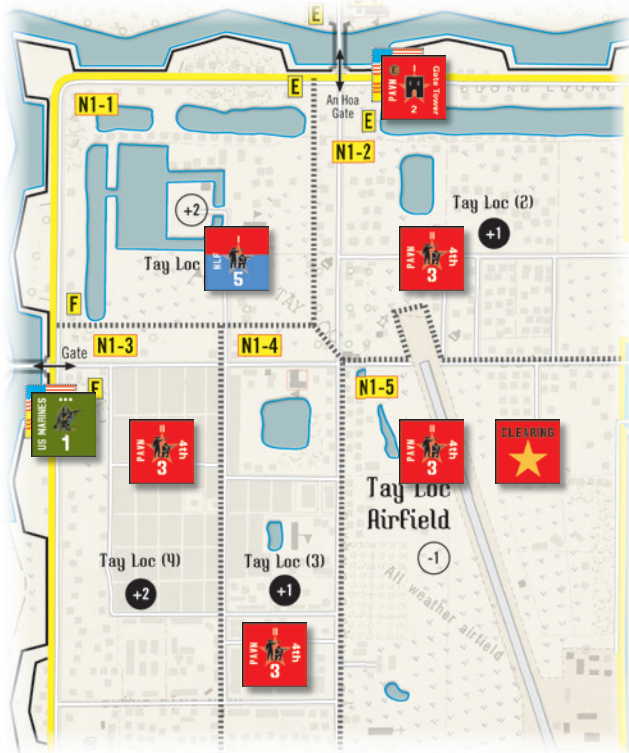
Example 1: Continuing with the above example. During the Political Phase of Game Turn 3, the US/ARVN player has units present in area N1-5 and regained control of both gates (E & F). The PAVN/NLF player now has units in N1-1, N1-2, N1-3 and N1-4. Since N1-2 and N1-4 are adjacent to an enemy-occupied area in the zone (N1-5), the PAVN player only has two areas that meet the above criteria: N1-1 and N1-3 (the enemy occupied gates have no effect on clearing efforts). Since the total of eligible areas is less than the current level, no change is made to the clearing level.



Example 2: Using the above example, except instead of occupying N1-5, the US/ARVN player only managed to clear gate (F). The PAVN player now occupies all five areas of the zone. The PAVN/NLF player would move his clearing marker from N1-3 to N1-5, representing a clearing score of 5 for that zone.

Important: The clearing marker in each zone uses the area numbers as a track to mark the current clearing score for that zone. The marker has no effect on movement, combat or any of the units on the map.

THE BATTLE OF HUẾ, 1968



10.0 REPLACEMENTS

Each player may recover lost steps during the Replacement & Reinforcement Phase.

10.1 US/ARVN Replacements

- The US/ARVN side may restore steps beginning Game Turn 2. He may replace the number of steps equal to the number of replacement points received noted at the top of the Turn Record Track (yellow area).
- Eliminated units cannot be replaced.
- Replacement points may be used by any US/ARVN unit.
- Replacement points must be used during the game turn they are received; they cannot be carried over to subsequent game turns. Replacement points that are not used during the game turn they are received, are lost.
- Routed units may recover from rout (remove the rout marker) for one replacement point each.
- Spent units may return to fresh status (flipped to their full-strength side) at a cost of one replacement point each.
- Routed spent units may recover from rout and return to fresh status for two replacement points each.
- Enemy units, control or clearing and status of a zone or area have no effect on replacement.

Important: The incomplete ARVN withdrawal on game turn 3 may reduce the US/ARVN replacement point level on game turn 4 (11.2).

10.2 PAVN/NLF Replacements

The PAVN/NLF player receives replacement points on Game Turn 3 only. The Game Turn 3 box is marked with a red star as a reminder. This is the only turn that the PAVN/NLF player can receive replacements.

- The PAVN/NLF side receives the number of replacement points equal to twice the number of PAVN/NLF controlled gates.
- Eliminated NLF units may be returned to play at no cost (but still on game turn 3 only). Units returning to play may be placed in any area (not a gate box) not occupied by a US/ARVN unit.
- One eliminated PAVN unit can be replaced at a cost of two replacement points. The unit is placed with its spent side up and is not eligible to be flipped to its fresh side.
- Routed PAVN/NLF units may be returned to unrouted status (remove the rout marker) at no cost. If spent, they are then eligible to be returned to fresh status.
- Spent PAVN/NLF units are returned to fresh status (flipped to show full-strength side) at a cost of one replacement point.
- Enemy units and the status of a zone or area have no effect on replacement.

