

DIEN BIEN PHU

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CREDITS

Design & Development:

Joseph Miranda

Final Rules Editing:

Eric R. Harvey

Playtesters:

Christopher Cummins,

Todd Hively, Roger Mason, Tom Kaeter,

Jeremy Smith, Trevor Ringrose

Map Graphics:

Joe Youst

Counter Graphics:

Eric R. Harvey

Production:

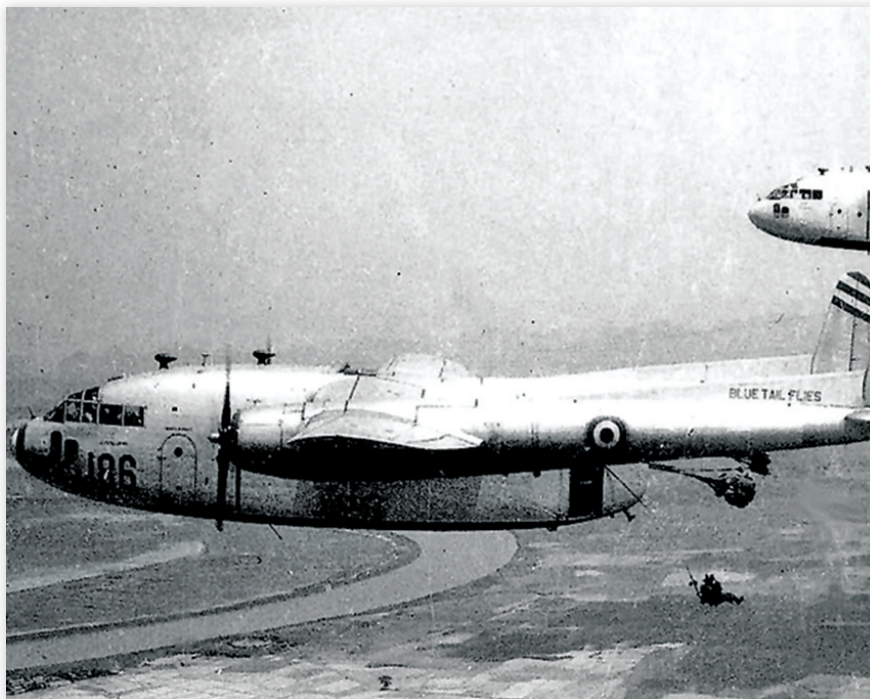
Callie Cummins, Lisé

Patterson & Chris Cummins

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

These rules use the following color system:

Red for critical points such as errata and exceptions, **Blue** for examples of play.

Check for E-rules updates to this game

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1.0 INTRODUCTION

Dien Bien Phu is a wargame covering the decisive battle of the First Indochina War in which elite French Expeditionary Force units defended an air-land base against the Communist Viet Minh. The game covers the critical period of Viet Minh assaults and French counterattacks of March to May, 1954. Historically, the Viet Minh won the battle, overrunning the base. This led to the collapse of the French position in Indochina and eventual US involvement in Vietnam.

In *Dien Bien Phu*, you play the French while the game system controls the Viet Minh. The objective is for the French to hold out long enough for the fortress to be relieved, or even gain a decisive victory by breaking Viet Minh morale.

While a solitary game, *Dien Bien Phu* can also be played by two or more players,

each taking charge of different aspects of the French defense. For example, one player can be overall commander, while others command various defensive sectors, or take charge of air and artillery.

2.0 GAME EQUIPMENT

A complete game will include the following.

2.1 Parts Inventory

One 22 x 34 map with charts and tables, one counter sheet of 176 die cut game pieces; the cardboard playing pieces represent French and Viet Minh forces, as well as various information markers (including counters representing possible US intervention), and this rules booklet.

2.2 Dice

You will also need to provide at least one six-sided die. A helmet full would be useful.

2.3 The Game Map

The game map depicts the French Aero-Terrestiale base at Dien Bien Phu and the surrounding valley with Communist positions. Several "tracks" radiate from the Central Space of the map. These represent various Routes of advance for the Viet Minh, as well as counterattack routes for the French forces.

The individual spaces represent positions which can be occupied by military units. There are several different types of spaces, explained on the Terrain Effects Chart (TEC).

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Scale: The distance between each space is one third to one half a kilometer, depending on terrain and density of fortifications.

2.4 French Displays

These organize French forces off the map, listed as follows.

Air Support: Holding boxes for French airstrike units. It shows the various missions to which they can be assigned.

Air Cargo: Holding boxes for French air cargo units. It shows the various missions to which they can be assigned.

Artillery: A holding box for French artillery impact markers. It shows the various missions to which they can be assigned.

Reinforcements Available: A holding box for possible reinforcements.

Reinforcements Ready: A holding box for reinforcements which can be airlifted onto the map.

French Supply: Records the two types of French supply, artillery and General Purpose (GP).

2.5 Viet Minh Displays

These organize and track the status of Viet Minh forces.

Viet Minh Divisional Bases: The base areas for the Viet Minh divisions which are engaged in the overall battle.

Assault Trenches Activated: If the *Assault Trenches* event is in effect, place the marker here. For the remainder of the game the effects of activated Assault Trenches remain in effect.

Antiaircraft Artillery (AAA)

Level: The amount of AAA fire which the Viet Minh can utilize.

Artillery Level: The level of heavy guns and ammunition available to the Viet Minh.

Morale: The Viet Minh willingness to continue the battle.

Designer's Note: There are four Viet Minh divisions in the game (304th, 308th, 312th, 316th), plus the Independent 148th Regiment. The fifth division, the 351st Heavy, was an artillery/AAA formation. Its effects are included under the Artillery

and AAA levels. Note that the 304th Division has only three battalions, the other three divisions have nine each.

2.6 Nationalities

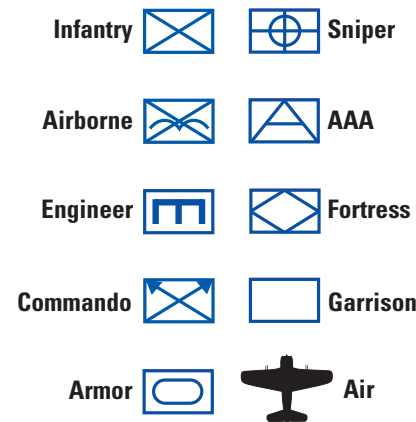
There are two sides in the game: French and Viet Minh.

French: "French" forces include all French Union units and any CIA and/or US units under player control. French Union units are in light blue. US units are in light green. CIA units have a CIA shield on their lower left; USAF and USN air units have a circled star in their upper right.

Viet Minh: Viet Minh units are red. Each divisions and independent regiment have a different color unit box: 304th is green, 308th is blue, 312th is orange, 316th is red; 148th is black.

2.7 Units

Units represent historical military formations which engaged in the battle.



Ground Maneuver Unit Types

Infantry
Airborne Infantry
Irregular Infantry
Engineer
Commando
Tank
Sniper

Ground Static Unit Types

(These have their combat strengths bracketed.)

Fortification
Garrison
Antiaircraft (AAA)

Ground Artillery Types

(These have their combat strengths parenthesized)

Mortar
Airborne Mortar
Field Artillery
Airborne Field Artillery

Leaders

Leader

Airstrike Unit Types

Fighter-Bomber Airstrike (French)
Bomber Airstrike (French)
Bomber Airstrike (CIA)
Fighter-Bomber Airstrike (USA)
Heavy Bomber (B-29)

Air Cargo Unit Types

Air Cargo (French)
Air Cargo (CIA)

Air Marker

Aerial Spotter (French)

2.8 Ground Unit Size Codes

X = Group HQ
||| = Regimental HQ
|| = Battalion, Squadron
| = Company, Battery
... = Platoon
[] = Battalion task force

2.9 Unit Abbreviation Codes

Alg: Algerian

BdM: Battalion de Marche (ad hoc unit)

BEP: Foreign Legion Parachute Battalion

BPC: Colonial Parachute Battalion or Shock (Chock) Parachute Battalion

BCL: Laotian Chasseurs Battalion

BEP: Foreign Legion Parachute Battalion

BPL: Laotian Parachute Battalion

BPVN: Vietnamese Parachute Battalion

BT: T'ai Battalion (irregulars)

ChiCom: Chinese Communist

CIA: US Central Intelligence Agency

Col: Colonial

CS: Composite Squadron

GMI: Groupes Mixte d'Intervention (Composite Intervention Groups—French commandos)

LE: Legion Etrangere (Foreign Legion)

Mor: Moroccan

P: Parachute

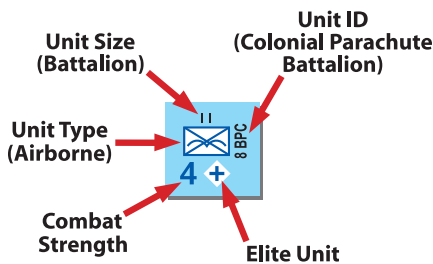
RCP: Parachute Chasseurs Regiment

US: United States

Vol: Volunteer

2.10 Sample Readout

Each unit game piece has the following information printed on it:



2.11 Movement Allowance

Movement allowances are not printed on the units. They are given by the Movement rule (16.0) and may change throughout the game. A unit with a bracketed combat strength is a static unit, with movement restrictions.

2.12 Backprinting

Most combat units are backprinted. The front side shows their full strength, the reverse their reduced strength.

