'NAM

1965-1972

THE VIETNAM WAR MINIATURES GAME

BATTLEFRONT

BATTLES IN SOUTH VIETNAM, 1965-1971

North/South Border (DMZ)

THAILAND

LAOS

TCHEPONE

KHE SANH
ROUTE 9

HUE

DA NANG

CHU LAI

QUANG NGAI

DUK PHO

DAK TO

MANG YANG PASS

PLEIKU

AN KHE

QUI NHON

IA DRANG

Inset map
MONGOLIA

JAPAN

CHINA

INDIA

BURMA

Hanoi

THAILAND

VIETNAM

Saigon

PACIFIC OCEAN

PHILIPPINES

MALAYSIA

INDONESIA

INDIAN OCEAN

AUSTRALIA

REPUBLIC
OF VIETNAM
(SOUTH VIETNAM)

CAM RANH BAY

CAMBODIA

SNUOL

FISH HOOK

PREY VENG

BEN CUI
TAY NINH

IRON TRIANGLE

PARROT'S BEAK

CU CHI

BIEN HOA
& LONG BINH

SAIGON

NÚI ĐẤT

Mekong Delta

KEY

- 1st Cavalry Division (Airmobile) 'The First Team'
- 4th Infantry Division 'Ivy'
- 25th Infantry Division 'Tropic Lightning'
- 11th Armoured Cavalry Regiment 'Black Horse'
- B2 Front
- ANZAC
- USMC
- ARVN
- MRF

N

0   KM   100   200

0   MILES   100

'NAM is produced by the team at Battlefront Miniatures. They can p ovide you with everything you need to play the game other than a table and an opponent. Check out their website at www.NAMminiaturesgame.com if you want to know more about the game and the associated range of products.

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WELCOME TO VIETNAM

A SHORT BRIEFING FOR NEWLY-ARRIVED OFFICERS

The Vietnam War (or the American War to the Vietnamese) defined a generation, whether it was through service in Vietnam or opposition to the war. The war in Vietnam, fought nearly half a century ago, remains one of the longest and bloodiest wars since the Second World War. Despite its popular depiction as a guerrilla war of endless patrols and small ambushes, both sides were constantly looking for decisive victories in large-scale battles. This book allows you to recreate some of these battles on the tabletop using the popular *Flames Of War* miniatures wargaming rules.

By 1965, the wars in Vietnam had been dragging on for two decades. The wars began in 1945 when the Japanese were thrown out and French rule was restored at the end of the Second World War. The opening round of the resulting Indochina War went to the Vietnamese with the French withdrawing in 1954 after the disastrous battle of *Điện Biên Phủ*. In the Geneva Conference that followed, the country was split into a communist People's Republic of Vietnam in the north and a capitalist Republic of Vietnam in the south.

After the end of the Indochina War, the People's Republic in the north continued low-level guerilla activities in the south through the National Liberation Front (NLF), called the *Việt Cộng* (VC) by the south, while recovering from the war and building up its strength. By 1964, the north felt ready to renew the armed struggle and reunite Vietnam under a communist government. They sent units of the People's Army of Vietnam (PAVN) south to assist the NLF against the Army of the Republic of Vietnam (ARVN). Despite 16,000 American advisors (more soldiers than in an infantry division) working with the poorly-equipped ARVN, the situation in the south had deteriorated to the point that the Nationalist forces began seeking large-scale battle to bring about the defeat of the south and the reunificatio of Vietnam.

The United States, Australia, New Zealand, the Republic of Korea, Thailand, and the Philippines responded by sending troops to assist the Republic of Vietnam. The result of the escalation by both sides was a series of major battles in the second half of 1965 and in 1966. During 1967 the Free World forces took the war into Nationalist base areas in the Western Highlands and the Cambodian border.

BIG BATTLES IN VIETNAM

The popular image of Vietnam is one of endless skirmishing and guerrilla warfare, and this is how many soldiers spent the majority of their tour in Vietnam. However, this view ignores the frequent large-scale battles as both sides strove to bring the war to a victorious conclusion. While few individual soldiers fought in more than one large battle, and many did not fight in even one big battle, they were taking place across Vietnam on a regular basis. Oliver Stone captures aspects of this in his film *Platoon* with scenes inspired by the New Year's Battle in which he fought.

VIETNAM'S WARS

1887: French Indochina formed containing modern Vietnam, Laos, and Cambodia.

1940: Second World War, France defeated. Indochina under Japanese control.

1941: *Hồ Chí Minh* takes command of the communist *Viet Minh* independence movement.

1945: Japan defeated. France regains control. Peoples Republic of Vietnam declared.

1954: French defeated at *Điện Biên Phủ*.

1955: Geneva Accords divide Vietnam in two.

1959: Nationalist 'peoples war' to overthrow South Vietnamese government begins.

1963: Military coup in South Vietnam paralyses military and state.

1964: North Vietnamese troops sent to fight in South Vietnam.

1965: US and other Free World forces arrive in South Vietnam to bolster regime.

1968: Nationalist Tet Offensi es fail with heavy casualties.

1969: US adopts policy of 'Vietnamisation' and starts withdrawing troops.

1972: Last US and Free World forces leave Vietnam. Nationalists switch to conventional warfare using tanks and motorised troops.

1975: Nationalist offensi e defeats South Vietnamese forces and unifies Vietnam as the People's Republic of Vietnam.

The war changed again in January 1968 when the rebuilt Nationalist forces launched the Tet (Vietnamese New Year) Offensi e. The damage suffe ed by the Nationalist forces and American public opinion led the United States to 'Vietnamize' the war. The ARVN forces were equipped with modern weapons and retrained, while Free World forces began to withdraw. The first big test of Vietnamisation was Operation *Lam Sơn 719*, a 1971 ARVN operation to cut the Nationalist supply route down the *Hồ Chí Minh* Trail in Laos. The Nationalists opposed the operation with conventional forces, including tanks, indicating another change in the conduct of the war. Four years of hard fighting later, North Vietnamese tanks rolled into the Presidential Palace in Saigon, and the war was over.

1965

By 1965 war in Vietnam had been going on for decades. Political strife plagued the South Vietnamese government to the point where the military took direct control of the country. As the situation worsened, Nationalist insurrection forces within South Vietnam renewed their attacks and gained enough success to worry the US and its Free World allies.

In March, the US launched Operation Rolling Thunde , a massive bombing campaign aimed at destroying North Vietnamese military capabilities and boosting the morale of South Vietnamese troops. As the air campaign rolled forward, US Army and Marine operations began to attack Nationalist forces in South Vietnam. The first major battle occurred at Ia Drang in November 1965. By year's end South Korean, ANZAC, and US forces had arrived and the war entered a new phase of direct US and allied involvement.

Billboard Top 10

1. Wooly Bully
   (Sam The Sham and The Pharaohs)
2. I Can't Help Myself (Sugar Pie Honey Bunch)
   (Four Tops)
3. (I Can't Get No) Satisfaction
   (Rolling Stones)
4. You Were On My Mind
   (We Five)
5. You've Lost That L vin' Feelin'
   (Righteous Brothers)
6. Downtown
   (Petula Clark)
7. Help!
   (Beatles)
8. Can't You Hear My Heartbeat
   (Herman's Hermits)
9. Crying In The Chape
   (Elvis Presley)
10. My Girl
    (Temptations)

Billboard Top 10

1. The allad Of The reen Berets
   (Sgt. Barry Sadler)
2. Cherish
   (Association)
3. (You're My) Soul And Inspiration
   (Righteous Brothers)
4. Reach Out I'll Be The e
   (Four Tops)
5. 96 Tears
   (? and The Mysterians)
6. Last Train To Clarksville
   (Monkees)
7. Monday, Monday
   (Mama's and The Papa's)
8. You Can't Hurry Love
   (Supremes)
9. Poor Side Of Town
   (Johnny Rivers)
10. California Dreamin'
    (Mama's and The Papa's)

1966

President Lyndon B Johnson escalated US presence in Vietnam during 1966. By the end of 1966 over 400,000 US troops and sailors were deployed to the warzone in an effo t to stop the communist forces in Vietnam. Allied countries also sent reinforcements and soon the war was being largely fought by Free World forces other than South Vietnam.

The heavy presence of US-led forces in Vietnam routed the insurrectionist forces out of the cities and key areas. However, nationalist forces easily disappeared into the countryside, foiling Free World effo ts to bring them out into the open for a decisive battle. By the end of the year, Nationalist forces regrouped and reach an estimated strength of 280,000.

1967

In January 1967, NVA troops launch their first attacks on the Demilitarized Zone (DMZ) and hit US Marine bases along the line. Fire bases at Khe Sanh, the Rockpile, Cam Lo, Dong Ha, Con Thien, and Gio Linh are brought under siege until May.

In January, US-led forces successfully launched Operation Cedar Falls to secure the Iron Triangle, a section of land between the Saigon River and Route 13. A month later Operation Junction City unleashed the largest airmobile operation of the war with over 240 helicopters in Tay Ninh province, north of Saigon. While no decisive battles are fought in the operation's 72 days, over 30,000 US and 5000 ARVN troops cleared the area of Vietcong forces and captured large amounts of war material from Nationalist caches.

Meanwhile, Nationalist soldiers from the north and insurrectionist forces in the south began deploying weapons and troops throughout the south in strategic places. Using Cambodia to avoid detection, these forces infiltrated deep behind enemy lines and prepared for to take part in the Tet Offensi e.

Billboard Top 10

1. To Sir With Love
   (Lulu)
2. The Lette
   (Box Tops)
3. Ode To Billie Joe
   (Bobby Gentry)
4. Windy
   (Association)
5. I'm A Believer
   (Monkees)
6. Light My Fire
   (Doors)
7. Somethin' Stupid
   (Nancy Sinatra and Frank Sinatra)
8. Happy Together
   (Turtles)
9. Groovin'
   (Young Rascals)
10. Can't Take My Eyes Off You
    (Frankie Valli)

1968

January 1968 was a watershed moment in the Vietnam War. On the morning of 21 January USMC forces in Khe Sahn came under attack from three NVA infantry divisions, supported by armoured units. After a two day attack, the Marines were besieged once more.

Meanwhile, on 30 January, as the Vietnamese people settled in to celebrate the Tet holiday, NVA forces launch a surprise attack. Up to this point, Tet was traditionally observed as a truce between both sides, but the NVA used this to launch their Tet Offensi e. Caught completely off guard, Free World forces fought back as best they could. Over 100 cities and towns came under attack across all of South Vietnam. Although the operation resulted in the total destruction of the insurrectionist Vietcong, and all of the lost ground was quickly regained, the shock of the attack were felt across the globe, sparking huge protests and anti-war sentiment in the US.

As the rest of the country dealt with the Tet Offensi e attacks, Khe Sahn endured a 77-day siege until April. Khe Sahn is eventually abandoned in June after airmobile bases were established in the area, making a permanent base there redundant.

Billboard Top 10

1. Hey Jude
   (Beatles)
2. Love Is Blue
   (Paul Mauriat)
3. Honey
   (Bobby Goldsboro)
4. (Sittin' On) The ock Of The ay
   (Otis Redding)
5. People Got To Be Free
   (Rascals)
6. Sunshine Of Your Love
   (Cream)
7. This uy's In Love With You
   (Herb Alpert)
8. The Good, The Bad And The Ugly
   (Hugo Montenegro)
9. Mrs. Robinson
   (Simon and Garfunkel)
10. Tighten Up
    (Archie Bell and The Drells)

1969

Richard Nixon became President in 1969 and vowed to end the war in Vietnam honorably, seeking to withdraw US forces and getting the South Vietnamese to stand on their own feet in an effo t called "Vietnamization". He ordered the first US withdrawal of 25,000 in June, with equipment being supplied to the South Vietnamese armed forces.

As US-led forces hold their positions, more PAVN attacks hit South Vietnam. Again, these are dealt with, but general morale among US forces and support at home begins to deteriorate.

Billboard Top 10

1. Sugar, Sugar
   (Archies)
2. Aquarius / Let The unshine In
   (Fifth Dimension)
3. I Can't Get Next To You
   (Temptations)
4. Honky Tonk Women
   (Rolling Stones)
5. Everyday People
   (Sly and The Family Stone)
6. Dizzy
   (Tommy Roe)
7. Hot Fun In The ummertime
   (Sly and The Family Stone)
8. I'll Never Fall In Love Again
   (Tom Jones)
9. Build Me Up Buttercup
   (Foundations)
10. Crimson And Clover
    (Tommy James and The Shondells)

Billboard Top 10

1. Bridge Over Troubled Water
   (Simon and Garfunkel)
2. (They Long To Be) Close To You
   (Carpenters)
3. American Woman / No Sugar Tonight
   (Guess Who)
4. Raindrops Keep Fallin' On My Head
   (B.J. Thomas)
5. War
   (Edwin Starr)
6. Ain't No Mountain High Enough
   (Diana Ross)
7. I'll Be The e
   (Jackson 5)
8. Get Ready
   (Rare Earth)
9. Let It Be
   (Beatles)
10. Band Of Gold
    (Freda Payne)

1970

In April, US and South Vietnamese forces launched several operations into neutral Cambodia to cut off PAVN supply routes along the border. The 'Cambodian Incursion' gained international opposition, but the attack destroyed significant amounts of Nationalist military supplies, including nearly 30,000 weapons, millions of rounds of small arms ammunition, and inflicted over 10,000 casualties on enemy forces.

1971

In February, ARVN forces launched their first major operation on their own, Operation Lam Son 719. The attack targeted two PAVN supply bases in the neighboring country of Laos with 20,000 troops. However, nationalist forces are waiting for them and inflic 9000 casualties on the inexperienced ARVN and destroy hundreds helicopters and tanks. Claimed as a victory by both North and South Vietnam, the result was clearly a Nationalist win and caused US official to begin to pursue peace talks to end US involvement in Vietnam.

Meanwhile US military withdrawal continued. By year's end there were 156,800 US personnel in Vietnam, down from 500,000 three years before.

Billboard Top 10

1. Joy To The World
   (Three Dog Night)
2. Maggie May / (Find A) Reason To Believe
   (Rod Stewart)
3. It's Too Late / I Feel The Ea th Move
   (Carole King)
4. One Bad Apple
   (Osmonds)
5. How Can You Mend A Broken Heart
   (Bee Gees)
6. Indian Reservation
   (Raiders)
7. Go Away Little Girl
   (Donny Osmond)
8. Take Me Home, Country Roads
   (John Denver)
9. Just My Imagination (Running Away With Me)
   (Temptations)
10. Knock Th ee Times
    (Dawn)

Billboard Top 10

1. The First Time Ever I Saw Your Face
   (Roberta Flack)
2. Alone Again (Naturally)
   (Gilbert O'Sullivan)
3. American Pie
   (Don McLean)
4. Without You
   (Nilsson)
5. Candy Man
   (Sammy Davis Jr.)
6. I Gotcha
   (Joe Tex)
7. Lean On Me
   (Bill Withers)
8. Baby Don't Get Hooked On Me
   (Mac Davis)
9. Brand New Key
   (Melanie)
10. Daddy Don't You Walk So Fast
    (Wayne Newton)

1972

In March, North VIetnamese forces began a general attack on the DMZ against ARVN forces. South Vietnamese troops put up a poor defence and are quickly overrun. PAVN forces marched on toward Hue, where more ARVN and US Marines are stationed, but are forced to stop and await resupply. The attack was renewed on 13 April, spearheaded by PAVN tanks. Nationalist forces secured portions of Hue, but are forced to withdraw due to the intervention of US airpower. However, NVA attacks won the cities of Dong Ha and Quang Tri City and held them against ARVN counterattacks.

In December, peace talks in Paris broke down and Nixon ordered Operation Linebacker, a massive bombing campaign, to wipe out North Vietnamese infrastructure and force the Nationalists back to the negotiating table.

Billboard Top 10

1. Tie A Yellow Ribbon Round Th Ole Oak Tree
(Tony Orlando and Dawn)

2. Bad Bad Leroy Brown
(Jim Croce)

3. Killing Me Softly With His Song
(Roberta Flack)

4. Let's Get It On
(Marvin Gaye)

5. My Love
(Paul McCartney and Wings)

6. Why Me
(Kris Kristofferson)

7. Crocodile Rock
(Elton John)

8. Will It Go Round In Circles
(Billy Preston)

9. You're So Vain
(Carly Simon)

10. Touch Me In The   orning
(Diana Ross)

1973

Peace talks resumed in January and on the 27th a ceasefi e was agreed upon. US forces completed their withdrawal in March, leaving behind only the troops necessary to guard US installations and buildings. Over 3 million Americans served in the war, with almost 58,000 dead and over 1000 missing in action.

1974 & 1975

North Vietnamese forces used the ceasefi e time to rebuild their divisions and consolidate their victories of 1972. By April 1974 they were strong enough to capture some more ground.

In 1975, NVA forces unleashed a full attack on South Vietnamese cities, taking Phuoc Long in January, and Quang Tri, Hue, and Da Nang in March. In April, US forces evacuated over 1000 US citizens and 7000 South Vietnamese refugees out of Saigon. The last flight out took place on 30 April 1975 as PAVN forces entered the city. The Nationalist victory was finally complete

The captain places his foot firmly on the ground, the firs to dismount from his company's Slick transports. The LZ is hot, but not lost. Help is moments away, in follow-up helicopter waves, and armoured cavalry are bashing their way through the jungle to the battlefield. He has moments to assess the situation...

That captain is ou. What are your orders?

In 'Nam, you get the chance to find out. You can set up a miniature battlefield with model tanks and soldiers representing the real-life troops that faced each other across in the jungles, deltas, cities, and highlands of Vietnam. You and your opponent assume the roles of their commanders, pitting your wits and cunning against one another to attain victory and, more importantly, to have fun.

THE CHALLENGE OF COMMAND

'Nam allows you to re-fight the battles in the hot jungles, highlands, and rivers of Vietnam. Will the overwhelming forepower of the free world be enough to overcome the raw determination of the nationalist Vietnamese cause? 'Nam lets you find out

This rulebook is your guide to fighting these battles in miniature. With it you can take command of a company or battalion of soldiers and pit yourself against cunning opponents on the field of battle. Command a Vietnamese infantry battalion attacking with guile and cunning, or jump into the pilot seat of an air cavalry Hueycobra attack helicopter. All of the major forces fighting in Vietnam are yours to command.

'Nam combines the joys of painting and modelling your own miniature army with the challenge of facing off against your opponent across a gaming table in a social setting, and you'll get to create history as it might have been!

GETTING STARTED

The easiest way of learning the rules is to visit a store or club where experienced players can run you through an introductory game and introduce you to other players.

If you don't have a store handy, you can teach yourself quite easily. Read through this book, don't worry about remembering it all, you can look it up again later, then play a small game with a friend.

The first scenario, Stand Up Fight on page 190, is a great place to start. Set up the starting forces, grab their Unit Cards, and start playing. Take it slowly at first, looking up the rules as you go, and by the end of the game you'll pretty much know how to play 'Nam. Add a few more teams for the next game, and slowly build up your experience as you go. Before you know it, you'll be a veteran tank commander!

FREE WORLD AND NATIONALISTS

'Nam pits the forces of the Free World (ARVN—Army of the Republic of Vietnam, Australian, New Zealand, and US) against the Nationalist forces (PAVN—People's Army of Vietnam and Local Forces—the Viet Cong).

WEBSITE

The 'NAM website is the place to go to learn more about this game and the range of products available. The e you will find information on all the armies, the miniatures, how to assemble and paint them, as well all the latest news.

Go to *www.NAMminiaturesgame.com* now!

You don't need much to start a game of 'Nam. Here's what you need.

AN OPPONENT

'Nam is a social game played by two or more players, so grab a friend and get started.

TWO ARMIES

The Battlefront Miniatures 'Nam range of 15mm (1/100th) scale miniatures is specifically designed for the game and is available through all good hobby stores. A full catalogue of the range can be found on page 210.

A full range of Unit Cards detailing each units capabilities in the game is available for purchase from your local hobby store or Battlefront Miniatures. More information can also be found on page 210.

THIS RULEBOOK

This ulebook contains all the rules you need to play 'Nam.

A TEMPLATE

Artillery and aircraft are not precision weapons. Their shells and bombs blanket a wide area, possibly wiping out dozens of the enemy at a time. Artillery and Salvo Templates from Battlefront Miniatures make it easy to work out who is hit, and who isn't when you introduce these weapons into your games (*See page 48*).

A BATTLEFIELD

Whether it's the kitchen table or a custom-built gaming table, you'll need a large flat surface to play the game. Th Gale Force Nine Battlefield in a Box Gaming Mat is a double sided 6' x 4' (180cm x 120cm) mat designed for all types of miniature games and is available through all good hobby stores or the GF9 website.

The Mekong River Mat from Battlefront Minatures and available on the 'Nam website is a printed set of mats that recreate the look and feel of the Mekong Delta with it's twisting waterways.

TERRAIN

You'll need a selection of terrain like hills, woods, hedges, buildings, and roads to create a realistic battlefield for your troops to fight over. The pre-painted terrain in the Gale Force Nine Battlefield in a Box range makes setting up a battlefield eas .

DICE

'Nam uses ordinary six-sided dice. You can personalise your force with army-specific dice marked with your force's insignia available from Battlefront Miniatures.

TOKENS

Even though they are toy soldiers, your troops react to heavy fi e like real soldiers. Sometimes they get pinned down or bail out of their tanks. They get stuck in rough terrain and go to ground, hiding from the enemy. A range of 'Nam themed Tokens help you keep track of the state of your troops and is available on the website.
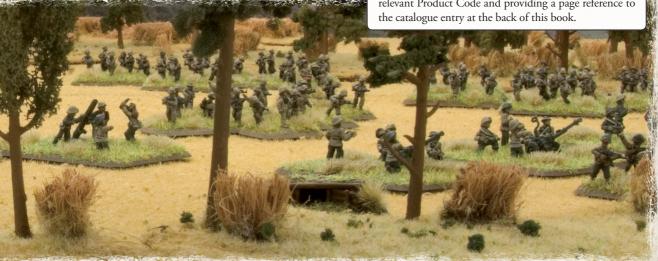
TAPE MEASURE

You'll need a tape measure to measure movement and shooting ranges. You can use Metric or Imperial measurements, whichever suits you best. The Gale Force Nine tape measure along with a wide range of other gaming and hobby accessories is available from their website.

MINIATURES

Th oughout this book you will find reference tabs like the one shown on the right. These are designed to help you find the right miniatures for each unit by listing the relevant Product Code and providing a page reference to the catalogue entry at the back of this book.

Reality is immensely complex and rather messy. This game has the advantage of giving players virtually unlimited opportunities to fight new battles and collect new armies. However, it also requires rules to cover the many aspects of the battles of 'Nam. The good news is that you don't need to know all of the rules to play the game. You can start with the basics and add things like artillery, aircraft, and even heli-borne assaults when you are ready.

To help you understand the rules, this section explains some of the concepts behind the game.

DIE ROLLS

'Nam uses the same standard six-sided dice that games like Monopoly and Yahtzee use.

When the rules say to roll a die, they give a number that you must equal or exceed, for example, 3+ (a roll of 3, 4, 5, or 6 means success), or 5+ (a roll of 5 or 6 means success). Any roll lower than the number means the attempt has failed.

In some cases, such as shooting at partly concealed targets, the number needed for success will be modified

Add +1 to the required score for each of the modifiers that apply at the time. For instance, if you normally need a 3+ to hit the enemy, but the target was both (a) at long range and (b) concealed in a wood, the required score on each die would go up to 5+.

Sometimes the score required is shown as 'Auto'. This means that the roll will automatically succeed.

If the rules require you to roll more than one die, treat each roll as a separate success or failure.

RE-ROLLS

In some situations, where your first roll fails, you may be allowed a re-roll. A re-roll is just what the name says—you get to ignore the first attempt and roll the die again. Th score on the second die roll is what counts. You never get more than one re-roll per situation.

MEASURING

'Nam gives game measurements in both inches (Imperial) and centimetres (Metric). You should agree on which system you and your opponent will use before the game begins— you must use one of these two systems, not switch between both. Generally, it's a good idea to use the system you are most familiar with.

You are allowed to measure any distances on the battlefiel any time you want to. You can measure how far your weapons can shoot, how far the opponent's weapons can shoot, or even whether or not you have enough movement to assault at the end of the turn. After all, your soldiers have maps, range-finders, and binoculars to help them work these things out.

TALK TO YOUR OPPONENT

You can make your game fl w more easily by letting your opponent know what your intention is when moving your forces. If you tell them you are intending to stay out of range, or that you think your troops are completely out of sight behind a wood, it reduces disputes if a model gets bumped later.

WYSIWYG

'Nam is a What You See Is What You Get, or WYSIWYG, game. One miniature represents one soldier or vehicle. In many cases you can resolve difficultie by remembering this and taking a look at the situation from a model's-eye view, down on the ground so to speak. Have a look at what your miniature could see from where they are or where they could go on the terrain as modelled.

HINTS AND TIPS

The e are hints and tips in various places to help you learn the game. These are not rules, just ideas on how to play the game quickly and simply.

SPECIAL RULES

To keep things simple, the main part of the 'Nam rules only cover the more common cases. Rules that are specifi to certain weapons, vehicles, units, or armies are given as special rules.

These special rules either add additional capabilities or allow the teams and platoons that use them to break the normal rules. When a special rule conflicts with the normal rules, apply the special rule.

WHEN THINGS HAPPEN

Normally turns in 'Nam follow a straightforward sequence. However, some rules, particularly special rules, cause things to happen out of turn. An example of this would be anti-aircraft weapons engaging enemy aircraft when they appear in the enemy turn.

When this happens, interrupt the normal turn sequence, resolve the unusual activity, then return to where you were and continue the turn.

WHEN THINGS GET TRICKY

In a hobby such as wargaming, it's impossible to over-emphasise the importance of being a good sport. Whether you are crushing your opponent or you are on the receiving end of an almighty pummelling, it's always good to remember that whatever the outcome of the battle, playing is all about having fun.

Some good basic rules are to be fair, play to the spirit of the game, treat your opponents with courtesy and respect, and don't get too bogged down with the rules. Oh, that and don't give up! The odds may look grim with your army set to be beaten, but hang in there. Some of the best stories are about heroic last stands and a few brave individuals turning the tide and holding out against the odds to finally snatch an unlikely victory.

Remember, whether you are facing a friend or a new opponent, treat them just the way you would like to be treated and you will get so much more from the hobby.

WORKING IT OUT
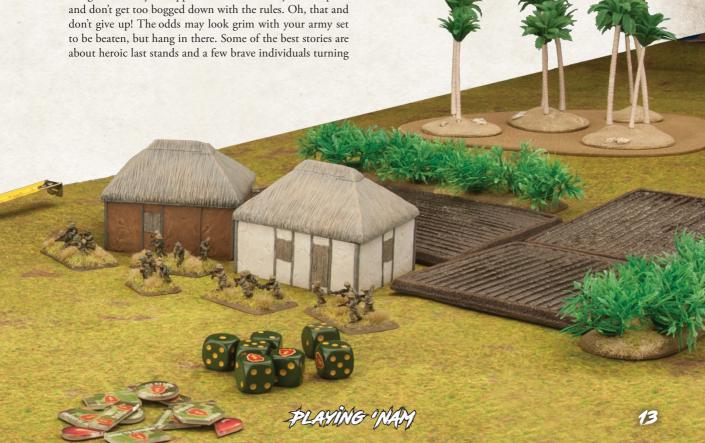
Sometimes it can be difficul to figu e out how a rule should be applied to an unusual situation that has occurred in your game. If something unexpected happens, talk with the other players and try to come up with a good interpretation of what would happen. The best thing to do is to make a quick call that both you and your opponent can agree on.

If you can't come to an agreement quickly just roll a die:

- If you roll 4, 5, or 6, use your interpretation of the rule for the rest of the game.
- A roll of 1, 2, or 3, means that you have to accept your opponent's interpretation of the rule for the rest of the game.

After the game, when you have more time for discussion without holding up the battle, sit down and agree how you'll handle the situation in the future.

If you still aren't sure, you can always check out the forum at *www.NAMminiaturesgame.com* and ask other players how they would handle the problem.

TEAMS AND UNITS

The military knows that the strength of a well-coordinated group of soldiers is far greater than the sum of its parts. *'Nam* reflects this by organizing your force into Teams, Units, and Formations.

TEAMS

TEAMS

Although the acts of a few individuals are always glorifie by the media back home, in reality a soldier never does anything on their own. Soldiers are trained to operate as a Team, and it is this teamwork that keeps them alive. In *'Nam* your miniature soldiers also operate in Teams. The e are four main types of Teams: Tanks, Infantry, Guns, and Aircraft.

TANK TEAMS

Tank Teams include all manner of military vehicles, from the M48 Patton main battle tank, down to the lowly jeep. Tank Teams are either Armoured or Unarmoured. Some Tank Teams are also Transport Teams designed to carry infantry as passengers.

INFANTRY TEAMS

Infantry Teams include all troops fighting on foot. They are a group of miniatures all mounted on a single base (the size of the base depends on the number and size of the miniatures). They can be equipped with individual weapons like rifle and RPG anti-tank launchers, or crew-served weapons like the man-packed 81mm mortar. These crew-served weapons are classed as Heavy Weapons Teams.

GUN TEAMS

Gun Teams support your troops with long-range, large-calibre weapons like the reliable WWII-vintage 105mm howitzer.

AIRCRAFT TEAMS

Aircraft Teams include everything that flies, from Helicopters like the ubiquitous UH-1 Huey gunship, to Strike Aircraft like the Skyraider.

UNITS

UNITS

Your Teams are grouped into Units, platoons in most cases, but sometimes companies, typically of three to ten tanks or 30 to 100 infantrymen. A Unit operates as one, manoeuvring across the battlefield together and engaging the same foes

UNIT LEADERS

A Unit combines a group of Teams under the command of a Unit Leader: a Free World Lieutenant or a Nationalist *C Trưởng* (Company Leader). An Infantry Unit will normally have a small base with an office on it as its Unit Leader. If the Unit does not have an obvious Unit Leader, you may pick any Team in the Unit as the Unit Leader at the start of the game.
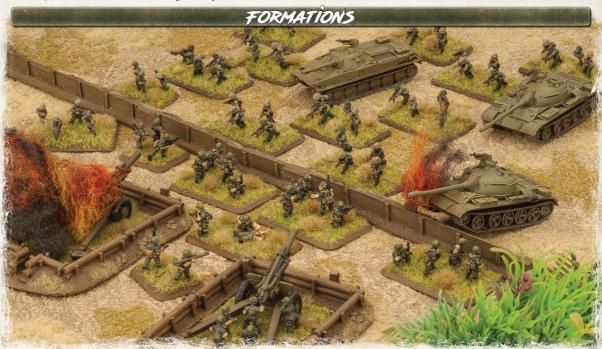
ATTACHMENTS

Attachments are additional Teams associated with a Unit. Infantry or Gun Units containing Transport Teams as a Tank Attachment (or vice versa) are split into two Units, an Infantry or Gun Unit and a Transport Unit (each with their own Unit Leader). Both parts of the Unit operate independently as separate Units, supporting each other, although they deploy as a single Unit.

INDEPENDENT UNITS

Small Units, such as an artillery observer, are Independent Units. These fight in support of larger Units. Independent Infantry Units often have a transport vehicle as part of their Unit, and unlike most transports, this remains as part of the Independent Unit. Independent units can use the Mistaken Target rule (*See page 41*) to reassign hits to nearby Units, but cannot Charge into Contact (*See page 53*), nor take an Objective (*See page 186*), and are ignored for Victory Points (*See page 185*).

FORMATIONS

Units are gathered together into Formations, companies in most cases, but sometimes battalions. A formation contains a number of combat Units, along with several Units of heavy weapons, scouts, and other troops to back them up.

While you must have at least one Formation in your force, you can have as many as you like.

FORMATION COMMANDERS

Each Formation has an HQ Unit containing the Formation Commander: a Free World Captain or a Nationalist *D Trưởng* (Battalion Leader), and their staff The Commander is the Unit Leader of the HQ Unit and commands all of the Units in the Formation.

You may choose any non-Transport Team from the HQ Unit as their Commander at the start of the game. Unlike other Units, Transport Teams from the HQ Unit remain as part of the Commander's Unit.

COMMAND LEADERSHIP

A Commander's presence can inspire troops to fight harder. When a Unit's Leader is within 6"/15cm and in Line of Sight of their own Formation Commander (including Commander's own HQ Unit), the Unit may re-roll failed Counterattack, Rally, Remount, and Last Stand rolls.

As Support Units don't have their own Formation Commander, any Formation Commander may lead them, granting them re-rolls.

UNIT CARDS

Unit and Formation cards play a key role in 'Nam. Select the cards corresponding to the various components of your force and use them for quick reference as you play the game. This section explains the layout of some typical cards and what the different ratings and information mean.

Unit Cards for each nation can be purchased in packs. See page 210 of the Catalogue for more information.

TANK UNITS

Combining speed, protection, and firepower, tanks are the core of any modern army. Tank units allow you to field tanks as part of your force.

UNIT NAME AND DESCRIPTION
This is the unit's name and the main type of equipment it has.

FRONT

NATIONAL SYMBOL
This symbol tells which country the card belongs to.

SPEED CHART
This shows how fast the Team can move Tactically while shooting, or while Dashing across Terrain, Cross-country in the open, or along a Road. *See pages 26 to 29.*

WEAPONS CHARACTERISTICS
This displays the performance of the weapons carried by the Team: how far they shoot, how many dice they roll, how well they penetrate armour and destroy targets, and any special rules. You may only use one type of weapon at a time, either the tank's main gun, or its machine-guns. *See pages 34 to 43.*

UNIT STRUCTURE AND POINTS
This gives you the structure of the Unit, showing how many Teams are in the Unit and the Points cost of the Unit. It also includes Points for understrength Units, and any options that the Unit has. *See pages 70 and 71.*

M48 PATTON
TANK PLATOON—BLACKHORSE
• TANK UNIT • INFRA-RED (IR) •

COURAGE 4+	SKILL 3+
MORALE 4+	ASSAULT 4+
REMOUNT 4+	COUNTERATTACK 3+

IS HIT ON 4+

FRONT	SIDE	TOP
13	8	2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	14"/35cm	20"/50cm	24"/60cm	2+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
M41 90mm gun	40"/100cm	2	1	16	3+	Accurate
or Beehive	8"/20cm	5	5	1	6	Beehive
.50 cal AA MG	20"/50cm	3	2	4	5+	
MG	16"/40cm	1	1	2	6	

TANK PLATOON—BLACKHORSE
M48 PATTON

BLACKHORSE TANK PLATOON

5x	M48 Patton	**35 POINTS**
4x	M48 Patton	**28 POINTS**
3x	M48 Patton	**21 POINTS**
2x	M48 Patton	**14 POINTS**
1x	M48 Patton	**7 POINTS**

OPTIONS
• Equip any or all M48 Patton tanks with Infra-Red (IR) for +1 point each.

SPECIAL RULES
Accurate: If stationary, no To Hit penalty for range over 16"/40cm.
Beehive: +1 To Hit for Moving ROF.
Infra-Red (IR): Roll two dice for Night Visibility and choose the highest score.

BACK

VU017

CARD ID
Each card is uniquely identified by its card ID, and are referenced by this number throughout this book.

For example: **M48 Patton [VU011].**

MOTIVATION RATINGS

These sh w how likely the Unit is to pass a Courage test to do something brave, a Morale test to stay in the fight afte heavy casualties *(page 60 and 61)*, a Counterattack test to counterattack in an assault *(page 58)*, or a Remount test to get back in a vehicle after Bailing Out *(pages 43)*.

SKILL RATINGS

These sh w how likely the Unit is to pass a Skill test to do something difficult, or Assault test to hit an enemy team in an assault *(page 56)*.

IS HIT ON NUMBER

This number tells ou how easy it is for the opponent to hit this Team when shooting at it. *See pages 40 and 50.*

ARMOUR RATINGS

This sh ws how well protected an armoured vehicle like a tank is. *See page 42 and 43.*

Unarmoured Tank Teams have a single Save number instead. *See page 44.*

CROSS NUMBER

The ross number shows how likely the Team is to cross Difficul Terrain. *See page 28.*
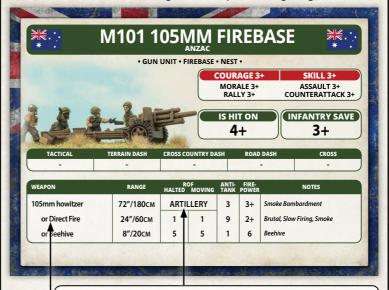
SPECIAL RULES

The nit's special rules are listed here. The back of th card has a short summary of the rules. *See pages 62 to 67.*

ARTILLERY UNITS

While most Units are designed to tackle the enemy head on, artillery sits back at a distance shelling the enemy from long range.

M101 105MM FIREBASE
ANZAC

• GUN UNIT • FIREBASE • NEST •

COURAGE 3+	SKILL 3+
MORALE 3+	ASSAULT 3+
RALLY 3+	COUNTERATTACK 3+

IS HIT ON	INFANTRY SAVE
4+	3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
105mm howitzer	72"/180CM	ARTILLERY		3	3+	*Smoke Bombardment*
or Direct Fire	24"/60CM	1	1	9	2+	*Brutal, Slow Firing, Smoke*
or Beehive	8"/20CM	5	5	1	6	*Beehive*

ARTILLERY WEAPON

An Artillery weapon has the word 'ar tiller y' or 'sal vo' instead of a number for its ROF. *See page 47 and 48.*

DIRECT FIRE

Most artillery weapons can shoot like a tank, directly at their target, rather than firing an artillery bombardment. Use this line instead when you do this.

Infantry form an essential counterpart to your tanks. They are resilient and ideal for taking or holding villages and woods. Infantry cards are essentially the same as Tank cards, with a few changes shown on this page.

FRONT

INFANTRY COMPANY
PAVN

• INFANTRY UNIT • BORN IN THE NORTH TO DIE IN THE SOUTH • GUERILLA FIGHTERS •

COURAGE 3+	SKILL 5+
MORALE 3+	ASSAULT 4+
RALLY 3+	COUNTERATTACK 3+

IS HIT ON	INFANTRY SAVE
3+	3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
SKS/AK47 assault rifle team	8"/20CM	2	2	1	6	*Pinned ROF 1*
B-40 anti-tank team	8"/20CM	1	1	11	4+	*HEAT, Slow Firing*
LMG team	16"/40CM	5	2	2	6	*Assault 5+*
Optional B-41 anti-tank team	12"/30CM	1	1	14	4+	*HEAT, Slow Firing*

RALLY NUMBER
The Courage and kill box is the same for Tanks and Infantry, except rather than Remount, Infantry have a Rally number showing how likely they are to recover from being Pinned Down. *See page 46.*

INFANTRY SAVE
This sh ws the number that a Team from the Unit needs to survive a hit. *See page 44.*

BACK

MARINE
RIFLE PLATOON

MARINE RIFLE PLATOON

10x	M16 rifle team with M72 anti-tank	14 POINTS
7x	M16 rifle team with M72 anti-tank	9 POINTS
4x	M16 rifle team with M72 anti-tank	5 POINTS

OPTIONS
• Add up to 2 M60 MG team for +1 point each.
• Add up to 2 90mm anti-tank team for +2 points each.
• Add 2 LVTP-5 Transports [VU061] for +1 point.

SPECIAL RULES
Assault 4+: Team hits on 4+ in Assaults.
Buckshot: +1 ROF in Defensive Fire.
HEAT: Affected by Bar armour and Bazooka Skirts.
Slow Firing: +1 To Hit for Moving ROF.

VU022

TRANSPORT UNITS
Although purchased as part of an Infantry Unit, the transports operate as a separate Tank Unit.

These a e shown on separate cards. For the Marine Rifl Platoon, their LVTP-5 transport has its own Tank Attachment card showing its attributes. *See page 19.*

ATTACHMENTS

Attachments like the Armoured Transport Carrier of a Marine Infantry Platoon have their own Unit card. Rather than describing the structure of the Unit, the card refers you back to its parent Unit card.

TRANSPORT—MARINE
LVTP-5

LVTP-5 TRANSPORT

Transport Attachment to
• Marine Rifle Platoon [VU022]
• Marine...

SPECIAL RULES

Amphibious: Treat Impassable Water as Difficult Going.
Passengers 7: Team can carry seven Infantry Teams as Passengers.

VU061

LVTP-5
TRANSPORT—MARINE

• TANK ATTACHMENT • AMPHIBIOUS • PASSENGERS 7 •

COURAGE 3+	SKILL 4+
MORALE 3+	ASSAULT 5+
REMOUNT 3+	COUNTERATTACK 5+

IS HIT ON 4+

FRONT	SIDE	TOP
2	2	0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	3+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
.50 cal AA MG	20"/50CM	3	2	4	5+	
MG	16"/40CM	1	1	2	6	

Helicopters and strike aircraft give you the ability to project firepower anywhere on the battlefield. Aircraft cards are essentially the same as Tank cards, with a few changes shown below.

SKYRAIDER
AIR SUPPORT FLIGHT—US ARMY

• STRIKE AIRCRAFT UNIT •

COURAGE 3+	SKILL 3+
MORALE 3+	

IS HIT ON	AIRCRAFT SAVE
4+	4+

	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
	UNLIMITED			AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Quad 20mm MG	8"/20CM	-	3	6	5+	Anti-helicopter
1000lb bombs	6"/15CM	ARTILLERY		4	2+	
Optional Cluster bombs	6"/15CM	SALVO		1	5+	
Optional Napalm bombs	6"/15CM	ARTILLERY		1	Auto	Napalm Bomb, One Shot
Optional Twin minigun MG	6"/15CM	-	5	2	6	

ABOVE THE MUD

Aircraft fly above the battlefield taking no part in Assaults and cannot be Pinned Down. As a result, they have fewer ratings.

