



1. INTRODUCTION

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

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

1.1. GOALS OF THE GAME

The Red player attempts to score enough Dove points by tracking political will on the Game Track to win. He does this by eliminating Allied units, controlling South Vietnamese provinces, and tumbling the governments of Laos, Cambodia, and South Vietnam. The Allied player tries to stop him. You may play the entire campaign, or you can play shorter scenarios beginning at any year. The playbook list the victory conditions for each scenario.

1.2. TERMINOLOGY

Terminology used in this game:

Red the Red player, the Communist side

Blue the Allied player, the Allied side

Action Refers to one of the actions a player performs during his card play turn – move, battle, PC change, and pacification, fly a bombing mission, do an event, or save resource points.

VC Viet Cong, the black counters

NVA North Vietnamese regular army

RVN Republic of Vietnam, South Vietnam

ARVN Army of the Republic of South Vietnam

RP Resource point

SRP Stockpile resource point, a saved resource point

CA Cambodia

LA Laos

PC Political Control. Control of South Vietnamese provinces

Hawk A hawk point. Move the marker on the Political Will Track 1 space in the hawk direction

Dove A dove point. Move the marker on the Political Will Track 1 space in the dove direction

1.3. SECRECY

Each player should keep secret the contents of his hand of cards and his campaign deck. Neither player may examine the other player's game deck. All other information is public. This includes units in any stack, cards in discard piles, and resource points in stockpiles.

2. GAME MAP

The game map shows the countries of Cambodia, Laos, and Vietnam. Each country is divided into provinces. The provinces are used to regulate movement, combat, and political control. Note that for game play, some provinces are combined, and some boundary lines have been moved. North Vietnam is a starting area for the Red player and represents all provinces of North Vietnam. The provinces marked with mountain symbols are Montagnard tribal areas. The Montagnards are tribes who live in the Central Highlands and were sympathetic to South Vietnam. The provinces marked with blue symbols are US bases (base provinces). US, ROK, and IF units appear at Allied bases.

South Vietnam is divided into four military zones. The boundaries are marked with yellow lines, and the zones are labeled Zone I, Zone II, Zone III, and Zone IV. The players will run campaigns in these zones.

Key cities and locations are labeled and marked with red dots. Si-hanoukville is a port city in Cambodia, which is actually off the western map edge. It was a busy North Vietnamese port until closed in 1970. For game play, consider it to be in Cambodia's Kampot province.

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

Border provinces are the Cambodian, Laotian, and South Vietnamese provinces that are adjacent to the country borders. The border provinces of Laos and Cambodia form the Ho Chi Minh Trail and are marked with a dotted line. Red units are restricted to the trail provinces when in Laos and Cambodia.

2.1. PROVINCE CONTROL

The Red player controls North Vietnam and any South Vietnamese province that contain a red flag marker. The Allied player controls all other South Vietnamese provinces. The Allied player also controls pacified provinces, marked with blue flags. A player controls a province in Laos or Cambodia if his units solely occupy it. Vacant provinces or contested provinces are neutral. Do not mark provinces in Laos and Cambodia with flags.

3. CHARTS AND TABLES

All charts and tables are printed on a separate sheet, the Player's Chart. In any table, if modifiers move a number outside the table range (die rolls, factors, etc), then use the largest or smallest number on the table.

Players put all eliminated units into the Body Count Box. It is processed during the Interphase and emptied during the Reinforcements Phase.

The Dead Pool is adjacent to the Body Count Box. During the Reinforcements Phase, each player takes free replacements from the Dead Pool, and he may buy back more by paying 1 RP for each unit.

3.1 GAME TRACK

The Game Track on the map is used to track the following:

- » Political Will determines the game's winner and is tracked by the Hawk / Dove marker. The Hawk side of the marker has a - (negative) side on it to reflect the negative number it represents. In the campaign game, its marker starts hawk side up at 10, but as the game progresses, it relentlessly moves to the dove side. (Flip the marker to its dove side when it crosses zero.)



- » RVN Stability records the South Vietnamese government's stability. The Allied player is happy as long as the marker is zero or better (blue RVN Stability side up). Flip the marker to the Coup side once it crosses zero and the government faces a coup. ARVN casualties degrade stability; pacification and money improves it.



- » SRP records stockpiled resource points for each player. Players move the marker up and down the track as resource points are saved and spent. Also players can use SRP Number counters.



4. GAME PIECES

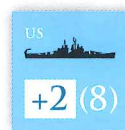
Most game pieces are military units: infantry and assets. The number in the lower left corner is its battle factor; the lower right number is its movement allowance.

An infantry unit is two-sided. One side is light-colored, which is the untried side. The other side is darker and is the veteran side. Most units start untried and are flipped to veteran when they are exposed to combat. Allied infantry units are the ARVN units (green, South Vietnamese troops), US (blue), ROK (blue, Republic of Korea), IF (blue, international representing a bunch of countries), CA units



(grey, Cambodia), and LA units (grey, Laos). Red infantry units are the NVA (red, North Vietnamese regulars), Khmer Rouge (grey, communist Cambodians), and Pathet Lao (grey, communist Lao-tians).

Assets are support units. Their battle strengths are printed inside a white box. They do not have untried or veteran status. They may not attack by themselves; but they may defend if no infantry is present. Both players may have tanks and artillery. Tanks are not allowed in Zone IV.



The Allies have three Air/Naval assets. (All other units are ground units.) The Blue Water Navy always anchors in a coastal province. The Gunboat (the Brown Water Navy) patrols in the Zone IV. The Air Cav unit represents air mobile support and may be in any zone. All three can react to battle. The number in the lower right corner of the Air Cav and Blue Water Navy units are the reaction ranges.



Viet Cong (VC) units are one-sided ground units. The Red player deploys them face down. He may peek after he places them. There are two types of VC units: regular combat troops and poof units. A few regular VCs are labeled "VC+", which means they are more dangerous. Bad Intel units are either just false intelligence or random events. Only one VC may move each turn, and it may move only one province.

4.1 MARKERS

Most markers are self-explanatory.



Red flags mark Red-controlled provinces in South Vietnam. Blue flags mark pacified provinces. The Allied player controls all South Vietnamese provinces without red flags. Red or blue flags are never placed in Laos and Cambodia.



Bombers sit in the Airbase Box until the Allied player sends them to a province to drop their load. They return to base on his next turn. The reverse side of the marker shows when it has been used. A bomber is not a unit, but it does interdict movement. It may never be ambushed, raided, or eliminated.



The Firebase marker appears through card events and the Bush Events Table. When played, take it from wherever it is and stack it with friendly units. Opposing units must subtract 2 from their battle strength when attacking units who defend with it. Remove it from play if no friendly units are stacked with it. It may not move or be eliminated as a lost unit. Saigon is a permanent firebase and is cumulative with the firebase marker.



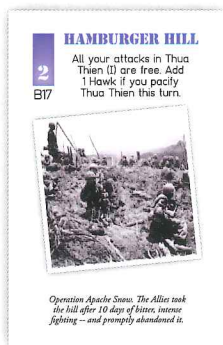
The Iron Triangle marker appears when Red plays the Iron Triangle card. It provides the same defense as the firebase, but it is never removed once placed. Iron Triangle and Firebase together are cumulative.



Place Port Closed in Kampot when Siha-noukville closes.

Lima Site 85 is a stationary Allied asset that the Allied player may place in Laos when he plays the Lima Site

85 card. It improves bomber effectiveness in Laos and zone 1. One hit destroys it. It cannot evade or retreat and it cannot attack. It does not stop strategic movement. Remove it from the game if destroyed. The Allies built this bomber radar guidance installation in 1966, and NVA forces destroyed it in 1968.



Events are printed in the center area of the card. Events usually cost RPs to perform, but some are free and often no cost is listed. An event only last for the duration of the card play unless the event states otherwise. As an Action, a player may buy the event on his played card and perform it. He may use a card's event only once unless the event says otherwise. If a card lists more than one event, he may buy each separately. A card event always overrides the rules if there is a conflict.

RP Value of Card

RP Cost of Event if event played



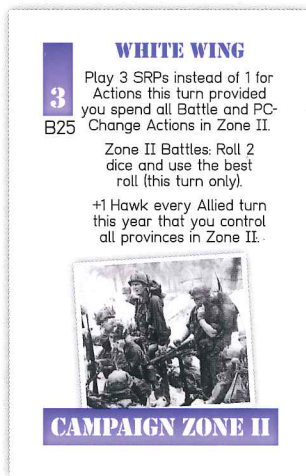
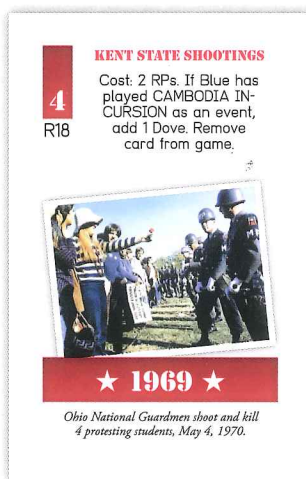
Event

5. CARDS

There are three card decks: blue, red, and black. Each player has his own game deck, which consists of his colored cards and half the black cards. (The black cards are shuffled and dealt out evenly to both players during preparation.) Some red and blue cards are marked with the year 1969. Remove them to start, but shuffle them into their decks at the start of the 1969 year.

Some red and blue cards are campaign cards (4 Allied and 6 Red). Remove them and place them to the side, face down in two separate piles. They form the campaign decks. Each player may secretly select one card from his campaign deck each year. A campaign card lists a set of objectives and rewards. Each player has four zone campaigns. The Red player also has two grand campaigns: the Tet Offensive and the Easter Offensive. Once a campaign card has been played it is discarded and removed from play, not to be played again.

Each player has his own face-up discard pile to which he discards played cards, except for those that are removed from the game, played to the table face up, or shuffled into decks. Both discard piles are available to either player's inspection at any time.



Some black cards have both Red and Blue events. The Red event applies to the Red player, and the Blue event applies to the Allied player. The active player may use the event of his color. The other event is ignored.



Some events are labeled "response." A player may play a response card and draw a replacement immediately whenever the stated conditions are met, even during an opponent's turn. When used for its response, the player does not receive the printed RPs. If both players wish to play response cards at the same time, the active player plays first. If the new card is a response card and its conditions are met, the player may play it immediately.

EXAMPLE: CARD PLAY

In many card driven games, you receive either the points or the event when you play a card. In this game, you always receive the resource points, and you may use them to buy the event. Red plays "Buddha's Birthday", a 3 RP card. For 1 RP, he buys the card's event, which cancels bomber missions in Blue's next turn. He has 2 RPs remaining to use for other actions such as movement and combat. Red spends 1 RP to mobilize a group, which moves into a province with a veteran ROK unit. Blue immediately plays the Response card "Lay Chilly", which causes the vet ROK to ambush the Red group. Blue immediately draws a replacement card. He could have saved the card and played it for its 3 RPs during his turn too.

Some cards do not list an event cost, which means the player gets the RPs and the event for free. Blue plays the 2 RP card "Hamburger Hill" on his turn. The free event says his attacks in Thua Thien province are free this turn, and he adds 1 Hawk if he can pacify Thua Thien this turn. Of course, he has only 3 RPs (2 from the card and 1 extra from his stockpile) to accomplish it.

Some black cards list two events, one Blue and one Red. Red plays the 4 RP card "Whispering Death" during his turn. He might buy the Red event (4 RPs cost), which means B-52s accidentally bomb a friendly hamlet. It would add 1 Dove, and Red could put a red flag in one province. He ignores Blue's event on the card, which allows Blue to bomb two adjacent provinces for 3 RPs.

During the course of a year, players alternate playing one card each during their turns. Red plays first. Each card provides 2-5 Resource Points (RPs) when played. The RP value is printed in the upper left corner of each card. A player uses the RPs to buy Actions or to pay costs.

6. RESOURCE POINTS

A player spends RPs to buy Actions and to pay costs. During his turn, a player may spend the RPs from his just-played card plus 1 RP from his stockpile to buy Actions. A player must buy actions to move his units, start battles, convert provinces, and to buy card events.

A payment is any other RP expenditure. A player may use all his available RPs (his entire stockpile SRP's included) to make a payment.

Some examples of payments are: A player saves a Laotian or Cambodian faction from collapse. The Allied player stops a coup. A player rolls for a PC change or pacification and comes up short. He makes a payment of the difference from his SRP's to accomplish the PC change or pacification. A player buys an event as an Action. The event gives him an option to pay for a benefit (a payment).

Each player may save RPs in his stockpile for later use. Stockpiles are not secret. The stockpile size is unlimited. Players should use the SRP markers on the Game Track to record the number of RPs in their stockpiles. Adjust the SRP marker accordingly on the track for spent or stockpiled RP's. Players may alternately use the number markers as their stockpile.

7. SEQUENCE OF PLAY

A "hand of cards" covers one year of history. In the first year of a scenario, skip step 1 and begin with step 2.

1. Reinforcements Phase: Both players add reinforcements and replacements (Allies first). See the Playbook for detailed information.
2. Hand Refill Phase: Players refill their hands to five cards. A player may select one campaign card. The Red player decides first.
3. Card Play Phase: Players take turns playing one card each for four rounds (Red first). In each card play turn, a player buys and performs Actions.
4. Interphase: Players adjust the Political Will and RVN Stability Tracks. Follow the steps on the Player's Chart.

7.1. HAND REFILL PHASE

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

A player may choose one card each year from his campaign deck. The card replaces one card that he would have drawn from his game deck and counts as one of his five cards. He may see his first four cards before he decides to draw a campaign card. A player must announce if he draws from his campaign deck, but he does not reveal its identity. The Red player must decide first. A player may have more than one campaign card in his hand.

7.2. CARD PLAY PHASE

Players alternate playing one card each, starting with the Red player, for four rounds. A player chooses a card from his hand, reveals it,

and uses its RPs and events to buy Actions. He then places the used card on his discard pile. Each player saves his unplayed cards (usually one) for the next year. Note: This does mean the player will still only draw enough cards at the start of the next year to bring his hand to 5 cards.

