

## HEARTS AND MINDS PLAYBOOK

*My interest in America's withdrawal from Vietnam runs deep. As a Marine Corporal, I participated in the 1975 evacuation of Saigon and Phnom Penh. I salute you who survived the horror of that conflict and your brothers who never returned.*

*A decade of American involvement in Vietnam saw our military expand and strengthen and our economy soar, yet America suffered over 360,000 casualties. One of those casualties was our national identity. In comparison, our ARVN allies endured five times the casualty rate, and for every American that fell, so did ten of the enemy, or so we were told. The universal question is why did American fail?*

*We made mistakes compounded by distance and ideology. We fought a wily enemy who had the stamina to weather the relentless attrition we inflicted. More important, America was divided over our involvement. Our leaders faltered in their resolve. We fought and died bravely but never won over the Vietnamese people nor arrived at a consensus as to why we were there in the first place.*

*H&M is a simple approach to our complex "police action." Military tokens are of indeterminate strength and unit designation. Each incorporates men, material, logistics support and in the case of VC and NVA units, popular indigenous support. Most Vietnam games have a US and a North Vietnamese player. Since our Vietnamese allies outnumbered our own troops, and other world allies sacrificed 27,000 of their soldiers, H&M has a North Vietnamese player and an Allied player.*

*In H&M, untried units are a liability. Only blooded veterans will bring the war to a successful conclusion. Yet, as they say, no broken eggs, no omelet. Untried units will die to create those veterans.*

*There is no defined "front" in H&M. NVA units and their VC allies are likely to appear anywhere at any time. Intelligence about Viet Cong activity is false as often as it is true. The enemy often evades combat if he was present at all. The NVA player may avoid battle by dispersing into the bush or retreating into a nearby province or even turn the tables by turning on his attackers in ambush.*

*America has overwhelming firepower but VC insurgents have a ghostlike ability to appear and disappear almost at will. The NVA disregards political boundaries and waits for the right moment to mobilize the country for their devastating Tet offensive, while the US President anticipates an invasion of Cambodia and the disruption of the Ho Chi Minh Trail.*

*H&M is fast paced and nearly as maddening as the real thing. The challenge is yours. As the NVA player, can you unite your country or as the Allies will you defeat the North Vietnamese before Vietnam becomes the quagmire we all remember? Good luck!*

**John Poniske**

## 1. SCENARIOS

1. Players choose sides and pick starting and ending years. Many players choose 1966 for their first game.
2. Separate the cards into three decks: the black deck,

the north player's red deck, and the south player's blue deck. Remove and set aside from the red and blue decks the 1969 cards (4 blue and 4 red) and the Campaign cards (4 blue and 6 red). You may never look at your opponent's Campaign deck.

3. Shuffle the black deck and deal the cards face-down to the players. (Each player will get 13 black card cards.) Shuffle your black cards with your cards to form your Game Deck. Put it face-down near your side of the map. Neither player may look at either Game Deck, but anyone may look at both discard piles.
4. Draw five cards from your Game Decks for your starting hand. You may secretly choose one Campaign card, which substitutes for a card in your hand. (You draw only four cards from your deck.) You must announce if you take a Campaign card, but keep its identity secret. (Red announces first.)
5. Mix all VC units face-down and put them in the VC Pool Box. If you wish, you may also store them next to the map or in a bag or cup, in which case Red should point to where he will place a VC unit before he draws it. Red may not peek at VC units until after he deploys them. VC units set up face-down.
6. Skip the Reinforcements Phase for the first year. You may find it convenient to stack future reinforcements by entry year next to the map. You will have extra units: 3 US infantry, 4 NVA infantry, 1 NVA artillery, and 4 NVA tanks. They enter either by card or during the Easter Offensive.
7. If you start with units in the Dead Pool, you may buy them back with your starting stockpile RPs. Deploy them as reinforcements. Each unit in the Dead Pool costs 1 stockpile RP.
8. Put your units on the map as listed in the scenario. For ease of setup, the listed provinces run from north to south. Put the Political Will marker on the Game Track and flip it to the Hawk or Dove side as the scenario states.
9. The Blue player may re-deploy up to 5 friendly units to any provinces that do not contain red flags or Red units.
10. There is no scenario for 1973-1975. If you choose to play during that period, start in 1972, and see the special rules in this Playbook for 1973-1975.

The scenarios represent reasonable starting positions and are not historically accurate. If you would like more accuracy, you may remove Campaign cards by their real dates.

- » 1965 Starlite, Ia Drang
- » 1966 White Wing
- » 1967 Junction City, Khe Sanh
- » 1968 SEALORDS, Tet Offensive
- » 1968-72 Commando Hunt
- » 1969-70 Operation Menu
- » 1970 Cambodia Incursion
- » 1971 Lam Son 719
- » 1972 Easter Offensive

## 1965

Both players may draw Campaign cards to start, but no one may play one on his first turn. Red deploys first. Put the Political Will marker on 10, Hawk side up. Blue may re-deploy 5 friendly units plus his Air / Naval units after setup.

### RED SETUP

- » Stockpile: 2 RPs.
- » Red-flagged provinces (10): Quang Tri, Kontum, Pleiku, Quang Duc, Phuoc Long, Binh Duong, Tay Ninh, Kien Phong, Ninh Thuan, An Xuyen
- » Deploy the following units in North Vietnam and/or on the Ho Chi Minh Trail (the border provinces of Laos and Cambodia): 4 veteran NVA infantry, 8 untried NVA infantry, and 2 artillery units.
- » Put 2 veteran Pathet Lao infantry in Saravan, Laos.
- » Put 1 face-down VC unit in every red-flagged province. Put 2 more face-down VC units in red-flagged provinces or in Laotian or Cambodian border provinces. A province is limited to 2 VC units.