AIRCRAFT SAVE
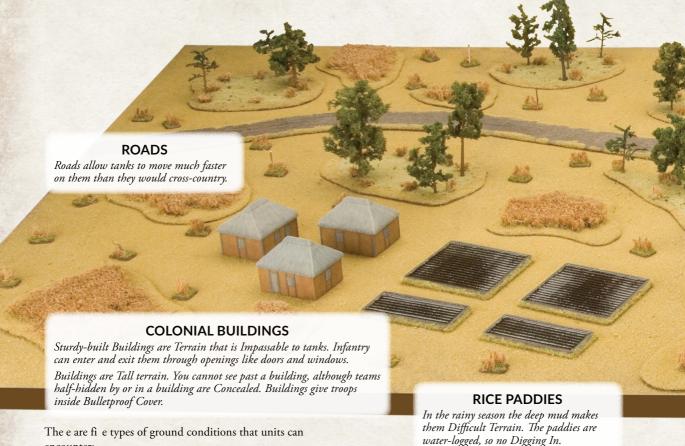
This shows the number that a Team from the Unit needs to survive a hit. *See page 44.*

UNLIMITED SPEED

Aircraft fly so fast that they can move anywhere on the table. *See page 26.*

STRIKE AIRCRAFT

Some Aircraft Units do not remain on the battlefield. Instead these Strike Aircraft appear, make an attack, then leave the table. *See page 65.*

TERRAIN

The terrain in southern Vietnam varies dramatically, ranging from the waterlogged Mekong Delta south of Saigon (now Ho Chi Minh City), to the central highlands along the Laos and Cambodian borders, and the coastal lowlands.

The central highlands consisted of a high plateau punctuated by deep river beds and mountains. To the west the river plains drain into the Mekong River in Cambodia, to the east into the South China Sea. The river valleys are mostly flat and several miles across, although there are small knolls, rises, and even small hills scattered about. In the dry season the stream beds are dry (although in the Monsoon they frequently burst their banks).

ROADS
Roads allow tanks to move much faster on them than they would cross-country.

COLONIAL BUILDINGS
Sturdy-built Buildings are Terrain that is Impassable to tanks. Infantry can enter and exit them through openings like doors and windows.

Buildings are Tall terrain. You cannot see past a building, although teams half-hidden by or in a building are Concealed. Buildings give troops inside Bulletproof Cover.

RICE PADDIES
In the rainy season the deep mud makes them Difficult Terrain. The paddies are water-logged, so no Digging In.

The e are fi e types of ground conditions that units can encounter:

ROADS
Whether concrete, brick, cobble, or dirt, a road provides a quick route from one place to another. Teams moving on roads travel faster.

CROSS COUNTRY
The majority of the table is usually easily crossed, although at a slower speed than on a road. Unless otherwise stated the parts of the board that are not covered by Terrain are rated as Cross Country terrain.

TERRAIN
Terrain features severely limit the speed at which vehicles can move. It ranges from ground that has been churned to mud to natural obstructions like woods.

DIFFICULT TERRAIN
Difficul Terrain is Terrain that presents a significant hindrance to movement. Vehicles attempting to move through this terrain risk getting stuck if the driver isn't careful.

IMPASSABLE
Some obstacles, such as deep rivers, foetid swamps, or sheer cliffs, are just so difficul that it's impossible to cross them. Impassable obstacles stop all movement, forcing you to look for an alternative route to the objective.

ROUGH HILLS

Steep hills are Difficult Terrain. Tanks are likely to get stuck while crossing them.

DRY STREAM BEDS

A dry stream bed is Difficult Terrain and offers Bulletproof Cover to stationary Infantry teams in it.

OPEN SPACES

Most battlefields are Cross-country apart from specific terrain features.

Stationary infantry are Concealed in the open (and other Flat terrain), but tanks and moving infantry are in full view.

WOODS

Woods are impractical if they are modelled realistically in a WYSIWYG fashion. It would be difficult to place mode in them or move them around inside.

Instead, this type of Terrain is modelled as a base to show the limits of the terrain and what is inside and what is outside of it, with trees placed on top to indicate the type and height of the terrain. The t ees can be moved around on the base to allow your teams to move within the area of terrain, but are always assumed to be uniformly distributed throughout the area.

WOODS

Woods are Difficult Terrain. Tanks moving through a wood risk getting stuck.

Woods are Tall terrain. Teams at the edge of a wood are Concealed.

Elephant Grass

When present, elephant grass usually covers the areas of the table that aren't covered by other terrain. It is easiest to have the elephant grass the same height across the whole table. You can either select the height of elephant grass at the start of the game, or roll a die and use the table below instead (an option we found added an extra challenge!) Make up some patches of elephant grass and scatter them across the table to indicate the nature of the terrain. All elephant grass is Terrain, so slows movement.

⚀	*Knee-high grass is Flat Terrain.*
⚁	*Waist-high elephant grass is Short Terrain.*
⚂	*Head-high elephant grass allows vehicles to see and be seen, although everything is Concealed. Visibility is limited to 6"/15cm between Infantry and Gun teams.*
⚄	*Taller elephant grass is Tall terrain.*

HEIGHT OF TERRAIN

As well as helping or hindering movement, terrain also provides concealment and cover for troops on the battlefield. Terrain comes in three heights: Flat, Short, and Tall.

FLAT TERRAIN

Flat terrain, like roads, rivers, and ploughed fields, offer neither concealment nor cover to troops.

SHORT TERRAIN

Short terrain, like walls, hedges, crop fields and low rises, Conceal teams within or beyond them and may provide Bulletproof Cover (depending on what the terrain is).

TALL TERRAIN

Tall terrain like woods and buildings blocks line of sight, hiding whatever is behinds them. Troops on the edge can be seen, but are Concealed.

Adding a river to your Vietnam battlefield will change the mission's dynamics and add new challenges for all players. It can make simple objectives suddenly more difficult and force players to change tactics and open up new opportunities.

TYPES OF RIVERS

In *Nam!*, there are essentially two types of rivers: deep rivers like the Mekong, and smaller tributary rivers Either of these can be used to define Mekong Delta waterways, and riverine and amphibious craft can operate in both.

ADAPTING MISSIONS

Riverine battles closely resembled ones from other parts of the country. When playing the other missions, make sure that there are river entry points in the appropriate table quarters and random reserve locations. Alternatively, if there is not an entry spot for a platoon, simply roll again or choose the next available entry point instead.

PLACING OBJECTIVES

Objectives cannot be placed in Deep River terrain, however, they can be moved there by Resistance teams.

OTHER THINGS TO CONSIDER...

A wide river will impact your game. Before placing one, consider the following things.

A large river will divide the table into two halves. Thin about how players will be able to get from one side to the other (including things like Guerilla Fighters, airmobile, amphibious, and riverine vehicles, etc). If they cannot cross, then you may want to rate the river as Difficul Terrain, rather than Impassable.

DENSE JUNGLE AND CANOPY

Dense jungle is Difficult Terrain. Infantry in dense jungle are treated as being in Bulletproof Cover.

MEKONG RIVER

The Mekong River is a Deep River and is rated Impassable for all teams, except for Boat teams, which treat it as Cross-country.

WHAT YOU SEE IS WHAT YOU GET (WYSIWYG)

Most terrain features are represented quite literally on the table top. A house represents a house, exactly as it is shown. A hill represents a hill, exactly as shown. A wall represents a wall, exactly as shown.

This makes it easy to work out the answer to questions like 'Can my tank see over that wall?' by looking at the actual terrain feature placed on the table. Is the wall taller than your tank? If so, then it will probably have a great deal of difficult seeing over it! Is the wall taller than the height of the gun barrel? If so, the tank will not be able to shoot over it. If its lower than that, the tank should have no problems seeing and shooting over the wall.

One exception to the WYSIWYG principle is bases on terrain. A lot of area terrain is based (usually on a base ⅛"/3mm thick) for manufacturing reasons. This raises terrain like roads and fields above the surrounding terrain, but should be ignored during play.

LANDINGS

Landings are areas along the river bank that are not covered with Riverbank Overgrowth. No fewer than one landing (at least 8"/20cm long) should be available for every 24"/60cm of the length of the river.

RICE PADDIES

In the rainy season the deep mud makes them Difficult Terrain. The paddies are water-logged, so no Digging In.

TRIBUTARY RIVERS AND FORDS

Shallow rivers are Difficult Terrain, slowing tanks and possibly causing them to bog down in the soft bottom.

Deep rivers are Impassable to tanks, and require a 4+ Cross Check for infantry to cross. Teams cannot end their movement in a river or lake. Fords across deep rivers are Difficult Terrain.

River crossings are often the site of battles as rivers are significant obstacles. Think about why the battle is being fought here. Is the river a defence line? Has the attacker already taken a bridgehead across the river, and this is a counterattack to eliminate the bridgehead? Place the river and crossings accordingly. It's a good idea to have at least three ford or bridges unless you are planning to have infantry make an assault crossing.

FOOT BRIDGES

Foot Bridges are Difficult Terrain for Boat teams, and Impassable for all other Tank teams on the ground.

LOCAL HUTS AND HOUSES

Local houses are Terrain and offer Concealment, but no other protection.

NAVIGATION HAZARDS

Hazards are rated Difficult Terrain to all vehicles trying to move through them.

DISCUSS TERRAIN WITH YOUR OPPONENT

Everybody sees terrain slightly diffe ently, so it is a good idea to discuss the terrain with your opponent before the game. Most of the terrain on your battlefield will be fairly obvious, but its better to sort out questions like is that hill gentle or steep, or is that river shallow or deep, at the beginning of the game rather than discover that you and your opponent have diffe ent views when you attempt to drive across it!

MEKONG RIVER MAT SET (FW903A)

The Mekong River Mat Set, from Battlefront, is a fast and effecti e way of adding a river to your Vietnam battlefield. It includes three 2' x 4' (60cm x 120cm) panels, which you can arrange in several ways to create diffe ent riverine battlefields. Just add terrain and you'll be headin' upriver in no time!

TURN SEQUENCE

You are in command. Your job is to make that attack. In *'Nam*, players take turns at moving, shooting, and assaulting with all of their units. Once you have finished our turn, your opponent moves, shoots, and assaults with their units.

Each turn is broken into four steps: **Starting Step**, **Movement Step**, **Shooting Step**, and the **Assault Step**.

YOUR TURN

THE STARTING STEP *(PAGE 25)*

In the Starting Step, you step back from the battle and check how your soldiers are handling the stress of combat, how close you are to winning, and attempt to bring forward more troops.

THE MOVEMENT STEP *(PAGE 26)*

In the Movement Step, you manoeuvre your troops into position to shoot or assault the enemy (or to avoid the enemy doing the same to you!).

THE SHOOTING STEP *(PAGE 34)*

After completing the Movement Step, your troops open fire on the enemy in the Shooting Step. During the Shooting Step you shoot or fire an artillery bombardment with any or all of your Units, one at a time.

THE ASSAULT STEP *(PAGE 53)*

Once the Shooting Step is completed, your troops charge the enemy in the Assault Step, attacking them with hand grenades, close-combat weapons, and rifle butts, up close and personal.

YOUR OPPONENTS TURN

STARTING STEP

THE STARTING STEP

In the Starting Step, you check and update the status of units under your command, rally your troops, and organise fire support and reinforcements for your embattled soldiers. During the Starting Step you:

1   Remount Bailed Out Tanks *(see page 43)*

2   Rally Pinned Down Units *(see page 46)*

3   Check Unit Last Stand *(see page 60)*

4   Check Formation Last Stand *(see page 61)*

5   Check Victory Conditions *(see page 185)*

6   Reveal Ambushes *(see page 187)*

7   Roll for Reserves *(see page 188)*

8   Roll for Strike Aircraft *(see page 25)*

9   Remove Friendly Smoke Markers *(see pages 46 and 52)*

ROLL FOR STRIKE AIRCRAFT

STRIKE AIRCRAFT

The air force has many tasks across the breadth and depth of the battlefield. Your battle is just one small part of the big picture to them, so the aircraft supporting you will often be called away to more urgent tasks.

STRIKE AIRCRAFT ARRIVE

At the start of each of their turns, the owning player may roll a die. On a score of 4+, the Strike Aircraft Unit arrives and will be placed anywhere on table in the Movement Step as long as the Aircraft stand can be placed flat on the table or suitable terrain.

Aircraft shoot or bombard as normal in the Shooting Step. Just before an Aircraft attacks, the enemy can shoot their Anti-aircraft weapons at it (see page 35).

STRIKE AIRCRAFT DEPART

All Strike Aircraft are removed from the table at the end of the Shooting Step. Any casualties they suffer carry over when the Unit returns to the table.

STRIKE AIRCRAFT IN RESERVE

If the Strike Aircraft Unit is held in Reserve (see page 188), do not start rolling until the Unit arrives from Reserve.

HELICOPTERS

Unlike Strike Aircraft, Helicopters remain on the table from turn to turn operating like flying tanks. Helicopters are sufficiently fast that they can Move anywhere on the table. Simply place them where you want it in each Movement Step.

LOITERING OFF TABLE

Helicopters can leave the table instead of moving. Th helicopter flies off to a safe location nearby, awaiting a call to return and engage new targets. It can return in a future Movement Step by moving back on to the table from its own table edge.

MOVEMENT SEQUENCE

In the Movement Step you can move any or all of your Units. When a Unit moves, move each of its Teams up to its Movement rating. A Team can move less than its maximum Movement rating if you wish, and a Team that does not move will often be more effective at shooting.

TACTICAL AND DASH SPEEDS

The e are two basic types of movement: Tactical and Dash. Tactical movement is used while engaging the enemy, while Dash movement is a high-speed dash to close the range or get into cover, but prevents the Team from shooting that turn.

GOING TO GROUND

Teams that do not Move, Shoot, or Assault are Gone to Ground, making them harder for the enemy to shoot at if they are also Concealed.

GONE TO GROUND

Gone To Ground token

MOVING

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH
10"/25CM	14"/35CM	20"/50CM

The leading K-2 (T-54) moves at Tactical speed, allowing it to shoot this turn.

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	3+

The second K-2 (T-54) moves at Dash speed, racing to catch up.

20"/50cm

10"/25cm

AIRCRAFT MOVEMENT

Aircraft are sufficientl fast that they can Move anywhere on the table. Simply place the aircraft where you want it in each Movement Step.

BOAT MOVEMENT

Boats use water features to get about, such as coastlines, lakes, and rivers. A Boat Team's movement must begin and end in the same water feature and cannot leave the water at any point along its movement.

This T-34 tank is more than 6"/15cm away, so is Out of Command.

Unit Leader

This T-34 tank ended its movement within 6"/15cm of the Unit Leader, so is In Command.

STAYING IN COMMAND

A Team that is In Command can Move, Shoot, and Assault normally.

- Any Aircraft Team, or any Team from a Unit with at least eight Teams is In Command if it ends its Move within 8"/20cm of its Unit Leader.
- A Team from a smaller Unit is In Command if it ends its Move within 6"/15cm of its Unit Leader.

A Team that does neither of these is Out of Command.

OUT OF COMMAND

A Team that will not end its Movement In Command (one that is Out of Command) must:

- remain in place with no penalty, or
- Move at Tactical speed, suffering a penalty of +1 to the score it needs to hit, or
- Move at Dash speed directly towards its Unit Leader, avoiding intervening obstacles.
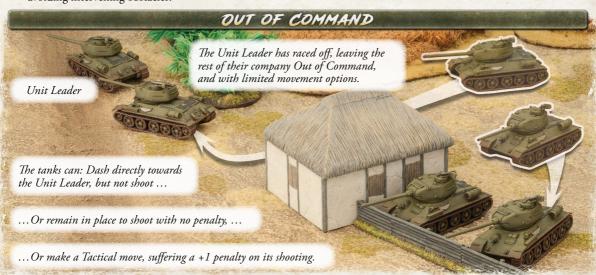
MOVING THROUGH TEAMS

Tank, Infantry, and Gun Teams cannot Move at Dash speed within 8"/20cm of any enemy Tank, Infantry, or Gun Team.

Infantry or Gun Teams cannot move within 2"/5cm of any visible enemy Tank, Infantry, or Gun Team in the Movement Step.

Tank Teams cannot move within 2"/5cm of any visible enemy Infantry or Gun Team, in the Movement Step.

Tank and Gun Teams cannot move through other Tank or Gun Teams under any circumstances.

Unit Leader

The Unit Leader has raced off, leaving the rest of their company Out of Command, and with limited movement options.

The tanks can: Dash directly towards the Unit Leader, but not shoot …

…Or remain in place to shoot with no penalty, …

…Or make a Tactical move, suffering a +1 penalty on its shooting.

This M-48 does not fit between the building and the woods.

...Or go around it at Tactical or Cross-country Dash speed.

It can either go through the woods at Tactical or Terrain Dash speed, taking a Cross Check, ...

MOVING THROUGH GAPS

A Team can move through any gap it will fit through (ignoring its base if it has one). If the gap is too small to pass through, the Team will have to move through the surrounding terrain.

MOVING THROUGH TERRAIN

A Team's Tactical movement speed is not affected by the terrain it is moving over. The Team is focussing on taking cover, so is moving slowly anyway.

A Team's Dash movement speed depends on the type of terrain it is crossing: Road, Cross-country, or Terrain. If a Team spends its whole Dash move on a Road, it can move rapidly at Road Dash speed. If it spends any of its Dash move in Terrain, it moves at its Terrain Dash speed. Otherwise, it moves at its Cross-country Dash speed.

DIFFICULT TERRAIN

Some terrain is also difficul to cross. Each time a Team attempts to enter or starts moving in Difficul Terrain, the player must roll a die

- If the score is greater than or equal to the Team's Cross number, it successfully crosses that piece of terrain.
- Otherwise, the Team stops moving immediately. Even if the team is still where it started, it has now moved.

If a Unit Leader fails a Cross test, you may nominate another Team from the Unit within 6"/15cm as the new Unit Leader to allow the Unit to continue moving.

IMPASSABLE TERRAIN

Some terrain is Impassable to some or all types of Teams. This terrain cannot be ente ed or crossed by those Teams.

A pair of M-48 tanks attempt to enter a wood, so they have to pass a Cross test.

On a roll of 4, the first M-48 will enter the woods without incident.

AL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
5CM	14"/35CM	20"/50CM	24"/60CM	2+

On a roll of 1, the second M-48 gets stuck as it tries to enter the woods and must immediately stop moving.

TERRAIN	DASH SPEED	CROSS CHECK	HEIGHT	BULLETPROOF COVER
Open Spaces				
Elephant Grass (Knee-high)	Terrain Dash	No	Flat	No
Elephant Grass (Waist-high)	Terrain Dash	No	Short	No
Elephant Grass (Head-high)	Terrain Dash	No	Tall	No
Mud	Terrain Dash	No	Flat	No
Vegetation				
Rice Paddy	Terrain Dash	Yes	Short	No
Crop Field or Open Scrub	Terrain Dash	No	Short	No
Rubber Plantation	Terrain Dash	No	Tall	No
Woods and Forests	Terrain Dash	Yes	Tall	No
Dense Jungle	Terrain Dash	Yes	Tall	Yes
Hedges and Walls				
Hedge	Terrain Dash	Yes	Short	No
Line of Trees	Terrain Dash	Yes	Tall	No
Hills				
Low Rise	Cross-country Dash	No	Short	Yes
Gentle Hill	Terrain Dash	No	Tall	Yes
Steep or Rocky Hill	Terrain Dash	Yes	Tall	Yes
Banks, Gullies, & Cliffs				
Gully Access or Floor	Terrain Dash	No	Flat	No
Gully Side	Terrain Dash	Yes	Tall	Yes
Steep Bank or Low Seawall	Terrain Dash	Yes	Short	Yes
Cliff, utting, or High Seawall	Impassable	Impassable	Tall	Yes
Water				
Brook	Terrain Dash	No	Flat	No
Creek or Shallow River	Terrain Dash	Yes	Flat	No
Ford across a Creek or River	Terrain Dash	Yes	Flat	No
Deep River	Terrain Dash for Infantry Impassable to Tanks	4+ Cross Check	Flat	No
Soft Ground	Terrain Dash	Yes	Flat	No
Swamp or Lake	Impassable	Impassable	Flat	No
Roads and Railway Lines				
Road or Airfiel	Road Dash	No	Flat	No
Foot Bridge	Terrain Dash for Infantry Impassable to Tanks	No	Flat	No
City Streets	Terrain Dash	No	Flat	No
Buildings				
Local Huts and Houses	Terrain Dash	Yes	Tall	No
Doors and Windows	Terrain Dash for Infantry Impassable to Tanks	No	Tall	Yes
Exterior Walls	Impassable	Impassable	Tall	Yes
Inside Buildings	Terrain Dash	No	Tall	Yes
Rubble or Craters	Terrain Dash	Yes	Short	Yes
Wrecks				
Wrecked Tanks & Aircraft	Terrain Dash	No	Short	Yes

The Mech Platoon moves into its M113 tracks to mount up.

Since the M113 hasn't moved yet, it can now make a Dash move.

TRANSPORTS AND PASSENGERS

Transport vehicles can carry infantry and tow guns, giving them protection from enemy fi e and getting them across the battlefield faste .

PASSENGERS IN TRANSPORTS

Some Tank Teams (known as Transport Teams), including infantry fighting vehicles and personnel carriers, can carry passengers. The Passengers special rule has a number after it indicating how many Infantry Teams the Team can carry. While being carried as passengers, a Team cannot Shoot or Assault.

PASSENGERS ON TANKS

Up to three Infantry Teams can ride on the top of any Armoured Tank Team as Passengers, although they are more vulnerable to enemy fi e (see page 31).

MOUNTING TRANSPORTS

An Infantry Team can Mount a Transport Team from their Transport Unit by Moving to it in the Movement Step.
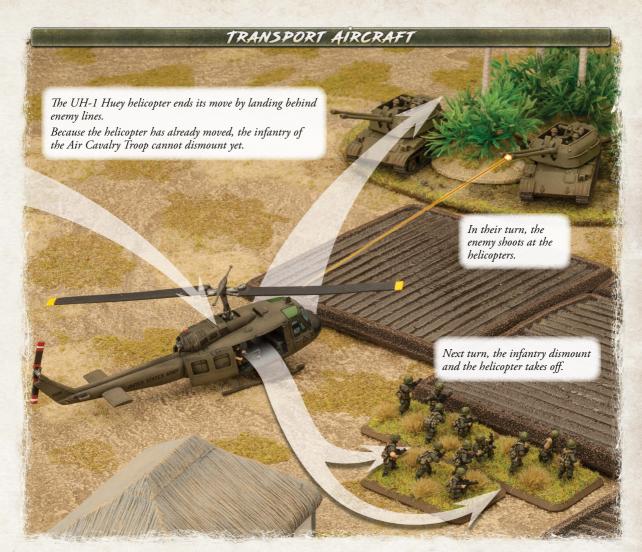
If the Transport Team has not yet Moved, it can then Move at Dash speed (it cannot Shoot or Assault). Once mounted, a Team cannot Shoot or Assault.

DISMOUNTING FROM TRANSPORTS

An Infantry Team can Dismount from a Transport Team by Moving from its passenger compartment in the Movement Step before the Transport Team Moves.

A Team cannot Mount and Dismount in the same turn.

DISMOUNTING TRANSPORTS

Arriving at the town, the Mech Platoon moves out of its M113 tracks to dismount.

Once the passengers have dismounted, the M113 moves onto the flank to cover them.

The UH-1 Huey helicopter ends its move by landing behind enemy lines.

Because the helicopter has already moved, the infantry of the Air Cavalry Troop cannot dismount yet.

In their turn, the enemy shoots at the helicopters.

Next turn, the infantry dismount and the helicopter takes off.

TRANSPORT AIRCRAFT MUST LAND

A Transport Aircraft must Land in order to Mount or Dismount passengers. It can only Land at the end of its Move, so must Land in the turn before it intends to pick up or drop off Passengers. The Transport takes off again when it next Moves.

A Transport Aircraft may not land within 4"/10cm of an enemy team, and may not Shoot while Landed. If an enemy Team Moves within 4"/10cm of a Landed Aircraft, it immediately takes off, remaining in the same place as a Flying Aircraft.

SHOOTING AT PASSENGERS

While Mounted in or on a Tank Team, Passengers cannot be targeted.

PASSENGERS IN TRANSPORTS

If a Transport Tank Team or Landed Aircraft is Destroyed by Shooting or an Artillery Bombardment, roll an Infantry Save for each Passenger Team. Place the surviving Infantry Teams as close as possible to the Destroyed Transport on the side away from the Team that Destroyed it, facing in any direction. The surviving Teams of the Unit are automatically Pinned Down (*See page 46*).

If a Transport Team is Destroyed multiple times by an enemy Unit's shooting, each Passenger Team still only rolls one Infantry Save to see if they survive.

If a Transport Team is Destroyed in an Assault, all of its Passengers are also Destroyed.

Passengers in a Transport Aircraft that is not Landed are Destroyed when their Transport is Destroyed.

PASSENGERS ON TANKS

Each time a Tank Team is hit by Shooting or an Artillery Bombardment or in an Assault, any Passengers riding on top of it are automatically hit as well. Teams hit in this way are not in Bulletproof Cover (the tank attracts too much fi e from all angles to protect the infantry) and take Infantry Saves (*See page 44*) and can be Pinned Down (*See page 46*) as normal.

SKILL 4+
ASSAULT 4+
COUNTERATTACK 4+

The Unit Leader issues a Blitz Move Order, trying to sneak the infantry up to the edge of the woods. They roll a Skill Test.

On a roll of 4+, the infantry can sneak 4"/10cm forward, not counting as having moved, shooting with their halted ROF.

Otherwise, the whole Unit is Out of Command. It can still move at Tactical speed. However, because it is Out of Command, it suffers an additional +1 penalty to its shooting.

MOVEMENT ORDERS

A Unit Leader may issue one Movement Order each turn. These allow their Unit to use clever tactics, cross terrain, dash ahead, or dig in.

Gun teams can only be issued Dig In and Cross Here Movement Orders.

BLITZ MOVE — SKILL

The Unit Leader can issue a Blitz Move Order in the Movement Step before its Unit Moves. If it does this, roll a die:

• If the score is greater than or equal to their Skill rating, the Unit Leader and any Teams that are In Command may immediately Move up to 4"/10cm before making a normal Tactical Move.

If a Team Moves using Blitz Move, but does not Move any further, it is not considered to have Moved and can Shoot at its Halted ROF.

• Otherwise, Teams from the Unit can only Move at Tactical speed and automatically suffer the +1 to hit penalty as if they had Moved Out of Command (see page 40).

SHOOT AND SCOOT — SKILL
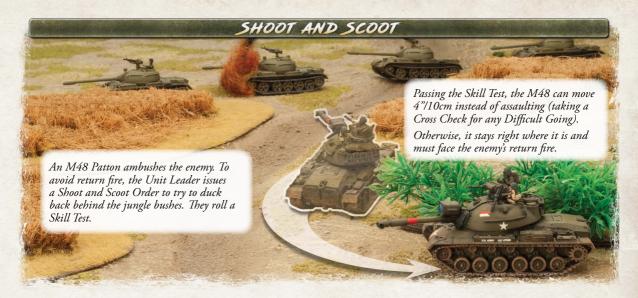
A Unit Leader that did not move in the Movement Step can issue a Shoot and Scoot Order in the Assault Step instead of Assaulting. If it does this roll a die:

• If the score is greater than or equal to the Unit Leader's Skill rating, the Leader and any Teams that are In Command and that did not Move in the Movement Step may immediately Move up to 4"/10cm.

• Otherwise, the Unit remains where it is.

DIG IN — SKILL

The Unit Leader can issue a Dig In Order instead of Moving in the Movement Step. If it does this, any of the Unit's Infantry and Gun Teams may attempt to dig Foxholes instead of Moving. Roll a die:

COURAGE 2+
MORALE 2+
RALLY 3+

The Unit Leader issues a Follow Me! Order to get into cover and immediately moves another 4"/10cm forward. They then roll a Courage Test.

If they pass, the other K-1 (T-34/85M) tanks within 6"/15cm move forward as well. If they fail, the rest of the Unit remains where it is.

Either way, none of the K-1 tanks within 6"/15cm of the Unit Leader can shoot.

Passing the Skill Test, the M48 can move 4"/10cm instead of assaulting (taking a Cross Check for any Difficult Going).

Otherwise, it stays right where it is and must face the enemy's return fire.

An M48 Patton ambushes the enemy. To avoid return fire, the Unit Leader issues a Shoot and Scoot Order to try to duck back behind the jungle bushes. They roll a Skill Test.

- If the score is greater than or equal to the Unit's Skill rating, mark the selected Infantry Teams as being in Foxholes.
- Otherwise, the Unit failed to dig in.

Whether or not they succeeded in digging Foxholes, the selected Teams cannot Move, but Shoot with their Moving ROF, and cannot fi e an Artillery Bombardment this turn. If they do not Shoot or Assault, they are Gone to Ground.

Once they have dug Foxholes, Infantry and Gun Teams have Bulletproof Cover (*See page 44*) and are Concealed (*See page 38*) until they Move.

FOLLOW ME — COURAGE

In the Movement Step after their Unit has finished moving, a Unit Leader can issue a Follow Me Order. If it does this, the Unit Leader Moves directly forward up to an additional 4"/10cm and rolls a die:

- If the score is greater than or equal to the Unit Leader's Courage rating, Teams in its Unit that are In Command may immediately Move directly forward up to an additional 4"/10cm remaining in Command.
- Otherwise, the rest of the Unit remains where it is.

Whether they succeed or not, all Teams from the Unit that are In Command cannot Shoot this turn.

CROSS HERE

The Unit Leader can issue a Cross Here Order in the Movement Step before its Unit Moves. If it does this, any Teams (including the Unit Leader) from the Unit rolling to Cross Difficul Terrain within 6"/15cm of where the Unit Leader crosses improve their chance of crossing safely, reducing their Cross Test by 1. Teams using this order cannot Shoot or Assault this turn.

Not wanting to take chances with his tracks bogging down, the Mech Platoon's M113 Unit Leader issues a Cross Here Order.

Any tracks from the platoon that cross within 6"/15cm of the Unit Leader pass their Cross Check on a 2+ instead of a 3+.

Unit Leader

SHOOTING

SHOOTING SEQUENCE

In the Shooting Step, you Shoot with any or all of your Units one by one. When a Unit Shoots, each Team that wants to Shoot in the Unit picks an enemy Team as its target and Shoots its weapons.

Once you've finished Shooting with one of your Units, move on to the next until all of the Units that you want to Shoot with have shot.

1. Check Range *(see page 36)*
2. Check Line of Sight *(see page 36)*
3. Check for Concealment *(see page 37)*
4. Declare Targets *(see page 38)*
5. Rotate to Face *(see page 39)*
6. Roll to Hit *(see page 40)*
7. Assign Hits *(see page 41)*
8. Roll Saves *(see page 42)*

WHICH WEAPONS CAN FIRE

A Tank or Aircraft Team may either fi e:

- all of its Machine-guns (MG), or
- one other weapon.
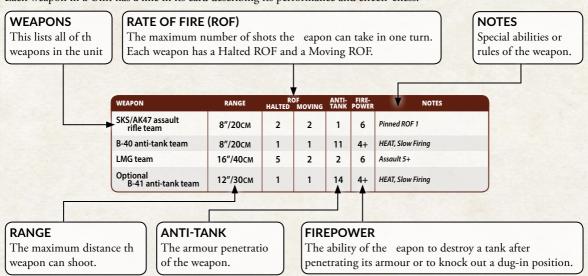
An Infantry or Gun Team may only fi e one of its weapons.
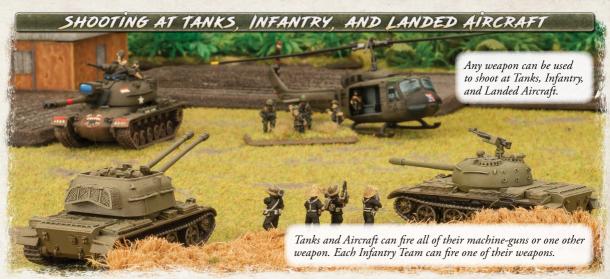
SHOOTING AT TANKS, INFANTRY, AND GUNS

You can shoot at Tank, Infantry, and Gun Teams (and Landed Aircraft, *see page 35*) with any weapon in the Shooting Step.

WEAPON CHARACTERISTICS

Each weapon in a Unit has a line in its card describing its performance and effecti eness.

WEAPONS
This lists all of th weapons in the unit

RATE OF FIRE (ROF)
The maximum number of shots the eapon can take in one turn. Each weapon has a Halted ROF and a Moving ROF.

NOTES
Special abilities or rules of the weapon.

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
SKS/AK47 assault rifle team	8"/20CM	2	2	1	6	*Pinned ROF 1*
B-40 anti-tank team	8"/20CM	1	1	11	4+	*HEAT, Slow Firing*
LMG team	16"/40CM	5	2	2	6	*Assault 5+*
Optional B-41 anti-tank team	12"/30CM	1	1	14	4+	*HEAT, Slow Firing*

RANGE
The maximum distance th weapon can shoot.

ANTI-TANK
The armour penetratio of the weapon.

FIREPOWER
The ability of the eapon to destroy a tank after penetrating its armour or to knock out a dug-in position.

Any weapon can be used to shoot at Tanks, Infantry, and Landed Aircraft.

Tanks and Aircraft can fire all of their machine-guns or one other weapon. Each Infantry Team can fire one of their weapons.

SHOOTING AT AIRCRAFT

Flying Strike Aircraft can only be shot at by:

- Anti-aircraft weapons (those where the name includes 'AA').

Flying Helicopters can only be shot at by:

- Anti-aircraft weapons (those where the name includes 'AA'),
- Anti-helicopter weapons,
- Guided weapons, or
- other Infantry Teams that are not using Heavy Weapons.

Landed Aircraft can be shot at by any weapon.

SHOOTING AT AIRCRAFT IN ENEMY TURN

You can either shoot at Aircraft in your own Shooting Step, or in the *enemy* Shooting Step immediately before the Aircraft shoots.

However, Guided weapons (other than Guided AA weapons) can only shoot at aircraft in their own turn.

A weapon that shoots at Aircraft in the enemy Shooting Step cannot:

- Shoot at another Aircraft in this Shooting Step.
- Shoot in Defensive Fire in the Assault Step.
- Shoot in their own Shooting Step next turn.

In addition, the Team may not Assault in their Assault Step next turn and cannot be Gone to ground until the end of the enemy's next turn.

You may find it useful to mark a Team that Shoots at aircraft in your opponent's turn.

Anti-aircraft token

Anti-aircraft weapons like the ZSU-57-2 can shoot at any type of Aircraft in their own turn, or in the enemy turn immediately before the Aircraft shoot.

Tanks cannot normally shoot at flying Aircraft, except with their AA MG.

Infantry teams (aside from Heavy Weapons) can shoot at Helicopters, but not Strike Aircraft.

A team must be in Range of, and be able to draw a Line of Sight to the target to shoot.

Tanks measure Range from any part of the Hull, but trace Line of Sight from the weapon mount.

1) CHECK RANGE

A weapon can only Shoot at a target within its Range. Measurements to and from an Infantry or Gun Team are made from the nearest edge of its base. Measurements to and from a Tank Team are made from the nearest part of its hull (ignoring weapons). Measurements to and from an Aircraft are made from the nearest part of its fuselage (ignoring wings, tails, and any weapons).

Weapons with a Minimum Range cannot hit a target where any part of it is within that distance.

2) CHECK LINE OF SIGHT

A Team can only shoot at a target within its Line of Sight. To establish Line of Sight, a player must trace an imaginary line from the shooting Team to any point on the target Team. The best way to do this is to get down to the level of the miniature and see what it could see.

Line of Sight is measured from:

•   the weapon mounting of a Tank or Gun Team,
•   any part of the base of an Infantry Team, or
•   any point on the flight stand of an Ai craft.

Line of Sight is measured to:

•   any point on a Tank Team (excluding weapons),
•   anywhere on the base of an Infantry or Gun Team, or
•   any point on the flight stand of an Ai craft.

Treat all the space that would be occupied by a standing figu e anywhere on the base (as if the figu es on the base stood up and moved around) as part of an Infantry Team. In essence, it is a block as tall as a standing miniature.

NO LINE OF SIGHT
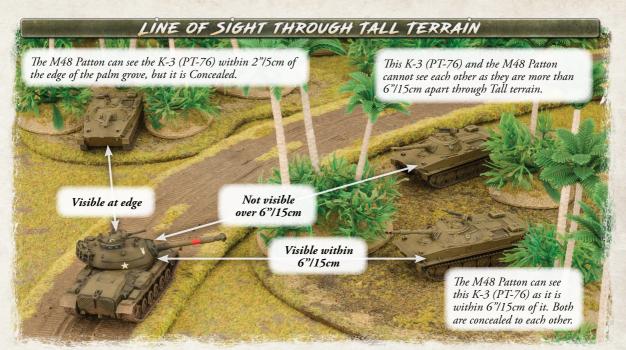
Line of Sight is blocked by Tall terrain (including Buildings and Hills) and friendly Teams (other than stationary Infantry teams). A team cannot shoot at a target if all (or practically all) of the Lines of Sight are blocked.

LINE OF SIGHT THROUGH GAPS

Gaps of less than 3/4"/20m between two terrain pieces or friendly Teams (other than stationary Infantry teams) give Concealment and block Line of Sight in the same way that the terrain or Teams do.

Use a tape measure as a guide as to whether a gap is wide enough to see through.

The gap between the buildings is wider than the ¾"/20mm tape measure, so does not block Line of Sight.

¾"/20mm

Only part of a soldier from this Team is visible, which is not enough to shoot at.

Only the track and mudguard of this Tank are visible, which is not enough to shoot at.

The M48 Patton can see the K-3 (PT-76) within 2"/5cm of the edge of the palm grove, but it is Concealed.

This K-3 (PT-76) and the M48 Patton cannot see each other as they are more than 6"/15cm apart through Tall terrain.

Visible at edge

Not visible over 6"/15cm

Visible within 6"/15cm

The M48 Patton can see this K-3 (PT-76) as it is within 6"/15cm of it. Both are concealed to each other.

LINE OF SIGHT THROUGH TALL TERRAIN

Line of Sight to a target Team is Blocked if it is more than 2"/5cm through Tall terrain, unless the Range is 6"/15cm or less.

LINE OF SIGHT THROUGH HILLS & BUILDINGS

Buildings and Hills block Line of Sight, so Teams completely behind them cannot be seen.

LINE OF SIGHT TO AND FROM AIRCRAFT

Terrain never blocks Line of Sight to or from Aircraft.

3) CHECK FOR CONCEALMENT

Teams that are concealed by terrain are harder to hit.

CONCEALED BY TALL OR SHORT TERRAIN

Short and Tall Terrain provides Concealment for Teams seen through it with the following exceptions:

- If the Shooting Team is within 2"/5cm of the edge of the Terrain, target Teams outside the terrain seen through that edge are not Concealed.
- If the Shooting Team is on higher ground, such as on a Hill or in the upper floor of a Building, or is an Aircraft, target Teams within or through Short Terrain are not Concealed.

CONCEALED BY SHORT TERRAIN

All three Nationalist teams are Concealed as they are seen through Terrain.

CONCEALED

VISIBLE

The M48 Patton is Concealed to the B-41 anti-tank team as it is looking through more than 2"/5cm of Terrain.

CONCEALED

CONCEALED

VISIBLE

CONCEALED

The M48 Patton is not Concealed to the two K-2 (T-54) tanks as they are within 2"/5cm of the edge of the Terrain concealing them, so can see across it unhindered.

CONCEALED — The Centurion cannot see half of the K-2 (T-54), so it is Concealed.

CONCEALED — The Local Forces rifle team in the building is Concealed.

BLOCKED — Buildings block Line of Sight to teams behind them.

CONCEALED IN FLAT TERRAIN

Flat Terrain does not provide Concealment, except for Infantry Teams that did not move (even if they Dug In) and Gun Teams that are in Foxholes. These Teams are Concealed from all enemy Teams except Aircraft.

CONCEALED BY BUILDINGS

Buildings provide Concealment for Teams within them and for Teams at least half behind them.

CONCEALED BY HILLS

A Team half hidden by a Hill is Concealed to Teams on the other side, for example a tank with its hull hidden by the hill and its turret poking over ('hull down' as the military calls it). If it is high enough up the Hill, it will be able to see Teams on the other side clearly. The easiest way to determine Line of Sight and Concealment to and from a Hill is to physically get down to the level of the miniature and take a look at what the miniature could see from its current position.

CONCEALMENT AND AIRCRAFT

Only target Teams seen through Tall terrain (including Buildings, Hills, and Smoke) within 4"/10cm of the target Team are Concealed from Shooting Aircraft.

Aircraft are only Concealed if seen through Tall terrain (including Buildings, Hills, and Smoke) within 4"/10cm of the Shooting Team.
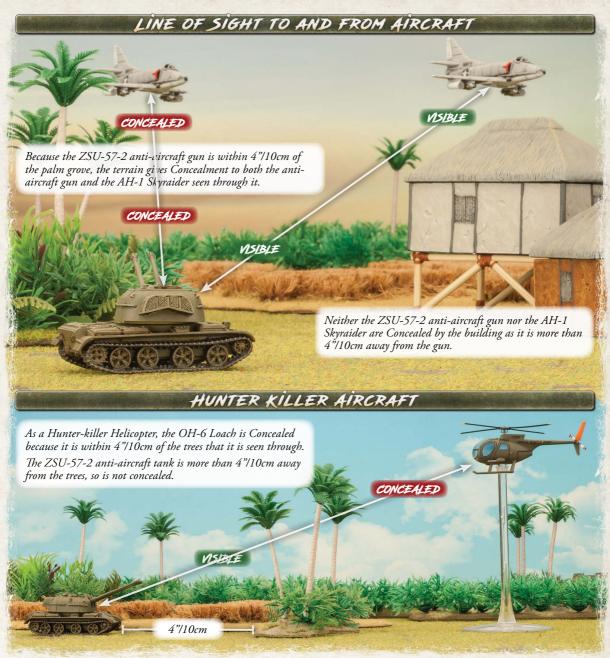
The exception is that Hunter-killer Helicopters gain Concealment from Tall terrain (including Buildings and Hills) within 4"/10cm of itself.

Line of Sight and Concealment for Landed Aircraft are treated the same way as any other Team on the ground.

4) DECLARE TARGETS

After checking the Range and Line of Sight to potential targets, a player must declare an enemy Team as the target for each Team in the Unit. Multiple Teams can target a single enemy or you can spread your fi e out as you wish.

From up on the hill, the K-2 (T-54) has a clear Line of Sight to the M48 Patton.

The hill blocks Line of Sight to the K-2 (T-54) behind it.

The K-2 (T-54) is half hidden behind the hill, so is Concealed to the M48 Patton.

CONCEALED

VISIBLE

BLOCKED

LINE OF SIGHT TO AND FROM AIRCRAFT

CONCEALED

VISIBLE

Because the ZSU-57-2 anti-aircraft gun is within 4"/10cm of the palm grove, the terrain gives Concealment to both the anti-aircraft gun and the AH-1 Skyraider seen through it.