2.13 Artillery & Impact Markers

Each French artillery unit has a corresponding Impact marker. The Impact marker is used to designate the space being targeted by an artillery attack.

2.14 Deployment Code

Various units are printed with an additional code, listed and defined as follows.

"R" = indicates a normal Reinforcement unit.

"A" = optional Air unit.

"C" = optional Operation Condor unit.

"S" = optional Start unit.

"V" = optional Operation Vulture unit.

2.15 Markers

Markers are used for various administrative purposes.

Viet Minh Divisional Activation markers

These indicate the current activation status of each of the four Viet Minh divisions. The front side shows the division in its Assault status; the reverse side in its Refit status.

Event markers

These represent various events which may affect the course of the battle. There are two sets, one French and one Viet Minh.

Other markers

Turn
Impulse
Control
French airfield Functional/Destroyed
French Artillery Supply
French GP supply
US Atomic Strike
Viet Minh AAA Level
Viet Minh Artillery Level
Viet Minh Morale

2.16 Terminology

The following terms are used throughout the rules.

Air Unit: A general term for all types of air units.

Artillery Unit: A general term for French field artillery and mortar units.

Maneuver Unit: All combat ground units which have a combat value other than artillery.

Control of a Space: Defined under the Control rule (see 6.0).

Force: One or more units in the same space conducting some action together (Example, three French ground units attacking together constitute a "force").

French: All French Union and US/CIA forces.

Friendly/Enemy: Friendly units are those on the same side. Thus, all French units are friendly to all other French units, and all Viet Minh units are friendly to all other Viet Minh units. Enemy units are those on opposing sides. Thus, all Viet Minh units are enemy to French units, and vice versa.

Mobile Unit: A unit which can move on the map. Its combat strength is not bracketed or parenthesized.

Morale Check: A procedure by which you roll two dice, total them, and then compare them to the current Viet Minh Morale Level. (See 7.6).

On map/Off map: An on-map unit occupies one of the spaces on the map. An off-map unit is in a map display or, for the Viet Minh, in a divisional base.

Viet Minh: Communist forces controlled by the game system.

"May": You can choose to take this action or not.

"Must": You are required to take this action.

Occupy: Have a unit physically in a space.

Phase: A segment of a game turn in which specified actions take place.

Pick (at random): Randomly choose from the available units.

Static unit: A unit which cannot normally move. These have parenthesized or bracketed combat values.

Reveal: Flip a face down unit or marker face up.

Select: Deliberately choose a unit.

You: The player (usually used when "You" take a certain action).

2.17 Wide mouth opaque containers (Pools)

You will need several wide mouth opaque containers, such as coffee cups. These are used to randomize the drawing of various game markers.

3.0 HOW TO SET UP & WIN THE GAME

To set up the game, see 29.0. Use the Sequence of Play (4.0) for each turn.

3.1 Winning the Game (Victory)

During the Victory Check Phase (4.1d), if either of the following conditions are in effect, the game ends in a Viet Minh victory.

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- 1) Viet Minh units control all French Entrenchments (other than the Central Fortress space);

OR

- 2) Any Viet Minh units control the Central Fortress space.

During the Victory Check Phase (during the Refit Step (see the previous page), if Viet Minh morale it is at zero, the game ends in a French victory.

Any other outcome is a draw.

Note: See (6.0) for definition of “control.”

4.0 SEQUENCE OF PLAY

The game is played in turns, each turn representing anything from two days of intense combat to a couple of weeks of refitting.

Each game turn consists of four phases.

- 1) **Preparation Phase** (prepare both sides for combat).
- 2) **Strategic Phase** (execute various air, artillery, and AAA missions).
- 3) **Assault Phase** (move both sides' units and engage in combat).
- 4) **Refit Phase** (refit and redeploy both sides' units).

4.1 Detailed Sequence of Play

Each turn, you must follow the Sequence of Play in precisely the following order.

a) Preparation Phase

First Step: Event Pick (8.1, 30.0)

- (1) Pick Event markers from the French Event Pool and implement them. (2) Pick Event markers from the Viet Minh Event Pool and implement them.

Second Step: Viet Minh Divisional Activation (10.0)

For each Viet Minh division, make a Morale Check. If it succeeds, then that division goes into Assault mode. If it fails, then that division goes into Refit mode.

Third Step: French Artillery and Airstrike Assignment (15.0 & 27.0)

Assign French Artillery and Airstrike units to Missions using the Mission Display

boxes (the missions are not conducted until later in the turn, however).

Fourth Step: French Reinforcement Assignment (14.0)

Commit French air units to various reinforcement missions. Also, you may place French combat units in the Ready box under air cargo missions in preparation for them being flown onto the map (the reinforcement missions are not flown until later in the turn, however).

b) Strategic Phase

First Step: Viet Minh AAA Fire (12.0)

Fire Viet Minh AAA and cause possible losses to French air units.

Second Step: French Strategic Air Strike (28.0)

French air units assigned to Counterbattery, Base Attacks, and Flak Suppression Missions execute these missions.

Third Step: Viet Minh Artillery Fire (13.0)

Fire Viet Minh artillery.

Fourth Step: French Strategic Artillery Fire (15.0)

French artillery assigned to Counterbattery and Flak Suppression execute these missions.

Fifth Step: French Reinforcement Landing (14.0)

Airlift French reinforcement units and supplies to functional airfields, and attempt to airdrop airborne qualified units and supplies.

Designer's Note: The term “strategic” is used broadly in the game to distinguish from the “tactical” actions of the Assault Phase.

c) Assault Phase

First Impulse: Conduct activity in the following order.

- 1) Viet Minh Movement (16.3)
- 2) French Tactical Fire (17.0)
- 3) Viet Minh Close Assault (18.0)
- 4) French Movement (16.2)
- 5) Viet Minh Tactical Fire (17.0)
- 6) French Close Assault (18.0)

Second through Sixth Impulses:

Repeat the above actions in 1) through 6) for a second, third, fourth, fifth, and sixth impulses.

Note: Each turn, therefore, will have six Assault Phases.

d) Refit Phase

First Step: Viet Minh Morale (7.0)

Check the conditions for Viet Minh Morale and make any adjustments.

Second Step: Victory Check (3.2)

If one side has fulfilled the conditions of victory, the game comes to an end.

Third Step: French Refit and Redeploy (21.0 & 22.0)

- 1) Move all air units in the Abort box to the Reserve box.
- 2) Redeploy units (expend GP Supply).
- 3) Repair Destroyed airfields (expend GP Supply).
- 4) Refit reduced French units (expend GP Supply).

Fourth Step: Viet Minh Refit (23.0)

For Viet Minh divisions in Refit status.

- 1) Check for restoration of reduced battalions to full strength.
- 2) Replace completely eliminated battalions at reduced strength.
- 3) Increase the Viet Minh Artillery Index by “one” for each division in Refit.

Fifth Step: Administration

Move any units in the Eliminated This Turn box to the Eliminated on Prior Turns box.

Sixth Step: Turn Advancement

If this is the last turn, the game comes to an end and victory is evaluated. Otherwise, advance the turn marker to the next turn box on the turn track and keep playing.

5.0 MAP GEOGRAPHY

Viet Minh Bases: Areas outside the immediate area of the battle in which Viet Minh divisions are based.

Routes: Approaches to the Dien Bien Phu base. There are four of these, numbered “1” through “4.”

Spaces: Points along each Route in which units are placed. These are numbered from “1” up.

Entrenchments: Historical French entrenched areas; each is part of a Stronghold Complex.

Stronghold Complexes: A group of French Entrenchments with the same prefix letter. [Example, Gabrielle consists of G-12 and G-13.](#)

***Note:** Isabelle (I12) is not a complex with Wieme (W13).*

French Central Fortress: The inner zone of the Dien Bien Phu base.

Airfields: spaces on which reinforcements can be landed. Each airfield stretches over two spaces.

Drop Zones: Areas on which airborne reinforcements can be parachute landed.

Hilltops: High ground; this enhances the range of units occupying those spaces.

6.0 CONTROL OF SPACES

These rules define “control” and the conditions thereof.

6.1 Control

At the start of the scenario all spaces (as defined in 5.0) are French controlled. They may possibly become Viet Minh controlled. A side (French or Viet Minh) controls a space if:

1) A friendly ground combat unit occupies that space and there are no enemy units currently in it,

OR

2) A friendly ground combat unit has occupied a space, moved out, and no enemy unit has moved into it thereafter.

Control has various effects throughout the game as explained under pertinent rules.

6.2 Disputed Control

If both sides have ground combat units in the same space, then its control is disputed. Disputed control will occur only during the execution Close Assault (18.0), and by the end of that combat, one side will control the space.

6.3 Control markers

You can use control markers as a mnemonic. As

a general rule, the Viet Minh control all spaces on a Route from a Division Base to their most forward unit; the French control all spaces from the Central Fortress to their most forward unit.

7.0 VIET MINH MORALE

Viet Minh morale determines various game actions (see Effects, 7.5).

***Designer's Note:** There is no corresponding French morale. The French had their backs to the wall at Dien Bien Phu, and so the situations which might have led to a morale breakdown are worked into the victory conditions.*

7.1 Morale Step

During each Viet Minh Morale step of the Refit Phase (4.1d), check the following and make any changes to Viet Minh morale.

1) If the Viet Minh control all spaces of a single French Stronghold Complex (see 5.0 for definition): increase morale plus one.

[Example:](#) If the Viet Minh control both spaces of Gabrielle.

