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# MIKE FORCE



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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 @ [www.modernwarmagazine.com](http://www.modernwarmagazine.com)

## 1.0 INTRODUCTION

**Mike Force** is a solitaire wargame covering US Special Forces Operations in South Vietnam's I Corps and adjoining areas of Laos during the Vietnam War.

In **Mike Force**, you play the Free World forces (US, ARVN, Laotian) while the game system controls the Communists (NVA, VC). Communist mobile forces will advance towards critical Free World bases and cities, and if they take them, can win the game. You as the Free World player must use a combination of defensive operations to delay the Communists while your offensive forces hit them in their bases, represented by static units. By so doing, you can turn the tide in I Corps, and since this is a critical nexus for the Ho Chi Minh Trail, the entire War in Vietnam

While a solitaire game, **Mike Force** can also be played by two or more people, each taking charge of different aspects of Free World operations.

**Example:** One player can be overall commander, while others command various special forces missions.

**Designer's Note:** *Mike Force* shows the war from the perspective of Special Forces. The big unit conventional war is abstracted out. To win, you must think in terms of unconventional warfare. Eliminating enemy units is not enough to win the war, ultimately, you must reduce the Communist ability to infiltrate into South Vietnam and gain control of enemy base areas.

# MIKE FORCE

## 2.0 GAME EQUIPMENT

The game includes one sheet of 176 5/8in counters, one 22 x 34' map and these rules. Included are all the charts, tables and tracks required to play the game. Players must provide at least one six-sided die (more would be helpful). You will also need several wide mouth opaque containers, such as coffee cups or small bowls. These are used to randomize the drawing of various game markers.

### 2.1 The Game Map

The game map depicts I Corps in the Republic of Vietnam and Laos. Several routes radiate from Da Nang, which is the central space of the map. These represent various infiltration routes of advance for the Communist, as well as counterattack routes for Free World forces. Individual spaces along the routes represent positions which can be occupied by military units. There are several different types of spaces, explained on the Terrain Effects Chart (TEC). There are additional charts and tables on that, their use is described within the rules.

**Important:** The Demilitarized Zone (DMZ) is not part of North or South Vietnam; it is a separate region.

### 2.2 Free World Displays & Tracks

These organize Free World forces and information off the map. They are the green colored boxes and tracks.

**Nha Trang Box:** This is Fifth Special Forces Group Headquarters.

**Recruit Points Track:** This records recruit points (RP) that you can use to buy reinforcements.

**Standard Reinforcements Box:** A holding box for units that can be recruited.

**Support Available Box:** Is used to hold support units that are available for use in the current game turn.

**Support Reinforcement Box:** Is used to hold Free World MACV support units that can be recruited.

**Air Available:** Represent off-map airbases for airstrikes that are available for use in the current game turn.

**Recovered Special Targets:** Used to hold the targets markers that have been recovered.

### 2.3 Communist Displays & Tracks

These organize and track the status of Communist forces. They are the red colored boxes and tracks.

**Infiltration Level Track:** This indicates the current ability of Communist forces to move troops and supplies down the Ho Chi Minh Trail and conduct offensive operations. It is quantified in terms of infiltration points (IP).

**Mobile Reinforcements Box:** Used to hold potential mobile Communist units which can enter play

**Static Reinforcements Box:** Used to hold potential static Communist units which can enter play

**Major Offensive Event Markers Box:** Place Major Offensive event markers here when picked in this box.

### 2.4 Opposing Side

There are two sides in the game:

#### Free World Forces

**Special Forces Units:** They include both US and indigenous personnel and are grouped together for simplicity.

**MACV Support Forces:** These are additional forces which can be temporarily brought in.

#### Communist Forces

**North Vietnamese Army (NVA)**

**Viet Cong (VC)**

### 2.5 Units

Units represent military formations and support infrastructure. There are two general types of units:

**Mobile:** These can move.

**Static (HQs, Trucks, Depots):** These cannot move (other than to be deployed onto the map).

**Free World:** There are two general types of Free World units: Special Forces (which are on permanent assignment) and MACV Support (which are on temporary assignment).

Special Forces (Mobile Units): Green		
<p>101+ SF 2-1-3</p>	<p>6 SF 4-1-3</p>	<p>1 SF 2-3-2</p>
Special Forces A-Team	Special Forces Recon Team	Mike Force Company
<p>1 MGF 4-4-2</p>	<p>1 SF 2-1-3</p>	<p>1 White Star 3-3-2</p>
Mobile Guerilla Force Company	HALO qualified A-Team	White Star
Free World Static Units		
<p>A I 3-2-0</p>	<p>1 0-4-0</p>	<p>1 PSYWAR 0-1-0</p>
Civilian Defense Group Company (CIDG)	Heavy Weapons	PSYWAR
<p>RECONDO SCHOOL 1-2-0</p>	<p>A 1-2-0</p>	
Recondo School*	Special Forces Camp	
Helicopters: Green		Leaders: Green
<p>Gunship 2-3-A</p>	<p>Transport 1-2-A</p>	<p>BLACKJACK +1</p>
Helicopter Gunship	Transports	Leaders

\*This is for future variants and is not used in this game.

**Note:** Helicopters are treated as modified ground units, not airstrikes.

### Military Assistance Command Vietnam (MACV)



Marines

Army of the Republic  
of Vietnam (ARVN)  
Rangers

Airmobile



Engineer

Special  
Operations  
Aviation

Arc Light



Combat Talon



Air Commandos



Airstrikes

**Garrisons:** These are back-printed with Free World control on the front and Communist control on the reverse.



**Errata:** The Hue and Da Nang garrison counter backs were switched, Hue is on the back of the Da Nang counter and Da Nang is on the back of the Hue counter.

### 2.6 Ground Unit Size Codes

**XX:** Division  
**X:** Brigade  
**III:** Regiment  
**II:** Battalion, Squadron  
**I:** Company, Battery  
**•••:** Platoon  
**+**: Team

**Note:** Some units do not have a unit size symbol. That is intentional as the size of the units varied considerably.

### 2.7 Abbreviations

**A-Team:** Primary Special Forces (Airborne) unit  
**CAV:** Cavalry Division (Airmobile)  
**CIDG:** Civilian Irregular Defense Group  
**HALO:** High Altitude Low Opening (parachute)  
**HQ:** Headquarters  
**IP:** Infiltration Points  
**MACV:** Military Assistance Command Vietnam  
**MSF:** Mobile Strike Force (Mike Force)  
**MGF:** Mobile Guerrilla Force

**Communist Units:** There are two general types of Communist units: mobile and static.

**Communist Mobile Unit:** All NVA units (units printed with only a red star on their reverse side) are mobile.



Infantry



Armor

Anti-Aircraft Artillery  
(AAA)

Engineer

Mobile Units  
Back

**Communist Static Units:** All VC units (units printed with a blue stripe and a red star on their reverse side) are static.



Trucks



Headquarters



AAA



Depot



Infantry



Static Units Back

### Communist Special Targets



Intel Information



Psy War



Chinese/Soviet Advisor



Double Agent

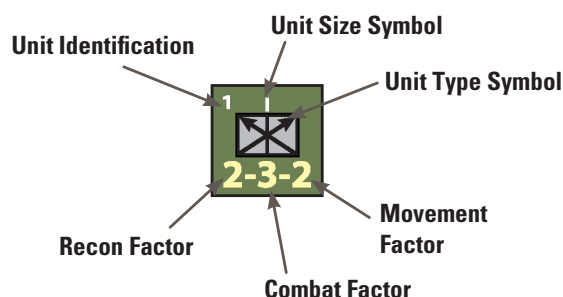
**Important:** Communist units with an asterisk at the top center of the counter are late war units for the Tet and Phoenix scenarios.