CONCEALED

VISIBLE

Neither the ZSU-57-2 anti-aircraft gun nor the AH-1 Skyraider are Concealed by the building as it is more than 4"/10cm away from the gun.

HUNTER KILLER AIRCRAFT

As a Hunter-killer Helicopter, the OH-6 Loach is Concealed because it is within 4"/10cm of the trees that it is seen through.

The ZSU-57-2 anti-aircraft tank is more than 4"/10cm away from the trees, so is not concealed.

CONCEALED

VISIBLE

4"/10cm

A Team may only declare a single target Team, and all of its weapons will engage this target (although if it scores more than one hit, the additional hits may be placed on nearby Teams instead).

LIMITED FIELDS OF FIRE

Some weapons have a limited Field of Fire (see Forward Firing on page 62 as an example). They may only target or allocate hits to a Team within their Field of Fire.

Units can end their movement facing any direction, so when you move Units that have a limited Field of Fire, point them at their intended target.

AIRCRAFT SAFETY DISTANCE

Aircraft cannot target or allocate hits to a Tank, Infantry, or Gun Team within 8"/20cm of a friendly Team.

5) ROTATE TO FACE

Rotate the Team to point its main weapon or weapons at the declared target Team. If the main weapon is mounted in a turret, you may rotate the whole model up to a quarter turn (90 degrees) to point at the target Team, rotating the turret, the rest of the way. Otherwise rotate the whole Team to point at the target Team. This is a free rotation as part of Shooting, and is not Movement.

6) ROLL TO HIT

Once you have declared targets for the Teams in a Unit, roll to hit the targets.

HOW MANY DICE?

Roll one die for each point of ROF. As shown on the Unit card, the ROF of a weapon changes depending on whether the Team is halted or Moved in the Movement Step.

If a Team is Pinned Down (See page 46) or wishes to Assault later in the turn (See page 53), it must Shoot with its Moving ROF.

A Team cannot Shoot if it moved at Dash speed, or used a Follow Me or Cross Here order (See page 33).

ANTI-AIRCRAFT FIRE

Dedicated AA, Guided AA, and Strike Aircraft weapons use their full ROF when shooting at Aircraft. Other weapons shooting at flying Aircraft have ROF 1, and if they would normally have ROF 1, they suffer an additional +1 on their score to hit.

GONE TO GROUND

Teams that did not Move, Shoot, or Assault in their own turn and have not shot in this turn are Gone to Ground. Scouts can Move and still be Gone to Ground, but are not Gone to Ground if they Shoot or Assault (See page 65). In addition, all Teams are Gone to Ground at the start of the game unless otherwise specified

If a Team is Gone to Ground and is also Concealed from a Team Shooting at it, the Team is harder to hit.

Scouts can Move and still be Gone to Ground, but are not Gone to Ground if they Shoot or Assault.

Hunter-killer helicopters are Gone to Ground unless they Shot in their previous turn.

Boats may never be Gone to Ground.

SCORE TO HIT

The score To Hit is shown as the Is Hit On number on the **target Team's** Unit Card, modified as follws:

Add +1 to the score to hit for each of the following:

- The range to the targeted Team is over 16"/40cm.
- Target Team is Concealed (but not Gone to Ground).
- Shooting Team moved Out of Command.
- Shooting through Smoke.
- Shooting at Night.

Add +2 to the score to hit if:

- Target Team is Concealed and Gone to Ground.

TARGETS REQUIRING 7 OR MORE TO HIT

If the score needed to hit is 7 and the die roll is 6, then the shot scores a hit on a further roll of 5+.

If the score needed to hit is 8 and the die roll is 6, then the shot scores a hit on a further roll of 6.

If the score needed to hit is 9 or more, then the shot cannot hit.

SHOOT THE EASIEST TARGET

While the rules allow you to get clever and target different teams with each of yours, in most cases all you need to do is state that the whole Unit is shooting at the Team in the middle of the enemy Unit. If you do this, in most cases hit allocation comes down to placing one hit on the target Team, then giving each of the Unit's Teams a hit until you run out of hits.

The only time you need to get more specific is when intervening terrain gives some of your teams better shots at some of the enemy than at others.

SCORE TO HIT

A K-3 (PT-76) platoon has moved into range of an M113 ACAV, which opens up with its .50 cal machine-gun's Halted ROF.

RANGE	ROF HALTED	MOVING	ANTI TANK
20"/50CM	3	2	4

IS HIT ON 3+

FRONT	SIDE	TOP
2	1	1

The M113 needs to equal or exceed the targeted platoon's modified Is Hit On number in order to hit it. With four teams to choose from, it targets the closest one as the easiest to hit.

Is Hit On   3+
TO HIT   **3+**

Is Hit On   3+
Concealed   +1
TO HIT   **4+**

Is Hit On   3+
Over 16"/40cm   +1
TO HIT   **4+**

Is Hit On   3+
Over 16"/40CM   +1
Concealed   +1
TO HIT   **5+**

1 *The US player must assign the first hit against the targeted tank.*

The US M113 scores two hits on the K-3 (PT-76) company. All of them targeted at the closest tank.

1

2

2 *The US player must assign the remaining hits evenly to tanks from the platoon within 6"/15cm of the target.*

2

3 *The fourth tank is too far away from the targeted tank to be assigned any hits.*

3

7) ASSIGN HITS

Once all of the Unit's Teams have rolled to hit, the shooting player assigns the hits from the shooting Unit. The hits must be assigned to Teams that are:

- a valid target for the Team that scored the hit,
- part of the same Unit as the target Team,
- of the same type (Tank, Infantry, Gun, or Aircraft) as the target Team, and
- within 6"/15cm of the target Team.

A target Team must be assigned at least one hit from the Team or Teams that targeted it. Hits from a weapon must be assigned evenly so that each Team has (as close as possible) the same number of hits from that type of weapon. Th combined Hits from a Unit must also be assigned evenly.

HQ UNITS AND INDEPENDENT TEAMS

When an HQ Unit or Independent Team (such as an Observer) has been targeted, the Shooting player may select another Unit and assign hits between them as if they were the same Unit. Hits must still be assigned using the normal rules, and Teams from the other Unit must be of the same Type (Tank, Infantry, Gun, or Aircraft) as the target Team in order to be assigned a hit.

MISTAKEN TARGET

The targeted player may attempt to protect valuable Teams like heavy weapons by reassigning hits to other Teams representing misidentification of their target by the Shooting Team.

The player selects a Team that was hit and another Team of the same Type (Tank, Infantry, Gun, or Aircraft) that could have been assigned hits (whether it was or not) and rolls a die.

- On a roll of 3+, the player swaps all of the hits on each Team to the other Team. The hits must still be allocated according to the Assign Hits rule after the swap. Once a hit has been swapped it cannot be swapped again. Any hits that cannot be legally swapped remain on the original Team.

If the player succeeds, they can then attempt to swap hits between a diffe ent pair of Teams, and continue to do so as long as they make the 3+ roll required. If they fail in any attempt to swap, all remaining hits stay where they were allocated.

TOO CLOSE FOR ERROR

The target player cannot use the Mistaken Target rule if the Shooting Team is:

- within 4"/10cm of either of the selected Teams, or
- within 8"/20cm if the selected Teams are Tank Teams.

HQ UNITS AND INDEPENDENT TEAMS

When an HQ Unit or Independent Team (such as an Observer) is hit, the owning player may select another Unit and use the Mistaken Target rule to swap hits between them as if they were the same Unit.

As the third tank is at long range, so less vulnerable to penetration (see Roll Saves on page 46), the PAVN player attempts to swap its hits with those on the second tank, needing to score 3+ to do so.

With a roll of 5, the PAVN player can swap all of the hits on the second tank for all of the hits on the third tank.

This K-3 (PT-76) is entirely in front of a line drawn across the front of the M132 Zippo, which will use its Front armour rating for its Armour Save against its shooting.

This K-3 (PT-76) is at least partly behind the front of the M132 Zippo flame-thrower, which will use its Side armour rating for its Armour Saves.

SIDE

FRONT

8) ROLL SAVES

The targeted player rolls a save for each hit.

ARMOURED TANK TEAM SAVES

When the shooting player hits a turreted Tank Team, they first roll a die to determine whether the shot hits the hull or the turret.

- On a score of 4+, the shot hits the turret, if it has one.
- Otherwise, it hits the hull.

If the firing Team is entirely in front of a line drawn across the front of the hull or turret (whichever was hit), the opponent uses their Team's Front armour rating when rolling their Armour Save. Otherwise they use the Side armour rating.

If the firing Team is in the front or side of both the hull and turret, there is no need to roll to see which was hit.
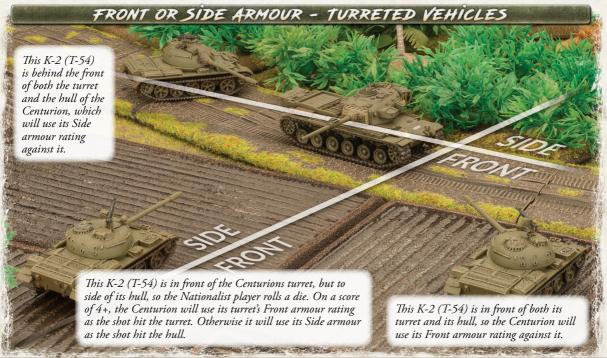
ROLL SAVE

When an Armoured Tank Team is assigned a hit, the owning player takes an Armour Save. They roll a die and add:

- The Team's Armour rating.
- An additional +1 if the range between the Team that scored the hit and the Team making the save is over 16"/40cm.

EXCEEDS ANTI-TANK RATING

If your opponent's Armour Save roll is greater than your weapon's Anti-tank rating, their Armour Save is successful. The shot has no effect, having bounced harmlessly off the tank's armour.

This K-2 (T-54) is behind the front of both the turret and the hull of the Centurion, which will use its Side armour rating against it.

SIDE

FRONT

SIDE

FRONT

This K-2 (T-54) is in front of the Centurions turret, but to side of its hull, so the Nationalist player rolls a die. On a score of 4+, the Centurion will use its turret's Front armour rating as the shot hit the turret. Otherwise it will use its Side armour as the shot hit the hull.

This K-2 (T-54) is in front of both its turret and its hull, so the Centurion will use its Front armour rating against it.

EQUALS ANTI-TANK RATING

If your opponent's Armour Save roll exactly equals your weapon's Anti-tank rating, they failed their Armour Save. Although your shot didn't penetrate the tank's armour, it might still do some damage.

To determine the effect of the hit you must take a Firepower Test. Roll another die.
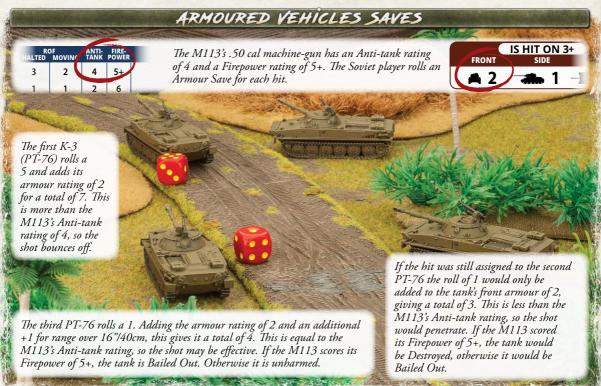
- If the roll equals or exceeds your weapon's Firepower rating, the crew panic and Bail Out.
- If the roll is lower than your weapon's Firepower rating the shot has no effect and the tank continues in action unharmed.

LESS THAN ANTI-TANK RATING

If your opponent's Armour Save roll is less than your weapon's Anti-tank rating they failed their Armour Save.

To determine the effect of the hit you must take a Firepower test. Roll another die.

- If the roll equals or exceeds your weapon's Firepower rating, the tank is Destroyed.
- If the roll is lower than your weapon's Firepower rating the shot failed to do significant damage to the tank but the crew still Bails Out of the tank fearing that the next shot might do worse.

ARMOURED VEHICLES SAVES

ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER
3	2	4	5+
1	1	2	6

The M113's .50 cal machine-gun has an Anti-tank rating of 4 and a Firepower rating of 5+. The Soviet player rolls an Armour Save for each hit.

IS HIT ON 3+

FRONT	SIDE
2	1

The first K-3 (PT-76) rolls a 5 and adds its armour rating of 2 for a total of 7. This is more than the M113's Anti-tank rating of 4, so the shot bounces off.

If the hit was still assigned to the second PT-76 the roll of 1 would only be added to the tank's front armour of 2, giving a total of 3. This is less than the M113's Anti-tank rating, so the shot would penetrate. If the M113 scored its Firepower of 5+, the tank would be Destroyed, otherwise it would be Bailed Out.

The third PT-76 rolls a 1. Adding the armour rating of 2 and an additional +1 for range over 16"/40cm, this gives it a total of 4. This is equal to the M113's Anti-tank rating, so the shot may be effective. If the M113 scores its Firepower of 5+, the tank is Bailed Out. Otherwise it is unharmed.

BAILED OUT TANK TEAMS

Bailed Out Tank Teams may not move (including issuing Blitz Move, Shoot and Scoot, or Follow Me orders) or figh (including Shooting, firing Artillery Bombardments, and fighting in Assaults) until the c ew Remount the tank.

BAILED OUT LEADERS AND COMMANDERS

If a Unit Leader or Formation Commander is Bailed Out they may, at the start of any Step, swap to another Tank Team within 6"/15cm that is under their command. Their Bailed Out Tank then replaces their new one in its original Unit.

BAILED OUT AGAIN

Each time a Tank Team that is already Bailed Out would be forced to Bail Out again (whether from Shooting or from Assault or any other reason), roll a die instead of placing another marker.

- If the score is greater than or equal to the Team's Remount, the shot has no additional effect on the tank
- Otherwise, the crew decides that it's too dangerous to hang around, and the Team is Destroyed.

REMOUNTING BAILED OUT TANK TEAMS

During the Starting Step (*See page 25*) at the start of your turn, roll a die for each Bailed Out Tank Team.

- If the score equals or exceeds the Tank Team's Remount rating, the crew Remounts their tank. The Team can now act as normal this turn.
- Otherwise, the Team remains Bailed Out.

COMMANDER'S LEADERSHIP

Re-roll all failed attempts to Remount for Tanks (including the Commander's own Tank) whose Commander is within 6"/15cm and in Line of Sight (ignoring friendly Teams).

INFANTRY SAVE
3+

These ANZAC platoons took three hits. The Infantry teams roll an Infantry Save of 3+ for each hit.

The SLR & M60 team fails its save and is Destroyed.

One of the M67 90mm anti-tank teams fails its save. As it is in Bulletproof Cover, the Nationalist player needs to roll the shooting weapon's Firepower number or higher to Destroy it.

INFANTRY AND GUN SAVES

For each hit on an enemy Infantry or Gun Team, the owning player rolls a die.

- If the result is at least the Team's Infantry Save, the Team survives largely unharmed.
- Otherwise, unless the Team is in Bulletproof Cover, it is Destroyed.

BULLETPROOF COVER

An Infantry or Gun Team that is in Foxholes or Concealed by a Building, Crater, Trench Line, Stone Wall, Bocage Hedgerow, Hill, or similar bulletproof terrain is in Bulletproof Cover.

The shooting player must roll a die for each unsaved hit on an Infantry or Gun Team in Bulletproof Cover.

- If the roll equals or exceeds the weapon's Firepower rating, the target Team is Destroyed.
- If the roll is lower than the weapon's Firepower rating, the cover protects the Team from harm.

TRIAGE AND MEDEVAC

Some Missions use the Triage and Medevac rules (*See page 200*). In these missions, Infantry and Gun teams that fail Saves can be Wounded rather than Destroyed.

UNARMOURED TANK SAVES

When an Unarmoured Tank Team (one with a Tank Save value instead of an Armour value) is assigned a hit, the owning player rolls a die.

- If the result is at least the Team's Unarmoured Tank Save, the tank survives unharmed apart from some holes in the bodywork.
- Otherwise, it is Destroyed.

AIRCRAFT SAVES

When an Aircraft is assigned a hit, the owning player rolls a die.

- If the result is at least the Team's Aircraft Save, the aircraft survives unharmed apart from some holes in the wings.
- Otherwise, the shooting player must roll a die for each unsaved hit.
  - If the roll equals or exceeds the weapon's Firepower rating, the target Aircraft is Destroyed.
    Infantry Teams (other than Heavy Weapons) must re-roll successful Firepower tests.
  - Otherwise, the Aircraft survives unharmed and continues its attack.

AIRCRAFT SAVE
5+

The US Gunship takes a hit from the ZSU-57-2's main guns, so the US player rolls an Aircraft save.
On a roll of 5+, the Gunship would be unharmed.
Otherwise, the PAVN player must roll against the weapon's firepower of 4+ to Destroy it.

The Gunship then takes a hit from the Local Forces Rifle team. With a score of 2, the US player fails their Aircraft Save.
The US player rolls a 6 for their Firepower, but since the Rifle team is an Infantry team, they must re-roll their success. Their second roll is a 1, so the Gunship survives.

DESTROYED TEAMS

Leave Destroyed Tank Teams on the table as Wrecks. Remove all Destroyed Infantry, Gun, and Aircraft Teams from the table.

Mark a wreck by placing a plume of smoke on the model representing smoke and flame from internal fires. Wrecks are Terrain, slowing down tanks dashing across them, but are not Difficult Terrain. Wrecks (ignoring the smoke plume) provide Concealment as Short terrain. Armoured Tank team Wrecks are Bulletproof Cover.

PASSENGERS IN DESTROYED TRANSPORTS

When a Team carrying Passengers is Destroyed, consult the rules on page 31 to find the effect on the Passengers.

REPLACE DESTROYED UNIT LEADERS

When a Unit Leader is Destroyed, the next in line for command takes over.

If a Unit Leader is Destroyed, nominate another Team of the same Type from the Unit within 6"/15cm as the new Unit Leader Team.

If there are no suitable Teams close enough, the Unit remains leaderless until the Leader is replaced. A Formation Commander may appoint another Team from the Unit within 6"/15cm and in Line of Sight as the new Unit Leader at the start of any of their turns.

KILLING COMMANDERS

When a Formation Commander is Destroyed the owning player can nominate another Team of the same type from the HQ Unit within 6"/15cm as the new Formation Commander.

If they cannot do this, the owning player rolls a die.
- On a roll of 3+, the Commander survives and switches to another Team if there is one available. If there are no Teams of the appropriate Type within 6"/15cm, the Commander is killed.
- Otherwise, the Commander is killed.

SWITCHING TO ANOTHER TEAM

If your Infantry Commander survives, remove another friendly Infantry Team from their Formation within 6"/15cm and replace it with the Commander's Team.

If your Tank Commander survives, nominate another friendly Tank Team from their Formation within 6"/15cm as the new Commander. The Commander now uses the characteristics from the new Tank Team's card.

ONLY ROLL ONCE

If a Commander is Destroyed multiple times by a Unit's Shooting, the Commander still only needs to roll once to see if they survive.

KEEPING TRACK OF LEADERS

It is a good idea to make your leaders easy to identify with different markings or a commander model for tanks. For infantry it is easier since the Unit Leader is on a smaller base.

If your leader is Destroyed, it is usually a good idea to pick a team with the same characteristics to be the new leader and then just swap the old leader for it. That way they are still easy to identify.

If your new leader is in a different type of tank or is armed with a different weapon, you can use a Leader token to keep track of them instead if you want.

ASSAULT BOAT DAMAGE

When an Assault Boat (such as Monitors, ASPB, and ATC boats) is assigned a hit, the owning player resolves the hit like a normal Tank Team. However, unlike a normal Tank team, if it fails its Armour Save, it is not Destroyed after a successful Firepower test. Instead, cross off one of the Assault Boat's Damage Boxes for each Destroyed result the team would have suffered.

ASSAULT BOAT DAMAGE			
Minor Damage	Minor Damage	Immobile	Destroyed

- An Assault Boat that loses one or two Damage Boxes is somewhat battered, but still afloat and fighting
- An Assault Boat that has lost three Damage Boxes has lost its ability to move. The owning player immediately beaches the boat on the nearest riverbank. It becomes immobile, but can otherwise still shoot and defend itself in Assaults.
- An Assault Boat with that has lost all four of its boxes is permanently Destroyed as normal.

FIELD REPAIRS

An Assault Boat that has lost three or fewer Damage Boxes can attempt to make field repairs. Instead of Shooting, the owning player rolls a die:
- If the result is at least the Assault Boat's Skill Rating, it regains one of its lost Damage Boxes.
- Otherwise, the repairs will require some more time and you may try again next turn.

The US Rifle Platoon took seven hits. As an Infantry Unit, it is Pinned Down because it took at least five hits.

Until the company Rallies, its teams cannot move toward visible enemy teams, but they can move further away.

Teams that shoot while Pinned Down must do so using their Moving ROF, whether they move or not.

PINNED DOWN

Even if you don't manage to kill the enemy with your Shooting, the weight of fire may pin them down. For soldiers under such intense fire, forward progress is impossible, and even shooting is difficult

- A Unit becomes Pinned Down if it takes at least five hits in a single Shooting Step. These hits can be from any source or combination of sources, as long as all of the hits were inflicted in the same hooting Step.

- A larger Unit that started the Shooting Step with at least twelve Teams needs to take at least eight hits in the Shooting Step to become Pinned Down.

INFANTRY, GUN, AND UNARMOURED TEAMS

Infantry, Gun, and Unarmoured Tank Teams in a Pinned Down Unit may not Move closer to any enemy Team in Line of Sight, nor Move into Line of Sight of any other enemy Team. However, they may Dig In or retire away from visible enemy Teams.

A Pinned Down Infantry, Gun, or Unarmoured Tank Team Shoots using its Moving ROF, whether it Moved or not.

ARMOURED TANK TEAMS AND AIRCRAFT

Armoured Tank Teams, Passenger Teams mounted in an Armoured Transport, and Aircraft cannot be Pinned Down.

RALLYING FROM PINNED DOWN

If your Unit is Pinned Down, you may attempt to Rally it in the Starting Step at the start of your turn. Roll a die to do so:

- If the score is greater than or equal to the Rally rating, the Unit recovers fully and is immediately ready to continue the battle.

- Otherwise, the Unit remains Pinned Down.

COMMANDER'S LEADERSHIP

Re-roll all failed attempts to Rally from Pinned Down for Units (including the Commander's own HQ Unit) whose Commander is within 6"/15cm and in Line of Sight (ignoring intervening friendly troops) of the Unit Leader.

FIRING SMOKE

Before Shooting normally, a Unit may elect to fire smoke, rather than armour-piercing or explosive ammunition, with any or all of its weapons that have this capability. Thes Teams cannot Shoot after doing this.

When a Team fires smoke, each hit places a 2"/5cm Smoke marker (or ball of cotton wool) on the Team rather than causing any direct damage. Hits by Smoke cannot be reallocated with the Mistaken Target rule.

All Smoke fired by a player is removed at the start of their next turn.

EFFECTS OF SMOKE

Teams Shooting into, through, or out of a Smoke ball always suffer an additional +1 penalty on the score needed to hit, both for Shooting and Bombardments.

If a Team that has been hit by Smoke moves, the Smoke remains in place, allowing the Team to Shoot as normal.

ARTILLERY

ARTILLERY SEQUENCE

Artillery weapons are designed to bombard an area with a deluge of explosive shells rather than attempting to hit a particular target directly.

1. Pick Spotting Team *(see page 47)*
2. Check Range *(see page 47)*
3. Select Aiming Point *(see page 48)*
4. Rotate to Face *(see page 49)*
5. Roll to Range In *(see page 49)*
6. Roll to Hit *(see page 50)*
7. Roll Saves *(see page 50)*
8. Pin Down Target *(see page 50)*

WHO CAN BOMBARD

Any Team that has an Artillery weapon (indicated by a ROF of 'artillery' or 'salvo') may fire a Bombardment instead of Shooting. A Unit with Artillery weapons is an Artillery Unit.

Most Artillery weapons have both a normal shooting line and an artillery line on their Unit Card. You must choose to use one or the other each turn. Some, like rocket launchers, can only fire bombardments and cannot shoot normally.

Teams cannot fire a Bombardment if they Moved (unless they are Aircraft), failed a Blitz Move order, attempted to Dig In, are in a Building, or are Pinned Down. Teams that fire a Bombardment cannot Assault this turn.

If a Unit fires a Bombardment, all of its Teams with Artillery weapons must either fire as part of the Bombardment, or not fire at all. Other Teams can still Shoot as normal.

1) PICK SPOTTING TEAM

An Artillery Bombardment needs a Team to Spot the fall of shot and correct the guns on to target. A Spotting Team can be one of the firing Teams, a Free World Unit Leader (but not a Nationalist Unit Leader), any Formation HQ Team, or a specialist Observer.
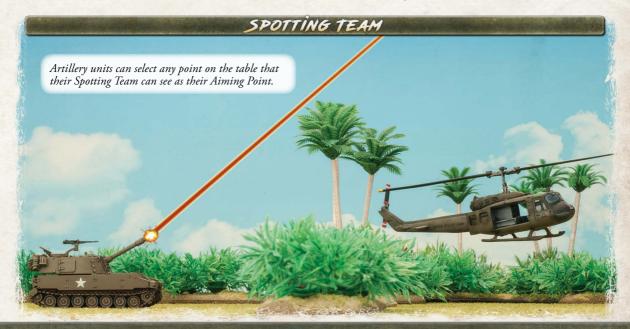
A Spotting team must not have Moved or attempted to Dig In, cannot Shoot or Assault, but can fire in the Bombardment it is Spotting for.

SPOTTING FOR AIRCRAFT

An Artillery Bombardment from an Aircraft Unit can only be Spotted for by one of the Aircraft in the Unit. Aircraft can spot for their own Bombardment while moving.

2) CHECK RANGE

Weapons can only fire a Bombardment at an Aiming Point within their Range and in their Field of Fire.

SPOTTING TEAM

Artillery units can select any point on the table that their Spotting Team can see as their Aiming Point.

An M108 Field Artillery Battery is going to bombard the K-2 Tank Company using an Artillery Template.

The US player places the Aiming Point in the centre of the target to catch as many T-54 tanks as possible.

The sides of the Template point back to the bombarding unit.

3) SELECT AIMING POINT

Pick a point on the table within Line of Sight of the Spotting Team and place the firing Unit's Ranged In marker on it to mark it as the Aiming Point of the Bombardment.

Centre the Template over the Aiming Point with the sides pointing towards the Bombarding Unit.

TEMPLATE SIZE

The Artillery Template is 6"/15cm square, while the Salvo Template is 10"/25cm square.

The US player can't place the Template to hit the right-hand T-54 tank because that would bring the Template within 4"/10cm of their own infantry.

The M108 howitzers fire a single template that covers three T-54 tanks

The M108 Field Artillery Battery has a Skill number of 4+. It may make up to three attempts to Range In.

COURAGE 4+	SKILL 4+
MORALE 4+	ASSAULT 5+
REMOUNT 4+	COUNTERATTACK 5+

The more attempts it takes to Range In, the less accurate its bombardment will be (see Roll To Hit on page 54).

First attempt

Second attempt

Third attempt

DANGER CLOSE

To reflect the danger of dropping shells too close to your own positions, you may not place an Artillery Template within 4"/10cm of friendly Teams, nor a Salvo Template within 6"/15cm of friendly Teams.

Aircraft may not place an Artillery Template within 8"/20cm of friendly Teams, but do not restrict the placement of their own Template.

4) ROTATE TO FACE

The Artillery Teams Rotate to Face the Aiming Point. This is a free rotation as part of Shooting, and is not Movement.

If the Aiming Point is outside of the weapon's Field of Fire, it cannot fire as part of the Bombardment, but it still rotates to point at the Aiming Point.

5) ROLL TO RANGE IN

A Spotting Team can make up to three attempts to Range In the artillery on its Aiming Point. Roll a die for each attempt:

- If the score is greater than or equal to the Artillery Unit's Skill rating, it has successfully Ranged In.
- Otherwise, the ranging attempt missed, go on to the next attempt.

If the Spotting Team fails all three attempts to Range In, remove the Ranged In marker. The Artillery Unit that was attempting to Range In cannot Shoot, Assault, or fire an Artillery Bombardment this turn, and are not Gone to Ground.

Once a Spotting team has made their three attempts to Range In, they cannot make further Ranging In attempts this turn.

RANGING IN WITH A LESS-SKILLED TEAM

If the Spotting Team and the Artillery Unit have different Skill ratings (or Ranging ratings if they have them), use the worse rating to Range In.

RANGING IN AN ADDITIONAL BATTERY

If the Spotting Team successfully Ranges In in less than three attempts, it may use its remaining attempts to Range In another Artillery Unit that it can Spot for on the same or a different Aiming Point. This Artillery Unit will suffer the normal penalty for Ranging In on the second or third attempt.

RANGING IN NEAR TERRAIN

Add +1 to the score required to Range In if the Aiming Point is placed so that the Template will cover any Short or Tall Terrain features or any part of a Smoke Screen.

RANGING IN AT NIGHT

A Spotting Team does not need to roll on the Night Visibility Table (*See page 201*) when Spotting for a Bombardment at Night, but does add +1 to the score required to Range In. This is in addition to any penalty for Ranging In near Terrain.

IS HIT ON 3+

FRONT	SIDE	TOP
🚜 13	🚂 9	▬ 2

The M108 Field Artillery Battery Ranges In on its third attempt.

The US player rolls one die for each T-54 tank under the Template.

The score to Hit is the T-54 tanks' Is Hit On number of 3+, with +2 penalty for taking two attempts to Range In, giving a score needed of 5+.

If there were only two guns firing, the US player would have to re-roll any successful rolls to hit.

HIT

HIT

MISS

The T-54 tanks use their Top armour for their Armour Saves against Artillery.

6) ROLL TO HIT

Roll a die for each Tank, Infantry, or Gun Team caught at least partly under the Template.

The score To Hit a Team under the Template is shown as the Is Hit On number on the target Team's Unit Card, modifie as follows:

- Add +1 if Ranged In on the Second Attempt.
- Add +2 if Ranged In on the Thi d Attempt.

1 OR 2 WEAPONS FIRING

If the Artillery Unit only has one or two weapons firing, you must re-roll successful rolls To Hit.

5 OR MORE WEAPONS FIRING

If the Artillery Unit has fi e or more weapons firing, you must re-roll failed rolls To Hit.

SPEEDING THINGS UP

Although the rules suggest rolling individually for each team under an artillery bombardment, you can often (with your opponent's agreement) roll the dice for all teams of the same type at the same time, and assign the hits in any manner agreeable to both players.

In cases such as where it matters which Team is hit, taking it slowly and rolling for one Team at a time makes complicated situations easier to handle.

Either way, specialist teams such as light machine-guns and anti-tank weapons should always be rolled for separately.

7) ROLL SAVES

Roll Saves for Teams that have been hit in the same way as for Shooting (See *pages 42 and 44*), except that Armoured Tank Teams use their Top armour rating and do not have a bonus for ranges over 16"/40cm.

BULLETPROOF COVER AND BOMBARDMENTS

An Infantry or Gun Team that is in Foxholes or in a Building, Crater, or similar bulletproof terrain is in Bulletproof Cover. Teams behind Stone Walls, Bocage Hedgerows, and similar linear terrain are not in Bulletproof Cover from an Artillery Bombardment.

Ranged In Marker

The shooting player must roll a die for each unsaved hit on an Infantry or Gun Team in Bulletproof Cover.

- If the roll equals or exceeds the weapon's Firepower rating, the target Team is Destroyed.
- If the roll is lower than the weapon's Firepower rating, the cover protects the Team from harm.

8) PIN DOWN TARGET

Infantry, Gun, and Unarmoured Tank Units hit by an Artillery Bombardment are automatically Pinned Down (*See page 46*).

REPEATING BOMBARDMENTS

An Artillery Unit may Repeat a Bombardment in a later turn using its current Aiming Point. Because the Artillery Unit is already Ranged In on that Aiming Point, it automatically Ranges In on its first attempt for the Repeated Bombardment, so will not suffer the penalty for Ranging In on the second or third attempt.

SPOTTING FOR A REPEAT BOMBARDMENT

The Repeated Bombardment still requires a Spotting Team, but it may be a diffe ent Team from the one that originally Ranged In on the Aiming Point and doesn't need to be able to see the Aiming Point.

If the Spotting Team cannot see the Aiming Point, all rolls To Hit will suffer a +1 penalty to the score required To Hit as if the Spotting Team had Ranged In on the second attempt.

RE-ROLL INFANTRY AND GUN SAVES

Infantry and Gun Teams must re-roll successful Saves when hit by a Repeat Bombardment.

MOVING REMOVES RANGED IN MARKER

If an Artillery Unit moves (including when it uses a Blitz Move or Shoot and Scoot), it immediately removes its Ranged In marker from the table. Since Aircraft must move every turn, they will always remove their Ranged In marker between Bombardments.

PRE-PLANNED ARTILLERY TARGETS

An Artillery Unit that is not in Reserve may place its Ranged In marker anywhere on the table at the start of the game after Objectives and Minefields have been placed, but before Deployment. This Ranged In marker indicates the Artillery Unit's current Aiming Point at the start of the game.

If both sides have Artillery, the Defender places their Ranged In markers first

SMOKE BOMBARDMENTS

Some Artillery units can fire a Smoke Bombardment instead of a normal Artillery Bombardment. Each such Artillery Unit may do this once per game.

Smoke Bombardments must be fired at the beginning of the Shooting Step before all other fire.

Use the normal Artillery rules to Range In, except that there is no modifier for Ranging In near Terrain and no Danger Close restriction. If the Bombardment is successfully Ranged In, place a Smoke Screen on the Aiming Point. The Bombardment has no other effect. If the Unit fails to Range In, they may attempt to fire a Smoke Bombardment again later in the game.

All Smoke fired by a player is removed at the start of their next turn.

SMOKE SCREENS

When a Unit fires a Smoke Bombardment, place a line of 2"/5cm Smoke markers (or balls of cotton wool) that is 4"/10cm long for each weapon firing as a Smoke Screen. So two guns will produce a line 8"/20cm long, while four guns will produce a line 16"/40cm long. The line starts at the Aiming Point and may be placed on any angle. You may fire fewer weapons to produce a shorter screen if you wish.

EFFECTS OF SMOKE SCREENS

Lines of Sight into, through, or out of Smoke Screens are blocked unless the Range is 6"/15cm or less.

Teams shooting through or into a Smoke Screen always suffer an additional +1 penalty on the score needed To Hit for Shooting and on the score needed to Range In Bombardments.

A M109 Field Artillery Battery of three guns fires a Smoke Bombardment to screen the Walker Bulldog tanks from flanking fire by the T-54 tanks.

The M109s successfully Range In, so the US player places 12"/30cm (4"/10cm per gun) of smoke screen on the table.

12"/30cm for three weapons

Because the Range is more than 6"/15cm, the K-1 (T-54) tanks will have to move if they want to shoot at the Walker Bulldog tanks.

ASSAULTS

ASSAULT SEQUENCE

In the Assault Step, you assault with any or all of your Units one by one. When a Unit Assaults, its Teams move into contact, the enemy shoots defensive fire, then both sides take turns at fighting at close quarters with hand grenades and close-combat weapons.

Once you've finished assaulting with one of your Units, move on to the next, until all of the Units have made their assaults.

1   Charge into Contact *(see page 53)*

2   Opponent's Defensive Fire *(see page 55)*

3   Roll to Hit *(see page 56)*

4   Roll Saves *(see page 57)*

5   Check if the Assault is Over *(see page 57)*

6   Test to Counterattack *(see page 57)*

7   Counterattack or Break Off *(see page 58)*

An Assault is the only time an Infantry Team can Move within 2"/5cm of the enemy, or that a Tank Team can Move within 2"/5cm of enemy Infantry or Gun Teams.

SHOOTING BEFORE ASSAULTING

A Team can shoot in the Shooting Step (but not fi e an Artillery Bombardment) before Assaulting in the Assault Step. If it does so, it must use its Moving ROF (whether it moves or not), and must target a Team within 8"/20cm of the Team it will Charge into Contact with when it Assaults.

WHO CAN ASSAULT

In the Assault Step, an Armoured Tank Team or an Infantry Team can Assault if it is not:

*   Pinned Down, or
*   a Heavy Weapon,

and it did not:

*   Move at Dash speed,
*   Move more than 10"/25cm at Tactical speed,
*   Use a Movement Order other than Follow Me,
*   Shoot at its Halted ROF,
*   Spot for or Fire an Artillery or Smoke Bombardment, or
*   Shoot at Aircraft in the previous enemy turn,

and its Unit has not already Assaulted this turn.

LEADING FROM THE FRONT

A Formation Commander and their HQ Unit can combine with a Unit from their Formation to conduct a joint assault. To do this, the Formation Commander and the Unit Leader must be of the same Type (Tank or Infantry) and must start the Assault Step within 6"/15cm and in Line of Sight of each other. For the duration of the Assault Step, the combined Unit is treated as a single Unit having the worse of the two Units' Counterattack values.

1) CHARGE INTO CONTACT
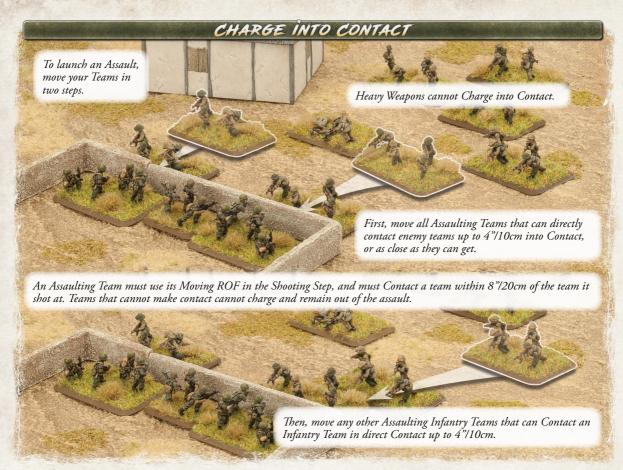
An Assaulting Unit Moves any of its Tank or Infantry Teams up to 4"/10cm into Contact with an enemy Team by the shortest route. These Teams are now Assaulting Teams.

A Team is in Contact with an enemy Team if:

*   its front edge is as close as it can get to the enemy Team, or
*   it is an Infantry Team and its front edge is as close as it can get to another Infantry Team from its own Unit that is directly in Contact with an enemy Team.

Tank Teams cannot Assault other Tank Teams, so they cannot Charge into Contact with enemy Tank Teams. Heavy Weapons, Independent Teams, Gun Teams, and Unarmoured Tank Teams cannot Charge into Contact at all.

Teams that can't Contact an enemy Team cannot Assault.

To launch an Assault, move your Teams in two steps.

Heavy Weapons cannot Charge into Contact.

First, move all Assaulting Teams that can directly contact enemy teams up to 4"/10cm into Contact, or as close as they can get.

An Assaulting Team must use its Moving ROF in the Shooting Step, and must Contact a team within 8"/20cm of the team it shot at. Teams that cannot make contact cannot charge and remain out of the assault.

Then, move any other Assaulting Infantry Teams that can Contact an Infantry Team in direct Contact up to 4"/10cm.

ASSAULTING THROUGH TERRAIN

If a Tank Team fails a roll to Cross terrain while moving into contact with the enemy, they halt their movement. If a Team was within 2"/5cm of an enemy Team when they failed the roll, move it back 2"/5cm from the enemy to indicate that it did not succeed in Charging into Contact.

Teams cannot assault enemy troops that are in or across terrain that is Impassable to them.

If the Assaulting Team successfully Charged into Contact, but cannot be placed into Contact with an enemy Team because of a line of terrain, place it immediately across the terrain from the enemy and treat it as being in Contact.

ASSAULTING IN TERRAIN

Two K-3 (PT-76) tanks need to take Cross tests when they launch an Assault against US infantry across a wall.

This PT-76 failed its Cross test, so stops 2"/5cm away from the obstacle.

This PT-76 passed its Cross test and moves into Contact.

This PT-76 does not need to make a Cross Check as it is able to get around the side of the obstacle to contact the enemy team.

The PAVN Infantry Company shoots at the M48 Patton tanks as they Charge into Contact. Each team shoots at a tank within 8"/20cm using their Halted ROF.

One T-54 is within 8"/20cm of the Assaulting tanks, so it can shoot in Defensive Fire, the other one cannot.

Defensive Fire always hits Side armour, so the infantry's B-40 anti-tank weapons can stop the M48 Patton tanks despite their thick armour.

2) OPPONENT'S DEFENSIVE FIRE

After the Assaulting Unit Charges into Contact, the opposing player conducts their Defensive Fire as the Assaulting Teams close into contact with them.

Each enemy Team within 8"/20cm of an Assaulting Team (one that is in Contact with an enemy Team) is a Defending Team and Shoots as if it was their Shooting Step.

Defending Teams shoot at their Halted ROF unless they are Pinned Down, in which case they shoot at their Moving ROF. Defending Teams must target an Assaulting Team within 8"/20cm, and can only allocate hits to Assaulting Teams within 8"/20cm.

Defending Teams cannot fire Artillery Bombardments as Defensive Fire.

As they are stationary, Defending Infantry Teams do not block Line of Sight for Defensive Fire.

NO MISTAKEN TARGET

In an assault the enemy is too close to mistake, so the assaulting player cannot use the Mistaken Target rule.

CLOSING WITH THE ENEMY

If an Infantry Team was in Contact with the enemy through a friendly Infantry Team that is Destroyed, the Team immediately occupies its place, remaining in Contact with the enemy.

SNEAKING UP ON TANKS

A Tank Team cannot conduct Defensive Fire (although other Tank Teams in the Unit may) if any Assaulting Infantry Team that is in Contact with it:

- did not Move in the Movement Step,
- did not use any Movement Orders,
- did not Shoot in the Shooting step, and
- started its Charge into Contact Concealed by terrain.

Because they are Concealed within 4"/10cm and did not move or shoot this turn, the PAVN rifle teams can sneak up on the tanks.

The remaining M48 Patton tank can still shoot in Defensive Fire.

The rifle teams Charged into Contact with two M48 Patton tanks. These two tanks cannot shoot in Defensive Fire.

A US Rifle Platoon launched an assault against a company of PAVN infantry. Unfortunately the PAVN manage to score five hits in Defensive Fire.

The Rifle Platoon is Pinned Down and the Assaulting Teams must Fall Back until they are more than 2"/5cm from the Defending Teams.

DEFENSIVE FIRE HITS SIDE ARMOUR

Tanks use their Side armour rating for any Armour Saves against Defensive Fire, even when the front of the vehicle is facing the shooting Team.

NO BULLETPROOF COVER

Assaulting Teams are never in Bulletproof Cover from Defensive Fire, but may be Concealed.