2) For each three French battalion-sized ground units completely eliminated in the course of the turn: increase morale plus one (smaller units eliminated do not count for morale).

[Example:](#) the French lose four battalions in a turn. This would count as one Morale Point gain for the Viet Minh.

3) Refit: for each Viet Minh division in Refit status: increase morale plus one.

4) For each five infantry battalions of the same Viet Minh division completely eliminated in the course of this turn: decrease morale by one.

5) If the French control all spaces on a Route: decrease morale minus one (that is, if the French control all spaces up to the Viet Minh Division Base on a Route).

***Note:** Viet Minh morale is checked only during the Morale Step, not at other points in the turn.*

7.2 Eliminations

Place fully eliminated units in the Eliminated box on the map. Morale for eliminated unit refers only to units which were completely eliminated in the course of the turn. Two-step units which were reduced

and are still on the map do not count. A reduced unit which is eliminated counts.

7.3 Viet Minh Morale Levels

Viet Minh morale is measured on a scale of 1 to 12. Use the *Morale* marker on the Viet Minh Morale Index on the map.

MORALE	SCALE
Fanatic	12
High	9 - 11
Medium	5 - 8
Low	2 - 4
Collapse	1

7.4 Collapse

If Viet Minh morale goes to “one” or lower, the game immediately ends in a French victory. Viet Minh morale may never go higher than “12.”

7.5 Effects of Morale

Viet Minh morale being at High, Medium or Low will affect various game functions.

1) **Viet Minh Division Activation and Refit:** See (10.0) and (23.0).

2) **Events:** Morale will generate the number of events drawn for both sides (8.0).

3) **Viet Minh movement:** Morale will generate the Viet Minh movement allowance (from one to four) (16.3).

4) Other actions as stated throughout the rules.

7.6 Morale Check

If a game action requires you to perform a Viet Minh Morale Check, roll two dice and add them.

1) If the total is less than or equal to the current Viet Minh morale, then the check succeeds.

2) If the total is greater than the current Viet Minh morale, then the check fails.

[Example:](#) Viet Minh Morale is at “9”. You roll two dice and the results are “4” and “3.” This totals to “7” which means the check succeeds.

8.0 EVENTS

During each Events phase, you must pick event markers for the designated side. Event marker outcomes are explained under 30.0.

***Note:** You should read the event*

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explanations before start of play as some of them will have considerable effect.

Designer's Note: The events are tied into Viet Minh morale for the French because the more intense the Viet Minh operations, the more the French high command will respond.

8.1 Picking Events Procedure

Pick at random the designated number of event markers based on current Viet Minh morale.

- 1) Fanatic = four Events
- 2) High = three Events
- 3) Med = two Events
- 4) Low = one Event

As each marker is picked, read the instructions for it (30.0) and implement them. Then go on the next marker, if any.

8.2 Disposition

After playing an event, check for disposition:

- 1) **Discard:** Remove the marker from the game. It is never picked again.
- 2) **Return:** Place the marker back in the Event pool (after all markers have been picked for this turn).
- 3) **Remains in Effect:** The marker remains in effect for the remainder of the turn or remainder of the game, depending on the explanation. Place it in the designated box on the map.

8.3 Morale Shifts

Certain events may cause the Morale Index to change within an Events Phase. This does not affect the number of Event markers picked.

8.4 Event Precedence

Event explanations may supersede other game rules.

9.0 VIET MINH DIVISIONS

There are four Viet Minh divisions in the game:

304th, 308th, 312th and

316th. They are each represented by a Division HQ marker and a set of infantry battalions. Each division will be assigned a Base at the start of play. Additionally, there is the independent **148th Regiment**.

9.1 Viet Minh Bases

There are four Viet Minh Bases on the map. During initial deployment (29.0(4)) each division is assigned to one Base. This is indicated

by placing the division HQ marker and all combat units of that division in that base.

Note: To clarify, there can never be units from more than one division in any particular base. But, see 9.3.

9.2 Divisional HQ Marker

Division HQ Markers are not units. They indicate **(a)** which base the division occupies, and **(b)** the current activation status of that division (see 10.0). Division HQ Markers never move into map spaces. Division HQ Markers do not engage in combat and are never affected by French fires.

9.3 148th Regiment

The 148th has no divisional HQ. It may appear as a reinforcement. If so, it will be assigned randomly to a Viet Minh division. Its battalions are thereafter treated as components of that division for all game purposes. The 148th is to be considered an Elite unit until and if it is reduced, at which time it is no longer elite (as signified by having no "+" symbol on the back), but is otherwise a normal unit in all respects. See the Viet Minh event, *Reinforcements*.

9.4 Divisional Combat Units

The combat units of a Viet Minh Division (infantry battalions) can move onto map spaces. They also engage in combat and can be reduced, eliminated and (during Refit) possibly replaced.

9.5 Base Stacking

There can be an unlimited number of Viet Minh units in a base. French units can never enter or attack into a base.

9.6 Viet Minh Combat Unit Movement

Viet Minh units can move from a base to the map, and along spaces. If a French unit is in a space adjacent to a base, Viet Minh units cannot move onto the map during the Movement Phase. They instead close assault onto the map during the Viet Minh Movement Phase. Ground units cannot fire into or out of a base. French air units can attack bases (28.3(1)).

Note: The converse is not the case; French units on the highest numbered space cannot close assault into a Viet Minh base.

10.0 VIET MINH ACTIVATION

During each Viet Minh Activation Phase, you must determine the Activation status for each Viet Minh division in play. This will determine what actions it will take for that turn.

10.1 Activation Procedure

Make a Morale Check (see 7.6) for each Viet Minh division. Start with the division in the lowest numbered box.

- 1) If the Viet Minh pass the check, then that division *Assaults*.
- 2) If the Viet Minh fail the check, then that division *Refits*.

Note: You roll for each division individually. And, obviously, the status of a division's activation can change from turn to turn.

Viet Minh Automatic Refit

If a Viet Minh division has had all of its battalions eliminated, it automatically goes into Refit mode (no Morale Check is made).

10.2 Status

You indicate a division's status by flipping its HQ marker to the indicated side.

10.3 Assault

The division will execute Impulses during the Assault Phase (4.1(c)).

10.4 Refit

If a division goes into Refit, immediately pick up all of its combat units which are not in French Entrenchment spaces and place them in the Division Base. The units of this division will not participate in Action Impulses this turn. The division will execute the Refit procedure (23.0). Also, for each division in Refit, increase Viet Minh morale plus one.

Units of a Refitting division in captured French Entrenchments remain in place. They may not move or close assault this turn. They fire normally. If they Panic, they are automatically returned to their Division Base.

11.0 VIET MINH ARTILLERY AND AAA INDEXES

The Viet Minh Artillery and AAA Indexes represent the level of Communist guns and their logistical support. The indexes are set during initial deployment (29.0). They can change throughout the game owing to:

- 1) French Counterbattery fire (11.1)
- 2) French Air attacks (28.3)
- 3) Event markers (30.0)

11.1 French Counterbattery Fire Procedure

The French can commit artillery and airstrikes to attacking the Viet Minh artillery and/or AAA



indexes directly. This is called Counterbattery Fire. Consult the French Strategic Strike Table.

- 1) Roll a number of dice equal to the total number of artillery/airstrike combat factors committed.
- 2) Apply any results (explained on the Table).

Note: See (20.0) for French Artillery Supply.

11.2 Viet Minh Plentiful Ammunition

Viet Minh Artillery and AAA points are never expended by being fired.

Designer's Note: This is owing to the massive Communist resupply system.

11.3 Event Markers

Viet Minh Artillery and AAA levels may be increased or decreased as a result of event markers.

11.4 Artillery Effectiveness

During the Refit Phase, the Viet Minh artillery level goes up by "one" for each division in Refit status. (This can be zero to four). Viet Minh Artillery and AAA Indexes may never go below zero, nor above the maximums on the tracks.

12.0 VIET MINH AAA

During the Antiaircraft Artillery (AAA) Phase of each turn, you must "fire" Viet Minh AAA.



12.1 Viet Minh AAA Procedure

Consult the Viet Minh AAA Table.

- 1) Roll a number of dice equal to the total Viet Minh AAA factors.
- 2) Cross index each die roll outcome with the "First Die Roll" line.
- 3) A result of "Miss" has no effect.
- 4) For each "Hit", roll a second die and cross index it with the outcomes "Second Die Roll" column.

Example: A die roll of "3" is a Miss and there is no further effect. Another die roll of "5" leads to a second die roll; this is a "6" for Air Cargo Shoot Down.

12.2 AAA Outcomes

These are explained on the table.

Note: In the event of a Shoot Down in which a unit returns as an

reinforcement after the last turn of the game, then it is eliminated instead.

12.3 Resolution Order

You must execute Elims before Aborts. Airstrike aborts and eliminations are executed before the air unit executes its mission. See the Reinforcement rule (14.0) for AAA effects on transported units and supply.

12.4 Unfriendly Skies

AAA results affect only air units flying missions. If a result calls for an Abort or Shoot Down against a type of mission which is not being flown, there is no further effect. AAA results do not affect air units in the Reserve box.

13.0 VIET MINH ARTILLERY

During the Viet Minh Artillery Phase of each turn, you must "fire" Viet Minh artillery.

13.1 Viet Minh Artillery Fire Procedure

To fire Viet Minh artillery, follow the procedure outlined below:

- 1) Roll a number of dice equal to the total Viet Minh artillery factors.
- 2) Each "5" or "6" rolled is a Hit.
- 3) For each "Hit", roll again to see what was hit under the column for "5" or "6" of the table and apply that result.