### BLUE SETUP

- » Stockpile: 2 RPs
- » Thua Thien: 1 veteran US, 1 US artillery, 1 veteran ARVN, 1 untried ARVN
- » Quang Nam: 1 veteran ARVN, 2 untried ARVN, Blue Water Navy (on the coast)
- » Binh Dinh: 1 veteran US, 1 untried ROK, 2 untried ARVN
- » Tuy Hoa: 1 Air Cav, 3 untried ARVN
- » Darlac: 4 untried ARVN
- » Long Khanh: 4 untried ARVN
- » Saigon: 2 untried US, 1 veteran ARVN, 1 ARVN artillery, Pacification marker
- » Kien Hoa: 1 untried US, 3 untried ARVN
- » Champasak: 3 veteran Laotian infantry
- » Airbase box: 1 bomber

## 1966

Put the Political Will marker on 7, Hawk side up.

### RED SETUP

- » Stockpile: 4 RPs
- » Red-flagged provinces (10): Quang Tri, Quang Ngai, Kontum, Pleiku, Binh Long, Tay Ninh, Binh Duong, Kien Phong, An Giang, Kien Hoa
- » North Vietnam: 9 untried NVA
- » Quang Tri, Quang Ngai, Kontum: 1 VC each
- » Pleiku: 2 VC
- » Mondolkiri (Cambodia): 2 vet NVA, 2 untried NVA, 1 artillery, 1 VC
- » Binh Long, Tay Ninh, Binh Duong, Kien Phong, An Giang: 1 VC each
- » Kien Hoa: 3 untried NVA, 1 vet NVA, 1 artillery
- » Saravan (Laos): 2 vet Pathet Lao

### BLUE SETUP

- » Stockpile: 4 RPs
- » Pacified provinces (3): Quang Nam, Binh Dinh, Saigon
- » Thua Thien: 3 untried ARVN, 1 vet ARVN, 1 US artillery
- » Quang Nam: 2 untried ARVN, 1 vet ARVN, 1 vet US, 1 US tank, Blue Water Navy
- » Binh Dinh: 3 untried ARVN, 1 vet US, Air Cav
- » Tuy Hoa: 2 untried ARVN, 1 untried US, 1 untried ROK
- » Darlac: 2 untried ARVN, 2 vet ARVN
- » Khanh Hoa: 2 untried ARVN, 2 untried US, 1 US artillery
- » Long Khanh: 2 untried ARVN, 2 untried US
- » Saigon: 1 untried ARVN, 1 vet ARVN, 2 untried US, 1 ARVN artillery
- » An Xuyen: 1 untried ARVN, 2 vet ARVN, 1 untried US
- » Champasak (Laos): 3 vet LA
- » Airbase box: 2 bombers

## 1967

Put the Political Will marker on 3, Hawk side up.

### RED SETUP

- » Stockpile: 3 RPs
- » Red-flagged provinces (11): Quang Tri, Thua Thien, Kontum, Pleiku, Binh Dinh, Quang Duc, Phuoc Long, Binh Long, Tay Ninh, Kien Phong, An Xuyen
- » North Vietnam: 9 untried NVA, 1 artillery
- » Quang Tri: 4 untried NVA
- » Thua Thien: 3 vet NVA
- » Quang Tin: 1 vet NVA, 1 untried NVA
- » Kampot: 3 untried NVA, 1 vet NVA, 1 artillery
- » Saravan (Laos): 2 vet Pathet Lao
- » Put 1 face-down VC unit in every red-flagged province and one in Kampot.

### BLUE SETUP

- » Stockpile: 3 RPs
- » Pacified provinces (4): Saigon, Long Khanh, Long An, Binh Tuy
- » Quang Nam: 1 vet US, 1 US artillery, 1 US tank, 1 vet ARVN, 1 untried ARVN, Blue Water Navy
- » Quang Ngai: 3 untried ARVN
- » Phu Bon: 1 vet US, 1 vet ROK, 1 US tank, 2 untried ARVN
- » Tuy Hoa: 1 vet US, 1 untried ROK, 2 untried ARVN
- » Darlac: 2 vet US, 2 untried ARVN
- » Khanh Hoa: 1 untried US, 2 untried ARVN
- » Ninh Thuan: 1 vet ARVN, 2 untried ARVN
- » Long Khanh: 2 untried US, 1 US artillery, 2 untried ARVN
- » Binh Tuy: 2 untried ARVN
- » Saigon: 2 untried US, 1 vet ARVN, 1 ARVN artillery, 1 Air Cav
- » Long An: 3 untried ARVN
- » Kien Giang: 1 untried US, 1 US artillery, 3 untried ARVN
- » Champasak (Laos): 3 vet LA
- » Airbase: 2 Bombers

## 1968

The Tet Offensive occurred in 1968. Put the Political Will marker on 0, Hawk side up. Red may skip the Tet Offensive, but you may play a variant where Red must run it.