FORCING THE ASSAULT TO FALL BACK

A Unit that takes at least fi e hits from Defensive Fire becomes Pinned Down and its Teams Fall Back the shortest distance necessary until its Teams are more than 2"/5cm from the enemy, and the Assault is over. A larger Unit with at least twelve Assaulting Teams needs to take at least eight hits to become Pinned Down and Fall Back.

If all of the Assaulting Teams are Tank Teams with Top armour 1 or 2, they only Fall Back if two or more of them (or all of them if fewer), are Bailed Out or Destroyed by Defensive Fire, regardless of the number of hits they take. When a Unit Falls Back, any Tanks that were Bailed Out by the Defensive Fire also Fall Back to reflect being hit while closing to contact.

3) ROLL TO HIT

If the Assaulting Unit was not forced to Fall Back by Defensive Fire (and still has Teams in Contact with the enemy), roll one die for each Team in Contact with the enemy. The score to hit is the Assault rating on the Assaulting Team's Unit Card.

If the score is greater than or equal to the Assaulting Team's rating, they have scored a hit on the Team they are in Contact with. If they are in Contact with several Teams, the Defending player chooses which one is hit. Since Tanks cannot Assault Tanks, a hit from a Tank cannot be assigned to another Tank.

A Unit hit in an Assault is immediately Pinned Down.

ROLL TO HIT

COURAGE 4+	SKILL 5+
MORALE 3+	ASSAULT 5+
REMOUNT 3+	COUNTERATTACK 4+

Each K-1 (T-54) tank rolls a die to hit, comparing it against their Assault number.

One T-54 rolls a five, destroying the Infantry team it is in contact with. The other T-54 rolls a two, so the enemy teams survives.

An M72 LAW team scores a hit on a K-1 (T-54) tank.

The player can choose to use the M72 LAW's Anti-tank rating of 12 against the tank's side armour, or use grenades to have Anti-tank 2 against its Top armour.

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	
M16 rifle team	12"/30CM	2	1	1	5+	Bucks
or M72 LAW anti-tank	12"/30CM	1	1	12	5+	HEAT
M60 MG team	16"/40CM	5	2	2	6	Ass

They choose to use the M72 LAW's Anti-tank rating, so the T-54 will make an Armour Save using its Side armour.

4) ROLL SAVES

The target pla er rolls Saves for each hit.

HIT TOP OR SIDE ARMOUR

When a hit is scored on an Armoured Tank Team, the Assaulting Team has two options:

• It can use the Anti-tank rating of one of its normal weapons against the Tank's Side armour rating (as long as the Tank is in its Field of Fire and the weapon does not have a Minimum range).

• It can use hand grenades and other improvised anti-tank weapons, giving it an Anti-tank rating of 2 and Firepower 1+ against the Tank's Top armour.

ROLL SAVES FOR ARMOURED TANKS

The targeted pla er rolls a save for each hit on an Armoured Tank Team in the same way as hits from Shooting are saved (*See pages 42 and 43*) with the same consequences for failed saves.

NO SAVES IF NOT ARMOURED

Infantry, Gun, and Unarmoured Tank Teams hit in an Assault are automatically Destroyed. If a Transport Team is Destroyed, all of its Passengers are also Destroyed.

5) CHECK IF THE ASSAULT IS OVER

The Assaulting Unit has won if all Defending Teams that could be Contacted by the Assaulting Teams with a further 4"/10cm Move have been Destroyed or are Bailed Out. If the Assaulting Unit has won, the Defending Teams must now Break Off *See page 59*).

6) TEST TO COUNTERATTACK

If the Assaulting Unit did not win the Assault, the opponent rolls a single die and compares it with the Counterattack rating of each Defending Unit in turn.

• If the score is greater than or equal to the Unit's Counterattack rating, that Unit may Counterattack or Break Off as the pla er chooses.

• Otherwise, that Unit must Break Off

COMMANDER'S LEADERSHIP

If one or more Units failed to Counterattack, re-roll the die and apply the new result to Units that failed to Counterattack and whose Commander is within 6"/15cm and in Line of Sight of the Unit Leader (including the Commander's own HQ Unit).

Since there are no defending Infantry teams within 4"/10cm of the Assaulting K-3 (PT-76) tanks, the PAVN win the Assault.

4"/10cm

Tanks can't assault tanks, so the M113 personnel carrier does not stop the PAVN winning the Assault.

7) COUNTERATTACK...

When the defender Counterattacks, all Teams from the Assaulting Unit become Defending Teams, and vice versa.

The Assaulting Teams (previously Defending Teams) that are not in Contact with a Defending Team can Charge into Contact with a Defending Team (even if Pinned Down). Even if a Tank Team doesn't move, it must still roll to Cross any Difficul Terrain between it and the Defending Team.

Any Teams that can't Contact an enemy Defending Team do not Assault.

The counterattacking player then continues with the Assault in the same manner as the original Assaulting player, except that there is no Defensive Fire against a Counterattack.

If the counterattacking teams do not win the Assault, the original Assaulting player then Tests to Counterattack. Th assault continues back and forth like this until one side or the other wins.

The ANZAC player rolls to Counterattack, scoring 3.

Formation Commander

RIFLE PLATOON

COURAGE 3+	SKILL 3+
MORALE 3+	ASSAULT 3+
REMOUNT 3+	COUNTERATTACK 3+

The Rifle Platoon has a Counterattack rating of 3+, so passes and can choose whether to Counterattack or Break Off.

M108 FIRE SUPPORT PLATOON

COURAGE 3+	SKILL 3+
MORALE 3+	ASSAULT 4+
REMOUNT 3+	COUNTERATTACK 4+

The Fire Support Platoon has a Counterattack rating of 4+, so fails to Counterattack. As the Formation Commander is within 6"/15cm, they can re-roll the die. Scoring a 5 they now pass and can also choose whether to Counterattack or Break Off.

The ANZAC infantry and tanks Counterattack, becoming the assaulting side. Any teams that can do so now Charge into Contact with PAVN teams.

Teams that cannot reach the enemy do not charge and remain where they are.

A tank fighting across Difficult Terrain must take a Cross test. If it fails, it will fall back 2"/5cm.

...OR BREAK OFF

A Unit that Breaks Off is Pinned Down. All Teams from the Unit immediately Move at Tactical speed the shortest distance needed to be further than 6"/15cm away from all Assaulting Teams. If the Team cannot Move more than 6"/15cm from all Assaulting Teams (or fails a roll to Cross terrain while attempting to do so), it immediately surrenders and is Destroyed.

Once a Unit has Broken Off, it is no longer a Defending Unit. If all Defending Units Break Off, the Assaulting Unit automatically Wins the Assault and can Consolidate.

CONSOLIDATING

The victorious Unit may now Move up to 4"/10cm in any direction, but cannot Charge into Contact. This Move may not bring them within 2"/5cm of an enemy Team.

If the Move takes a Team back to a Foxhole occupied by one of its Unit's Teams at the start of the Assault, it may reoccupy it. Any remaining unoccupied Foxholes are removed.

After taking some hits, the PAVN Break Off from the assault.

Each team moves at Tactical speed until it is more than 6"/15cm away from the assaulting infantry.

The PAVN tank fails its Cross test, halting where it is, so can't get far enough away from the assaulting infantry and surrenders.

Having won the Assault, the infantry now Consolidate 4"/10cm, preparing for the inevitable PAVN response.

UNIT LAST STAND

IN GOOD SPIRITS

A Unit is In Good Spirits if:

- it does not have any Teams Bailed Out or Destroyed,

or

- it still has at least:
    - two Tank Teams that are not Bailed Out.
    - two Gun Teams,
    - three Infantry Teams, or
    - one Aircraft Team.

Only count Teams that are In Command (*See page 27*). If the Unit Leader has been Destroyed and not replaced, the unit is not In Good Spirits.

UNIT LAST STAND TEST

A Unit that is *not* In Good Spirits needs to take a Last Stand Test at the start of the player's turn after testing to Remount Bailed Out tanks.

When a Unit takes a Last Stand Test, roll a die:

- If the score is greater than or equal to the Unit's Morale rating, the Unit fights on
- Otherwise, the Unit is Destroyed.

DESTROYED UNITS

When a Unit is Destroyed, all Destroyed and Bailed Out Armoured Tank Teams remain in place as Wrecks (*See page 45*), while all remaining Teams are removed.

If a Transport Unit fails its Last Stand Test, its Passengers are Pinned Down and Dismount before the Unit is removed.

COMMANDER'S LEADERSHIP

Re-roll all failed Last Stand Tests for Units whose Commander is within 6"/15cm and in Line of Sight of the Unit Leader.

COMMANDERS ALWAYS STAND AND FIGHT

Being heroic, HQ Units never have to take a Unit Last Stand Test.

ATTACHMENTS

A Unit that has an Attached Unit (*See page 15*) treats the Attached Unit as a separate Unit for Unit Last Stand Tests. However, if an Infantry or Gun Unit is Destroyed or fails its Last Stand Test, its Transport Attachment is removed from the game, but is not Destroyed.

Other types of Attached Units, such as an Infantry Attachment to a Tank Unit, continue to fight if their core Unit is Destroyed.

UNIT LAST STAND

An ARVN Walker Bulldog Tank Platoon has lost a tank and has two Bailed Out. Having failed to Remount the Bailed Out tanks, it doesn't have the required two tanks still active, so is not In Good Spirits and needs to take a Unit Last Stand Test.

If it fails, the crews of the Bailed Out tanks will Destroy their tanks and flee the battlefield with the surviving tank.

FORMATION LAST STAND

IN GOOD SPIRITS

A Formation is In Good Spirits if it has at least two Units (including the HQ Unit, but not any Transport Units) from the Formation on the table or in Reserve (*See page 188*). Remember, Support Units are not part of any Formation, so will not keep them In Good Spirits.

FORMATION LAST STAND

A Formation that is *not* In Good Spirits at the start of a turn, after taking any required Last Stand tests, is automatically Destroyed and all of its remaining Units are Destroyed (*See page 60*).

NO FORMATIONS LEFT

If a player has no Formations in Good Spirits (other than Allied Formations), they lose the game and their opponent takes all Objectives (*See page 186*).

FORMATION LAST STAND

Tropic Lightning has suffered severe casualties with just one Unit of M48 Patton tanks and the supporting artillery troop still on table in Good Spirits and nothing in reserve.

At the start of the turn this M48 Patton unit makes a Unit Last Stand check. Failing, it leaves the table...

... the formation now doesn't have the required two Units on table, since Support Units don't count. The formation is Destroyed.

WEAPON SPECIAL RULES

ACCURATE

Weapons with advanced range finders or ranging machine-guns are very accurate at long range, but need time to use properly.

Accurate weapons do not suffer the usual +1 to hit penalty if the targeted Team is more than 16"/40cm away and the Shooting Team did not Move.

ANTI-AIRCRAFT (AA)

Weapons need high-angle mountings and rapid traverse to track fast-moving aircraft.

Anti-aircraft weapons can Shoot at Aircraft with a ROF of 1 (*See page 34*).

ANTI-HELICOPTER

Some automatic cannons, while unsuitable for attacking other types of aircraft, can engage helicopters.

Anti-Helicopter weapons can shoot at Helicopters.

BEEHIVE

Free world forces employed a cannister shot with their large-calibre weapons, similar to that the US Army used in the Pacific campaigns of World War II. These were designed to stop enemy infantry assaults cold in their tracks, but are easier to use at a halt.

A weapon firing Beehive Ammo gains a penalty of +1 on the score needed To Hit when Moving.

BRUTAL

Large-calibre guns pack enough explosive to destroy any unprotected target outright.

Infantry, Gun, and Unarmoured Tank Teams (including when Passengers) re-roll successful Saves against Brutal Weapons.

BUCKSHOT

The 40mm grenade launcher had a handy buckshot round. It worked like a giant shotgun, deadly at point-blank range.

Teams with Buckshot gain +1 ROF when Shooting in Defensive Fire.

DEDICATED AA

Units tasked with air defence constantly scan the skies. They react quickly and lethally whenever enemy aircraft appear.

Dedicated AA weapons can Shoot at Aircraft using their Halted ROF.

FLAME-THROWER

Flame weapons are terrifying and savage. Most troops will run rather than burn.

Infantry, Guns and Unarmoured Tank Teams re-roll successful Saves against Flame Weapons. Armoured Tank Teams use their Top armour rating for Saves. In addition, any Unit that is hit by a flame weapon immediately becomes Pinned Down.

FORWARD FIRING

Hull-mounted weapons and most towed guns cannot traverse to track targets to the side of the weapon.

Forward-firing weapons can only target Teams fully in front of the shooting Team, and can only fi e an Artillery Bombardment if the Aiming Point is fully in front of the shooting Team.

GUIDED

The Missile Age heralded weapons that could be guided on to the target giving a high probability of hitting targets at any range. They are expensive though, so aren't wasted on targets better handled by other weapons.

Guided weapons do not suffer the usual +1 to hit penalty if the targeted Team is more than 16"/40cm away. Guided weapons cannot hit Infantry Teams unless the Infantry are stationary and in Bulletproof Cover.

GUIDED AA

Anti-aircraft missiles are specialised for shooting down strike aircraft and helicopters, making them useless against ground targets.

Guided AA weapons are Guided weapons that cannot target Tank or Infantry Teams. Guided AA weapons use their full ROF when firing at Ai craft.

HEAT

When a High Explosive Anti-Tank (HEAT) warhead explodes it forms a jet of metal that can punch through a tank's armour. Since it doesn't rely on velocity, it is equally effective at any range.

The target Team's Armour rating is not increased if the targeted Team is more than 16"/40cm away when hit by HEAT weapons, but these weapons are also affected by Bar Armour and Bazooka Skirts (*See page 63*).

ONE SHOT

Many rocket launchers are one-shot weapons. Once they are fired, that's it for the battle.

One Shot weapons can only fi e once per game.

OVERHEAD FIRE

Light mortars sit back firing over the heads of the advancing troops to knock out enemy machine-gun nests.

Grenade launchers and light mortars capable of Overhead Fire can fi e over friendly teams.

PINNED ROF 1

Submachine-gun and assault rifle-type weapons are very effective on the move, but lose their effectiveness when Pinned Down.

These eapons have a ROF of 1 when Pinned Down.

RECOILLESS

Recoilless weapons are light enough to be carried by their crew or mounted on a jeep. The downside is the huge backblast that makes them easy to spot.

A Team firing a Recoilless weapon cannot be Concealed if it shot in its previous Shooting Step.

SLOW FIRING

Large calibre guns are slow to reload at the best of times, severely limiting their ability to hit anything while moving.

Slow-firing weapons add +1 to the score needed To Hit when moving.

SMOKE

Blowing the enemy up is always a good option, but sometimes blinding them is better.

Smoke weapons can Shoot Smoke ammunition (*See page 46*).

SMOKE BOMBARDMENT

Artillery delivered smoke screens allow you to cover the flank of your advance or blind the enemy defences as you advance.

Smoke Bombardment weapons can fi e a Smoke Bombardment once per game (*See page 52*).

EQUIPMENT SPECIAL RULES

AMPHIBIOUS

Many light tanks can swim, slowly, if needed, allowing them to cross rivers without the need for a bridge.

Amphibious Teams treat Impassable Water as Difficul Going.

APC

Some armies used their armoured personnel carriers as 'battle taxis', carrying whoever needed moving rather than being dedicated transport for a particular unit.

APC Transport Teams can carry Infantry Teams from any Unit.

ASSAULT

Small weapons teams and those carrying heavy weapons are not as deadly in assault combat as specialist rifle teams.

Teams with the Assault # special rule use this number for To Hit rolls in Assaults rather than the normal one shown on the card.

BAR ARMOUR

Bar armour was a wire frame mesh that was welded to around riverine craft, leaving a space between it and the hull of the boat. The armour was designed to detonate RPG rounds away from the hull, protecting the boat from damage.

Teams with Bar Armour have an armour rating of 10 against HEAT weapons.

BAZOOKA SKIRTS

After seeing the effectiveness of German 'bazookas' in the Second World War, the British fitted their post-war battle tanks with 'bazooka skirts', spaced armour to protect them from light, hand-held anti-tank weapons.

Teams with Bazooka Skirts have a side armour rating of 10 against HEAT weapons.

BUNKER

Bunkers are heavily fortified fighting positions for machine-guns and heavier weapons. They are tough and hard to kill.

A Bunker cannot be Concealed in Flat Terrain and is always in Bulletproof Cover. A Bunker can only be Shot at or Assaulted from within its Field of Fire. Teams shooting at a Bunker must re-roll successful Firepower tests to Destroy it. A Bunker cannot Charge into Contact, but may be an Assaulting Team if in Contact with an enemy Team.

Bunkers may not be placed:

* within 2"/5cm of another Bunker or Nest, nor
* on a road, track, bridge, railway line, blocking a ford, or in any other way obstructing a constructed route, nor
* on an Objective.

A Bunker can be placed in the ground floor of a building

FLAME-TANK

Fighting in a flame-thrower tank full of large amounts of flame-thrower fuel is not conducive to taking unnecessary risks.

A Flame-tank can not Charge into Contact, but may be an Assaulting Team if in Contact with an enemy Team.

HEAVY WEAPON

Infantry contains a mix of rifle teams and support weapons teams. These heavy weapons are not very mobile.

A Heavy Weapon Team cannot Charge into Contact, but may be an Assaulting Team if in Contact with an enemy Team.

HELIPAD

Armored Transport Carrier boats were modified with a helipad to offer overhead protection as well as a ready evacuation platform.

A Boat Team with a Helipad has Top armour 2. Transport and Medevac Helicopters can land on the Helipad.

INFRA-RED (IR)

Infra-red night-vision equipment makes it much easier to locate targets at night.

A Unit with an Infra-red rolls two dice on the Night Visibility Table and chooses the highest score (*See page 201*).

NEST

Machine-gun or mortar nests are fortified fighting positions. Although not as robust as a bunker, they are still hard to knock out.

A Nest is always in Bulletproof Cover. A Nest can only be Shot at or Assaulted from within its Field of Fire. Teams shooting at a Nest must re-roll successful Firepower tests to Destroy it. A Nest cannot Charge into Contact, but may be an Assaulting Team if in Contact with an enemy Team.

Nests may not be placed:

*   within 2"/5cm of another Bunker or Nest, nor
*   on a road, track, bridge, railway line, blocking a ford, or in any other way obstructing a constructed route, nor
*   on an Objective.

A Nest can be placed in the ground floor of a building

PASSENGERS

Armoured personnel carriers and transport helicopters have space to carry troops inside.

A Transport Team can carry Infantry Teams as Passengers. The # indicates h w many Teams can be carried.

STABILISER

Stabilisers keep the gun on target while moving across country. They are not perfect, especially at high speed, but they make fighting on the move possible.

A Team using weapons fitted with Stabilisers may increase its Tactical speed to 14"/35cm, but increases the score needed To Hit by +1 if it does so. Only stabilised weapons can Shoot and the Team cannot Assault if the Team moves more than 10"/25cm.

UNARMOURED

While mounting a gun on a truck or half-track gives it mobility, it's still not a tank and can't assault.

An Unarmoured Tank team cannot Charge into Contact and must Break Off if Assaulted

SPECIAL ABILITIES

CHARLIE OWNS THE NIGHT

The North Vietnamese recognised that the Americans had overwhelming firepower, so attacked at night whenever they could.

If a Force with the Charlie Owns the Night special rule is the attacker in a mission where the defender has Minefields, the pla er may attack at night. If they do so, Night Fighting rules (*See page 201*) are in effect at the sta t of the game.

Units from Formations with Charlie Owns the Night can move freely from the start of the game. Nationalist Units from other Formations or Support may not move out of their Deployment Area until morning breaks.

FAST JET

Modern jet aircraft arrive and depart so quickly that they are difficult to hit with manually-aimed weapons. Only modern radar-assisted guns or guided anti-aircraft missiles have a good chance of hitting them before they are gone.

Fast Jet Aircraft increase their Is Hit On number by +1 when shot at by weapons without the Radar or Guided AA rule.

FIREBASE

Firebases allowed Free World artillery batteries to support the troops without exposing themselves to enemy fire. When firebases were attacked, the artillery fought from their gun pits.

Units with the Fire Base special rule remain off table when deployed or arriving from Reserves unless specified by the mission. While off table, they can still fire Artillery Bombardments anywhere on the table, regardless of range. Centre the template over the Aiming Point and rotate it so that it is square to the table edges.

A Unit firing from off-table like this is ignored for Formation Last Stand, and will not keep the Formation In Good Spirits.

If the Unit was placed in Reserve, it must still arrive from Reserve before it can fire.

HUNTER-KILLER

The attack helicopters in Vietnam pioneered hunter-killer tactics. The scout helicopters fly extremely low and fast, often below tree-top height to avoid detection. Once the target was identified, the attack helicopters would swoop and cover the enemy with rockets and automatic weapons fire.

Hunter-killer Helicopters can use terrain for Concealment (*See page 38*), and are Gone to Ground unless they Shoot (*See page 40*).

LOW BIRD

The Low Bird of the Pink Team had the most perilous job, with over 50% casualties across all scout helicopters! Still these exceedingly brave pilots and gunners could the find hidden enemy troops or caches without touching down.

A Low Bird can Search Objectives (*See page 186*). In addition, enemy teams are not Gone to Ground if they are within 4"/10cm of a Low Bird.

OBSERVER

Artillery observers have extra radios and other specialist equipment to allow them to call in artillery fire quickly and accurately.

An Observer Team can Spot for any friendly Artillery Unit (*See page 47*).

ONE SLOW, FOUR QUICKS

The special tasks units were masters of slow and careful preparation, taking as long as needed to crawl into position before they launch their quick surprise assault.

When a Unit with the One Slow, Four Quicks special rule is placed on table during Deployment (but not if it arrives from Reserves or is placed outside the normal Deployment Area using this rule), the player may immediately Move its Teams at Tactical or Dash speed.

This movement may not use any Movement Orders, and may not take a Team within:

- 16"/40cm of an enemy Team it is not Concealed from,
- 8"/20cm of any enemy Team,
- 16"/40cm of the enemy Deployment Area or any Objective outside your own Deployment Area.

SCOUT

Scouts are there to keep track of the enemy, not to get into a fight. The best way to do this is 'sneak and peek'.

Scouts are Gone to Ground unless they Shoot or Assault. This means that if they are Concealed, the enemy will suffer an additional +1 penalty to hit them (*See page 40*).

SPEARHEAD

The spearhead travels ahead of the main force during advances and screens retreats. This allows the combat elements to move quickly into position, secure in the knowledge that they will not bump into unexpected enemy units.

When a Spearhead Unit is placed on table during Deployment (but not if it arrives from Reserves or is placed outside the normal Deployment Area using this rule), the player may immediately Move its Teams at Tactical or Dash speed.

This movement may not use any Movement Orders, and may not take a Team within:

- 16"/40cm of an enemy Team it is not Concealed from,
- 8"/20cm of any enemy Team,
- 16"/40cm of the enemy Deployment Area or any Objective outside your own Deployment Area.

When Deploying their remaining Units, a player may treat the area entirely within 8"/20cm of a Spearhead Team that is In Command as an extension of their Deployment Area. Teams placed here may not be placed in the areas that a Spearhead Team may not move into.

SPECIAL FORCES

Special forces soldiers are trained to detect hidden enemies and revealing them before they are ready to strike.

When rolling to determine where Reserves arrive using the Guerilla Fighters rule, the Nationalist player must roll a second die. If either of them correspond to the table quarter that the Special Forces Unit Leader is in, the Free World player may discard the original roll ans substitute the second roll.

STRIKE AIRCRAFT

The air force has many tasks across the breadth and depth of the enemy forces. Your battle is just one small part of the big picture to them, so the aircraft supporting you will often be called away to more urgent tasks.

At the start of each turn, the player rolls a die. On a score of 4+, the Strike Aircraft Unit arrives and will be placed anywhere on table in the Movement Step. If the Strike Aircraft Unit is held in Reserve, do not start rolling until the Unit arrives from Reserve.

The Aircraft shoot as normal in the Shooting Step (after taking Anti-aircraft fire from the enemy), and then (whether Loitering or not) are removed from the table at the end of the turn. Any casualties they suffer carry over when the Unit returns to the table.

GUERILLA WARFARE

Nationalist troops faced long odds when going up against Free World forces. To even the odds, the PAVN used careful planning, timing, and escape routes to hit the enemy hard at the time and place of their choosing and then vanish into the countryside to safe havens.

GUERILLA FIGHTERS

Lacking modern radio communications, PAVN forces simply march to the sound of battle, arriving from all quarters to reinforce their beleaguered comrades.

When a Unit with the Guerilla Fighters special rule arrives from Reserve, the Nationalist player divides the table into quarters and numbers them from 1 to 4.

They then roll a die to determine where the platoon is deployed:

- On a roll of 1 to 4, deploy the Unit on the table in the table quarter corresponding to the die roll.
- On a roll of 5 or 6, deploy the Unit in any table quarter.

Place the entire Unit with all of its Teams In Command.

You may place a Team from the Unit anywhere in the above Deployment Area, provided that it is at least 12"/30cm of all enemy Teams. If there is no room in the selected table quarter, then roll again.

BORN IN THE NORTH TO DIE IN THE SOUTH

Lacking heavy weapons, the People's Army of Vietnam often resorted to trying to swamp the enemy with numbers, feeding additional companies into the fighting as they arrived.

When a Unit with Born in the North to Die in the South is Destroyed, remove the Unit from the table and roll a die:

- If the score equals or exceeds the Unit's Morale rating, place it in Reserves as a new Unit in the same Formation.
- Otherwise, the Unit is permanently Destroyed.

Destroyed Units, whether they return or not, always give the enemy Battle Points (*See page 185*) for their destruction.

VOLUNTARY WITHDRAWAL
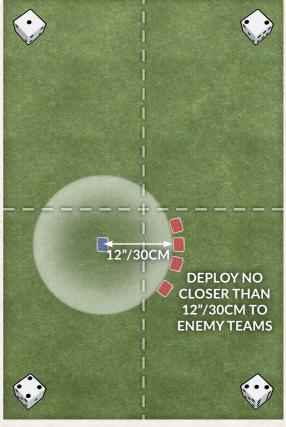
At the beginning of the Starting Step (before taking Unit Last Stand tests), the Nationalist player may voluntarily Destroy any of their Units that have the Guerilla Fighters special rule.

SAFE HAVEN

The Nationalists placed their heavy artillery in safe havens away from the battlefield, firing at long range.

Units that use the Safe Haven special rule remain off table when Deployed or arriving from Reserve. They can still fi e Artillery Bombardments anywhere on the table, regardless of range. Centre the template over the Aiming Point and rotate it so that it is square to the table edges.

If the Unit was placed in Reserve, it must still arrive from Reserve before it can fi e.

12"/30CM

DEPLOY NO CLOSER THAN 12"/30CM TO ENEMY TEAMS

ON A 5 OR 6 DEPLOY IN ANY TABLE QUARTER

GUERILLA BOOBY TRAPS

The Nationalists were masters at laying hidden booby traps, whether singly or in whole areas as a virtual minefield. Free World troops usually had little warning of booby traps and relied on their skill to detect and neutralise any they encountered. Those unwary enough not to notice them suffered accordingly.

Guerilla Booby Traps are a specialised form of Minefield and follow the rules on page 202.

RESISTANCE FIGHTERS

The Communist cause had the advantage of the support of the local resistance, be they simply locals who contribute food and medicines, or active fighters who scout out mperialist and puppet positions and plant booby traps.

DAILY BUSINESS

The resistance cannot reveal its hand by rushing about, so any movement needs to appear to be harmless — taking the buffalo down to the stream for water, bringing rice in from the field, or walking to the market.

Both players roll a die to determine each Resistance Team's movement. At the start of each Nationalist Movement Step, both players roll a die. The higher scoring player then uses their result to move that Resistance Team up to the distance given in the table below. If both players roll the same number, the Nationalist player moves the Team.

RESISTANCE MOVEMENT TABLE

Score	Movement Distance
1 or 2	2"/5cm
3 or 4	4"/10cm
5 or 6	6"/15cm

EXPOSED

Resistance fighters who show their hand are quickly eliminated.

Destroy a Resistance Team after it Shoots, or if it fails to Smuggle an Objective, or is successfully Questioned.

QUESTIONED

The imperialists and their puppets persecute the hard-working peasants, making the life of a resistance fighter dangerous.

In their Assault Step, a Free World Infantry or Tank Unit Leader whose Unit did not Shoot and is not Pinned Down may issue a Question Locals Movement Order. If it does so, roll a die:

- If the score is 5+, one Resistance Team within 4"/10cm of the Unit Leader is Destroyed.
- Otherwise, the Resistance Team is unharmed.

Whether or not it succeeds, the Unit cannot be Gone to Ground and cannot Assault.

SMUGGLE

The resistance has spies everywhere. This allows them to move caches, hide evidence, or spirit away captured pilots before the imperialists and their puppets arrive.

In the Starting Step when placing Ambushes, the Nationalist player may attempt to move Objectives. Roll a die for each Objective being moved:

- If the score is 4+, relocate the Objective to the location of a Resistance Team within 8"/20cm and Destroy the Resistance Team.
- Otherwise, the Objective remains in place.

FORCE STRUCTURE

In Nam, players assemble their forces, which is based around a core formation and reinforced with support units from a variety of sources, ranging from your own divisional support or from your allies.

FORMATION DIAGRAM
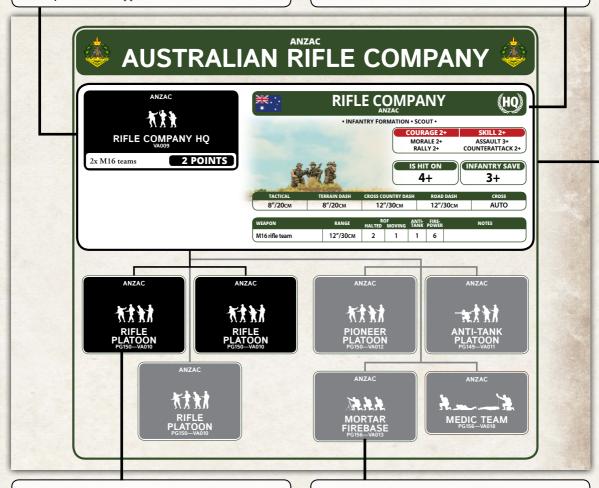
Formations are the core of your force and your main fighting strength. A Formation is a group of Units under a single Commander, either a Free World company or a Nationalist battalion. It contains the company or battalion's own troops and their slice of their parent formation's specialist weapons and units. The Formation Diagram is, in essence, a list of Unit cards that you can choose from when creating that Formation.

HQ UNIT
The HQ unit contains the Commander, their staff and any additional support teams.

FORMATION COMMANDER
A Commander usually has the same equipment as the rest of their formation, but is braver and more skilful.

ANZAC
AUSTRALIAN RIFLE COMPANY

ANZAC
RIFLE COMPANY HQ
VA009

2x M16 teams — **2 POINTS**

RIFLE COMPANY
ANZAC

• INFANTRY FORMATION • SCOUT •

COURAGE 2+	SKILL 2+
MORALE 2+	ASSAULT 3+
RALLY 2+	COUNTERATTACK 2+

IS HIT ON	INFANTRY SAVE
4+	3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M16 rifle team	12"/30CM	2	1	1	6	

ANZAC
RIFLE PLATOON
PG150—VA010

ANZAC
RIFLE PLATOON
PG150—VA010

ANZAC
PIONEER PLATOON
PG150—VA012

ANZAC
ANTI-TANK PLATOON
PG149—VA011

ANZAC
RIFLE PLATOON
PG150—VA010

ANZAC
MORTAR FIREBASE
PG156—VA013

ANZAC
MEDIC TEAM
PG156—VA018

REQUIRED UNITS
Units shown in black are required as part of this Formation. Usually this is the HQ and two units.

OPTIONAL UNITS
Units shown in grey are optional as part of this Formation. These are mainly specialist weapons.

Your Force must contain at least one Formation, but you can field as many formations as your points allow. Force Diagrams like the one below, show the division or other organisation that the Formations belong to. Choosing Formations from a Force Diagram gives you access to Support Units, such as divisional artillery or reconnaissance units, and air support from the air force, that higher command has assigned to work with your formation.

ACTUAL COMMANDS
The diagram sh ws the actual structure of the force and the names of the actual commands.

FORCE NAME
The name of the orce, along with its nicknames and awards is shown here. A short form of the Force name appears on each of its Formation and Unit Cards

FORMATIONS
Your Force can contain as many Formations of each type as there are layers in the diagram, but must contain at least one of the Formations shown.

ANZAC
1ST AUSTRALIAN TASK FORCE

ROYAL AUSTRALIAN REGIMENT	ROYAL NEW ZEALAND INFANTRY REGIMENT	1RD ARMOURED REGIMENT	3RD CAVALRY REGIMENT
ANZAC AUSTRALIAN RIFLE COMPANY VA009	ANZAC RIFLE COMPANY (NZ) VA014	ANZAC CENTURION TANK SQUADRON VA001	ANZAC M113 CAVALRY TROOP VA004
Page 149	Page 151	Page 152	Page 153

ANZAC SUPPORT

HELICOPTER SUPPORT

ANZAC
MEDEVAC HELICOPTER
PG156—VA017

ARTILLERY SUPPORT BATTERIES

ANZAC
M101 105MM FIREBASE
PG157—VA016

ANZAC
HELICOPTER

ATTACHED US SUPPORT

US ARMY
SKYRAIDER AIR SUPPORT FLIGHT
PG118—VU063

OR

US ARMY
SKYHAWK AIR SUPPORT FLIGHT
PG118—VU064

US ARMY
UH-1 HUEY AVIATION PLATOON
PG81—VU038

US ARMY
M101 105MM FIREBASE
PG120—VU057

OR

US ARMY
M114 155MM FIREBASE
PG121—VU056

OR

US ARMY
M108 ARTILLERY BATTERY
PG121—VU055

OR

US ARMY
M109 ARTILLERY BATTERY
PG121—VU058

FORMATION SUPPORT

ANZAC
ANZAC SUPPORT PLATOON

INTER-ALLIED SUPPORT

US ARMY
AMERICAN SUPPORT PLATOON

OR

ARVN
ARVN SUPPORT PLATOON

ANZAC FORCES

SUPPORT UNITS
Units that are not part of a Formation are Support Units. You can take one of these from each box as part of your Force.

EITHER-OR UNITS
Some Units are mutually exclusive, linked by OR. You may only have one Unit out of those in the selection.

INTER-ALLIED SUPPORT
You may field one compulso y Combat Unit (with a black box) from these Allies as Support and one of their Formations as an Allied Formation.

INTER-DIVISIONAL SUPPORT
You may field compulso y Combat Units (with a black box) from the above formations as Support Units.

Before a game, you need to pick the Formations and Units that will make up your force.

POINTS LIMIT

If you are playing a pick-up game with a friend, you can agree to a points limit before the game, say 50, 75, 100, 125, or even 150 points. Then pick your force from a Force Diagram so that the total points value of all of your Units is no more than the agreed amount.

USING A FORCE DIAGRAM

The first part of picking your force is to look at the Force Diagram for the type of army you want to field. You can either use the Force Diagrams in this book or the Force Cards. The cards have the same options, only formatted as lists to fit in the smaller space. Some people like thumbing through the pages of a book while considering their options, while others prefer the convenience of cards, which let you make an instant reference for your specific army. For this example we'll make a US Force, so we'll start by looking at either the US Forces in Vietnam diagram (page 74) or the US Force Card [VU001], available in the Unit Card packs shown on page 210.

CORE FORMATIONS

A Force needs at least one Formation. Each Formation is made up of an HQ Unit and a number of combat Units. Like the Force Diagrams, you can either use the Formation Diagrams from the book or the Formation Cards. In the Formation Diagram, compulsory units are shaded black, while optional units are grey. So you *must* field the HQ Unit and one Unit from each black box, and you *may* fiel one Unit from each grey box. This same information is summarised on the corresponding Formation Card.

We will just take one Formation, a *Blackhorse M113 Armored Cavalry Troop)* using the Formation Diagram on page 86, or the Blackhorse *M113 Armored Cavalry Troop HQ* card [VU012], shown on the next page.

The Diagram and Card show we must take an HQ Unit, which can have either one or two M113 ACAV vehicles. We will select the first option. For our first compulsory we'll take a Sheridan Cavalry Section. The second compulsory Unit has to be an M113 ACAV Cavalry Section. We'll round out the formation with two more M113 ACAV Cavalry Sections, and a single-tank M48 Patton Tank Platoon.

SUPPORT

Looking at the Force Diagram again, there are three ways to add support: Support Units, Formation Support, and Inter-Allied Support.

SUPPORT UNITS

Support Units are things like reconnaissance and artillery

that are held by the divisional commander and allocated out as needed. You can field one Unit from each box in the support area. One point to note is that while Support Units are very powerful additions to your force, they don't count towards Formation Last Stand tests. So if you run out of combat troops in your Formations, your Support Units will quit the field and the game is ver.

FORMATION SUPPORT

Formation Support represents a higher commander rein-forcing your Formations with additional Units from other Formations. You can take any compulsory Units (other than the HQ Unit) from other Formations in your Force. You may only have one of each type of Unit as Formation Support, and only if you don't have that same type of Unit in one of your Formations already.

INTER-ALLIED SUPPORT

Allied forces fought side by side, and sometimes assisted each other. You can take a compulsory Unit (other than the HQ Unit) from an allied Formation as a Support Unit, or even an entire allied Formation as part of your force (or both if you want).

An allied Unit or Formation obeys all the rules for its own nationality. It can only benefit from the Command Leadership of its own Formation Commander, and its Formation Commander cannot give Command Leadership to other Support Units.

OUR FORCE

For now, this small starting Force is ready for action against a 30-point Nationalist Force. You can add Support and possibly another Formation later, once you are ready to play larger games with more variety.

This Force can be built using the *Blackhorse Armored Cavalry Troop* Army Deal *(VUSBX19)*(See *page 211*).

BLACKHORSE M113 ARMORED CAVALRY TROOP	
Blackhorse M113 Armored Cavalry Troop HQ	
1x M113 ACAV	2 points
Blackhorse Sheridan Cavalry Section	
3x M551 Sheridan	13 points
Blackhorse M113 Armored Cavalry Section	
2x M113 ACAV	4 points
Blackhorse M113 Armored Cavalry Section	
2x M113 ACAV	4 points
Blackhorse M113 Armored Cavalry Section	
2x M113 ACAV	4 points
Blackhorse M48 Patton Tank Platoon	
1x M48 Patton	7 points
	30 POINTS

CAVALRY TANK SECTION—BLACKHORSE
SHERIDAN

SHERIDAN CAVALRY TANK SECTION

3x	M551 Sheridan	**13 POINTS**
2x	M551 Sheridan	**9 POINTS**

OPTIONS
- Equip any or all M551 Sheridan tanks with Shillelagh missiles for +1 point each.

SPECIAL RULES

Am... ...

Br... ...

Gu... ...

HE... ...

In... ...

St... ...

Blackhorse Sheridan Cavalry Tank Section Unit Card

The back of each Formation Card (*below*) shows the points options for the HQ Unit, and lists the Units available in that Formation. The back of each Unit Card (*left*) shows the points options for that Unit.

BLACKHORSE
M113 ARMORED CAVALRY TROOP

M113 ARMORED CAVALRY TROOP HQ

2x	M113 ACAV	**3 POINTS**
1x	M113 ACAV	**2 POINTS**

SPECIAL RULES

Amphibious: Treat Impassable Water as Difficult Terrain.

UNITS IN THE FORMATION

1	Blackhorse M113 Armored Cavalry Troop HQ	VU012
1–3	Blackhorse M113 ACAV Cavalry Section, *or* Sheridan Cavalry Tank Section	VU013 VU015
1-6	Blackhorse M113 ACAV Cavalry Section	VU013

0–2	Blackhorse M125 Cavalry Support Section	VU014
0–1	Blackhorse M48 Patton Tank Platoon	VU017
0–1	Blackhorse M132 Zippo Flamethrower Platoon	VU018
0–1	Blackhorse M106 Heavy Mortar Platoon	VU019
0–1	Blackhorse M109 Artillery Battery	VU020

VU012

Blackhorse M113 Armored Cavalry Troop Formation Card

M48 PATTON TANK PLATOON
1x M84 Patton **7 POINTS**

M113 ARMORED CAVALRY SECTION
2x M113 ACAV **4 POINTS**

M113 ARMORED CAVALRY TROOP HQ
1x M113 ACAV
2 POINTS

M113 ARMORED CAVALRY SECTION
2x M113 ACAV **4 POINTS**

SHERIDAN CAVALRY TANK SECTION
3x M551 Sheridan **13 POINTS**

M113 ARMORED CAVALRY SECTION
2x M113 ACAV **4 POINTS**

US FORCES IN VIETNAM

1ST CAVALRY DIVISION 'FIRST TEAM'

AIRMOBILE
RIFLE COMPANY
VU034

Page 80

AIRMOBILE
AIR CAVALRY TROOP
VU003

Page 82

11TH ARMORED CAVALRY REGIMENT 'BLACKHORSE CAVALRY'

BLACKHORSE
M113 ARMORED CAVALRY TROOP
VU012

Page 86

BLACKHORSE
M48 PATTON TANK COMPANY
VU016

Page 89

25TH INFANTRY DIVISION 'TROPIC LIGHTNING'

TROPIC LIGHTNING
RIFLE COMPANY
VU029

Page 94

TROPIC LIGHTNING
RIFLE COMPANY (MECH)
VU039

Page 97

TROPIC LIGHTNING
M113 ARMORED CAVALRY TROOP
VU012

Page 100

TROPIC LIGHTNING
M48 PATTON TANK COMPANY
VU051

Page 102

UNITED STATES MARINE CORPS

MARINE
RIFLE COMPANY
VU021

Page 104

MARINE
M48 PATTON TANK COMPANY
VU026

Page 107

TASK FORCE 117 MOBILE RIVERINE FORCE

RIVERINE
RIVER ASSAULT SQUADRON
VU043

Page 112

US ARMY SUPPORT

Military Assistance Command Vietnam (or MACV) oversaw the multi-national military defence force in the Republic of Vietnam. They moved and paired various forces as needed to meet military challenges. MACV has authorized the attachment any of the following platoons to support your troops.

