

# HEARTS & MINDS: VIETNAM

## 1. INTRODUCTION

Vietnam, 1965. The US is deploying combat troops in South Vietnam, and operations Rolling Thunder, Steel Tiger, and Market Time are ongoing. The Allies are building deep water ports in the Vung Po and Cam Ranh bays. Ho Chi Minh has decided to take the war to South Vietnam.

One player (the Red player) controls the Communist side; the other player (the Blue player) controls the Allies. The Red player commands NVA regular units and Viet Cong (VC) in Vietnam, Khmer Rouge units in Cambodia, and Pathet Lao units in Laos. The Blue player commands South Vietnamese infantry (ARVN units), US units, international units (ROK and New Zealand, Australia, Thailand), and government forces in Laos and Cambodia.

### 1.1. GOALS OF THE GAME

You win the game by accumulating Political Will. The North Vietnamese player (Red) attempts to score Dove points, which add to the Political Will total. The South Vietnamese player (Blue) attempts to score Hawk points, which subtract from Political Will.

You can play an entire campaign from 1965 to 1975, or you can play a shorter scenario of however long you choose. The Playbook has setups for every year from 1965 through 1972. Pick a starting year, pick an ending year, and that is a scenario. To decide a winner, compare your final Political Will score against the end-year goal. Each year also has automatic victory goals for each player, so your scenario might end early. The Players Chart lists Victory Goals for every scenario.

The Playbook contains scenarios, special rules for playing the 1973-1975 period, details on running the Tet and Easter Offensives, and information about specific card events. Read the Playbook after you finish this rule book.

### 1.2. TERMINOLOGY

Terminology used in this game:

<b>Turn</b>	Your card-play turn. You play a card and performs actions. Unlike other games where a "turn" is a hand of cards, here it is one card play.
<b>Year</b>	The play of one hand of cards by both players.
<b>Red</b>	The Red player, the Communist side
<b>Blue</b>	The Blue player, the Allied side.
<b>Unit</b>	All pieces that move and defend in the game are units.
<b>Infantry</b>	Any unit whose counter depicts a helmet or headgear. All infantry units except Viet Cong are regular infantry. Viet Cong are militia infantry.

<b>Asset</b>	A support unit identified by its strength printed in a white box. An asset may attack only when at least one infantry unit accompanies it.
<b>Air / Naval</b>	Blue Water Navy, Gunboat, and Air Cav Allied assets.
<b>VC</b>	Viet Cong, the black counters
<b>ARVN</b>	Army of the Republic of South Vietnam
<b>NVA</b>	North Vietnamese regular army
<b>RVN</b>	Republic of South Vietnam
<b>Lima Site 85</b>	A special Blue asset introduced by the "Lima Site 85" card. It is a unit that does not move. See the "Lima Site 85" card description in the Playbook.
<b>NVN</b>	North Vietnam
<b>SVN</b>	South Vietnam
<b>Action</b>	One of the actions a player performs during his card-play turn – move, battle, PC-change, pacification, fly a bombing mission, do an event, or save resource points.
<b>PC</b>	Political Control. Control of SVN provinces.
<b>PC-change</b>	Attempt to change political control of a SVN province. Red flags mark Red's controlled provinces. Blue's controlled provinces have no flags.
<b>Pacify</b>	A stronger level of Blue control marked by a blue flag.
<b>RP</b>	Resource point
<b>SRP</b>	Stockpile resource point, a saved resource point. This is not a different type of RP. It is simply an RP in a player's stockpile. We use the acronym in card text to save space.
<b>CA</b>	Cambodia
<b>LA</b>	Laos
<b>Political Will</b>	A measurement of war support and achievement. It is recorded with Hawk / Dove marker on the Game Track.
<b>Hawk</b>	A hawk point. Subtract one from Political Will on the Game Track.
<b>Dove</b>	A dove point. Add one to Political Will on the Game Track.
<b>Game Deck</b>	Each player has a deck of cards consisting of his colored cards and half of the black cards.
<b>Campaign Deck</b>	Each player has a set of Campaign cards. He may choose one each year to add to his hand.

<b>Legal Province</b>	A province that a unit may occupy, as opposed to forbidden provinces. Card events can change a province's legal status. See LEGAL AND FORBIDDEN PROVINCES.
<b>City Province</b>	A province that contains a city such as Saigon. You control the city if you control the province.
<b>Border Province</b>	A province that is adjacent to the SVN-Cambodia border or the SVN-Laos border. The province may be in SVN, Cambodia, or Laos.
<b>Safe Province</b>	A province to which a unit may retreat. See RETREATS.

**Red** and **Blue** (capitalized words) are to the game's two sides: the North Vietnamese communists and the South Vietnamese Allied forces. Do not confuse them with counter colors. When referring to the red NVA units, the rules will always say "red-colored," and they will say "blue-colored" to refer to US, ROK, and IF units as a group. This means Red units include the black VC, the gray Pathet Lao, and the gray Khmer Rouge. Likewise, the green ARVN units are Blue units.

### 1.3. SECRECY

You should keep secret your hand of cards and your Campaign Deck. No one may examine either Game Deck. Blue may not examine hidden VC units, and Red may not examine VC units or the VC Pool until after he has deployed his VC units. All other information is public. This includes units, discard piles, and resource points in stockpiles.

## 2. GAME COMPONENTS

The game includes the following parts:

- » Box
- » Rules
- » Playbook
- » Game map
- » 2 counter sheets
- » 2 Players Charts
- » 27 red cards (R01 – R27)
- » 27 blue cards (B01 – B27)
- » 26 black cards (X01 – X26)
- » 2 six-sided dice

## 3. GAME MAP

The map shows the countries of Cambodia, Laos, and Vietnam divided into provinces. The provinces regulate movement, combat, and political control. We have combined some historical provinces, and we have moved some boundary lines to improve game play. Provinces are adjacent if they share a common border, so units may move directly from one to another. Four SVN province touch at a point. For game play purposes, a point is good enough to create a border.

Border provinces are the Cambodian, Laotian, and SVN provinces that are next to the country borders. The border provinces of Laos and Cambodia form the Ho Chi Minh Trail, which is marked by a dotted line. NVN is a starting area for the Red player and represents all provinces of NVN.

SVN is divided into four military zones: I, II, III, and IV. Yellow lines mark the boundaries. The players run campaigns in these zones.

Mountain symbols mark Montagnard tribal areas. The Montagnards live in the Central Highlands and were sympathetic to SVN. The crossed rifles symbols are US bases.

Red dots mark key cities. Sihanoukville is a port city in Cambodia, which is actually off the western map edge. It was a busy NVN port until closed in 1970. For game play, consider it to be in Cambodia's Kampot province. A city province contains a city, and a player controls a city if he controls its province.

The Airbase Box is the home base for all bombers. It represents the island of Guam and air bases in Thailand, which are off the western map edge.

Use the Year Track to mark the current year. Use the VC Pool for holding face-down VC units. The Body Count Box holds all eliminated units for the current year. After each year's Interphase, players move units from the Body Count Box to the Dead Pool, where they are available as replacements.

### 3.1. GAME TRACK

The map's Game Track keeps track of Political Will, RVN Stability, and the players' stockpiled RPs.

The Game Track's Hawk / Dove markers tracks Political Will and decides the game's winner. (Two markers exist: 10s and 1s.) They start at 10 Hawks in 1965. As you add Doves, they count down to 0 Hawks. Flip the markers to the Dove side when they cross zero, and from then on, they count up as you add more Doves. For example, if Political Will is 4 Hawks, then adding 3 Doves moves them down to 1 Hawk. Adding 4 more moves them down through 0 and up to 3 Doves. Adding 5 more moves them up to 8 Doves, and so on. Reverse the procedure if you add Hawks. (Zero is Hawk.) Political Will starts Hawk, but it relentlessly adds Doves as time passes. This is not an indictment of the Allied cause. It is an observation that support for any war erodes as time passes, and it is just a question of how fast erosion occurs.



RVN Stability records the SVN government's stability. During the yearly Interphase, you adjust this marker to determine if the SVN government remains stable. If there is a coup, flip the marker to the Coup side.



Stockpile RP (SRP) markers record stockpiled resource points for each player. Move your marker up and down the track as you save and spend stockpiled RPs. You may also use the numbered markers to track stockpiled RPs if you wish. Put numbered markers that total your stockpiled RP count in front of you.



### 3.2. PROVINCE CONTROL

The Red player controls NVN and all SVN provinces that have red flag markers. The Blue player controls all SVN provinces without red flags. When a province changes political control, then you either add or remove a red flag from it.

Blue flags mean pacification; they do not mark control. The Blue player controls blue-flagged provinces. A province may not have red and blue flags at the same time.