Example: A first die roll of "5" causes a Hit; a second die roll of "3" means a French GP Supply Hit.

13.2 Artillery Results

There are five possible results.

Airfield: Destroy the Main Airfield. If the Main (northern) Airfield is destroyed, destroy the Auxiliary (southern) Airfield. Place a Destroyed marker on the Airfield Status box. If both Airfields are destroyed, then treat a "1" as a "GP Supply" Hit and a "2" as an "Artillery Supply" Hit.

Supply: French lose one supply point of the indicated type. If the indicated type of supply is reduced to zero, then treat as the other type of hit. If both types of Supply have been reduced to zero, treat as a Central Stronghold hit.

Route Hit: This affects the highest numbered space on that Route containing any French units. If the highest numbered space on that Route is Entrenched, then reduce

one unit. If the space is Open, inflict two reductions. If there are not enough units for two reductions, there is no additional effect (this is one or two reductions for the entire space, not per unit). If there are no units on the designated Route at all, then treat as a Central Stronghold Hit instead (see next column).

Central Stronghold Hit: Select one French unit in the Central Stronghold; reduce that unit one step. If there are no units on the designated Central Stronghold, then treat instead as one GP plus one Artillery Supply Hit. If French supply is at zero, there is no further effect.

Artillery Reduce: Select one French artillery (but not mortar!) unit anywhere presently on the map and reduce it one step. If there are no surviving artillery units, then treat as one GP plus one Artillery Supply Hit. Artillery that was assigned to a mission but is eliminated by this result does not resolve its assigned mission.

13.3 Target Choices

Within the above parameters, you can select which units will be reduced. Or you can inflict two reductions on a two-step unit and eliminate it.

13.4 Katyushas Event

The *Katyusha* event generates a special Viet Minh artillery attack. When picked, you must immediately use the marker to make a Viet Minh artillery attack using the printed combat factor ("4"). Then remove it from the game permanently.



Designer's Note: This represents the initial shock effect of Communist multiple rocket launchers.

13.5 Optional Alternative Artillery Fire Procedure

If players want a quicker means to conduct Viet Minh artillery fire: the total Viet Minh Artillery factor is now the number on the index divided by three ("3"); round up any fractions. (1) Roll that number of dice. (2) "1-3" = roll again on the "5" column; "4-6" = roll again on the "6" column. (That is, all die rolls will result in hits, but since there are only a third as many, the total outcomes will over the course of a game will be the same.)

14.0 FRENCH REINFORCEMENTS

French reinforcements are additional forces which come into action during the course of

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play. French reinforcements consist of ground combat units, supply points, and airpower. You bring them in during the French Reinforcement Phase. Standard reinforcement units and airstrikes are marked with a circled "R."

14.1 Air Reinforcements

These are placed in the Reserve box of the Air Mission chart. Air units are not based on the map.

14.2 Airlift

French combat unit and supply reinforcements are flown in by cargo aircraft. Each Cargo aircraft can fly in one French combat unit (any size or type) or two Supply Points (both of which must be of the same type of supply). Bringing reinforcements onto the map does not count as movement. It takes place during the Reinforcement Phase. Combat units function normally in the turn they are airlifted in.

14.3 Reinforcement Availability

Certain combat units start the game in the Reinforcement Available box. They can be flown in starting with Turn 1. Other combat units become available due to Event markers. Place them in the Ready box. They are considered to be in French bases off the map.

The French have a theoretically unlimited amount of supply available off the map. However, the amount of supply they can bring in is limited via the number of cargo aircraft available. See 14.8.

14.4 French Reinforcement Procedure

Reinforcements are brought onto the map via the following procedure.

- 1) During the French Reinforcement Phase, place any air cargo units which will be used to deliver reinforcements in the Mission box for the type of Reinforcement to be delivered (Unit, Artillery Supply, General Purpose Supply).
- 2) During the Viet Minh AAA step, those air cargo units may be subject to AAA fire.
- 3) Surviving air cargo units deliver reinforcement units and supplies during the French Reinforcement Landing Step of the Strategic Phase.

14.5 Combat Unit Reinforcement

Place a French combat unit underneath the air cargo unit which will transport it, and then implement the following procedure.

- 1) If that air unit is eliminated by AAA, a two step unit is returned to the Ready box at reduced strength; a one-step unit is eliminated.
- 2) If the air unit is aborted, the transported unit returns to the Ready box at full-strength.
- 3) If the air cargo unit is not hit, then the reinforcement unit is landed on the map.

14.6 Combat Units Landing on Airfields

If an airfield is functional and French-controlled, then you may land combat units on either space of that airfield. If no airfield is available, then you can fly in only airborne units. They must follow the Airborne Landing procedure (see 14.7).

14.7 Airborne Landing Procedure

You may land airborne units via the Airborne procedure. To do so, place the unit on any French-controlled Landing Zone or Airfield (Destroyed or Functional). Roll one die for it on the Airborne Landing Table. Then apply the result.

14.8 Supply Reinforcements

There are no supply units *per se*. Rather, by placing an air cargo unit in the designated space on the Mission chart, you commit it to carrying that type of supply (which will be two points of either GP or Artillery Ammo). Supply reinforcement depends on any AAA fire against an air cargo unit:

- 1) If that air cargo unit is eliminated, then any supply points it is carrying are lost.
- 2) If the air cargo unit is aborted, one Supply Point is delivered.
- 3) If the air cargo unit is not hit, then both points of supply are delivered.

14.9 Supply Units Landing on Airfields

If an airfield is functional and French-controlled, then the supply reinforcement mission is successful. Increase the French Supply Index by "one" per point of supply delivered.

14.10 Airdropping Supply

If no airfield is functional and French-controlled, then you airdrop supplies per the above stipulations (14.8).

14.11 Supply Drop Procedure

Roll one die on the Airdrop Table for each point of supply. This will give the outcome. The French do not have to control a drop zone to make an airdrop of supplies.

14.12 Leaders

French Leader reinforcements are a special case. Place a Leader Reinforcement on any French unit on the map. They are not airlifted in, nor are they subject to AAA fire. They simply arrive (perhaps with an injured ankle).

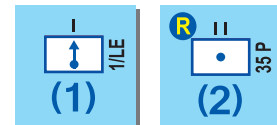
15.0 FRENCH ARTILLERY

Each French artillery unit has two counters, the unit itself and an Impact marker. The unit is on the map. The Impact marker is kept off map in the Reserve box until assigned a mission and then used.

Note: French artillery is handled differently than Viet Minh artillery.

15.1 Types of French artillery

French Artillery includes field artillery and mortar units.



Note: French AAA units are not considered artillery (see 24.6).

15.2 Artillery Range

Field artillery units have an unlimited range; they can attack any space on the map, on their own or other Routes. They can also attack Viet Minh artillery and AAA tracks.

Mortars can fire up to four spaces (maximum). They may fire only upon Spaces on their own Route or into the Central Fortress (if enemy units are in it).

15.3 Artillery Missions

There are three types of French artillery missions.

- 1) **Counterbattery:** executed during the French Strategic Artillery Phase (4.1(b)). Counterbattery can reduce the Viet Minh Artillery Index. Roll on the Strike Table and apply the results.
- 2) **Flak Suppression:** executed during the French Strategic Artillery Phase (4.1(b)). Flak Suppression may reduce the Viet Minh AAA Index. Roll on the Strike Table and apply the results.
- 3) **Close Support:** executed during any French Fire Phase of an Impulse (4.1(c)). Place the Impact marker corresponding to the firing artillery unit on any space on the map in range which contains

Viet Minh units. Roll on the Tactical Fire Table and apply the results.

Note: French artillery may not attack Viet Minh units in Division Bases (these targets would be out of their range). It also may not attack Viet Minh morale.

Map Errata: Ignore the Abort mission for Artillery Missions.

15.4 French Artillery Firing Procedure

- 1) During the Planning Phase, select Artillery missions and move Impact markers from the Reserve box to the selected Mission boxes.
- 2) During the Planning Phase, expend the requisite number of Ammunition Supply (see 15.5).
- 3) During various points in the turn (15.3), execute the missions to which the Artillery has been assigned. This is done by rolling a number of dice equal to the Impact marker combat value, and then cross-indexing it with either the Strike Table (for missions fired against Viet Minh Artillery and AAA indexes), or the Tactical Fire Table (for missions fired against Viet Minh combat units on the map).

15.5 Ammunition Expenditure

You must expend one Ammunition Supply Point per six combat factors of Impact markers, or fraction thereof, committed to each fire mission. This is only expended at the end of the phases/steps in which the missions are fired.

Example: You commit one "6," three "2s" and one "3;" this would require you to expend three ammunition points.

15.6 Counterbattery & Flak Suppression Limitations

Impact markers assigned to Counterbattery and Flak Suppression may be used only once per turn.

15.7 Close Support Fire for Effect

Impact markers assigned to Close Support may be used more than once per turn, but only during the Impulses (4.1(c)). After firing, place them in the Close Support Mission box. You can fire them in a subsequent Impulse of the same turn by expending supply points per above.

Example: You could fire an Impact marker up to six times per turn, once per impulse, if you expend the supply.

15.8 No Loss of Efficiency

If a full-strength artillery unit is reduced, it still uses its full strength Impact maker.