HELICOPTER SUPPORT

US ARMY
MEDEVAC HELICOPTER
PG116—VU065

US ARMY
PINK TEAM
PG117—VU059

US NAVY SUPPORT

US ARMY
PATROL BOATS
PG117—VU067

ANTI-AIRCRAFT

US ARMY
M42 DUSTER AA PLATOON
PG116—VU054

US AIR FORCE SUPPORT

US ARMY
SKYRAIDER AIR SUPPORT FLIGHT
PG118—VU063

OR

US ARMY
SKYHAWK AIR SUPPORT FLIGHT
PG118—VU064

SPECIAL FORCES

US ARMY
SPECIAL FORCES PATROL
PG119—VU068

ARTILLERY SUPPORT

US ARMY
M101 105MM FIREBASE
PG120—VU057

OR

M114 155MM FIREBASE
PG121—VU056

OR

M108 ARTILLERY BATTERY
PG121—VU055

OR

M109 ARTILLERY BATTERY
PG121—VU058

US ARMY
C&C OP HELICOPTER
PG120—VU069

FORMATION SUPPORT

US ARMY
AMERICAN SUPPORT PLATOON

INTER-ALLIED SUPPORT

ARVN
ARVN SUPPORT PLATOON

OR

ANZAC
ANZAC SUPPORT PLATOON

THE BATTLE OF IA DRANG

AIR CAVALRY IN THE REPUBLIC OF VIETNAM

The 'Skysoldiers' of the 1st Cavalry Division (Airmobile) proved the concept of an entirely airmobile division to be not only feasible, but also highly effective against elusive guerilla forces in Operations All the Way and Silver Bayonet. Their unparalleled mobility allowed them to locate and engage the Vietnamese B3 Front in a series of battles in the Pleiku area of the Western Highlands culminating in the Battle of Ia Drang.

By 1965, the wars in Vietnam had been dragging on for two decades, beginning in 1945 when the Japanese were thrown out and French rule restored at the end of the Second World War. The opening round had gone to the Vietnamese with the French withdrawing in 1954 after the disastrous battles of Dien Bien Phu in the north and Mang Yang Pass in the south. The country was split into a communist People's Republic of Vietnam in the north and a capitalist Republic of Vietnam in the south.

After the end of the Indochina War, the People's Republic continued guerilla activities in the south while recovering from the war and building up its strength. By 1960, they felt ready to renew the armed struggle and started sending units of the Peoples Army of Vietnam (PAVN) south to engage the southern Republic of Vietnam's Army of the Republic of Vietnam (ARVN).

Despite the ARVN being equipped and advised by the United States, they performed poorly against the highly-motivated PAVN and National Liberation Front (NLF) units. By 1964 the situation in the south had deteriorated and the Nationalist forces of the north had begun their Summer Offensi e, seeking large-scale battles to bring about the defeat of the south and reunification

INTERVENTION

At the beginning of 1965, the United States President, Lyndon B Johnson, ordered a bombing campaign against North Vietnam in response to the Gulf of Tonkin Incident in which it was claimed a US destroyer was attacked by North

Vietnamese torpedo boats. Then, in March, the US Marines were dispatched to guard the air bases that the USAF was operating from. After attacks on these bases, the US forces in Vietnam were increased again, rising to 200,000 by the end of 1965. Australia, New Zealand, the Republic of Korea, Thailand, and the Philippines quickly joined the United States in sending troops to assist the Republic of Vietnam.

AIR CAVALRY
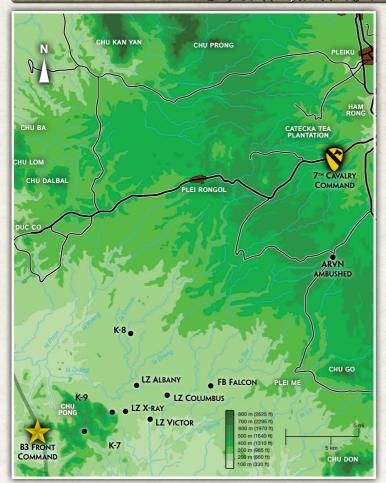
One of the first American units to arrive, in October 1965, was the 1st Cavalry Division (Airmobile). It was believed, rightly as it turned out, that the mobility that helicopters gave this unit would make it perfect for striking elusive targets over a wide area of responsibility. Unlike conventional forces, the air cavalry were not tied to roads and could strike literally out of thin air.

Their arrival coincided with the start of an offensi e by the Nationalist B3 Front. The battle started on 19 October with an attack on the special forces base at Plei Me, southwest of Pleiku, by the 33rd Regiment. While the Nationalists gained a foothold in the base, they did not overrun it. ARVN rangers were fl wn in to reinforce the base until a column could fight its way up the road to the base. This was the response that the Nationalists had been waiting for. On 23 October, the relief force ran straight into an ambush by the PAVN 320th Regiment.

Things didn't all go well for the Nationalists though. The US Air Force responded to calls for help with heavy air attacks and casualties amongst the Nationalist forces were heavy.

Meanwhile, the 1st Cavalry Division pulled the exhausted 1st Brigade out and sent the 3rd 'Garry Owen' Brigade to a forward base at the Catecka Tea Plantation near Pleiku for Operation Silver Bayonet. B3 Front greeted them with a raid on brigade headquarters by 26 sappers on 12 November, killing seven US soldiers and wounding 23.

After several days of searching, it appeared that the Vietnamese forces had got clean away until information arrived that there were Vietnamese forces around the Chu Pong Massif, 14 miles (22 km) southwest of Plei Me. Reconnaissance identifie landing zones coded (using the phonetic alphabet) LZ Tango through LZ Yankee in the Ia Drang Valley at the foot of the mountain. Lieutenant Colonel Hal Moore selected LZ X-ray for an assault by his 1st Battalion, 7th Cavalry on 14 November. LZ X-ray was a clearing in the tree covered river valley, roughly the size of a football field—just large enough for eight helicopters to land at a time. Moore had one company of sixteen helicopters available to carry his battalion in to the landing zone—nearly enough to carry one company at a time. With a round trip of nearly an hour, it would take most of the day to bring in the entire battalion. Fire support would be provided by two batteries of artillery, firing from Firebase Falcon, 5 miles (8 km) closer to Pleiku.

When the Air Cav committed their 1st Brigade (Airmobile) to the battle in Operation All the Way, things took another turn for the worse. On 28 October, B3 Front ordered both regiments to disengage and return to their bases on the Chu Pong Massif, a 730 metre-high mountain straddling the Cambodian border.

The Cavalry's 'Skysoldiers' made a series of air assaults ranging from patrol to battalion strength attempting to locate and attack the retreating troops. A Vietnamese regimental hospital was overrun on 1 November, and battalion-sized battles fought on 4 and 6 November. By 9 November, when they finally broke contact, the PAVN 33rd Regiment was down to half strength. The cost to the Cavalry's 1st Brigade was over 250 men killed or wounded.

OPERATION SILVER BAYONET

After three weeks of heavy fighting, both sides then paused and regrouped for the next phase. B3 Front had ordered the 66th Regiment of the 304th 'Glory' Division on the Ho Chi Minh Trail to lighten its packs and proceed to the Chu Pong Massif by forced marches. They arrived on 10 November, going into bivouac and resting, preparing for battle.

THE FIRST WAVE LANDS

Unknown to either side, LZ X-ray was right beside the bivouac of the 9th (K-9) Battalion, 66th Regiment. The other two battalions of the regiment, 7th (K-7) and 8th (K-8) Battalions, were nearby. At 1017 hours, Lieutenant Colonel An, the field commander of B3 Front watched in dismay as the artillery began a 20-minute preparation, right on top of his K-9 Battalion. This was followed by helicopter-mounted rocket artillery and gunships as the UH-1D 'Huey' helicopters carrying Lieutenant Colonel Moore and two platoons of B ('Bravo') Company, 1/7 Cavalry swooped down on the landing zone at 1048 hours precisely.

As planned, Bravo Company secured the landing zone. Half an hour later their scouts brought in a prisoner who revealed that three PAVN battalions were in the area. By 1210 hours, most of A Company had landed. They moved out to take up positions in a dry creek bed to B Company's left. The e had still been no contact with Vietnamese forces at this point, so B Company moved west towards a finger of the Chu Pong Massif to scout the mountain

1ST CAVALRY DIVISION (AIRMOBILE)

In June 1965, the 11th Air Assault Division was redesignated the 1st Cavalry Division (Airmobile), absorbing the 2nd Infantry Division in the process. The new division was nicknamed 'The irst Team' and the 'Skysoldiers'.

The 3rd Brigade was nicknamed 'Garry Owen' after the regimental march of the 7th Cavalry, made famous by Colonel Custer's famous last stand at the Battle of Little Bighorn. Despite this disaster, they continued as one of the

US Army's finest cavalry regiments until they were finall dismounted and converted to infantry during the Second World War, and as infantry and reconnaissance in Korea.

For Vietnam they were reactivated as airmobile infantry with a lighter allocation of heavy weapons to make them ideal for helicopter operations.

1ST 'ALL THE WAY' BRIGADE

1st Bn (Abn), 8th Cavalry
(The umping Mustangs)
'Honor and Courage'

2nd Bn (Abn), 8th Cavalry
(The umping Mustangs)
'Honor and Courage'

1st Bn (Abn), 12th Cavalry
(Chargers)
'Semper Paratus'
('Always Ready')

2nd Bn (Abn), 9th Artillery
(The Eagles
'Kulia-i-ka-nuu'
('Strive to Reach the Summit')

1st Squadron (Air),
9th Cavalry
(The eadhunters)
'We Can, We Will'

2ND 'BLACKHORSE' BRIGADE

1st Bn (Ambl), 5th Cavalry
(Black Knights)
'Loyalty and Courage'

2nd Bn (Ambl), 5th Cavalry
(Black Knights)
'Loyalty and Courage'

2nd Bn (Ambl), 12th Cavalry
(Chargers)
'Semper Paratus'
('Always Ready')

1st Bn (Ambl), 77th Artillery
'En Garde'
('On Guard')

3RD 'GARRY OWEN' BRIGADE

1st Bn (Ambl), 7th Cavalry
(Garry Owens)
'The eventh First'

2nd Bn (Ambl), 7th Cavalry
(Garry Owens)
'The eventh First'

1st Bn (Ambl), 21st Artillery
King of Battle
'Progressi Sunt'
('They ave Advanced')

DIVISIONAL TROOPS

227th Aviation Battalion
'Pouvoir'
('Can Do')

229th Aviation Battalion
'Winged Assault'

2nd Bn (Aerial Rocket),
20th Artillery
(Blue Max)
'Duty Not Reward'

KEY

1st Bn (Abn), 12th Cavalry

(Chargers)

'Semper Paratus'
('Always Ready')

Battalion and regiment numbers: Regiments did not fight as units. Individual battalions were assigned to brigades.

Regimental nickname: Commonly used within division. Some battalions and companies had their own nicknames.

Regimental motto: Where the motto is in Latin, it is translated in brackets afterwards.

VIETNAMESE COUNTERATTACKS
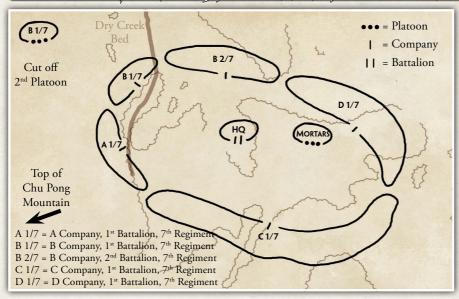
B Company came under fi e at 1245 hours, and Lieutenant Herrick's 2nd Platoon, on the right, began pursuing a fleein Vietnamese squad to the right—straight into the path of a counterattack by the Vietnamese C-11 Company of the K-9 Battalion. Soon Herrick and four others were dead and his platoon was cut off on a knoll

Meanwhile, a Senior Lieutenant at the K-9 command post (the commander was with K-8 on the banks of the Ia Drang) organised a counterattack by C-13 Company against the Americans around 1330 hours. C-13's counterattack hit between B Company and A Company in the dry stream bed. With B Company heavily engaged and the location of A Company's 1st Platoon unknown (it eventually turned out to be on the far side of B Company!), it proved difficul to bring down artillery fi e on the attacking troops. Instead,

3rd Platoon of A Company dropped their packs and charged. They drove the Vietnamese back, but the cost was heavy. Th retreating Vietnamese suffe ed in turn when they fell back across in front of the machine-guns of 2nd Platoon.

The fi e that greeted C Company when it arrived at 1430 hours was so intense that the landing zone was temporarily closed. By this time the Vietnamese attacks were heating up, and the position on the landing zone was looking grim. The new arrivals moved south on B Company's left flank, just in time to avoid the whole force being outflanked and overrun. The attempt to link up with Herrick's platoon was called off and B Company pulled back to the dry stream bed. With almost his entire battalion engaged, Moore requested reinforcements, receiving B Company of 2nd Battalion, 7th Cavalry just before nightfall.

On the morning of 17 November the firs column reached LZ Columbus safely, but the 2nd Battalion, 7th Cavalry ran into trouble. Around midday, after the battalion had split off from the main column, they ran into a patrol from D-1 Battalion, 33rd Regiment. D-1 was still recovering from its previous losses and too weak to do much, but K-8, still marching to attack LZ X-ray was in the area. They promptly attacked off their own route of march, throwing companies into the fray as they became available. Th cavalry column was cut in two, and casualties were heavy by the time the 2nd Battalion, 5th Cavalry, marching back from LZ Columbus, and their own B Company (which had been fl wn out of LZ X-ray with the 1st Battalion, 7th Cavalry), airlifted in to LZ Albany, reached them in the early evening, ending the battle. In this short, but bloody fight the cavalry lost 155 men dead and 124 wounded, but they counted 403 Vietnamese bodies on the battlefield, nearly a full battalion.

VICTORY?

In the battles at LZ X-ray and LZ Albany the 1st Cavalry Division had proved itself and the concept of air mobility. It had carried the fight to the enemy and held the ground at the end of the day, but the cost was high. While the PAVN estimate of 1500 to 1700 American casualties was high, the actual figu es of 305 killed and 524 wounded in October and November were still dramatic, representing 5% of the division. In return the US Army claimed 3561 PAVN soldiers killed and another 1000 wounded. Vietnamese sources give the number as 599 killed and 669 wounded. Both sides claimed victory based on their claimed successes against their own actual losses. In reality, little had been achieved. B3 Front had failed to take any ARVN or US bases, and was driven from its own Central Highland base. However, within months of this setback, they were back in action, operating from their old base areas.

THE SECOND DAY

The Vietnamese reinforced as well. K-9 Battalion had been badly cut up in the counterattacks, but K-7 arrived to take over the lead. Both battalions were scheduled to attack at 0315 hours, but coordination problems meant that the main attack didn't take place until dawn on 15 November. An hour later at 0745 hours the attacks had penetrated C Company's perimeter and encircled the entire force. At this point B3 Front began receiving reports of victory. With his force about to be overrun, Moore summoned every ground-attack aircraft in the area to his aid. Despite one aircraft hitting his HQ area, the attacks were effecti e, and by 1000 hours, the Vietnamese had been pushed out of the perimeter. The two day battle had cost the Americans 79 killed and 121 wounded for a claimed 634 enemy dead and 1215 wounded.

AMBUSH AT LZ ALBANY

LZ X-ray was heavily reinforced during 16 November with the arrival of the rest of 2nd Battalion, 7th Cavalry, while 2nd Battalion, 5th Cavalry walked in from LZ Victor. The survivors of 1st Battalion, 7th Cavalry were fl wn out. Having taken and held LZ X-ray, destroying much of a Vietnamese regiment in the process, the Americans could claim victory. However, General Westmoreland, the highest American commander in Vietnam, did not want to fly the cavalry out of LZ X-ray as he was worried that the media would interpret that as a defeat. Instead he ordered the the 2nd Battalion, 5th Cavalry to march out to LZ Columbus, and 2nd Battalion, 7th Cavalry to march out to LZ Albany, about 2.5 miles (4 km) northeast and north of LZ X-ray respectively.

AIRMOBILE
RIFLE COMPANY

AIRMOBILE

RIFLE COMPANY HQ
VU034

2x M16 rifle team — **1 POINT**

• INFANTRY FORMATION •

COURAGE 3+		**SKILL 2+**
MORALE 3+ RALLY 3+		ASSAULT 3+ COUNTERATTACK 3+

IS HIT ON	**INFANTRY SAVE**
4+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
M16 rifle team	12"/30CM	2	1	1	6	

AIRMOBILE — RIFLE PLATOON — PG80—VU035

AIRMOBILE — RIFLE PLATOON — PG80—VU035

AIRMOBILE — UH-1 HUEY AVIATION PLATOON — PG81—VU038

AIRMOBILE — MACHINE-GUN PLATOON — PG81—VU036

AIRMOBILE — RIFLE PLATOON — PG80—VU035

AIRMOBILE — 81MM MORTAR PLATOON — PG81—VU037

US ARMY — MEDIC TEAM — PG116—VU066

AIRMOBILE
RIFLE PLATOON

RIFLE PLATOON

7x M16 team with M72 LAW anti-tank
2x M60 MG team — **9 POINTS**

5x M16 team with M72 LAW anti-tank
2x M60 MG team — **7 POINTS**

OPTIONS
• Add 1 90mm anti-tank team for +2 points.

The rifle companies of the 1st Cavalry Division were fully airmobile with light equipment so that their platoons could be deployed fast and anywhere.

• INFANTRY UNIT •

COURAGE 4+		**SKILL 3+**
MORALE 4+ RALLY 4+		ASSAULT 3+ COUNTERATTACK 4+

IS HIT ON	**INFANTRY SAVE**
4+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
M16 rifle team	12"/30CM	2	1	1	5+	*Buckshot*
or M72 LAW anti-tank	12"/30CM	1	1	12	5+	*HEAT, Slow Firing*
M60 MG team	16"/40CM	5	2	2	6	*Assault 4+*
Optional 90mm recoilless gun	16"/40CM	1	1	16	3+	*Assault 4+, Buckshot, HEAT, Recoilless*

AIRMOBILE
MACHINE-GUN PLATOON

MACHINE-GUN PLATOON

4x M60 MG team	**3 POINTS**

1/7th Cavalry's support weapons were reorganised into a new D Company as the battalion prepared to depart for Vietnam. The scout platoon was reorganised as an extra rifle platoon, while the anti-tank platoon left its M40 106mm recoilless guns back in the States, picking up M60 machine-guns instead. When the anti-tank platoon landed on LZ X-Ray, they were able to hold the exposed flank with the extra fi epower of their machine-guns.

• INFANTRY UNIT •

COURAGE 4+	SKILL 3+
MORALE 4+	ASSAULT 4+
RALLY 4+	COUNTERATTACK 4+

IS HIT ON	INFANTRY SAVE
4+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M60 MG team	16"/40CM	5	2	2	6	

AIRMOBILE
81MM MORTAR PLATOON

81MM MORTAR PLATOON

4x 81mm mortar	**5 POINTS**
3x 81mm mortar	**2 POINTS**

The battalion mortar platoon fields the new M29 81mm mortar. This is an improved version of the old WWII-era M1 81mm mortar with longer range. Perhaps as important to the crew, it was also 15 lb (7 kg) lighter than the older model.

• INFANTRY UNIT • HEAVY WEAPON •

COURAGE 4+	SKILL 3+
MORALE 4+	ASSAULT 4+
RALLY 4+	COUNTERATTACK 4+

IS HIT ON	INFANTRY SAVE
4+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
4"/10CM	4"/10CM	6"/15CM	8"/20CM	3+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
81mm mortar	56"/140CM	ARTILLERY		1	4+	Smoke Bombardment

AIRMOBILE
UH-1 HUEY AVIATION PLATOON

UH-1 HUEY AVIATION PLATOON

4x UH-1 Huey	**2 POINTS**
3x UH-1 Huey	**1 POINTS**

UH-1 Avation platoons can also be a Transport Attachment to a Special Forces Patrol [VU063]

The ubiquitous UH-1 Huey became a symbol of the Vietnam War. The D model was designed with a larger troop compartment and kept its profile 'clean' of armament to keep the airframe light. These 'slicks' the numerous assault helicopter platoons carried American, ANZAC, or ARVN riflemen into action whenever and wherever they are needed.

• HELICOPTER AIRCRAFT UNIT • PASSENGERS 3 •

COURAGE 4+	SKILL 3+
MORALE 4+	

IS HIT ON	AIRCRAFT SAVE
4+	**5+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
UNLIMITED				AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
2x MG	16"/40CM	2	2	2	6	Door Guns

AIRMOBILE
AIR CAVALRY TROOP

US ARMY

AIR CAVALRY TROOP HQ
VU003

9x M60 MG team with M72 anti-tank
4x UH-1 Huey [VU038] — **20 POINTS**

7x M60 MG team with M72 anti-tank
3x UH-1 Huey [VU038] — **15 POINTS**

5x M60 MG team with M72 anti-tank
2x UH-1 Huey [VU038] — **10 POINTS**

3x M60 MG team with M72 anti-tank
1x UH-1 Huey [VU038] — **5 POINTS**

AIR CAVALRY TROOP
AIRMOBILE
• INFANTRY UNIT •

COURAGE 3+	SKILL 3+
MORALE 3+	ASSAULT 3+
RALLY 3+	COUNTERATTACK 3+

IS HIT ON	INFANTRY SAVE
4+	3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
M60 MG team	16"/40CM	3	2	2	5+	Buckshot
or M72 LAW anti-tank	12"/30CM	1	1	12	5+	HEAT, Slow Firing

AIRMOBILE
OH-6 AEROSCOUT PLATOON
PG83—VU001

AIRMOBILE
GUNSHIP AEROWEAPONS PLATOON
PG83—VU002

AIRMOBILE
OH-6 AEROSCOUT PLATOON
PG83—VU001

AIRMOBILE
GUNSHIP AEROWEAPONS PLATOON
PG83—VU002

AIRMOBILE
OH-6 AEROSCOUT PLATOON

OH-6 AEROSCOUT PLATOON

4x	OH-6 Loach	**10 POINTS**
3x	OH-6 Loach	**7 POINTS**
2x	OH-6 Loach	**4 POINTS**

The OH-6 Cayuse was quickly nicknamed the 'Loach' after its initial designation LOH (Light Observation helicopter). Its high speed, manoeuvrability, and small size made it an excellent scout helicopter, even though much of its work was done at low speed while flying at or below treetop level.

• HELICOPTER AIRCRAFT FORMATION • HUNTER-KILLER • LOW BIRD •

COURAGE 3+	SKILL 3+
MORALE 3+	

IS HIT ON	AIRCRAFT SAVE
4+	**5+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
UNLIMITED				AUTO

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
M134 minigun MG	16"/40CM	7	4	2	6	

AIRMOBILE
GUNSHIP AEROWEAPONS PLATOON

GUNSHIP AEROWEAPONS PLATOON

4x	AH-1 Cobra Gunship	**10 POINTS**
2x	AH-1 Cobra Gunship	**5 POINTS**

OPTIONS
- Replace any or all Gunships with Gatling Gunships for +1 point each.

The heavily-armed AH-1G Hueycobra gunships of the aeroweapons platoon are the fiepower of the air cavalry troop. The Red teams follow the scouts of the White teams, ready to swoop on any target located.

• HELICOPTER AIRCRAFT UNIT •

COURAGE 3+	SKILL 3+
MORALE 3+	

IS HIT ON	INFANTRY SAVE
4+	**5+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
UNLIMITED				AUTO

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
M200 rocket launcher	16"/40CM	SALVO		3	5+	*One Shot*
Twin MGs	16"/40CM	10	5	2	6	*Anti-helicopter*
Gatling Gunship						
M157 rocket launcher	16"/40CM	ARTILLERY		3	5+	*One Shot*
Twin MGs	20"/50CM	10	5	5	5+	*Anti-helicopter*

BLACKHORSE CAVALRY

THE 11ᵀᴴ ARMORED CAVALRY REGIMENT IN VIETNAM

The 11ᵗʰ Armored Cavalry, known as the 'Blackhorse' Regiment, developed radical new tactics to combat an elusive and determined enemy. Conventional wisdom asserted that armour had little to no role to play in the jungles, deltas, and rough terrain of Vietnam. The Blackhorse Regiment proved conventional wisdom wrong. The regiment's unofficial motto, 'Find the bastards, then pile on', embodied their tactics for a highly mobile and heavily armed combined-arms force to seek out and destroy an unconventional enemy.

The 11ᵗʰ Cavalry Regiment was the first of five cavalry regiments formed in February 1901 to combat the insurrection in the Philippines following the Spanish-American War, fighting against guerrillas in the jungles of Samar. The regiment then served in Cuba. During the First World War they were part of Pershing's expedition in Mexico where they performed the last mounted charge by American cavalry against Pancho Villa's Mexican forces in 1916.

During the Second World War, the regiment was used to form the new 10ᵗʰ Armored Division, and a new 11ᵗʰ Cavalry Group (Mechanized) was created to replace it. Both units fought during the Battle of the Bulge. The regiment was deactivated in November 1948, only to be reactivated once again during the Korean War. Another reorganization occurred in 1960 when the regiment created a dedicated Aviation Company, which led directly to the creation of the 1ˢᵗ Cavalry Division (Airmobile) that fought with distinction at Ia Drang.

TO VIETNAM

As American involvement in the Vietnam War increased, there was a need for additional combat formations. In March 1966 the 11ᵗʰ Armored Cavalry Regiment was ordered to Vietnam. In preparation, the regiment made a series of modifications to their equipment and organization to better fight a guerrilla war. Feedback from Vietnamese Armoured Cavalry Regiments suggested that neither the jeeps nor the M114 reconnaissance carriers that Blackhorse had were much use in Vietnam. Both were replaced with the larger, more mobile and better protected M113 armoured personnel carrier (APC).

Following Vietnamese practice, they fitted their M113's with two M60 machine-guns to supplement the commander's .50 cal and gave all of them protective armoured shields. Additional belly armour protected the crew from mines. The result was the ACAV - the Armored Cavalry Assault Vehicle. They were also ordered to replace the three M48A3 Patton tanks in each platoon with two more ACAV's, but retained the platoons' rifle squads and M106 mortar carriers (a variant of the M113 carrying a 4.2" mortar). Each battal-

MEDAL OF HONOR: CORPORAL JERRY WICKAM

During a reconnaissance in force on 6 January 1968, Troop F encountered a bunker network. Advancing under heavy rocket and small arms fire, Corporal Jerry Wickam exited his vehicle and attacked one of the enemy bunkers with a grenade knocking it out and killing two enemy soldiers. As Wickam and a fellow trooper entered the bunker, a grenade landed nearby. Disregarding his personal safety, Corporal Wickam pushed his comrade out of the blast radius.

Discovering a second bunker, Wickam charged this as well, putting it out of action with small arms fire, capturing a VC soldier who later provided vital intelligence. The troop withdrew and an air strike was called in to reduce the bunkers.

Wickam returned with his troop to ensure the bunkers were silenced, but again received intense enemy fire. Ordering his men to take cover, Wickam assaulted the command bunker eliminating it with a grenade. Unfortunately Corporal Wickam was moments later cut down by enemy fire. He was posthumously awarded the Medal of Honor for his actions.

ion-strength squadron retained a company-strength troop of 17 M48A3 Patton tanks and a battery of six M109 155mm self-propelled howitzers. The Air Cavalry Troop supported the Armoured Cavalry Troops, operating UH-1 Huey attack and transport helicopters, OH-6 scout helicopters, and later AH-1G Hueycobra attack helicopters.

IN HARM'S WAY

The regiment was initially stationed in Long Khanh province where their mission was to 'secure and pacify' the district as a part of Operation Kittyhawk aimed at achieving road security and keeping the Viet Cong on the defensive in the province. One technique they developed was the 'Thunder Run'. In this the tanks would fi e all of their weapons (machine guns and main gun) simultaneously while driving down roads suspected of harbouring enemy ambushes. These missions were conducted on a daily basis to ensure American and allied forces had free use of the road network. It was during Operations Quicksilver and Fargo, similar missions to Kittyhawk, that Corporal Jerry Wickam won the Medal of Honor, the first in the egiment's history.

On 30 January 1968, soon after Wickam's battle, the North Vietnamese launched the Tet Offensi e. Initially taken by surprise, 11th Armored Cavalry Regiment quickly moved south toward Bien Hoa, Long Binh, and Saigon. The regiment pushed an amazing 103 km (64 miles) through contested territory in a mere 14 hours. Surrounding the entire Long Binh-Bien Hoa complex by nightfall, they cleared the town of Bien Hoa with the assistance of airborne infantry the next day, once again demonstrating the supreme tactical agility of the regiment. In Saigon, tanks and ACAV's worked in concert with the infantry in incredibly intense fighting as the Communist forces had to be driven out of the city in vicious house-to-house fighting

THE SHERIDAN ARRIVES

In early 1969, three new M551 Sheridan tanks replaced a pair of M113 ACAV's in each platoon giving them a massive increase in fi epower. Unlike other formations which completely traded in their M48A3 Patton tanks for the Sheridan, the 11th Armored Cavalry Regiment retained their Patton tanks in the tank companies, as well as having the Sheridans in the cavalry platoons. The M551 was envisioned as a light, rapidly-deployable airborne amphibious tank.

Like the M113, the hull armour on the M551 was made of welded aluminium which was proof against small arms, but not against anything larger. The turret was made of steel, however, and housed one of the most unique tank guns ever fielded—the 152mm gun-launcher system which could fi e both conventional 152mm ammunition and the Shillelagh missile. The missile was designed to knock out tanks, so the expensive missile system was not deployed to Vietnam.

INTO CAMBODIA

As the war dragged on, American forces began to target Communist strong points and supply depots outside of the borders of Vietnam. It fell to the 11th Armored Cavalry to spearhead the incursion into Cambodia, now a staging and supply area for Communist forces, in early 1970. They captured the key city of Snoul and with it tons of vital Communist supplies. It was during these actions that two more members of the regiment, Staff Sergeant Rodney Yano and Lieutenant Harold Fritz, received the Medal of Honor. This action was the last major campaign fought by the 11th Armored Cavalry in Vietnam as most of the regiment left Vietnam in February 1971.

Despite initial scepticism from higher commanders regarding the role of armoured forces in the jungles of Vietnam, the combat record of the Blackhorse Regiment speaks for itself. Elements of the regiment received three Presidential Unit Citations, three Valorous Unit Awards, three Vietnamese Crosses of Gallantry, and three of its members received their nation's highest military decoration, the Medal of Honor. In short, in one of America's most brutal conflicts, they were able to successfully engage and defeat a determined insurgency while performing their duties with honour.

BLACKHORSE
M113 ARMORED CAVALRY TROOP

BLACKHORSE

M113 ACAV
CAVALRY TROOP HQ
VU012

2x M113 ACAV	**3 POINT**
1x M113 ACAV	**2 POINT**

• TANK FORMATION • AMPHIBIOUS •

COURAGE 3+	SKILL 2+
MORALE 3+	ASSAULT 4+
REMOUNT 4+	COUNTERATTACK 2+

IS HIT ON 4+

FRONT	SIDE	TOP
3	2	0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	16"/40CM	24"/60CM	32"/80CM	3+

BLACKHORSE
SHERIDAN CAVALRY
TANK SECTION
PG87—VU015

OR

BLACKHORSE
M113 ACAV
CAVALRY SECTION
PG87—VU013

BLACKHORSE
SHERIDAN CAVALRY
TANK SECTION
PG87—VU015

OR

BLACKHORSE
M113 ACAV
CAVALRY SECTION
PG87—VU013

BLACKHORSE
SHERIDAN CAVALRY
TANK SECTION
PG87—VU015

OR

BLACKHORSE
M113 ACAV
CAVALRY SECTION
PG87—VU013

BLACKHORSE
M125 CAVALRY
SUPPORT SECTION
PG87—VU014

BLACKHORSE
M113 ACAV
CAVALRY SECTION
PG87—VU013

BLACKHORSE
M113 ACAV
CAVALRY SECTION
PG87—VU013

BLACKHORSE
M113 ACAV
CAVALRY SECTION
PG87—VU013

BLACKHORSE
M125 CAVALRY
SUPPORT SECTION
PG87—VU014

BLACKHORSE
M113 ACAV
CAVALRY SECTION
PG87—VU013

BLACKHORSE
M113 ACAV
CAVALRY SECTION
PG87—VU013

BLACKHORSE
M113 ACAV
CAVALRY SECTION
PG87—VU013

BLACKHORSE
M125 CAVALRY
SUPPORT SECTION
PG87—VU014

BLACKHORSE
M48 PATTON
TANK PLATOON
PG89—VU017

BLACKHORSE
ZIPPO
FLAME-THROWER
PLATOON
PG88—VU018

BLACKHORSE
M106 HEAVY
MORTAR PLATOON
PG88—VU019

BLACKHORSE
M109 ARTILLERY
BATTERY
PG88—VU020

M113 ACAV CAVALRY SECTION

M113 ACAV CAVALRY SECTION

2x M113 ACAV **4 POINTS**

OPTIONS
• Replace .50 cal AA MG with a 40mm Grenade launcher on one M113 ACAV at no cost.

• TANK UNIT • AMPHIBIOUS • SPEARHEAD •

COURAGE 4+	SKILL 3+
MORALE 4+	ASSAULT 4+
REMOUNT 4+	COUNTERATTACK 3+

IS HIT ON 4+
FRONT	SIDE	TOP
3	2	0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	16"/40cm	24"/60cm	32"/80cm	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
.50 cal AA MG	20"/50cm	3	2	4	5+	
MG	16"/40cm	2	2	2	6	
Optional 40mm Grenade launcher	16"/40cm	5	4	4	6	

M125 CAVALRY SUPPORT SECTION

M125 CAVALRY SUPPORT SECTION

2x M113 ACAV [VU013]
1x M125 (81mm) **4 POINTS**

1x M113 ACAV [VU013]
1x M125 (81mm) **3 POINTS**

• TANK UNIT • AMPHIBIOUS •

COURAGE 4+	SKILL 3+
MORALE 4+	ASSAULT 4+
REMOUNT 4+	COUNTERATTACK 3+

IS HIT ON 4+
FRONT	SIDE	TOP
3	2	0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	16"/40cm	24"/60cm	32"/80cm	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
81mm mortar	56"/140cm	ARTILLERY		1	4+	*Smoke Bombardment*
.50 cal AA MG	20"/50cm	3	2	4	5+	

SHERIDAN CAVALRY TANK SECTION

SHERIDAN CAVALRY TANK SECTION

3x M551 Sheridan **13 POINTS**
2x M551 Sheridan **9 POINTS**

OPTIONS
• Equip all M551 Sheridan tanks with Shillelagh missiles for +1 point each.

The M551 Sheridan ARAAV (Armored Reconnaissance Airborne Assault Vehicle) was designed around the M81 dual-purpose gun/ missile launcher. It could fie conventional HEAT anti-tank ammunition or the Shillelagh (pronounced shil-lay-lee) anti-tank guided missile.

• TANK UNIT • AMPHIBIOUS • INFRA-RED (IR) •

COURAGE 4+	SKILL 3+
MORALE 4+	ASSAULT 4+
REMOUNT 4+	COUNTERATTACK 3+

IS HIT ON 4+
FRONT	SIDE	TOP
4	2	1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	16"/40cm	28"/70cm	32"/80cm	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
152mm gun	16"/40cm	1	1	21	Auto	*Brutal, HEAT, Stabiliser*
or Beehive	8"/20cm	5	5	1	6	*Beehive*
or Optional Shillelagh missile	16"/40cm-48"/120cm	1	-	22	3+	*Guided, HEAT*
.50 cal AA MG	20"/50cm	3	2	4	5+	
MG	16"/40cm	1	1	2	6	

BLACKHORSE
M106 HEAVY MORTAR PLATOON

• TANK UNIT • AMPHIBIOUS •

M106 HEAVY MORTAR PLATOON

4x	M106 (4.2 inch)	**8 POINTS**
2x	M106 (4.2 inch)	**4 POINTS**

Each cavalry troop had its own battery of heavy mortars. As these were equipped with mortars of the same calibre as the divisional artillery, they gave the battalion a useful artillery capability of its own, without needing to wait for artillery support to be assigned.

COURAGE 4+	SKILL 3+
MORALE 4+	ASSAULT 5+
REMOUNT 4+	COUNTERATTACK 4+

IS HIT ON 4+

FRONT	SIDE	TOP
3	2	0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	16"/40cm	24"/60cm	32"/80cm	3+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
4.2 inch mortar	48"/120cm	ARTILLERY		2	3+	Smoke Bombardment
.50 cal AA MG	20"/50cm	3	2	4	5+	

BLACKHORSE
ZIPPO FLAME-THROWER PLATOON

• TANK UNIT • AMPHIBIOUS • FLAME-TANK •

ZIPPO FLAME-THROWER PLATOON

4x	Zippo flame-thrower	**5 POINTS**
3x	Zippo flame-thrower	**4 POINTS**
2x	Zippo flame-thrower	**3 POINTS**

Each cavalry troop had its own flame-thower platoon. The M132 'Zippo' flame-thower track carried two hundred gallons of flame fuel in the passenger compartment.

It was found extremely useful for clearing out Vietnamese positions hidden in dense jungle as a flame-thower doesn't need to see the target to be effecti e.

COURAGE 4+	SKILL 3+
MORALE 4+	ASSAULT 6
REMOUNT 4+	COUNTERATTACK 5+

IS HIT ON 4+

FRONT	SIDE	TOP
3	2	1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	16"/40cm	24"/60cm	32"/80cm	3+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Flame-thrower	6"/15cm	4	4	2	Auto	Flame-thrower
MG	16"/40cm	3	3	2	6	

BLACKHORSE
M109 ARTILLERY BATTERY

• TANK UNIT • AMPHIBIOUS •

M109 ARTILLERY BATTERY

6x	M109 (155mm)	**18 POINTS**
3x	M109 (155mm)	**9 POINTS**

COURAGE 4+	SKILL 3+
MORALE 4+	ASSAULT 5+
REMOUNT 4+	COUNTERATTACK 4+

IS HIT ON 4+

FRONT	SIDE	TOP
2	2	1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	16"/40cm	24"/60cm	28"/70cm	3+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
155mm howitzer	80"/200cm	ARTILLERY		3	2+	Smoke Bombardment
or Direct Fire	16"/40cm	1	1	12	Auto	Brutal, Slow Firing, Smoke
or Beehive	8"/20cm	3	2	4	5+	Beehive
.50 cal AA MG	20"/50cm	3	2	4	5+	

M48 PATTON TANK COMPANY

US ARMY

M48 PATTON TANK COMPANY HQ
VU016

| 2x M48 Patton | 14 POINT |
| 1x M48 Patton | 7 POINT |

• TANK FORMATION • INFRA-RED (IR) •

COURAGE 3+	SKILL 2+
MORALE 3+	ASSAULT 4+
REMOUNT 4+	COUNTERATTACK 2+

IS HIT ON 4+

FRONT	SIDE	TOP
13	8	2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	2+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M41 90mm gun	40"/100CM	2	1	16	3+	Accurate
or Beehive	8"/20CM	5	5	1	6	Beehive
.50 cal AA MG	20"/50CM	3	2	4	5+	
MG	16"/40CM	1	1	2	6	

BLACKHORSE
M48 PATTON TANK PLATOON
PG89—VU017

BLACKHORSE
M48 PATTON TANK PLATOON
PG89—VU017

BLACKHORSE
M48 PATTON TANK PLATOON
PG89—VU017

BLACKHORSE
M106 HEAVY MORTAR PLATOON
PG88—VU019

OR

BLACKHORSE
M109 ARTILLERY BATTERY
PG88—VU020

BLACKHORSE
M113 ACAV CAVALRY SECTION
PG87—VU013

BLACKHORSE
ZIPPO FLAME-THROWER PLATOON
PG88—VU018

M48 PATTON TANK PLATOON

M48 PATTON TANK PLATOON

5x M48 Patton	35 POINTS
4x M48 Patton	28 POINTS
3x M48 Patton	21 POINTS
2x M48 Patton	14 POINTS
1x M48 Patton	7 POINTS

The M48A3 Patton improved on the earlier M48 design by replacing the gasoline engine, which tended to catch fi e, with a less fla - mable diesel one. The tank would serve the 11th Armored Cavalry Regiment well during its entire tour in Vietnam.

• TANK UNIT • INFRA-RED (IR) •

COURAGE 4+	SKILL 3+
MORALE 4+	ASSAULT 4+
REMOUNT 4+	COUNTERATTACK 3+

IS HIT ON 4+

FRONT	SIDE	TOP
13	8	2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	2+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M41 90mm gun	40"/100CM	2	1	16	3+	Accurate
or Beehive	8"/20CM	5	5	1	6	Beehive
.50 cal AA MG	20"/50CM	3	2	4	5+	
MG	16"/40CM	1	1	2	6	

TROPIC LIGHTNING

AMERICA'S 25TH INFANTRY DIVISION IN VIETNAM

The 25th Infantry Division 'Tropic Lightning' was one of the first American divisions to serve in Vietnam, and one of the last to leave. In nearly seven years of combat the division fought in every major battle around the South Vietnamese capital of Saigon. Their mechanised and armoured units proved invaluable in locating and destroying an elusive guerilla foe, and defeated every major North Vietnamese offensive.

The 25th Infantry Division 'Tropic Lightning' was formed from elements of the Army's Hawaiian Division on 1 October 1941 at Schofield Barracks, Hawaii. Only two months later, both the 24th and 25th Infantry Divisions achieved the distinction of being the first US Army units to see combat in World War II when the Japanese attacked military installations in Hawaii on 7 December.

THE PACIFIC WAR

After nearly a year of intense training in jungle warfare tactics, the division embarked for Guadalcanal in November 1942 to relieve the 1st Marine Division. It was during the heavy fighting on Mount Austin in January 1943 that the Division earned its nickname, 'Tropic Lightning'. After leaving Guadalcanal, the division participated in operations to secure the remaining islands in the Northern Solomons chain, including heavy fighting on New Georgia. After nearly a month facing tenacious Japanese resistance and unforgiving jungle, New Georgia was declared secured.

The division continued operations in the Solomons until September 1943.

After a period of refitting and training in New Zealand, the division landed at Luzon in the Philippines in January 1945 on the left flank of Sixth Army's drive to Manila. After destroying the bulk of the Japanese armour on Luzon, the 25th participated in some of the fiercest fighting of the Pacific War—the hill-by-hill and pass-by-pass advance through the Caraballo Mountains. In what could be considered a foreshadowing of battles to come in Vietnam, the division contended with constant ambushes and elusive, well dug-in enemy defenders. In 165 days of continuous combat, it suffered more casualties than any other Sixth Army division. During the war, six soldiers of 'Tropic Lightning' were awarded the US's highest award for valour, the Medal of Honor.