No one may control or pacify provinces in Laos and Cambodia. Do not mark them with flags.

Blue flags are not control markers! You may be tempted to flip a flag marker to show a control change, but this is incorrect. Add or remove the red flag instead.

### 3.3. LEGAL AND FORBIDDEN PROVINCES

Units may not enter forbidden provinces. If a unit is in a forbidden province, remove it and add it to next year's reinforcements. Events can change what is forbidden and legal.

- » NVA and VC units are restricted to Vietnam and the Ho Chi Minh Trail.
- » ARVN, US, ROK, and IF units (and bombers) are restricted to SVN.
- » All Cambodian units, which includes Khmer Rouge units, are restricted to Cambodia.
- » All Laotian units, which includes Pathet Lao units, are restricted to Laos.
- » Tanks (both sides) may not enter Zone IV.
- » The Blue Water Navy is restricted to coastal provinces.
- » The Gunboat is restricted to Zone IV.

## 4. PLAYERS CHART

The Players Chart contains summaries, charts, and tables. (The Bush Events table is on the last page of the Playbook.) If modifiers move a number outside any table's range (die rolls, factors, and so on), then use the largest or smallest number, row, or column on the table.

## 5. GAME PIECES

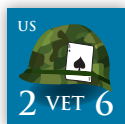
The game's counter sheets contain units and markers. Markers track game functions. Units represent forces that move and fight.

### 5.1. UNITS

A unit represents a fighting force. The number in a unit's lower left corner is its battle strength; the lower right number is its movement allowance. Units are either infantry or assets. All units are ground units except for Blue's three Air / Naval assets.

Infantry units are depicted with helmets. Most infantry units are two-sided. One side is light-colored, which is the untried side. The other side is darker and is the veteran side. Units usually start untried and flip to veteran after they fight. The Blue player's

infantry units are ARVN units (green, SVN), US (blue), ROK (blue, Republic of Korea), IF (blue, international representing several countries), CA units (gray, Cambodia), and LA units (gray, Laos). Red infantry units are NVA (red, NVN regulars), Khmer Rouge (gray, communist Cambodians), and Pathet Lao (gray, communist Laotians).



Viet Cong (VC) units are militia infantry units. One counter side shows generic VC headgear (its face-down side) and the other side shows its true identification. The Red player deploys them face down, but they are units whether up or down. VC units are either regular militia or Bad Intel units. A few regular VCs are labeled "VC+," which are stronger units. Bad Intel units are either false intelligence or random events.

An asset is a support unit. Its strength is in a white box. It does not have untried or veteran status. It may not attack without friendly infantry present. Both players have artillery and tank (armor) assets, but Blue also has Air / Naval assets. Any unit that does not fly or move on water is a ground unit.



The Blue player's tanks arrive as normal reinforcements. The Red player's tanks appear only in special events. Tanks are not allowed in Zone IV (the Mekong Delta).

The Blue player has three Air / Naval assets. The Blue Water Navy must always be in a coastal province. The Gunboat must be in Zone IV. The Air Cav may be in any SVN province. All three assets can react to battle. (See AIR / NAVAL REACTION.) The number in the lower right corner of the Air Cav and Blue Water Navy is their reaction range.



Lima Site 85 is a stationary Blue asset (a unit) that the Blue player may place in Laos when he plays the "Lima Site 85" card. It improves bomber effectiveness in Laos and Zone I. See the "Lima Site 85" card description in the Playbook. The Allies built this radar installation in 1966, and NVA forces destroyed it in 1968.



Bombers are not units; they are markers. They do not fight like units and cannot be eliminated, so they cannot go to the Body Count Box.

### 5.2. MARKERS

Markers record game information.



» Red flags mark Red-controlled SVN provinces.

» Blue flags mark pacified provinces. There are never red or blue flags in Laos and Cambodia. See PROVINCE CONTROL.



» Put bombers in the Airbase Box until the Blue player sends them to a province to drop their loads. They return to the Airbase Box on his next turn. A bomber's reverse side shows that he used it. A bomber is not a unit, but it does interdict movement. It may never be ambushed, raided, or eliminated. See BOMBING MISSIONS.



» The Firebase marker appears through card events and the Bush Events table. When played, take it from wherever it is and stack it with friendly units. Opposing units must subtract two from their total battle strength when they attack units who defend with it. Remove it from play if it is not with friendly units. It may not move. It is not a unit, so do not put it in the Body Count Box. Saigon and the Iron Triangle are permanent firebases. If the Firebase marker is with either one, subtract four from the attacker's total battle strength.

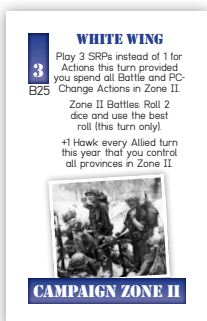
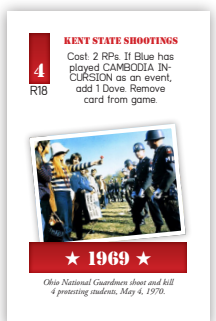
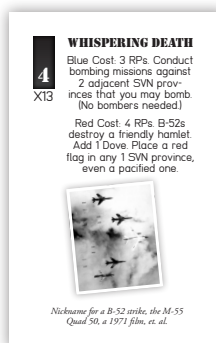
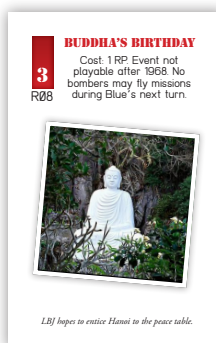
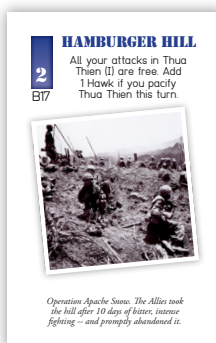


» The Iron Triangle marker appears when Red plays the "Iron Triangle" Campaign card. It provides the same defense as the Firebase marker, but it is never removed once placed.



» Put the Port Closed marker in Kampot when Sihanoukville closes. When closed, Red may not deploy units there during the Reinforcements Phase. Red units may move overland to Kampot even if it is closed. Sihanoukville starts open unless a scenario says otherwise.

## 6. CARDS



There are three card decks: blue, red, and black. Each player has his own Game Deck, which has his colored cards and half the black cards. "1969" marks four red cards and four blue cards. Set these cards aside and shuffle them into

their decks in 1969. Also set aside your Campaign cards. The Blue player has four Campaign cards. The Red player has six Campaign cards. Never put Campaign cards into your Game Deck.

During a year, players alternate taking turns playing one card each. Red plays first. Each card gives a player 2-5 Resource Points (RPs) when he plays a card on his turn. The RP value is in the up-

per left corner of each card. A player uses the RPs to buy Actions and to pay costs.

Events are in the middle of the card. Most events cost RPs. Those events list the RP cost before the event text. As an Action, a player may buy the event on his played card. He may use a card's event only once per turn. If a card lists more than one event, then he may buy each one separately. An event always overrides the rules if there is a conflict.

Some black cards have both Red and Blue events. The Red event

RP Value of Card

RP Cost of Event if event played



Event

applies to the Red player, and the Blue event applies to the Blue player. The active player uses only events of his color.

Most events resolve immediately, but a few have lingering effects. Put persistent cards face-up in front of you, and discard or remove them from the game when they expire. An event will tell you if it is persistent and if you should remove it from the game. Put your other played cards in a face-up discard pile next to your deck. If you empty your Game Deck, which may happen late in the game, reshuffle your discard pile to form a new Game Deck.

*In many card-driven games, you get either the points or the event when you play a card. In this game, you always get the RPs, and you may use them to buy the event. Example: Red plays "Buddha's Birthday," a 3 RP card. For 1 RP, he buys the card's event, which cancels bomber missions in Blue's next card-play turn. He has 2 RPs remaining for other actions such as movement and combat.*

*Some cards do not list an event cost, which means the player gets the RPs and the event for free. Example: Blue plays the 2 RP card "Hamburger Hill." The free event says his actions in Thua Thien and Quang Tri provinces are free this turn. He gets the card's 2 RPs, and he gets its free event – free actions in Thua Thien and Quang Tri.*

*Some black cards list two events, one Blue and one Red. Example: Red plays the 4 RP card "Whispering Death." He might buy the Red event for RPs, which means B-52s accidentally bomb a friendly hamlet. It would put a red flag in one province. He ignores Blue's event on the card, which allows Blue to bomb two adjacent provinces.*

### 6.1. RESPONSE CARDS

Some events are labeled "response." You may play a response card for its RPs during your card-play turn like any regular card (ignoring the event), or you may play a response card when you can satisfy the event's conditions, even during your opponent's turn. When you play a response, you do not get the printed RPs. If both players wish to play responses at the same time, the ac-



tive player plays first.