### RED SETUP

- » Stockpile: 6 RPs
- » Red-flagged provinces (10): Quang Nam, Quang Tin, Quang Ngai, Kontum, Pleiku, Phu Bon, Binh Long, Tay Ninh, Kien Phong, Ba Xuyen
- » North Vietnam: 11 untried NVA, 1 artillery
- » Quang Nam: 3 vet NVA, 1 artillery
- » Quang Tin: 3 vet NVA, 1 artillery
- » Quang Ngai, Kontum, Pleiku, Tay Ninh: 1 VC each
- » Phu Bon, Binh Long: 2 VC each
- » Kien Phong: 2 vet NVA, 1 VC
- » Ba Xuyen: 2 vet NVA, 2 untried NVA, 1 VC
- » Savannakhet (Laos): 2 untried Pathet Lao, 1 vet NVA
- » Xekong (Laos), Mondolkiri (Cambodia): 1 VC each
- » Kampot (Cambodia): 2 untried NVA

### BLUE SETUP

- » Stockpile: 5 RPs
- » Pacified provinces (5): Lam Dong, Phuoc Long, Long Khanh, Saigon, Binh Duong
- » Quang Tri: 3 untried ARVN
- » Thua Thien: 2 untried ARVN, 1 untried IF, 1 untried US, 1 US tank, 1 US artillery
- » Binh Dinh: 2 untried ARVN, 1 vet US, 1 untried ROK, Blue Water Navy
- » Darlac: 2 untried ARVN, 1 untried US, 1 untried ROK, 1 US tank
- » Phuoc Long: 3 untried ARVN
- » Lam Dong: 2 untried ARVN, 1 vet ARVN, 1 untried US, 1 US tank
- » Long Khanh: 4 untried ARVN, 1 US artillery
- » Binh Duong: 2 vet ARVN, 1 vet US
- » Saigon: 2 vet US, 1 untried ARVN, 1 ARVN artillery, Air Cav
- » An Giang: 2 vet US, 2 untried ARVN
- » Kien Hoa: 1 vet ARVN, 1 untried ARVN, 2 untried US, 1 US artillery
- » An Xuyen: 2 untried ARVN, 1 vet US
- » Saravan West (Laos): 1 untried LA
- » Champasak (Laos): 2 vet LA
- » Airbase: 2 bombers

## 1969

Put the Political Will marker on 6, Dove side up. Each player prepares his Game Deck as usual. Remove 16 cards from each deck, shuffle in the 1969 cards, and return the 16 cards to the bottom of the decks.

### RED SETUP

Red removes from the game his Campaign cards "Iron Triangle" and "Tet Offensive." The following setup includes 4 NVA units from 1970 and 1971. If playing into 1970 or 1971, Red should prepare the 1970 and 1971 reinforcements, but he must remove 3 NVA infantry units from 1970 and 1 NVA infantry unit from 1971.

- » Stockpile: 2 RPs
- » Dead Pool: 4 NVA.
- » Red-flagged provinces (11): Quang Tri, Quang Nam, Quang Tin, Darlac, Quang Duc, Phuoc Long, Binh Long, Tay Ninh, Binh Duong, Kien Phong, An Giang
- » North Vietnam: 11 untried NVA
- » Quang Tri: 3 untried NVA, 1 artillery, 1 VC
- » Quang Nam: 2 vet NVA, 1 untried NVA, 1 artillery
- » Quang Tin: 1 VC
- » Darlac: 2 vet NVA, 1 untried NVA, 1 artillery
- » Quang Duc: 1 untried NVA, 1 vet NVA
- » Phuoc Long: 2 vet NVA, 1 VC
- » Binh Long: 2 untried NVA, 1 vet NVA
- » Tay Ninh: 1 VC
- » Binh Duong: 1 VC, Iron Triangle marker
- » Kien Phong: 1 untried NVA
- » An Giang: 1 VC
- » Xekong (Laos): 1 untried NVA, 2 untried Pathet Lao
- » Kampot (Cambodia): 1 untried NVA, 1 vet Khmer Rouge

### BLUE SETUP

Blue removes from the game his Campaign card "SEALORDS." Setup excludes 2 US infantry units, which have been withdrawn.

- » Stockpile: 3 RPs
- » Pacified provinces (3): Binh Tuy, Long Khanh, Saigon
- » Thua Thien: 1 untried ARVN, 2 vet ARVN, 1 vet US, 1 US artillery
- » Quang Ngai: 3 untried ARVN, 1 vet ROK, 1 ARVN artillery
- » Kontum: 1 untried ARVN, 1 vet ARVN, 2 vet US, 1 US tank
- » Pleiku: 2 untried ARVN, 1 vet ARVN, 1 vet ROK, 1 US tank
- » Phu Bon: 1 untried IF, 3 untried ARVN
- » Khanh Hoa: 1 untried US, 2 untried ARVN, 1 US tank, Air Cav
- » Binh Thuan: 3 untried ARVN, 1 vet ARVN
- » Long Khanh: 2 untried ARVN, 2 vet ARVN, 1 US artillery
- » Binh Tuy: 1 untried ARVN, 1 vet ARVN, 1 untried US, Blue Water Navy
- » Saigon: 1 vet ARVN, 1 ARVN artillery, 2 untried US, 1 vet US
- » Long An: 1 untried ARVN, 1 vet ARVN, 2 vet US, 1 US artillery, gunboat
- » Kien Giang: 1 untried ARVN
- » Champasak (Laos): 2 vet LA, 1 untried LA
- » Phnom Penh: 2 vet CA
- » Airbase: 3 bombers

## 1970

Put the Political Will marker on 11, Dove side up. Each player prepares his Game Deck as usual. Remove 16 cards from each deck, shuffle in the 1969 cards (minus Blue's "Commando Hunt"), and return the 16 cards to the bottom of the decks.

### RED SETUP

Red removes from the game his Campaign cards "Iron Triangle" and "Tet Offensive." The following setup includes one NVA unit from 1971. If playing into 1971, Red should prepare the 1971 reinforcements, but he must remove one NVA infantry unit.