11.0 REINFORCEMENTS & WITHDRAWALS

Reinforcements occur after replacements, during the Replacement and Reinforcement phase. Only the ARVN is required to make withdrawals, which occur at the end of the Replacement and Reinforcement Phase.

11.1 Reinforcements

Certain units do not enter play until later turns.

- Each reinforcement has an area, or choice of areas, into which it must be placed by the owning player.
- Reinforcements may be placed in areas containing enemy units if there are friendly units present in the area. If an area contains enemy units and no friendly units, the reinforcement unit must appear in any adjacent area that is not occupied by an enemy unit. If all adjacent areas contain enemy units, the reinforcement unit is lost and does not appear.
- The following units enter play later in the game as reinforcements. When placed on the map, they appear in the zone/area listed, unless the above applies.

Turn 2:

0-2: One ARVN 1st Airborne unit.

0-8: One ARVN 3rd Regiment unit.

Turn 3:

0-2: Two RVN Marine Corps units.

S4-3 or 0-3: Three 1/5 U.S Marine units.

In any area containing at least one PAVN/NLF unit or in area 0-8: Two PAVN 6th Battalion units.

Turn 4:

0-2: One RVN Marine Corps unit.

Turn 5:

In Area, S6-1, S6-2, S6-3 or S6-4: Two ARVN Ranger Battalions. Only one unit can appear in any one area.

Block by Block

11.2 ARVN Airborne Withdrawal


During the battle, the ARVN airborne forces were withdrawn and sent to Saigon.

- To reflect this withdrawal, at the beginning of the US/ARVN Movement Phase of Game Turn 3, all ARVN airborne units must be removed from play (remove them from the map).
- If any of the withdrawn units are either routed or have already been eliminated, reduce the US/ARVN replacement points for Game Turn 4 as follows:
 - a) Each unit that is routed reduces the number of replacement points received by one.
 - b) Each unit eliminated prior to withdrawal reduces the number of replacement points by two.

12.0 PAVN/NLF SURVIVORS

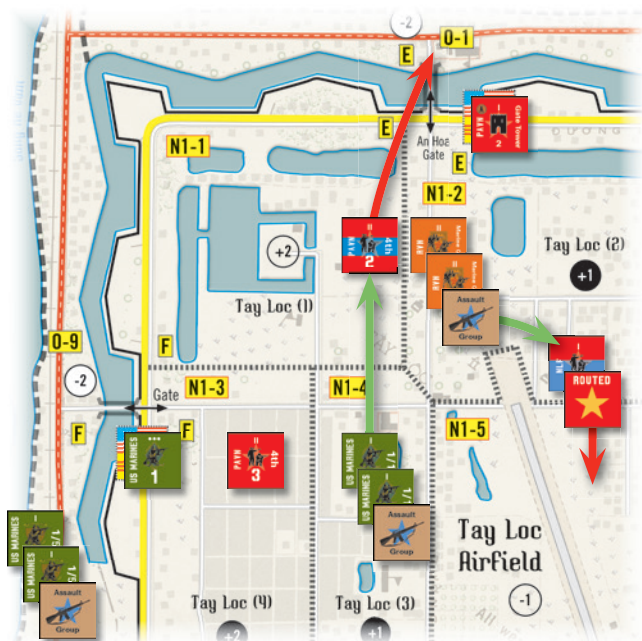
At the end of Game Turn 5, determine the PAVN/NLF survivor total by adding all on-map surviving PAVN/NLF units. Do not count units in zones N1 through N5 if all gates are under US/ARVN control. This total will be used when determining victory (3.3).

12.1 PAVN/NLF Exit Strategy

 During the Reinforcement Phase of Game Turn 5, the PAVN/NLF player may withdraw surviving friendly units on the map.