A player may play one campaign card each year for its event. If he plays more than one, then any extra must be played for its RPs. He may play a zone campaign card for its event on any turn, but the Red player must play the Tet and Easter Offensive cards for their events on the first turn of the year. A campaign card is considered to be in play for the entire year. Remove it from the game at year's end. If played just for its RPs, then the player discards it to his discard pile.

After he plays a card, the active player may buy the following Actions in any order he chooses and as often as he can afford, but he must complete all activity associated with one Action before he chooses another. A player may spend 1 RP from his stockpile each turn to buy Actions. He saves unspent RPs to his stockpile. A player may not do any action (including bombing missions and using his 1 stockpile RP) until after he plays a card.

- » (Allied player's turn only) Conduct a bombing mission with an unspent bomber.
- » Buy an event printed on the played card.
- » Spend 1 RP to mobilize all friendly units in one province.
- » Spend 1 RP to conduct a battle round in one province.
- » Spend 1 RP to attempt to change political control in one province (including pacification).
- » It is important to remember that a player may not interrupt one Action with another.

Example: He may not buy an event while moving a group. Note that for this rule, an enemy ambush is included in the active player's movement Action, and evasion and retreat are part of the active player's battle Action.

7.3. INTERPHASE

The Interphase occurs at the conclusion of every year. The steps are summarized on the Players Chart.

Score any played Campaign Cards if you have done so already.

Check for a faction collapse in Laos or Cambodia, which may happen if all units in a faction are in the Body Count Box. See "Cambodia and Laos."

Add Dove points by moving the hawk / dove marker on the Game Track. +1 Dove is added each year after 1968, and +1 Dove is added for every blue-colored Allied unit in the Body Count Box. 1-5 Doves are added if there are 7 or more red-flagged provinces.

Check the stability of the South Vietnamese government. The Allied player must pay in RPs the difference between the number of ARVN units in the Body Count Box and the number of pacified provinces to maintain stability. If he cannot pay the cost, the government falls into coup. See "RVN Stability."

Check for victory. The conditions are explained in the Playbook.

EXAMPLE: INTERPHASE

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

First we check for the collapse of a faction in Laos (Cambodia is still neutral), which means that one side's Laotian units (or both sides) are all in the Body Count Box. If it were true, the controlling player would have to pay stockpile RPs to save it or else lose Hawk or Dove points, and the faction would vanish.

Next we adjust the hawk / dove marker on the Game Track. There is a dead ROK unit, so that is 1 Dove. It is not 1969 yet, and Red's body count is greater than Blue's, so there is no adjustment there. 11 red flags are 3 Doves, so we move the PW marker 4 total spaces in the Dove direction.

Next we check the RVN Stability. There are 5 dead ARVN, but there are 2 pacified provinces, so Blue owes 3 stockpile RPs to keep the government afloat. He is ready to pay it, but Red plays a response card that increases the cost by 1. The government collapses; a coup results. Move the hawk / dove marker 3 in the dove direction on the Game Track and all veteran ARVN become untried immediately.

8. MOVEMENT

A player must spend 1 RP to use one movement Action. This mobilizes all friendly units in one province so they can move. Mobilized units move by tracing a path through adjacent provinces that share a common border. Units are not required to move, but the province must be mobilized to move even one unit. A unit may move as far as its movement allowance allows; each entered province costs a movement point. Movement points cannot be saved or transferred.

A player may move the same unit more than once per turn.



Example: The Allied play could spend 1 RP to mobilize Saigon, move units to an adjacent province, and then mobilize that province to move the same units again.

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

Ground units are generally unaffected by enemy units as they move through provinces except:

1. Ground units must pay +1 movement point to pass through a province that contains veteran enemy units or enemy bombers. Units do not pay extra if they begin in such a province, only if they enter and exit one in the same move. VC units, Air/Naval units, and retreating and reacting units are unaffected.
2. Ground units must stop in any province where they are ambushed (usually by a VC unit). If the ambush does not eliminate any unit, the ground units may continue moving. A player may move stopped units in the same turn by spending another RP to mobilize the province.

Units may not enter forbidden provinces unless allowed by events. If you find a unit was accidentally placed in a forbidden area, remove it from play and place it on the turn track's following year as an upcoming replacement. The owning player may deploy it during the next Reinforcements Phase.

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

8.1. AIR/NAVAL MOVEMENT

The Air Cav, Gunboat, and Blue Water Navy may move to any legal province when mobilized.

The Blue Water Navy may go to any coastal province. Each travels alone in a one unit group. This movement is unaffected by Red units. They may not be ambushed. These units may react to battles, but this is not considered movement.

8.2. ARVN

If ARVN units are mobilized, the Allied player must indicate the target province, the path to get there, and which ARVN units are moving in the group. The player rolls one die; the result indicates the number of movement points that group may spend. The group must then follow the indicated path. It does not have to use all its movement points. It may not choose a different destination or a different path.

Once the die is rolled, other friendly units in the province may join the ARVN group. The Allied player may move ARVN units from a province to the same or different target provinces, in different size groups, even one at a time. The player does not have to assign des-

tinations all at once. He may choose some ARVN units and resolve their movement before he chooses other ARVN units to move.

Example: The Allied player mobilizes two ARVN units in Saigon. He attempts to move the two ARVN units to Bien Long in a direct path, which is two provinces distant. He rolls a 4; they arrive in Bien Long. (He needed to roll at least a 2.) Note that he might have moved the two ARVN units one at a time to Bien Long. In that case, he would have resolved each move separately with its own die roll.

8.3. AMPHIBIOUS MOVEMENT

If the Allied player mobilizes a coastal province, then any Allied groups there may move by sea to any other coastal provinces in South Vietnam. Only ground units may use amphibious movement. Red units may ambush a group moving by sea in the destination province only. Note that Allied ground units may retreat but not react by sea.

8.4. NORTH VIETNAM

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

8.5. VC MOVEMENT

At most one mobilized VC unit may move each turn. It moves to an adjacent province. It may be revealed or concealed. It may move only once.

8.6. STRATEGIC MOVEMENT

NVA and VC units (not Khmer Rouge and Pathet Lao) may use strategic movement. A mobilized group may move any distance along the Ho Chi Minh Trail, which includes North Vietnam. The journey must be entirely on the trail including the start and stop provinces, and it may not pass through, start in, or stop in any province containing Allied bombers or units (except Lima Site 85).

EXAMPLE: MOVEMENT

The Red player plays a card worth 3 RPs. He chooses a stack of units in North Vietnam (up to 4 NVA infantry, 1 NVA artillery, and maybe a tank if he has one) and uses Strategic Movement to move the group along the Ho Chi Minh Trail through Laos and into Cambodia to the Prey Veng province. Moving the group costs 1 RP. The group joins a lone VC unit in Prey Veng. Red spends a 2nd RP to mobilize all units in Prey Veng province. The VC moves to Tay Ninh. (Only 1 VC may move each turn.) Red might choose to break up the NVA stack in Prey Veng and move some or all units in different directions. Instead he moves them as a single group through Kien Phong and An Giang to Kien Giang (for 3 movement points). Notice that unlike most games, units may move more than once.

The NVA units may freely move through enemy units. However, if in one mobilization they move through a province (not start or end) with a veteran enemy unit or a bomber, then it costs +1 movement point to exit the province. In the example, if a vet ARVN occupied Kien Phong (or An Giang), it would cost 4 MPs to move to Kien Giang instead of 3, but a vet enemy unit in Prey Veng (start) or Kien Giang (end) would have no effect.

EXAMPLE: MOVEMENT

The Allied player spends 1 RP from a card play to mobilize Saigon, which allows him to move all Allied units in Saigon province. He decides to move 2 ARVN units to Quang Duc, the remaining ground units by sea to Thua Thien, and the Air Cav to Quang Tri.

ARVN units require a die roll to move. He announces the route to Quang Duc (Long Khanh, Lam Dong, Quang Duc – 3 provinces) and rolls a 2, which means the group cannot reach Quang Duc. It either stays in Saigon, or it moves to Long Khanh (1 province) or Lam Dong (2 provinces). The Allied player will need to spend another RP to try again to move them to Quang Duc. If the group passed through a vet enemy unit, it would have to pay the extra movement point. If it entered a province with a VC, it might face an ambush, which could stop it early. Note that the ARVN units could move separately in 1-unit groups, but this is usually unwise because each group could be ambushed separately.

Since Saigon is a coastal province, the Allied player decides to move remaining ground units in Saigon by Amphibious Movement to Thua Thien (another coastal province), where they must stop. ARVN units moving by sea do not require a die roll. If a VC unit is in Thua Thien, it could ambush the group. The mobilized Air Cav flies directly to Quang Tri.

9. STACKING

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

The Allied stacking limit per province is:

- » 4 infantry units (grunts)
- » 1 artillery unit
- » 1 tank unit
- » 1 Air Cav
- » 1 Blue Water Navy
- » 1 Gunboat
- » The Red stacking limit per province is:
 - » 4 infantry units (NVA, Khmer Rouge, and Pathet Lao)
 - » 1 artillery unit
 - » 1 tank unit
 - » 2 VC units

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

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

10. BOMBING MISSIONS

As a free Action during his turn, the Allied player may take an unspent bomber from the Airbase box, place it on a province, and conduct a bombing mission. He flips it to its spent side to show it has been used. It returns to the Airbase box at the beginning of his next turn or at the end of year, whichever is first. He may not return or refuel a bomber on the same turn it flies a mission.

Each province may be attacked by at most one bomber each turn. Operation Commando Hunt removes this limitation. A bomber may only attack provinces in South Vietnam until a card event allows otherwise.

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

Bombers remain spent until refueled. All bombers are automatically refueled to fly again at the beginning of each year. To refuel, flip a spent bomber to its unspent side, and it is immediately ready to fly another mission. Some events refuel a bomber during the year. A bomber must be in the Airbase box to be refueled.

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

11. AMBUSHES

A VC unit may ambush an Allied ground group that enters a province it occupies at no RP cost. A stationary group or a group moving away cannot be ambushed. If more than one group enters a province, the VC may ambush each group as it arrives. However, a target group may be ambushed only once per province. An ambush is part of the movement action, so resolve it immediately before the active player buys another action. It is not part of a battle.

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

The Red player must announce an ambush as soon as an Allied group enters the province. If the VC unit is concealed, it must be revealed, but note that Bad Intel units may not ambush. The Red player chooses which VC unit ambushes if there are two. (The second does nothing.) The entire defending group must participate. The Red player rolls one die and consults the Ambush/Raid Table. The owner player applies the result to either his VC unit or his defending group. If either player loses a unit, the Allied player promotes one unit in the group to veteran status. Eliminated units go to the Body Count Box.

An ambushed group must stop if a unit is eliminated on either side. To move again, the active player must spend another RP. If no unit is eliminated, the group may continue moving at no extra RP cost. However, a retreating group never stops; it continues moving until it reaches a safe province whether or not a unit is eliminated.

12. RAIDS

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

Use the Ambush/Raid Table to resolve the attack. The event card denotes the raid with a modifier such as "RAID+3", which means to add +3 to the die roll. The defender applies any damage to his units. Put eliminated units in the Body Count Box.

13. BATTLES

The active player may buy a battle Action when opposing forces occupy the same province. 1 RP buys one battle round. The active player may attack the same province multiple times, paying 1 RP for each battle Action (round). However, he pays for the battle round only if the players roll battle dice. The attacking player may choose which units attack, but concealed VC must be revealed and resolved if they participate. The defender must include all units in the province.

Continue to the end of the battle sequence even if one side's units are eliminated. A battle round consists of the following steps:

- » Defending units may evade.
- » Reveal and resolve any concealed VC units.
- » If the Allied player is attacking, each Air/Naval unit may react provided the battle is within its reaction range.
- » Each player sums his battle factors, rolls a die, and consults his Battle Table. The result is the damage applied to the opponent's units. Fire is simultaneous.
- » Players promote surviving, untried infantry units.
- » If the Allied player is defending, he may react with Air/Naval units provided the battle province is within reaction range. Skip this step if there are no Allied survivors.
- » The defending player may spend RPs to reinforce the battle from adjacent provinces. Reinforcements may be ambushed. Allied units may not reinforce by sea. Skip this step if there are no defending survivors.

13.1. EVASION

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

Air/Naval units always evade successfully by themselves. Each VC unit must attempt evasion individually. All remaining units who wish to evade must evade in a single group. Notice that 4 or more units may not evade as a group, but you may attempt evasion with 3 or fewer units. A group may attempt only one evasion per battle round.

Count the number of units in the group, roll one die, and consult the Evasion Table on the Player's Chart. If the result is "R", the player must lose either one stockpile RP or one unit from the group. The "R" result is a mandatory loss; you may not change your mind after

a roll. If the evasion succeeds, the group retreats. If it fails, the group must commit to battle.

A VC unit uses special rows (one for concealed and one for revealed) on the Evasion Table. If a concealed VC unit fails evasion, the Red player must reveal and resolve it. If it succeeds, return it to the VC pool, draw a replacement, and deploy it in either a red-flagged province or a border province of Laos or Cambodia. No Allied units may be present in either case. VC units do not retreat like normal ground units except during major campaigns.

13.2. AIR/NAVAL REACTION

The Gunboat, Blue Water Navy, and Air Cav units may react to a battle for free during either player's turn. Move the unit to the battle province. It may pass by enemy units without effect (no ambushes or movement penalties), but it may not pass through forbidden provinces. Reaction movement is not regular movement, so it does not cost RPs to move. If the Allied player is attacking, these units react before battle dice are rolled. If defending, they react after battle dice are rolled.

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

Each unit may support an unlimited number of battles during a turn provided the next battle is currently within the unit's range.

For example, the Air Cav in Quang Tri may fly 3 provinces to support a battle in Quang Tin, and then follow that up by supporting another battle that is 3 provinces away from Quang Tin, both in the same turn.

13.3. DEFENDER REINFORCEMENTS

At the conclusion of a battle round, the defending player may reinforce the battle provided at least one friendly unit survived combat. It costs 1 stockpile RP to move any number of units (restricted by stacking) from one adjacent province to the battle province. A defender may reinforce from more than one adjacent province, paying 1 RP for each. The Allies may not use amphibious movement to reinforce. All units arrive in groups. VC units may not reinforce except during major offensives. Reinforcing groups may be ambushed.