Responses allow you to immediately draw a replacement card. If the new card is a response card and you can satisfy its conditions, then you may play it immediately.

## 6.2. CAMPAIGN CARDS

A Campaign card is a year-long mission. It is a major operation that you may run to gain lots of Hawks or Doves. A Zone Campaign targets a tactical zone and requires that you take political control of provinces in the zone. A Grand Campaign is a major effort to win the war with one knockout blow across the entire country. It requires capturing key provinces and cities, and inflicting large numbers of casualties.

Each player has 4 Zone Campaign cards, and the Red player has 2 Grand Campaigns: the Tet Offensive and the Easter Offensive. You may secretly choose one card from your Campaign Deck each year. This is not a random selection; you pick the card you want.

You may have only one Campaign card in your hand each year. If you choose one, return any unused Campaign card in your hand to your Campaign Deck. You may also return an unused Campaign card to your Campaign Deck and replace it with a regular game card, which you draw from your Game Deck. Choosing, exchanging, and returning Campaign cards occurs during the Hand Refill Phase.

Play a Campaign card face up on the table just like a regular card during your card-play turn. Remove a used Campaign card from the game even if you played it just for its RPs. It never goes on a discard pile.

A campaign's first turn has advantages. Roll two dice in every battle during your first campaign turn, and use the best roll. This rule applies only during the turn you played the Campaign card. (It is a first-turn surprise.) You must meet your goals in your latter turns without it. It does not apply during your opponent's turn when you defend.

## 6.3. ZONE CAMPAIGNS

You play a Zone Campaign card just like any regular card. You may play it for its event or its RPs (you must announce which), or you may save it until the next year. You may play it on any turn, but the later you play it, the fewer Hawks or Doves you can earn. After you finish using it, remove it from the game. It never goes to the discard pile.

Each player has four Zone Campaign cards, one for each tactical zone. Blue's "SEALORDS" Campaign lets him bring the Gunboat into play, and Red's "Iron Triangle" lets him place the Iron Triangle marker.

A Zone Campaign card gives you 3 RPs for Actions (printed in the top left corner). The event lets you spend up to 3 more RPs from your stockpile for Actions, but you must do all battles, PC-changes, and pacifications in the target zone. You get to spend 3 SRPs for actions instead of the normal 1 SRP. All other Actions, such as movement, may occur anywhere. The restric-

tion applies to all 6 RPs that the card supplies (3 card RPs plus 3 event RPs). You must do all battle, PC-change, and pacification actions in the target province.

You score Hawks or Doves at the end of each of your turns during the campaign year, starting with the turn you played the card. For Blue, you score 1 Hawk each turn you control all provinces in the zone. For Red, you score 1 Dove each turn you control a certain number of provinces in the zone (plus Pleiku and Darlac in the Ia Drang campaign). This means you could score up to 4 Hawks or 4 Doves if you play the card on your first turn of the year.

## 6.4. GRAND CAMPAIGNS

If the Red player chooses a Grand Campaign card, then he must play it on his first turn of the year, and he must play it for its event. He must have 6 RPs in his stockpile before he plays the card. He may not play it just for the RPs, and he may not save it. Score a Grand Campaign at the year's end during the Interphase. The Tet Offensive and the Easter Offensive are complex affairs. Consult the Playbook for information on preparation, play, and scoring.

# 7. RESOURCE POINTS

You spend RPs to buy Actions and to pay costs. During your turn, you may spend the RPs from your just-played card plus 1 RP from your stockpile to buy Actions. You must buy Actions to move your units, start battles, convert provinces via PC-changes, and to buy card events. A payment is any other RP expenditure. You may use all your available RPs (including your entire stockpile) to make a payment.

*Some examples of payments are: (1) You save a Laotian or Cambodian faction from collapse. (2) The Blue player stops a coup. (3) You roll for a PC-change or pacification and come up short, so you pay the difference to do the action. (4) An event gives you an option to pay for a benefit (a payment). Note that buying an event is an Action and not a payment!*

You may save any number of RPs to your stockpile for later use. Use the SRP markers on the Game Track to record the number of RPs in your stockpile. As an alternative, you may use the number markers to track your stockpiles.

Do not get hung up on the differences between RPs and SRPs. The active player uses the RPs he gets from his card plus 1 stockpile RP (SRP) each turn to buy Actions such as buying an event. Otherwise, an RP is as good as an SRP and vice versa. For example, if the active player receives an "R" combat result, he may lose either one SRP or one RP from his just-played card.

# 8. SEQUENCE OF PLAY

A "hand of cards" covers one year of history. In the first year of a scenario, skip the Reinforcements Phase.

**REINFORCEMENTS PHASE:** Both players deploy reinforcements and replacements (Blue first).

**HAND REFILL PHASE:** Players refill their hands to five cards.

A player may choose one Campaign card. The Red player decides first.

**CARD PLAY PHASE:** Players take turns playing one card each for four rounds (Red first). In each card-play turn, a player buys and does Actions.

**INTERPHASE:** Players adjust Political Will and RVN stability on the Game Track.

## 8.1. REINFORCEMENTS PHASE

Players together follow these steps in the Reinforcements Phase.

1. Players collect bonus RPs, which they add to their stockpiles. Each player receives 2 RPs. Red receives +1 RP (3 total) starting in 1968 and ending the year after Blue plays the "Commando Hunt" card event. Blue receives +1 RP (3 total) every year that Political Will is Hawk.
2. Move all units from the Body Count Box to the Dead Pool with a few exceptions. (1) Put all VC units into the VC Pool. (2) Remove NVA tanks from play. They do not return except by events. (3) Remove from the game all units from a collapsed Laotian or Cambodian faction. They never return.
3. Each player takes reinforcements for the current year. See the Reinforcements table on the Players Chart. The available units should be next to the map, out of play.
4. Vietnamization begins in 1969, which means the Blue player must withdraw mostly US units from the game. Remove them first from the Dead Pool and then from the map. Take veteran units before any others. Do not remove bombers; they remain in play until 1973. Remove as many units as possible if short. ROK and IF units may not substitute for US withdrawals, but all US infantry and assets are eligible. For every two US units you remove (no matter where they come from), promote one untried ARVN infantry unit to veteran status. Promoted ARVN infantry may be replacements, reinforcements, or units already on the map.
5. Each player takes his replacements from the Dead Pool. A certain number are free; a player must pay RPs if he wishes to take more. Players receive the following free replacements from the Dead Pool: 8 NVA units, 5 ARVN units, 1 US or ROK or IF unit, and all Pathet Lao, Khmer Rouge, CA, and LA units. All units in the Dead Pool are eligible including Air / Naval assets. Players may buy additional units from the Dead Pool for 1 stockpile RP each. All infantry replacements are untried. Players may not take or buy his opponent's units.
6. Certain 1969 event cards may leave non-native units in forbidden provinces of Laos and Cambodia. The players must remove them from these provinces. Blue must add them (at their current untried or veteran status) to his current reinforcements. Red must re-deploy them, which are in interior Cambodian and Laotian provinces, either to border provinces of the same country or to NVN. No enemy units may be present in the target provinces if possible.

7. Players deploy all units (Blue first). Infantry units arrive untried unless noted otherwise. Obey stacking limits. See WHERE TO DEPLOY UNITS in the chart on the back of these rules. Blue deploys, if possible, his US/ROK/IF units to any base provinces free of Red units and red flags. If he cannot deploy all his US/ROK/IF units at bases, he may deploy the balance to SVN coastal provinces without red flags. The provinces may contain enemy units, but his first choice must be provinces without enemy units. US/ROK/IF units have priority at bases, so he cannot fill up the bases with ARVN units to trigger this rule.
8. Refuel all bombers by turning them face-up.
9. Red draws and deploys 1 VC unit from the VC Pool. If Tet has not occurred and Red has less than 10 VC units in play, he draws and deploys a second VC unit. He deploys VC units in red-flagged provinces or border provinces in Laos or Cambodia.
10. Blue units may not be present in any case. He deploys them face down, and he may not examine them until after deployment. Blue may re-deploy all his Air / Naval assets plus up to 5 friendly units in SVN to any legal SVN provinces free of Red units and red flags. He may also re-deploy them to Saigon even if enemy-occupied. He may re-deploy all his CA and LA units to any non-border provinces in their home countries without enemy units. Obey stacking limits. If a coup is in effect, remember that some ARVN units must stay in Saigon. See RVN STABILITY.
11. Red may re-deploy his Pathet Lao and Khmer Rouge units to border provinces in their home countries. No enemy units may be present.
12. If 1969, both players shuffle their 1969 cards into their Game Decks. Do not add the discard piles to the Game Decks.