15.9 Artillery Destruction

A French artillery unit may be destroyed by combat before it can use an assigned Impact marker. In this case, the Impact marker is removed from the Artillery display and cannot be used.

15.10 Artillery Defending During Close Assault

During a Close Assault (18.0), artillery fires with the strength printed on the counter. They do not use Impact markers.

Example: a French mortar with a printed strength of "1" would fire in Close Assault with a combat strength of "1."

16.0 MOVEMENT

You move French and Viet Minh units during their respective Movement Phase. There are different procedures for each side.

16.1 Movement Allowance

Each ground unit is assigned a movement allowance. This is the number of spaces it can move in a turn.

French Basic movement allowance:

No spaces for static units (cannot move).

Three spaces for leaders and units which begin their movement in the same space as a fortification unit (24.3) or are moving with a leader (25.0).

Two spaces for all other units.

Viet Minh Basic movement allowance:

This depends on morale.

Fanatic morale = four spaces.

High morale = three spaces.

Medium morale = two spaces.

Low morale = one space.

Map Errata: Fanatical morale is missing from the chart on the map.

16.2 French Movement

You move French units from space to adjacent space, one at a time. You can move a French unit up to a number of spaces as its movement allowance (or less, if preferred). You can move them any combination of directions along the same Route. Moving French units is at your discretion; you can move all, some, or none.

16.3 Viet Minh Movement

You must move all Viet Minh units of Activated Divisions during the Viet Minh Movement phase.

- 1) Start with the lowest numbered Route ("1").
- 2) Move each unit a number of spaces equal to its Movement Allowance (per Morale, see 16.1) towards the Central Fortress space. Start with the unit nearest to the Central Fortress and work your way upwards.
- 3) Upon completion of an Activated Division's movement, proceed to the next highest Activated Division.

Remember: Units of divisions in Refit status cannot move.

16.4 Halts

A unit cannot enter a space containing an enemy unit during the Movement Phase (but may as a Close Assault; see 18.0). It must cease movement in the last space before an enemy unit's space is entered. In this case, a unit will be moving less than its full movement allowance in a turn.

Note: Units enter spaces containing enemy units during the Close Assault Phase (18.0).

16.5 The Central Space

Units of both sides must cease movement when entering the Central Fortress space. You can move French units out the next Movement Phase. Viet Minh units remain there (unless eliminated).

16.6 Staying on Route

French units may not move (nor fire) directly from one Route to another Route. They would first have to enter the Central Space and cease movement. On a subsequent Movement Phase they could enter another Route. Viet Minh units can move only along the Route directly connected to their Division's Base. If they reach the Central Space, they cannot move into other Routes.

16.7 Viet Minh Sanctuaries

French units may never enter a Viet Minh Base.

Note: Close Assault and Retreat may cause units to move during a Combat Phase. This is covered separately. This can result in units being strung out along a Route.

17.0 TACTICAL FIRE

Tactical Fire is executed during the Tactical Fire Step of an Impulse. Units “fire” (attack) enemy units within range (on their present Route). French fire is executed during the French Tactical Step, Viet Minh Fire is executed during the Viet Minh Step.

Note: *The French Tactical Fire Step occurs after Viet Minh movement and before Viet Minh Close Assault. Viet Minh Tactical Fire occurs after French movement and before French Close Assault.*

You can fire all, some, or no French units which are within range of enemy units, and you can observe the results of each fire before deciding the next. Furthermore, you can combine units from different spaces to attack the same enemy occupied space, as long as the enemy is within range (see next column).

17.1 Tactical Fire Procedure

To conduct Tactical Fire, implement the procedure in the order listed below:

- 1) Total the combat factors of all units that the player designates to be firing into a space.
- 2) If firing French artillery, you must expend Supply (see 20.0).
- 3) Consult the Fire Table.
- 4) Roll one die per combat factor.
- 5) Apply results as indicated by the Fire Table (see 17.4).

17.2 Firing Restrictions

- a) A unit can fire only during a friendly Fire Phase. Further, a unit can fire only once per Fire Phase.
- b) Units can fire only at enemy units in range (17.3).
- c) You may combine French units for single attacks on one enemy occupied space, or fire them at separate spaces.
- d) Viet Minh units must fire at the space containing the nearest French units.
- e) All units firing into a single space combine their fire.

17.3 Range

- a) The range for all non-artillery units is generally two spaces. The firing unit must be within two spaces of the targeted units to fire on them.
- b) The range of French mortars is four spaces on the same Route.
- c) French field artillery can fire at any space on the map. Targeted spaces may be on any Route.

Note: *French artillery attacks on Viet minh Bases are conducted during French Strategic Artillery Fire (4.1(d)). Viet Minh artillery fire is handled during the Strategic phase (4.1(c)); it does not fire during a Fire Phase. Its range is unlimited.*

- d) Units in hilltop spaces have their ranges increased by “one.”
- e) Units can fire through friendly and enemy units, and through hilltops. Units in intervening spaces do not block fire nor take losses.
- f) The Central Stronghold is considered to be part of all four Routes. However, only field artillery units can ever fire through the Central space. Others may not fire through it (only into it).

Designer’s Note: *Units can fire through hilltops and units as each map space represents a larger area.*

17.4 Fire Results

The Fire Table has three types of results.

No effect: units in the targeted space are not affected.

Hit: one unit in the targeted space is reduced one step (see 17.7).

Panic: one unit of the player’s choice in the targeted space panics (see 17.8).

Hit Mass Target: If artillery or airstrikes are firing at an overstacked space, then inflict a “Hit” result; otherwise, treat as No Effect. (Mass target determination is dependent upon the situation at the start of the attack.)

Errata: *The outcome for Hit Mass Target on the Tactical Fire Table on the map should be in accordance with the*

result stated in this rule (only artillery or airstrikes cause a Hit Mass Target).

Note: *If there is artillery and airstrikes firing on the same overstacked space, resolve a separate fire result for each.*

Apply all Hit results first. After all hits have been applied, inflict any Panic results (see 17.7 and 17.8).

17.5 Casualty Selection

Generally, you can determine which units will receive hits or panics for both sides. For the Viet Minh, you must reduce full-strength units in a space before fully eliminating any unit.

Example: *If a French force receives two hits, you can reduce a two-step unit twice, thereby eliminating it, or reduce two separate units once instead.*

17.6 Overkill

All losses must be inflicted. If there are more losses inflicted against a space than units which can receive them, then there is no additional effect.

17.7 Hit

One hit reduces a single full strength unit. Flip it to its reverse side. If the unit has no reverse side, then it is eliminated. A reduced unit which receives a second hit is eliminated.

17.8 Panic

Elite units are not affected by Panic effect.

A non-elite unit which receives a Panic retreats automatically (after all hits are inflicted). To retreat a unit, roll one die and move that unit a number of spaces equal to the die roll. Units move in the following directions.

French: French units retreat towards the Central Space. If they retreat into an Entrenched or Central Space, they stop. French units in Entrenched or Central Spaces, or in the same space as a Fortification unit, are not affected by Panic (see the Fire Table).

Viet Minh: Viet Minh units retreat towards their own base. They can retreat off the Route and into the base, where they stop.

Static: Static units which panic are eliminated instead if not in an Entrenched space.

17.9 Effects of Terrain

There are two different columns on the Fire Table: **Open** and **Defensive**. French units may benefit from defensive terrain: Entrenched and Central Spaces. Also, French units in the same space as a Fortification unit (and the Fortification itself) are considered to be in Defensive Terrain. Use the column corresponding to the type of terrain the defending units occupy.

Viet Minh units normally do not gain advantage for defensive terrain. But, see Assault Trenches (17.10).

Remember: Ground units may not fire from or into any Viet Minh Base (air units may; see 28.0).

17.10 Viet Minh Assault Trenches

If the Viet Minh event *Assault Trenches* is in effect, then all Viet Minh units are considered to be in Defensive terrain, regardless of Space. See the Event Explanations (30.0).

18.0 CLOSE ASSAULT

Close Assault is an action in which units move into spaces containing enemy units and execute combat (this does not require a movement point to do so). It takes place during the Close Assault Phase of the Impulses (4.1(c)). The side whose Close Assault step is occurring is termed the “attacker;” the other side is the “defender.” Close Assault uses the Ground Combat Fire Table (see map). It is resolved on the Open Terrain Column (regardless of terrain in the Space), and thus defending units are subject to Panic results.

18.1 Close Assault Prerequisites

Viet Minh units must conduct Close Assault if capable of doing so (against French adjacent units on the same Route). Start with the units on the lowest numbered Activated Route.

You may conduct Close Assault with French units (against adjacent Viet Minh units on the same Route). You may resolve these in any order.

Units on a space adjacent to the Central Fortress may Close Assault into that space, and vice versa. Viet Minh units in the Center Space can only Close Assault against adjacent French units on the Route of their division. (This will be a rare game event.)

Note: A Close Assault occurs only if there are enemy units adjacent to friendly units. Effectively, it is an extra movement and combat action within an Impulse,

representing the increased pace of action as units close in with the enemy.

18.2 Close Assault Combat Procedure

To conduct a Close Assault.

1) Tactical Edge Determination: Roll one die for the French. Add “one” to the die roll for *each* of the following, if applicable (to a maximum of plus “three”):

- a) The French have any Elite units in the engaged force (regardless of how many are present).
- b) A leader is with the force.
- c) A *Fix Bayonets* event is in force.