Example: A battle was just resolved in Pleiku. Blue pays 1 RP to reinforce Pleiku with 3 infantry from adjacent Darlac. A VC in Pleiku ambushes the Darlac group, killing 1 infantry. For no extra cost (he has paid for Darlac), Blue reinforces with another infantry from Darlac (a one-unit group). The plucky VC ambushes that infantry too!

13.4. BATTLEFIELD PROMOTIONS

Units are promoted in battles and ambushes only. All other eliminations do not cause promotions, including bombing mission, evasion failures, and raids unless the raid event says otherwise. Any infantry units who were present when the battle dice were rolled are eligible for battlefield promotions. Flip over one untried infantry unit to the veteran side (owning player's choice) for every opposing unit that committed to battle. Count enemy units who were eliminated. In an ambush, promote one defender to veteran status if either the ambusher or defender loses a unit.

13.5. BATTLE RESULTS

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

These rules apply to all tables and events that produce kill and "R" results. If the result has a number, the targeted player must remove that many units from his battle group. If losses eliminate the entire group, ignore any excess including any additional "R" result. If the result has an "R", the targeted player must lose either 1 unit or 1 RP. If he has no RPs, he must lose a unit. If he has no units left, he may ignore the result.

Example: He suffers "1R" against his 1 unit. The "1" destroys the unit, so he ignores the "R".

14. RETREATS

Units retreat because of events or successful evasions. The owning player retreats his units in groups to the nearest safe provinces. The nearest province is the one whose path traverses the fewest provinces. A safe province must meet all of these requirements:

- » Free of enemy units or enemy bombers.
- » Friendly-controlled (flagged) or neutral (vacant province in Laos or Cambodia).
- » Has stacking room.
- » The unit may legally occupy the province.

In general, Red units will retreat to red-flagged provinces or to border provinces of Cambodia or Laos. Allied units will retreat to South Vietnamese provinces with no red flags. There can be no enemy units present in all cases.

For each group, the retreating player must trace a path through provinces to its destination. The passed-through provinces may be over-stacked and may contain enemy units. A retreat is not movement, so movement points are not considered, veteran units do not inhibit retreats, and events targeting movement do not apply. It does not cost RPs to retreat. Units must retreat to the nearest safe province even if it is farther away than they could normally reach. The retreating player may choose if more than one qualifies. If a province reaches its stacking limit, others must then retreat to the next nearest safe province.

Air/Naval units may retreat to any safe province within their reaction range. Allied ground units in a coastal province may retreat amphibiously to safe coastal provinces. This is considered a one-province-retreat distance, so a retreat by sea is always a first choice.

A VC unit never retreats. When called to retreat, the Red player instead returns it to the VC Pool, draws a replacement, and deploys it in either a red-flagged province or a Cambodian or Laotian border province, but no Allied units may be present.

A VC unit may ambush ground units who retreat into or through the province it occupies. The group must temporarily stop to resolve the ambush (and may be temporarily over-stacked), but then it must continue retreating to its destination.



COMPREHENSIVE EXAMPLE

STEP ONE

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

STEP TWO

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

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

STEP THREE

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

15. VIET CONG

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

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

A VC unit never retreats. Instead return it to the VC Pool and deploy a replacement. See "Retreats."

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

The Red player may not voluntarily reveal a conceal VC unit.

Example: He may not reveal a VC to be a casualty, nor may he reveal Bad Intels just to get them off the map.

VC units are revealed in the following cases only:

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

Bad Intel events occur only in South Vietnam. If revealed elsewhere, return the Bad Intel unit to the VC Pool.

When a Bad Intel unit is revealed (resolved), roll two dice (one at a time) and consult the Bush Event Table.

Implement the event and return the Bad Intel unit to the VC Pool. If two Bad Intel units are revealed at the same time in the same province, resolve only one and return the other to the VC Pool. (Many Bush Events resolve to no event. The remainder is split evenly in being beneficial to either player, so it is to the Red player's advantage not to reveal Bad Intel units.)

16. CAMBODIA AND LAOS

Players begin the game with veteran units in Laos. Cambodian units arrive as reinforcements in 1969. The Allies control two factions: the Laotian Army and the Cambodia Army. The Red player controls two factions: the Pathet Lao and the Khmer Rouge.

A faction may collapse if there are no units of that faction remaining on the map. All are either future reinforcements or in the Body Count Box. If the owning player pays 3 stockpile RPs during the Interphase, then the collapse is avoided and all faction units in the Body Count Box reappear normally (for free) as untried reinforcements.

If the player cannot pay, then the faction collapses, and all units in the faction (including future reinforcements) are removed from the game. If an Allied faction collapses, immediately add 3 Doves to the Game Track, and if a Red faction collapses, add 3 Hawks instead. The opposing faction takes control of the country, and it may never collapse. From that moment on, all its units in the Body Count Box return as reinforcements at no cost. If the Khmer Rouge takes control of Cambodia, then Sihanoukville is open for the rest of the game. If the Allied player's Cambodian faction takes control, place the "port closed" marker in Kampot province, and no Red units may deploy there during the Reinforcements Phase.

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

17. POLITICAL CONTROL CHANGES

The Red player controls all provinces in South Vietnam that are marked with red flags. The Allied player controls the rest, including those marked with blue flags. Players control Laotian and Cambodian provinces they solely occupy, but they do not change Political Control (PC) there.

A player may spend 1 RP to buy the "PC Change" Action. He may only attempt to take control of a South Vietnamese provinces. There must be at least one friendly unit and no enemy units in the province. Ignore bombers units. If the attempt is unsuccessful, the RP is still spent. A player may attempt a PC Change on the same province more than once in a turn.

When attempting political control an ARVN or VC unit (concealed or revealed) automatically succeeds. If no VC or ARVN unit is present, the player must roll one die. The attempt is successful if the result is less than or equal to the number of friendly units in the province. If it fails, he can buy another PC Change Action to try again, or he can spend RPs to make up the difference. (Making up the difference is a payment, not an Action purchase, so he may spend his stockpile RPs.)

Example: Red has 4 NVA units in a province. He spends 1 RP for the action, hoping for a 4 or less. He rolls a 6. He failed by 2 (6 minus 4), so he spends 2 more RPs to pay for success.

EXAMPLE: PC CHANGE

4 NVA units move to An Xuyen, which has no red flag and no enemy units. Red wants to control An Xuyen, so he spends 1 RP to do a PC Change. If successful, he will place a red flag there. Since no VC unit is present (an automatic success), he rolls 1 die and hopes for a 4 or less. He rolls a 6. It is a failure, but he can force success by paying the difference, which is 2 RPs in this case. (The 2 RPs do not count as an action purchase, so his 1 stockpile RP to buy an action is intact.) "Way

too much”, he says. Instead he spends another RP to try the PC Change again. Another 6! He has wasted 2 RPs, and it still wants 2 more! He gets up to fix himself a drink.

A successful Red player places a red flag in the province; a successful Allied player removes the red flag. A player is not restricted to the number of PC Change Actions he may buy during his turn, even for the same province.

18. PACIFICATION

The Allied player may spend 1 RP during his turn to attempt a Pacification Action. (This is considered a PC Change Action.) The Allied player must target a South Vietnamese province that is empty of enemy units and red flags, and at least one US or IF infantry unit must be present.

The procedure to pacify a province is almost identical to a PC Change Action, except there is no automatic change by ARVN units. Pay 1 RP, roll one die, and pacification is successful if the result is less than or equal to the number of Allied units in the province. Place a blue flag in the province. If unsuccessful, the Allied player may pay RPs to make up the difference. See “Political Control Changes” for an example. The blue flag remains intact as long as at least one Allied unit is stacked with it. Remove the blue flag the instant no Allied unit is present.

EXAMPLE: PC CHANGE PACIFICATION

4 US units move amphibiously to An Xuyen, which has no red flag and no enemy units. Blue decides to pacify it. He can attempt it because he has an IF or US unit present. (ROKs don’t count.) He needs to roll a 4 or less, and he does. (The procedure is identical to a PC Change.) He places a blue flag in An Xuyen, but now he has the burden of garrisoning it at every moment to maintain the pacification. US or IF units are not required to maintain pacification – just Allied units of any kind.

19. RVN STABILITY

The Republic of Vietnam (RVN) RVN Marker on the Game Track measures the stability of the South Vietnam government and economy. The government is stable if the marker is blue side up and reads zero or better. It begins each year set to zero. During the Interphase, add 1 for every pacified province, and subtract 1 for every ARVN unit in the Body Count Box. If the marker is less than zero (flipped to the Coup side), the Allied player may then spend RPs to save the government. Each spent RP adds 1 point to the track.

If the RVN marker is on the coup side on the Game track is still less than zero, a coup occurs. Leave the marker to its Coup side and place it on the zero space. If the government does not fall into coup again in the next Interphase, flip it back to its RVN Stability (blue) normal side. When a coup occurs, do the following steps:

- » Add 3 Doves to the Political Will Track.
- » Remove all RPs in the Allied stockpile.
- » Immediately flip all ARVN infantry units to their untried side.

Remove all non-ARVN units from Saigon and add them to the upcoming year’s reinforcements. Then add ARVN units so there are 4 infantry, 1 artillery unit, and 1 tank in Saigon. (Skip if unavailable.) Take the units from the upcoming reinforcements and replace-

ments, and from anywhere in South Vietnam. The Saigon units may not move for the entire next year. You do not need to replace any that are eliminated.

Game Credits:

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DEDICATIONS

During design Worthington Games gave gamers the opportunity to send dedications to friends or family members who served during Vietnam.

Dedication from son Michael and Grandson Jake Panikowski to:

Julius Matthew Panikowski (b.1931- still alive!)

First Sergeant

US Army 1st Infantry Division

35 yrs old in Vietnam

Vietnam 1966

Wounded November 16, 1966 near the town of Hoa Knut

Wounds to the head, back, arm, and leg

Korean War Veteran

Born in Buffalo, New York.

Lives in Lake Elsinore, Ca.

Richard Wright to his brother:

David A. Wright - Father, marine (1969-1970)

John Aeby to:

Ron Mellow

Colonel Eric M. Walters, USMC to:

*To my late father, **CAPT Ray Alan Walters, USN**, who served onboard the USS Oriskany (CVA-34) on Yankee Station, Tonkin Gulf, 1969-1970.*

Yusaku Rubenstein to:

Donald Philip Rubenstein

Marine Corps Sergeant

Steve Carey to:

Eddie "Butch" Rupert

Tony Curtis to:

Charles Rose

James Griffith

Terry Justice

All from my hometown. One died; one came back in a wheel chair; one just never was quite the same again mentally. Three good reasons why we should stay out of wars when we don't know what we're doing there in the first place.

Ray Stakenas to:

Leroy Kimes

John Poniske to:

Pat Hughes,

"Duke Westphal

"Frankie" Moscardelli

Andrew Maly to:

Larry Wilkerson

Doug Bonforte to:

Richard G. Kurtz

Lloyd Hoffman

John Bernardo to:

LTC William J DiSalvatore, USAF, Phu Cat Airbase, summer 68 thru summer 69

Kevin Duke to:

Terry Scott

Butch Glankler

Carl Banker

Harry Snelling

Rich Sommer to:

Richard Sommer, Sr.

He served in Chu Lai, 1969-70

Victor Harpley to:

Ronald Greer Cline

PFC - E3 - Army - Selective Service 101st Airborne Division

Length of service 0 years His tour began on Jan 18, 1970 Casualty was on Apr 25, 1970 In Thua Thien, South Vietnam Hostile, Ground Casualty Gun, Small Arms Fire. Body was recovered.

He was the oldest of 5 brothers (they were neighbors), I was 13 when he died. He used to take his youngest brother (my friend) and I for rides in his convertible Chevy and play the Beatles White Album. He also showed us how to work on car motors. I was deeply saddened when he died.

Matthew Bilderback to:

*"To my hero, **Doyle "Doc" Bilderback**, thank you for your service Dad! Love, Matthew Bilderback"*

Jim Krohn to:

David Krohn, Specialist 5, 199th Light Infantry Brigade

Sgt. Richard Savage to:

Lt. Byrd

Lt. Kraft

Gunnery Sgt Igarta

Gunnery Sgt Chow

Corporal Thrush

Martin Gallo to:

*For **Uncle Vern**. Great guy, served in the US Navy*

Donald Garlit:

Both soldiers below were friends from my hometown (Redford, MI) that I knew from elementary and junior high school who graduated from high school with me.

*SGT (US Army) **William Airlie**, KIA, 1970 (Cambodia)*

*PFC (US Army) **Douglas Burdick**, KIA, 1968 (Tet Offensive)*

My mother was a friend of Mrs. Burdick from church. His mother told my mother that he was put back in the front lines although recently wounded as more men were needed.

Kyle G. Eggum:

*My Dad **LTC Gregory J. Eggum**, US Army & Army Reserve (ret).*

The Worthington Team:

To all who served, their friends and families.

Thank you.

HEARTS AND MINDS PLAYBOOK

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

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

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

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

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

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

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

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

John Poniske

SCENARIOS

1. Players choose sides and pick starting and ending years.
2. Separate the cards by color into three decks. Remove the 1969 cards (4 each color) and the campaign cards (4 blue and 6 red) from the colored decks. Each player sets his campaign cards face-down to his side.

3. Shuffle the black deck, and deal it face-down to the players. Each player then shuffles his black cards with his colored cards to form his game deck. He puts it face-down near his side of the board. Neither player may examine the contents of either game deck, but both discard piles are always available for examination.
4. Both players draw five cards from their game decks to form their initial hands. A player may draw his hand before he deploys his starting units. Each player may choose 1 campaign card. Red decides first. A player must announce if he takes a campaign card, but he keeps its identity secret. If a player takes a campaign card, they should draw 1 less card from their game deck to compensate.
5. Mix all VC units face-down. If placed in an opaque bag or cup, Red should point to where he will place one before he draws it. Red may not peek at VC units until after deployed. VC units set up face down in all scenarios.
6. Skip the Reinforcements Phase for the starting year. Stack future reinforcements by entry year on the year track. You will have extra units: 3 US infantry, 4 NVA infantry, 1 NVA artillery, and 4 NVA tanks. They enter either by card or during the Easter Offensive.
7. The Red player may buy back units starting in the Dead Pool with his SRPs. Place them in North Vietnam.
8. The Allies may redeploy up to 5 friendly units to any provinces that do not contain red flags or Red units.

