

INTERPHASE SUMMARY

When adjusting Political Will, flip marker to Dove if count > 0 or to Hawk if count ≤ 0.

1. Score any played Grand Campaign cards.
2. Check for collapse in Laos and Cambodia. Pay 3 SRPs to avoid collapse. If a faction collapses, add 3 Hawks or 3 Doves. See Rules: CAMBODIA AND LAOS.
3. Adjust Political Will on the Game Track.
 - a. +1 Dove in 1969 and later.
 - b. +1 Dove for every US/IF/ROK unit (blue-colored) in the Body Count Box.
 - c. +1 Dove if in the Body Count Box, the number of Red units ≤ number of Blue units.
4. Count red-flagged provinces in SVN. Add Doves (D). 7-8 = 1D, 9-10 = 2D, 11-12 = 3D, 13-14 = 4D, 15+ = 5D
5. Check RVN Stability. Subtract pacified provinces from ARVN units in the Body Count Box. Blue must pay the difference in SRPs or the RVN government collapses. Coup: Add 3 Doves, flip all ARVN to untried, ARVN go to Saigon, set Blue SRPs to 0. See Rules: RVN STABILITY.
6. Check for victory. See below.

VICTORY GOALS

Interphase: Check for automatic victory. Compare Political Will (PW) against Red / Blue auto-win goals.

End of Game: Red wins if Political Will > End-Game Goal. Blue wins if Political Will ≤ End-Game goal.

Hawk points are negative, so 3 Hawks is -3, for example. (Example: In 1966, Red wins if PW is 0, 1, or 2 Hawks or any number of Doves.)

End of Year	1965	1966	1967	1968	1969	1970	1971	1972	1973	1974	1975
End-Game Goal	-7	-3	0	6	11	16	19	26	30	34	44
Red Auto-Win	≥ 1	≥ 5	≥ 8	≥ 15	≥ 20	≥ 24	≥ 27	≥ 34	≥ 38	≥ 42	
Blue Auto-Win	≤ -13	≤ -10	≤ -7	≤ -1	≤ 4	≤ 9	≤ 12	≤ 19	≤ 23	≤ 27	

REINFORCEMENTS SUMMARY

1. Each player gets 2 SRPs. Red: +1 SRP starting in 1968 but ending with COMMANDO HUNT. Blue: +1 SRP each year that Political Will is Hawk (≤ 0).
2. Take reinforcements. In 1969, add 1969 cards to the Game Decks, and Vietnamization begins.
3. Move units in Body Count Box: VC → VC pool, NVA tanks → off-map, remaining units → Dead Pool.
4. Take replacements from the Dead Pool: 8 NVA, 5 ARVN, 1 US/ROK/IF, all Cambodia/Laos units if not collapsed.
5. Buy remaining replacements from Dead Pool, 1 SRP per unit.
6. Players deploy units, Blue first. See below for where to deploy. Non-natives in Laos and Cambodia may need to be re-deployed.
7. Blue: Refuel bombers.
8. Red: Draw and deploy 1 VC. If Tet has not occurred and there are less than 10 VC in play, deploy a second VC.
9. Blue: Re-deploy all Air / Naval unit plus 5 Blue units to any province without red flags or Red units or to Saigon.

REINFORCEMENTS

Year	Blue Reinforcements	Withdrawals	Red Reinforcements
1966	5 US, 1 US artillery, 1 US tank, 3 ARVN, 1 bomber		5 NVA infantry
1967	1 US, 1 US artillery, 1 US tank, 2 ARVN, 1 ROK		5 NVA infantry
1968	1 US, 1 US tank, 1 ARVN, 1 IF		4 NVA, 1 NVA artillery
1969	2 ARVN, 1 ARVN artillery, 1 Bomber, 2 vet Ca	2 US	4 NVA, 1 vet Khmer Rouge
1970	2 ARVN, 1 ARVN artillery, 1 vet Ca	6 US	3 NVA infantry, 1 vet Khmer Rouge
1971	1 ARVN, 1 ARVN tank, 1 vet Ca	6 US, 1 IF	3 NVA infantry, 1 vet Khmer Rouge
1972	None. (Do not withdraw bombers and the remaining 1 ROK.)	All US, 1 ROK	2 NVA infantry
1973 - 75	See Playbook.		

VIETNAMIZATION

Beginning in 1969, Blue must withdraw units from the game. Remove them first from the Dead Pool and then from the map. Remove veterans before untried units. Do not remove bombers until 1973. ROK/IF units may not substitute for US withdrawals. For every 2 US units you remove (no matter where they come from), promote one untried ARVN infantry unit to veteran status. Promoted ARVN may be reinforcements, replacements, or already on the map.