- » Stockpile: 2 RPs
- » Dead Pool: 3 NVA
- » Red-flagged provinces (11): Quang Tri, Quang Nam, Quang Tin, Kontum, Pleiku, Phu Bon, Phuoc Long, Binh Long, Tay Ninh, Binh Duong, Kien Phong
- » North Vietnam: 9 untried NVA
- » Quang Tri: 4 untried NVA
- » Quang Nam: 2 untried NVA, 1 artillery
- » Quang Tin: 1 untried NVA
- » Kontum: 1 vet NVA, 1 VC
- » Pleiku: 2 vet NVA, 1 untried NVA
- » Phu Bon: 1 VC
- » Phuoc Long: 3 vet NVA, 1 artillery, 1 VC
- » Binh Long: 2 vet NVA, 1 artillery
- » Tay Ninh: 1 VC
- » Binh Duong: 2 vet NVA, Iron Triangle marker
- » Kien Phong: 2 vet NVA, 1 VC
- » Saravan (Laos): 2 vet Pathet Lao
- » Kampot (Cambodia): 2 untried NVA, 2 vet Khmer Rouge

### BLUE SETUP

Blue removes from the game his Campaign card "SEALORDS." Put the 1969 card "Commando Hunt" face-up, in play. Its event is active. Setup excludes 8 US infantry units, which have been withdrawn.

- » Stockpile: 5 RPs
- » Pacified provinces (3): Long Khanh, Binh Tuy, Saigon
- » Thua Thien: 1 untried ARVN, 1 vet ARVN, 1 vet US, 1 untried US, 1 US artillery
- » Binh Dinh: 3 untried ARVN, 1 US tank
- » Tuy Hoa: 1 vet ARVN, 2 untried ARVN, 1 vet US
- » Darlac: 3 untried ARVN
- » Quang Duc: 2 vet ARVN, 1 vet US, 1 US artillery, 1 US tank
- » Tuyen Duc: 1 vet ARVN, 2 untried ARVN, 1 untried ROK, 1 US tank
- » Long Khanh: 3 untried ARVN, 1 vet ARVN, 1 ARVN artillery
- » Binh Tuy: 1 vet ARVN, 1 untried ARVN
- » Saigon: 4 vet ARVN, 1 ARVN artillery
- » An Giang: 2 untried ARVN, 1 vet ARVN, 1 vet ROK, 1 US artillery, Gunboat, Air Cav
- » Kien Hoa: 3 untried ARVN, 1 untried IF, 1 ARVN artillery, Blue Water Navy
- » Champasak (Laos): 3 vet LA
- » Phnom Penh: 3 vet CA, 1 untried CA
- » Airbase: 3 bombers

## 1971

Put the Political Will marker on 16, Dove side up. Each player prepares his Game Deck as usual. Remove 16 cards from each deck, shuffle in the 1969 cards (minus Blue's "Commando Hunt"), and return the 16 cards to the bottom of the decks.

### RED SETUP

Red removes from the game his Campaign cards "Iron Triangle," "Ia Drang," and "Tet Offensive."

- » Stockpile: 2 RPs
- » Dead Pool: 4 NVA
- » Red-flagged provinces (8): Quang Tri, Thu Thien, Quang Tin, Kontum, Binh Long, Tay Ninh, Binh Duong, An Giang
- » North Vietnam: 10 untried NVA, 1 artillery
- » Quang Tri: 3 untried NVA
- » Thua Thien: 3 vet NVA, 1 artillery
- » Quang Tin: 2 untried NVA, 2 vet NVA
- » Kontum: 2 vet NVA, 1 VC
- » Binh Long: 2 vet NVA, 1 artillery, 1 VC
- » Binh Duong: 2 vet NVA, 1 VC, Iron Triangle marker
- » An Giang: 4 untried NVA
- » Saravan (Laos): 2 vet Pathet Lao, 1 untried NVA
- » Kampot (Cambodia): 1 vet NVA, 2 vet Khmer Rouge, 1 untried Khmer Rouge

### BLUE SETUP

Blue removes from the game his Campaign cards "White Wing" and "SEALORDS." Put the 1969 card "Commando Hunt" face-up, in play. Its event is active. Setup excludes 14 US units and one IF unit, which have been withdrawn.

- » Stockpile: 4 RPs
- » Pacified provinces (5): Quang Ngai, Binh Dinh, Binh Tuy, Long Khanh, Saigon
- » Quang Nam: 1 untried ARVN, 3 vet ARVN, 1 US artillery, Blue Water Navy
- » Quang Ngai: 4 vet ARVN, 1 US artillery
- » Binh Dinh: 2 untried ARVN, 1 ARVN artillery, 1 vet ROK, Air Cav
- » Pleiku: 3 vet ARVN, 1 untried ARVN, 1 US tank
- » Phuoc Long: 2 vet ARVN, 1 untried ARVN, 1 ARVN artillery
- » Long Khanh: 2 untried ARVN, 1 vet ARVN
- » Binh Tuy: 3 vet ARVN, 1 untried ARVN
- » Saigon: 2 vet ARVN, 2 untried ARVN, 1 ARVN tank
- » Kien Phong: 2 vet ARVN, 1 ARVN artillery
- » Kien Giang: 2 untried ARVN, 1 vet ARVN, 1 US artillery, 1 vet ROK, gunboat
- » Champasak (Laos): 2 vet LA, 1 untried LA
- » Phnom Penh: 3 vet CA, 1 untried CA
- » Airbase: 3 bombers



## 1972

The Easter Offensive occurred in 1972. Put the Political Will marker on 19, Dove side up. Red may skip the Easter Offensive, but you may play a variant where Red must run it. Both players remove all Campaign cards from the game except for Red's "Easter Offensive." Do not shuffle 1969 cards into the Game Decks.