**NVA:** North Vietnamese Army  
**R:** Ranger (ARVN)  
**RP:** Recruit Points  
**RT:** Recon Team  
**RVN:** Republic of Vietnam (South)  
**SF:** Special Forces  
**USMC:** United States Marine Corps  
**VC:** Viet Cong

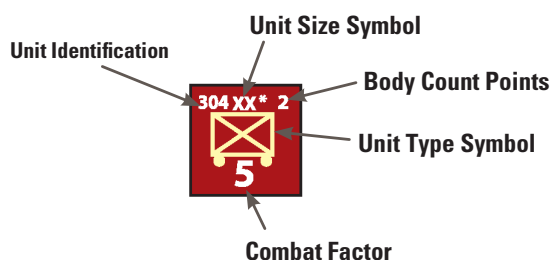
## 2.8 Unit Readouts

Free World ground units are back printed. The front side shows their full strength, the reverse their reduced strength. Reduced units are indicated by showing a light-yellow strip across the counter. Some units are back printed with a unit badge. They do not possess a reduced side.

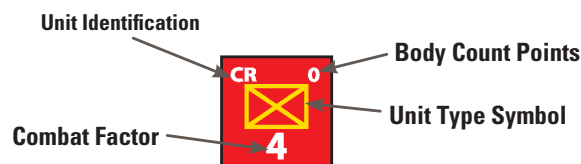


- A unit with an "A" printed in place of a movement factor is Air Mobile.
- Some units have a bracketed "[ ]" combat factor. They are heavy units (24.0).
- Units printed with a zero "0" in place of a movement factor are static units and cannot move once placed.
- Airstrikes are printed with a single number representing their combat factor.

Communist mobile units are printed in a Maroon color (front). They have a single star on the back.



Communist static units are printed in a bright red on the front and with a yellow star with the lower half of the counter in blue.



**Note:** Communist units do not have Recon or Movement factors.

## 2.9 Administrative Markers

Markers are used for various administrative purposes:

**Infiltration Points (IP):** Indicates current level of Communist offensive ability.

**Recruit Points (RP):** Indicates current Free World Recruit Points.

**Turn:** Indicates current turn.

## 2.10 Event Markers

These represent various events which may affect the course of the battle. There are two sets, one Free World and one Communist.

**Errata:** The infiltration marker is mistakenly printed as event on the back side. It is not an event marker.

## 2.11 Terminology

The following terms are used throughout the rules:

**Airstrike:** A general term for all types of air units (other than helicopters).

**Bin:** A wide mouth opaque container used to hold specific groups of counters until a rule calls for you to randomly pick one or more of the counters.

**Combat Unit:** A general term for all units with ground combat ability.

**Communist:** Communist forces controlled by the game system (NVA, VC).

**Conceal:** Place a Communist unit face down.

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

**Force:** One or more units in the same space conducting some action together

**Example:** Three Free World ground units attacking together constitute a force.

**Free World:** All US, ARVN, and Laotian Forces.

**Friendly/Enemy:** Friendly units are those on the same side. Thus, all Free World units are friendly to all other Free World units, and all Communist units are friendly to all other Communist units. Enemy units are those on opposing sides. Thus, all Communist units are an enemy to Free World units, and vice versa.

**Mobile Unit:** A unit which can move on the map.

**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 Communist in a divisional base.

**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.

**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).

## 3.0 WINNING THE GAME

There are two ways to win or lose the game; sudden death and end game victory or loss.

**Important:** Each scenario has a specific setup (30.0).

### 3.1 Sudden Death Victory

If at any time in the game, either of the following conditions are in effect, the game ends:

**Communist Victory:** If the Communists control Da Nang.

**Free World Victory:** If the Communist Infiltration Level goes below one.

### 3.2 End Game Victory

If the game did not end due to a sudden death victory, at the end of the game, you count Free World victory points (VP). Total the points you gain and then subtract the points you lose.

#### You Gain VP for the following:

- +3:** For each open or jungle space in South Vietnam containing one (or more) Free World SF Camps.
- +5:** For each Communist base area in South Vietnam containing one (or more) Free World SF Camps.
- +7:** For each Communist base area in Laos containing one (or more) Free World SF Camps.

**Important:** It is not possible to build SF Camps in North Vietnam.

#### You Lose VP for the following:

- 0 to 36:** Subtract the current Communist Infiltration Level.
- 5:** Communists control Khe Sanh.
- 10:** Communists control Quang Tri.
- 15:** Communists control Hue.
- 15:** Communists occupy (but do not control) Da Nang.

**Note:** See (6.0) for definition of control.

### 3.3 Determining Victory

If you have 25 or more VP, you win the game. Otherwise, you lose.

**Designer's Note:** Victory is all or nothing because unless you gain a decision, a protracted conflict will favor the Communists.

## 4.0 SEQUENCE OF PLAY

The game is played in turns. Each turn is broken down into a sequence of steps called phases. You must follow the Sequence of Play in precisely the following order:

### I. Free World Operations Phase

- 1) Free World Events Phase (8.0):** You must pick one event marker and then implement it.
- 2) Free World Recruiting Phase (12.0):** You may use RP to recruit new units, and refit reduced units.
- 3) Free World Movement Phase (15.0 & 23.0):** You may move Free World units per the movement rule
- 4) Free World Recon Phase (16.0):** You may use any Free World units in the same space as a concealed Communist unit to try recon the space.
- 5) Free World Reaction Phase (17.0):** You may initiate reaction moves with Free World airstrikes and qualified airmobile units.
- 6) Free World Combat Phase (18.0 & 20.0):**
  - a)** You must initiate bombardment missions with airstrikes deployed on the map.
  - b)** You must engage in combat using all Free World units in the same spaces as revealed Communist units.

### II. Communist Operations Phase

- 1) Communist Events Phase (8.0):** You must pick one event marker and then implement it.
- 2) Communist Reinforcement Phase (11.0):** Pick the number of Communist units per the reinforcement rule and place them via the Random Placement Table.
- 3) Communist Activation Phase (10.0):** Consult the Communist Activation Table. This will provide movement instructions for Communist mobile units. It may also generate an event or reinforcement.
- 4) Communist Movement Phase (15.0):** You must move Communist units per the offensive movement rule
- 5) Communist Recon Phase (16.0):** If any Communist mobile units are in the same space as a Free World SF camp or major base space, then those Communist units must be revealed. Do not reveal Communist static units.
- 6) Reaction Phase (17.0):**
  - a)** You may initiate reaction moves with Free World airstrikes and qualified airmobile units.
  - b)** You may commit any available Free World airstrikes to bombardment missions.
- 7) Combat Phase (20.0 & 18.0):**
  - a)** You must initiate bombardment missions with airstrikes deployed on the map.
  - b)** You must engage in combat using all Free World units in the same spaces as revealed Communist units.

### III. End of Turn Phase

- 1) Return Phase:** Place all airstrike and MACV support units in the Support Available Box back in the Support Reinforcements Box (regardless if they were used this turn or not).
- 2) Big Offensive Burn Out Phase:** If a Communist big offensive was triggered this turn, roll one die and deduct the result from the IP level (28.0).
- 3) Turn Advancement Phase:** 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 Game Turn Record Track (GTRT) and keep playing.

**Note:** The Communist and Free World phases are asymmetrical owing to vast doctrinal differences.

## 5.0 MAP GEOGRAPHY

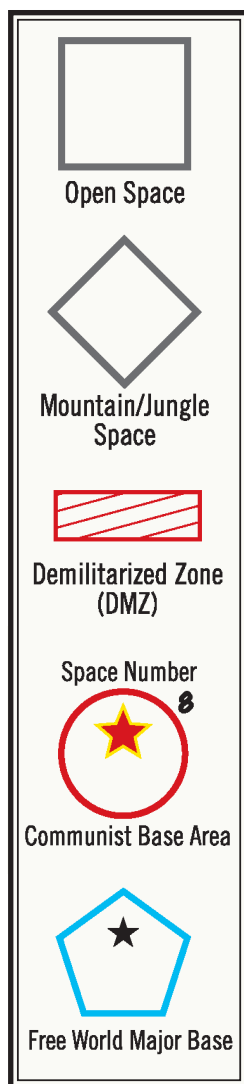
### 5.1 Routes

**Infiltration Routes:** Routes for movement for both Communist and Free World forces.

**Lateral Routes:** Routes for movement for Free World forces only.

  
Infiltration Route

  
Lateral Route



## 5.2 Spaces

These are points along each route in which units are placed and can move. Spaces are numbered from 1 upwards from Da Nang along each route.