Next, roll a second die for the Viet Minh. Add “one” to the die roll for each of the following, if applicable (to a maximum of plus “two”):

- a) Viet Minh have any Elite units in the engaged force (regardless of how many are present).
- b) A *Death Volunteers* event is in force.

The side with the higher total gets the Tactical Edge for the battle in that space. If both net rolls are a “tie,” the French win the Tactical Edge if the battle is taking place in an Entrenched or Central Space. Otherwise, the Viet Minh win the Tactical Edge.

Example: A Viet Minh force is attacking a French force in a space of Anne-Marie. The Viet Minh have an Elite unit, and rolls a “3,” adding “one” to it to become a “4.” The French have two Elite units; they roll a “3” and add “one” to become a “4.” Anne-Marie is a French Entrenchment, so the French get the Tactical Edge.

2) Close Assault Firing

- a) The side with Tactical Edge fires first. Total the combat strength of all combat units and then follow the Fire Procedure.
- b) The side without Tactical Edge then fires. Total the combat strength of all surviving combat units and then follow the Fire Procedure.

3) Close Assault Victory Determination:

If Viet Minh has the only surviving units, Viet Minh wins (see below). If the French have the only surviving units, the French win (see below). If Viet Minh

and French both have surviving units, then the close assault is a draw (18.5).

Note: There is only one round of Close Assault combat per individual Close Assault.

18.3 Victory

The side which won the Close Assault controls the space in which it took place.

18.4 Close Assault Draw

If both French and Viet Minh units survive the Close Assault:

- a) If the close assault is taking place in a French Entrenchment or Central Fortress Space, or a space containing a French fortification units, then the French win. Surviving Viet Minh units must retreat per the Panic rule (17.4).
- b) Otherwise, the Viet Minh win. Surviving French units must retreat per the Panic rule (17.4).

Note: In this case, Elite units are affected by panic. Also, eliminate any fortification units.

18.5 Terrain Irrelevancy

Neither side in a Close Assault gains the advantage of defensive terrain (17.9) or Assault Trenches (17.10).

19.0 STACKING

Stacking is having more than one friendly unit in a single space. Generally, there can be an unlimited number of units in a space.

French and Viet Minh units may be in the same space temporarily owing to Close Assault. Otherwise, units may not enter spaces containing enemy units during movement. If some odd circumstance would cause panicking units to enter a space containing enemy units, those panicking units are instead eliminated.

19.1 Mass Targets

If there are **four** or more French battalions in a space, or **six** or more Viet Minh battalions in a space, then when conducting any kind of artillery or airstrike fire at that space, apply the Mass Target result if it is rolled. This is regardless of whether the battalions are full-strength or reduced.

Exception: Other sized units have no effect on stacking and do not contribute towards mass targets (companies, batteries, platoons, strongholds, leaders, airstrikes, etc).

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20.0 FRENCH SUPPLY

There are two types of French Supply: Artillery Ammunition and General Purpose (GP). These are recorded on the French Supply Index using the markers.



20.1 Artillery Ammunition

By expending one Artillery Ammunition point you can place French Impact markers whose combat factors total up to six (or less) in Artillery Mission boxes (see 15.0).

20.2 General Purpose Supply

Expend French GP Supply allows you to conduct one of the following: Refit reduced units (21.0); Rebuild Elite units (21.2); Rebuild Fortification units (21.3); Redeploy units (22.0); and Repair damage to airfield (26.0).

When expending supply, reduce the marker on the French Supply Index by the amount of supply expended.

20.3 Loss of Supply

French supply may be reduced due to AAA fire when brought in as reinforcements, or via Viet Minh artillery attacks. Supply can never be reduced below zero.

20.4 No Line of Supply

French units do not have to trace a line of supply to utilize supply points.

21.0 FRENCH REFIT

During the French Refit Phase you may redeploy units (22.0), restore reduced French units to full strength, rebuild eliminated Elite units, rebuild destroyed French fortifications, and repair destroyed airfields

21.1 Refitting Reduced Units

Designate a reduced French unit. Expend one GP Supply and flip the unit to its full strength side. The unit must be located in an Entrenchment or Central Fortress.

21.2 Refitting Eliminated Elite Battalions

Designate an eliminated French Elite *battalion* (not other non-battalion Elites, such as armor.) Expend two GP Supply Points and place the unit at reduced strength on a French-controlled Entrenchment or Central Fortress. The unit cannot be refit via 21.1 in the same turn.

21.3 Rebuilding Fortifications

Rebuilding can be conducted only if there is at least one eliminated French fortification. A French engineer unit (24.4) must occupy an Entrenchment or Central Fortress space. Expend four GP Supply Points and place the

fortification unit in the engineer's space on its reduced side. You can refit it to full strength via 21.1 on a subsequent Refit phase. You cannot build more fortifications than you began the scenario with, nor build more than one fortification per space.

21.4 Repairing Airfields

To repair a destroyed airfield, a French engineer must occupy one airfield space, and the French must control all spaces of that airfield (though the engineer unit need only occupy one of those spaces). Expend three GP Supply Points and flip the "Destroyed Airfield" marker to its "Airfield Functional" side. The supply expenditure repairs both spaces of the airfield

22.0 FRENCH REDEPLOYMENT

Certain French units can be moved from any French-controlled space on the map to any other French-controlled space.

22.1 Units Qualified for Redeployment

All French ground units may redeploy, including static. The only exception is a fortification unit, which can never move.

22.3 Redeployment Procedure

Each unit redeployed costs one GP Supply Point. Pick up the unit and move it to any other French-controlled space on the same Route, or to the Central Fortress.

23.0 VIET MINH REFIT

During the Refit Phase (4.1(d)), for each Viet Minh division in Refit status you must:

- 1) Make a Morale Check (7.0) for each Viet Minh battalion of that division; **(a)** if it passes the check, flip it to its full-strength side; **(b)** if that die roll is greater, there is no further effect that game turn.
- 2) Then, make a Morale Check (7.0) for each completely eliminated Viet Minh battalion of that division; **(a)** if it passes the check, place the battalion in its division Base on its reduced side; **(b)** if it fails, it remains in the Eliminated box. Make a refit check for it again on a subsequent turn if the division is in Refit status.

Note: This means that it will take two or more turns for a completely eliminated Viet Minh unit to be restored to full strength.

24.0 SPECIAL UNITS & MARKERS

24.1 French Paratroopers

These include all units with the airborne symbol (airborne



infantry, mortars, and artillery). They may enter as reinforcements via airborne drop (see 14.7). Once on the map, they cannot conduct another airborne drop.

24.2 Elite Units

Both French and Viet Minh Elite units are not affected by Panic results. See also (21.2).

24.3 French Fortification Units

French fortification units are Elite and Static units. If a French unit begins its movement in the same space as a Fortification, increase its movement to "3" (three). This movement bonus is not cumulative with the Leader bonus (25.1). Also, French units in the same space as a fortification never panic.

24.4 French Engineers

These can rebuild completely eliminated fortifications (21.3) and repair destroyed airfields (21.4).

24.5 French Tanks

French tank units become static units when reduced (until refit to full strength status).

24.6 French AAA and Garrison Units

These are static units.

24.7 French Sniper Unit

This has no special ability other than not counting for stacking.

24.8 Spotter Aircraft marker

The French can use the Spotter Aircraft if they have at least one functioning airfield. In this case, all French field artillery Impact markers have their combat values increased +1 (one) each. This does not apply to mortars. Remove the marker at the instant that there is no French-controlled functioning airfield (it may be restored the instant there is a functioning French airfield exists).

Note: The spotter is not a unit, and is never affected by Viet Minh AAA fire.

24.9 Optional Units

These are units marked "A," "C," "S" and "V." They used only with the online Optional rules.

25.0 FRENCH LEADERS

25.1 Capabilities

French leaders have a movement allowance of "3." They do not count for stacking. A leader is eliminated if it is in the same space as a Viet Minh unit, and if there are no other French units in that space. They are not otherwise

affected by combat. Once a French leader is eliminated, it is out of play permanently.

25.2 Movement Bonus

A French leader increases the movement allowance of French mobile units to “3,” provided that those mobile units begins their movement in the same space as the leader. The leader must move with those mobile units for the entirety of their movement. This movement bonus is not cumulative with 24.1.

25.3 Close Assault Enhancement

If a French leader is stacked in the same space as French units conducting Close Assault, then that force gains an additional “+1” (one) for Tactical Edge in addition to other modifiers. Only one leader can apply this bonus per Close Assault.

26.0 FRENCH AIRFIELDS

Airfields facilitate the movement of French reinforcements onto the map, as well as providing additional air sorties.



Note: French air units are *not* based on the airfields; they are flying in from airbases elsewhere in French Indochina.

26.1 Airfield Status

An airfield may be either functioning or destroyed. Use the markers to indicate this by placing them in the box corresponding to the airfield. The operational status of each airfield is listed at the start of the scenario. An airfield becomes destroyed if:

- 1) Viet Minh artillery fire inflicts an “Airfield” result; OR
- 2) At any time that any Viet Minh unit occupies one or both spaces of that airfield (this is regardless of whether or not the French later retake that space).

26.2 Airlift

If a French airfield is functional, the French may land any reinforcement units there via Airlift (14.2).

26.3 Locally Based Aircraft

(see 28.5) For the generation of additional sorties via Functional Airfields.

26.4 Spotter Aircraft

If there is at least one functional airbase, the French may utilize the Artillery Spotter marker (24.8).

26.5 Airfield Repair

Destroyed airfields may be repaired during Refit (see 21.4).