WHERE TO DEPLOY UNITS

Force	Location
NVA	North Vietnam. One unit may be placed in Kampot if Sihanoukville is open. It is open starting in 1965.
VC	Red-flagged provinces or border provinces in Laos or Cambodia. Blue units may not be present. Deploy face-down. Do not examine until after you place them.
Pathet Lao, Khmer Rouge	Any border provinces in their home countries without enemy units if possible
US, IF, ROK	Any friendly base provinces free of Red units. If the Blue player cannot deploy all his US/ROK/IF units at bases, he may deploy the balance in SVN coastal provinces without red flags.
ARVN	Any friendly provinces free of Red units
Blue Water Navy	Any South Vietnamese coastal province
Gunboat	Any Zone 4 province
Air Cav	Any friendly province free of Red units
Blue CA, LA	Any interior provinces in their home countries without enemy units if possible
Bombers	Airbase Box

ABBREVIATED SEQUENCE OF PLAY

1. Reinforcements Phase (Skip turn 1)
2. Hand Refill Phase. Draw to 5 cards. Players may secretly select one Campaign card; Red decides first.
3. Card Play Phase. Players alternate playing cards (Red first) for 4 rounds.
 - a. Blue: Conduct bombing mission (0 RPs).
 - b. Buy an event printed on the played card (? RPs).
 - c. Mobilize all friendly units in one province (1 RP). Moving groups may be ambushed.
 - d. Conduct a battle round in one province (1 RP).
 - e. Attempt PC-change in one province (1 RP).
 - f. Blue: Attempt to pacify one province (1 RP).
 - g. Save RPs to the stockpile (? RPs).
4. Interphase (Flip over this Players Chart.)

BATTLE SEQUENCE

1. Defending units may evade.
2. Reveal any concealed VC units. Resolve revealed Bad Intel units on the Bush Events table.
3. If no defending units remain in the battle, cancel battle sequence, and the attacker does not spend his RP.
4. If Blue is attacking, Air / Naval units may react but both Red and Blue units must be present.
5. Each player adds factors, rolls a die, and consults the Battle table. Apply battle results. Fire is simultaneous. The attacker spends his battle RP.
6. Promote untried infantry.
7. If Blue is defending, Air / Naval units may react but both Red and Blue units must be present.
8. Defender may reinforce from adjacent provinces, 1 SRP per province. Ambushes permitted. No reinforcing by sea. Skip if there are no defending survivors.

BOMBER GROUND ATTACK

1d6 →	1	2	3	4	5	6	7	
1 unit	1							Die Roll Modifiers +1 = Red anti-aircraft present +2 = During monsoon -2 = Lima Site 85: In Laos or Zone I
2 units	1	1						
3 units	1	1	1					
4 units	1	1	1	1				
5 units	1R	1	1	1	1			Blank = Miss 1,2 = Eliminate 1 or 2 units 1R = Eliminate 1 unit, plus 1 SRP or 1 unit
6 units	2	1R	1	1	1	1		
7+ units	2	2	1R	1	1	1	1	

AMBUSH / RAID

1d6 →	1	2	3	4	5	6
VC	A				D	D
VC+	A			D	D	D
Raid					D	D

A = Ambushing unit eliminated
D = Defending unit eliminated
Blank = No effect

EVASION

1d6 →	1	2	3	4	5	6	Die Roll Modifier: -1 Red units evading from mountain (Montagnard) province. E = Success. Group may evade. L = Fail in Laos/Cambodia; Success in SVN. R = Must lose 1 SRP or 1 unit. Fail. Committed to battle. Blank = Fail. Committed to battle. If 2 VC, roll for each. VC down = concealed, VC up = revealed Air / Naval units always evade successfully. Do not roll for them.
VC down			E	E	E	E	
VC up				E	E	E	
1 unit	R		L	E	E	E	
2 units	R			E	E	E	
3 units	R				E	E	
4+	All Evasions Fail.						

BATTLE TABLE

Red	Blue	Result	
1 - 5	1 - 4	--	Sum the battle factors of all units in the battle group and add to one die roll. Combat is simultaneous. Blue rolls on BLUE column; Red rolls on RED column until 1973.
6	5 - 6	R	
7 - 10	7 - 9	1	Battle Factors Modifiers: -2 = Red units attacking Saigon or Blue units attacking Iron Triangle or anyone attacking enemy firebase. During a monsoon, both players move up one row on the Battle Table. (Example: Blue attacks on the 7 - 9 row. Move up and use the 5 - 6 row instead.)
11	10	1R	
12 - 14	11 - 13	2	Result # = Target must eliminate that many units. R = Target must either lose 1 RP (or 1 SRP) or eliminate 1 unit. Ignore if all units are killed.
15	14	2R	
16 - 18	15 - 16	3	
19	17	3R	
20+	18+	4	

RED CAMPAIGN SUMMARY

Campaign	Zone	Control	Bonus
Khe Sanh	I	4	
Ia Drang	II	3 + Pleiku + Darlac	
Iron Triangle	III	5	"Iron Triangle" in Binh Duong
Mekong Delta	IV	5	
Tet	I, II, III	1968 - 1970. SVN cities (over 3). Border provinces in zones II and III (over 4). Blue kills / 5.	
Easter	I, II, III	1972. SVN cities (over 3). Blue kills / 4.	