**Jungle:** Areas with jungle, mountain or other rough terrain.

**Open:** Areas which are relatively open or with a low population density.

**Free World Major Bases:** Cities or firebases garrisoned by Free World conventional forces not otherwise shown in the game.

**Communist Base Areas:** Infiltration, supply and recruiting areas for Communist forces. These have a historical number or name.

## 6.0 CONTROL OF SPACES

Control indicates which side is in possession of a space.

### 6.1 Control

A side (Free World or Communist) controls a space if: a friendly ground unit occupies that space and there are no enemy units currently in it.

**Important:** Air units cannot control spaces.

### 6.2 Disputed Control

If both sides have ground units in the same space, then the control of that space is disputed.

### 6.3 Uncontrolled

If neither side has ground units in a space, then neither side controls the space.

### 6.4 Garrisons

See rule 24.0. Garrisons can control spaces.

## 7.0 COMMUNIST INFILTRATION LEVEL

Communist Infiltration determines various game actions.

### 7.1 The Infiltration Level

The Communist Infiltration Level measures current Communist offensive ability on a scale of one to 36. Use the infiltration marker to indicate the infiltration level. This can move up or down owing to various game actions (8.0 & 21.0). Changes are implemented the instant they occur.

### 7.2 Changes to the Infiltration Level

The Communist Infiltration Level may be changed by specific events (8.0) and/or due to combat (21.0). All changes are recorded immediately.

## 7.3 Extremes

If Communist infiltration level reaches zero (goes below one) at any time the game ends in a Free World Victory. If it reaches 36, it stays there until some game action would cause it to go lower.

## 7.4 Effects of Infiltration

Communist infiltration levels will determine the row used on the Communist Activation Table.

## 8.0 EVENTS

Events represent various military and political actions which can affect operations on the map. At the start of a scenario, place all event markers in a bin. During each side's Events Phase, you must pick one event marker. Read the instructions (Events Chart) and implement them.

**Note:** You should read the event explanations before start of play as some of them will have considerable effect.

### 8.1 Procedure

Each event has a description. Implement the effects described. Then check the RP / IP column on the table. Raise or lower the respective levels by the amount indicated. A level can go no higher than the maximum or minimums; if the IP goes to below one, it remains at one (it cannot go to zero or lower via event).

**Note:** "Roll one die" means roll one die and add or subtract the respective level by the result.

### 8.2 Disposition

After playing an event, remove it from play. Each event can occur only once per game.

### 8.3 Event Precedence

Event explanations may supersede other game rules.

### 8.4 Event Recruits

Certain events will allow you to recruit SF units. Deploy the units per event instructions. These do not cost RP (12.0). If there are not sufficient units to recruit, there is no further effect.

### 8.5 Special Event Markers

**Scenarios:** Scenarios may start with certain events not in play or exclude certain markers from the pool.

**Option:** This is for game variants. You can create your own special events, or just not use it.

## 9.0 COMMUNIST UNITS

There are two general types of Communist units: static and mobile. Static units represent infrastructure and local forces. Mobile units represent large Communist units which are on the march.

**Designer's Note:** While Communist combat units are shown as divisions and regiments, they represent the lead elements of those forces, not the entire formation.

### 9.1 Static & Mobile Units

Static units do not move. Mobile units can move per the Communist Activation Table (10.0).

## 9.2 Body Count Points (BCP)

Communist units have a BCP number printed on them. This is the number of BCP the Free World receives when that unit is eliminated in combat (21.0). These BCP can then be translated into increasing Free World RP or deducting Communist infiltration points.

## 10.0 COMMUNIST ACTIVATION & MOVEMENT

During each Communist Activation Phase, you must determine Communist activities for the turn.

### 10.1 Activation Procedure

Consult the Communist Activation Table. Depending on the current infiltration level, this will indicate a line on the Activation Table. Roll one die and cross index it with the outcomes to determine an activation result. Implement that result.

### 10.2 Activation Results

**Advance:** Move all Communist mobile units the number of spaces indicated towards Da Nang (15.0). If they reach Da Nang, they stop there.

**Withdraw:** Move all Communist mobile units the number of spaces indicated away from Da Nang (15.0). If they reach the highest numbered Communist space (in Laos or North Vietnam), they stop there.

**Stand:** No effect, nothing happens.

## 11.0 COMMUNIST REINFORCEMENTS & RANDOM PLACEMENT

During the Communist Reinforcement Phase, determine the current Communist morale level (Communist Infiltration Level Track), then cross reference that level on the Communist Reinforcement Chart with the number of static and mobile units. Randomly pick the appropriate number of units. Place each unit individually via the Random Placement procedure (below).

### 11.1 Random Placement Procedure

Consult the Communist Reinforcement Table. For each unit to be placed, roll two dice and total the results. Cross reference the total with the area column. This will give a Communist base area where the unit will be placed. Events may also generate reinforcements. Follow the procedure listed in the event.

**Example:** The die roll total is seven; place the unit in Area 604.

### 11.2 Attrition Strategy

If a result calls for more units to be picked than available in the bin, then place available units in the order picked. Remaining units are lost.

### 11.3 Ho Chi Minh Trail Effect

If the Free World has a SF camp in a base area, no Communist static unit can be placed there (mobile units can). In this case, return the static unit to the pool and do not pick a substitute placement base. You place Communist mobile units regardless of the presence of Free World units. Placement is not movement and does not reveal Communist units nor trigger combat (until the designated phases).

## 12.0 FREE WORLD RECRUITING

You recruit Free World reinforcements (additional units) by expending recruit points (RP) during the Free World Recruiting Phase. Each Free World unit costs a designated number of RP, listed on the Recruiting SF Units Chart. There is a different procedure for recruiting SF and MACV support units.

**Important:** Units which are received during initial scenario deployment do not cost RP, they are placed for free.

### 12.1 RP

You receive your initial RP via the scenario. You can receive additional RP during a scenario for the following reasons:

**Scenario RP:** Each scenario will give the number of die you roll to generate RP for the current turn.

**Destroying Communist units:** See BCPs (20.0).

**Events:** Events may generate additional RP (8.0).

### 12.2 RP Level

Use the Recruit Points Track to indicate the current number. When you expend RP, reduce the level by the appropriate number. There is no deficit spending, when you zero out, you cannot expend (or lose) any more. You cannot have more than the maximum on the track. Leaders are recruited using the procedures outlined in 25.0.

### 12.3 Recruiting SF Units

Recruiting SF units requires RP plus sometimes units to be in specific locations with other units. This is explained on the Recruiting SF Units Chart. Recruited units are placed in the designated location.

### 12.4 Cadres

Certain units will require you to remove an A-Team. When you recruit the unit, you must remove one A-Team in the space. The A-Team becomes available for recruiting on the turn. You cannot build a unit and then use it as a cadre to recruit another unit in the same Recruitment Phase.

**Example:** To recruit a CIDG company, expend 2 RP, and then place one CIDG unit in a space containing a SF Camp and an A-Team. Remove the A-Team and place the CIDG company.

### 12.5 Deployment

Placing reinforcements on the map is not movement. Newly recruited units function normally in the turn of deployment and thereafter.

### 12.6 Replacements

Free World Units which have been eliminated can be recruited again by following the reinforcement procedure.