27.0 FRENCH AIR OPERATIONS

There are two general types of air units: **Airstrikes** (fighter-bomber and bomber types) and **Air Cargo**.

27.1 Operations

Air units start in the Reserve box. You may assign them to missions during the Preparation Phase (4.2(a)). Airstrikes can fly combat missions to attack Viet Minh forces. Air cargo can airlift reinforcements and supply points onto the map.

At various points in the turn, move air units from the Mission boxes and place them in the spaces or displays in which they conduct their mission. At the conclusion of their missions, place air units in the Reserve box.

27.2 Flak

Viet Minh units on the map do not fire at French airstrikes, even if they are being attacked by them. All Viet Minh antiaircraft fire is handled by the AAA rule.

27.3 Abort Recovery

Air units which received Abort results are placed in the Abort box. They may not fly missions for the rest of that game turn. During the French Refit phase, they automatically move to the Reserve box. No supply is required.

Errata: This is incorrectly stated on the Table as aborted units being placed in the Reserve box.

27.4 Other

Air units do not count for stacking, nor do they require supply.

28.0 AIRSTRIKES

Airstrikes can attack Viet Minh forces and displays. There are two general types of attacks: *Strategic*, which occur during the Strategic Phase (4.1(b)), and *Tactical*, which occur during French Fire Phases of the Impulses (4.1(c)). Airstrikes have unlimited range (they may fly to any space or box on the map). Each airstrike has a combat strength printed on it for resolving attacks they make.

Note: Each airstrike’s combat factor has to be used as an integral whole. They can not be broken down into “one” point units.



28.1 Strategic Missions

Each air unit assigned to the Strategic mission can attack one of the following:

- 1) A Viet Minh division base containing units.
- 2) The Viet Minh Artillery index.
- 3) The Viet Minh AAA (Flak) index.

28.2 Strategic Strike Procedure

- 1) Total the number of airstrike combat points assigned to each mission.
- 2) Roll that number of dice on the Strategic Strike Table.
- 3) Implement the results as printed.

28.3 Strategic Strike Effects

Results are explained adjacent to the Table.

28.4 Tactical Mission Procedure

Air units performing Tactical missions attack Viet Minh units during the French Fire Phase. Use the Tactical Fire table to resolve attacks:

- 1) Total the number of airstrike combat points assigned to attack a space.
- 2) Roll a number of dice equal to that number on the Tactical Fire Table.
- 3) Implement the results (explained adjacent to the Table).

28.5 Sorties

Generally, an airstrike may be used only once per turn, and is then placed in reserve.

28.6 Additional Sorties

For each functional airfield, the French can reuse one (and only one) airstrike for Tactical missions per Impulse (instead of each turn). Within this parameter, when an airstrike has completed a Tactical mission, return it to the Tactical box.

Note: This will be one airstrike if there is one functional airfield, and two if both are functional. If there are no functional airfields, there are no extra sorties. The airstrike is not actually placed on the airfield.

28.7 Operation Neptune

The Operation Neptune event acts like a special air unit. When picked, you can use the marker to make one Strategic air attack using



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the printed combat factor ("6"). This must be used on the turn it is picked. Then remove it from the game permanently. Operation Neptune is not affected by AAA fire.

Designer's Note: *Operation Neptune consisted of dumping large amounts of napalm on Viet Minh positions from cargo aircraft.*

29.0 SCENARIO DEPLOYMENT

To set up the scenario:

- 1) Place the Turn marker on the "1" box of the Turn Track.
- 2) Remove the Optional Event markers from the game, unless using the Operation Vulture optional rule (35.0).
- 3) Place all French "A", "C", "S" and "V" units aside. They are used only with the on-line optional rules.
- 4) Place the French "5 BPVN" and "6 BPC" airborne battalions in the Reinforcements Ready box (they can be airlifted onto the map starting on Turn 1). Then place all remaining "R" units in the Reinforcements Available box. They can enter as a result of the *Reinforcement* event.
- 5) Place the following French units in any Entrenchment or the Central Fortress spaces:

All "Start" ground combat units (these are units without an "R", and exclusive of the units in (3) above).

Place the Langlais leader with a French airborne infantry unit (1/LE or 8 BPC).

Place one fortification unit per space of your choice (three total).

- 6) Place in the Air Reserve box: six French fighter-bomber airstrikes, three French bomber airstrikes, four French air cargo, one CIA air cargo, and the Air Spotter marker. Place in the Artillery Reserve box the Artillery Impact markers corresponding to the starting artillery units.
- 7) Place a "Functional" marker on the Main airfield; place a "Destroyed" marker on the auxiliary airfield.
- 8) Set the French Artillery Ammunition and GP Supply indexes to 12 each.

- 9) Place all the French Event markers in one opaque container. This is the *French Event Pool*.
- 10) Put the four Viet Minh Divisional Activation markers in a wide mouthed opaque container. Then pick them one at a time and place them in this order: Base 1, 2, 3, 4. All divisions start in Assault mode.
- 11) Place all battalions of each Viet Minh division in the Bases determined above.
- 12) Place the Viet Minh 148th Regiment battalions to one side; they can enter via events.
- 13) Set the Viet Minh indexes as follows:

AAA = 9
Artillery = 24
Morale = 10
- 14) Place all the Viet Minh Event markers in a second opaque container. This is the *Viet Minh Event Pool*.
- 15) Begin the game per the Sequence of Play (4.0). Continue playing until the end of Game Turn 7, or a victory has been won per (3.2).
- 16) **Special Rule:** Do not pick any event markers on Turn 1.

30.0 EVENTS EXPLANATION

French Events

CAT (Civil Air Transport). Roll one die. Results: **1-3** = civilian pilots balk, place one French air cargo unit in the Abort box; **4-6** = Earthquake McGoon (i.e., James McGovern Jr.), this turn, the starting CIA air transport unit can deliver four supply points (one type) instead of two. *Discard*.

Command Breakdown. This turn, all French ground units have their movement reduced to "one;" fortifications do not provide movement enhancement. However, leaders and units moving with leaders still have a movement of "three." No more than one French artillery/mortar impact marker may be placed on the same on-map space. *Discard*.

Fix Bayonets. This turn, all French Close Assaults receive an additional plus one (+1) die roll modifier for Tactical Edge determination. *Return*.

Flak Raid. For this turn, each French close assault which succeeds in clearing all Viet Minh units from a space also causes the Viet Minh AAA Index to be reduced by "one." This is a maximum of "one" per Route. *Discard*.

GMI (Groupes Mixte d'Intervention).

During the Viet Minh Events Phase, you may select any one Viet Minh event after it has been revealed but before it goes into effect. Roll one die: on an odd result, that event is returned to the Pool without going into effect and no substitute is picked; on an even result, that event goes into play normally. *Return*.

Operation Condor A & B. There are two of these markers. Each time one is picked, place it in the In Effect box. **1)** If one has been picked, nothing happens. **2)** When the second one is picked, remove all units from the Viet Minh 148th Regiment from the game; they never return. If the 148th is not yet in play, it never enters the game. *Discard both markers after the second one has been picked*.

Operation Neptune. This marker acts as an airstrike with a strength of "6." Use it this turn to make a French Strategic air strike against one target per (28.1). It is immune to AAA fire. *Discard after use*.

Rats of Nam Yum/PIMs. Roll one die: on an odd, lose two GP Supply Points; on an even, gain one Supply Point (either type). *Return*.

Reinforcements A & B. Roll one die. Then pick that number of French reinforcement ("R") units at random and place them in the Reinforcements Ready box (they can be airlifted or airdropped onto the map per 14.0). Reinforcement Leaders are placed on the map in the same space as any French unit. There are two of these markers; if both are picked in the same turn, roll twice. *Return*.

Weather/Attrition. **1)** roll one die, select that number of available French air units and place them in the Abort box (you may not use them this turn). And **2)** the maximum movement of all French units for the rest of this turn is reduced to "one" (and may not be modified by other rules). *Return*.

(Optional) Operation Vulture. See optional rule (35.0). *Remains in Effect*.

Viet Minh Events

Assault Trenches. 1) If Viet Minh morale is Medium or Low, then: on this turn Viet Minh units may not move or close assault. On all turns thereafter: Viet Minh units are not affected by Panic results in Tactical Fire; they are affected by panic in Close Assault. *Remains in effect for remainder of game.* **2)** If Viet Minh morale is Fanatic or High, then this has no effect; *Return* and pick a substitute. **3)** If this is the last turn of the game, this has no effect. *Discard.*

Death Volunteers. This turn, all Viet Minh Close Assaults receive an additional plus one (+1) die roll modifier for Tactical Edge determination. *Return.*