### RED SETUP

- » Stockpile: 6 RPs
- » Dead Pool: 6 NVA
- » Red-flagged provinces (10): Quang Tri, Thu Thien, Quang Tin, Kontum, Quang Duc, Binh Long, Tay Ninh, Binh Duong, Long An, An Giang
- » North Vietnam: 11 untried NVA
- » Quang Tri: 3 untried NVA
- » Thua Thien: 3 vet NVA, 1 artillery
- » Quang Tin: 1 untried NVA, 1 artillery, 1 vet NVA
- » Kontum: 3 vet NVA, 1 artillery, 1 VC
- » Quang Duc: 1 vet NVA, 2 untried NVA, 1 VC
- » Binh Long: 2 vet NVA, 1 VC
- » Tay Ninh: 1 untried NVA
- » Binh Duong: 2 vet NVA, Iron Triangle marker
- » Long An: 1 VC
- » An Giang: 1 untried NVA
- » Saravan (Laos): 2 vet Pathet Lao, 1 vet NVA
- » Kampot (Cambodia): 2 untried Khmer Rouge, 1 vet Khmer Rouge

### BLUE SETUP

Put the 1969 card "Commando Hunt" face-up, in play. Its event is active. Setup excludes all US units, 1 IF unit, and 1 ROK unit, which have been withdrawn.

- » Stockpile: 4 RPs
- » Pacified provinces (5): Tuyen Duc, Phuoc Long, Binh Tuy, Long Khanh, Saigon
- » Quang Ngai: 3 vet ARVN, 1 vet ROK
- » Pleiku: 2 untried ARVN, 2 vet ARVN, 1 ARVN artillery
- » Darlac: 4 vet ARVN
- » Tuyen Duc: 1 untried ARVN, 3 vet ARVN
- » Phuoc Long: 2 vet ARVN, 2 untried ARVN, 1 ARVN artillery
- » Long Khanh: 3 untried ARVN, 1 vet ARVN
- » Binh Tuy: 1 untried ARVN, 2 vet ARVN
- » Saigon: 3 vet ARVN, 1 untried ARVN, 1 ARVN tank
- » Kien Hoa: 3 vet ARVN, 1 ARVN artillery
- » Champasak (Laos): 2 vet LA, 1 untried LA
- » Phnom Penh: 2 vet CA, 2 untried CA
- » Airbase: 3 bombers

## 1973-1975: PLAYING TO THE BITTER END, THE HO CHI MINH CAMPAIGN

If you wish to continue play beyond 1972, use the following rules. There is no scenario for this period, so you must start in 1972 or earlier to play into 1973-1975.

1. Use Red's battle table for both players. (The Allies have lost US close air support.)
2. Remove all Campaign cards and all 1969 cards from the game.
3. Remove all VC units from the map. No VC units appear for the remaining years. Ignore parts of events that deploy VC units.
4. During the Reinforcements Phase, do not remove Red tanks from the Dead Pool. Red may take them just like any other replacements.
5. Both players may move and retreat by sea, but no more than 4 coastal provinces away in one action.
6. Close Sihanoukville. (Put the Port Closed marker in Kampot.) Red units may not deploy there during the Reinforcements Phase.
7. In the 1973 Reinforcements Phase, remove all bombers and any blue-colored units from the game. This should be 3 bombers and 1 ROK unit. The Blue player may promote 2 ARVN infantry to veteran status.
8. If Red did not run the Easter Offensive in 1972, there should be 3 or 4 tanks, 4 NVA infantry, and 1 artillery unit still in the Reinforcements Pool. Red may take 3 reinforcements from this pool each year while they last. If the Easter Offensive did occur, there will be no Red reinforcements.
9. In the first step of the Reinforcements Phase, make further adjustments to bonus RPs.
  - a. 1973: Red = +1 RP, Blue = -1 RP (Red's total will be 3 or 4, depending on "Commando Hunt" being in play. Blue gets 1 total.)
  - b. 1974: Red = +2 RPs (4 or 5 total), Blue = -2 RPs (0 total)
  - c. 1975: Red = +3 RPs (5 or 6 total), Blue = -2 RPs (0 total)
10. At the end of 1975, do the usual end-year scoring, but Red also receives 1 Dove for every SVN city province he controls and occupies. (In 1975, the North Vietnamese ran one final major campaign to overrun South Vietnam.)

## 2. TET OFFENSIVE

General Vo Nguyen Giap brought the war to the cities of South Vietnam on January 30, 1968 during celebrations of the Lunar New Year. The NVA and Viet Cong coordinate a surprise attack on more than 100 towns and cities. The North had to save men and materials for this offensive, and the Red player in the game must likewise save RPs.

Prerequisites:

- » Red must have at least 6 stockpile RPs to play this card.
- » Red must play it for its event between 1968 and 1970 only.
- » Red must play it for its event on his first turn of the year.
- » Red may never save it or play it solely for the RPs.

As the Red player, you must do the following steps in order when you plays the Tet card.

- » Remove 6 RPs from his stockpile.
- » Deploy up to 8 untried NVA infantry and/or artillery units from your off-map units (not the Dead Pool) to border

provinces in Cambodia and Laos. Take these units from future reinforcements. The removed units are unavailable in those years. (To manage reinforcements, you should stack units for the upcoming years on or near the year track.) Always take all NVA units from the next year before taking units from the year after that. For example, if this is 1968, you would take all 4 NVA from 1969, all 3 from 1970, and 1 from 1971. In 1970, you would receive 1 Khmer unit and no NVA units. If you run Tet in 1970, take 3 NVA infantry from the extra 4 infantry units, which you would have used for the Easter Offensive.

- » Draw 4 VC units from the VC pool and deploy them normally. Then reveal all VC units on the map. Do not roll Bush Events. Return all Bad Intel units to the VC Pool.