### 12.7 Recruiting MACV Support Units

To recruit a MACV support unit, expend the indicated RP and then pick one unit at random. You may examine the unit after randomly picking it.

**MACV Ground Reinforcements:** Deploy in Nha Trang or any Free World controlled major base.

**MACV Air Reinforcements:** Deploy in the Support Available Box (Air units are not based on the map).

## 13.0 UNIT STATUS & REFIT

The front side of a unit is its combat effective side. Most Free World ground units are also back printed, representing their disrupted status.

### 13.1 Disruption

A unit becomes disrupted due to receiving a hit in combat (20.0), or by other game actions as stated in the rules. A unit with no reverse side is eliminated by a single Hit.

### 13.2 Effects

Disrupted units have lower values, per the counter. Aside from that, they function normally unless a rule states otherwise.



## 13.3 Refitting Reduced Units

During the Free World Recruit Phase, you may rebuild disrupted Free World units to full strength. For each such unit, consult the Refitting SF Units Table and determine if the unit is in a location from where it can be refit. If eligible to be refit, expend the designated number of RP as detailed on the Refitting SF Units Chart and flip the unit to its full strength-side.

## 14.0 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.

## 14.1 Co-existence

Free World and Communist units may be in the same space. This will usually trigger combat.

## 15.0 MOVEMENT

You move Free World and Communist mobile units during their respective movement phase. Units move from space to space along routes. There are different procedures for each side.

**Important:** A unit which is moving via ground movement must cease movement the instant that it contacts enemy units. Contact is defined as entering a space containing an enemy unit (of any type).

*Note: Remember, static units cannot move!*

## 15.1 Movement Allowance

Each Free World mobile unit is assigned a movement factor (printed on the counters). This is the number of spaces it can move in a turn or as commonly known, its movement allowance (MA). Communist mobile units do not have their movement factor printed on the counter. See 15.3 for Communist movement factors.

## 15.2 Static units

Static units include all Free World units with a movement factor of zero, and all Communist units designated as static. They can never move.

## 15.3 Communist Movement Factors

Communist movement is dictated by the Communist infiltration level. See 10.0 for activation and number of movement factors assigned.

## 15.4 Routes

These are two general types of routes: infiltration (leading to Da Nang) and lateral (connecting) routes.

## 15.5 Free World Movement

Free World units can move along both infiltration and lateral routes. You move Free World units from space to adjacent space, one at a time. You can move all, some or no units. Free World units can move:

- Up to the number of spaces as its MA (or less, if preferred).
- In any combination of directions along connected spaces. Moving Free World units is at your discretion.
- Along infiltration and lateral routes.

## 15.6 Communist Advance Movement

Communist units can move only along infiltration routes (never along Lateral). Communist movement is generated by the Activation Table (and sometimes by events). To conduct Communist movement:

- Start with the northern (rightmost) route (Tchepone, #604).
- Start with the lowest numbered space.

- Move each unit the number of spaces equal to its MA towards Da Nang.
- Upon completion of an activated unit's movement, proceed to the next highest space that is occupied by an activated unit.
- After moving all activated units on the current route, move clockwise to the next route and conduct all movement for all activated units on that route.
- Continue the above process until all activated units have moved.

## 15.7 Communist Withdrawal Movement

- Start with the southern (leftmost) Route (Panhandle #7).
- Start with the highest numbered Space.
- Move each unit the number of spaces equal to its MA towards a Communist base area.
- Upon completion of an activated unit's movement, proceed to the next lowest space occupied by an activated unit.
- After moving all activated units on the current route, move counter-clockwise to the next route and conduct all movement for all activated units on that route.
- Continue the above process until all activated units have moved.

**Important:** You must continue the above until you have moved all Communist units.

## 15.8 Converging (while advancing)

Certain Communist routes intersect (towards Da Nang). In this case, units move onto the same route.

**Example:** Two Communist routes converge at Hue. Units moving on those separate routes meet at Hue and then move towards Da Nang.

## 15.9 Diverging (while withdrawing)

Certain Communist routes break up and go in different directions (towards Communist base areas). In this case, you must roll one die. On a 1-3 the unit goes along the northern route; on a 4-6 it goes along the southern route.

**Example:** A unit is at Hue. If it withdraws, roll each to see in which direction it goes.

## 15.10 Passage of Lines

**Free World:** A Free World mobile unit which begins a movement in a space containing a Communist unit may move out of it normally on the following Free World movement phase,

**Communist:** A Communist mobile unit which begins a movement in a space containing a Free World unit (or a major base) moves out of it normally during the next result on the Activation Table which would allow it to move. This can be during the same Communist Movement Phase, if more than one die roll is to be made due to an event.

## 15.11 Communist Sanctuaries

See scenario Political Restrictions and 27.0 for limits on Free World movement. Otherwise Free World units can move anywhere on the map. Communist units can always move anywhere, within the rules.

## 16.0 FOG OF WAR & RECON

You can always examine Free World units. You can examine Communist units and markers if some specific game action allows for it.



### 16.1 Contact

If a Communist mobile unit is in the same space as a Free World CIDG unit or major base space during a Communist Recon Phase, reveal those Communist units. This occurs only during the Communist Recon Phase, not other points in the turn, and affects only mobile units (not static). If Communist units are in a space that contains other types of Free World units, they are not revealed during the Communist Recon Phase, but may be revealed at other times.

### 16.2 Free World Recon Phase

During the Free World Recon Phase, you may, but do not have to, declare recon in any spaces containing Free World units which have a recon rating of one or more. Declare which units will be conducting recon. Roll one die for each. If the result is less than or equal to the unit's recon factor, then select one concealed Communist unit in the space and reveal it. If the die roll is greater, there is no effect.

**Important:** Unlike Communist recon, Free World recon requires a die roll. Also, you may not necessary want to use recon since this may real enemy units which you do not want to engage

### 16.3 Events

Certain events will allow you to reveal Communist units.

## 17.0 REACTION MOVEMENT

Reaction allows a special type of Free World movement during the Reaction Phase. There is a separate Reaction Phase in both the Communist and Free World turn.

### 17.1 Who Can Move via Reaction

- Any available airstrikes.
- Free World helicopter units located in Allied controlled major bases.
- Free World ground mobile units in Allied controlled major bases which are transported by helicopters.

### Important:

- You cannot conduct reaction movement out of or into Na Trang for reasons of range.
- Reaction movement is different for helicopters from normal airmobile movement (23.0). The unit must start in an Allied controlled major base. This allows an individual helicopter (and any transported unit) to move more than once per turn.

### 17.2 Reaction Procedure (Airstrikes)

Move airstrikes from the Support Available Box to any space on the map which contains revealed Communist units. Conduct air bombardment in the ensuing Combat Phase.

### 17.3 Reaction Procedure (Helicopters)

Move helicopters (and transported units) via the airmobile movement procedure (23.0).

## 18.0 FREE WORLD AIR OPERATIONS

You can use airstrikes to make bombardment attacks against revealed Communist units. Airstrikes are not units per se. They represent the impact of bombing missions. They cannot control spaces. When recruited, place them in the Support Available box. When conducting missions, place them on the map.

**Important:** Helicopters are not airstrikes. They act in combat as modified ground units (20.0).

### 18.1 Sortie Procedure

You fly (move) air units during the Reaction Phase. Move them from the Support Available Box to any spaces on the map which contain at one or more revealed Communist unit. During the Bombardment Phase, airstrikes attack revealed Communist units. When the mission is completed, place them back in the Support Reinforcements Box. Airstrikes can be recruited on an ensuing turn.

### 18.2 Bombardment Procedure

There are two general types of air units: Tactical and Arc Light (B-52s). All bombardment is conducted during the Bombardment Phase. They can attack Communist mobile and static ground units. Unlike ground combat (20.0), bombardment does not include tactical superiority determination. Each bombardment consists of one round only.