** For ease of setup the listed provinces run from north to south.*

The scenarios represent reasonable starting positions and are not meant to be historically accurate. If you would like more accuracy, you may remove campaign cards by their actual dates.

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

VICTORY

Victory is determined as the last step of the Interphase of each year. On the Game Track, Doves are positive and Hawks are negative (For Example: 1965 would start with the Hawk marker at 7, representing -7). The Hawk/Dove marker is flipped from one side to the other depending on which way it is moving. The game ends immediately if any following condition is met in the listed order:

Red wins if Red controls 16 or more provinces.

Blue wins if Red controls 4 or less provinces.

Red wins if the Hawk/Dove marker is greater than or equal to Red's auto-win goal.

Blue wins if the Hawk/Dove is less than or equal to Blue's auto-win goal.

If no winner is declared, play the game to the selected end year. Red wins if the score is greater than or equal to the end game goal. Blue wins otherwise.

INTERPHASE AND END GAME VICTORY GOALS

End of Year	1965	1966	1967	1968	1969	1970	1971	1972	1973	1974	1975
End Game Goal	-7	-3	0	6	11	16	19	26	30	34	44
Red Auto-Win	1	5	8	14	18	23	26	31	34	38	
Blue Auto-Win	-15	-11	-8	-2	2	7	10	15	18	22	

1965

Both players may draw campaign cards to start, but no one may play one on his first turn. Red deploys first. Place the Hawk/Dove marker on 10 Hawks. Remember that Blue may redeploy 5 friendly units plus his air/naval units after setup.

RED SETUP

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

BLUE SETUP

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

1966

Place the Hawk/Dove marker on 7 Hawks.

RED SETUP

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

BLUE SETUP

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

1967

Place the Hawk/Dove marker on 3 Hawks.

RED SETUP

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

BLUE SETUP

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

1968

This is the year of the Tet Offensive. Place the Hawk/Dove marker on 0 Doves.

RED SETUP

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

BLUE SETUP

- » Stockpile: 5 SRPs
- » Pacified provinces (5): Lam Dong, Phuoc Long, Long Khanh, Saigon, Binh Duong
- » Quang Tri: 3 untried ARVN
- » Thua Thien: 2 untried ARVN, 1 untried IF, 1 untried US, 1 US tank, 1 US artillery
- » Binh Dinh: 2 untried ARVN, 1 vet US, 1 untried ROK, Blue Water Navy

- » Darlac: 2 untried ARVN, 1 untried US, 1 untried ROK, 1 US tank
- » Phuoc Long: 3 untried ARVN
- » Lam Dong: 2 untried ARVN, 1 vet ARVN, 1 untried US, 1 US tank
- » Long Khanh: 4 untried ARVN, 1 US artillery
- » Binh Duong: 2 vet ARVN, 1 vet US
- » Saigon: 2 vet US, 1 untried ARVN, 1 ARVN artillery, Air Cav
- » An Giang: 2 vet US, 2 untried ARVN
- » Kien Hoa: 1 vet ARVN, 1 untried ARVN, 2 untried US, 1 US artillery
- » An Xuyen: 2 untried ARVN, 1 vet US
- » Saravan West (Laos): 1 untried LA
- » Champasak (Laos): 2 vet LA
- » Airbase: 2 bombers

1969

Place the Hawk/Dove marker on 6 Doves. Remove the following Campaign cards from the game: IRON TRIANGLE, TET OFFENSIVE, and SEALORDS. Players prepare their decks. Randomly discard 16 cards from each deck. Then shuffle in the 1969 cards. Players may choose Campaign cards normally. Red removes 3 NVA units from his 1970 reinforcements and 1 NVA unit from his 1971 reinforcements. Add them to this year's Red setup.

RED SETUP

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

BLUE SETUP

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

1970

Place the Hawk/Dove marker on 11 Doves. Remove the following Campaign cards from the game: IRON TRIANGLE, TET OFFENSIVE, and SEALORDS. Place the 1969 card COMMANDO HUNT face up, in play. Players prepare their decks. Randomly discard 16 cards from each deck. Then shuffle in the 1969 cards. Players may choose Campaign cards normally. Take 1 NVA infantry from 1971 reinforcements and include it with Red's setup. You may buy back NVA units from your dead pool with your 2 SRPs and deploy them in NVN.

RED SETUP

- » Stockpile: 2 SRPs
- » Dead Pool: 3 NVA
- » Red-flagged provinces (11): Quang Tri, Quang Nam, Quang Tin, Kontum, Pleiku, Phu Bon, Phuoc Long, Binh Long, Tay Ninh, Binh Duong, Kien Phong
- » North Vietnam: 9 untried NVA
- » Quang Tri: 4 untried NVA
- » Quang Nam: 2 untried NVA, 1 artillery
- » Quang Tin: 1 untried NVA
- » Kontum: 1 vet NVA, 1 VC
- » Pleiku: 2 vet NVA, 1 untried NVA
- » Phu Bon: 1 VC
- » Phuoc Long: 3 vet NVA, 1 artillery, 1 VC

- » Binh Long: 2 vet NVA, 1 artillery
- » Tay Ninh: 1 VC
- » Binh Duong: 2 vet NVA, Iron Triangle marker
- » Kien Phong: 2 vet NVA, 1 VC
- » Saravan (Laos): 2 vet Pathet Lao
- » Kampot (Cambodia): 2 untried NVA, 2 vet Khmer Rouge

BLUE SETUP

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

1971

Place the Hawk/Dove marker on 16 Doves. Remove the following Campaign cards from the game: IRON TRIANGLE, IA DRANG, TET OFFENSIVE, WHITE WING, and SEALORDS. Players prepare their decks. Randomly discard 16 cards from each deck. Then shuffle in the 1969 cards. Players may choose Campaign cards normally.

RED SETUP

- » Stockpile: 2 SRPs
- » Dead Pool: 4 NVA
- » Red-flagged provinces (8): Quang Tri, Thu Thien, Quang Tin, Kontum, Binh Long, Tay Ninh, Binh Duong, An Giang
- » North Vietnam: 10 untried NVA, 1 artillery
- » Quang Tri: 3 untried NVA
- » Thua Thien: 3 vet NVA, 1 artillery
- » Quang Tin: 2 untried NVA, 2 vet NVA
- » Kontum: 2 vet NVA, 1 VC
- » Binh Long: 2 vet NVA, 1 artillery, 1 VC

- » Binh Duong: 2 vet NVA, 1 VC, Iron Triangle marker
- » An Giang: 4 untried NVA
- » Saravan (Laos): 2 vet Pathet Lao, 1 untried NVA
- » Kampot (Cambodia): 1 vet NVA, 2 vet Khmer Rouge, 1 untried Khmer Rouge

BLUE SETUP

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

1972

This is the year of the Easter Offensive. Place the Hawk/Dove marker on 19 Doves. Remove all campaign cards from the game except EASTER OFFENSIVE. Remove all 1969 cards from the game except for WALTER CRONKITE, KENT STATE SHOOTING, and COMMANDO HUNT. COMMANDO HUNT is face up on the table. Each player prepares his deck. Red shuffles his two 1969 cards into his deck.

RED SETUP

- » Stockpile: 6 SRPs
- » Dead Pool: 6 NVA. Red may buy back these NVA with his RPs, but he cannot then run the Easter Offensive.
- » Red-flagged provinces (10): Quang Tri, Thu Thien, Quang Tin, Kontum, Quang Duc, Binh Long, Tay Ninh, Binh Duong, Long An, An Giang
- » North Vietnam: 11 untried NVA
- » Quang Tri: 3 untried NVA
- » Thua Thien: 3 vet NVA, 1 artillery
- » Quang Tin: 1 untried NVA, 1 artillery, 1 vet NVA
- » Kontum: 3 vet NVA, 1 artillery, 1 VC
- » Quang Duc: 1 vet NVA, 2 untried NVA, 1 VC

- » Binh Long: 2 vet NVA, 1 VC
- » Tay Ninh: 1 untried NVA
- » Binh Duong: 2 vet NVA, Iron Triangle marker
- » Long An: 1 VC
- » An Giang: 1 untried NVA
- » Saravan (Laos): 2 vet Pathet Lao, 1 vet NVA
- » Kampot (Cambodia): 2 untried Khmer Rouge, 1 vet Khmer Rouge

BLUE SETUP

- » Stockpile: 4 SRPs
- » Pacified provinces (5): Tuyen Duc, Phuoc Long, Binh Tuy, Long Khanh, Saigon
- » Quang Ngai: 3 vet ARVN, 1 vet ROK
- » Pleiku: 2 untried ARVN, 2 vet ARVN, 1 ARVN artillery
- » Darlac: 4 vet ARVN
- » Tuyen Duc: 1 untried ARVN, 3 vet ARVN
- » Phuoc Long: 2 vet ARVN, 2 untried ARVN, 1 ARVN artillery
- » Long Khanh: 3 untried ARVN, 1 vet ARVN
- » Binh Tuy: 1 untried ARVN, 2 vet ARVN
- » Saigon: 3 vet ARVN, 1 untried ARVN, 1 ARVN tank
- » Kien Hoa: 3 vet ARVN, 1 ARVN artillery
- » Champasak (Laos): 2 vet LA, 1 untried LA
- » Phnom Penh: 2 vet CA, 2 untried CA
- » Airbase: 3 bombers
- » All US units, 1 IF, and 1 ROK have been withdrawn.

1973-1975:

PLAYING TO THE BITTER END, THE HO CHI MINH CAMPAIGN

If you wish to continue play beyond 1972, use the following rules:

1. Use Red's battle table for both players. (The Allies have lost US close air support.)
2. Remove all campaign cards from the game.
3. Remove all VC units from the map. No VC units appear for the remaining years. Ignore all events that deploy VC units.
4. During the Reinforcements Phase, do not remove Red tanks from the Dead Pool. Red may take them just like any other replacements.
5. Both players may move and retreat by sea, but no more than 4 coastal provinces away in one action.
6. Close Sihanoukville. (Put the close port marker in Kampot.)
7. In the 1973 Reinforcements Phase, remove all bombers and any blue-colored units from the game. This should be 3 bombers and 1 ROK unit. The Allied player may promote 2 ARVN infantry to veteran status.

8. If Red did not run the Easter Offensive in 1972, there should be 3 or 4 tanks, 4 NVA infantry, and 1 artillery units still in the Reinforcements Pool. Red may take 3 reinforcements from this pool each year. If the Easter Offensive did occur, there will be no reinforcements and just replacements.
9. In the Reinforcements Phase, Red receives extra bonus RPs, but Blue loses them. These are added to the usual bonus RPs, which should be 2 or 3 for Red and 2 for Blue.
 - a. 1973: Red = +1 RP, Blue = -1 RP (1 total)
 - b. 1974: Red = +2 RPs, Blue = -2 RPs (0 total)
 - c. 1975: Red = +3 RPs, Blue = -2 RPs (0 total)
10. In 1975, Red runs the final campaign. He receives +1 Dove for every SVN city province he controls and occupies at year's end.

CAMPAIGNS

All zone campaign cards allow a player to spend 3 SRPs for actions instead of the normal 1 provided all battle Actions and PC-Change Actions that turn are played in the campaign zone. Movement actions may be done anywhere. The extra RPs are not bonus RPs; you must have them in your stockpile.

ALLIED CAMPAIGNS

The Allied player has 4 zone campaign cards: Starlite, White Wing, Junction City, and Sealords. In each one, add 1 Hawk every Allied turn during the campaign year that the Allied player controls all provinces in the zone. SEALORDS permits the Allied player to deploy the Gunboat in any zone 4 province.

RED CAMPAIGNS

The Red player has 4 zone campaign cards. In each one, add 1 Dove every Red turn during the campaign year that the Red player controls at least the number of provinces listed in the table. Ia Drang also demands that Red control Pleiku and Darlac. "Iron Triangle" permits the Red player to place the Iron Triangle marker in Binh Duong province. The marker is never removed. For the rest of the game, Allied units attacking Red units in Binh Duong province subtract 2 factors in each battle round.

Red Operation	Zone	Control	Bonus
KHE SANH	I	4	
IA DRANG	II	3 + Pleiku + Darlac	
IRON TRIANGLE	III	5	Place Iron Triangle in Binh Duong province.
MEKONG DELTA	IV	5	

TET OFFENSIVE

General Vo Nguyen Giap brought the war to the cities of South Vietnam on January 30, 1968 during celebrations of the Lunar New Year. The NVA and Viet Cong coordinate a surprise attack on more than 100 towns and cities.

PREREQUISITES:

- » You must have at least 6 SRPs in your stockpile to play this card.
- » You must play it for its event between 1968 and 1970 only.
- » You must play it for its event on your first turn of the year.

PERFORM THE FOLLOWING STEPS IN ORDER.

1. Remove 6 SRPs from your stockpile.
2. Deploy up to 8 untried NVA infantry and/or artillery units from your Reinforcements Pool (not the Dead Pool) to border provinces of Cambodia and Laos. Take these units from your future reinforcements. In those years, you do not get the removed units. (Place units for upcoming years on the year track.) You must always take all available NVA units from the next year before moving on to the year after that. For example, if this is 1968, you would take 4 NVA from 1969, 3 from 1970, and 1 from 1971. In 1960, you would receive 1 Khmer unit and no NVA units. If you run Tet in 1970, take 3 NVA infantry from the extra 4 infantry units, which would have been used for the Easter Offensive.
3. Draw 4 VC units from the VC pool and deploy them normally. Then reveal all VC units on the map. Do not roll Bush Events. Return all Bad Intels to the VC Pool.

THE FOLLOWING RULES ARE IN EFFECT DURING YOUR FIRST TURN OF THE YEAR:

- » This card is worth 9 RPs. You may not play any other RPs or SRPs to buy Actions. You may use SRPs to make payments.
- » In all battles, roll your battle die twice and use the best roll. This bonus is for the surprise of the offensive. It applies to your first turn only.