KOREAN WAR

The division was stationed in Japan on occupation duty when North Korea launched its surprise invasion of South Korea on 25 June 1950. The division was ordered to Korea on 5 July, and by 20 July, it was engaged in its first significant combat at Yechon. There it routed a sizeable North Korean force and achieved what was considered to be the first major ground combat victory by American forces. The 25th Infantry Division was a key factor in first holding, then later breaking out of, the Pusan perimeter and advanced to link up with forces of the Inchon landings. In thirty-six months of combat in Korea, the division was always regarded

OLIVER STONE'S "PLATOON"
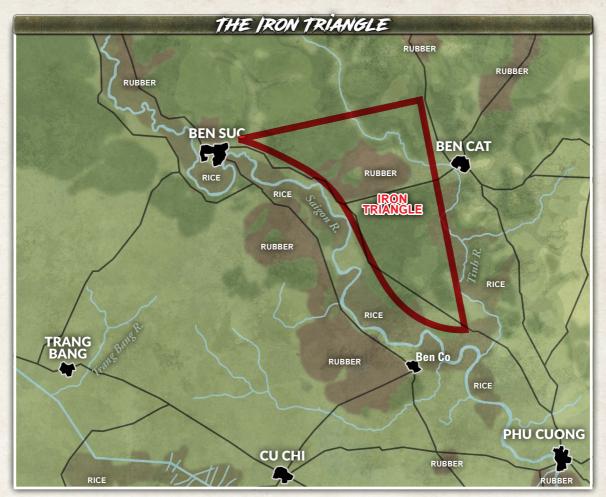
The screenwriter and film director Oliver Stone based his 1986 film Platoon around some of his experiences while a soldier with Tropic Lightning and 1st Cavalry Division in Vietnam in 1967 and 1968.

Stone was awarded a Bronze Star for his part in the New Years Day Battle at Fire Base Burt, and a Purple Heart with an Oak Leaf Cluster for two wounds in combat.

as a tough, capable unit, and another fourteen of its soldiers were awarded the Medal of Honor.

TO VIETNAM

After over a decade of Cold War duty and various reorganisations, the 25th Infantry Division was called to combat duty again in 1965. This time the destination was Vietnam. Th division's 3rd Brigade and 1st Battalion, 69th Armor arrived at Pleiku as part of Operation Blue Light — the first wave of the US Army into Vietnam and the largest airlift of US ground forces up to that time. The brigade quickly found itself in heavy fighting along the Cambodian border where it was joined by the bulk of the 4th Infantry Division.

The rest of Tropic Lightning arrived at Cu Chi, the division's 'home' in Vietnam for the duration of the war, near Saigon in January 1966. The e they adopted the 3rd Brigade of 4th Infantry Division to replace their own missing 3rd Brigade, although it would not be until August 1967 that the swap was made permanent.

The 25th Infantry Division was a mechanised force with three mechanised infantry battalions mounted in M113 armoured personnel carriers, one in each brigade, a tank battalion with M48 Patton tanks, and a cavalry squadron with M113

ACAV Armoured Cavalry Assault Vehicles. On top of this, both the 1st and 3rd Squadrons of the famous 11th Armored Cavalry Regiment ('Blackhorse') were also attached to the division for some operations.

THE IRON TRIANGLE

The division's missions consisted of fighting in terrain that was hardly suited to conventional mechanised operations, and Tropic Lightning, and the Army as a whole, had to adapt both equipment and tactics to this environment. Dr Ronald Glasser, who treated the division's wounded, describes the 25th Infantry Division's assigned area, the well-known 'Iron Triangle', and its role:

The headquarters for the 25th Division lay forty miles northwest of Saigon, in the foothills of the central highlands. The Army had placed it astride one of the major infiltration routes from Cambodia; part of the protective arc offered up to Saigon by the 9th Division in the Delta, the 25th, based on Cu Chi, and the Americal and the 1st Division farther north. During the dry season, the land the 25th worked reached from impenetrable jungle, triple canopied, in the west to rice paddies in the south and north. During the monsoons, the jungle became wet and the paddies impassable, but it was dry now; the jungle was burning off and the paddies were rock-hard.

25TH INFANTRY DIVISION 'TROPIC LIGHTNING'

Tropic Lightning was one of the two mechanised divisions sent to Vietnam. Both fielded ten manoeuvre battalions in three brigades. Each brigade had one mechanised infantry battalion and two infantry battalions on foot, while the third brigade also fielded a battalion of M48A3 Patton tanks (despite considerable opposition to the idea of operating main battle tanks in Vietnam).

Oddly, its third brigade never operated with 25th Infantry Division around Saigon, having been rushed to Pleiku in the Western Highlands on arrival. When the 4th Infantry Division arrived in Vietnam, it left its third brigade with the 25th near Saigon and adopted the original third brigade in its Western Highlands field of operations

1ST BRIGADE

4th Bn, 9th Infantry
(Manchu)
'Keep Up the Fire'

2nd, 14th Infantry
(Golden Dragons)
'The Right of the Lin '

4th Bn (Mech), 23rd Infantry
(Tomahawks)
"We Serve"

7th Bn, 11th Artillery
(The ragon Regiment)
'On Time'

2ND BRIGADE

1st Bn (Mech), 5th Infantry
(Bobcats)
'I'll Try, Sir'

1st Bn, 27th Infantry
(The Wolfhounds)
'Nec Aspera Terrent'
('No Fear on Earth')

2nd Bn, 27th Infantry
(The Wolfhounds)
'Nec Aspera Terrent'
('No Fear on Earth')
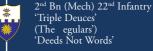
2nd Bn, 8th Artillery
(Automatic Eighth)
'Audacieux et Tenace'
('Daring and Tenacious')

3RD BRIGADE
(FROM 4TH DIVISION)

2nd Bn, 12th Infantry
(Warriors)
'Ducti Amore Patriae'
(Led by Love of Country)

2nd Bn (Mech) 22nd Infantry
'Triple Deuces'
(The egulars')
'Deeds Not Words'

3rd Bn, 22nd Infantry
(The egulars)
'Deeds Not Words'

2nd Bn, 77th Artillery
'En Garde'
('On Guard')

2nd Bn, 34th Armor
'Dreadnaughts'
(Centurions)
'The trong Arm for Victory'

DIVISIONAL TROOPS

3rd Squadron,
4th Cavalry
(Fourth Cav)
'Paratus et Fideles'
('Prepared and Loyal')

25th Aviation Battalion
(A Tp—Little Bear)
(B Tp—Diamond Head)
'Lele Makou No Na Puali'
('We Fly For The Troops')

3rd Bn (155mm/8in),
13th Artillery
(The Clan
'Without Fear, Favor, or Hope of Reward'

1st and 3rd Squadrons
11th Armored Cavalry
(Blackhorse)
'Allons', ('Let's Go')
(Temporarily Attached)

KEY

2nd Bn, 27th Infantry

(The Wolfhounds)

'Nec Aspera Terrent'
('No Fear on Earth')

Battalion and regiment numbers: Regiments did not fight as units. Individual battalions were assigned to brigades.

Regimental nickname: Commonly used within division. Some battalions and companies had their own nicknames.

Regimental motto: Where the motto is in Latin, it is translated in brackets afterwards.

After arriving at Cu Chi, the division had to contend with the vast and still active tunnel complex of Cu Chi, literally in its own back yard. The tunnels had been targeted by US and Australian forces during Operation Crimp in 1966, and despite much of the complex being destroyed, the tunnels had remained an active and important resource for the enemy. The tunnel complexes in the Iron Triangle proved especially challenging to the division's mechanised units. As one soldier put it:

They've had twenty years of making tunnels—all over the area—all over Nam, I guess. Sometimes they go down deep; sometimes they're near the surface. When they get near the surface like this one, they run them parallel to where they think we might be going. All you have to do is punch a hole out of the side, lie there with your RPG, and when a track comes by or a squad, BAMB!

Despite the challenges posed by jungle, rugged terrain, paddies, and monsoons that turned dirt roads into muddy quagmires, the mechanised, armour, and cavalry forces played a vital role in US strategy throughout the war. Along with the UH-1 helicopter, the M113 armoured personnel carrier became an iconic image of the Vietnam War.

OPERATIONS IN VIETNAM

From 1966 to 1970, the division's main area of operations was the area north and west of Saigon where it repeatedly fought North Vietnamese Army and Viet Cong units in the Iron Triangle area. In November of 1966, the division was

FROM TARO LEAF TO ELECTRIC STRAWBERRY

THE MANY NAMES OF TROPIC LIGHTNING

The 25th Infantry Division, 'Tropic Lightning', and its sister 24th Infantry Division were formed in 1941 from the US Army's Hawaiian Division rounded out with units from the Hawaii and Washington National Guard.

The Hawaiian Division's insignia featured the Taro leaf (a native plant of Hawaii used to make poi, a staple Hawaiian dish, and the symbol of Hawaii). The 24th Infantry Division adopted this insignia with a few modifications but the 25th was not given an insignia of its own.

On Guadalcanal, the headquarters of the 25th Infantry Division adopted the call sign 'Lightning' for operational security since the Japanese had trouble pronouncing the letter 'l'. The division quickly became known as 'the Lightning Division' for the aggressive way it conducted combat operations and the rapid conclusion of its mission. Later, the division became known as 'Tropic Lightning' and this became its nickname.

On 7 June 1944 (the day after D-Day in Europe), Tropic Lightning finally got its own distinctive insignia: a Taro leaf to indicate its ties to the old Hawaiian Division, in the colours of the Hawaiian monarchy, red and gold, with a lightning bolt superimposed.

In Vietnam, Tropic Lightning received two new nicknames. The first of these, 'the Cu Chi National Guard' referred to the division's base at Cu Chi, and the fact that the division was stationed there for the duration of the war—unlike other divisions that tended to periodically relocate to new assignment areas.

The psychedelic Sixties was the source of the division's second nickname in Vietnam, 'Electric Strawberry'. Thi nickname was actually used as an unsanctioned radio call sign on occasion.

For all this, 'Tropic Lightning' remains the 25th Infantry Division's most recognized (and official) nicknam

involved in the largest ground operation of the war up to that time, Operation Attleboro, the first 'Zippo' or Search and Destroy mission. After six weeks of fighting it had virtually destroyed the 9th Viet Cong Division (one of the three B2 Front Main Force divisions) and captured enormous quantities of enemy supplies at a cost of 155 killed and 494 wounded.

Early 1967 saw the division again engaged in major combat in Operations Cedar Falls and Junction City. The largest Search and Destroy operation to date in the war, Cedar Falls was intended to remove the enemy from the Ho Bo woods area of the Iron Triangle and to destroy the tunnel complexes once and for all. During Cedar Falls, the division served as the anvil against the hammer of the 1st Infantry Division, clearing the area in nineteen days at a cost of 72 Americans killed. The Ho Bo woods operational area never again saw a significant enemy presence for the remainder of the war. Th tunnel complex, however, was not completely neutralized and it continued to remain a problem for the division. Th surviving tunnels were used as a staging area for the attack on Saigon during the 1968 Tet Offensi e.

The division's mechanised and tank battalions played a vital role during the Tet Offensi e. Their mobility allowing them to rapidly respond to the many widespread attacks throughout the division's area of responsibility. During the Tet Offensi e the division was instrumental in successfully defending Tan Son Nhut Air Base and Saigon itself.

Later that summer, in operations in Cambodia and around Tay Ninh city North West of Saigon, the division inflicte over 2,000 casualties on the enemy and almost completely destroyed eight PAVN regiments. Indeed, the Tropic Lightning Division always defeated any enemy unit it faced, and the litany of engagements from its service in Vietnam reads like a list of many of the war's famous battles: Cedar Falls, the Iron Triangle, Cu Chi, the Ho Bo and Boi Loi Woods, Tay Ninh, War Zone C, Ben Cui and Cambodia. In one of the division's proudest moments, it successfully defended Fire Support Base Buell for four days and nights, often fighting at point blank range. All told in Vietnam, the division served in combat for 1,716 days, participated in twelve campaigns, and once again received numerous awards. Twenty-one soldiers were awarded the Medal of Honor and 4561 Tropic Lightning soldiers were killed.

POST VIETNAM
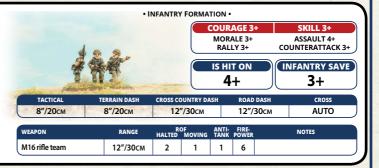
Since the end of the Vietnam War, the 25th Division has been anything but idle, and 'Tropic Lightning' continues to be a premier division of the US Army in the 21st Century. It has participated in numerous deployments and exercises throughout the Pacific region, and in peacekeeping operations in the Sinai and Bosnia (the first time the division served in Europe). Most recently, the division has participated in prolonged combat operations in both Iraq and Afghanistan. The division continues to be an active, capable, and enormously successful combat unit, and will certainly remain a key part of the US Army in the future.

RIFLE COMPANY

TROPIC LIGHTNING

RIFLE COMPANY HQ
TU029

2x M16 rifle teams **1 POINT**

• INFANTRY FORMATION •

COURAGE 3+	SKILL 3+
MORALE 3+	ASSAULT 4+
RALLY 3+	COUNTERATTACK 3+

IS HIT ON	INFANTRY SAVE
4+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M16 rifle team	12"/30CM	2	1	1	6	

TROPIC LIGHTNING
RIFLE PLATOON
PG95—VU030

TROPIC LIGHTNING
RIFLE PLATOON
PG95—VU030

TROPIC LIGHTNING
SCOUT PLATOON
PG95—VU032

TROPIC LIGHTNING
81MM MORTAR SECTION
PG96—VU031

TROPIC LIGHTNING
RIFLE PLATOON
PG95—VU030

US ARMY
MEDIC TEAM
PG116—VU066

TROPIC LIGHTNING
81MM MORTAR FIREBASE
PG96—VU023

OR

TROPIC LIGHTNING
4.2 INCH MORTAR FIREBASE
PG96—VU033

TROPIC LIGHTNING
RIFLE PLATOON

RIFLE PLATOON

7x M16 rifle team with M72 anti-tank
2x M60 MG team
8 POINTS

5x M16 rifle team with M72 anti-tank
2x M60 MG team
6 POINTS
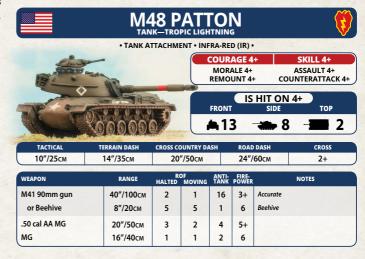
OPTIONS
- Add 1 90mm anti-tank team for +2 points.
- Add 1 M48 Patton [VU011] for +6 points.

The bulk of American combat soldiers in Vietnam served in rifle companies. As well as the basic grunt work, they undertook air assaults and worked with the tanks in mobile operations.

• INFANTRY UNIT •

COURAGE 4+	SKILL 4+
MORALE 4+	ASSAULT 4+
RALLY 4+	COUNTERATTACK 4+

IS HIT ON	INFANTRY SAVE
4+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20cm	8"/20cm	12"/30cm	12"/30cm	AUTO

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
M16 rifle team	12"/30cm	2	1	1	5+	Buckshot
or M72 LAW anti-tank	12"/30cm	1	1	12	5+	HEAT, Slow Firing
M60 MG team	16"/40cm	5	2	2	6	Assault 5+
Optional 90mm recoilless gun	16"/40cm	1	1	16	3+	Assault 5+, Buckshot, HEAT, Recoilless

M48 PATTON
TANK—TROPIC LIGHTNING

• TANK ATTACHMENT • INFRA-RED (IR) •

COURAGE 4+	SKILL 4+
MORALE 4+	ASSAULT 4+
REMOUNT 4+	COUNTERATTACK 4+

IS HIT ON 4+		
FRONT	SIDE	TOP
13	8	2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	14"/35cm	20"/50cm	24"/60cm	2+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
M41 90mm gun	40"/100cm	2	1	16	3+	Accurate
or Beehive	8"/20cm	5	5	1	6	Beehive
.50 cal AA MG	20"/50cm	3	2	4	5+	
MG	16"/40cm	1	1	2	6	

TROPIC LIGHTNING
SCOUT PLATOON

RIFLE PLATOON

7x M16 team with M72 LAW anti-tank
10 POINTS

5x M16 team with M72 LAW anti-tank
7 POINTS

The battalion scout platoon was official mounted in jeeps, ideal for operations in Europe, but normally discarded in Vietnam. Instead they patrolled on foot or fought as an extra rifle platoon

• INFANTRY UNIT • SCOUT • SPEARHEAD •

COURAGE 4+	SKILL 3+
MORALE 4+	ASSAULT 3+
RALLY 4+	COUNTERATTACK 5+

IS HIT ON	INFANTRY SAVE
4+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20cm	8"/20cm	12"/30cm	12"/30cm	AUTO

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
M16 rifle team	12"/30cm	2	1	1	5+	Buckshot
or M72 LAW anti-tank	12"/30cm	1	1	12	5+	HEAT, Slow Firing

TROPIC LIGHTNING
81MM MORTAR SECTION

81MM MORTAR SECTION

2x 81mm mortar **2 POINTS**

• INFANTRY UNIT • HEAVY WEAPON •

COURAGE 4+	SKILL 4+
MORALE 4+ RALLY 4+	ASSAULT 5+ COUNTERATTACK 4+

IS HIT ON	INFANTRY SAVE
4+	3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
4"/10cm	4"/10cm	6"/15cm	8"/20cm	3+

WEAPON	RANGE	ROF HALTED MOVING	ANTI-TANK	FIRE-POWER	NOTES
81mm mortar	56"/140cm	ARTILLERY	1	4+	Smoke Bombardment

TROPIC LIGHTNING
81MM MORTAR FIREBASE

81MM MORTAR FIREBASE

4x 81mm mortar **8 POINTS**
2x 81mm mortar **4 POINTS**

The battalion mortar platoon is official equipped with the powerful, but heavy, M30 4.2-inch mortar. In many cases these were discarded for the lighter and more mobile M29 81mm mortar to allow the platoon to accompany the battalion on combat operations.

• INFANTRY UNIT • FIREBASE • NEST •

COURAGE 4+	SKILL 4+
MORALE 4+ RALLY 4+	ASSAULT 4+ COUNTERATTACK 4+

IS HIT ON	INFANTRY SAVE
4+	3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	2+

WEAPON	RANGE	ROF HALTED MOVING	ANTI-TANK	FIRE-POWER	NOTES
81mm mortar	56"/140cm	ARTILLERY	1	4+	Smoke Bombardment

TROPIC LIGHTNING
4.2 INCH MORTAR FIREBASE

MORTAR PLATOON

4x 4.2 inch mortar **10 POINTS**
2x 4.2 inch mortar **5 POINTS**

• GUN UNIT • FIREBASE • NEST •

COURAGE 4+	SKILL 4+
MORALE 4+ RALLY 4+	ASSAULT 4+ COUNTERATTACK 4+

IS HIT ON	INFANTRY SAVE
4+	3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	ROF HALTED MOVING	ANTI-TANK	FIRE-POWER	NOTES
4.2 inch mortar	48"/120cm	ARTILLERY	2	3+	Smoke Bombardment

RIFLE COMPANY (MECH)

RIFLE COMPANY (MECH) HQ
VU039

2x M16 rifle teams,
2x M113 [VU062]

3 POINTS

• INFANTRY FORMATION • HQ TRANSPORT •

COURAGE 3+	SKILL 3+
MORALE 3+	ASSAULT 4+
RALLY 3+	COUNTERATTACK 3+

IS HIT ON	INFANTRY SAVE
4+	3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M16 rifle team	12"/30CM	2	1	1	6	

TROPIC LIGHTNING
RIFLE PLATOON (MECH)
PG98—VU040

TROPIC LIGHTNING
RIFLE PLATOON (MECH)
PG98—VU040

TROPIC LIGHTNING
RIFLE PLATOON (MECH)
PG98—VU040

TROPIC LIGHTNING
M113 ACAV SCOUT PATROL
PG99—VU042

TROPIC LIGHTNING
M113 ACAV SCOUT PATROL
PG99—VU042

TROPIC LIGHTNING
M125 MORTAR PLATOON (MECH)
PG99—VU011

TROPIC LIGHTNING
M106 HEAVY MORTAR PLATOON
PG98—VU011

TROPIC LIGHTNING
M48 PATTON TANK PLATOON
PG102—VU052

TROPIC LIGHTNING
ZIPPO FLAME-THROWER PLATOON
PG99—VU010

TROPIC LIGHTNING
RIFLE PLATOON (MECH)

RIFLE PLATOON (MECH)

7x M16 & M60 team with M72 anti-tank	
2x M60 MG team	
4x M113 [VU062]	**12 POINTS**
5x M60 MG team with M72 anti-tank	
2x M60 MG team	
3x M113 [VU062]	**9 POINTS**

OPTIONS
- Add up to 1 90mm anti-tank team for +2 points.
- Replace MG on 1 M113 with 106mm Recoilless Rifle for +1 point.
- Replace MG on 1 M113 with M134 minigun for +1 point.

The mechanised infantry were organised the same as normal rifle platoons with two exceptions. The most obvious was the provision of M113 armoured personnel carriers, known as 'tracks' to their crews. Less obvious, but more important in many operations was the addition of an M60 machine-gun to each squad. Thi was a significant boost in fi epower, especially when combined with the usual M16 rifles and M79 grenade launchers.

• INFANTRY UNIT •

COURAGE 4+	SKILL 4+
MORALE 4+ RALLY 4+	ASSAULT 4+ COUNTERATTACK 4+

IS HIT ON	INFANTRY SAVE
4+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
M16 & M60 team	12"/30CM	3	2	2	5+	Buckshot
or M72 LAW anti-tank	12"/30CM	1	1	12	5+	HEAT, Slow Firing
M60 MG team	16"/40CM	5	2	2	6	Assault 5+
Optional 90mm recoilless gun	16"/40CM	1	1	16	3+	Assault 5+, Buckshot, HEAT, Recoilless

M113
TRANSPORT—TROPIC LIGHTNING

• TANK ATTACHMENT • AMPHIBIOUS • PASSENGERS 3 •

COURAGE 4+	SKILL 4+
MORALE 4+ REMOUNT 4+	ASSAULT 6 COUNTERATTACK 6

IS HIT ON 4+		
FRONT	SIDE	TOP
3	2	0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	16"/40CM	24"/60CM	32"/80CM	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
.50 cal AA MG	20"/50CM	3	2	4	5+	
MG	16"/40CM	1	1	2	6	
Optional M134 minigun MG	16"/40CM	7	4	2	6	
Optional 106mm recoilless rifle	24"/60CM	1	1	17	2+	Accurate, Brutal, Forward Firing, HEAT, Recoilless, Slow Firing
or Beehive	8"/20CM	5	5	1	6	Beehive

TROPIC LIGHTNING
M106 HEAVY MORTAR PLATOON

M106 HEAVY MORTAR PLATOON

4x M106 (4.2 inch)	**6 POINTS**
2x M106 (4.2 inch)	**3 POINTS**

• TANK UNIT • AMPHIBIOUS •

COURAGE 4+	SKILL 4+
MORALE 4+ REMOUNT 4+	ASSAULT 5+ COUNTERATTACK 5+

IS HIT ON 4+		
FRONT	SIDE	TOP
3	2	0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	16"/40CM	24"/60CM	32"/80CM	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
4.2 inch mortar	48"/120CM	ARTILLERY		2	3+	Smoke Bombardment
.50 cal AA MG	20"/50CM	3	2	4	5+	

ZIPPO FLAME-THROWER PLATOON

ZIPPO FLAME-THROWER PLATOON

4x	Zippo flame-thrower	**4 POINTS**
3x	Zippo flame-thrower	**3 POINTS**
2x	Zippo flame-thrower	**2 POINTS**

Each mechanised infantry battalion had its own flame-th ower platoon equipped with the M132 'Zippo' track. The immense fuel capacity of the zippo meant that they could help burn out large Nationalist fortifications or remove foliage where the enemy might have been hiding.

• TANK UNIT • AMPHIBIOUS • FLAME TANK •

COURAGE 4+	SKILL 4+
MORALE 4+	ASSAULT 6
REMOUNT 4+	COUNTERATTACK 6

IS HIT ON 4+		
FRONT	SIDE	TOP
3	2	1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	16"/40CM	24"/60CM	32"/80CM	3+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M10-8 flame-thrower	6"/15CM	4	4	2	Auto	*Flame-thrower*
MG	16"/40CM	3	3	2	6	

M125 MORTAR PLATOON (MECH)

M125 MORTAR PLATOON (MECH)

3x	M125 (81mm)	**4 POINTS**

Each tank and mech battalion had its own heavy mortar platoon equipped with 4.2in mortars. While mounted in their tracks, these mortars could go anywhere the mechanised infantry went and keep them well supported.

• TANK UNIT • AMPHIBIOUS •

COURAGE 4+	SKILL 4+
MORALE 4+	ASSAULT 5+
REMOUNT 4+	COUNTERATTACK 5+

IS HIT ON 4+		
FRONT	SIDE	TOP
3	2	0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	16"/40CM	24"/60CM	32"/80CM	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
81mm mortar	56"/140CM	ARTILLERY		1	4+	*Smoke Bombardment*
.50 cal AA MG	20"/50CM	3	2	4	5+	

M113 ACAV SCOUT PATROL

M113 ACAV SCOUT PATROL

4x	M113 ACAV	**6 POINTS**
2x	M113 ACAV	**3 POINTS**

OPTIONS
- Replace .50 cal AA MG with a 40mm Grenade launcher on one M113 ACAV at no cost.

The tank and mech battalions had a scout platoon of eight ACAVs that they used to locate the enemy and scout out fords and other passable routes through difficult terrai

• TANK UNIT • AMPHIBIOUS • SPEARHEAD •

COURAGE 4+	SKILL 4+
MORALE 4+	ASSAULT 4+
REMOUNT 4+	COUNTERATTACK 4+

IS HIT ON 4+		
FRONT	SIDE	TOP
3	2	0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	16"/40CM	24"/60CM	32"/80CM	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
.50 cal AA MG	20"/50CM	3	2	4	5+	
MG	16"/40CM	2	2	2	6	
Optional 40mm Grenade launcher	16"/40CM	5	4	4	6	

TROPIC LIGHTNING
M113 ARMORED CAVALRY TROOP

TROPIC LIGHTNING
M113 ACAV CAVALRY TROOP HQ
VU012

| 2x M113 ACAV | **3 POINTS** |
| 1x M113 ACAV | **2 POINTS** |

• TANK FORMATION • AMPHIBIOUS •

COURAGE 3+	SKILL 3+
MORALE 3+	ASSAULT 4+
REMOUNT 4+	COUNTERATTACK 3+

IS HIT ON 4+

FRONT	SIDE	TOP
3	2	0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	16"/40cm	24"/60cm	32"/80cm	3+

TROPIC LIGHTNING
M113 ACAV CAVALRY SECTION
PG101—VU006

TROPIC LIGHTNING
M113 ACAV CAVALRY SECTION
PG101—VU006

TROPIC LIGHTNING
M113 ACAV CAVALRY SECTION
PG101—VU006

TROPIC LIGHTNING
M106 HEAVY MORTAR PLATOON
PG98—VU011

TROPIC LIGHTNING
M113 ACAV CAVALRY SECTION
PG101—VU006

TROPIC LIGHTNING
M113 ACAV CAVALRY SECTION
PG101—VU006

TROPIC LIGHTNING
M113 ACAV CAVALRY SECTION
PG101—VU006

TROPIC LIGHTNING
ZIPPO FLAME-THROWER PLATOON
PG99—VU010

TROPIC LIGHTNING
M125 CAVALRY SUPPORT SECTION
PG101—VU007

TROPIC LIGHTNING
M125 CAVALRY SUPPORT SECTION
PG101—VU007

TROPIC LIGHTNING
M125 CAVALRY SUPPORT SECTION
PG101—VU007

TROPIC LIGHTNING
SHERIDAN CAVALRY TANK SECTION
PG101—VU009

OR

TROPIC LIGHTNING
M48 PATTON TANK PLATOON
PG102—VU052

TROPIC LIGHTNING
SHERIDAN CAVALRY TANK SECTION
PG101—VU009

OR

TROPIC LIGHTNING
M48 PATTON TANK PLATOON
PG102—VU052

TROPIC LIGHTNING
SHERIDAN CAVALRY TANK SECTION
PG101—VU009

OR

TROPIC LIGHTNING
M48 PATTON TANK PLATOON
PG102—VU052

TROPIC LIGHTNING
M113 ACAV CAVALRY SECTION

M113 ACAV CAVALRY SECTION

2x M113 ACAV — **3 POINTS**

OPTIONS
- Replace .50 cal AA MG with a 40mm Grenade launcher on one M113 ACAV for =1 point.

• TANK UNIT • AMPHIBIOUS • SPEARHEAD •

COURAGE 4+	SKILL 4+
MORALE 4+	ASSAULT 4+
REMOUNT 4+	COUNTERATTACK 4+

IS HIT ON 4+		
FRONT	**SIDE**	**TOP**
3	2	0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	16"/40CM	24"/60CM	32"/80CM	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
.50 cal AA MG	20"/50CM	3	2	4	5+	*Self-defence AA*
MG	16"/40CM	2	2	2	6	
Optional 40mm Grenade launcher	16"/40CM	5	4	4	6	

TROPIC LIGHTNING
M125 CAVALRY SUPPORT SECTION

M125 CAVALRY SUPPORT SECTION

2x M113 ACAV [VU006]
1x M125 (81mm) — **3 POINTS**

2x M113 ACAV [VU006]
1x M125 (81mm) — **2 POINTS**

• TANK UNIT • AMPHIBIOUS •

COURAGE 4+	SKILL 4+
MORALE 4+	ASSAULT 5+
REMOUNT 4+	COUNTERATTACK 5+

IS HIT ON 4+		
FRONT	**SIDE**	**TOP**
3	2	0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	16"/40CM	24"/60CM	32"/80CM	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
81mm mortar	56"/140CM	ARTILLERY		1	4+	*Smoke Bombardment*
.50 cal AA MG	20"/50CM	3	2	4	5+	

TROPIC LIGHTNING
SHERIDAN CAVALRY TANK SECTION

SHERIDAN CAVALRY TANK SECTION

3x M551 Sheridan — **12 POINTS**

2x M551 Sheridan — **8 POINTS**

OPTIONS
- Equip all M551 Sheridan tanks with Shillelagh missiles for +1 point each.

• TANK UNIT • AMPHIBIOUS • INFRA-RED (IR) •

COURAGE 4+	SKILL 4+
MORALE 4+	ASSAULT 4+
REMOUNT 4+	COUNTERATTACK 4+

IS HIT ON 4+		
FRONT	**SIDE**	**TOP**
4	2	1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	16"/40CM	28"/70CM	32"/80CM	2+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
152mm gun	16"/40CM	1	1	21	Auto	*Brutal, HEAT, Stabiliser*
or Beehive	8"/20CM	5	5	1	6	*Beehive*
or Optional Shillelagh missile	16"/40CM- 48"/120CM	1	-	22	3+	*Guided, HEAT*
.50 cal AA MG	20"/50CM	3	2	4	5+	
MG	16"/40CM	1	1	2	6	

TROPIC LIGHTNING
M48 PATTON TANK COMPANY

TROPIC LIGHTNING
M48 PATTON TANK COMPANY HQ
VU051

2x M48 Patton	**12 POINTS**
1x M48 Patton	**6 POINTS**

• TANK FORMATION • INFRA-RED (IR) •

COURAGE 3+	SKILL 3+
MORALE 3+	ASSAULT 4+
REMOUNT 4+	COUNTERATTACK 3+

IS HIT ON 4+		
FRONT	SIDE	TOP
13	8	2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	2+

TROPIC LIGHTNING
M48 PATTON TANK PLATOON
PG102—VU052

TROPIC LIGHTNING
M48 PATTON TANK PLATOON
PG102—VU052

TROPIC LIGHTNING
M113 ACAV SCOUT PATROL
PG99—VU042

TROPIC LIGHTNING
RIFLE PLATOON (MECH)
PG98—VU041

TROPIC LIGHTNING
M48 PATTON TANK PLATOON
PG102—VU052

TROPIC LIGHTNING
M106 HEAVY MORTAR PLATOON
PG98—VU011

TROPIC LIGHTNING
M48 PATTON TANK PLATOON

M48 PATTON TANK PLATOON

5x M48 Patton	**30 POINTS**
4x M48 Patton	**24 POINTS**
3x M48 Patton	**18 POINTS**
2x M48 Patton	**12 POINTS**

• TANK UNIT • INFRA-RED (IR) •

COURAGE 4+	SKILL 4+
MORALE 4+	ASSAULT 4+
REMOUNT 4+	COUNTERATTACK 4+

IS HIT ON 4+		
FRONT	SIDE	TOP
13	8	2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	2+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M41 90mm gun	40"/100CM	2	1	16	3+	*Accurate*
or Beehive	8"/20CM	5	5	1	6	*Beehive*
.50 cal AA MG	20"/50CM	3	2	4	5+	
MG	16"/40CM	1	1	2	6	

MACV (Military Assistance Command, Vietnam) strongly opposed tanks being sent to Vietnam citing the terrain, the monsoon, and the guerilla warfare. Despite this, Tropic Lightning and the 9th 'Old Reliables' Infantry Division both arrived with their tank battalions.

The tankers of the 'Dreadnaughts' (2nd Battalion, 34th Armor) and 'Black Panthers' (1st Battalion, 69th Armor) quickly showed MACV how wrong they were. Their tanks went just about anywhere in just about any season, and their fi epower proved decisive in battles like the relief of Fire Support Base Gold.

The e the tanks led a relief column through dense jungle and forded a stream before 'just like the late show on TV, the US Cavalry came riding to the rescue', as the commander of the fi e base described it.

MARINES IN VIETNAM

The United States Marine Corps was among the very firs American military units deployed to Vietnam in 1965. The were stationed in the northern Quang Tri province guarding the demilitarized zone (DMZ) with ARVN and US Army units. The e they remained in constant contact with the enemy directly across the border. Unlike the Army, the Marine Corps lacked significant airmobile support, and had to rely on fi ed air bases and fi ebases rather than temporary outposts. This meant they faced a somewhat more traditional war with sieges and large scale engagements. However, they also faced irregular forces, such as the Vietcong, just as other Allied forces did further south.

By 1968 the Marines were well adjusted to the life on the DMZ, which usually involved being under constant siege from PAVN artillery bombardments from across the border in North Vietnam and Laos. The airbase established in Khe Sanh oversaw the supply of a ring of outposts hill in the western end of the province. From here the Marines would send out patrols and receive supplies and reinforcements.

THE SIEGE OF KHE SANH

As the Vietcong and the nationalists in the southern provinces built up and readied itself for the Tet offensi e, regular North Vietnamese troops opened up a huge siege on the remote marine fi ebase at Khe Sanh on 21 January. Th NVA hoped to deliver a decisive morale-breaking blow on US forces in the same way they did to the French at Dien Bien Phu in 1954.

NVA troops infiltrated around the hill outposts and quickly surrounded Khe Sanh, supported by bombardments from nationalist artillery positioned in distant locations. Elite sapper and infantry, supported by NVA tanks, assaulted the base's perimeter. The fights were fie ce and the outer defenses fell to nationalist pressure, but the marines firmly held the critical airfield at the centre of the base. With the initial assault stopped short of wiping out the marine stronghold, the nationalists settled in for a siege.

Supplies and reinforcements were fl wn into Khe Sahn. Large lumbering C-130 cargo planes came under intense fi e as they landed. The incoming fi e was so intense that the crews often just shoved their cargo out the door as the transport planes wheeled around to take off, never stopping. Marines rolled out of the back of the planes and immediately ran for cover in the trench and foxhole systems the defenders had dug.

In April, a task force of marines and airmobile troops from the 1st Cavalry Division launched major operation to free up Route 9, the main overland supply route to Khe Sanh. After fie ce fighting, the airmobile troops secured the critical points along the corridor and the marines pushed through. The relief forces to reach their comrades in Khe Sanh on 8 April.

After fi e months of fighting, nationalist resistance was dramatically reduced and the Marines had built up their strength in both men and helicopters to make a fi ed base on the front lines unnecessary. The order to evacuate the base was finally issued on 26 June 1968. The marines lost about 400 men killed in action and hundreds more wounded at Khe Sanh and in the surrounding hill fights. However, they held the airbase and inflicted a body count of between 5,000 and 10,000 on the besieging Nationalist forces.
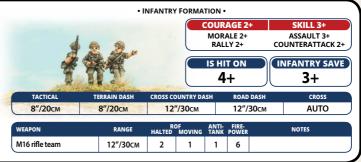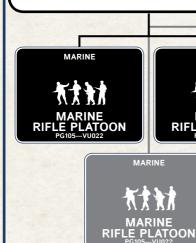
MARINE RIFLE COMPANY

MARINE

RIFLE COMPANY HQ
VU021

2x M16 Rifle team | **2 POINTS**

• INFANTRY FORMATION •

COURAGE 2+	SKILL 3+
MORALE 2+ RALLY 2+	ASSAULT 3+ COUNTERATTACK 2+

IS HIT ON	INFANTRY SAVE
4+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
M16 rifle team	12"/30CM	2	1	1	6	

MARINE

MARINE RIFLE PLATOON
PG105—VU022

MARINE

MARINE RIFLE PLATOON
PG105—VU022

MARINE

MARINE RIFLE PLATOON
PG105—VU022

MARINE

ONTOS ANTI-TANK PLATOON
PG106—VU025

MARINE

ONTOS ANTI-TANK PLATOON
PG106—VU025

MARINE

81MM MORTAR PLATOON
PG105—VU024

OR

TROPIC LIGHTNING

81MM MORTAR FIREBASE
PG96—VU023

OR

TROPIC LIGHTNING

4.2 INCH HEAVY MORTAR FIREBASE
PG96—VU033

MARINE

M48 ZIPPO FLAME-TANK PLATOON
PG106—VU028

OR

MARINE

M48 PATTON TANK PLATOON
PG107—VU027

US ARMY

MEDIC TEAM
PG116—VU066

MARINE
RIFLE PLATOON

RIFLE PLATOON

10x M16 team with M72 LAW anti-tank	**14 POINTS**
7x M16 team with M72 LAW anti-tank	**9 POINTS**
4x M16 team with M72 LAW anti-tank	**5 POINTS**

OPTIONS
- Add up to 2 M60 MG teams for +1 point each.
- Add up to 2 90mm anti-tank team for +2 points each.
- Add 2 LVTP-5 Transports [VU061] for +1 point.

• INFANTRY UNIT •

COURAGE 3+	SKILL 4+
MORALE 3+ RALLY 3+	ASSAULT 3+ COUNTERATTACK 3+

IS HIT ON	INFANTRY SAVE
4+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M16 rifle team	12"/30CM	2	1	1	5+	*Buckshot*
or M72 LAW anti-tank	12"/30CM	1	1	12	5+	*HEAT, Slow Firing*
M60 MG team	16"/40CM	5	2	2	6	*Assault 4+*
Optional 90mm recoilless gun	16"/40CM	1	1	16	3+	*Assault 5+, Buckshot, HEAT, Recoilless*

MARINE
81MM MORTAR PLATOON

81MM MORTAR PLATOON

3x 81mm mortar	**4 POINTS**

OPTIONS
- Add 1 LVTP-5 Transport [VU061] for +1 point.

The battalion's mortars were the M29 81mm mortar, an updated weapon based on the same type the Corps used in WWII. These covered the marine's assaults and helped break up enemy attacks.

• INFANTRY UNIT • HEAVY WEAPON •

COURAGE 3+	SKILL 4+
MORALE 3+ RALLY 3+	ASSAULT 4+ COUNTERATTACK 3+

IS HIT ON	INFANTRY SAVE
4+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
4"/10CM	4"/10CM	6"/15CM	8"/20CM	3+

WEAPON	RANGE	ROF HALTED MOVING	ANTI-TANK	FIRE-POWER	NOTES
81mm mortar	56"/140CM	ARTILLERY	1	4+	*Smoke Bombardment*

MARINE
LVTP-5 TRANSPORT

LVTP-5 TRANSPORT

Transport Attachment to
- Marine Rifle Platoon [VU022] or
- Marine Mortar Platoon [VU024].

After World War II, the Corps continued to develop its LVT amphibious landing vehicles. The leading doctrine called for a vehicle that could deliver an entire platoon, so the massive LVTP-5 was designed to carry up to 45 passengers. Although not intended for extended inland service, amphibious tractors, or 'amtracs', provided the marines with an armoured APC for getting about.

• TANK ATTACHMENT • AMPHIBIOUS • PASSENGERS 7 •

COURAGE 3+	SKILL 4+
MORALE 3+ REMOUNT 3+	ASSAULT 5+ COUNTERATTACK 5+

IS HIT ON 4+		
FRONT	SIDE	TOP
2	2	0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	3+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
.50 cal AA MG	20"/50CM	3	2	4	5+	
MG	16"/40CM	1	1	2	6	

MARINE
M48 ZIPPO FLAME-TANK PLATOON

• TANK UNIT • FLAME TANK •

M48 ZIPPO FLAME-TANK PLATOON

5x M48 Zippo flame-tank	**20 POINTS**	
4x M48 Zippo flame-tank	**16 POINTS**	
3x M48 Zippo flame-tank	**12 POINTS**	
2x M48 Zippo flame-tank	**8 POINTS**	
1x M48 Zippo flame-tank	**4 POINTS**	

The Marine Corps was the only unit in Vietnam to use the M67 flame tank in large numbers. They were typically attached to infantry companies in packets of one, two, or three tanks, but more were always available if needed.

COURAGE 3+	SKILL 4+
MORALE 3+	ASSAULT 6
REMOUNT 3+	COUNTERATTACK 5+

IS HIT ON 4+

FRONT	SIDE	TOP
13	8	2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	14"/35cm	20"/50cm	24"/60cm	2+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
M7-6 flame-gun	6"/15cm	5	5	2	Auto	Flame-thrower
.50 cal AA MG	20"/50cm	3	2	4	5+	
MG	16"/40cm	1	1	2	6	

MARINE
ONTOS ANTI-TANK PLATOON

• TANK UNIT •

ONTOS ANTI-TANK PLATOON

5x Ontos	**13 POINTS**	
4x Ontos	**10 POINTS**	
3x Ontos	**7 POINTS**	
2x Ontos	**4 POINTS**	

The bizarre-looking M50 Ontos was unique to the Corps. Built as a tank destroyer, the Ontos found a special role as a bunker buster and infantry support weapon with its six 106 recoilless guns.