### 18.3 Fighter-Bomber Bombardment

- Assign each fighter-bomber to an individual revealed Communist ground unit. You may assign more than one airstrike unit per Communist unit.
- Roll one die. If the die roll is less than or equal to the airstrike unit's combat factor, the Communist unit takes a hit (20.0). On other results, there is no effect.

### 18.4 Arc Light Bombardment

Arc Light airstrikes attack all revealed Communist ground units in the space. For each such unit:

- a) Roll one die for each revealed Communist ground unit. If the space is "open" terrain, roll two dice for each Communist ground unit.
- b) If any of the die rolls against a unit is less than or equal to the Arc Light combat factor, that Communist unit takes a hit (20.0).

**Important:** When rolling two dice for open terrain, only one hit is inflicted, even if both die meet the hit requirement.

- c) If the die roll is 6, collateral damage occurs. You must inflict one hit on one Free World unit in the space if any. This counts as a BCP.

**Important:** Only one collateral damage can be inflicted even if both dice rolled for a unit in open terrain meet the requirement.

## 19.0 COMMUNIST ANTIAIRCRAFT (AAA)

If there are any Communist AAA units in a space, then the Communists can fire at airstrikes. AAA fire has no effect on B-52s and helicopters.

- AAA fire takes place before conducting the bombardment attack.
- For each AAA unit in the space, roll one die. If the result is less than or equal to the AAA factor, then you must eliminate one tactical airstrike (you can select which one).
- This counts as one BCP (21.0) against the Free World.

## 20.0 GROUND COMBAT

Combat only occurs during the Communist or Free World Combat Phase if there are both Free World ground units and revealed Communist ground units in the same space.

### 20.1 Battle Procedure

Each combat must go through the below steps in the order given.

**1) Tactical Superiority:** Determine which side has tactical superiority. Designate one Free World ground unit and roll one die.

- If the die roll is less than or equal to that unit's recon factor, the Free World force has tactical superiority.
- If the die roll is greater than the unit's recon factor, the Communist force has tactical superiority.

**2) First Round of Battle**

- Line up all Communist units in the order of the strongest combat factor to the weakest. Units with the same combat factor line up together, in any order desired.
- Line up all the Free World units in any order you prefer.
- If the Free World has tactical superiority, they fire first. The player fires the first unit in line at any Communist unit. If the Communists have tactical superiority, they fire first with their first (strongest) unit in line at the first unit in the Free World line.
- The side that does not have tactical superiority fires with one unit, per above.
- Opposing units alternate firing, one unit at a time (and inflicting any casualties immediately), until all qualified units have fired during that round. A unit that is eliminated prior to firing, may not fire. If one side has more units than the other, after alternating fire between the opposing forces that side fires all its remaining units.

**3) Second Round of Battle:** If both sides have surviving units, a second round of battle begins. Repeat the above procedure (step 1 & 2).

**4) Continuing Rounds of Battle:** Upon completion of any second round of battle, a third (and then a fourth, fifth, etc., if necessary) round is executed, following the same procedure. Continue this procedure until one side wins the battle.

**5) Winning the Battle:** If one side has been wiped out or (if using the optional withdrawal rule, (29.0), withdrawn, the side with surviving units wins the battle.

***Note:** Because of the alternating fire procedure, it is not possible for both sides to be eliminated. Given the nature of special forces operations, you do not get anything extra for winning the battle, other than the BCP for eliminating enemy units.*

## 20.2 Combat Results

Each unit rolls one die for each combat factor. Except when firing at a unit in a fortified defense (20.3), resolve hit as follows:

- If any one die roll result is less than or equal to the firing unit's combat factor, the firing unit inflicts one hit (20.4).
- If the all die roll results are greater than the firing unit's combat factor, there is no effect.

## 20.3 Fortified Defense

When firing on a unit that has a fortified defense, the unit is hit if at least one die roll is less than the firing unit's combat factor. Units that meet the below requirements have a fortified defense. Determine if the unit qualifies for fortified defense at the instant of firing.

- Free World units defending in major bases.
- Communist units defending in North Vietnam.
- Communist units defending in the same space as a revealed depot unit.

**Example:** A Free World force of two units is attacking a Communist force consisting of one revealed infantry unit and one revealed depot in Dong Ha. The Free World force has tactical superiority and your first unit in line fires at the depot. The depot is only hit if the firing unit rolls at least one die that is less than the firing units combat factor. The depot is hit and eliminated. The surviving Communist unit could fire at your first

unit which has already fired, so even if your unit is hit, your second unit could still fire at the surviving Communist unit, however because the depot has been eliminated, the firing unit would hit if any of his die rolls were equal to or less than its combat factor.

## 20.4 Hits

A firing unit can only inflict one hit, no matter how many of its die rolls qualify for a hit. A unit which receives a hit is affected as follows:

- A full strength Free World ground unit is disrupted (flip it to its reverse side).
- Disrupted Free World ground units are eliminated.
- One step Free World units are eliminated.
- Communist units are eliminated. Communist mobile units are place into the reinforcement pool. Static units are permanently eliminated.

**Important:** A unit that is eliminated prior to firing, is not eligible to fire. Therefore, tactical superiority is important.

## 20.5 Zero Combat Factor Units

These do not roll a die; they are affected by combat normally.

## 21.0 POST BATTLE BODY COUNT

Body Count Points (BCP) are a quantification of the effects of operations. The Free World can gain or lose BCP for various game actions. This affects the recruit and infiltration levels. The number of BCP gained and lost for specific actions are summarized on the Body Count Points Table.

### 21.1 Gaining Body Count Points

When you gain BCPs, you may do one of the following:

- 1) Raise the recruit point level by one per BCP; or,
- 2) Lower the infiltration level by one per BCP.

### 21.2 Losing Body Count Points

When you lose BCPs, you must do one of the following:

- 1) Lower the recruit point level by one per BCP; or
- 2) Raise the infiltration level by one per BCP.

### 21.3 Combinations

If a single action provides more than one BCP, you can select to either gain RP or lose IP, but not both.

**Example:** A combat causes the gain of three BCP/ You could raise the RP level by three or lower infiltration by three, but not raise RP by two and lower IP by one.

### 21.4 BCP for Unit Eliminations

At the end of each combat, adjust BCP per:

**Communist Units:** Each Communist unit has its BCP value printed on it. This is the number of BCP gained.

**Free World Special Forces Units:** Each Hit inflicted on a SF unit counts as one BCP.

**Free World MACV Ground Units:** Each MACV ground and helicopter unit eliminated counts as the number of BCP equal to its combat factor.

**Free World MACV Airstrikes:** One per airstrike.

**Important:** If more hits are inflicted on Free World units than there are units to absorb losses, there is no additional effect.

**Example:** If the Communist inflict three losses against a Free World combat effective CIDG company, then two BCP are lost (one for disrupting the unit and another for eliminating it).

### 21.5 Communist Capture of Free World Major Bases

The instant that the Communists gain control of a Free World Major base (switching the garrison unit from Free World to the Communist side (24.0), the Free World loses the number of BCP stated on the chart. If the Free World retakes a major base, then the Free World gains the points listed on the chart. This can occur any number of times in the game.

## 22.0 NHA TRANG

Nha Trang is the location of 5th Special Forces Group (Airborne) HQ. Only Free World units can enter Nha Trang. Communist units can never enter or attack into Nha Trang.

### 22.1 Moving to & From Nha Trang

Movement to and from Nha Trang is conducted during the Free World Movement Phase. It cannot be conducted as reaction.

### 22.2 Ground Movement

To move to Nha Trang, the unit must begin in a Free World controlled space on the map. Pick it up and place it in Nha Trang. To move from Nha Trang, pick it up and place it in a Free World controlled space on the map.

### 22.3 Helicopter Movement

A helicopter (plus any transported unit) can move from any space on the map to Nha Trang. A helicopter (plus any transported unit) can move from Nha Trang to any controlled or disputed space on the map (23.0).