THE FOLLOWING RULES ARE IN EFFECT DURING THE ENTIRE TET OFFENSIVE YEAR, INCLUDING YOUR FIRST TURN:

- » All VC units may move each turn and may move more than once. They may retreat like normal infantry.
- » If a VC unit uses the PC Change Action (or is present when other friendly units attempt a PC Change), return it to the VC Pool. If more than 1 VC unit is present, return only 1 to the VC Pool.
- » In any battle, VC units must absorb losses before NVA units.
- » All VC units remain face up for the entire year. Flip down survivors during the Interphase. If you draw and deploy any VC units during the year, deploy them face up, but return Bad Intel units to the VC Pool, and do not draw a replacement. There are no Bush Events during Tet.
- » Blue may fly 2 additional bombing missions this year. Put markers in the Airbase box to remember.
- » In the Interphase, Blue must pay at most 5 SRPs to prevent a coup, unless Red plays NGUYEN CAO KY, which raises the ceiling to 7 RPs.

SCORE DOVES AT THE NEXT INTERPHASE. THIS IS NO MID-YEAR SCORING. OBJECTIVES ARE IN ZONES I - III.

- » Score 1 Dove for every SVN city over 3 that you control. You must control a province to control its city. There are 8 cities in SVN.
- » Score Doves for controlling border provinces in zones II-III. There are 8 provinces in zones II-III that border Laos and Cambodia from Kontum to Binh Duong. Score 1 Dove for every border province over 4 that you control.
- » Score 1 Dove for every 5 Allied units in the Body Count Box, rounded down. The casualties may have occurred anywhere on the map.

EASTER OFFENSIVE

North Vietnamese leaders called this the Nguyen Hue Offensive.

PREREQUISITES:

- » You must have at least 6 SRPs in your stockpile to play this card.
- » You must play it for its event in 1972 only.
- » You must play it for its event on your first turn of the year.

PERFORM THE FOLLOWING STEPS IN ORDER.

1. Remove 6 SRPs from your stockpile.
2. Deploy 4 untried NVA infantry units, 4 tanks, and 1 artillery unit from your Reinforcements Pool (not Dead Pool) in North Vietnam or Cambodian border provinces. Use less if you have less. (You may have deployed units earlier in the game.)
3. You may reposition from North Vietnam 4 infantry units and 1 artillery unit to a Cambodian border province.
4. Reveal all VC units. Return Bad Intel units to the VC Pool without resolution.

THE FOLLOWING RULES ARE IN EFFECT DURING YOUR FIRST TURN OF THE YEAR:

- » This card is worth 9 RPs. You may not play any other RPs or SRPs to buy Actions.
- » In all battles, roll your battle die twice and use the best roll. This bonus is for the surprise effect of the offensive. Remember that it is first turn only!

SPECIAL RULES TAKE EFFECT DURING THE EASTER OFFENSIVE YEAR.

- » Blue may refuel three bombers each Allied turn starting with turn 2.
- » Any VC units added by events must be deployed face up. Return Bad Intels to the VC Pool without resolution.
- » All VC units may move each turn and may move more than once. They may retreat like normal infantry.
- » I In the Interphase, Blue must pay at most 5 SRPs to prevent a coup, unless Red plays NGUYEN CAO KY, which raises the ceiling to 7 RPs.

SCORE DOVES AT THE LAST INTERPHASE. THIS IS NO MID-YEAR SCORING.

- » Score 1 Dove for every SVN city over 3 that you control. You must control a province to control its city. There are 8 cities in SVN.
- » Score 1 Dove for every 4 Allied casualties in the Body Count Box, rounded down

REINFORCEMENTS PHASE

Players must follow these steps in the Reinforcements Phase:

1. Players collect bonus RPs. Each player receives 2 RPs plus:
 - » Red: +1 RP starting in 1968 but ending when the Allies play **COMMANDO HUNT**.
 - » Blue: +1 RP every year the PW track is Hawk.
 - » Some face up cards provide bonus RPs.
2. Move all units from the Body Count Box to the Dead Pool except for:
 - » VC units go to the VC Pool.
 - » NVA tanks go to Red Reinforcements Pool.
 - » Collapsed Cambodian or Laotian factions are removed from the game.
3. Each player takes this year's reinforcements plus free replacements from the Dead Pool. Vietnamization begins in 1969. (See below.) Players receive the following numbers of free replacements from the Dead Pool:
 - » 8 NVA units
 - » 5 ARVN units
 - » 1 US, ROK, or IF unit
 - » All Pathet Lao, Khmer Rouge, CA, and LA units
4. Players may buy additional units from the Dead Pool for 1 RP each.
5. Players should redeploy non-native friendly units in Laos and Cambodia if necessary.
 - » Blue: Add all non-native friendly units in Laos and Cambodia to this year's reinforcements.
 - » Red: Redeploy all non-native friendly units in interior Laos and Cambodia to border provinces of the same country or to North Vietnam.
6. Players deploy all units, Allies first. Blue deploys US/ROK/IF units before ARVN units. Infantry units arrive untried unless noted otherwise. Refuel all bombers. See **WHERE TO PLACE UNITS**.
7. Red: Draw and deploy 1 VC unit. If Tet has not occurred and Red has less than 10 VC units in play, draw and deploy a second VC unit.
8. Players may redeploy certain units after placement:
 - » Blue: Air Cav, Gunboat, Blue Water Navy, plus 5 Blue units to Saigon (even if enemy-occupied) or any other provinces that do not contain red flags or Red units. Obey stacking limits.
 - » Both players may redeploy all CA and LA units. See **WHERE TO PLACE UNITS**.
9. If 1969, both players shuffle their 1969 cards into their decks. Do not include the discard piles.

WHERE TO PLACE UNITS

Obey stacking limits. If no legal province exists, delay the unit and deploy it with next year's Reinforcements.

- » **NVA**: North Vietnam. One unit may be placed in Kampot if Sihanoukville is open. It is open at start.
- » **VC**: Red-flagged provinces or border provinces in Laos or Cambodia. Allied units may not be present. Deploy face down. Do not examine until after you place them.
- » **Pathet Lao, Khmer Rouge**: Any border provinces in their home countries without enemy units if possible.
- » **US, IF, ROK**: Any friendly base provinces free of Red units.
- » **ARVN**: Any friendly provinces free of Red units.
- » **Blue Water Navy**: Any South Vietnamese coastal province.
- » **Gunboat**: Any Zone IV province.
- » **Air Cav**: Any friendly province free of Red units.
- » **Allied Cambodian and Laotian**: Any non-border provinces in their home countries without enemy units if possible.
- » **Bombers**: Airbase box.

REINFORCEMENTS

YEAR	ALLIED REINFORCEMENTS	WITHDRAWALS	RED REINFORCEMENTS
1966	5 US, 1 US artillery, 1 US tank, 3 ARVN, 1 bomber		5 NVA
1967	1 US, 1 US artillery, 1 US tank, 2 ARVN, 1 ROK		5 NVA
1968	1 US, 1 US tank, 1 ARVN, 1 IF		4 NVA, 1 NVA artillery
1969	2 ARVN, 1 ARVN artillery, 1 Bomber, 2 vet CA	2 US	4 NVA, 1 vet Khmer Rouge
1970	2 ARVN, 1 ARVN artillery, 1 vet CA	6 US	3 NVA, 1 vet Khmer Rouge
1971	1 ARVN, 1 ARVN tank, 1 vet CA	6 US, 1 IF	3 NVA, 1 vet Khmer Rouge
1972	None. (Do not withdraw bombers and 1 ROK.)	All US, 1 ROK	2 NVA

VIETNAMIZATION

Beginning in 1969, the Allies must remove units from the game. Remove them from these locations in this order: the Dead Pool, replacements, the map. When removing from the map, you must take veteran units before any others. Do not remove bombers; they remain in play until 1973. Remove as many as you can if you are short. ROK and IF units may not substitute for US withdrawals. For every 2 US units you remove (no matter where they come from), promote one untried ARVN infantry unit to veteran status.

INTERPHASE SUMMARY

1. Score any played Campaign Cards.
2. Check for collapse in Laos and Cambodia. (All faction units are in the Body Count Box.) Pay 3 SRPs to avoid collapse.
3. Adjust the Political Will Track.
 - a. +1 Dove in 1969 and later.
 - b. +1 Dove for every US/IF/ROK unit (blue-colored) in the Body Count Box.
 - c. +1 Dove if the Body Count Box does not have more Red units than Allied units.
 - d. Count Red-controlled provinces in SVN. Add Doves. 7-8=1D, 9-10=2D, 11-12=3D, 13-14=4D, 15+ =5D
4. Adjust RVN Stability. Subtract number of pacified provinces from number of ARVN units in Body Count Box. Allies must pay the difference in SRPs. If he cannot, add 3 Doves because the RVN government collapses. See RVN Stability for effects.
5. Check for victory. See Playbook.

REINFORCEMENTS SUMMARY

1. Each player gets 2 RPs. Red: +1 RP in 1968+ but ending with COMMANDO HUNT. Blue: +1 RP each year that PW is Hawk (≤ 0).
2. Take reinforcements. Vietnamization begins in 1969. (Add 1969 cards to decks in 1969.)
3. Move units in Body Count Box: VC \rightarrow VC pool, NVA tanks \rightarrow spare Reinforcements, remaining units \rightarrow Dead Pool.
4. Take replacements from the Dead Pool : 8 NVA, 5 ARVN, 1 US/ROK/IF, all Cambodia/Laos units.
5. Buy remaining replacements from Dead Pool, 1 RP per unit.
6. Players deploy units, Blue first. See Playbook for where to deploy. Non-natives in Laos/Cambodia may need to be moved
7. Refuel bombers.
8. Red: Draw and deploy 1 VC. If Tet has not occurred and there are less than 10 VC in play, deploy a second VC.
9. Blue: Redeploy all Air/Naval unit plus 5 Allied units to Saigon or to any other province without red flags or Red units.

BUSH EVENTS TABLE (BAD INTEL UNITS)

Die1	Die2	Effect
1-2	1-6	Faulty intelligence. Nothing here but an empty village and a few water buffalo.
3	1-2	There is a lull in the fighting. Each player gains 1 SRP.
3	3-4	The Allied group here conducts a Zippo Mission. Blue conducts a RAID+1 in this or any one adjacent province. No defensive fire. Promote 1 Allied unit in the group if there is a raid.
3	5	Allied units are told about the location of a VC headquarters. Blue rolls on the Bomber Table against 1 province in zones 3, 4, or Cambodia.
3	6	Allied units uncover evidence that there are a very large number of Chinese soldiers in North Vietnam. Blue may not fly bombing missions for the rest of this year.
4	1	An exceptionally severe storm strikes this province. Both sides must retreat all units, Red first. The Allies may assist the villagers with aid. If Blue spends 1 RP immediately, add +1 to RVN Stability and remove any red flag here.
4	2	Allied units discover a hidden Red supply cache. Red must lose 1 RP from his stockpile. Ignore if his stockpile is empty.
4	3	Tu Dai - Allied units stumble upon a booby trap area. The Allied group loses 1 unit randomly.
4	4	The North broadcasts by radio a rousing patriotic speech by Ho Chi Minh. Search the VC Pool for a VC+ unit and place it in this or an adjacent province. Use a VC regular if no VC+ unit is in the pool.
4	5	Chieu Hoi Program – Viet Cong soldiers defect to the South. Blue places 1 untried ARVN in this province or an adjacent province. Take from any future reinforcements. No event if none are available.
4	6	VC leaders in this province are assassinated. Place this Bad Intel unit in the Body Count Box and count it as a VC casualty in the next Interphase.
5	1	VC forces escape through tunnels and the tall elephant grass. Red draws a replacement VC unit and places it face down in a province adjacent to this one.
5	2	This province has a very strong communist influence. Place a red flag if one is not here. Blue may not remove the red flag in this province for the rest of this year. (Mark the flag as a reminder.)
5	3	Natives provide intelligence to Allied units. The Allied group here receives one free action (move, attack, pacify, or PC change), but they must do it immediately or lose the bonus.
5	4	US congressmen visit this province on a fact-finding tour. Are they happy? Roll a die, but Blue may spend RPs before the roll. Each spent RP adds +2 to the result. Add 1 Dove if the result is less than 6.
5	5	A US pilot is shot down in this province. Blue must either immediately spend 1 RP to rescue him, or add 1 Dove.
5	6	CORDS. Rural Reconstruction program improves relations with the locals. Pacify this province.
6	1	Saigon recalls ARVN units to protect against a possible coup. If ARVN units are in this province, Blue must pick them up and place them next to the board. He deploys them during the next Reinforcements Phase.
6	2	Allied units stumble into a large Red force. Red must add units to this province so that the stack has at least 4 infantry. Take NVA infantry units from North Vietnam first and then from any other provinces second. Red must attack once at no RP cost. He rolls his attack die twice using the best roll. (No effect if this event occurs in Laos or Cambodia.)
6	3	Allied units discover a reinforced enemy position. Take the firebase marker from wherever it is and place it in the province. If there are no NVA units here, take 1 NVA unit from anywhere on the map, flip it to vet, and stack it with the Red firebase.
6	4	Bob Hope, John Wayne, Ann-Margret, and other celebrities entertain the troops. Promote all US units in this province to veteran status. If there are no US units present, promote 1 Allied unit of any nationality.
6	5	Dak Son - VC killed around 250 civilians in Dak Son, northeast of Saigon, in 1967. Add 1 Hawk and add 1 to RVN Stability.
6	6	My Lai - In 1968, US Army forces killed hundreds of unarmed citizens in the South Vietnamese hamlets of My Lai and My Khe. The incident prompted widespread outrage. Add 1 Dove and subtract 1 from RVN Stability.

ABBREVIATED SEQUENCE OF PLAY

1. Reinforcements Phase (Skip turn 1.)
2. Hand Refill Phase. Draw to 5 cards. Players may secretly select one Campaign card, Red first. (Skip turn 1.)
3. Card Play Phase. Player alternate playing cards (Red first) for 5 rounds.
 - » Blue: Conduct bombing mission (0 RPs).
 - » Buy an event printed on the played card (? RPs).
 - » Mobilize all friendly units in one province (1 RP). [Units may be ambushed.]
 - » Conduct a battle round in one province (1 RP).
 - » Attempt political control change in one province (1 RP).
 - » Blue: Pacify a province (1 RP)
 - » Save RPs to the stockpile.
4. Interphase. Adjust Hawk/Dove Marker on game track and determine RVN Stability.