*It is 1968. Blue receives 2 RPs and adds them to the 2 stockpile RPs he saved, giving him 4 in his stockpile. (Political Will is in Dove territory, so he does not get a bonus.) There are 2 blue-colored units (a ROK infantry and the Air Cav) and 6 ARVN units in the Dead Pool. He gets back as replacements 1 blue-colored one (he takes the Air Cav) and 5 ARVN. He decides to buy back the last ARVN for 1 RP, but he leaves the ROK unit until next year. All the replacements are untried, and he deploys them with his reinforcements.*

## 8.2. HAND REFILL PHASE

At the beginning of a year, each player draws cards from his Game Deck so that his hand has five cards. If a player's Game Deck has no cards left, he shuffles his discard pile to form a new Game Deck. Players may not remove or discard cards from their hands or decks except in the normal course of play.

A player may choose one card each year from his Campaign Deck. The card replaces one card that he would have drawn from his Game Deck and counts as one of his five cards. He may see his first four cards before he decides to choose a Campaign card. A player must announce if he takes a card from his Campaign Deck, but he does not reveal its identity. The Red player must decide and announce first.

A player may have only one Campaign card in his hand. If he saved one from a previous year, he may keep it, he may exchange it for a different Campaign card, or he may return it to his Campaign Deck and draw a regular card from his Game Deck. The exchange is secret. In 1973, remove from the game all unused Campaign cards, which include those in players' hands.

### 8.3. CARD PLAY PHASE

Players alternate playing one card each, starting with the Red player, for four turns. Choose a card from your hand, reveal it, and use its RPs to buy Actions. Then put the used card on your discard pile. (Exception: Remove Campaign cards from the game.) Each player saves his unplayed cards (usually one) for the next year. The saved card may be a Zone Campaign card; it may not be a Grand Campaign card.

If you play a Campaign card for its event, put it face up on the table in front of you, where it stays until the end of the year. You may play a Zone Campaign card on any turn, but the Red player must play the Tet or Easter Offensive card on his first turn of the year. A Campaign card played for its event is in play for the entire year. Remove it from the game at the year's end regardless if you played it for its event or for its RPs.

After you play a card, you may use the card's RPs to buy Actions in any order you choose and as often as you can afford, but you must complete one Action before you choose another. You may spend one more RP from your stockpile each turn to buy Actions. You save unspent RPs to your stockpile. You may not do any Action (including bombing missions and using your 1 stockpile RP) until after you play a card. The Actions are:

- » Conduct a bombing mission with an unspent bomber. (Blue's turn only, free.)
- » Buy an event printed on your played card.
- » Spend 1 RP to mobilize all friendly units in one province.
- » Spend 1 RP to conduct a battle round in one province.
- » Spend 1 RP to attempt to change political control in one province.
- » Spend 1 RP to attempt pacification. (Blue's turn only)

It is important to remember that you may not interrupt one Action with another. For example, you may not buy an event while moving a group. For this rule, your movement Actions include enemy ambushes, and your battle Actions include enemy retreats and evasions.

### 8.4. INTERPHASE

The Interphase occurs at the conclusion of every year. Remember to flip the Political Will markers to Hawk or Dove when they cross zero. Zero is Hawk.

1. Score any played Grand Campaign cards.
2. Check for faction collapse in Laos and Cambodia. This happens if all your units in a faction are in the Body Count Box. Ignore units that have not yet arrived as reinforcements. To prevent a collapse, you must pay 3 stockpile RPs to prop

up your faction. Otherwise, it collapses and you remove your faction units from the game. Add 3 Hawks or 3 Doves. See CAMBODIA AND LAOS.

3. Add Dove points to Political Will on the Game Track. Add 1 Dove if the current year is after 1968, and add 1 Dove for every US/ROK/IF unit (blue-colored units) in the Body Count Box. Add still another Dove if there are not more Red units than Blue units in the Body Count Box. Finally, count the number of red-flagged provinces in SVN and add Doves: 7-8 = 1 Dove, 9-10 = 2 Doves, 11-12 = 3 Doves, 13-14 = 4 Doves, 15+ = 5 Doves.
4. Check the SVN government's stability. To keep it stable, the Blue player must pay stockpile RPs equal to the difference between the number of ARVN units in the Body Count Box and the number of pacified provinces in SVN. If he cannot pay the difference, the government falls. Add +3 Doves to the Game Track, set all veteran ARVN units in SVN to untried, and recall ARVN units to Saigon. See RVN STABILITY for details.
5. Check for victory. The Players Chart explains the victory conditions. Each year lists an end-game goal for Political Will. If you have reached the end of your scenario, compare the current Political Will to this number. There are also auto-victory thresholds for both sides at the end of each year.

*It is the 1968 Interphase, the end of LBJ's time. The Political Will marker is set to 0 Hawks. Red has 7 NVA units and 1 VC in the Body Count Box, but he controls 11 provinces. Blue has 5 ARVN and a ROK unit in the Body Count Box and 2 pacified provinces.*

*First check for the collapse of a faction in Laos, which means that at least one side's Laotian units are all in the Body Count Box. If it were true, the controlling player would have to pay stockpile RPs to save it or else lose Hawk or Dove points, and the faction would vanish. Skip Cambodia because Cambodia is still neutral and has no units in the game in 1968.*

*Next adjust Political Will on the Game Track. There is a dead ROK unit, so add 1 Dove and flip the marker to the Dove side since it has passed zero. It is not 1969 yet and Red's body count is greater than Blue's, so there are no adjustments there, but 11 red flags add 3 more Doves to Political Will. Political Will is now 4 Doves.*

*Next check RVN Stability. There are 5 dead ARVN, but there are 2 pacified provinces, so Blue owes 3 stockpile RPs to keep the government stable. He is ready to pay it, but Red plays a response card that increases the cost by 1. The government collapses; a coup results. Add 3 more Doves to Political Will (now 7 Doves), Blues loses all his stockpile RPs, all veteran ARVN become untried immediately, and ARVN units are recalled to Saigon.*

## 9. MOVEMENT

You must spend 1 RP to use one movement Action. This mobilizes all friendly units in one province so they can move. Mobilized units move by tracing a path through adjacent provinces that share a common border. (Darlac, Tuy Hoa, Phu Bon, and Khanh Hoa all share common borders.) You do not have to move mobilized units, but you must mobilize a province to move even one



unit there. You may mobilize and move the same unit more than once per turn.

A unit may move as far as its movement allowance allows. Each entered province costs a movement point. You may not save or transfer movement points. Units may not enter forbidden provinces.

Mobilized units move in a group of one or more units. A group may drop off units as it moves, but it may not pick up units while moving. A player must finish one group's movement before he starts another. Groups from one province may move to different provinces.

Enemy units do not affect moving ground units except:

1. Ground units must pay +1 movement point to pass through a province that contains veteran enemy units or enemy bombers. Units do not pay extra if they begin their move in such a province -- only if they enter and exit it in the same move. VC units, Air / Naval units, and retreating and reacting units never pay extra.
2. Ground units must stop in a province where an enemy unit ambushes them. If the ambush does not eliminate any unit, the ground units may continue moving. You may move stopped units in the same turn by spending another RP to mobilize the province.

*Blue spends 1 RP to mobilize Saigon. A group of Saigon units move to Binh Duong, perhaps to attempt a PG-change there. Other units in Saigon are also mobilized, so some could move away by sea, or move overland to other provinces, or just stay in Saigon. Blue spends another RP to mobilize Binh Duong. He again moves the original Saigon units plus any other units in Binh Duong that he chooses.*

### 9.1. AIR / NAVAL MOVEMENT

The Air Cav, Gunboat, and Blue Water Navy (assets) may move to any legal province when mobilized. Each travels alone in a one unit group. Red units do not affect its movement. It is immune to ambush. These assets may react to battles. The number in the lower right corner on these counters is their reaction range, not movement allowance. (See AIR / NAVAL REACTION.)

*Suppose all three Air / Naval units are in the Zone IV coastal province Kien Hoa. If Blue mobilizes Kien Hoa, then the Gunboat could move to any province in Zone IV, the Blue Water Navy could move to any SVN coastal province, and the Air Cav could move to any SVN province. Remember that enemy units do not affect their movement, so they do not pay a "pass-through" extra movement cost, and they cannot be ambushed.*

### 9.2. ARVN

If you mobilize ARVN units, then you must announce the target province, the path to get there, and which ARVN units are moving in the group. Roll one die. The result is the number of movement points that group may spend. The group must then follow your indicated path. It does not have to use all its movement points. If you change your mind and wish to move the group somewhere else, you would have to spend another RP

and follow the same procedure to try to send the group to the new destination. Once you roll the die, other friendly units in the province may join the ARVN group.