### 22.4 Appeal to 5th SF Group HQ

If you have a unit with a leader in Nha Trang, then you can consult the Appeal to 5th SFG (Abn) Table. This is conducted at the start of the Recruit Phase (before any other actions). Roll one die and apply the result on the table. You can only make one appeal per turn.

## 23.0 HELICOPTERS & AIRMOBILE MOVEMENT

There are two types of helicopters; transports (which can carry ground units) and gunships (which cannot carry units). Helicopters are treated as a modified form of mobile ground units which have a special movement ability.

**Note:** Helicopters represent a wide range of special operations aircraft but are summarized as transports and gunships for simplicity.

### 23.1 Airmobile Movement

You can move a helicopter from any space on the map to any other space on the map. This is over any enemy units, regardless of other considerations. Political restrictions must be met (27.0).

### 23.2 Sorties

A helicopter must start and/or end its move on space containing a Free World major base, Nha Trang, or a space containing a SF camp. The control status of the takeoff or landing spaces does not affect airmobile movement.

### 23.3 Airmobile Movement Procedure

If helicopter starts an airmobile move in any of the above spaces, you can move it to any space on the map. If a helicopter starts an airmobile move any other type of space, then you can only move it to a Free World major base, Nha Trang or a space containing a Free World SF Camp.

**Example:** A helicopter could not fly from, one jungle space to another jungle space directly. It could fly from a jungle to a Free World major base then on the next move fly to another jungle space.

### 23.4 Multiple Moves

A helicopter (and transported units) can move in each regular movement and reaction phase in a turn.

### 23.5 Combat

Helicopters engage in recon and combat using their printed factors.

### 23.6 Control

A Helicopter cannot control a space, or dispute control of a space.

### 23.7 Helicopter Airlift

A helicopter transport which starts its move in the same space as an Free World mobile unit can carry the number of units up to the helicopter's capacity. The helicopter and transported units move to the same final space. Then debark all transported units. Units cannot remain embarked on helicopters at the end of a move.

**Important:** Only mobile ground units can be transported; static units cannot.

### 23.8 Helicopter Capacity

A helicopter transport can carry up to three airmobile points (AP). You can transport any number of units (up to the maximum AP) in the same lift, if all units start and end in the same spaces. A disrupted helicopter has full transport points. The number of AP required for each unit is as follows:

**SF Team:** 0  
**Leader:** 0  
**Platoon:** 1  
**Company (any type):** 2  
**MGF (4-4-2):** 3  
**Heavy Weapons:** 2

### 23.9 Interoperability

Free World SF and MACV helicopters can transport any otherwise qualified Free World units.

### 23.10 Air Cav

The brigade from the 1st Cavalry Division has organic helicopter transport and can use airmobile movement. It cannot transport other units.

## 24.0 GARRISONS

Garrisons are special static units. They are initially deployed per the scenario.

### 24.1 Garrison Status

Garrisons are printed with Free World control on the front, and Communist control on the reverse. A garrison acts as a unit for control of a major base.

### 24.2 Garrisons & Combat

Garrisons are always combat effective (13.0). When they take a hit (20.0), they are flipped over to the control of the enemy side. Regardless of all other factors, garrisons will always be the last unit to take a hit in a round of combat. Garrisons can never be permanently eliminated. They will always be on one side or the other.

**Important:** Garrison units can never be destroyed, they just change sides.

## 24.3 Garrison Aerial Immunity

The Free World cannot use airstrikes to attack garrisons.

## 25.0 FREE WORLD SPECIAL UNITS

### 25.1 Mobile Guerilla Force (MGF)

**Recruiting:** You can recruit a mobile guerilla force (MGF) by replacing a mike force (MF) company per the Recruiting SF Units Table.

**Combat:** If a reduced MGF takes a hit, replace it with a combat effective MF company in the same space. If no MF companies are available, receive 1 RP.

### 25.2 White Star

White star was the CIA program to support anti-Communist guerillas in Laos. You can recruit white star units if you have an A-Team in Laos. You must roll a die and apply the results per the Recruiting SF Units Table. If you fail to recruit the unit, the RP are still expended. White star units cannot leave Laos.

### 25.3 HALO

This is an A-Team trained to use high altitude low opening parachute insertion techniques. A HALO unit can make a HALO insertion. The unit must start movement in a Free World controlled major base or Nha Trang. Pick it up. Place it on any space on the map. Then roll one die and implement the result.

**1-5:** Safe landing; place the unit.

**6:** Debacle; eliminate the unit.

**Important:** Except for the above, HALO units are treated as an A-Team.

### 25.4 Free World Leaders

Leaders are assigned via Scenario, or events.

**Assignment:** When you receive a leader, place it with any friendly SF unit (not MACV support). It must stay with that unit until the unit is eliminated (or withdrawn). A leader does not count for stacking. A leader is not affected by combat, but if the unit with which it is assigned is eliminated, the leader is also eliminated. A leader does not count for BCP.

**Recon Bonus:** A Free World leader increases the recon value of the unit to which it is assigned by one. The recon value of a unit cannot be increased to value greater than five.

**Combat Bonus:** A Free World leader increases the combat value of the unit to which it is assigned by one. The combat value of a unit cannot be increased to value greater than five.

**Rising from the Ranks (Optional):** At the end of any combat involving any SF units in which the SF won the battle, roll two dice and total the result. If the result is 2 or 12, then select one leader not on the map, and place him with one SF unit involved in the battle.

### 25.5 MACV Support Units

Generally, Free World MACV support units are treated the same as other Free World units, with the following exceptions:

**Recruiting:** See 12.0.

**Return:** During the End of Turn Phase, you must return all MACV support units to the Support Reinforcements Box. They can be recruited again on a subsequent turn.

**Designer's Note:** MACV units represent forces which other commands were clamoring for, so their use is temporary.

### 25.6 US Brigades & Regiments

These have a bracketed combat factor. You roll two dice for each combat factor when firing if the enemy is in open or Free World major base spaces. You can designate the same or different enemy units as targets, but this must be declared before rolling.

### 25.7 US Engineer Unit

If you have the US engineer unit in a space, you can recruit a SF camp in that space at a cost of zero RP (no A-Team is needed). This is done at the end of the US Movement Phase (not during the Recruiting Phase).

### 25.8 Combat Talon Aircraft

This is a special operations aircraft equipped with various sensors and a recovery skyhook device. If available, you can use it one of the following ways. It is returned to the Support Reinforcements Box after use.

**Recovery:** Perform this during the End of Turn Phase at the end of the Return Phase. Place the Talon on any space containing a Free World A-Team or HALO unit (regardless of political restrictions (27.0). the ground unit can then be placed in Nha Trang.

**Sensors:** Perform this during any Free World Recon Phase. Place the Talon on space containing concealed Communist units. Roll one die per Communist unit. On a 1-3 there is no effect; on a 4-6 the unit is revealed.

**Important:** The Talon unit is not affected by Communist AAA fire.

### 25.9 US PSYWAR (Radio Tower)

This represents the command and control for various psychological warfare, signals intelligence and black operations. You can build this unit in Da Nang. You can initiate a PSYWAR operation at the start of any Free World Recon Phase. Designate any one space on the map. Expend one RP. Consult the PSYWAR Table and roll one die. Apply the result. The PSYWAR (Radio Tower) is a static unit.

**Errata:** The PSYWAR Table title is misspelled, it should read PSYWAR Table.

## 26.0 SPECIAL COMMUNIST UNITS

### 26.1 Communist Assault Units

Communist Sapper and tank units have an arrow symbol. When assault units attack Free World units in a fortified defense, they negate the effects of that fortified defense (20.0) for all Communist units firing that round. This effect is immediately lost if all assault units are eliminated prior to the end of combat.