- A unit may only withdraw if it can move from its current area to an area adjacent to the map edge.
- If all gates are US/ARVN controlled, units in areas N1 through N5 cannot withdraw.
- Withdrawing units cannot enter an area containing a US/ARVN unit.
- Withdrawn units are removed from the map and placed in a separate pile.
- Units withdrawn at this point contribute toward the points gained for surviving units at the end of the game.

Example of Combat Phase:



- 1) The US player designates three assault groups (7.2).
- 2) He then declares that the assault group in N1-2 will conduct a close combat against the routed NLF unit in N1-2 (7.3).
 - a) Additional heavy weapons will not be used (7.4). The US player then initiates the close combat.
 - b) The attacker (US player) totals the attack values of both units in the assault group: 10.
 - c) The defender (PAVN player) may use any three units in an area under close assault. Since there is only one unit, he determines the attack value of the defending force consisting of 1 routed unit is 1 (2.6).
 - d) The attacking player determines applicable DRMs, there is a total of +2 applicable DRM:
 - +1: Terrain DRM.
 - +1: The PAVN control the Gate E.
 - e) The defending player determines applicable DRMs, there is only one applicable DRM (terrain value) garnering a -1 DRM (7.6).
 - f) Both players consult Combat Results Table on the map and each player rolls 1d6, cross referencing each DR with the appropriate strength column for their side (9-10 column for the attacker and 1-2 column for the defender).
 - g) The attacker's DR is 4 + 2 (DRM) = 6, resulting in no step losses to the defender.
 - h) The defender's DR is 2 - 1 (DRM) = 1, resulting in no step losses to the attacker.
 - i) Since the defender was not eliminated, he must choose a defensive action. If he decides to hold, the attacking player may conduct another action that would cause the unit to be eliminated, so instead the defender chooses to retreat. The defender may choose to retreat the unit any number of areas, however he chooses to retreat into N1-5 which ends the defensive action.
 - j) The defender's choice of retreat forces the attacker to end the actions of the current assault group. The attacking player removes the assault group marker.
- 3) The US player then declares that the assault group in N1-4 will conduct an assault into N1-1.
 - a) Not wishing to increase destruction level the US player does not use heavy weapons.
 - b) The US player totals the attack value of all units in the assault group (total of 10).
 - c) The US player then determines the applicable DRMs for the assault.
 - +2: Terrain DRM.
 - +1: The PAVN control Gate E.
 - d) The attacking player consults the Combat Results Table and rolls 1d6. He obtains a result of 2 + 3 (DRM) = 5. Cross referencing the 9-10 column with the modified DR of 5 shows a result of "X".
 - e) The assault is successful both the defender and attack suffer one step loss and the attacker moves into N1-1.
 - f) The attacker reduces one of his units and the defender is forced to rout his unit.
 - g) The defender then conducts a defensive action and to reduce the chance of having the unit eliminated, he decides to retreat. He could retreat into N1-3 or through gate E (since the PAVN control that gate). He could not retreat into N1-4 because the US units entered N1-1

THE BATTLE OF HUẾ, 1968

from that area, nor could he retreat into N1-2 or O-9 as both areas contain enemy units. He chooses to retreat into O-1 to avoid his now routed unit from being attacked again unless the US player first takes Gate E.

h) The assault group may retain its assault group marker and if the US player desires may conduct another combat action.



4) The US player then declares that the assault group now located in N1-1 will assault Gate E.

a) This time the US player calls in heavy weapons support, he immediately rolls 1d6 to determine if there are any friendly fire losses. He rolls a 4 and thus is not required to take a step loss.

b) The US player declares that he will use a Level 2 heavy weapons support, providing a -2 DRM to the assault against the gate. He also adds 2 points to the destruction point total.

c) He then totals the attack value of both units (8).

d) The US player then determines the applicable DRMs for the assault.

-2: Level 2 Heavy Weapons Support.

+1: Attacking a Gate from within the citadel (8.1).

e) The attacking player consults the Combat Results Table and rolls 1d6. He obtains a result of 2 -1 (DRM) = 1. Cross referencing the 7-8 column with the modified DR of 1 shows a result of "X". The Gate Tower unit is reduced (flipped over) and marked with a rout marker.

f) The US player must then roll a 1d6 to determine if his units suffered any step losses (7.5). The DR result is a 4 and the US player lucks out and is not required to take a step loss.

h) The PAVN player then conducts a defensive action, declaring a hold action (7.7).

i) The US player may then conduct another assault against the routed Gate Tower.

j) The US player does not call in heavy weapons support.

k) The US player has 8 attack factors. There is a +1 DRM for the attacker (attacking the gate tower from within the citadel).

l) The US player modified DR is a 5. The assault is not successful. The US player rolls an additional DR and rolls a 5, since the DR result is odd the US force does not suffer any hits, however the US player must remove the assault group marker. The force has completed its combat for this phase.