BATTLE SEQUENCE

1. Defending units may evade.
2. Reveal and resolve any concealed VC units.
3. The attacker spends his RP for the Battle Action.
4. If Blue is attacking, Air/Naval units may react.
5. Each player adds factors, rolls a die, and consults the Battle Table.
6. Apply all battle results. Fire is simultaneous.
7. Promote untried infantry.
8. If Blue is defending, Air/Naval units may react. Skip if there are no Allied survivors.
9. Defender may reinforce from adjacent provinces, 1 RP per province. Ambushes permitted. No reinforcing by sea. Skip if there are no defending survivors.

BOMBER GROUND ATTACK

1d6 →	1	2	3	4	5	6	7
1 unit	1						
2 units	1	1					
3 units	1	1	1				
4 units	1	1	1	1			
5 units	1R	1	1	1	1		
6 units	2	1R	1	1	1	1	
7+ units	2	2	1R	1	1	1	1

Die Roll Modifiers
 +1 Red anti-aircraft present
 +2 During monsoon.
 -2 In Laos or Zone 1 if Lima Site 85 in play
 1,2 = Eliminate 1 or 2 units
 1R = Eliminate 1 unit, plus 1 RP or 1 unit

AMBUSH / RAID

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

A = Ambushing unit eliminated.
 D = Defending unit eliminated.

EVASION

1d6 →	1	2	3	4	5	6
VC down			E	E	E	E
VC up				E	E	E
1 unit	R		L	E	E	E
2 units	R			E	E	E
3 units	R				E	E
4+	No Evasions					

Die Roll Modifiers:
 -1 Red units evading from mountain (Montagnard) province
 E = Success. Group may evade
 R = Must lose 1 SRP or 1 unit. Fail. Commit to battle.
 Blank = Fail. Commit to battle.
 L = Fail in Laos/Cambodia; Success in SVN.
 If 2 VC, roll for each. VC down=concealed, VC up=revealed
 Air/Naval units evade automatically.

BATTLE TABLE

































RED	BLUE	Result
1-5	1-4	--
6	5-6	R
7-10	7-9	1
11	10	1R
12-14	11-13	2
15	14	2R
16-18	15-16	3
19	17	3R
20+	18+	4

Sum the battle factors of all units in the battle group and add to 1 die roll. Combat is simultaneous.







































































Battle Factors Modifiers: -2 to Red units attacking Saigon

During monsoon, both players move up one row on the Battle Table (i.e. fewer casualties).

Results
 # = Target must eliminate that many units.
 R = Target must lose 1 RP or eliminate 1 unit. Ignore if all units are killed.

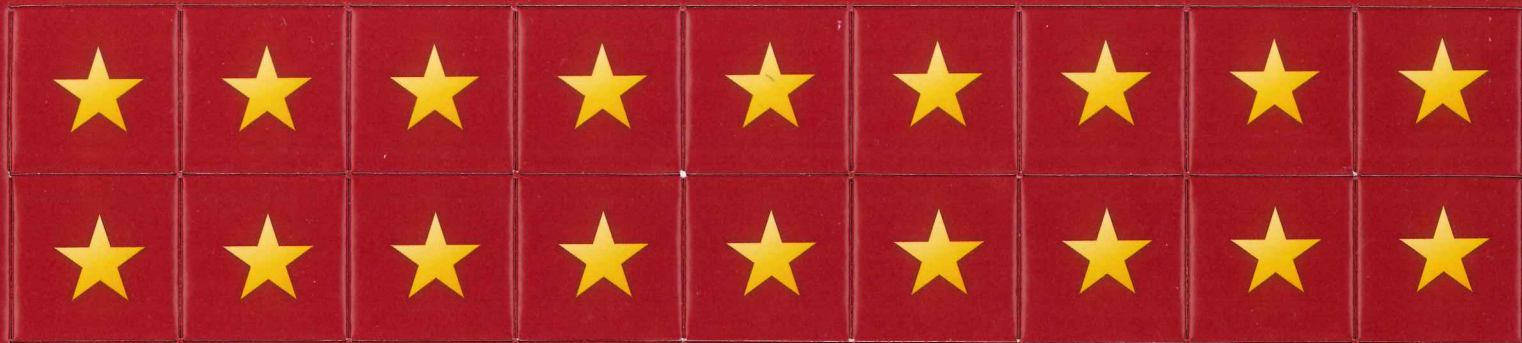
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	SRP	SRP	US  +2 (3)	US  BLUE WATER +2 (8)	US  GUNBOAT +2	US  +2 6	ROK  1 UNTRIED 6
ARVN  1 UNTRIED 6	ARVN  1 UNTRIED 6	ARVN  1 UNTRIED 6	ARVN  1 UNTRIED 6	ARVN  1 UNTRIED 6	ARVN  1 UNTRIED 6	ARVN  1 UNTRIED 6	ARVN  1 UNTRIED 6
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 1 UNTRIED 4	 1 UNTRIED 4	 1 UNTRIED 4	LA  1 UNTRIED 4	LA  1 UNTRIED 4	 -2	 -2	 -2
						NVA  1 UNTRIED 4	NVA  1 UNTRIED 4
						SRP	SRP
YEAR  1 UNTRIED 4	RVN STABILITY  1 UNTRIED 4	PORT CLOSED  1 UNTRIED 4	DOVE  1 UNTRIED 4	ARVN  1 UNTRIED 4	ARVN  1 UNTRIED 4	ARVN  1 UNTRIED 4	ARVN  1 UNTRIED 4

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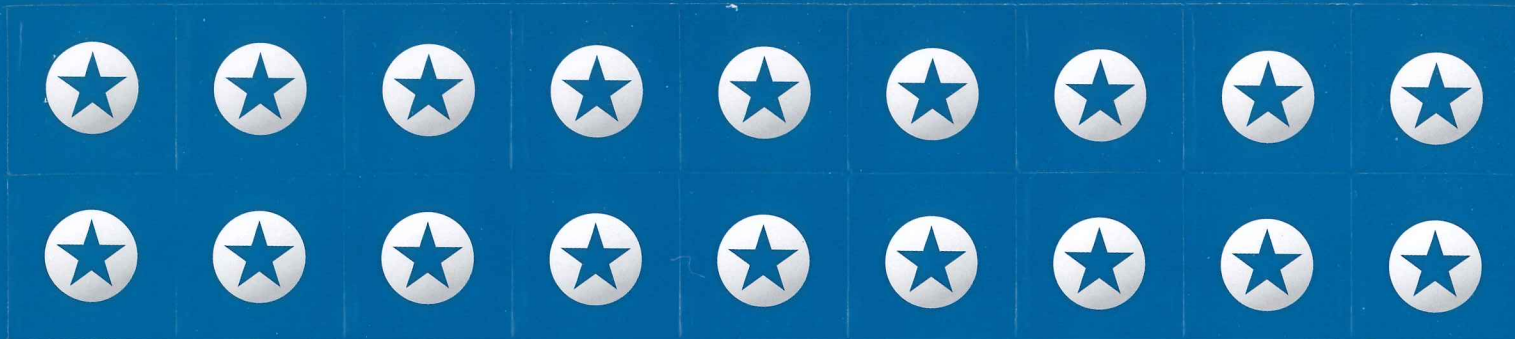
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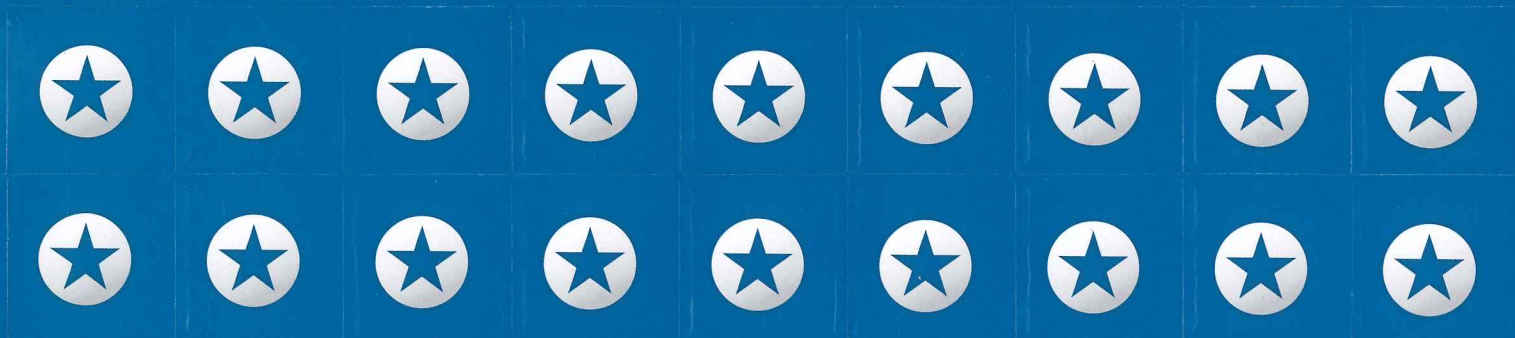
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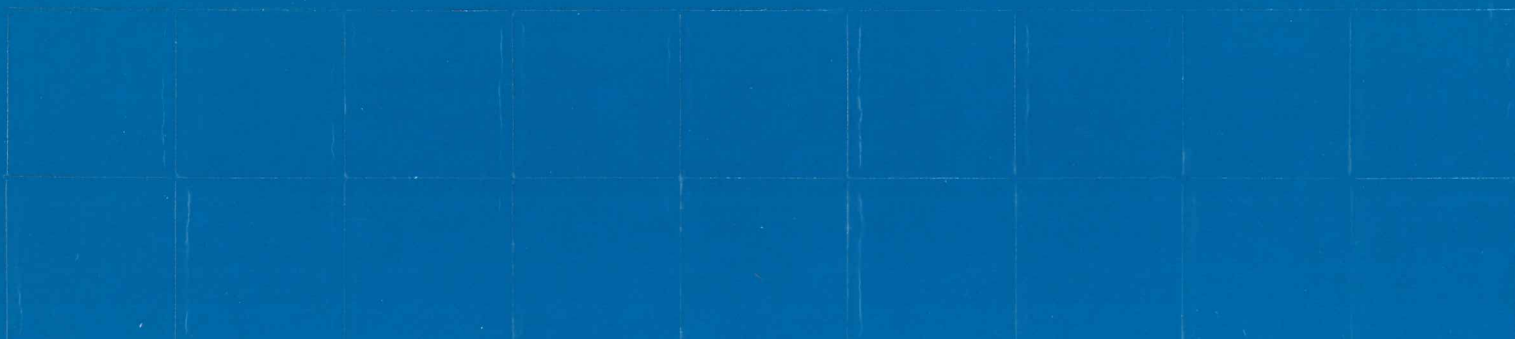
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BOONDOGGLE

4

R01

Play after battle dice are rolled. If Blue takes casualties, at least 1 must be US/IF/ROK infantry or artillery. Draw a card.



RESPONSE

TUNNELS OF CU CHI

2

R02

Play if attacked in SVN. All Red units in the battle evade successfully. Draw a card.



RESPONSE

North Vietnam maintained vast tunnel complexes.

ELEPHANT GRASS

3

R03

Play if an Allied ground group moves, retreats, or reacts into a province with a vet NVA unit. The vet ambushes as if it were a VC+ unit. Promote a defender if Blue loses a unit. Draw a card.



RESPONSE

Tall grass of the central highlands.

DAC CONG

3

R04

Play in one battle before the battle dice are rolled. Roll your battle die and apply results before Blue adds his factors and rolls his die.

If played in the same battle as SEARCH & DESTROY, discard this card with no effect.

Draw a card.



RESPONSE

Viet Cong Special Forces.

RPG-7 ROCKET LAUNCHER

4

R05

Play when a tank or Air Cav is in a battle and you kill at least 1 Allied unit. Blue must kill the tank or Air Cav (your choice). Draw a card.



RESPONSE

A favorite weapon against tanks and helicopters.

HANOI JANE

2

R06

This card is worth 3 RPs if you control Thua Thien (I) when you play this card.

Cost: 0 RPs. You may mobilize up to 10 units in NVN at no cost.



"We ain't fond'a jane." Jane Fonda and Tom Hayden visit North Vietnam -- twice. She apologizes in 1988.

AK-47

2

R07

Gain 1 SRP immediately for every Allied unit you kill and every R result you inflict in battles this turn.



The NVN soldier's rifle.

BUDDHA'S BIRTHDAY

3

R08

Cost: 1 RP. Event not playable after 1968. No bombers may fly missions during Blue's next turn.



LBJ hopes to entice Hanoi to the peace table.

SAPPERS

4

R09

Cost: 3 RPs. Choose a province except Saigon. Randomly eliminate 1 Allied infantry unit.

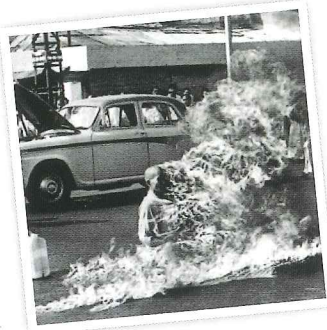


GENERAL UPRISING

3

R10

Cost: 1 RP. Move a VC to an adjacent province and place a red flag there, removing any pacification marker if present. This does not count as Red's 1 VC move.



The North believed the people in the south would rise up against the RVN.

NGUYEN CHI THANH

4

R12

Cost: 2 RPs. Target one province except Saigon (III) and attack it as if it were an Allied bombing mission.



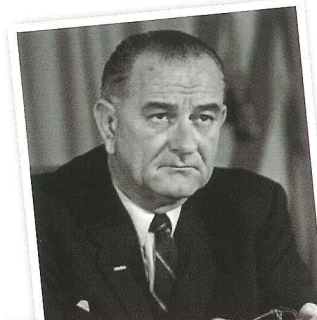
NVN field commander in the south.

A LIMITED WAR

4

R13

Play after Blue completes his last turn of the year. Play one more Red turn with 2 RPs. Do not score for a minor campaign this turn.



RESPONSE

NGUYEN CAO KY

3

R11

Play during the RVN Stability check. Add 2 to the number of ARVN casualties in the Body Count Box.