### 26.2 Communist Deception Units

The instant a deception unit (mobile or static) is revealed, remove it from the map and place it in the respective Communist Reinforcement Box.

### 26.3 Special Targets

When revealed, they do not block Free World unit movement. They have no effect on combat, nor are they ever affected by combat.

**Recovery:** A Free World unit can recover a special target, if at any time in a Free World phase the only Communist units in a space with Free World units are special targets. You may immediately have any Free World mobile ground unit in the space, recover the target. Place the



target under the unit as a reminder. When the Free World unit reaches a Free World controlled major base or Nha Trang, permanently remove the special target from play. Roll one die and receive that number of RP. A single Free World unit can transport any number of Special Targets. If the Free World unit carrying a special target is eliminated, place the special target back in the Communist Static Reinforcement Box.

## 27.0 POLITICAL RESTRICTIONS

### 27.1 South Vietnam

All units of both sides can enter South Vietnam

**Important:** Only Free World units can enter Nha Trang.

### 27.2 Laos

All Communist units can enter Laos. Free World units are limited as follows:

- In all scenarios: Free World A-Teams, HALO, leaders, recon teams, helicopter transports, gunships, white star, mobile strike force, and airstrikes can enter Laos.
- In the Tet and Phoenix scenarios MSF and MGF companies can also enter Laos.

### 27.3 DMZ & North Vietnam

All Communist units can enter North Vietnam and the DMZ. Free World HALO and airstrikes can enter North Vietnam and the DMZ. Other Free World units cannot enter North Vietnam or the DMZ.

## 28.0 COMMUNIST BIG OFFENSIVE

There are three Communist Big Offensive event markers. When all three are picked and played a Big Offensive is triggered

### 28.1 Run Up

Each time you pick a big offensive, roll one die and add the result to the Communist Infiltration Level. Then place the marker on the current game turn box on the GTRT. When the third marker is picked, a big offensive is triggered (after rolling to increase the Infiltration Level).

### 28.2 Big Offensive Procedure

During the Events Phase, execute the following in this order:

- 1) Pick the number of Communist mobile units equal to twice the current value on the Communist Reinforcement Table (based on the current Communist Morale). Place them per the Communist Reinforcement Placement procedure (11.0).
- 2) Reveal all Communist mobile units on the map. Do not reveal static units.
- 3) Move all Communist mobile units one space towards Da Nang (15.0).
- 4) Execute a Communist Combat Phase (20.0).

**Important:** All this happens during the Events Phase. The rest of the turn is executed normally. A big offensive can occur during either the Free World or Communist turn.

### 28.3 Burn Out

During the End of Turn Phase of the turn the big offensive was conducted, roll one die and subtract the result from the Communist IP Level.

**Designer's Note:** Effectively, the markers represent intelligence that a major offensive is coming but you do not quite know when. This gives you an opportunity to affect its strength by reducing the Infiltration index. There is no guarantee a big offensive will occur during a scenario, so you must keep an eye towards one occurring (see the Tet scenario).

## 29.0 TACTICAL BREAK-OFF (OPTIONAL)

During the second and subsequent rounds of combat (20.0), units can potentially withdraw from combat. This is executed differently for Free World and Communist forces.

**Important:** You can use this rule at your option, but once you decide on it, it remains in effect for the scenario.

### 29.1 Procedure

At the start of the second and subsequent rounds of combat (before any firing), add a Withdrawal Step. Units which do not withdraw stay in place and engage in combat per (20.0).

**Free World Mobile Withdrawal:** You may check for some, none or all Free World mobile units.

- Roll one die for each such unit. If the result is less than or equal to the unit's recon factor, the unit withdraws. Remember, a leader raises the recon value of a Free World unit to which it is assigned by one.
- You move withdrawn ground units to any single connected space. That space cannot contain any Communist units and must be into regions which they could otherwise enter. If no such space exists, then you cannot attempt a withdrawal.
- Helicopters withdraw by making an airmobile move (23.0). Each withdrawing helicopter transport can carry units per (23.0). You designate the units to be transported before rolling. That unit cannot then check for withdrawal separately.

**Communist Mobile Withdrawal:** You must check for all Communist mobile units.

- Roll one die for each such unit, then compare it to the value below, based on the current Communist infiltration level; if the die roll is within that range, the unit withdraws (see below).

**Low:** 1-4 = Withdraw

**Medium:** 1-3 = Withdraw

**High:** 1-2 = Withdraw

**Dau Tranh:** 1 = Withdraw

- Move withdrawing Communist units to the next highest numbered space. If the unit is in the highest numbered space (in Laos or North Vietnam), then the units cannot withdraw (they stand and fight). If the next highest space is occupied by Free World units, there is no withdrawal, the units stand and fight.

## 30.0 SCENARIO DEPLOYMENT

Determine the scenario you are playing. Unless a sudden death victory occurs, all scenarios are seven game turns long.

### 30.1 Early War Scenario (1961-64)

This covers the years before US major military intervention

**Turn:** Place the Turn marker on the “1” box of the GTRT.

**Events:** Place the I Corps Offensive and Phoenix markers aside, they are not used in this scenario. Place all other event markers in a bin.

#### Major Base Control

**Free World:** Da Nang, Hue, Quang Tri, Khe Sanh.

**Communist:** None.

#### Communists Set Up:

- Place the infiltration marker in the “15” box on the track. Roll one die, if the number is even, add the result it to infiltration level; if odd, subtract the result from the infiltration level.
- Place all Communist Early War units in the respective Static and Mobile Boxes. Put the Late War units aside (they are not used).
- Place Communist units by picking them at random (face down) and placing them on the map (face down).
  - a) Place one Communist static unit on each Communist base space in North Vietnam and Laos.
  - b) Place two Communist static units on each Communist base space in South Vietnam.
  - c) Do not set up any Communist mobile unit in initial deployment.

#### Free World (Free World):

- Place the recruit marker in the “8” box on the Recruit Points Track. Roll one die, if the number is even, add the result to the RP level, if odd, subtract the result from the RP level.
- Select the following Free World units and place them as listed:
  - a) Any jungle, open, or major bases in South Vietnam: 6 x SF A-Teams, 4 x SF camps.
  - b) 4 x CIDG Companies: One per SF Camp.
  - c) Da Nang: 1 x transport helicopter.
  - d) Place the following MACV support units in the Support Reinforcements Box.
- All fighter-bombers, Special Operations Aviation, Air Commandos, ARVN Rangers.
- Roll one die: On a 1-4 start with two leaders; on a 5-6 start with one leader and pick MACV support unit and place it in the Support Available Box.

**Special Victory Condition (3.0):** The Free World gains 2 VP for each Free World major base and any open or jungle space in South Vietnam containing one (or more) Free World SF camps (instead of 1).

### 30.2 Years of the Offensive Scenario (1965-67)

This covers the opening years of US open military intervention

**Turn:** Place the turn marker on the “1” box of the GTRT.

**Events:** Place the Phoenix marker aside (it is not used in this scenario). Place one Communist major offensive marker in the “1” box on the GTRT. Place all other event markers in the bin.

#### Major Base Control:

**Free World:** Da Nang, Hue, Quang Tri.

**Communist:** Khe Sahn.

#### Communist Set Up:

- Place the infiltration marker in the “25” box on the track. Roll one die and add the result to the infiltration level.
- Place all early war Communist units in the respective Static and Mobile Boxes.
- Place Communist units by picking them at random (face down) and placing them on the map (face down).
  - a) Place two Communist static units on each Communist base space in North Vietnam and Laos.
  - b) Place three Communist static units on each Communist base space in South Vietnam.
  - c) Place two Communist mobile units in each Communist base space in Laos
  - d) Place one Communist mobile unit in each Communist base space in South Vietnam

#### Free World (Free World) Set Up:

- Place the recruit marker in the “10” box on the Recruit Points Track. Roll one die, if the number is even, add the result to the RP level, if odd, subtract the result from the RP level.
- Select the following Free World units and place them as listed:
  - a) Any jungle, open or major bases in South Vietnam: 5 x SF A-Teams, 5 x SF camps, 3 x recon teams.
  - b) 5 x CIDG companies: one per SF Camp.
  - c) Da Nang: 1 x MF company, 2 x transport helicopters, 1 x gunship helicopter.
  - d) Place all MACV support units in the Support Reinforcements Box.
  - e) Roll one die:
    - 1-3: Place one leader.
    - 4: Place two leaders and pick one MACV support unit. Place the support unit in the Support Available Box.
    - 5-6: Pick two MACV support units and place them in the Support Available Box.

