

COUNTERAMBUSH



ASL SCENARIO VN5

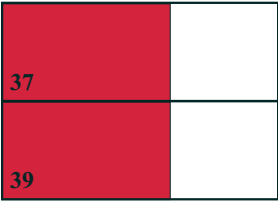
Scenario Design: Mark C. Drake Version 1.0.1



Road between Saigon and Phu Loi, 17th October 1965: The mission of C Company, 2nd Batt. 173 AB Brigade was to move north along its assigned section of road on the west side clearing its area of any ambushes within effective distance of the road. SSGT. Edward Franklin, acting platoon leader, knew his platoon was struggling through the thick vegetation and high humidity, but had his platoon deployed with his 3rd squad leading and 1st squad on the left flank, and 2nd squad in column behind 3rd squad. As 3rd squad paused at a clearing, Franklin knew he was looking at an ambush site: in front, heavy vegetation bordered a 60 meter wide open area, which extended north for 100 meters before widening into level rice paddies. On the right was vegetation running along a ridgeline; behind the ridge and running parallel to it was the road from Saigon to Phu Loi. Franklin moved up 2nd squad and an MG team as a fire base, and split 3rd squad up into two fire teams to move up the right flank, keeping 1st squad ready to react while it moved up the left flank.

BOARD CONFIGURATION: BALANCE

- ☆ Add 1x 2-2-8 and 1x M60 LMG
- ★ Add 1x 4-4-6










Only hexrows R-GG are in play.

OVERLAYS:
place 3 on 37V2-V1; OG2 on 39Z0-Y1

☆ VC sets up first	1	2	3	4	5	END
☆ US Army moves first						

☆ **3rd Platoon, C Co., 2nd BATT., 173 AIRBORNE BRIGADE [ELR:4] {SAN: 2}**
Setup on Board 37, on/west of line running from 39R2-39oY9-37oY1 inclusive:

 7-6-8 2	 3-4-8 4	 2-2-8 2	 9-1	 8-1	 8-0	 M60 1PP B11 3-8 2
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★ **Elements of Saigon Area Local VC [ELR:5] {SAN: 4}**
setup on Board 39 between hexrows V-CC, in hexes numbered 0-4 inclusive (see SSR 2):

 VC 2-2-6 6	 VC 4-4-6 4	 8-1	 8-0	 M60 1PP B11 3-7 2
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SPECIAL RULES:

- PTO terrain is in effect. Weather is Clear, EC are moist with no wind at start. Jungle is Light; Rice Paddies are Drained
- All VC MMC (and all SMC/SW stacked with them) setup HIP with no more than 1 MMC per hex and they must be entrenched IN a 1S Foxhole.
- VC units may not move on turn 1 [EXC.: Rout/Advance].
- All Rules for VC are in effect, including Booby Trap Level A and Special Sniper

Aftermath:

As Franklin and one of the 3rd squad fire teams moved into the open small arms fire erupted from the near woodline: ambush! Franklin estimated an enemy platoon was firing from the woodline along the ridge so ordered 3rd squad to assault. This squad quickly hit the VC in the flank, overrunning a total of 6 VC positions. The VC unit, realizing its predicament, immediately withdrew. Franklin's correct deployment and immediate reaction led to his unit defeating an enemy ambush.