If played during Tet or Easter Offensive, Blue RP ceiling is 7 RPs for the RVN Stability Check.



RESPONSE

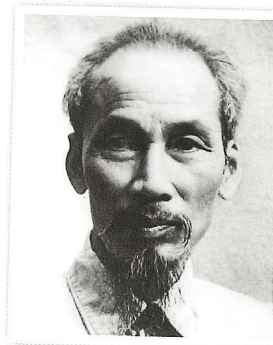
Vice president of SVN until 1971. Struggled with president Nguyen Van Thieu for power, dividing the country.

UNCLE HO

5

R14

Cost: 3 RPs. In every battle round this year where you attack, add +1 to your battle factors.



FLYING TELEPHONE POLES

5

R15

Cost: 4 RPs. For the rest of the game, Red artillery units also represent anti-aircraft missile launchers (+1 to bomber die roll). Remove card from game.



The Russian-built SA-2 Rocket

VO NGUYEN GIAP

5

R16

Cost: 2 RPs. Skip your battle die roll in 1 battle. Instead Add 2 dice rolls to your battle factors. No re-rolls of either die allowed.



Most prominent military commander besides Ho Chi Minh.

THE SECRET WAR

5

R19

Event not playable if the Pathet Lao controls Laos.

Cost: 0 RPs. NVA units may enter all LA provinces. Add 2 Doves if you kill all Allied LA units by year's end.

Blue may buy back dead LA units during his turn for 1 RP each if at least 1 LA unit survives on map.

Blue deploys them untried anywhere in Laos. Remove card from game.



★ 1969 ★

INDIAN COUNTRY

4

R17

Cost: 2 RPs. Draw 1 VC unit and deploy it in a pacified province. Roll 1 die; if the result \geq number of Allied units there, remove the pacification marker. You may buy this event twice.



4
R18

KENT STATE SHOOTINGS

Cost: 2 RPs. If Blue has played CAMBODIA IN-CURSION as an event, add 1 Dove. Remove card from game.



★ 1969 ★

Ohio National Guardsmen shoot and kill 4 protesting students, May 4, 1970.

5
R20

CAMPAIGN X

Event not playable if the Khmer Rouge controls Cambodia.

Cost: 0 RPs. NVA units may enter all CA provinces. Add 2 Doves if you kill all Allied CA units by year's end.

Blue may buy back dead CA units during his turn for 1 RP each if at least 1 CA unit survives on map. Blue deploys them untried anywhere in Cambodia.

Remove card from game.



★ 1969 ★

4
R21

WALTER CRONKITE

Cost: 4 RPs. Blue must withdraw 3 US units from the game immediately. If played the same year as the Tet Offensive, add 1 Dove. Remove card from game.



★ 1969 ★

"It seems now more certain than ever that the bloody experience of Vietnam is to end in a stalemate."

3
R22

KHE SANH

Play 3 SRPs instead of 1 for Actions this turn provided you spend all Battle and PC-Change Actions in Zone I.

Zone I Battles: Roll 2 dice and use the best roll (this turn only).

+1 Dove every Red turn this year that you control 4 or more provinces in Zone I.



CAMPAIGN ZONE I

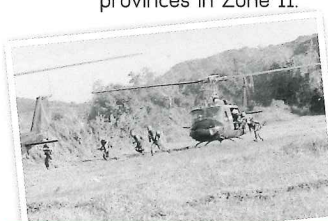
3
R23

IA DRANG

Play 3 SRPs instead of 1 for Actions this turn provided you spend all Battle and PC-Change Actions in Zone II.

Zone II Battles: Roll 2 dice and use the best roll (this turn only).

+1 Dove every Red turn this year that you control Pleiku, Darlac, and 3+ other provinces in Zone II.



CAMPAIGN ZONE II

3
R24

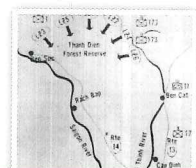
IRON TRIANGLE

Place Iron Triangle in Binh Duong.

Play 3 SRPs instead of 1 for Actions this turn provided you spend all Battle and PC-Change Actions in Zone III.

Zone III Battles: Roll 2 dice and use the best roll (this turn only).

+1 Dove every Red turn this year that you control 5 or more provinces in Zone III.



CAMPAIGN ZONE III

3
R25

MEKONG DELTA

Play 3 SRPs instead of 1 for Actions this turn provided you spend all Battle and PC-Change Actions in Zone IV.

Zone IV Battles: Roll 2 dice and use the best roll (this turn only).

+1 Dove every Red turn this year that you control 5 or more provinces in Zone IV.



CAMPAIGN ZONE IV

3
R26

TET OFFENSIVE

» This card costs 6 SRPs to play.

» Play on your first turn, 1968-1970 only

Play 9 RPs. You may not play SRPs for Actions. See CAMPAIGNS for Special Rules.

Score at year's end:

» +1 Dove for every city province you control over 3 in SVN.

» +1 Dove for every border province that you control over 4 in zones 2-3.

» +1 Dove for every 5 Allied units in the Body Count Box (rounded down).

GRAND CAMPAIGN

3
R27

EASTER OFFENSIVE

» This card costs 6 SRPs to play.

» Play on your first turn, 1972 only.

Play 9 RPs. You may not play SRPs for Actions. See CAMPAIGNS for Special Rules

Score at year's end:

» +1 Dove for every city province you control over 3 in SVN.

» +1 Dove for every 4 Allied casualties in the Body Count Box (rounded down).

GRAND CAMPAIGN

LAY CHILLY

3

B01

Play if Red units move, retreat, or react into a province with a vet Allied unit. The vet ambushes as if it were a VC+ unit. Draw a card.



RESPONSE

Lie motionless.

KIT CARSON SCOUTS

3

B02

Play just before a VC tries to evade. Return it to the VC Pool. Deploy an ARVN from the Dead Pool or Body Count Box in SVN.

Draw a card.



RESPONSE

A program to recruit VCs to work with U.S. Marines and later expanded to all American units.

PLATOON

3

B03

Play after a battle round with Allied survivors. Red loses 1 unit; you lose 1 unit on 1d6 = 1-3. You may repeat the process provided you have survivors. Red may try evasion after each roll. Draw a card.



RESPONSE

"Snakebite leader, Bravo Six...I want all you're holding INSIDE the perimeter. It's a lovely war. Bravo Six Actual and Out." Best picture award 1986.

TUNNEL RATS

3

B04

Cost: 1 RP. Flip over 1 VC+ that is in the Body Count Box. It still counts as a dead unit. Remove it from the game after the next Interphase. You may buy this event more than once.



Allied soldier who performed underground search & destroy missions. R. Lee Emery: "the smallest guys with the biggest Kabunas."

SEARCH & DESTROY

3

B05

Play in one battle before the battle dice are rolled. Roll your battle die and apply results before Red adds his factors and rolls his die.

If played in the same battle as DAC CONG, discard this card with no effect.

Draw a card.



RESPONSE

US Strategy. Move in, attack, and get out.

ROK FORCES

4

B06

Any VC that ambushes a group containing a ROK unit this turn must subtract 1 from its ambush roll.



The Republic of Korea forces had a reputation for ruthlessness unmatched by any other army in Vietnam.

MCNAMARA'S FENCE

2

B09

This card is worth 3 RPs if you control Quang Tri (I) when you play this card.

Cost: 1 RP. Roll dice equal to the number of Red units in Zone I. Red must kill 1 unit from Zone I for each 6 rolled (max 3 eliminations).



A proposed barrier of mines and sensors designed to keep North Vietnamese troops out of South Vietnam.

OPERATION PHOENIX

3

B08

Cost: 1 RP. Reveal a concealed VC unit.

- » VC: Put it in the Body Count Box.
- » Poof: Put it in the VC Pool (no event).
- » VC+: Put it in the Body Count Box. Add 1 Dove.



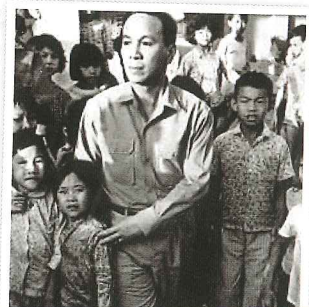
Campaign to eliminate the VC infrastructure. "Sometimes they'd come back to camp with ears to prove that they killed people."

NGUYEN VAN THIEU

5

B07

Play in an Interphase if you have 5 or more pacified provinces. Add +6 to RVN Stability.



RESPONSE

RVN president 1967-1975.

GREEN BERETS

4

B10

Cost: 4 RPs. Promote 1 ARVN to vet in every province containing US and ARVN units.



Specialized in counter-guerilla, training, and security.

AGENT ORANGE

4

B11

Cost: 2 RPs. All Red units in a SVN province you choose (except Saigon (III) or Thua Thien(II)) must retreat.



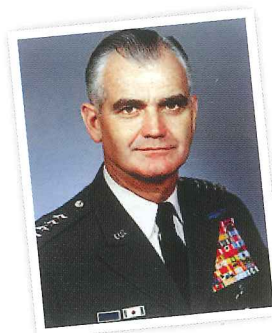
Herbicide/defoliant used by US military. It contained dioxins that caused health problems for all who were exposed.

WILLIAM WESTMORELAND

5

B12

Cost: 4 RPs. Westmoreland appeals to Congress. **Not playable after 1969.** Deploy the 3 extra US infantry units anywhere in SVN.



Commander of US forces in South Vietnam until 1969. Replaced by Creighton Abrams.

BUFF

4

B13

Cost: 2 RPs. Return a spent bomber to base and refuel it. It may fly another mission immediately, even bombing the same province.



BUFF Nickname for the B-52 bomber. "Big ugly fat...fellow."

LIMA SITE 85

5

B14

Cost: 1 RP. Place Lima Site 85 in Savannakhet. You may bomb Laos, and you get -2 bombing modifier in Zone I and Laos. It does not stop strategic movement. If destroyed, remove card and marker from game.



US installed navigation and radar guidance systems in Laos. The NVA destroyed the site in 1968.

PARIS PEACE TALKS

4

B15

Cost: 1 RP. The US wants to negotiate. Red must choose between:

- (1) Agree to talk: You (Blue) may spend 2 RPs/SRPs for +1 Hawk.
- (2) Refuse to talk: Refuel 1 bomber at base.



TIGER FORCE

2

B16

Cost: 1 RP. One mobilized Allied group may enter a designated province without being ambushed. You may buy this event more than once.



US task force founded to "out-guerilla the guerilla."

HAMBURGER HILL

2

B17

All your attacks in Thua Thien (I) are free. Add 1 Hawk if you pacify Thua Thien this turn.



Operation Apache Snow. The Allies took the hill after 10 days of bitter, intense fighting -- and promptly abandoned it.

THE "OTHER WAR"

3

B18

Cost: 1 RP. Pacify any province in SVN, even one with a red flag. Redeploy an Allied unit there if vacant. The unit may be ambushed.



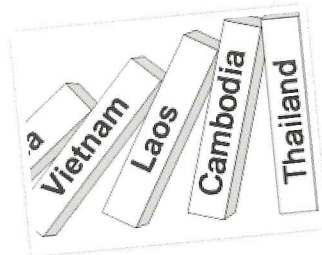
An alternative Marine Corps strategy (Combined Action Platoon) to help villagers protect themselves.

2
B19

DOMINO THEORY

This card is worth 3 RPs if there are 5 or more pacified provinces when you play this card.

Cost: 2 RPs. Add 1 Hawk if no Red units and no red flags occupy Saigon (III), Thua Thien (I), and Quang Nam (I).



LBJ: "If we allow Vietnam to fall, tomorrow we'll be fighting in Hawaii."

4
B20

OPERATION MENU

Cost: 3 RPs. Bomb Cambodia 3 times. You may bomb the same province more than once. Do not use bomber markers; just point and bomb.



★ 1969 ★

Secret Bombing bombing campaign meant to destroy enemy bases in Cambodia.

5
B21

LAM SON 719

This year:

(1) You may bomb Laos.

(2) ARVN units may enter LA border provinces.

Remove card from game.

Add 1 Hawk at the end of each Red turn that ARVN units occupy Savannakhet. Score 2 Hawks max.



★ 1969 ★

ARVN units with air support attempt to cut the Ho Chi Minh Trail.

4
B22

COMMANDO HUNT

Cost: 4 RPs. For the rest of the game:

(1) Bomber missions may target LA border provinces.

(2) More than 1 bomber may bomb a province each turn.

(3) Red bonus RPs are reduced.



★ 1969 ★

Covert air operation to disrupt enemy movement along the Ho Chi Minh Trail.

5
B23

CAMBODIA INCURSION

Cost: 0 RPs. Close Siha-noukville. You may bomb and enter CA border provinces this year. Add 1 Hawk each Allied turn that no Red units occupy any CA border provinces. Score 2 Hawks max. Remove card from game.



★ 1969 ★

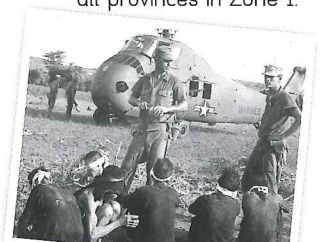
3
B24

STARLIGHT

Play 3 SRPs instead of 1 for Actions this turn provided you spend all Battle and PC-Change Actions in Zone I.

Zone I Battles: Roll 2 dice and use the best roll (this turn only).

+1 Hawk every Allied turn this year that you control all provinces in Zone I.



CAMPAIGN ZONE I

3
B25

WHITE WING

Play 3 SRPs instead of 1 for Actions this turn provided you spend all Battle and PC-Change Actions in Zone II.

Zone II Battles: Roll 2 dice and use the best roll (this turn only).

+1 Hawk every Allied turn this year that you control all provinces in Zone II.



CAMPAIGN ZONE II

3
B26

JUNCTION CITY

Play 3 SRPs instead of 1 for Actions this turn provided you spend all Battle and PC-Change Actions in Zone III.

Zone III Battles: Roll 2 dice and use the best roll (this turn only).

+1 Hawk every Allied turn this year that you control all provinces in Zone III.



CAMPAIGN ZONE III

3
B27

SEALORDS

Place Gunboat in Zone IV if it is before 1972.

