

FIRST BLOOD



ASL SCENARIO VN1

Scenario Design: Frank Meier Version: 1.0.1



Ia Drang Valley, 1st November 1966: A band of enemy soldiers was observed between Plei Me and Chu Pong mountain on the morning of 1st November. One of the reconnaissance squadron's ground platoons, the Troop B Rifles, was already in flight and diverted to the scene. They skirmished across a small streambed and uncovered a fully stocked regimental hospital. During the day the captured gear was evacuated by helicopters. In the afternoon scout helicopters detected hundreds of NVA soldiers approaching from north east. Gunships roared down to blast the advancing enemy with rockets and automatic weapons fire, but failed to slow down the counterattack on the hospital position. The defending ground cavalry forces at the hospital was quickly compressed into a very small perimeter. The last rifle platoon was inserted at the height of this intense firefight and was forced to leave the bullet-riddled helicopters under a hailstorm of gunfire.

BOARD CONFIGURATION:

BALANCE

☆ Add 1x 6-6-7 to US Army 1/9th

★ Increase Scenario Length to 7 1/2 Turns



Only hexrows A-U are in play.

OVERLAY:

Place 2-hex wooden building overlay covering hexes N2 and N3

VICTORY CONDITIONS:

The NVA win if they control the hospital at game end.

☆ US Army sets up first	1	2	☆☆ 3	☆ 4	5	6	END
★ NVA moves first							



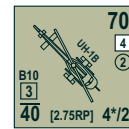
Elements of 1/9th, 1st Cavalry Div [ELR:4] {SAN: 3}

Setup within 4 hexes of the hospital (see SSR 1):



Gunship Air Support:

Enter on Turn 1 along the south edge (see SSR 2):



Reinforcements of 2/12th, 1st Cavalry Division

Enter on Turn 4 along the south edge:



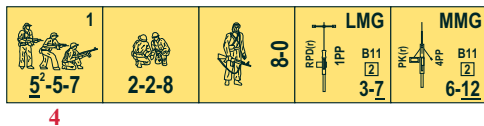
Lead Elements of 33rd NVA Regiment [ELR:5] {SAN: 4}

Enter on Turn 1 along the north/north-east edge on/between hex I1 and U4:



Reinforcements of 33rd NVA Regiment

Enter on Turn 3 along the north/north-east edge on/between hex I1 and U4:



SPECIAL RULES:

- PTO Terrain is in effect, EC is moist with no wind at start.
- Building N6 is the 33rd's field hospital. The hospital is treated as standard Wooden Building with Ground level only.
- The UH-1Bs are automatically Recalled in the beginning of the American Turn 3.

Aftermath:

The hospital was beyond the range of division artillery, and close-quarters combat soon rendered aerial support impractical. The NVA assault faltered under the volume of return automatic and grenade fire and was discontinued when additional reinforcements of the 2nd Battalion, 12th Cavalry, were airlanded later that day. The cavalry scored an opening success in its first confrontation with the NVA, although the enemy had not pressed its counterattack once it became evident that the hospital's condition was no longer worth fighting for.