5) The US player then declares that the assault group in O-9 will conduct an assault into N1-3 through the US controlled gate F.

a) Not wishing to increase destruction level the US player does not use heavy weapons.

b) The US player totals the attack value of all units in the assault group (total of 10).

c) The US player then determines the applicable DRMs for the assault.
+2: Terrain DRM.

d) The attacking player consults the Combat Results Table and rolls 1d6. He obtains a result of 2 + 2 (DRM) = 4. Cross referencing the 9-10 column with the modified DR of 5 shows a result of "X".

e) The assault is successful both the defender and attack suffer one step loss and the attacker moves into N1-3.

f) The attacker reduces one of his units and the defender reduces his unit in N1-3.

g) The defender then conducts a defensive action and decides to launch a limited counterattack.

h) The PAVN player chooses the reduced US unit as the defending unit (7.7).

i) The PAVN player has a combat value of 2 and the US unit a combat value of 3.

j) The PAVN player then determines his DRMs for the combat.

+2: Terrain DRM.

k) The US player determines that his force receives a -2 DRM for terrain.

l) Both players consult Combat Results Table on the map and each player rolls 1d6, cross referencing each DR with the appropriate strength column for their side (1-2 column for the attacker and 3-4 column for the defender).

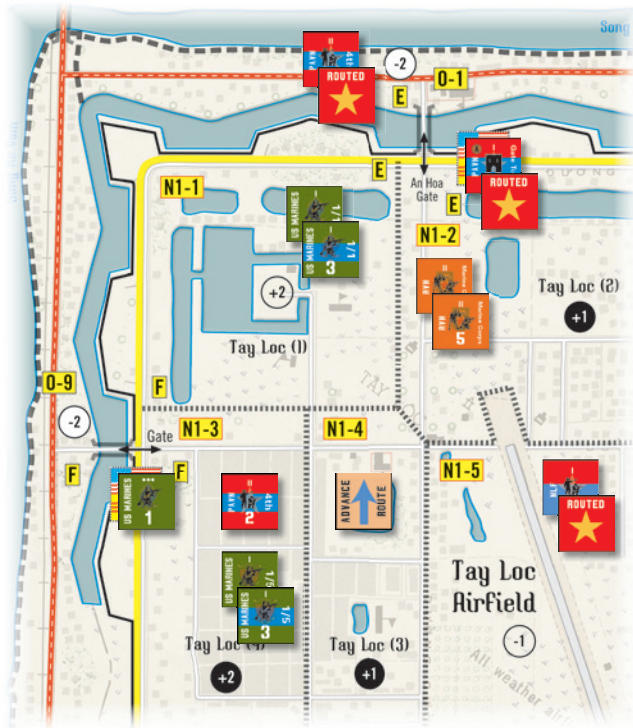
m) The attacker's DR is 6 +2 (DRM) = 8, resulting in no step losses to the defender.

n) The defender's DR is 5 -2 (DRM) = 3, resulting in no step losses to the attacker.

6) The US player then decides that the risk of conducting a close assault is too great until he can shift reinforcements into the area the next turn. He declares a pause and removes the assault group marker.

Block by Block

The final position and strength of the units is shown in the diagram below.



13.0 DIE ROLL MODIFIERS

+/- Terrain Value (circled number) of the area being assaulted or the area where the close combat occurs. (*Invert for Defender in Close Combat*) (7.6).

+1 if assaulting a gate box from inside the citadel (zones N1 through N6).

+3 if assaulting a gate from without the citadel (zones O1 to O9) (8.1).

+1 for the US/ARVN per adjacent PAVN/NLF controlled gate boxes when the US/ARVN is assaulting into or conducting close combat within an area containing the letter code of an adjacent PAVN/NLF controlled gate box. This DRM does not apply to assault on the gate boxes themselves (8.1).