Play 3 SRPs instead of 1 for Actions this turn provided you spend all Battle and PC-Change Actions in Zone IV.

Zone IV Battles: Roll 2 dice and use the best roll (this turn only).

+1 Hawk every Allied turn this year that you control all provinces in Zone IV.

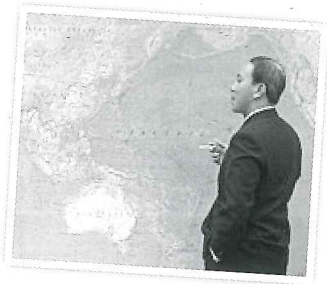


CAMPAIGN ZONE IV

3
X01

BEAU COUP

Cost: 1 RP. Draw 2 extra cards. You should finish the year with 3 cards



2
X02

MONSOON SEASON

MANDATORY EVENT!

Play all this turn's Actions in monsoon.

1. Tanks may not move.
2. All ground units may move 1 province.
3. Allied units may move by sea.
4. Monsoon ends at start of your next turn or year's end, whichever is first.

Give card to your opponent:

1965-66 or 1972-75:

Shuffle into his deck next Draw Phase.

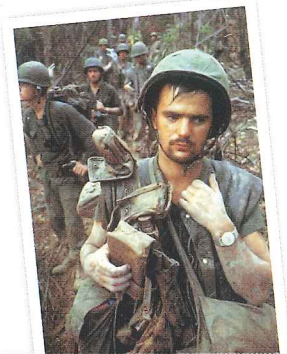
1967-68 Add to his 1969 cards.

1969-71 Add to his discard pile.

3
X03

DINKY DAU

Add +1 or -1 to any die roll you make after you see the result. You may not alter Bush Events. Draw a card.



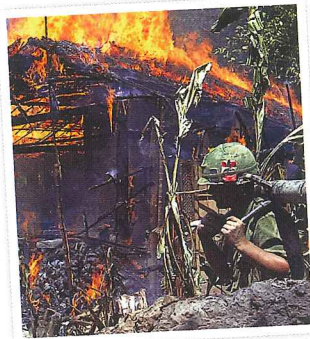
RESPONSE

Slang for "to be crazy."

4
X04

ZIPPO MISSION

Cost: 1 RP. All your units in one province RAID+0 one adjacent province. Add +1 to the die roll for every vet in the raiding group. Promote one attacker and 1 defender if a defending unit is killed.



Move in, attack, and move out!

3
X05

PUCKER FACTOR

Cost: 1 RPs. Panic! Target a province with Red and Blue units. One unit (owner's choice) must retreat. You may target your units. You may buy this event more than once.



2
X06

DI DI MAU

This card is worth 3 RPs if you control Pleiku province when you play this card.

Cost: 1 RP. Move 1-4 friendly units (excluding VCs). Each unit moves alone as a 1-unit group.



Move quickly!

4
X07

FULL METAL JACKET

Add 1 Hawk or 1 Dove if you take control of Hue (Thua Thien) (I) this turn.

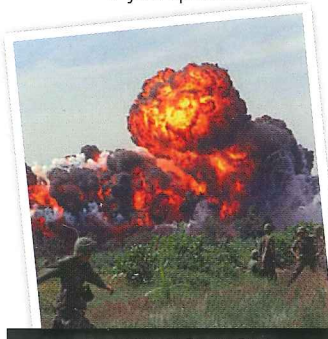


"From now on you will speak only when spoken to, and the first and last words out of your filthy sewers will be sir."

3
X08

APOCALYPSE NOW

Play in the Interphase. If your opponent is saving his LA or CA faction from collapse, add +1 RP to his cost or +2 RPs if you spend 2 RPs.



RESPONSE

"I love the smell of napalm in the morning."

3
X09

OUT COUNTRY

Buy a battle Action in LA or CA (for 1 RP). Add +3 factors if at least one friendly LA or CA unit participates.



Cambodian (1967-75) and Laotian (1962-75) Civil Wars.

BRING SMOKE

3

X10

Cost: 1 RP. Fire a friendly artillery unit at enemy units in the same province. Roll 1 die.

1-2 = No effect.

3-4 = 1 defending unit retreats

5-6 = 1 defending unit is eliminated.

Defender chooses unit.

You may buy this event more than once.



DEEP SERIOUS

2

X11

Cost: 1 RP. All your attacks in one province are free this turn.



IN COUNTRY

3

X12

You may attack once for free in every mountain province this turn.



"Ain't no use in goin' home. Jody's got your girl and gone / sound off..."

WHISPERING DEATH

4

X13

Blue Cost: 3 RPs. Conduct bombing missions against 2 adjacent SVN provinces that you may bomb. (No bombers needed.)

Red Cost: 4 RPs. B-52s destroy a friendly hamlet. Add 1 Dove. Place a red flag in any 1 SVN province, even a pacified one.



Nickname for a B-52 strike, the M-55 Quad 50, a 1971 film, et. al.

DUSTOFF

4

X14

Cost: 2 RPs. Remove an infantry unit from your Body Count Box and place it (veteran) in a legal province with no enemy units.



Medical evacuation mission.

PENTAGON PAPERS

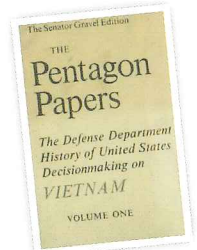
4

X15

Top secret US report on conduct of the war. Remove from game when played as an event.

Blue Cost 3 RPs. The report is not leaked. Add 1 Hawk.

Red Cost 3 RPs. Add 1 Dove. If the result is more than 15 Doves, the cost is free.



Leaked to NY Times by Daniel Ellsberg in 1971. Nixon: "Let's get the son-of-a-bitch in jail."

WE GOTTA GET OUT OF THIS PLACE

3

X16

Cost 2 RPs. Take friendly units from any provinces. Place them in any one legal province. The units may be ambushed as one group in the target province.



"We gotta get out of this place! If it's the last thing we ever do. We gotta get out of this place, 'cause girl, there's a better life for me and you." The Animals.

FIREBASE ZULU

3

X17

Cost: 1 RP. Place the firebase marker in a province with friendly units. Enemy units attack that province with -2 factors. Remove the marker when no friendly units remain with it.



THE HANOI HILTON

4

X18

Blue Cost: 2 RPs. Move 1 Allied unit from the Body Count Box to the Dead Pool.

Red Cost: 2 RPs. Move 1 Allied unit from the Dead Pool to the Body Count Box.



Hoa Lo POW prison in Hanoi.

4

X19

CREDENCE CLEARWATER REVIVAL

Event not play-
able after 1968.

Cost: 1 RP. Choose 2
response cards from your
discard pile, show them to
your opponent, and place
them with your 1969 cards.



*"And I wonder, Still I wonder
Who'll stop the rain."*

CHINA & THE USSR

4

X20

Blue Cost: 1 RP. China &
USSR agree to curtail NVN
aid. Red loses 1 SRP for
every RP you spend. You
may buy this event 4 times.

Red Cost 2 RPs. China &
USSR rebuff US overtures.
Put one tank unit from
Reinforcements in NVN.



OVER THE FENCE

4

X21

Event not playable if THE
SECRET WAR or CAMPAIGN
X is currently in play.

Cost: 1 RP. At the end of
your turn, deploy (un-
tried) any friendly CA and
LA units from the Body
Count Box to anywhere
in their home countries.



Crossing into Laos and Cambodia.

TET HOLIDAY

4

X22

Event not playable if
any enemy units were
eliminated this turn.

Cost: 1 RP. Vietnamese new
year. Propose ceasefire to
your opponent. If he re-
fuses, add 1 Hawk or 1 Dove.

If he accepts, both players
ignore all eliminations and
R results until the beginning
of your next turn or year's
end, whichever is first.



SON TAY PRISON CAMP

3

X23

Cost: 1 RP. Remove any num-
ber of cards from your hand
and draw replacements.
Then shuffle the removed
cards into your deck.



*Commandos attempt POW rescue in 1970,
but all POW's were moved earlier.*

MAD MINUTE

4

X24

Red may not play this event
on his first turn during the
Tet or Easter Offensives.

Play during your card play
turn. Add +2 to your card's
RP value. Draw a card.



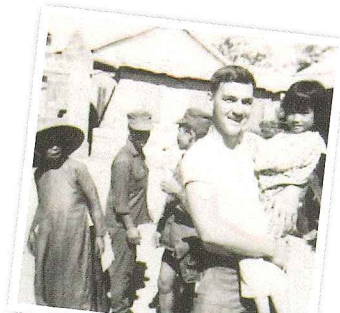
RESPONSE

HEARTS AND MINDS

4

X25

Play in the Interphase when
adjusting Political Will. Add
+1 or -1 to the number of
Red-flagged provinces.



RESPONSE

*US campaign to win the support of the
Vietnamese people. "It became necessary
to destroy the town to save it."*

I-FEEL-LIKE-I'M-FIXIN- TO-DIE RAG

3

X26

Play before battle dice are
rolled. Both players move
down one row (deadlier
result) on the Battle Table.



RESPONSE

*"And It's One, Two, Three, What Are
We Fighting For? Don't Ask Me, I Don't
Give A Damn, Next Stop Is Vietnam."
Country Joe and the Fish, 1967.*

Hearts & Minds Inventory :

27 "blue" cards

27 "red" cards

26 "black" cards

12 1&2 SRP counters

8 3&4 SRP counters

4 5&6 SRP counters

48 Blue/Red flag markers

1 Dove/Hawk marker

1 Year marker

1 RVN stability

2 blue SRP marker

2 red SRP marker

1 Iron triangle marker

1 Firebase marker

1 "Port closed" marker

1 "Lima site 85" marker

42 NVA infantry units

4 NVA tank assets

4 NVA artillery assets

24 VC infantry units

3 Khmer rouge infantry units

2 Pathet Lao infantry units

33 ARVN infantry units

1 ARVN tank assets

3 ARVN artillery assets

15 US infantry units

3 US tank assets

3 US artillery assets

1 US Air cav asset

1 US Navy "deep blue" asset

1 US Gunboat asset

3 US bomber marker

2 ROK infantry units

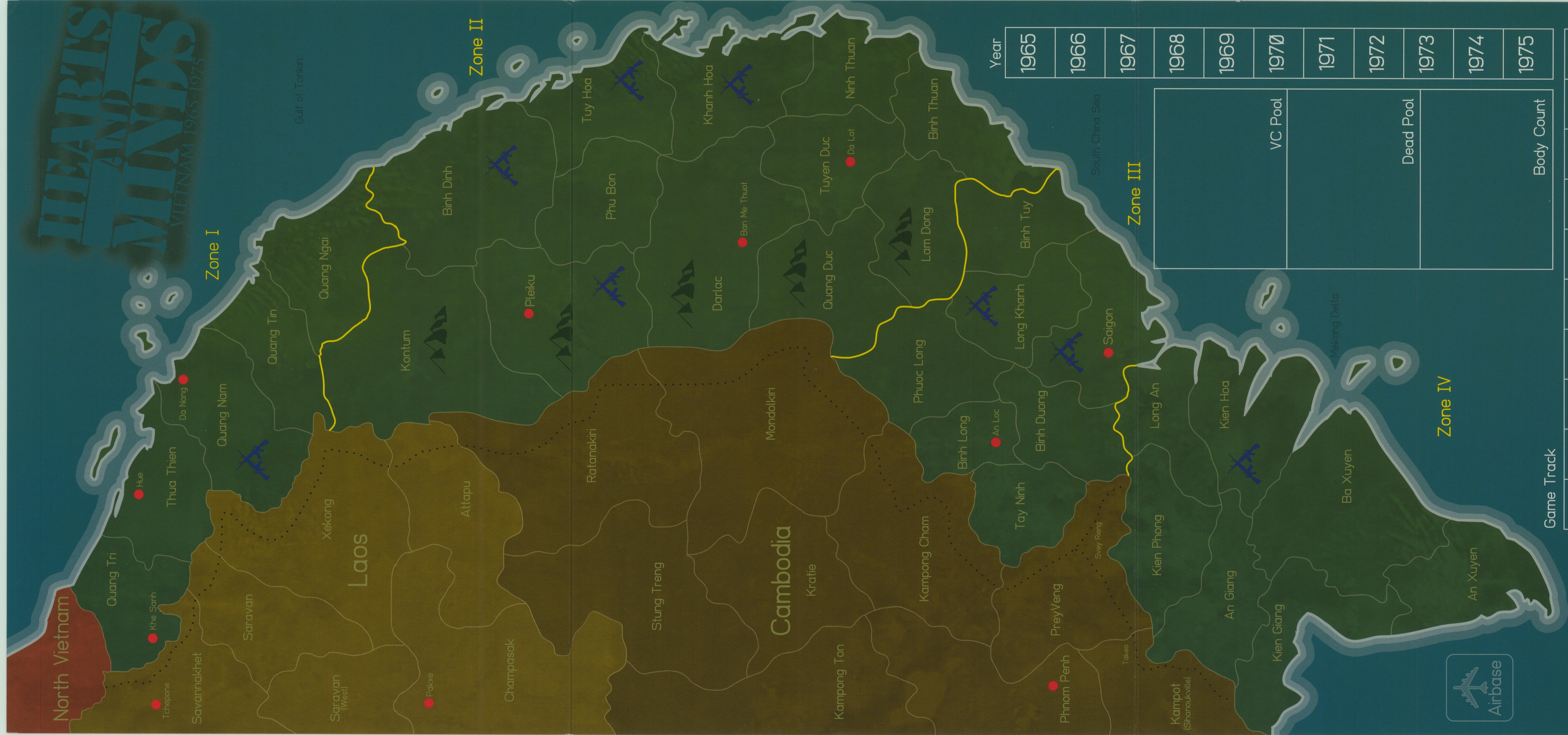
1 IF (international) infantry unit

4 CA (Cambodia) infantry units

3 LA (Laos) infantry units

HEARTS AND MINDS

VIETNAM 1965-1975



Year	Zone III								Zone IV				
1965	1966	1967	1968	1969	1970	1971	1972	1973	1974	1975	Game Track		
VC Pool								Dead Pool				Body Count	

0	1	2	3	4	5	6	7	8	9
10	20	30	40	50	60	70	80	90	100