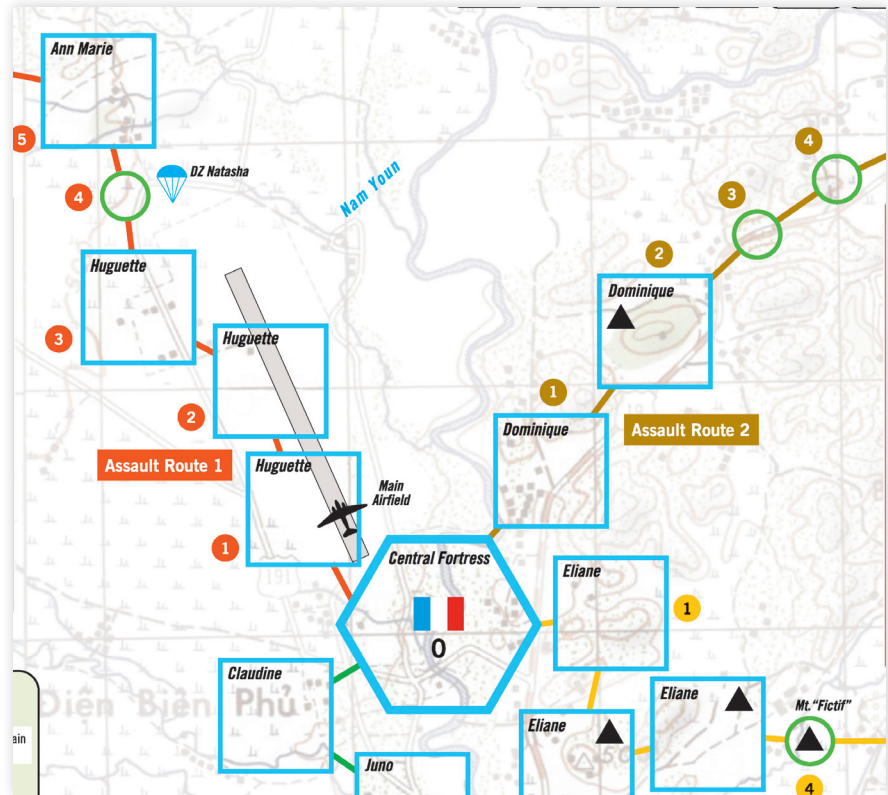
General Giap Rallies Troops. 1) If Viet Minh morale is Low, roll one die and the Viet Minh morale immediately goes up by that number; also, all Viet Minh divisions automatically refit this turn (do not roll for them). *Discard.* **2)** If morale is Medium: roll one die and Viet Minh morale immediately goes up by that number. *Discard.* **3)** If Viet Minh is High or Fanatic: treat as *Viet Minh Morale Fluctuates* (and *Return*).

Human Wave Assaults. For this turn: **1)** Increase Viet Minh movement allowance by "one" (even if *Weather/Attrition* is in effect). And, **2)** Viet Minh units cannot fire during their Tactical Fire Phase. *Discard.*

Infiltration. Roll one die; results: 1 = eliminate two French GP Supply Points; 2 = eliminate two French Artillery Supply Points; 3-4 = eliminate one of each type of French Supply Point; 5 = no effect; 6 = reduce Viet Minh morale by "one." *Return.*

Katyushas. This marker counts as a Viet Minh artillery attack with a combat value of four (it adds "4" to the Viet Minh artillery strength for this turn). Execute the attack during the Viet Minh Artillery Phase. It is not affected by French counterbattery fire. *Return after use.*

Mining. Roll one die; results: "1-4" = place this marker on the same numbered Route. For the remainder of this turn, French units in entrenchments on that route are affected by Panic results (though elite units are still immune from Panic). *Discard.* "5-6" = no effect. *Return.*



Morale Fluctuates. Roll one die. On an even result, Viet Minh morale goes up one; on an odd result, it goes down one. *Return.*

PSYOP. Add "one" to Viet Minh morale. Then roll one die for each Algerian, Moroccan, Thai and Vietnamese unit. On a "6," the unit is reduced. *Discard.*

Reinforcements. The 148th Regiment enters the battle. Roll one die. Result 1-3 = 304th; 4 = 308th; 5 = 312th; 6 = 316th. Place the 148th Regiment in that division's base. For the rest of the game, it is part of that division. If the 148th is already in play, then treat this as *Resupply Maximum Effort*. *Return.*

Resupply Maximum Effort. Increase the Viet Minh AAA index by "two." Then roll one die; increase the Viet Minh Artillery index by the result. *Return.*

Weather/Attrition. 1) reduce the Viet Minh AAA index by "one." Then roll one die and reduce the Viet Minh Artillery index by the result. And, **2)** If both this and the French *Weather/Attrition* marker are picked in the same turn, the maximum movement of all units on both sides for the rest of this turn is reduced to "one" (and may not be modified by other rules other than *Human Wave Assaults*). *Return.*

(Optional) ChiCom Additional Support. This goes into effect only if playing with the *Operation Vulture* marker. Same effect as *Re-Supply Maximum Effort*, plus increase Viet Minh morale by "two." *Discard.*

OPTIONAL RULES

31.0 VARIABLE VIET MINH FORCES

At the start of play, roll two dice.

1) First die (148th Regiment): on an even result, the Viet Minh 148th Regiment starts as an initial force unit. Assign it to a Division Base per the *Reinforcement* Event instructions. On an odd result, it appears per the normal rules.

2) Second die (316th Division): on an even result, the Viet Minh 316th Division starts with all nine infantry battalions (per standard setup). On an odd result, place two of the battalions in the Viet Minh Reinforcement box. When the Viet Minh Event *Reinforcements* is first picked, place the two battalions of the 316th in the Base assigned to the 316th Division. The 148th Regiment does not appear as a reinforcement until the second time the event is picked. On the third and subsequent

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times *Reinforcement* is picked, treat the Event as *Resupply Maximum Effort*.

31.1 Pre-Battle Resupply

If both the 148th Regiment and the 316th Division battalions are deployed during initial setup, then treat *Reinforcement* as *Resupply*.

32.0 VIET MINH FORWARD AAA POSITIONS

If the Viet Minh control all spaces of any or all of the following Stronghold Complexes, then roll one additional die (per complete Stronghold control) for Viet Minh AAA fire (up to four additional dice): Anne-Marie, Dominique, Elaine, Claudine-Juno. If the French retake any space in these Strongpoints, then the additional AAA fire for that Strongpoint is lost (this is checked during the AAA phase). This can happen any number of times in the game.

33.0 VIET MINH DIVISIONAL PRECEDENCE

The Viet Minh 308th Division was something of a premier unit. Therefore, you take actions for the 308th first, followed by the other divisions in order of Route number, lowest to highest.

34.0 ADDITIONAL FRENCH FORCES

This option assumes the French made a greater commitment to defend Dien Bien Phu. To do so, they would have had to pull units from other parts of Indochina, or mobilize considerably more political support thereby requiring a higher level of victory.

34.1 Option-“S”: More French Starting Ground Forces

During initial deployment, roll one die. Pick at random that number of “S” French ground units and deploy them per French setup instructions.

Note: Do not roll for the Optional Impact marker—this is received automatically if the optional artillery unit is picked.

34.2 Option-“A”: More French Airpower

During initial deployment, roll one die: Pick at random that number of “A” Air units and place them in the Reserve box. (This includes four French and two CIA air units.)

34.3 Option-“C”: Operation Condor

This assumes that the units used in Operation Condor, the attempt to relieve Dien Bien Phu, were available for the base. During initial deployment, roll one die. Pick at random that number of “C” French ground units and place them in the Reinforcement Available box.

When using this option, treat the *Operation Condor* events as *Reinforcements*. Also, the unpicked “C” units are now available as reinforcements.

34.4 Effects on Victory

To win the game, the French must now do one of the following:

- 1) Reduce Viet Minh morale to Collapse,

OR

- 2) For each reinforcement option chosen, the French must control all spaces on one route at the end of the game.

Example: If you choose two options, French units must control all spaces on two or more Routes to win.

Any other outcome is a Viet Minh decisive victory.

35.0 B-29s

B-29 heavy bombers are available in various options. B-29s may only be used for Strategic strikes (they may not be used for Tactical missions). They are never affected by AAA fire.

36.0 OPERATION VULTURE

During the Dien Bien Phu crisis, the US government gave serious consideration to launching an airstrike in support of the French. This option assumes that the Eisenhower Administration decided to commit American airpower in support of the French.

36.1 Triggering Vulture

At the start of play, add the *Operation Vulture* and *ChiCom* markers to the French and Viet Minh pools, respectively. You may trigger Operation Vulture under the following conditions:

- 1) The Viet Minh must be in complete possession of all spaces on at least three French Stronghold Complexes.
- 2) You have picked the *Operation Vulture* event marker.
- 3) Declare *Operation Vulture* during any French Reinforcement Phase.

36.2 US Reinforcements

To determine US reinforcements, roll one dice, add the result to “3” (three), and select that number of “V” US Air units as reinforcements (from four to nine).

36.3 Political Effects

- 1) To win the game, the French must reduce Viet Minh morale to Collapse.
- 2) Additionally, place the *Operation Vulture* marker on the Turn Record Track on the turn in which it was played. At the end of that turn, roll one die: if the result is “1” then the game comes to an immediate end as a French defeat (unless the French have forced a Viet Minh collapse). Otherwise, the game continues. At the end of the next turn, roll another die, only this time the game ends as a French defeat on a “1” or “2.” Continue this at the end of each turn, adding “1” to the game ending die roll for each turn passed.

Example: On the third turn after *Operation Vulture* is in effect, the game ends on a roll of “1,” “2,” or “3.”

Designer’s Note: The game ends because Red China intervenes and it’s an entirely new war!

37.0 THE NUCLEAR OPTION

There was some serious consideration in the highest levels of the American government of using tactical nuclear weapons to attack Viet Minh forces besieging Dien Bien Phu. This did not come to anything (obviously) but what if?

37.1 The Big One

If *Operation Vulture* is in effect, then during any French Strategic Attack Phase you may employ a US nuclear strike. Place the Atom Bomb marker anywhere on the map and roll one die. Outcomes are:

- 1-3 = French win the game.
- 4-6 = French lose the game.