Important: This DRM is cumulative for each such letter/gate box (i.e., a potential +2 DRM for N1-1 and N2-3 which are each adjacent to 2 gates).

-1/-2 Any added destruction (US/ARVN only) (7.4).

+1 To assault over border with a bridge, or across a gate border.

ASSAULT COMBAT RESULT EXPLANATION

Assault combat results are to the right of the slash (/) and are resolved as follows:

*****: Assault is successful. Move the assault group into the assaulted area. The defending player must eliminate one step. The attacking player must eliminate one step from the assault group. The assault group cannot conduct any additional assaults but may, continue to conduct close combat in its current area.

X: Assault is successful. Move the assault group into the assaulted area. The defending player must eliminate two steps. The attacking player rolls one die; if the result is 1–3, he must eliminate one step from his assault group. If all defending units were eliminated or retreated, the assault group may conduct another assault into a different area.

Important: If an area contains four or more defending units all step losses against the defender are doubled.

-: Assault is not successful. The assault group does not move into the assaulted area. The assault group must roll one die; if the result is even, he must eliminate one step. The assault group cannot conduct any further combats this phase (remove the assault marker).

NEW GAME LINES AVAILABLE NOW!

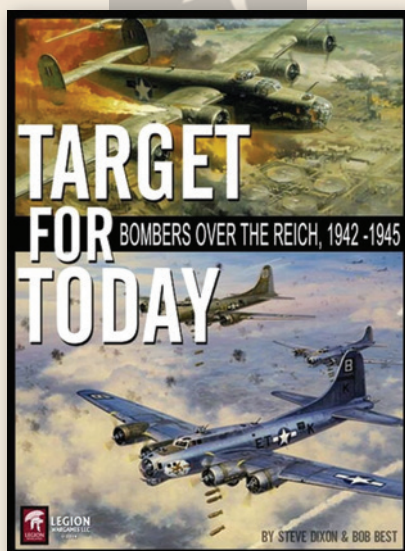
CSL Games



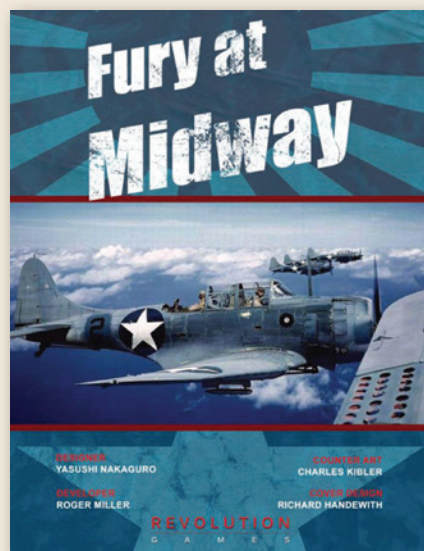
White Dog Games



Legion Games



Revolution Games



See more games online!
Shop.DecisionGames.com | (661) 587-9633

Lucky Forward

Patton's Third Army in Lorraine

5 Sep–15 Dec 1944

**Grand Operational
Simulation Series**

Coming Soon!



LUCKY FORWARD is the fourth game in the GOSS series. This game covers Third Army's Fall 1944 campaign in Lorraine and its efforts to achieve an Allied breakthrough to the Rhine. Also shown is the German Army's miraculous recovery at the Moselle River, and the largest German armored counterattack until the Battle of the Bulge in mid-December. There are three scenarios (September, November and December) and a campaign scenario that spans the period from early September to mid-December. Each monthly scenario highlights the major fighting or events particular to that month, such as the battle for the Metz forts, and the obstacles presented by the requirement to cross the Meuse and advance into Germany while fighting in the mud and flooded conditions. A separate module provides the rules required to play a hypothetical scenario where Patton, instead of Montgomery, is allocated the bulk of the supplies and two to three airborne divisions in mid-September.

INCLUDES:

Two rule booklets: updated GOSS series standard rules; scenario rules for Lucky Forward; and assorted tracks, charts and tables. 5 maps (22×34 inches) and 12 counter sheets of units and markers.



**DECISION
GAMES**

(661) 587-9633
P.O. Box 21598

| Shop.DecisionGames.com
| Bakersfield, CA 93390-1598