The following rules are in effect during the first Red turn of the year:

- » The Tet card is worth 9 RPs. Red may not play any other RPs or stockpile RPs to buy Actions, but he may still use stockpile RPs to make payments.
- » In all battles, Red rolls his battle die twice and uses the best roll. This bonus is for the surprise of the offensive. It applies to Red's first turn only – the turn he plays the Tet card.

The following rules are in effect during the entire Tet Offensive year, including Red's first turn:

- » All VC units may move each turn and may move more than once.
- » If a VC unit uses the PC-change Action (or is present when other friendly units attempt a PC-change), return it to the VC Pool. If more than 1 VC unit is present, return only 1 to the VC Pool.
- » In any battle, VC units must absorb losses before NVA units.
- » All VC units remain face-up for the entire year. Flip down survivors during the Interphase. If Red draws and deploys any VC units during the year, he must deploy them face-up, but return Bad Intel units to the VC Pool, and do not draw a replacement. There are no Bush Events during Tet.
- » Blue may fly 2 additional bombing missions this year. Put 2 blank markers in the Airbase box to remember, so when a used bomber returns to base, flip it over to its fueled side and discard a marker.
- » In the Interphase, Blue must pay at most 5 stockpile RPs to prevent a coup, unless Red plays "Nguyen Cao Ky," which raises the ceiling to 7 RPs.

Score Doves at the next Interphase. There is no mid-year scoring.

- » Score 1 Dove for every SVN city province over 3 that Red controls. There are 8 cities in SVN.
- » Score 1 Dove for every SVN border province over 4 that Red controls in zones II and III. There are 8 such border provinces.
- » Score 1 Dove for every 5 Blue units (includes ARVN, CA, LA) in the Body Count Box, rounded down.

### 3. EASTER OFFENSIVE

North Vietnamese leaders called this the Nguyen Hue Offensive. With all US units withdrawn, the North faces ARVN ground units and massive US air power.

Prerequisites:

- » Red must have at least 6 stockpile RPs to play this card.
- » Red must play it for its event in 1972 only.
- » Red must play it for its event on his first turn of the year.
- » Red may never save it or play it solely for the RPs.

Red performs the following steps in order when he plays the Easter Offensive card.

- » Remove 6 stockpile RPs from his stockpile.
- » Deploy 4 untried NVA infantry units, 4 tanks, and 1 artillery unit from Red's off-map units (not Dead Pool) in North Vietnam or Cambodian border provinces. Use less if there are fewer units available. (Red may have used events to deploy units earlier in the game, so some of the off-map units may already be in play.)
- » Red may reposition 4 infantry units and 1 artillery unit from North Vietnam to a Cambodian border province.
- » Reveal all VC units. Return Bad Intel units to the VC Pool. Do not roll Bush Events.

The following rules are in effect during Red's first turn of the year:

- » The Easter Offensive card is worth 9 RPs. Red may not play any other RPs or stockpile RPs to buy Actions, but he may still use stockpile RPs to make payments.
- » In all battles, Red rolls his battle die twice and uses the best roll. This bonus is for the surprise of the offensive. It applies to Red's first turn only – the turn he plays the Easter Offensive card.
- » Special rules take effect during the Easter Offensive year.
- » Blue may refuel 3 bombers at the start of each Blue card-play turn during this year. This means Blue flips his bombers face-up for re-use every turn. He loses unused missions. (With 4 turns, that is 12 bombing missions!)
- » Deploy face-up any VC units added by events. Return Bad Intel units to the VC Pool. Do not roll Bush Events.
- » All VC units may move each turn and may move more than once.
- » There are no Bush Events during this year.
- » In the Interphase, Blue must pay at most 5 stockpile RPs to prevent a coup, unless Red plays "Nguyen Cao Ky," which raises the ceiling to 7 RPs.

Score Doves at the last Interphase. There is no mid-year scoring.

- » Score 1 Dove for every SVN city province over 3 that Red controls. There are 8 cities in SVN.
- » Score 1 Dove for every 4 Blue units (includes ARVN, CA, LA) in the Body Count Box, rounded down.

## 4. CARDS

General information:

- » No card event exists that lets you look at or take a card from your opponent's hand. No card forces anyone to discard a card from their hand. In general, your hand is safe from prying eyes and sticky fingers.
- » Be very careful with saving just enough stockpile RPs to keep Laos or Cambodia from collapsing or to keep the SVN government stable. Your opponent can raise your cost at the last moment in the Interphase with either the black card "Apocalypse Now" or the Red card "Nguyen Cao Ky." Try to have two extra stockpile RPs just in case.
- » Red has cards ("Buddha's Birthday") that can stop bombing during one of Blue turns, so be careful of saving bombing missions until the last Blue turn.
- » Blue goes last each year except when Red plays "A Limited War." Then Red gets the last turn (an extra one) with 2 RPs. Red cannot score a zone campaign during the extra turn.
- » Both players' 1969 cards have campaigns (drawn, not chosen) to invade Laos and Cambodia.

- » Some cards have lingering effects. Leave them face-up on the table as a reminder and get rid of them when they are no longer pertinent.
- » The Game Decks will run out around 1972.

## BLACK CARDS

**X02 MONSOON SEASON:** If you play this card for its event, then both players play their fourth (last) card of the year under extreme monsoon conditions. If you play it for its event as one of your first three card-plays, it is worth 4 RPs, which you can use normally without monsoon effects. Put the card near the map to remember it will affect each player's last turn. Note: (1) if Blue plays it for its event on his fourth card, then only he suffers the monsoon (a dumb move), and (2) you don't have to play it for its event, in which case you have a 3 RP card. Monsoon effects? Red may not use strategic movement, no one's tanks may move, and all other ground units may move only one province by land per mobilization. It also affects combat and bombing missions. (See the combat and bombing tables.) It has no effect on Air / Naval assets or amphibious movement.