COURAGE 3+	SKILL 4+
MORALE 3+	ASSAULT 5+
REMOUNT 3+	COUNTERATTACK 4+

IS HIT ON 4+

FRONT	SIDE	TOP
1	1	0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
6"/15cm	14"/35cm	20"/50cm	24"/60cm	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
Multiple 106mm recoilless guns	24"/60cm	2	1	17	2+	Accurate, Brutal, Forward Firing, HEAT, Recoilless
or Beehive	8"/20cm	5	5	1	6	Beehive, Forward Firing
MG	16"/40cm	3	3	2	6	

M48 PATTON TANK COMPANY

MARINE

M48 PATTON TANK COMPANY HQ
TV026

2x M48 Patton	**16 POINTS**
1x M48 Patton	**8 POINTS**

• TANK FORMATION • INFRA-RED (IR) •

COURAGE 2+	SKILL 3+
MORALE 2+	ASSAULT 4+
REMOUNT 3+	COUNTERATTACK 2+

IS HIT ON 4+

FRONT	SIDE	TOP
13	8	2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	2+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
M41 90mm gun	40"/100CM	2	1	16	3+	*Accurate*
or Beehive	8"/20CM	5	5	1	6	*Beehive*
.50 cal AA MG	20"/50CM	3	2	4	5+	
MG	16"/40CM	1	1	2	6	

MARINE
MARINE TANK PLATOON
PG107—VU027

MARINE
M48 PATTON TANK PLATOON
PG101—VU027

MARINE
MARINE RIFLE PLATOON
PG105—VU022

MARINE
ONTOS ANTI-TANK PLATOON
PG106—VU025

MARINE
M48 PATTON TANK PLATOON
PG101—VU027

MARINE
M48 ZIPPO FLAME-TANK PLATOON
PG106—VU028

M48 PATTON TANK PLATOON

M48 PATTON TANK PLATOON

5x M48 Patton	**35 POINTS**
4x M48 Patton	**28 POINTS**
3x M48 Patton	**21 POINTS**
2x M48 Patton	**14 POINTS**

Like the Army, the Corps used the M48 Patton as its main battle tank in Vietnam. In fact, they were the first of their kind to arrive in country, coming ashore with the Marines in 1967. The typically supported the infantry in packets of two to fi e tanks, but there were, on occasion, full tank company actions.

• TANK UNIT • INFRA-RED (IR) •

COURAGE 3+	SKILL 4+
MORALE 3+	ASSAULT 4+
REMOUNT 3+	COUNTERATTACK 3+

IS HIT ON 4+

FRONT	SIDE	TOP
13	8	2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	2+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
M41 90mm gun	40"/100CM	2	1	16	3+	*Accurate*
or Beehive	8"/20CM	5	5	1	6	*Beehive*
.50 cal AA MG	20"/50CM	3	2	4	5+	
MG	16"/40CM	1	1	2	6	

THE DELTA

The Mekong Delta in southern Vietnam is a complex system of rivers, ancient canals, wetlands, and jungle. It produces over 50% of Vietnam's rice crops, making it a vitally important region. The French, and later the South Vietnamese and Americans, realised that they needed to command the waterways in order to control the delta. However, achieving that was a lot easier said than done.

For the majority of the year the Mekong Delta's ground is inundated and totally unsuitable for overland travel with tanks or wheeled vehicles. Waterways remain the best way to get around, just as it had been for centuries, but rivers and canals pose their own sets of challenges. The region is characterised by strips of thick jungle lining the riverbanks, wide sticky muddy flats, dangerous navigation and tidal hazards, a total lack of high ground, and oppressive weather. A military campaign in the Mekong Delta demands a whole new approach and a lot of innovation.

DINASSAUT

During the reoccupation of Vietnam following World War II, the French military developed the concept of a brown-water navy when they created *Divisions Navales d'Assaut* (Naval Assault Divisions), usually shortened to *Dinassaut*. Several squadrons of about six modified World War II-era landing craft were deployed with success in the river networks throughout the country, interdicting Viet Minh supplies and reinforcements. Even after the French defeat in Vietnam in 1954, the successful legacy of this early riverine force greatly influenced the American patrols that followed.

When they left the country, the French gave the South Vietnamese navy all of its riverine craft to keep the patrols going. However, it quickly became clear that they were not up to the task of keeping the Nationalist local forces from using the waterways. In preparation for a greater US involvement, the US Navy sent observers and advisors into the delta region, giving them a good idea of where to begin creating their own riverine forces.

MARKET TIME

The US Navy's first order of business was to secure the coastline and establish a solid blockade. Task Force 115,

codenamed Operation Market Time, launched its blockade mission in 1966. Aircraft, ships, and boats (such as the well-known Patrol Craft, Fast or Swift Boat) successfully sealed Vietnam's coastline. This forced the PAVN and their local allies to move their supply routes inland.

GAME WARDEN

Task Force 116, known as Operation Game Warden, then moved inland with their famous Patrol Boat, Riverine, or PBR, to secure the rivers. Their mission was to deprive the enemy of use of the waterways through constant patrols and searching of waterborne traffic for contraban

Game Warden included Navy UH-1B Huey gunships, known as Seawolves, to support the PBRs as they patrolled upriver. Elite Navy SEALs (**Se**a, **Ai**r, and **L**and) provided reconnaissance and raiding parties.

Mobile Riverine Force

As Operation Game Warden kept enemy supplies and troops from fl wing along the river, Task Force 117, or the Mobile Riverine Force (MRF), actively searched and destroyed enemy infrastructure and engaged them directly on land.

The MRF blended Navy and Army forces and used special landing craft, monitors, and assault boats, similar to the French *Dinassaut* patrols. The MRF projected its significan fi epower far into the Mekong Delta from their man-made island fortress of Dong Tam.
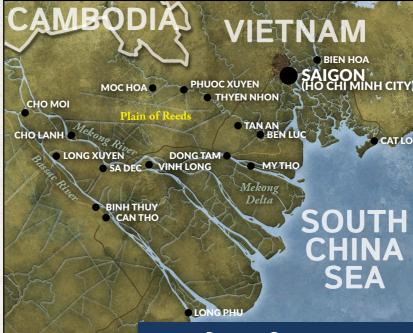
1967

When the first infantry elements of the Mobile Riverine Force arrived in Southeast Asia in January 1967, they immediately went into action, without their boats, in the Rung Sat Special Zone south of Saigon during Operation River Raider I. The green troops quickly became acquainted with the strange demands of the Mekong region's battlefields and rapidly integrated the lessons learned.

Dong Tam was established as the MRF headquarters and from there its river assault divisions slowly worked their way up the Mekong river network. A series of operations called Coronado focused on destroying Nationalist strongholds, providing medical assistance to local communities, and interdicting supplies and reinforcements.

1968

As Game Warden and the MRF pushed further up the Delta toward the Cambodian border, the Nationalist forces launched their Tet Offensi e. Despite initial gains and its dramatic portrayal in Western media, the offensi e in the Delta region was utterly crushed. Local Nationalist forces attacked just as the MRF launched Operation Coronado X, so the riverine forces were ready for action. The Nationalist forces put up a tough fight, but were overwhelmed by the MRF's fi epower, losing an estimated 4600 of their number.

With the initial Tet surprise attacks thwarted, the MRF went on the offensi e with Coronado XI, which resulted in further destruction of the local forces and the capture of many weapons and supplies. The final result was the complete destruction of the Nationalist's local forces in the MRF's region.

In December 1968, the three Navy task forces were combined in Operation Sea Lords, which focused on securing the region and preparing for the handover of operations to the South Vietnamese navy and army. Meanwhile, the local forces receded into the background and rebuilt themselves, launching occasional ambushes and raids.

1969

In 1969, the MRF was chosen to be the first American formation to become 'Vietnamized', the process of replacing US troops with Vietnamese soldiers and sailors. Over the course of six months, the 2nd Brigade, 9th Infantry Division's presence was slowly reduced and the boats were transferred to the Vietnamese navy. This process was finally completed in 1970 and the South Vietnamese forces carried on with operations until the fall of Saigon in 1975.

RIVERINE OPERATIONS

1947: French riverine operations begin in the Red River and Mekong Deltas.

1954: French riverine forces transferred to and manned by the new Vietnamese Navy.

1955: Vietnamese navy patrols the Mekong Delta.

1957: American Navy advisors arrive and participate in riverine patrols.

1965: 13th Combat Aviation Battalion (US Army) first to arrive in the Delta region.

1966: Operation Market Time begins blockade of coastline. Operation Game Warden begins to secure the inland waterways.

1967: Mobile Riverine Force arrives in South Vietnam and begin Operation River Raider I in the Rung Sat Special Zone and the Coronado operations along the Mekong River.

1968: Nationalist Tet Offensi es launched. MRF and Game Warden units offer heavy resistance to Nationalist Local Forces. Coronado operations continue.

December 1968: Operation Sea Lords launched to survey delta region for future operations, combining Market Time, Game Warden and MRF forces.

1969: Riverine forces are the first to adopt the policy of 'Vietnamisation' and begin integrating Vietnamese troops into riverine forces.

June 1969: River Assault Divisions 9 and 11 decommissioned, boats transferred to Vietnamese Navy. US 9th Infantry Division departs Southeast Asia in July.

1975: Nationalist offensi e defeats South Vietnamese forces and unifies Vietnam as the People's Republic of Vietnam.

RIVER RAIDERS

Task Force 117 was established in 1966 as a part of the US Navy and Army riverine operations in Vietnam. The task force became known as the Mobile Riverine Force, or MRF. The headquarters of the MRF was Dong Tam on the Mekong River.

RIVERINE CRAFT

Special boats were designed or modified for this job. Old World War II Landing Craft, Mechanized, or LCM, boats were ideal for river operations owing to their flat bottoms. These were modified with armour and weapons to suit the needs of the force.

DONG TAM

Virtually all of the Mekong Delta near the sea is committed to agriculture or living space, so when the US military began looking for a place to headquarter the MRF, they were faced with the political problem of having to relocate locals and use their land. An interesting and successful compromise was reached when the US Navy literally built its own island in the Mekong Delta. This not only provided additional security for the base, it also avoided a political landmine that the Nationalists would have surely have used to their advantage. Known as Dong Tam, the island served as the MRF's headquarters for the duration of the war.

THE SQUIDS

The force included a Navy element, called River Assault Flotilla One. Their mission was to provide transportation and security for an infantry unit up the Mekong River network. Once delivered, the sailors (or 'Squids'. as they were sometimes called by the infantry) would support the infantry from the riverside as they cleared the area. The pick them up and move on to the next area.

THE GRUNTS

Initially, the MRF's infantry were meant to be drawn from the US Marines, which had a long and close relationship with the Navy. However, the Marines were already deployed near the northern border. Instead, a US Army unit, the 2nd Brigade, 9th Infantry Division, was selected, trained, and sent to the Delta region in 1967. Known as the 'Grunts' by the navy sailors, the men of the 2nd Brigade took to their new assignment well and quickly adapted to the Mekong's unusual battlefield

SHARING COMMAND

The MRF was jointly commanded by Navy and Army personnel. Initially, there was a lot of apprehension about sharing command, but in the end the two forces worked very well together. Command was usually retained by the Navy while enroute on the river, while the Army took over once battle was joined. Having multiple commands also helped the MRF call in air support from Army aviation and Navy carrier groups.
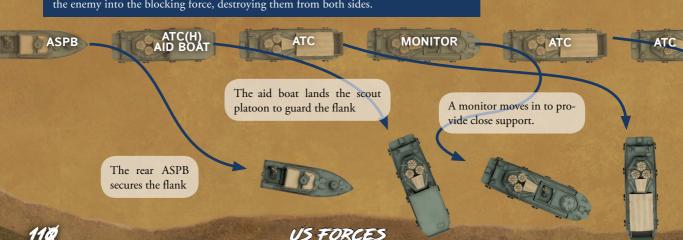
RIVERINE ASSAULTS

A Navy River Assault Division was usually paired with an Army battalion and sent out on patrol. When a hostile strongpoint was encountered, one company would break from the column and work its way around to the rear of the objective and set up a blocking force. This was also sometimes done by helicopters instead of boats.

Then the main assault rifle company would disembark and attack with monitor and assault support gunboats supporting them from the riverside with intense fi epower. Thi would drive the enemy into the waiting blocking force, trapping and destroying them.

RIVERINE OPERATION - COMPANY ASSAULT

A typical riverine operation involved a battalion of two companies afloat and a third, either airmobile or mechanised. The waterborne companies would land as shown below, as the third set up a blocking force behind the landings. The assault companies would then drive the enemy into the blocking force, destroying them from both sides.

ASPB   ATC(H) AID BOAT   ATC   MONITOR   ATC   ATC

The aid boat lands the scout platoon to guard the flank

A monitor moves in to provide close support.

The rear ASPB secures the flank

RIVER ASSAULT FLOTILLA ONE
(TASK FORCE 117)

RIVER ASSAULT SQUADRON 9

RIVER ASSAULT SQUADRON 11
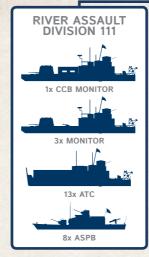
RIVER ASSAULT DIVISION 91

1x CCB MONITOR

3x MONITOR

13x ATC

8x ASPB

RIVER ASSAULT DIVISION 92

1x CCB MONITOR

2x MONITOR

14x ATC (WITH REFUELER ATC)

8x ASPB

RIVER ASSAULT DIVISION 111

1x CCB MONITOR

3x MONITOR

13x ATC

8x ASPB

RIVER ASSAULT DIVISION 112

1x CCB MONITOR

2x MONITOR

14x ATC (WITH REFUELER ATC)

8x ASPB

ZIPPOS

2x ZIPPO MONITOR

ZIPPOS

2x ZIPPO MONITOR

2ND BRIGADE, 9TH INFANTRY DIVISION "OLD RELIABLES"

The 2nd Brigade's three infantry battalions spent most of their time with River Assault Squadron 9.

Two battalions embarked with the RAS 9's river assault divisions while the third rotated to "dry out" at Dong Tam.

THREE INFANTRY BATTALIONS

3-47TH INFANTRY (3x COMPANIES)

4-47TH INFANTRY (3x COMPANIES)

3-60TH INFANTRY (3x COMPANIES)

ARTILLERY BATTALION

3-34TH ARTILLERY (TWO BATTERIES AFLOAT, ONE AT DONG TAM)

The supply ATC doubles back to a central location to support the assault.

SUPPLY ATC(H)

ASPB

ATC

ASPB

The lead ASPB sweeps for mines and then doubles back to secure the opposite bank.

ATCs beach the main assault force and the infantry charge out.

An ASPB moves in to provide close support.

ATC deploys a rifle platoon on the flank

RIVER ASSAULT SQUADRON

US NAVY

RIVER ASSAULT SQUADRON HQ
VU043

1x Monitor Boat — **6 POINTS**

• TANK FORMATION • ASSAULT BOAT • BAR ARMOUR • OBSERVER • PASSENGERS 4 •

COURAGE 3+	SKILL 2+
MORALE 3+	ASSAULT -
REMOUNT 4+	COUNTERATTACK -

IS HIT ON 4+

FRONT	SIDE	TOP
1	1	2

TACTICAL	TERRAIN DASH
8"/20см	12"/30см

ASSAULT BOAT DAMAGE

Minor Damage	Minor Damage	Immobile	Destroyed
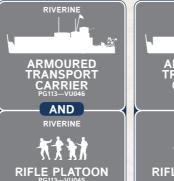
WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
Bofors 40mm gun	24"/60см	3	3	7	4+	
3x 20mm gun	20"/50см	3	3	6	5+	
81mm mortar	16"/40см	2	2	2	3+	*Overhead Fire, Smoke*

RIVERINE
ARMOURED TRANSPORT CARRIER
PG113—VU046

AND

RIVERINE
RIFLE PLATOON
PG113—VU045

RIVERINE
ARMOURED TRANSPORT CARRIER
PG113—VU046

AND

RIVERINE
RIFLE PLATOON
PG113—VU045

RIVERINE
ARMOURED TRANSPORT CARRIER
PG113—VU046

AND

RIVERINE
RIFLE PLATOON
PG113—VU045

RIVERINE
ATC(H) AID BOAT
PG114—VU049

RIVERINE
81MM MORTAR PLATOON
PG114—VU050

RIVERINE
ASSAULT SUPPORT PATROL BOAT
PG114—VU044

RIVERINE
ASSAULT SUPPORT PATROL BOAT
PG114—VU044

RIVERINE
ASSAULT SUPPORT PATROL BOAT
PG114—VU044

RIVERINE
ZIPPO MONITOR BOAT
PG115—VU048

RIVERINE
ZIPPO MONITOR BOAT
PG115—VU048

TROPIC LIGHTNING
SCOUT PLATOON
PG95—VU032

TROPIC LIGHTNING
81MM MORTAR FIREBASE
PG96—VU023

OR

TROPIC LIGHTNING
4.2 INCH MORTAR FIREBASE
PG96—VU033

RIVERINE
MONITOR BOAT
PG115—VU047

RIVERINE
MONITOR BOAT
PG115—VU047

ARMOURED TRANSPORT CARRIER

ARMOURED TRANSPORT CARRIER

1x ATC boat **3 POINTS**
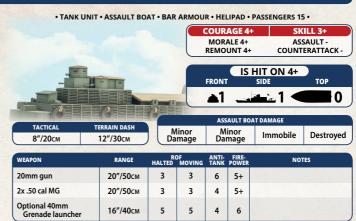
OPTIONS
- Replace one 20mm Mk16 gun with 40mm Mk19 Grenade Launcher at no cost.
- Equip ATC boat with Helipad for +1 point.

You must take a Rifle Platoon (Riverine) [VU045] with each Armoured Transport Carrier in your force.

• TANK UNIT • ASSAULT BOAT • BAR ARMOUR • HELIPAD • PASSENGERS 15 •

COURAGE 4+	SKILL 3+
MORALE 4+	ASSAULT -
REMOUNT 4+	COUNTERATTACK -

IS HIT ON 4+

FRONT	SIDE	TOP
1	1	0

ASSAULT BOAT DAMAGE			
Minor Damage	Minor Damage	Immobile	Destroyed

TACTICAL	TERRAIN DASH
8"/20cm	12"/30cm

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
20mm gun	20"/50cm	3	3	6	5+	
2x .50 cal MG	20"/50cm	3	3	4	5+	
Optional 40mm Grenade launcher	16"/40cm	5	5	4	6	

Armored Troop Carriers are based on a World War II landing craft. A superstructure was added for the crew and armament. The troop compartment was topped with a nylon cover. A helipad was soon placed over the top of the passenger compartment, not only for helicopter access, but for better overhead protection.

RIFLE PLATOON

RIFLE PLATOON

7x	M16 team with M72 LAW anti-tank	
2x	M60 LMG team	**9 POINTS**
5x	M16 team with M72 LAW anti-tank	
2x	M60 LMG team	**7 POINTS**

OPTIONS
- Add 1 90mm recoilless gun team for +2 points.

• INFANTRY UNIT •

COURAGE 4+	SKILL 3+
MORALE 4+	ASSAULT 3+
RALLY 4+	COUNTERATTACK 4+

IS HIT ON	INFANTRY SAVE
4+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20cm	8"/20cm	12"/30cm	12"/30cm	AUTO

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
M16 rifle team	12"/30cm	2	1	1	5+	*Buckshot*
or M72 LAW anti-tank	12"/30cm	1	1	12	5+	*HEAT, Slow Firing*
M60 MG team	16"/40cm	5	2	2	6	*Assault 4+*
Optional 90mm recoilless gun	16"/40cm	1	1	16	3+	*Assault 4+, Buckshot, HEAT, Recoilless*

The 2nd Brigade, 9th Infantry Division, was assigned to the Mobile Riverine Force. Known as the "Grunts" by Navy personnel (who were in turn referred to as "Squids" by Army troops), the foot soldiers were the MRF's assault force, with the boats supporting from the riverside.

The force's ATCs, or "Tango boats", found their landing site and bunched together to disembark their troops. This put all of the men on the shore with a high concentration of fi epower from both their platoon weapons and those of the ATCs. Once disembarked, they worked together to search out and destroy the enemy.

As the riverine campaign raged on, most ATCs were modified with heli-pads for Dustoff and resupply helicopters to support the battle. This had the added benefit of making the   TC bombproof against mortar attacks.

RIVERINE
81MM MORTAR PLATOON

81MM MORTAR PLATOON

4x 81mm mortar	**4 POINTS**
3x 81mm mortar	**2 POINTS**

The battalion's mortars were mounted on barges, which were then towed by the patrol up river and moored to a nearby riverbank to support the assault.

• INFANTRY UNIT • HEAVY WEAPON •

COURAGE 4+	SKILL 3+
MORALE 4+	ASSAULT 4+
RALLY 4+	COUNTERATTACK 4+

IS HIT ON	INFANTRY SAVE
4+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
4"/10CM	4"/10CM	6"/15CM	8"/20CM	3+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
81mm mortar	56"/140CM	ARTILLERY		1	4+	*Smoke Bombardment*

RIVERINE
ASSAULT SUPPORT PATROL BOAT

ASSAULT SUPPORT PATROL BOAT

1x ASPB boat	**7 POINTS**

The ASPB had the unenviable responsibility of leading the column patrol because of its radar equipment and reasonable resistance to underwater mines. The "Alpha boats" were built durable, with layered armour plates spaced by styrofoam to make them virtually unsinkable. Two turrets were placed with excellent fields of fi e and a mortar pit was emplaced in the stern.

Compared to the ATC and the Monitors, the ASPB was fast and could rapidly respond to enemy threats, leading them to be referred to as the MRF's "destroyers".

• TANK UNIT • ASSAULT BOAT • PASSENGERS 4 •

COURAGE 4+	SKILL 3+
MORALE 4+	ASSAULT -
REMOUNT 4+	COUNTERATTACK -

IS HIT ON 4+		
FRONT	SIDE	TOP
1	1	2

TACTICAL	TERRAIN DASH
8"/20CM	12"/30CM

ASSAULT BOAT DAMAGE			
Minor Damage	Minor Damage	Immobile	Destroyed

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
20mm gun	20"/50CM	3	3	6	5+	
.50 cal twin MG	20"/50CM	4	4	4	5+	
81mm mortar	16"/40CM	2	2	2	3+	*Overhead Fire, Smoke*

RIVERINE
ATC(H) AID BOAT

ATC(H) AID BOAT

1x ATC(H)	**4 POINTS**
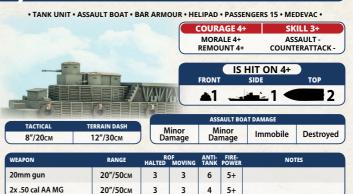
The aid boat was essentially a floating hospital. It carried a large medical staff and even had a surgeon on board. All aid boats were equipped with a helipad for dustoff operations to evacuate the most critically wounded.

• TANK UNIT • ASSAULT BOAT • BAR ARMOUR • HELIPAD • PASSENGERS 15 • MEDEVAC •

COURAGE 4+	SKILL 3+
MORALE 4+	ASSAULT -
REMOUNT 4+	COUNTERATTACK -

IS HIT ON 4+		
FRONT	SIDE	TOP
1	1	2

TACTICAL	TERRAIN DASH
8"/20CM	12"/30CM

ASSAULT BOAT DAMAGE			
Minor Damage	Minor Damage	Immobile	Destroyed

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
20mm gun	20"/50CM	3	3	6	5+	
2x .50 cal AA MG	20"/50CM	3	3	4	5+	

MONITOR BOAT

MONITOR BOAT
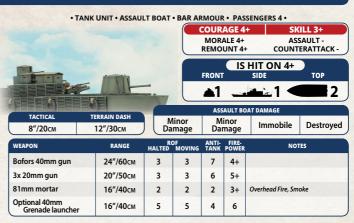
1x Monitor boat | **5 POINTS**

OPTIONS
• Replace one 20mm gun with 40mm Grenade Launcher at no cost.

Monitors are a class of naval warships that are relatively slow and lightly armoured, but carry a massive amount of fi epower. The riverine force's monitors were based on the ATC, but the troop compartment was replaced with a wide bow. It was armed with a 40mm Bofors cannon in a large turret and an 81mm mortar in a central pit. The pilot house and turret layout were the same as the ATC's. however it was armed with three 20mm turrets to add more fi epower. These boats were known as the MRF's "battleship" or "Mike boat".

• TANK UNIT • ASSAULT BOAT • BAR ARMOUR • PASSENGERS 4 •

COURAGE 4+	SKILL 3+
MORALE 4+ REMOUNT 4+	ASSAULT - COUNTERATTACK -

IS HIT ON 4+

FRONT	SIDE	TOP
1	1	2

TACTICAL	TERRAIN DASH
8"/20cm	12"/30cm

ASSAULT BOAT DAMAGE

Minor Damage	Minor Damage	Immobile	Destroyed

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Bofors 40mm gun	24"/60cm	3	3	7	4+	
3x 20mm gun	20"/50cm	3	3	6	5+	
81mm mortar	16"/40cm	2	2	2	3+	*Overhead Fire, Smoke*
Optional 40mm Grenade launcher	16"/40cm	5	5	4	6	

ZIPPO MONITOR BOAT

ZIPPO MONITOR

1x Zippo Monitor boat | **7 POINTS**

Four monitors were converted into Zippo monitors by replacing the mortar pit with a massive 1350-gallon (5140-litre) armoured fuel tank and two M10-8 flame guns mounted aft of the 40mm turret.

• TANK UNIT • ASSAULT BOAT • BAR ARMOUR •

COURAGE 4+	SKILL 3+
MORALE 4+ REMOUNT 4+	ASSAULT - COUNTERATTACK -

IS HIT ON 4+

FRONT	SIDE	TOP
1	1	2

TACTICAL	TERRAIN DASH
8"/20cm	12"/30cm

ASSAULT BOAT DAMAGE

Minor Damage	Minor Damage	Immobile	Destroyed

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Bofors 40mm gun	24"/60cm	3	3	7	4+	
3x 20mm gun	20"/50cm	3	3	6	5+	
2x flame-thrower	6"/15cm	4	4	2	Auto	*Flame-thrower*

VUSBX17
Page 212

US ARMY
MEDEVAC HELICOPTER

MEDEVAC HELICOPTER

1x UH-1 Huey | **1 POINT**

Dustoff was the radio call sign of the firs helicopter evacuation unit in Vietnam, the 57th Medical Detachment (Helicopter Ambulance). Following this, all evacuation helicopters adopted the call sign Dustoff followed by a number (the exception being the air ambulances of the 1st Cavalry Division which used the call sign Medevac).

• INDEPENDANT HELICOPTER AIRCRAFT UNIT • MEDEVAC • SO THAT OTHERS MAY LIVE •

COURAGE 4+	SKILL 4+
MORALE 4+	

IS HIT ON	AIRCRAFT SAVE
4+	5+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
UNLIMITED				AUTO

VUS722
Page 215

US ARMY
MEDIC TEAM

VUS712
Page 216

MEDIC TEAM

1x Medic team | **1 POINT**

You must field a:
* Rifle Company HQ [VU029], or
* Rifle Company (Airmobile) HQ [VU034], or
* Marine Rifle Company HQ [VU021], or
* ATC(H) Aid Boat [VU049]
To Field a Medic team.

• INDEPENDENT INFANTRY UNIT • TRIAGE •

COURAGE 2+	SKILL 3+
MORALE 2+	ASSAULT 5+
RALLY 2+	COUNTERATTACK 5+

IS HIT ON	INFANTRY SAVE
3+	3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
4"/10CM	4"/10CM	6"/15CM	8"/20CM	3+

VUS161
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US ARMY
M42 DUSTER AA PLATOON

M42 DUSTER AA PLATOON

2x M42 Duster	**4 POINTS**
2x M42 Duster	**2 POINTS**
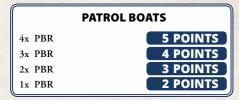
With the People's Air Force fully engaged in defending the north, anti-aircraft weapons would, at first glance, seem to be a waste of time. However, their high rate of fi e makes them invaluable for fi e base defence and convoy escort.

• TANK UNIT •

COURAGE 4+	SKILL 3+
MORALE 4+	ASSAULT 6
REMOUNT 4+	COUNTERATTACK 6

IS HIT ON 4+		
FRONT	SIDE	TOP
1	1	0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	18"/45CM	28"/70CM	32"/80CM	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
M2 40mm twin AA gun	24"/60CM	4	2	7	4+	*Dedicated AA*

US ARMY
PATROL BOATS

PATROL BOATS

4x PBR	**5 POINTS**
3x PBR	**4 POINTS**
2x PBR	**3 POINTS**
1x PBR	**2 POINTS**

Patrol boats, like the PBR, were a common and iconic sight on the Mekong Delta and other rivers in Vietnam. The PBR fleet was a part of Operation Game Warden, whose mission was to patrol the rivers and interdict communist supplies along the waterway. Occasionally, their mission overlapped with the MRF's and the two worked together.

The PBR was immortalised in the popular fil *Apocolypse Now* as Captain Benjamin Willard wound his way up river in search of the deranged Colonel Walter Kurtz.

• UNARMOURED TANK UNIT • PASSENGERS 2 • SPEARHEAD •

COURAGE 4+	SKILL 3+
MORALE 4+ REMOUNT 4+	ASSAULT - COUNTERATTACK -

IS HIT ON	TANK SAVE
4+	**3+**

TACTICAL	TERRAIN DASH
10"/25CM	16"/40CM

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
.50 cal twin MG	20"/50CM	4	4	4	5+	
.50 cal MG	20"/50CM	3	3	4	5+	

US ARMY
PINK TEAM

PINK TEAM

1x OH-6 Loach
1x AH-1 Cobra Gunship
[VU060]   **6 POINTS**

Pink teams were a blend of a White Team aeroscout helicopter and a Red Team gunship. Th scout chopper fl w low, often at ground level, snooping about for signs of the enemy while the 'high bird' gunship orbited above, covering the 'low bird'. When contact was made, the scout broke high to report with battalion HQ and the gunship swooped in with a rocket volley.

This combination was effecti e but very dangerous, Over half of the scout helicopters in Vietnam were lost to enemy fi e often from only a few yards away. Gunship pilots in this situation were committed to protecting the downed low bird, often running on fumes until help arrived to rescue the aeroscout crew.

OH-6 LOACH
PINK TEAM—US ARMY

• HELICOPTER AIRCRAFT UNIT • HUNTER-KILLER • LOW BIRD •

COURAGE 3+	SKILL 3+
MORALE 3+	

IS HIT ON	AIRCRAFT SAVE
4+	**5+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
UNLIMITED				AUTO

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
Minigun MG	16"/40CM	7	4	2	6	

AH-1 COBRA GUNSHIP
PINK TEAM—US ARMY

• HELICOPTER AIRCRAFT UNIT •

COURAGE 3+	SKILL 3+
MORALE 3+	

IS HIT ON	AIRCRAFT SAVE
4+	**5+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
UNLIMITED				AUTO

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
M200 rocket launcher	16"/40CM	SALVO		3	5+	*One Shot*
Twin MG	16"/40CM	10	5	2	6	*Anti-helicopter*

US ARMY
SKYRAIDER AIR SUPPORT FLIGHT

SKYRAIDER AIR SUPPORT FLIGHT

4x A-1 Skyraider	**12 POINTS**	
2x A-1 Skyraider	**6 POINTS**	

OPTIONS
- Arm all A-1 Skyraider aircraft with Cluster bombs for +1 point each.
- Arm all A-1 Skyraider aircraft with Napalm bombs for +1 point each.
- Arm all A-1 Skyraider aircraft with Twin minigun MGs for +1 point each.

The older, but robust, A-1H Skyraider carried an impressive amount of fi epower to the battlefield; roughly equivalent to a B-17 bomber from World War II. The ability of the Skyraider to stay on station for extended periods of time made them extremely useful for riverine operations.

• STRIKE AIRCRAFT UNIT •

COURAGE 3+	SKILL 3+
MORALE 3+	

IS HIT ON	AIRCRAFT SAVE
4+	**4+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
UNLIMITED				AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Quad 20mm MG	8"/20CM	-	3	6	5+	*Anti-helicopter*
1000lb bombs	6"/15CM	ARTILLERY		4	2+	
Optional Cluster bombs	6"/15CM	SALVO		1	5+	
Optional Napalm bombs	6"/15CM	ARTILLERY		1	Auto	*Napalm Bomb, One Shot*
Optional Twin minigun MG	6"/15CM	-	5	2	6	

US ARMY
SKYHAWK AIR SUPPORT FLIGHT

SKYHAWK AIR SUPPORT FLIGHT

4x A-4 Skyhawk	**12 POINTS**	
2x A-4 Skyhawk	**6 POINTS**	

OPTIONS
- Arm all A-4 Skyhawk aircraft with Cluster Bombs for +1 point each.
- Arm all A-4 Skyhawk aircraft with Napalm bombs for +1 point each.

Fast A-4E Skyhawk jets delivered a payload of explosives on top of the enemy with pinpoint accuracy and then vanished before they knew what hit them.

• STRIKE AIRCRAFT UNIT • FAST JET •

COURAGE 3+	SKILL 3+
MORALE 3+	

IS HIT ON	AIRCRAFT SAVE
4+	**5+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
UNLIMITED				AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
20mm Mk 12 gun	8"/20CM	-	2	6	5+	*Anti-helicopter*
1000lb bombs	6"/15CM	ARTILLERY		4	2+	
Optional Cluster bombs	6"/15CM	SALVO		1	5+	
Optional Napalm bombs	6"/15CM	ARTILLERY		1	Auto	*Napalm Bomb, One Shot*

SPECIAL FORCES PATROL

SPECIAL FORCES PATROL

6x M16 team with M72 LAW anti-tank	
2x UH-1 Huey [VU038]	**12 POINTS**
6x M16 team with M72 LAW anti-tank	**10 POINTS**
3x M16 team with M72 LAW anti-tank	
1x UH-1 Huey [VU038]	**6 POINTS**
3x M16 team with M72 LAW anti-tank	**5 POINTS**
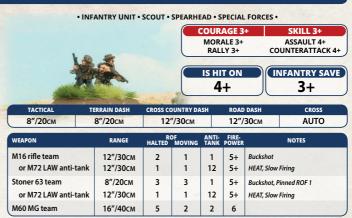
OPTIONS
- Replace all M16 rifle team with Stoner 63 team at no cost.
- Replace up to two M16 rifle teams or Stoner 63 teams with M60 MG teams at no cost.

• INFANTRY UNIT • SCOUT • SPEARHEAD • SPECIAL FORCES •

COURAGE 3+	SKILL 3+
MORALE 3+ RALLY 3+	ASSAULT 4+ COUNTERATTACK 4+

IS HIT ON	INFANTRY SAVE
4+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
M16 rifle team	12"/30CM	2	1	1	5+	*Buckshot*
or M72 LAW anti-tank	12"/30CM	1	1	12	5+	*HEAT, Slow Firing*
Stoner 63 team	8"/20CM	3	3	1	5+	*Buckshot, Pinned ROF 1*
or M72 LAW anti-tank	12"/30CM	1	1	12	5+	*HEAT, Slow Firing*
M60 MG team	16"/40CM	5	2	2	6	

NAVY SEALS

To their opponents, the Navy SEALs (**Se**a, **A**ir, and **L**and) were known as the "Men with Green Faces", owing to their camouflage face paint. They come silently at night to steal away political leaders, collect intel, destroy supplies, and then disappear.

SEALs usually patrolled on their own, but they did sometimes work with larger forces for major operations. Typical patrols were seven men and a South Vietnamese interpreter, but the full platoon could be deployed if a big mission came up.

FORCE RECON

The USMC used Force Recon companies to gain the deep tactical information needed for their operations. Initially each division had its own company that worked with the Reconnaissance Battalion, but were consolidated under MAC III command in 1969 to better act on the intel they gathered in the field. The typical company had around 145-156 men, running patrols of 5-10 men.

RANGER LRRPS

Like the navy, the US Army saw the need for special reconnaissance missions and formed long-range reconnaissance patrols, or LRRPs (pronounced "lurp"). These were initially organized from within the divisions, but in 1969 the LRRPs were placed under the 75th Ranger Regiment.

The eight-man LRRP deployed far behind enemy lines to scope out enemy bunker systems, discover intel, and other vital reconnaissance tasks. Sometimes these missions meant contact with the enemy and extraction could easily escalate into a major battle.

US ARMY
C&C OP HELICOPTER

C&C OP HELICOPTER

1x UH-1 Huey

1 POINT

You must field a:

- *81mm Mortar Firebase,*
- *4.2 inch Mortar Firebase,*
- *M108 Artillery Battery,*
- *M109 Artillery Battery,*
- *M101 Artillery Firebase, or*
- *M114 Artillery Firebase,*

before you may field a C&C OP Helicopter

• INDEPENDENT • OBSERVER •

COURAGE 4+	SKILL 3+
MORALE 4+	

IS HIT ON	AIRCRAFT SAVE
4+	5+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
UNLIMITED				AUTO

Each battalion commander had their own specially equipped Command & Control helicopter so that they could monitor the battle from above. However, in practice it was difficul to see what was actually going on. Instead the 'Charlie Bird', or Command helicopter, used its significan radio equipment to help control artillery and air support missions.

US ARMY
M101 105MM FIREBASE

M101 105MM FIREBASE

6x M101 105mm	**20 POINTS**
3x M101 105mm	**10 POINTS**
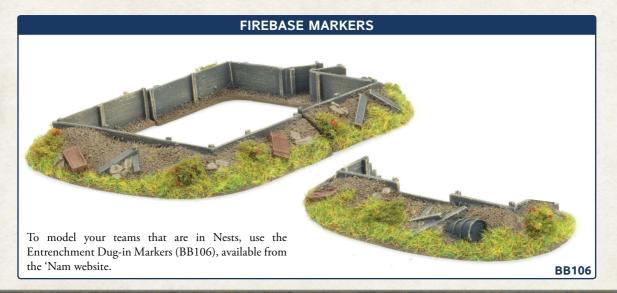
OPTIONS
- Arm all guns with Firecracker Ammo for +1 point each.

The M101 is nothing more than the good old WWII-era 105mm howitzer given a new name. It still looks the same and does the same job—dropping plenty of shells on whoever the infantry tell them to. The M114 is another old-timer.

• GUN UNIT • FIREBASE • NEST •

COURAGE 4+	SKILL 4+
MORALE 4+	ASSAULT 4+
RALLY 4+	COUNTERATTACK 4+

IS HIT ON	INFANTRY SAVE
4+	3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M101 105mm howitzer	72"/180cm	ARTILLERY		3	3+	*Smoke Bombardment*
or Direct Fire	24"/60cm	1	1	9	2+	*Brutal, Slow Firing, Smoke*
or Beehive	8"/20cm	5	5	1	6	*Beehive*
or Optional Firecracker Ammo	72"/180cm	SALVO		1	6	

FIREBASE MARKERS

To model your teams that are in Nests, use the Entrenchment Dug-in Markers (BB106), available from the 'Nam website.

BB106

M114 155MM FIREBASE

• GUN UNIT • FIREBASE • NEST •

M114 155MM FIREBASE

6x M114 155mm	**28 POINTS**
3x M114 155mm	**14 POINTS**

OPTIONS
- Arm all guns with Firecracker Ammo for +1 point each.

COURAGE 4+	SKILL 4+
MORALE 4+ RALLY 4+	ASSAULT 4+ COUNTERATTACK 4+

IS HIT ON	INFANTRY SAVE
4+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
M114 155mm howitzer	88"/280cm	ARTILLERY		3	2+	Smoke Bombardment
or Direct Fire	16"/40cm	1	-	12	AUTO	Brutal, Smoke
or Beehive	8"/20cm	5	5	1	6	Beehive
or Optional Firecracker Ammo	88"/280cm	SALVO		1	6	

M108 ARTILLERY BATTERY

• TANK UNIT •

M108 ARTILLERY BATTERY

6x M108 (105mm)	**12 POINTS**
3x M108 (105mm)	**6 POINTS**

The M108 (105mm) and M109 (155mm) are the latest self-propelled artillery pieces in the US Army. Initially the lighter M108 was preferred for its ability to carry more ammunition and the relative ease of resupply. Later they were phased out in favour of the more effecti e M109, as the supply problems were reduced when operating from fi e support bases.

COURAGE 4+	SKILL 4+
MORALE 4+ REMOUNT 4+	ASSAULT 5+ COUNTERATTACK 5+

IS HIT ON 4+		
FRONT	SIDE	TOP
2	2	1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	16"/40cm	24"/60cm	28"/70cm	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
M103 105mm howitzer	80"/200cm	ARTILLERY		3	3+	Smoke Bombardment
or Direct Fire	28"/70cm	1	1	10	2+	Brutal, Slow Firing, Smoke
or Beehive	8"/20cm	5	5	1	6	Beehive
.50 cal AA MG	20"/50cm	3	2	4	5+	

M109 ARTILLERY BATTERY

• TANK UNIT •

M109 ARTILLERY BATTERY

6x M109 (155mm)	**14 POINTS**
3x M109 (155mm)	**7 POINTS**

COURAGE 4+	SKILL 4+
MORALE 4+ REMOUNT 4+	ASSAULT 5+ COUNTERATTACK 5+

IS HIT ON 4+		
FRONT	SIDE	TOP
2	2	1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	16"/40cm	24"/60cm	28"/70cm	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
M126 155mm howitzer	88"/220cm	ARTILLERY		3	2+	Smoke Bombardment
or Direct Fire	16"/40cm	1	1	12	Auto	Brutal, Slow Firing, Smoke
or Beehive	8"/20cm	5	5	1	6	Beehive
.50 cal AA MG	20"/50cm	3	2	4	5+	

SOUTH VIETNAM'S RAID INTO LAOS

After defeating the Tet Offensive, the US Army believed that the war was almost won. The policy of Vietnamisation —handing the war back to the South Vietnamese forces — followed when political pressure mounted for the Free World forces to withdraw. The first big test of this policy was Operation Lam Sơn, a large-scale raid into Laos to destroy the Nationalist supply base at Tchepone on the Hồ Chí Minh Trail. This was to be an entirely Vietnamese operation (aside from US air support). Unfortunately, the Nationalists were ready and waiting, and the unfolding battle turned into a hard-fought slugging match.