You may move ARVN units from a province to the same or different target provinces, in different size groups, even one at a time. You do not have to assign destinations all at once. You may choose some ARVN units and resolve their movement before you choose other ARVN units to move.

*Blue mobilizes two ARVN units in Saigon. He attempts to move them from Saigon through Binh Duong to Tay Ninh, 2 provinces away. He rolls a 4; they arrive in Tay Ninh. He needed to roll at least a 2. If he had rolled a 1, he could move the ARVN only one province. He could put both in either Saigon or Binh Duong, or put one in each province. If US units also occupied Saigon, Blue could wait until after the die roll to decide if they should join the ARVN group.*

### 9.3. AMPHIBIOUS MOVEMENT

If the Blue player mobilizes a coastal province, then any Blue groups there may move directly to any other SVN coastal provinces. Only ground units may use amphibious movement. Red units may ambush a group moving by sea in the destination province only. Blue ground units may retreat by sea, but they may not reinforce by sea. ARVN units moving amphibiously do not make movement die rolls regardless of the distance moved. A unit may not combine regular movement with amphibious movement on the same RP. Blue units may move by sea during a monsoon. See the card "Monsoon Season."

### 9.4. NORTH VIETNAM

The NVN "province" represents all provinces in NVN, so there are no stacking limits there. One RP mobilizes up to one stack of units (a "province worth") in NVN. See STACKING. One RP does not mobilize all units in NVN!

### 9.5. VC MOVEMENT

Only one VC unit may move each Red turn. It moves to an adjacent province. It may be revealed or concealed. It may move only once per turn. This one VC unit may mobilize by itself or as part of a larger group.

### 9.6. STRATEGIC MOVEMENT

NVA units (not VC, Khmer Rouge, or Pathet Lao) may move strategically. A mobilized NVA group may move any distance along the Ho Chi Minh Trail. The trail includes NVN and all border provinces in Laos and Cambodia. The journey must be entirely on the trail, including the start and stop provinces. It may not start in or enter any province where there are more Blue units and bombers than Red units present. Lima Site 85, although a Blue unit, has no effect on strategic movement, and it does not count when counting Blue units in a province. There is no strategic movement during monsoons. See the card "Monsoon Season."

*Red mobilizes a stack of NVA units in NVN and moves them south, hoping to get them all the way down to Kampot. Lima Site 85 is in Savannakhet, but the stack ignores it because Lima Site 85 does not affect strategic movement. Saravan contains a Blue Laotian*

unit and a Red Pathet Lao unit. The NVA stack moves through Saravan because it has as many Red units as Blue. The NVA group crosses into Cambodia. There is one Blue CA unit in Mondolkiri and no Red units, so the group may not enter Mondolkin. It must stop one province short in Ratanakiri. The entire journey from NVN to Ratanakiri cost 1 RP.

## 10. STACKING

A stack is the units you may have in one province at a time. Count each player's stacking separately. Bombers and markers do not count against stacking limits. In general, you may stack together four regular infantry units and one of each type of asset unit. Units of different nationalities may stack together.

The Blue stacking limit per province is:

- » 4 infantry units
- » 1 artillery unit
- » 1 tank unit
- » 1 Air Cav
- » 1 Blue Water Navy
- » 1 Gunboat
- » 1 Lima Site 85

The Red stacking limit per province is:

- » 4 regular infantry units (NVA, Khmer Rouge, and Pathet Lao)
- » 1 artillery unit
- » 1 tank unit
- » 2 VC units

Units may over-stack as they move through a province unless it contains enemy units. They may not enter an enemy-occupied province if they would cause over-stacking, and they may never stop in any province over-stacked. Units may over-stack as they retreat through a province even if enemy units are present. If ambushed, they stop temporarily to resolve the ambush, but they must then continue their retreat.

There is no stacking limit in NVN, but the Red player may find it convenient to arrange his units there in stacks. Remember that mobilizing NVN mobilizes only one stack per spent RP.

## 11. BATTLES

You may buy a battle Action for 1 RP when opposing forces occupy the same province. A battle Action is one battle round. You may attack the same province multiple times by paying 1 RP for each battle Action (round). However, you pay for the battle round only if you roll battle dice. (Units might evade and retreat, which could cancel the battle.) The attacking player chooses which units attack, but the Red player must reveal and resolve concealed VC if they participate. The defender must include all his units in the province.

A battle round consists of the following steps.

1. Defending units may attempt to evade.

2. Reveal any concealed VC units. Resolve Bad Intel units on the Bush Events table.
3. If no defending units remain in the battle, abort the battle sequence. 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 sums his battle factors, rolls a die, and consults the Battle table on the Players Chart. The result is the damage applied to the opponent's units. Fire is simultaneous. Players promote surviving, untried infantry units. The attacker now spends his RP for the battle.
6. If Blue is defending, he may react with Air / Naval units, but both Red and Blue units must be present.
7. The defending player may spend RPs to reinforce the battle from adjacent provinces. Ambushes are permitted. Blue units may not reinforce by sea, and VC units may not reinforce at all. Skip this step if there are no defending survivors. The defender may reinforce even if no attackers remain in the province.

*The following subsections explain the steps in more detail, so you might want to delay reading the following examples until after you have read those subsections.*

*Blue moves 3 ARVN and 1 ROK infantry into Pleiku, which Red controls with 2 NVA infantry and a concealed VC. After any VC ambush is resolved, Blue announces his intent to attack. He says that he is spending 1 RP, but it is not yet spent. Red decides that the VC will evade, which may happen even if it ambushed the Blue units and survived. The VC successfully evades. Red then attempts to have the 2 NVA units evade, which also succeeds. All Red units have vanished. There is no battle, so no Air / Naval units react, no one is promoted, no defending reinforcements arrive, and (most importantly), Blue gets his RP back.*

*Blue moves 3 ARVN and 1 ROK infantry into Pleiku, which Red controls with 2 NVA infantry and a concealed VC. The VC fails evasion, so Red reveals it. If it were Bad Intel, he would send it to the VC Pool and roll on the Bush Events table. Blue's Air Cav, which is 3 provinces away, reacts and flies to the battle.*

*Each player adds up his battle factors in the province. Red has 3 factors (2 for 2 untried NVA and 1 for a regular VC). He rolls a 4, which gives him 7 (3 factors + roll 4). He checks the Red column of the Battle table and sees he delivers 1 hit to Blue. Blue has 6 factors (4 for his 4 untried infantry and 2 for the Air Cav). He rolls a 4. The total is 10. Under the Blue column, he sees he delivers "1R" damage. Red must eliminate 1 unit to the Body Count Box plus either 1 RP (from his stockpile because he is not the active player) or 1 more unit. Blue must lose 1 unit. Red may promote his surviving NVA units because they faced 5 Blue units. Blue may promote 3 units because Red started with 3 units. Blue now spends his battle RP because the units engaged.*

*Red might spend 1 stockpile RP to bring in reinforcements from an adjacent province if he wants to take a stand and expects another round of combat. Blue does not need a special reinforcements step because he can simply mobilize another province for 1 RP and move more units in as normal movement.*

## 11.1. BATTLE RESULTS

Each player rolls one die and adds it to his total battle factors. The result applies to his opponent's units. The owning player decides how he applies losses. Put eliminated units in the Body Count Box. Combat is simultaneous.

These rules apply to all tables and events that produce kill and "R" results. If the result has a number, you must remove that many units from your battle group. If losses eliminate the entire group, ignore any excess including any "R" result. If the result has an "R," you must lose either 1 unit or 1 RP (your choice). If you have no RPs (from your played card if any or your stockpile), you must lose a unit. If you have no units left, you may ignore the result.

*Red attacks one ARVN unit with a stack of 5 NVA. Both players roll, and both suffer "1R" results. Blues loses his ARVN. He ignores the "R" because he has no more units in the battle. Red loses one NVA. He also loses either 1 RP (from his card or his stockpile) or 1 more NVA. He decides to remove 1 RP from his stockpile. This is a payment, so he still gets 1 SRP for Actions.*

## 11.2. EVASION

Units may attempt to avoid battle by evading. Successful evaders may retreat. However, an evasion is risky because a player can lose an RP or a unit and still not escape.

Air / Naval units always evade successfully by themselves. Each VC unit must attempt evasion individually. All remaining units who wish to evade must evade in a single group. You may not evade the remaining units individually or in smaller groups. See the Evasion table on the Players Chart. Notice that a group of 4 or more units may not evade, but you may attempt evasion with only some of the units. For example, 4 NVA units could not evade, but you could evade 3 NVA units and leave one behind. A unit may attempt only one evasion per battle round. You may evade units in any order, so you could roll for a group evasion before you evade your VC or Air / Naval units.