**X07 FULL METAL JACKET:** You gain a Hawk or Dove if you take control of Thua Thien this turn. You get nothing if you already control it when you play the card. Hue, which is in Thua Thien, was a significant city, so there was a lot of propaganda value in capturing Hue. If you control it, do not hold it lightly.

**X08 APOCALYPSE NOW:** The event affects only one country if your opponent is trying to save both Cambodia and Laos in the same Interphase.

**X09 OUT COUNTRY:** This card encourages you to heat up the action in Laos or Cambodia. If you attack there with at least one friendly faction unit, then add +3 to your total factors in one battle round. The event is free except for the normal 1 RP payment for the battle Action. Use it for one battle round only.

**X13 WHISPERING DEATH:** If Red puts a red flag in a pacified province, remove the blue flag. It does not matter if Blue units are present.

**X17 FIREBASE ZULU:** The -2 modifier is to total factors, not to each unit. If you put the firebase in Saigon or with the Iron Triangle marker, then enemy units attack that province with -4 total factors. The firebase stays in the province even after the card is discarded (assuming friendly units are present). If the card is played again and the firebase is already in play, then move it to the new province.

**X20 CHINA & THE USSR:** Blue can spend only up to the number of RPs that Red owns. It has no effect when Red has no stockpile RPs. It counts only RPs that Blue spends for the event and nothing else. The tank unit is one that is off-map and not in play.

**X21 TET HOLIDAY:** You may play this event only if no enemy units entered the Body Count Box during your current turn. If your opponent accepts the cease-fire, then until the start of your next turn or year's end (whichever is first), both players ignore "R" results or any results that would put units in the Body Count Box. Effects that remove units from play or return units to the VC Pool may still occur. Bush Events may occur, but ignore casualties.

**X24 MAD MINUTE:** You play two cards during your card-play turn: this card and the card you would normally play. This card

adds +2 RPs to the other card's printed RP value.

## BLUE CARDS

**B02 KIT CARSON SCOUTS:** You may choose ARVN tanks and artillery too. You may play the event even if no ARVN unit is in the Dead Pool and Body Count Box. Just skip ARVN placement.

**B03 PLATOON:** How it works: Blue plays card. Red loses one unit. Blue rolls die and loses unit on 1-3. Red may try evasion with remaining units. Blue may repeat the procedure again and again as long as he has units there.

**B04 TUNNEL RATS:** You flip the VC+ to remember that you are removing it. Keep the card handy to remember. You must designate the VC+ when you play the card during the Card Play Phase. Not playable during the Interphase. Count the VC+ as 3 dead Red units during the next Interphase.

**B07 NGUYEN VAN THIEU:** For 3 RPs, you can guarantee that the SVN government does not collapse in the next Interphase. Put this card in the Body Count Box to remember. Other cards that affect the government's stability have no effect.

**B12 WILLIAM WESTMORELAND:** If you sorted reinforcements for every upcoming year in the game, you should have 3 unsigned US infantry units. Use them for this card. You may deploy them in any SVN provinces, including ones with enemy units. VC units may not ambush them.

**B14 LIMA SITE 85:** This is a radar installation. It is also a special Blue asset. It may not move, attack by itself, evade, or retreat. Red destroys it by attacking and delivering one hit to it. It may stack with other Blue units (usually Blue Laotians), and it attacks and defends normally like any other asset. (Think of it as a weak artillery piece that is welded to the ground.) When destroyed, remove it from the game. Do not put it in the Body Count Box. Its effects last as long as it is on the map. If Red does attack it, count it as a US unit for promotion purposes.

**B17 HAMBURGER HILL:** You add 1 Hawk if you remove the pacification marker. You may have just placed it, or it may have existed for some time. You do not have to remove it. It's your choice.

**B18 THE "OTHER WAR":** Remove the red flag. Re-deploy any Blue unit there if there is no Blue unit there. The unit does not have to be US or IF infantry. You may do the event even if Red units are present.

**B19 DOMINO THEORY:** The card is worth 3 RPs if NVA units are in Laos or Cambodia. It is worth 4 RPs if NVA units are in both countries. If you do not play it for your card play, then you may play it as a response at any time. Add 1 SRP to your stockpile and draw a replacement card.

**B21 LAM SON 719:** This was a Blue operation into Laos where the US provided air support and ARVN units did the grunt work. Hawks are scored at the end of Red turns, not Blue turns.

**B22 COMMANDO HUNT:** This event lets Blue bomb the same province more than once per turn for the rest of the game. It also cancels the bonus RP that Red starts to receive in 1968.

**B23 CAMBODIA INCURSION:** Remember that Khmer Rouge units are considered Red units too. Put the Port Closed marker in Kampot.

**B24-B27 THE ZONE CAMPAIGNS:** For “SEALORDS,” put the Gunboat in any Zone IV province. You get 6 RPs to spend for actions, 3 from the card and 3 from your stockpile. All battle, PC-change, and pacification actions must be spent in the target zone with those 6 RPs. See CAMPAIGN CARDS in the rules for more information.

## RED CARDS

**R02 TUNNELS OF CU CHI:** Play the card instead of attempting to evade. You may use the event to evade any number of units from the province. You are not bound by 3 or less.

**R08 BUDDHA'S BIRTHDAY:** The event shuts down bombers for one card-play turn, not the year.

**R09 SAPPERS:** How do I pick a random unit? One way: Blue shuffles his stack and hides it behind his hand. Red calls out a number. Blue counts down from the top of his stack and eliminates that unit.