**Important:** You cannot deploy any Free World units in Khe Sanh during initial setup.

### 31.3 Tet Scenario (1968)

This covers the major Communist offensive of early 1968.

**Turn:** Place the turn marker on the “1” box of the GTRT.

**Events:** Place the Phoenix marker aside (it is not used in this scenario). Place two Communist major offensive markers in the “1” box of the GTRT. Place all other event markers in the bin.

#### Major Base Control

**Free World:** Da Nang, Hue, Quang Tri, Khe Sanh.

**Communist:** None.

#### Communists Set Up:

- Place the infiltration marker in the “28” box on the track. Roll one die, if the number is even, add the result it to infiltration level; if odd, subtract the result from the infiltration level.
- Place all Communist early and late war units in the respective Static and Mobile Boxes.
- Place Communist units by picking them at random (face down) and placing them on the map (face down).

- a) Place two Communist static units on each Communist base space in North Vietnam and Laos
- b) Place three Communist static units on each Communist base space in South Vietnam.
- c) Place two Communist mobile units in each Communist base space in North Vietnam, Laos and South Vietnam

#### Free World Set Up:

- Place the recruit marker in the “15” box on the Recruit Points Track. Roll one die, if the number is even, add the result to the RP level, if odd, subtract the result from the RP level.
- Select the following Free World units and place them as listed:
  - a) Any jungle, open or major bases in South Vietnam: 5 x SF A-Teams, 6 x Recon Teams, 6 x SF Camps.
  - b) 6 x CIDG companies: one per SF Camp.
  - c) Da Nang: 2 x MF Companies, 3 x transport helicopters, 1 x gunship helicopter.
  - d) Place all MACV support units in the Support Reinforcements Box.
  - e) Roll one die:
    - 1-2: Place two leaders.
    - 3-4: Place one leader and pick one MACV support unit. Place the support unit in the Support Available Box.
    - 5-6: Pick two MACV support units and place them in the Support Available Box.

**Important:** You cannot deploy any Free World units in A Shau during initial setup.

#### 31.4 Phoenix Scenario (1969-70)

This covers the final years of Special Forces operations leading to the CIDG program being turned over to the South Vietnamese.

**Turn:** Place the Turn marker on the “1” box of the GTRT.

**Events:** Place one Communist major offensive marker in the “1” box of the GTRT. Place all other event markers in the bin.

#### Major Base Control

**Free World:** Da Nang, Hue, Quang Tri.

**Communist:** Khe Sanh.

#### Communist Set Up:

- Place the infiltration marker in the “18” box on the track. Roll one die, if the number is even, add the result to infiltration level; if odd, subtract the result from the infiltration level.
- Place all Communist early and late war units in the respective Static and Mobile Boxes.
- Place Communist units by picking them at random (face down) and placing them on the map (face down).
  - a) Place three Communist static units on each Communist base space in North Vietnam and Laos.
  - b) Place one Communist static unit on each Communist base space in South Vietnam.
  - c) Place two Communist mobile units in each Communist base space in North Vietnam and Laos (none in South Vietnam).

#### Free World Set Up:

- Place the recruit marker in the “12” box on the Recruit Points Track. Roll one die, if the number is even, add the result to the RP level, if odd, subtract the result from the RP level.
- Select the following Free World units and place them as listed:
  - a) Any jungle, open, or major bases in South Vietnam: 5 x SF A-Teams, 6 x Recon Teams, 6 x SF Camps.
  - b) 6 x CIDG companies: One per SF Camp.
  - c) Da Nang: 1 x MGF, 1 x MSF Company, 3 x transport helicopters, 1 x gunship helicopter.
  - d) Place all MACV support units in the Support Reinforcements Box.
  - e) Roll one die:
    - 1-3: Place one leader.
    - 4-6: Pick two MACV support units. Place the support unit in the Support Available Box.
    - 5-6: Pick two MACV support units and place them in the Support Available Box.

**Important:** You cannot deploy any Free World units in A Shau during initial setup.

EVENTS CHART		
Event	Effects on RP / IP	Description
<b>CIA Support</b>	Add one die roll to Free World RP.	Recruit either one SF A-Team, Helicopter Gunship or White Star Company and deploy it anywhere in South Vietnam or Laos.
<b>Communist Big Offensive</b>	Add one die roll to Communist IP.	See rule (28.0).
<b>Communist Reorganization</b>	Add one die roll to Communist IP.	Move all Communist mobile units one space away from Da Nang. Conceal all revealed Communist mobile and static units.
<b>Double Agent</b>	Subtract one die roll from Free World RP.	Conceal all revealed Communist mobile and static units.
<b>Ho Chi Minh Trail</b>	Add one die roll to Communist IP.	Pick three Communist mobile units and deploy them via the Random Placement procedure.
<b>I Corps Offensive</b>	Add one die roll to Free World RP.	Select one Axis. Move all Communist mobile units on it one space higher (per the Movement rules). Then pick two MACV Support units and deploy them on any Free World Major Base (regardless of control).
<b>Leader</b>	-	Pick one Free World Leader from the Reinforcement box and deploy him with any Free World unit.
<b>Laotian Situation</b>	-	Roll one die. On an odd result, recruit one Recon Team or White Star unit and deploy it anywhere in Laos. On an even result, select one Free World unit in Laos and eliminate it (does not count as BCP).
<b>MACV SOG</b>	-	Recruit one A-Team or Recon Team. Deploy in Nha Trang or anywhere in Laos. Then designate one space in Laos and reveal all Communist units in it.
<b>Monsoon</b>	Roll one die. Subtract that number from both the Free World RP and Communist IP Index.	Conceal all revealed Communist units.
<b>National Level Intelligence</b>	-	Designate one space on the map. Roll one die. On a 1-2 there is no effect; on a 3-6 reveal all Communist units in it .
<b>Operation Phoenix</b>	-	Same as National Level Intelligence; also, Recruit one Recon Team and place it anywhere in South Vietnam.
<b>Option</b>	-	For future variants.
<b>Prairie Fire</b>	Add one die roll to Free World RP.	Recruit one Mike Force company or one helicopter. Deploy it on any SF Camp, or in Da Nang or Nha Trang
<b>Project Delta</b>	Add one die roll to Free World RP.	Recruit one A-Team or one Recon Team . Deploy it on any SF Camp, or in Da Nang or Nha Trang.
<b>R&amp;R</b>	-	Roll one die and apply the result: 1-2 = Refit up to two Free World units currently located in Free World Major Bases and/or Na Trang (at no RP cost). 3-4 = Pick one Leader and deploy him with any Free World unit. 5-6 = Select one Free World Leader or one A-Team on the map and place it in the Reinforcement box.
<b>Saigon Visit</b>	Roll one die. On an odd result, add that number of RP. On an even, subtract that number of RP.	
<b>Sapper Attack</b>		Roll two dice and total the results. If the result rolled is greater than the total FW combat factors currently in Da Nang then lose two RP. Otherwise, gain one RP (for repulsing the attack).
<b>Yards</b>		Roll one die. On an odd result, select one CIDG unit on the map and return it to the Recruiting box. On an even result recruit one CIDG unit and deploy it on any SF Camp.