Count the number of units in the group, roll one die, and consult the Evasion table on the Players Chart. If the result is "R," the player must lose either one stockpile RP or one unit from the group. The "R" result is both a mandatory loss and an evasion failure. You may not change your mind after a roll. If the evasion succeeds, the group retreats. See RETREATS. If it fails, the group must fight the battle.

A VC uses special rows (one for concealed and one for revealed) on the Evasion table. If a concealed VC fails evasion, the Red player must reveal it. If it is Bad Intel, he must roll on the Bush Events table and send the Bad Intel to the VC Pool. A VC unit that ambushes may evade. VC units retreat like normal ground units.

*Blue announces a battle in Pleiku against 4 NVA infantry, an NVA artillery unit, and 2 VC (1 revealed and 1 concealed). Red decides to evade both VC. He rolls separately for each one using different rows on the table. He may not evade 5 NVA units, so he chooses to attempt to evade 3, and the remaining 2 must stay behind to face the battle. He rolls a "1" on the NVA evasion, which is an "R" result. He loses 1 stockpile RP, and all 5 NVA units remain for the battle. It*

*is up to Red in which order he attempts evasions.*

## 11.3. RETREATS

Units retreat because of events or successful evasions. In most cases, a group of units must successfully evade to retreat. See EVASION for how this done. The owning player retreats his units in groups to the nearest safe provinces. The owning player determines how many and which units are in each retreating group, but VC and Air / Naval units retreat alone. A group may drop off units as it retreats, which usually happens because of stacking limits. The nearest province is the one whose path crosses the fewest provinces. A safe province must meet all these requirements:

- » Free of enemy units and enemy bombers,
- » friendly-controlled or a province in Laos or Cambodia,
- » has stacking room, and
- » the unit may legally occupy the province.

In general, Red units retreat to red-flagged provinces, to border provinces in Cambodia or Laos, or to NVN. Blue units retreat to SVN provinces with no red flags. Enemy units may not be present in all cases. VC units retreat just like NVA units.

For each retreating group, you must trace a path through provinces to its destination. The passed-through provinces may cause over-stacking and may have enemy units. A retreat is not movement, so ignore movement points and movement allowance. Veteran units do not inhibit retreats, and events targeting movement do not apply. It does not cost RPs to retreat. Units must retreat to the nearest safe province even if it is farther away than they could normally reach. (For example, a VC, who can move only 1 province, could retreat 3.) The retreating player may choose if more than one province qualifies. If a province reaches its stacking limit, other units must retreat to the next nearest safe province.

Air / Naval units retreat to any safe province within their reaction range; it does not have to be the nearest. If that is not possible, retreat them to the nearest safe province beyond their reaction range.

Blue ground units in a coastal province may retreat amphibiously to safe coastal provinces. This is always considered a one-province retreat, so it is always a first option. For example, an ARVN in Thua Thien (zone I) could retreat overland to an adjacent safe province or to any safe province by sea, even as far as Kien Giang (zone IV). Both have the same priority.

A VC unit may ambush ground units who retreat into or through the province it occupies. The group must temporarily stop to resolve the ambush (and may be temporarily over-stacked), but then it must continue retreating to its destination. A group retreating by sea may not be ambushed.

Once units have successfully evaded, you may split them into smaller groups to retreat. For example, suppose a group of 3 NVA units successfully evaded. You may now retreat them in 1-3 retreat groups. Generally, the only issue that should concern you about retreating groups is ambush because units are always am-



bushed in a group. If they are not passing through enemy units, then how you group them is unimportant.

**Very Important Reminder!** In many games, a unit may retreat to an adjacent vacant space. It is not true here, especially for VC units! The Blue player controls vacant provinces, so they are not safe for Red.

*Blue attacks a lone VC in the coastal province Binh Tuy. The VC evades. Long Khanh is vacant and adjacent, but it is not safe because Blue controls vacant provinces without flags. Red controls Phuoc Long, which is 2 provinces away, but a Blue unit is also there, so it is not safe. Assuming there are no other safe provinces in SVN within 3 provinces, the VC must retreat to the Cambodian border provinces of Mondolkiri or Kampong Cham provided no Blue units are there.*

*Red attacks 3 Blue infantry units in Quang Tri. The Blue units evade. Thua Thien is adjacent, but a VC unit occupies it, so it is not safe. The nearest safe province overland is Quang Nam, which is 2 provinces away, but it is not an option because the Blue units are in a coastal province, so all retreats by sea are as good as a one-province retreat. The Blue units can retreat to any safe provinces on the coast.*

#### 11.4. AIR / NAVAL REACTION

The Gunboat, Blue Water Navy, and Air Cav units may react to a battle within its reaction range for free during either player's turn. Move the unit to the battle province. It may pass by enemy units without effect (no ambushes or movement penalties), but it may not pass through forbidden provinces. Reaction movement is not regular movement, so it does not cost RPs to move. If the Blue player is attacking, these units react before battle dice are rolled. If defending, they react after battle dice are rolled. Air / Naval units may react only to battle provinces where both Blue and Red units are present. If all Blue or Red units were eliminated or disappeared (by evasion, for example), then no one may react to that province.

Each unit may react up to its range. Air Cav may react up to 3 provinces away, the Blue Water Navy may react up to 8 coastal provinces away, and the Gunboat may react to any province in Zone IV.

Each unit may support an unlimited number of battles during a turn provided the next battle is within the unit's range. For example, the Air Cav in Quang Tri may fly 3 provinces to support a battle in Quang Tin, and then follow that up by supporting another battle that is 3 provinces away from Quang Tin, all in the same turn.

*Reminder: When you mobilize an Air / Naval unit by spending 1 RP in a province it occupies, it may move to any legal province on the map. For example, the Blue Water Navy may sail to any coastal province. Movement has nothing to do with reaction.*

#### 11.5. DEFENDER REINFORCEMENTS

At the end of a battle round, the defending player may reinforce the battle provided at least one friendly unit survived combat. It costs 1 stockpile RP to move any number of units (limited by stacking) from one adjacent province to the battle province. A defender may reinforce from more than one adjacent province, paying 1 stockpile RP for each province. The Blue player may not use amphibious movement to reinforce. All units arrive in groups. VC units may not reinforce except during major offensives. Reinforcing groups may be ambushed. The defender may reinforce even if no attacking units remain in the province. The payment covers only the cost for reinforcing that round. Each battle round requires separate payments.

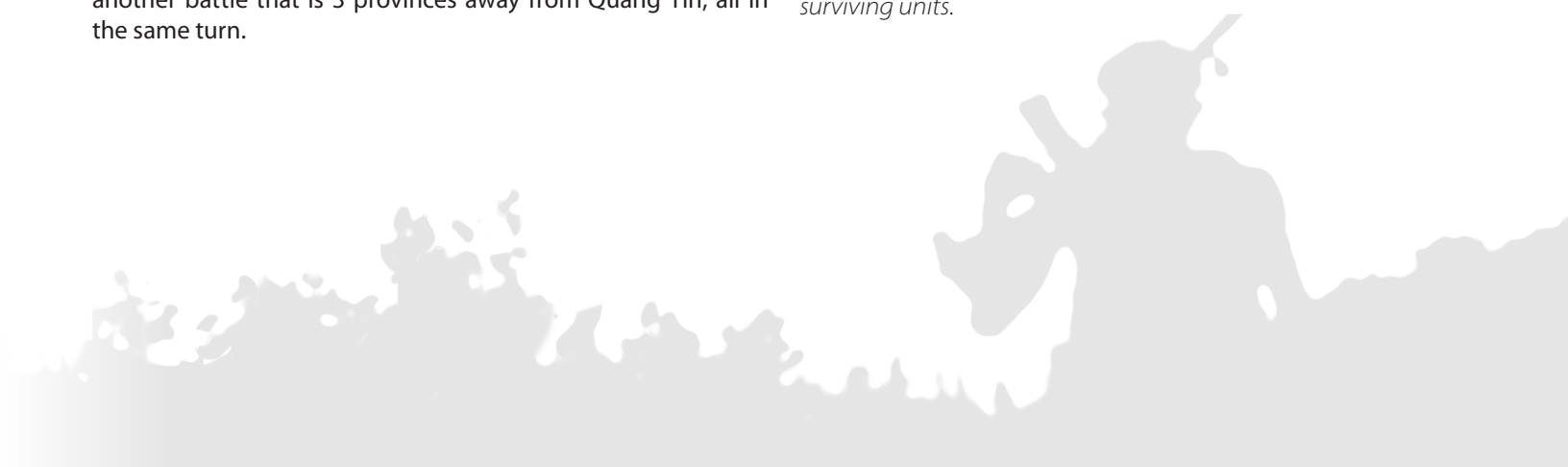
*It is Red's turn. A battle was just resolved in Pleiku, and 1 Blue infantry survives. Blue pays 1 stockpile RP to reinforce Pleiku with 3 infantry from adjacent Darlac. A VC in Pleiku ambushes the Darlac group, killing 1 infantry. For no extra cost (he has paid for Darlac this round), Blue reinforces with another infantry from Darlac (a one-unit group). The plucky VC ambushes that infantry too!*

#### 11.6. BATTLEFIELD PROMOTIONS

Units are promoted in battles, ambushes, and some raids. All other eliminations do not cause promotions, including bombing missions and evasion failures. Any infantry units that were in the battle groups and present when the battle dice were rolled are eligible for battlefield promotions. Flip over one untried infantry unit to the veteran side (owning player's choice) for every opposing unit that fought in the battle. Count enemy units that were eliminated too. In an ambush, promote one defender to veteran status if either the ambusher or defender loses a unit. The ambusher's side does not promote his units. For a raid, the event will specify if anyone is promoted.