**R10 GENERAL UPRISING:** The red flag goes down even if the VC unit was eliminated in its move. Moving the VC and placing the red flag are independent events.

**R14 UNCLE HO:** Add +1 to the total battle factors per battle, not to each unit.

**R19 THE SECRET WAR:** The communists invade Laos. Red scores Doves if he can eliminate all Blue LA units by the end of the year. The catch is that Blue can immediately buy them back for RPs if there is at least one survivor during Blue's turn, so Red's real task is to eliminate all of them in one card-play turn.

**R20 CAMPAIGN X:** The communists invade Cambodia. It works just like “The Secret War.”

**R21 WALTER CRONKITE:** The US units must be on the map and not in the Body Count Box or Dead Pool. If less than 2 are available, take as many as you can. Blue chooses the units.

**R22-R25 THE ZONE CAMPAIGNS:** You get 6 RPs to spend for actions, 3 from the card and 3 from your stockpile. All battle and PC-change actions must be spent in the target zone with those 6 RPs. See CAMPAIGN CARDS in the rules for more information.

**R26-R27: THE GRAND CAMPAIGNS:** See CAMPAIGN CARDS in the Rules for more information. Also, this Playbook has explicit information about running the Tet and Easter Offensives. You must consult those sections before running those campaigns.

## BUSH EVENTS TABLE (BAD INTEL UNITS)

These events apply to only SVN provinces. Do not roll on this table in Laos and Cambodia. When a player is asked or required to spend RPs, he may spend stockpile RPs too, and they do not count against his Actions. When an event specifies units or a province, it is always in the province where the event occurred.



DIE1	DIE2	EFFECT
1-2	1-6	Faulty intelligence. Nothing here but an empty village and a few water buffalo.
3	1-2	There is a lull in the fighting. Each player gains 1 stockpile RP.
3	3	The Blue group here conducts a Zippo Mission. Blue conducts a RAID+1 in this province or an adjacent province. No defensive fire. Promote 1 Blue unit in the group if there is a raid.
3	4	The Allies expect a communist buildup here. If on the map, Blue must put the Air Cav in this province.
3	5	Intelligence reveals the location of a VC headquarters. Blue rolls on the Bomber table against 1 province in zones III, IV, or Cambodia.
3	6	Evidence is discovered that there is a very large number of Chinese soldiers in North Vietnam. Blue may not fly bombing missions for the rest of this year. The White House fears that bombing might trigger a Chinese response.
4	1	An exceptionally severe storm strikes this province. Both sides must retreat all units, Red first. The Allies may assist the villagers with aid. If Blue spends 1 RP immediately, add +1 to RVN Stability and remove any red flag here.
4	2	Blue units discover a hidden Red supply cache. Red must lose 1 stockpile RP. Ignore if his stockpile is empty.
4	3	Tu Dai - Blue units stumble upon a booby trap area. The Blue group loses 1 unit randomly.
4	4	The North broadcasts via radio a rousing patriotic speech by Ho Chi Minh. Search the VC Pool for a VC+ unit and put it in this or an adjacent province. Use a VC regular if no VC+ unit is in the pool.
4	5	Chieu Hoi Program – Viet Cong soldiers defect to the South. Blue places 1 untried ARVN in this province or an adjacent province. Take from any off-map ARVN units or from the Dead Pool, Blue's choice. No event if none are available.
4	6	VC leaders in this province are assassinated. Put this Bad Intel unit in the Body Count Box and count it as a VC casualty in the next Interphase.
5	1	VC forces escape through tunnels and the tall elephant grass. Red draws a VC unit and places it face down in a legal province adjacent to this one.
5	2	VC forces vanish into the countryside. Put this Bad Intel off-map, and return it face down to this province during Red's next card-play turn. If he forgets, he must return it to the VC Pool.
5	3	Natives provide intelligence to Blue units. The Blue group here receives one free action (move, attack, pacify, or PC-change), but they must do it immediately or lose the bonus.
5	4	US congressmen visit this province on a fact-finding tour. Are they happy? Blue may spend RPs before he rolls 1 die. Each spent RP adds +2 to the result. Add 1 Dove if the die roll result is less than 6. (This is not an Action, so he may spend any stockpile RPs he has.)
5	5	A US pilot is shot down in this province. Blue must either spend 1 RP to rescue him, or add 1 Dove.
5	6	CORDS. Rural Reconstruction program improves relations with the locals. Mark this province as pacified.
6	1	Saigon recalls ARVN units to protect against a possible coup. If ARVN units are in this province, Blue must pick them up and put them next to the map. He deploys them during the next Reinforcements Phase.
6	2	Blue units stumble into a large Red force. Red must add units to this province so that the stack has at least 4 infantry. Take NVA infantry units from North Vietnam first and then from any other provinces second. Red must attack once at no RP cost. He rolls his attack die twice using the best roll.
6	3	Blue units discover a reinforced enemy position. Take the firebase marker from wherever it is and put it in the province as a Red firebase. If there are no NVA units here, take 1 NVA unit from anywhere on the map, flip it to vet, and stack it with the Red firebase.
6	4	Bob Hope, John Wayne, Ann-Margret, and other celebrities entertain the troops. Promote all US units in this province to veteran status. If there are no US units present, promote 1 Blue unit here of any nationality.
6	5	Dak Son - VC killed around 250 civilians in Dak Son, northeast of Saigon, in 1967. Add 1 Hawk and add 1 to RVN Stability. (It does not have to be 1967.)
6	6	My Lai - In 1968, US Army forces killed hundreds of unarmed citizens in the South Vietnamese hamlets of My Lai and My Khe. The incident prompted widespread outrage. Add 1 Dove and subtract 1 from RVN Stability. (It does not have to be 1968.)