*4 untried ARVN infantry enter Darlac, which a lone VC occupies. The VC ambushes the group. Red rolls a 1, which kills the VC. Blue promotes 1 untried ARVN to veteran status. He would promote 1 ARVN even if the VC had killed an ARVN instead, but no one would have been promoted if the ambush had no effect.*

*4 NVA attack 3 ARVN. At the end of the battle, Red could promote up to 3 NVA infantry and Blue up to 4 ARVN infantry from their surviving units.*





## COMPREHENSIVE EXAMPLE

### STEP ONE

Red sees 2 US infantry units in Binh Dinh and rushes in for an easy kill. Red plays a 3 RP card. He spends 1 RP from his card to move 4 untried NVA and 1 artillery unit into Binh Dinh. He announces an attack, which will cost him another RP if all Blue units do not evade combat. Blue attempts evasion but fails with a 2 roll. (Notice that most evasion rolls risk an R loss too!) If the roll had been successful, they could have retreated by sea as well as by land.

### STEP TWO

Both players add their battle factors, roll 1 die simultaneously, and consult their Battle Tables. Red has bad luck and inflicts only an R on Blue, which he can satisfy by losing 1 RP from his stockpile. Blue does no better with his roll by getting a miss. Red promotes 2 units to veterans because Blue had 2 defenders, and Blue promotes both his Blue defenders.

Since Blue is defending, he can react with Air and Naval units in range. The Air Cav flies 3 provinces to Binh Dinh, and the Blue Water Navy sails up from Saigon (less than 8 provinces). Blue then spends 1 stockpile RP to reinforce 2 veteran ARVN infantry from an adjacent province.

### STEP THREE

Red could spend another RP to attack again, but surprise is gone and the chance is lost. He spends his last RP to move the attackers to a more interesting location inland.

## 12. VIET CONG

Viet Cong (VC) units are the Red player's guerrilla infantry. They are either concealed (face down) or revealed (face up). Treat a concealed VC unit as a regular VC unit even if it is something else. The Red player randomly draws and deploys them face down from the VC Pool, and he may not peek at them until after he deploys them.

The VC Pool is a face-down pile of VC units in the map's VC Pool box. Shuffle returned VC into the VC Pool. You may also put them in a bag or cup, but you will need to point to where you will deploy one before you draw it.

There are two kinds of VC units: regular Viet Cong militia units and Bad Intel units. The regular VC units are true army units with the ability to ambush the enemy and fight in battles. A few regular VC units are labeled "VC+." These are veteran VC units who are deadlier in ambushes and battles. Bad Intel units represent false intelligence and random events. They may never ambush, attack, or defend, but they may evade battles and do PC-changes while concealed.

If a revealed regular VC is eliminated, put it in the Body Count Box. If a concealed regular VC is eliminated, put it in the VC Pool. (This is a rare occurrence and usually happens by an event only.) Put revealed Bad Intel units in the VC Pool.

If a concealed VC is stacked with other Red units, then the Red player must assign all losses to other units and only to a concealed VC as a last resort. The Red player may re-conceal a VC unit if it is in a province with no Blue units present.

The Red player may not voluntarily reveal a concealed VC unit. For example, he may not reveal a VC to be a casualty, nor may he reveal Bad Intel units just to get them off the map. VC units are revealed in the following cases only:

- » An event says to reveal a VC unit.
- » A VC unit is about to ambush. Bad Intel units cannot ambush, so this case applies only to regular VC units.
- » A VC unit is committed to battle. VC units (including Bad Intel units) are not required to evade, so the Red player may choose to reveal a concealed Bad Intel unit in this case, but it is not to his advantage to do so.

Bad Intel events (Bush Events) occur only in SVN. If revealed elsewhere, ignore the following Bush Event procedure. When a Bad Intel unit is revealed, roll two dice (one at a time), consult the Bush Event table, and implement the event. If two Bad Intel units are revealed at the same time in the same province, resolve only one. Then return all revealed Bad Intel units to the VC Pool.

*It is not to Red's advantage to reveal Bad Intel units. Bad Intel units function as effectively as any other VC unit when concealed, and when revealed, the result is of no benefit to Red most of the time. In general, Red should avoid revealing Bad Intel units at all costs.*

## 13. BOMBING MISSIONS

As a free Action during his turn, the Blue player may take an unspent bomber from the Airbase Box, put it on a SVN province,

and conduct a bombing mission. He flips it to its spent side to show he has used it. It returns to the Airbase Box at the beginning of his next turn or at the end of the year, whichever is first.

Bombers usually fly only one bombing mission each year. You may not save unused missions to the next year. Bombers remain spent until they refuel. They automatically refuel at the beginning of each year. To refuel, flip a spent bomber to its unspent side. The spent side of a bomber counter shows bombs exploding beneath the plane.

The Blue player may use any number of his fueled bombers each turn, but only one bomber may attack each province each turn. The "Commando Hunt" card event removes this limitation. A bomber may attack only SVN provinces until a card event allows otherwise.

To resolve a bomber attack, count the number of enemy units in the province, roll a die, and consult the Bomber table on the Players Chart. The Red player applies losses to whichever units he chooses, but he may not select a concealed VC if other friendly units are available. Put lost units in the Body Count Box, but put a lost concealed VC in the VC Pool. A bombing mission does not promote untried units.

Some events refuel a bomber during the year. A bomber must be in the Airbase Box to refuel. It may not refuel or return it to the Airbase Box on the same turn it flies a mission.

A bomber may not be ambushed, raided, or add factors to battles. It does force Red units to spend +1 point to move through a province with a bomber, and it may negate Red's strategic movement in the right circumstances.

*Blue starts the year with 2 fueled bombers in the Airbase Box. On his first turn, he sees 4 Red units (3 NVA and 1 face-down VC) in Pleiku. He flies one bomber to Pleiku and flips it to its spent side. He rolls a 4, and Red loses 1 NVA unit to the Body Count Box. It cannot be the concealed VC because NVA units are available. The flipped bomber stays in Pleiku where it slows down Red movement. Blue could fly his second bomber this turn, but it would have to be to a different province (until he plays "Commando Hunt"). If he wanted to bomb Pleiku again, it would have to be on a different turn. On his next card-play turn, he returns the spent bomber in Pleiku to the Airbase Box. It remains spent until the year ends or until he plays a card that lets him refuel bombers at the Airbase.*

## 14. AMBUSHES

A regular VC unit (not Bad Intel) may ambush a Blue ground group that enters a province it occupies. An ambush does not cost RPs. The VC may not ambush a stationary group or a group moving away. If more than one group enters a province, the VC may ambush each group as it arrives. However, a target group may be ambushed only once per province. An ambush is part of the movement action, so resolve it immediately before the active player buys another action. It is not part of a battle.

The VC may ambush mobilized units, retreating units, and units reinforcing a battle. It may never ambush a bomber or any Air / Naval unit. Ambushed units may not evade the ambush.



The Red player must announce an ambush as soon as a Blue group enters the province. If the VC is concealed, the Red player must reveal it. Bad Intel units may not ambush. Red chooses which VC unit ambushes if there are two. (The second does nothing.) It ambushes the entire defending group. The Red player rolls one die and consults the Ambush / Raid table on the Players Chart. The result can affect both the ambusher and the defenders. Players apply the results to their own units. If either player loses a unit, the Blue player promotes one unit in his group to veteran status. Eliminated units go to the Body Count Box.

A group must stop if the ambush eliminates a unit on either side. To move again, the active player must spend another RP. If the ambush eliminates no one, then the group may continue moving at no extra RP cost. If a retreating group is ambushed, it must continue to a safe province unless the ambusher was eliminated and no other enemy units occupy the province.

*2 concealed VC and 3 NVA occupy Pleiku. A group of 3 ARVN units move into Pleiku. Red exposes one VC (it is a VC+) and announces an ambush. (The second VC may do nothing and may remain concealed for now.) The roll kills 1 ARVN, so Blue promotes one other ARVN to veteran. Blue now moves a second group of 1 ARVN, 1 US, and 1 tank to Pleiku. Again the VC+ unit ambushes this group (Red might have chosen the other VC to ambush instead), but this time no one is hurt, so there is no promotion. The second group could continue moving at no extra cost. Blue announces an attack, but there are no more ambushes because the VC+ unit can ambush only units when they move into the province. Both VC may evade the attack.*

## 15. RAIDS

A raid is similar to an ambush. It is always a card event. One or more units attack enemy units in an adjacent or same province. The raiding units do not move to the target province. (They slipped into the province to conduct the raid and withdrew.) Units may not evade, ambush, reinforce, or react to a raid.

Use the Ambush / Raid table on the Players Chart to resolve the attack. The event card expresses the raid with a modifier such as "RAID+3," which means to add +3 to the die roll. The defender applies any damage to his units. Put eliminated units in the Body Count Box. The event will specify if promotions can occur.

## 16. CAMBODIA AND LAOS

Each player controls two factions, one for each of these countries. The Blue player controls the Laotian Army and the Cambodia Army. The Red player controls the Pathet Lao and the Khmer Rouge. Players begin the game with veteran units in Laos. Cambodian units arrive as reinforcements in 1969.

A faction may collapse if all of its units in play are in the Body Count Box during the Interphase. Ignore any units that have not yet appeared as reinforcements; treat them as if they did not exist. If all your faction's units are in the Body Count Box, then you may avoid a collapse by paying 3 stockpile RPs during the Interphase. You must pay for each faction separately if both threaten collapse at the same time.

If your faction threatens collapse and you do not pay 3 RPs, then the faction collapses. Remove from the game all units in the faction, including future reinforcements. If a Blue faction collapses, immediately add 3 Doves to the Game Track. If a Red faction collapses, add 3 Hawks instead. The opposing faction takes control of the country, and it may never collapse. From that moment on, all its units in the Body Count Box return as reinforcements at no cost during the Interphase. If the Khmer Rouge takes control of Cambodia, then Sihanoukville is open for the rest of the game. If the Blue player's Cambodian faction takes control, put the Port Closed marker in Kampot province, and no Red units may deploy there during the Reinforcements Phase.

If both opposing factions in Laos (or Cambodia) face collapse simultaneously, then each player must pay 3 stockpile RPs to save his faction. Red must pay first. If one faction collapses, follow the procedure above. If both opposing factions collapse, remove both from the game (close Sihanoukville if Cambodia), and do not add any Hawk or Dove points.

Cambodian units do not enter the game until 1969. Before 1969, Cambodian factions cannot collapse, so nobody pays RPs to keep Cambodian factions afloat before 1969. Ignore all events and procedures pertaining to Cambodia before 1969.

In general, Blue's main forces may not enter Laos and Cambodia, and Red's NVA and VC forces are limited to the Ho Chi Minh Trail. Both players have 1969 cards that allow their forces to enter Cambodia and Laos. After a card's event has expired, those forces must exit the country. They are re-deployed during the next Reinforcements Phase as reinforcements.

*Blue deploys 2 veteran Cambodian units in Cambodia in 1969. During the year, Red eliminates both units. Blue now faces Cambodian collapse because both (all) deployed Cambodian units are in the Body Count Box. We ignore future Cambodian reinforcements. Blue must pay 3 stockpile RPs in the Interphase or watch his Cambodian faction collapse. Beware! There is a response card that can increase the cost!*

## 17. POLITICAL CONTROL CHANGES

The Red player controls all SVN provinces that have red flags. The Blue player controls the rest, including those with blue flags. No one controls Laotian and Cambodian provinces.

You may spend 1 RP to buy the PC-change Action, which lets you try to take control of a SVN province. At least one friendly unit and no enemy units must be present. Bombers do not count.

An ARVN or VC unit automatically succeeds for the owning player. A VC may be face up or down, and if face down, it may be a Bad Intel unit.

If no VC or ARVN unit is present, roll one die. The attempt succeeds if the result is less than or equal to the number of your units in the province. (All assets count including Air / Naval units.) If it fails, you may buy another PC-change Action to try again, or you may spend RPs to make up the difference. For example, if you had 4 units in the province and rolled a 6, your attempt would succeed if you paid 2 more RPs. (Note: Making up the difference is a payment, not an Action purchase, so you may

spend your stockpile RPs to pay the difference.)

If the Red player succeeds in his PC-change attempt, put a red flag in the province. If the Blue succeeds, remove the red flag. You may buy any number of PC-change Actions during your turn, even for the same province.

*Red has 3 NVA units in a province, and no Blue units are present. He wishes he had a VC there because the change would be automatic. He spends 1 RP for the PC-change Action, hoping for a 3 or less. He rolls a 4. He failed by 1 (4 minus 3), so he spends 1 more RP to pay for success. As an alternative, he could decide to try again by spending another RP and rolling again.*

## 18. PACIFICATION

The Blue player may spend 1 RP during his turn to attempt a pacification Action. The SVN province must have no enemy units and no red flags, and at least one US or IF infantry unit (not ROK) must be present. Once all US and IF infantry withdraw from SVN, pacification is no longer possible.

The procedure to pacify a province is identical to a PC-change Action, except no unit automatically pacifies. Pay 1 RP and roll one die. Pacification is successful if the result is less than or equal to the number of Allied units in the province. (Yes, all Allied units count.) If successful, put a blue flag in the province. If unsuccessful, the Blue player may pay RPs to make up the difference. See POLITICAL CONTROL CHANGES for an example. The blue flag remains intact as long as at least one Allied unit stacks with it. Remove the blue flag the instant no Allied unit is present. Important: A US or IF infantry unit must be present to attempt pacification, but any Allied unit is enough to keep pacification.

## 19. RVN STABILITY

The RVN Stability marker on the Game Track measures the stability of the SVN government and economy. Set the marker to zero at the start of each year. (Ignore any adjustments made in the previous year.) During the Interphase, add 1 for every pacified province, and subtract 1 for every ARVN unit in the Body Count Box. If the marker is less than zero after the Interphase adjustment, the Blue player must spend stockpile RPs to stabilize the government. Each spent stockpile RP adds one point to the track. Be aware that Red's "Nguyen Cao Ky" response card can raise the cost by 2 stockpile RPs.

If Blue cannot raise RVN stability to 0 or better, a coup occurs. Flip the stability marker to its Coup side as a reminder. If the government is stable, flip it to its stable side. A coup lasts for one year, but coups may occur in back-to-back years.

When a coup occurs, do the following steps:

- » Add 3 Doves to the Game Track.
- » Remove all stockpile RPs from the Blue stockpile.
- » Immediately flip all ARVN infantry units to their untried side.
- » Remove all non-ARVN units from Saigon and add them to the upcoming year's reinforcements. Then add ARVN units so there are 4 infantry, 1 artillery unit, and 1 tank in

Saigon. (Skip any that are unavailable.) Take the units from the upcoming reinforcements and replacements, and from anywhere in SVN (Blue's choice). The Saigon units may not move for the entire next year. You do not need to replace any that are eliminated. You may put a blank marker atop them as a reminder.

*At the end of the year, there are 7 ARVN units in the Body Count Box. Blue has 3 pacified provinces, so he must pay 4 stockpile RPs to stabilize the government. RVN Stability is re-calculated fresh each year, so return the marker to zero regardless if Blue pays or not.*

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## 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 first. Do not remove bombers until 1973. If short, remove as many as you can. 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
<b>NVA</b>	North Vietnam. One unit may be placed in Kampot if Sihanoukville is open. It is open starting in 1965.
<b>VC</b>	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.
<b>Pathet Lao, Khmer Rouge</b>	Any border provinces in their home countries without enemy units if possible
<b>US, IF, ROK</b>	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.
<b>ARVN</b>	Any friendly provinces free of Red units
<b>Blue Water Navy</b>	Any South Vietnamese coastal province
<b>Gunboat</b>	Any Zone 4 province
<b>Air Cav</b>	Any friendly province free of Red units
<b>Blue CA, LA</b>	Any interior provinces in their home countries without enemy units if possible
<b>Bombers</b>	Airbase Box