To the Vietnamese, the village of *Lam Sơn* is renowned as the birth place of *Lê Lợi*, the Fifteenth Century hero that freed their country from Chinese domination for the fourth and last time. It is no surprise then, that the Army of the Republic of Vietnam (ARVN) named many of its operations *Lam Sơn*.
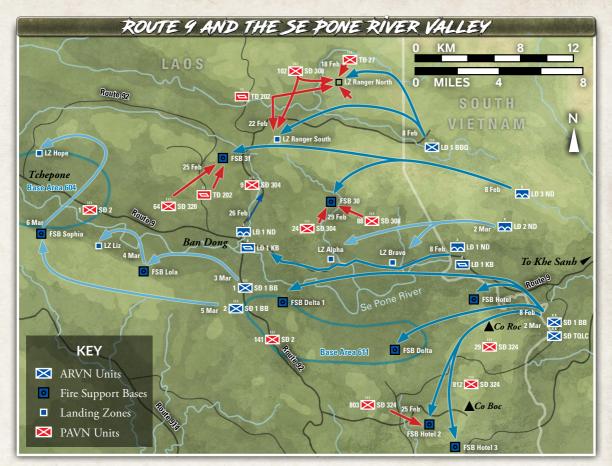
Chiến dịch Lam Sơn 719 (Operation Lam Son 719) in February 1971 was intended to punch up Route 9 (hence 719) from *Khe San* to Tchepone (or Sepon) in Laos, the main hub for the *Hồ Chí Minh* Trail. Once the attacking force reached Tchepone, they were to destroy the Nationalist Base Area 604 and the supplies stockpiled there. The *Hồ Chí Minh* Trail was a series of roads and trails that formed the main supply route from the northern People's Republic of Vietnam to the Nationalist troops fighting in the south. For most of its length, the *Hồ Chí Minh* Trail ran through Laos and Cambodia, bypassing the heavily defended DMZ (Demilitarized Zone) and gaining protection from Free World forces who were reluctant to expand the fightin across the border.

Lam Sơn 719 was to be the first big test of 'Vietnamisation', the US handing back the conduct of the war to the ARVN. The years 1969 and 1970 saw a massive rearmament of the ARVN and the Vietnam Air Force with modern equipment and a drive to bring their units up to strength. At the same time, an extensive training programme tried to improve the average standard of performance. As part of the Vietnamisation policy, not a single US soldier (not counting shot-down aviators) would set foot on Laotian soil in *Lam*

Sơn 719, although the Vietnamese would receive significan American fi ed-wing and helicopter air support.

This didn't mean the US Army was completely sidelined. Th first stage of the plan was for the US 5th Infantry Division to reopen Route 9 as far as the Laotian border in Operation Dewey Canyon II, beginning on 30 January. The combat base at *Khe Sanh* was reoccupied after being abandoned three years earlier following a siege during the Tet Offensi e. Once a new airstrip had been built, it became for a short while, the busiest helicopter landing zone in the world, with hundreds of helicopters based there or transiting through.

Once the road to the border was reopened, it was time for the Vietnamese to take over. The operation kicked off on 8 February, 1971, with a mixed cavalry and airborne force of *Lữ đoàn 1 Kỵ binh* (*LĐ 1 KB*, 1st Cavalry Brigade) and *Lữ đoàn 1 Nhảy dù* (*LĐ 1 ND*, 1st Airborne Brigade, literally 'Skydiver' or Parachute Brigade') pushing up Route 9. At the same time, an air armada of 64 scout helicopters, 177 gunships, and 418 transport helicopters under the command of the American 101st Airborne Division began flying ARVN troops into Laos. Two special forces (ranger) battalions landed on Landing Zones (LZ) Ranger North and Ranger South, while *LĐ 3 ND*, 3rd Airborne Brigade, set up Fire Support Base (FSB) 30 and FSB 31 covering the advance from the north. The southern flank was covered by two regiments (each with four rather than the usual three battalions) of the elite *Sư đoàn 1 Bộ binh* (*SĐ 1 BB*, 1st Infantry Division) landing on FSB Delta, FSB Delta I, FSB Hotel, FSB Hotel II, and FSB Hotel III. The Fire Support Bases

Map labels: LAOS · SOUTH VIETNAM · 18 Feb · TĐ 27 · 102 SĐ 308 · LZ Ranger North · TĐ 202 · 22 Feb · LZ Ranger South · 8 Feb · LĐ 1 BĐQ · LZ Hope · 25 Feb · FSB 31 · Tchepone Base Area 604 · 9 SĐ 304 · TĐ 202 · 8 Feb · LĐ 3 ND · 64 SĐ 320 · FSB 30 · 1 SĐ 2 · Route 9 · 29 Feb · 88 SĐ 308 · 8 Feb · LĐ 2 ND · 6 Mar · 26 Feb · 24 SĐ 304 · 2 Mar · FSB Sophia · LĐ 1 ND · LZ Liz · LĐ 1 KB · LZ Alpha · LZ Bravo · 8 Feb · LĐ 1 ND · To Khe Sanh · Ban Dong · 4 Mar · LĐ 1 KB · Route 9 · FSB Lola · 3 Mar · Se Pone River · FSB Hotel · 1 SĐ 1 BB · 8 Feb · Co Roc · 2 Mar · SĐ 1 BB · 5 Mar · 2 SĐ 1 BB · FSB Delta 1 · SĐ TQLC · 141 SĐ 2 · Base Area 611 · FSB Delta · 29 SĐ 324 · Route 92 · 812 SĐ 324 · 803 SĐ 324 · 25 Feb · Co Boc · FSB Hotel 2 · FSB Hotel 3 · Route 914

KEY
- ARVN Units
- Fire Support Bases
- Landing Zones
- PAVN Units

were all occupied by 11 February, despite frequent clashes with the enemy and heavy anti-aircraft fi e.

Problems began to show themselves almost immediately. Route 9 turned out to be a dirt track running along the steep-sided valley of the *Se Pone* River. The areas where the tanks could manoeuvre off the road turned out to be dense jungle or tall grass (often tall enough to hide a tank) concealing numerous large bomb craters. Despite the difficulties, the cavalry had reached *Ban Dong* (also called *A Luoi*), 20 km (12 miles) into Laos and halfway to Tchepone on 10 February. At this point, the ARVN forces halted their advance, patrolling their areas and conducting helicopter assaults, seeking out Nationalist forces. Numerous clashes, some quite large, took place over the following days.

A bigger problem was the ARVN commanders' inexperience in running operations of this size, the distance between the battlefield and the commanders fighting the battle from their rear headquarters, and the factionalism that made unified cont ol of the operation almost impossible.

The Nationalists had not been surprised by the attack, beginning planning to counter it as early as October 1970, four months earlier. The *Hô Chí Minh* Trail was well protected by anti-aircraft weapons of all calibres, and these had been quickly moved to surround the ARVN bases. Massed anti-aircraft fi e soon isolated the ARVN positions, making helicopter

resupply very costly, and seriously limiting ARVN mobility and limiting their ability to reconnoitre further afield

Meanwhile, the Nationalist 70B Corps, with three divisions, 304, 308, and 320, in the area, supported by the 2nd Division occupying Tchepone and later the 324B Division, prepared its counterattacks. Soon after they were occupied, heavy artillery fi e from long-range M46 130mm guns and rockets began to pound Ranger North and South. Then on 18 February, 102nd Regiment of the North Vietnamese 308th Division, supported by tanks from the 202nd Armoured Regiment, assaulted Ranger North, capturing it two days later with just 200 rangers out of more than 400 reaching Ranger South, nearly half of them wounded. The e the rangers held out until 24 February before the survivors were ordered to break out to FSB 30.

The Nationalists turned their attention to FSB 31 on 25 February. FSB 31 had been under pressure for some time, but that afternoon a massed artillery bombardment turned into a massed infantry attack by 64th Regiment of the 320th Division, supported by a battalion of 20 tanks. Th fi e base was overrun in 40 minutes for the loss of eleven tanks. The Airborne Division lost 155 men, including the commanders of its 3rd Brigade and 3rd Battalion, along with a battery of 105mm guns. *TĐ 17 KB* (the 17th Cavalry Regiment) and *TĐ 8 ND (*8th Airborne Battalion) launched

ARVN Forces in Operation Lam Sơn 719

The Army of the Republic of Vietnam was riven with factions and empire-building, making coordinated operations difficult For Operation Lam S n 719 the high command gathered their best units: the elite 1st Infantry Division, the 1st Cavalry Brigade, the Airborne Division, and the Navy's Marine Division, along with the 1st Special Forces (Ranger) Group.

Unfortunately the commanders of the Airborne and Marine Divisions outranked the army office in overall command of the operation and pretty much did as they pleased — the commander of the Marine Division never even attended the overall commander's briefings

SƯ ĐOÀN 1 BỘ BINH (SĐ 1 BB) 1ST INFANTRY DIVISION

Trung đoàn 1 Bộ binh (TĐ 1 BB)
1st Infantry Regiment
1st, 2nd, 3rd, and 4th Battalions

Trung đoàn 2 Bộ binh (TĐ 2 BB)
2nd Infantry Regiment
1st, 2nd, 3rd, and 4th Battalions

Trung đoàn 3 Bộ binh (TĐ 3 BB)
3rd Infantry Regiment
1st, 2nd, 3rd, and 4th Battalions

Divisional Support
10th, 11th, 12th, 13th Artillery Bn 7th Cavalry Squadron (22 M113 APC)

SƯ ĐOÀN NHẢY DÙ (SĐ ND) AIRBORNE DIVISION

Lữ đoàn 1 Nhảy dù (LĐ 1 ND)
1st Airborne Brigade
1st, 8th, and 9th Battalions, 1/101st Airborne Artillery Bn

Lữ đoàn 2 Nhảy dù (LĐ 2 ND)
2nd Airborne Brigade
5th, 7th, and 11th Battalions, 2/101st Airborne Artillery Bn

Lữ đoàn 3 Nhảy dù (LĐ 3 ND)
3rd Airborne Brigade
2nd, 3rd, and 6th Battalions, 3/101st Airborne Artillery Bn

SƯ ĐOÀN THỦY QUÂN LỤC CHIẾN (SĐ TQLC) MARINE DIVISION

Lữ đoàn 147 TQLC (LĐ 147 TQLC)
147th Marine Brigade
1st, 4th, and 7th Battalions, 1st Marine Artillery Battalion

Lữ đoàn 258 TQLC (LĐ 258 TQLC)
258th Marine Brigade
2nd, 5th, and 8th Battalions, 2nd Marine Artillery Battalion

Lữ đoàn 369 TQLC (LĐ 369 TQLC)
369th Marine Brigade
3rd, 6th, and 9th Battalions, 3rd Marine Artillery Battalion

LỮ ĐOÀN 1 KỴ BINH (LĐ 1 KB) 1ST CAVALRY BRIGADE

Th ết đoàn 11 và 17 Kỵ binh (TĐ 11 và 17 KB)
11th and 17th Cavalry Regiments
(18 M41A3 Walker Bulldog 52 M113 APC each)

LIÊN ĐOÀN 1 BIỆT ĐỘNG QUÂN (LĐ 1 BĐQ) 1ST SPECIAL FORCES GROUP

Tiểu đoàn 21, 37 và 39 BĐQ
21st, 37th, and 39th Special Forces Battalions

an attack to rescue the survivors, retrieving them by 1 March after three pitched battles costing over 200 casualties, three M41 tanks, and 25 M113 APCs. They claimed 17 PT-76 and six T-34 tanks (or possibly T-54, their recognition guides didn't include the newer tank) in return.

South of Route 9 things were also falling apart. On 27 February, FSB Hotel II manned by *SĐ 1 BB* (1st Infantry Division) was under heavy artillery bombardment and ordered abandoned, with the artillery battery there blown up rather than attempting to extract it by helicopter. Four days later, constant bombardment of *TĐ 2 ND* (2nd Airborne Battalion) at FSB 30 suddenly escalated into another combined-arms attack. *TĐ 2 ND* was ordered to abandon the fi e

base, leaving behind six 105mm and six 155mm artillery pieces. At the same time the force at *Ban Dong* came under heavy attack, losing another 100 men and 10 vehicles.

Nearly a month into the operation, the ARVN forces were no closer than they had been a week into the fight, and had suffe ed heavy losses. The options were to retreat, or find a way to restart the advance. The President chose to throw more forces into the fight and attack again. The Marine brigades were pulled together to form *Sư Đoàn Thủy Quân Lục Chiến* (*SĐ TQLC*, the Marine Division), and sent in to relieve *SĐ 1 BB* (1st Infantry Division) starting on 2 March. The infantry, ranger, and airborne troops prepared for a renewed advance. Meanwhile, *SĐ ND* (the Airborne Division) occupied FSB Alpha and Bravo.

On 3 March, *TĐ 1 BB* (1st Infantry Regiment) occupied FSB Lola, 13 km (8 miles) south east of the original objective of Tchepone. Anti-aircraft fi e was so heavy that the landing was called off twice to allow the preparatory bombardment to continue. By the time the regiment was on the ground, 55 helicopters were shot down or badly damaged. The following day part of the regiment opened LZ Liz, six km (4 miles) closer, taking less enemy fi e this time.

A day later *TĐ 2 BB* (2nd Infantry Regiment), newly arrived from the DMZ, assaulted into FSB Sophia, 5 km (3 miles) southwest of Tchepone. The next day, 6 March, 120 US helicopters took off for the assault on Tchepone itself. *TĐ 2 BB* (2nd Infantry Regiment) landed on LZ Hope around midday, finding the town abandoned. The defenders had left, leaving behind 1000 tonnes of rice and various weapons previously damaged by air strikes.

By 8 March, the ARVN command had decided to terminate the operation on a successful note. The major supply depots and transit routes lay further west, but the evaluation at the time was that taking them would be too costly, putting the Republic of Vietnam's three elite divisions at risk of destruction if the Nationalists reinforced 70B Corps with further divisions and cut them off f om the Vietnamese border.

On 11 March, the withdrawal began with FSB Lola evacuated on 14 March, at the cost of the entire 4th Battalion, surrounded and destroyed on 17 March while fighting its way out on foot after providing a rearguard for the rest of the regiment. The Nationalist counteroffensi e picked up as the ARVN forces withdrew. *Khe Sanh* and other bases in Vietnam came under increasing artillery and infantry attack, while pressure on the fi e bases in Laos increased.

In response, the ARVN withdrawal was sped up. On 19 March, *Ban Dong* was abandoned, and the cavalry set off back down Route 9. Two days later, just 5 km (3 miles) from the Vietnamese border, the surviving cavalry units left Route 9 which they believed to be blocked with mines and destroyed vehicles, seeking a bypass through the jungle. The withdrawal turned into a rout at the crossing of the Sepon River, and 98 armoured vehicles, including 22 M41 tanks were left behind. The last fi e bases were evacuated on 24 March.

THE HO CHÍ MINH TRAIL
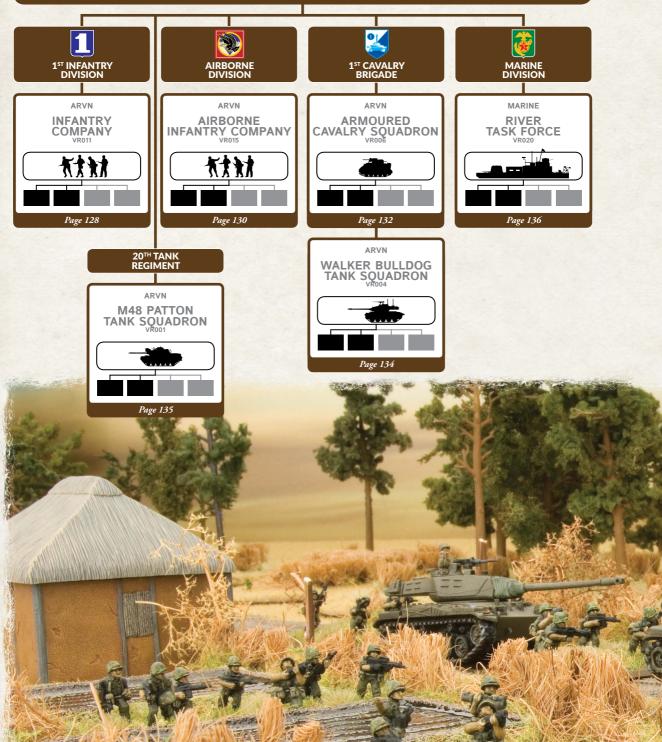
Operation *Lam Sơn 719* was finally over. The cost to both sides had been high. The ARVN casualties were over 7500, nearly 45% of the troops involved, including four battalions totally destroyed, and almost all of the tanks and armoured personnel carriers involved in the operation. The three elite ARVN divisions had been gutted in the fighting, and would need time to rest and rebuild. Nationalist casualties were estimated to be much higher, but remain unknown. The real cost to the Republic of Vietnam though, was less obvious, but ultimately more damaging. The press reported the operation as a blunder and a disaster, damaging the Republic's credibility, and leading to the cessation of US support and the fall of South Vietnam.

1ST INFANTRY DIVISION

ARVN
INFANTRY COMPANY
VR011

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AIRBORNE DIVISION

ARVN
AIRBORNE INFANTRY COMPANY
VR015

Page 130

1ST CAVALRY BRIGADE

ARVN
ARMOURED CAVALRY SQUADRON
VR006

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MARINE DIVISION

MARINE
RIVER TASK FORCE
VR020

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20TH TANK REGIMENT

ARVN
M48 PATTON TANK SQUADRON
VR001

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ARVN
WALKER BULLDOG TANK SQUADRON
VR004

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ARVN SUPPORT

HELICOPTER SUPPORT

ARVN
UH-1 HUEY TRANSPORT GROUP
PG140—VR029

ARVN
MEDEVAC HELICOPTER
PG139—VR031

ARTILLERY SUPPORT BATTERIES

ARVN
M101 105MM FIREBASE
PG140—VR027

OR

ARVN
M114 155MM FIREBASE
PG141—VR028

AIR SUPPORT

ARVN
SKYRAIDER AIR SUPPORT FLIGHT
PG141—VR030

OR

US ARMY
SKYRAIDER AIR SUPPORT FLIGHT
PG118—VR030

ATTACHED US SUPPORT

US ARMY
M101 105MM FIREBASE
PG120—VU057

OR

US ARMY
M114 155MM FIREBASE
PG121—VU056

OR

US ARMY
M108 ARTILLERY BATTERY
PG121—VU055

OR

US ARMY
M109 ARTILLERY BATTERY
PG121—VU058

US ARMY
C&C OP HELICOPTER
PG120—VU038

FORMATION SUPPORT

ARVN
ARVN SUPPORT PLATOON

INTER-ALLIED SUPPORT

US ARMY
AMERICAN SUPPORT PLATOON

OR

ANZAC
ANZAC SUPPORT PLATOON

US ARMY
GUNSHIP AEROWEAPONS PLATOON
PG83—VU002

ARVN
INFANTRY COMPANY

• INFANTRY FORMATION •

ARVN
INFANTRY COMPANY HQ
VR011

2x M16 rifle team — **1 POINT**

COURAGE 5+		SKILL 4+	
MORALE 4+		ASSAULT 4+	
RALLY 5+		COUNTERATTACK 4+	

IS HIT ON	INFANTRY SAVE
3+	3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20cm	8"/20cm	12"/30cm	12"/30cm	AUTO

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
M16 rifle team	12"/30cm	2	1	1	6	

ARVN
INFANTRY PLATOON
PG129—VR012

ARVN
INFANTRY PLATOON
PG129—VR012

ARVN
INFANTRY ANTI-TANK PLATOON
PG128—VR013

ARVN
INFANTRY MORTAR FIREBASE
PG129—VR014

ARVN
INFANTRY PLATOON
PG129—VR012

ARVN
MEDIC TEAM
PG140—VR032

ARVN
INFANTRY ANTI-TANK PLATOON

INFANTRY ANTI-TANK PLATOON

4x 57mm recoilless guns — **2 POINTS**

While originally conceived as an anti-tank weapon, the light-weight M18 57mm recoilless gun is more useful as a light infantry gun. Light enough to be carried by its crew, the M18 can be carried into the densest jungle or across flooded paddy fields, ready to knock out dug-in VC machine-gun teams and bunkers.

• INFANTRY UNIT • HEAVY WEAPON •

COURAGE 5+		SKILL 5+	
MORALE 4+		ASSAULT 5+	
RALLY 5+		COUNTERATTACK 4+	

IS HIT ON	INFANTRY SAVE
3+	3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
4"/10cm	4"/10cm	6"/15cm	8"/20cm	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
57mm recoilless gun	20"/50cm	2	1	7	4+	*HEAT, Recoilless*

ARVN
INFANTRY PLATOON

INFANTRY PLATOON

7x	M16 team with M72 LAW anti-tank	**3 POINTS**
5x	M16 team with M72 LAW anti-tank	**2 POINTS**

OPTIONS
- Add up to 1 Super Bazooka anti-tank team for +1 point.
- Add up to 1 M60 MG team for +1 point.
- Add up to 1 60mm mortar for +1 point.
- Add up to 1 M48 Patton tank [VR003] for +4 points.

• INFANTRY UNIT •

COURAGE 5+	SKILL 5+
MORALE 4+	ASSAULT 4+
RALLY 5+	COUNTERATTACK 4+

IS HIT ON	INFANTRY SAVE
3+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
M16 rifle team	12"/30CM	2	1	1	5+	*Buckshot*
or M72 LAW anti-tank	12"/30CM	1	1	12	5+	*HEAT, Slow Firing*
Super Bazooka	8"/20CM	1	1	14	4+	*Assault 5+, HEAT, Slow Firing*
M60 MG team	16"/40CM	5	2	2	6	*Assault 5+*
60mm mortar	24"/60CM	2	1	1	4+	*Assault 5+, Heavy Weapon, Overhead Fire*

M48 PATTON
TANK ATTACHMENT—ARVN

• TANK ATTACHMENT •

COURAGE 5+	SKILL 5+
MORALE 4+	ASSAULT 4+
REMOUNT 5+	COUNTERATTACK 4+

IS HIT ON 3+		
FRONT	SIDE	TOP
13	8	2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	2+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
M41 90mm gun	40"/100CM	2	1	16	3+	*Accurate*
or Beehive	8"/20CM	5	5	1	6	*Beehive*
.50 cal AA MG	20"/50CM	3	2	4	5+	
MG	16"/40CM	1	1	2	6	

ARVN
INFANTRY MORTAR FIREBASE
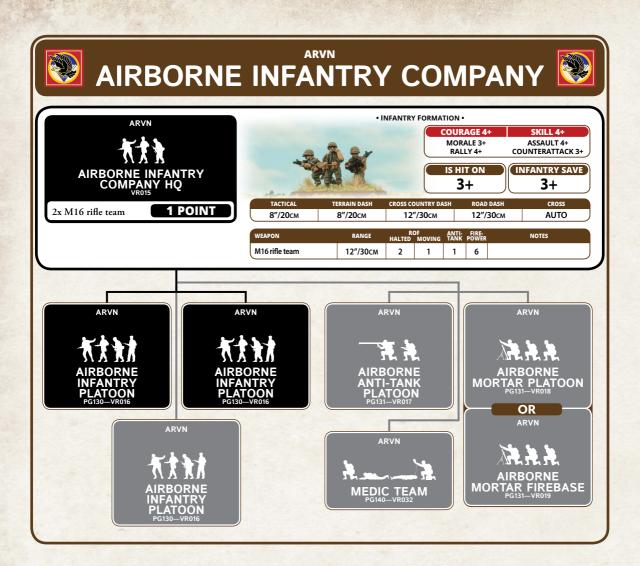
INFANTRY MORTAR FIREBASE

4x	81mm mortar	**5 POINTS**

The battalion's mortar platoon is its own artillery. Many times the quick response of the mortars has been the only thing to save the infantry from being overrun.

• INFANTRY UNIT • FIREBASE • NEST •

COURAGE 5+	SKILL 5+
MORALE 4+	ASSAULT 4+
RALLY 5+	COUNTERATTACK 4+

IS HIT ON	INFANTRY SAVE
3+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
81mm mortar	56"/140CM	ARTILLERY		1	4+	*Smoke Bombardment*

ARVN
AIRBORNE INFANTRY COMPANY

ARVN
AIRBORNE INFANTRY COMPANY HQ
VR015

2x M16 rifle team | **1 POINT**

• INFANTRY FORMATION •

COURAGE 4+	SKILL 4+
MORALE 3+	ASSAULT 4+
RALLY 4+	COUNTERATTACK 3+

IS HIT ON	INFANTRY SAVE
3+	3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
M16 rifle team	12"/30CM	2	1	1	6	

ARVN
AIRBORNE INFANTRY PLATOON
PG130—VR016

ARVN
AIRBORNE INFANTRY PLATOON
PG130—VR016

ARVN
AIRBORNE INFANTRY PLATOON
PG130—VR016

ARVN
AIRBORNE ANTI-TANK PLATOON
PG131—VR017

ARVN
AIRBORNE MORTAR PLATOON
PG131—VR018

OR

ARVN
AIRBORNE MORTAR FIREBASE
PG131—VR019

ARVN
MEDIC TEAM
PG140—VR032

ARVN
AIRBORNE INFANTRY PLATOON

AIRBORNE INFANTRY PLATOON
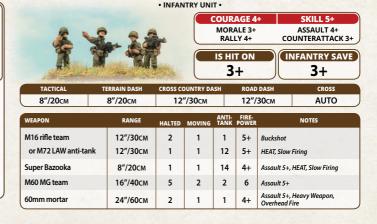
7x M16 team with M72 LAW anti-tank | **5 POINTS**

5x M16 team with M72 LAW anti-tank | **3 POINTS**

OPTIONS
- Add up to 1 Super Bazooka anti-tank team for +1 point.
- Add up to 1 M60 MG team for +1 point.
- Add up to 1 60mm mortar for +1 point.
- Add up to 1 M48 Patton [VR003] for +4 points.

• INFANTRY UNIT •

COURAGE 4+	SKILL 5+
MORALE 3+	ASSAULT 4+
RALLY 4+	COUNTERATTACK 3+

IS HIT ON	INFANTRY SAVE
3+	3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M16 rifle team	12"/30CM	2	1	1	5+	*Buckshot*
or M72 LAW anti-tank	12"/30CM	1	1	12	5+	*HEAT, Slow Firing*
Super Bazooka	8"/20CM	1	1	14	4+	*Assault 5+, HEAT, Slow Firing*
M60 MG team	16"/40CM	5	2	2	6	*Assault 5+*
60mm mortar	24"/60CM	2	1	1	4+	*Assault 5+, Heavy Weapon, Overhead Fire*

AIRBORNE ANTI-TANK PLATOON

4x 57mm recoilless guns | **3 POINTS**

The 57mm recoilless gun first saw combat in World War II with the US 17th Airborne Division. Its light build and high mobility made it a good weapon for airborne operations.

• INFANTRY UNIT • HEAVY WEAPON •

COURAGE 4+	SKILL 5+
MORALE 3+	ASSAULT 5+
RALLY 4+	COUNTERATTACK 3+

IS HIT ON	INFANTRY SAVE
3+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
4"/10CM	4"/10CM	6"/15CM	8"/20CM	AUTO

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
57mm recoilless gun	20"/50CM	2	1	7	4+	*HEAT, Recoilless*

AIRBORNE MORTAR PLATOON

4x 81mm mortar | **3 POINTS**
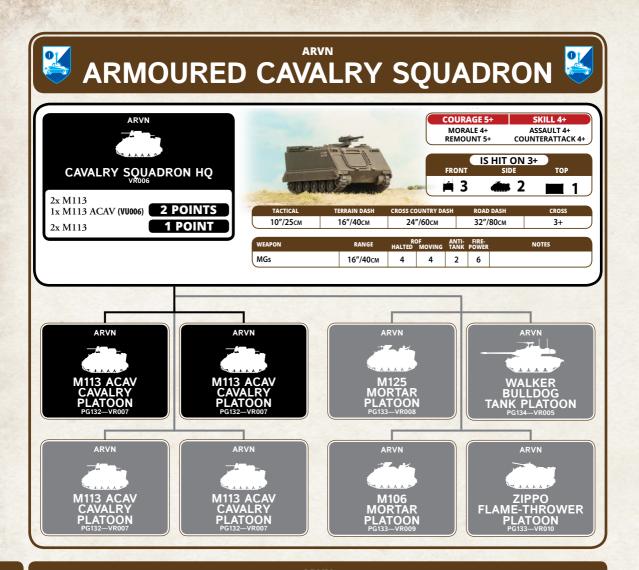
Mortars are a welcome support option for fiel commanders because they are readily called upon, fast to set up, and easily displaced if needed. For airborne commanders, they have one more important quality, in that they can easily be transported and dropped with the troops for instant artillery support.

• INFANTRY UNIT • HEAVY WEAPON •

COURAGE 4+	SKILL 5+
MORALE 3+	ASSAULT 5+
RALLY 4+	COUNTERATTACK 3+

IS HIT ON	INFANTRY SAVE
3+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
4"/10CM	4"/10CM	6"/15CM	8"/20CM	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
81mm mortar	56"/140CM	ARTILLERY		1	4+	*Smoke Bombardment*

AIRBORNE MORTAR FIREBASE

4x 81mm mortar | **7 POINTS**

• INFANTRY UNIT • FIREBASE • NEST •

COURAGE 4+	SKILL 5+
MORALE 3+	ASSAULT 4+
RALLY 4+	COUNTERATTACK 3+

IS HIT ON	INFANTRY SAVE
3+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
81mm mortar	56"/140CM	ARTILLERY		1	4+	*Smoke Bombardment*

ARMOURED CAVALRY SQUADRON

ARVN
CAVALRY SQUADRON HQ
VR006

2x M113
1x M113 ACAV (VU006) **2 POINTS**
2x M113 **1 POINT**

	COURAGE 5+	SKILL 4+
	MORALE 4+	ASSAULT 4+
	REMOUNT 5+	COUNTERATTACK 4+

IS HIT ON 3+

FRONT	SIDE	TOP
3	2	1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	16"/40CM	24"/60CM	32"/80CM	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
MGs	16"/40CM	4	4	2	6	

ARVN
M113 ACAV CAVALRY PLATOON
PG132—VR007

ARVN
M113 ACAV CAVALRY PLATOON
PG132—VR007

ARVN
M125 MORTAR PLATOON
PG133—VR008

ARVN
WALKER BULLDOG TANK PLATOON
PG134—VR005

ARVN
M113 ACAV CAVALRY PLATOON
PG132—VR007

ARVN
M113 ACAV CAVALRY PLATOON
PG132—VR007

ARVN
M106 MORTAR PLATOON
PG133—VR009

ARVN
ZIPPO FLAME-THROWER PLATOON
PG133—VR010

ARVN
M113 ACAV CAVALRY PLATOON

M113 ACAV CAVALRY PLATOON

5x M113 ACAV **4 POINTS**
4x M113 ACAV **3 POINTS**
3x M113 ACAV **2 POINTS**

OPTIONS
• Replace MGs on up to one M113 ACAV with 106mm Recoilless Rifle for +1 point.

The cavalry started out organised like a US mechanised rifle company, but soon increased their platoons from three to five vehicles. This still left sufficient personnel for each M113 to have four riflemen for close-in protection against enemy attacks.

• TANK UNIT • AMPHIBIOUS •

	COURAGE 5+	SKILL 5+
	MORALE 4+	ASSAULT 4+
	REMOUNT 5+	COUNTERATTACK 4+

IS HIT ON 3+

FRONT	SIDE	TOP
3	2	0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	16"/40CM	24"/60CM	32"/80CM	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
.50 cal AA MG	20"/50CM	3	2	4	5+	
MGs	16"/40CM	2	2	2	6	
Optional 106mm Recoilless rifle	24"/60CM	1	1	17	2+	*Accurate, Brutal, Forward Firing, HEAT, Recoilless, Slow Firing*

M125 MORTAR PLATOON

M125 MORTAR PLATOON

3x M125 (81mm) — **3 POINTS**

The squadron's own 81mm mortars are an important part of its fi epower, allowing it to deal with opposition without waiting for external support.

• TANK UNIT • AMPHIBIOUS •

COURAGE 5+	SKILL 5+
MORALE 4+	ASSAULT 5+
REMOUNT 5+	COUNTERATTACK 5+

IS HIT ON 3+
FRONT	SIDE	TOP
3	2	0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	16"/40CM	24"/60CM	32"/80CM	3+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
81mm mortar	56"/140CM	ARTILLERY		1	4+	*Smoke Bombardment*
.50 cal AA MG	20"/50CM	3	2	4	5+	

M106 MORTAR PLATOON

M106 MORTAR PLATOON

4x M106 (4.2 inch) — **4 POINTS**
2x M106 (4.2 inch) — **2 POINTS**

The regiment's 4.2-inch mortars added extra weight against dug-in opposition. The mortars were mounted in their own M106 tracks to make sure it can keep pace with the cavalry.

• TANK UNIT • AMPHIBIOUS •

COURAGE 5+	SKILL 5+
MORALE 4+	ASSAULT 5+
REMOUNT 5+	COUNTERATTACK 5+

IS HIT ON 3+
FRONT	SIDE	TOP
3	2	0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	16"/40CM	24"/60CM	32"/80CM	3+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
4.2 inch mortar	48"/120CM	ARTILLERY		2	3+	*Smoke Bombardment*
.50 cal AA MG	20"/50CM	3	2	4	5+	

ZIPPO FLAME-THROWER PLATOON
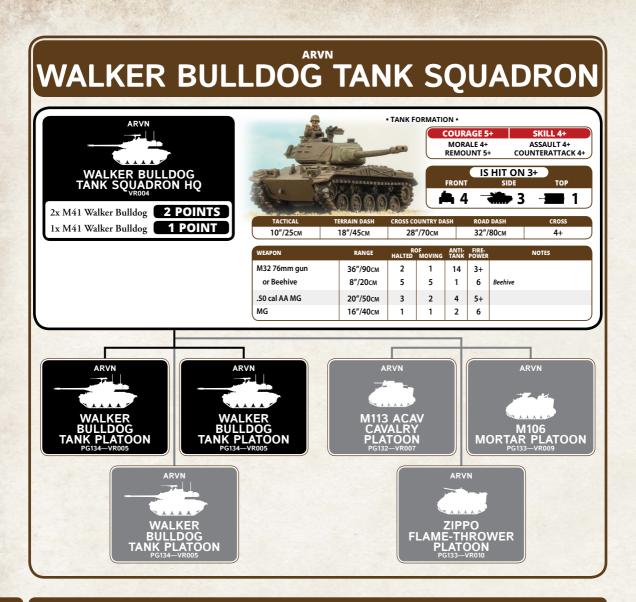
ZIPPO FLAME-THROWER PLATOON

3x Zippo flame-thrower — **2 POINTS**
2x Zippo flame-thrower — **1 POINT**

Zippos were essential for quickly clearing the under-brush and revealing enemy hideouts and caches.

• TANK UNIT • AMPHIBIOUS • FLAME TANK •

COURAGE 5+	SKILL 5+
MORALE 4+	ASSAULT 6
REMOUNT 5+	COUNTERATTACK 6

IS HIT ON 3+
FRONT	SIDE	TOP
3	2	1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	16"/40CM	24"/60CM	32"/80CM	3+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M10-8 flame-thrower	6"/15CM	4	4	2	Auto	*Flame-thrower*
MG	16"/40CM	3	3	2	6	

WALKER BULLDOG TANK SQUADRON

ARVN
WALKER BULLDOG TANK SQUADRON HQ
VR004

2x M41 Walker Bulldog	**2 POINTS**
1x M41 Walker Bulldog	**1 POINT**

• TANK FORMATION •

COURAGE 5+	SKILL 4+
MORALE 4+	ASSAULT 4+
REMOUNT 5+	COUNTERATTACK 4+

IS HIT ON 3+

FRONT	SIDE	TOP
4	3	1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	18"/45cm	28"/70cm	32"/80cm	4+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M32 76mm gun	36"/90cm	2	1	14	3+	
or Beehive	8"/20cm	5	5	1	6	*Beehive*
.50 cal AA MG	20"/50cm	3	2	4	5+	
MG	16"/40cm	1	1	2	6	

ARVN
WALKER BULLDOG TANK PLATOON
PG134—VR005

ARVN
WALKER BULLDOG TANK PLATOON
PG134—VR005

ARVN
M113 ACAV CAVALRY PLATOON
PG132—VR007

ARVN
M106 MORTAR PLATOON
PG133—VR009

ARVN
WALKER BULLDOG TANK PLATOON
PG134—VR005

ARVN
ZIPPO FLAME-THROWER PLATOON
PG133—VR010

VAR001
Page 219

WALKER BULLDOG TANK PLATOON

WALKER BULLDOG TANK PLATOON

5x M41 Walker Bulldog	**6 POINTS**
4x M41 Walker Bulldog	**5 POINTS**
3x M41 Walker Bulldog	**4 POINTS**

Given the Republic of Vietnam's limited technical capabilities, the American M41 Walker Bulldog light tank was well suited to the war in South Vietnam. They were armed and armoured well enough to deal with most Viet Cong forces, while being easy to maintain.

• TANK UNIT •

COURAGE 5+	SKILL 5+
MORALE 4+	ASSAULT 4+
REMOUNT 5+	COUNTERATTACK 4+

IS HIT ON 3+

FRONT	SIDE	TOP
4	3	1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	18"/45cm	28"/70cm	32"/80cm	4+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M32 76mm gun	36"/90cm	2	1	14	3+	
or Beehive	8"/20cm	5	5	1	6	*Beehive*
.50 cal AA MG	20"/50cm	3	2	4	5+	
MG	16"/40cm	1	1	2	6	

ARVN
M48 PATTON TANK SQUADRON

ARVN
M48 PATTON TANK SQUADRON HQ
VR001

2x M48 Patton	**8 POINTS**
1x M48 Patton	**4 POINTS**

• TANK FORMATION • INFRA-RED (IR) •

COURAGE 5+	SKILL 4+
MORALE 4+	ASSAULT 4+
REMOUNT 5+	COUNTERATTACK 4+

IS HIT ON 3+

FRONT	SIDE	TOP
13	8	2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	2+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
M41 90mm gun	40"/100CM	2	1	16	3+	*Accurate*
or Beehive	8"/20CM	5	5	1	6	*Beehive*
.50 cal AA MG	20"/50CM	3	2	4	5+	
MG	16"/40CM	1	1	2	6	

ARVN
M48 TANK PLATOON
PG135—VR002

ARVN
M48 TANK PLATOON
PG135—VR002

ARVN
INFANTRY PLATOON
PG129—VR012

ARVN
M48 TANK PLATOON
PG135—VR002

ARVN
M48 PATTON TANK PLATOON

M48 TANK PLATOON

5x M48 Patton	**20 POINTS**
4x M48 Patton	**16 POINTS**
3x M48 Patton	**12 POINTS**
2x M48 Patton	**8 POINTS**
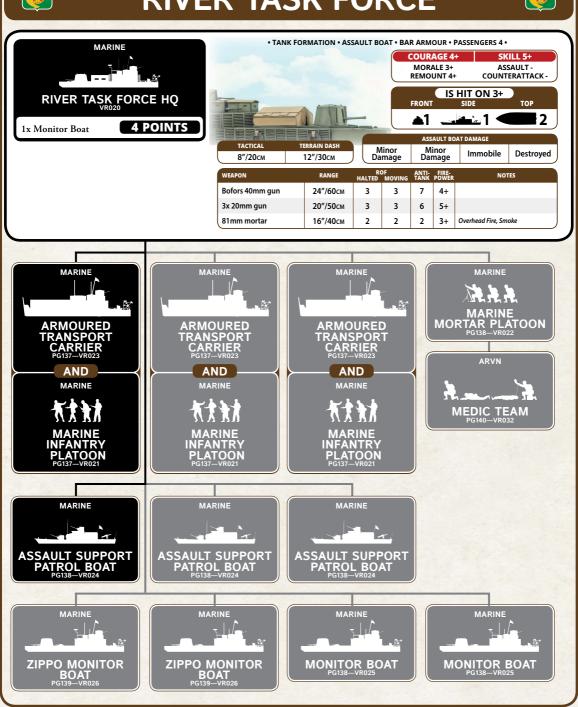
When the US forces began to withdraw from Vietnam MACV transferred over a large number of M48 Patton tanks to the ARVN. They were organized into battalions to supplement their lighter M41 tanks. They saw action during the NVA's 1972 Easter Offensi e where the Pattons frequently engaged T-55 and PT-76 tanks.

• TANK UNIT • INFRA-RED (IR) •

COURAGE 5+	SKILL 5+
MORALE 4+	ASSAULT 4+
REMOUNT 5+	COUNTERATTACK 4+

IS HIT ON 3+

FRONT	SIDE	TOP
13	8	2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	2+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
M41 90mm gun	40"/100CM	2	1	16	3+	*Accurate*
or Beehive	8"/20CM	5	5	1	6	*Beehive*
.50 cal AA MG	20"/50CM	3	2	4	5+	
MG	16"/40CM	1	1	2	6	

MARINE
RIVER TASK FORCE

MARINE

RIVER TASK FORCE HQ
VR020

1x Monitor Boat — **4 POINTS**

• TANK FORMATION • ASSAULT BOAT • BAR ARMOUR • PASSENGERS 4 •

COURAGE 4+	SKILL 5+
MORALE 3+	ASSAULT -
REMOUNT 4+	COUNTERATTACK -

IS HIT ON 3+

FRONT	SIDE	TOP
1	1	2

TACTICAL	TERRAIN DASH
8"/20cm	12"/30cm

ASSAULT BOAT DAMAGE			
Minor Damage	Minor Damage	Immobile	Destroyed

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
Bofors 40mm gun	24"/60cm	3	3	7	4+	
3x 20mm gun	20"/50cm	3	3	6	5+	
81mm mortar	16"/40cm	2	2	2	3+	*Overhead Fire, Smoke*

MARINE
ARMOURED TRANSPORT CARRIER
PG137—VR023

AND

MARINE
MARINE INFANTRY PLATOON
PG137—VR021

MARINE
ARMOURED TRANSPORT CARRIER
PG137—VR023

AND

MARINE
MARINE INFANTRY PLATOON
PG137—VR021

MARINE
ARMOURED TRANSPORT CARRIER
PG137—VR023

AND

MARINE
MARINE INFANTRY PLATOON
PG137—VR021

MARINE
MARINE MORTAR PLATOON
PG138—VR022

ARVN
MEDIC TEAM
PG140—VR032

MARINE
ASSAULT SUPPORT PATROL BOAT
PG138—VR024

MARINE
ASSAULT SUPPORT PATROL BOAT
PG138—VR024

MARINE
ASSAULT SUPPORT PATROL BOAT
PG138—VR024

MARINE
ZIPPO MONITOR BOAT
PG139—VR026

MARINE
ZIPPO MONITOR BOAT
PG139—VR026

MARINE
MONITOR BOAT
PG138—VR025

MARINE
MONITOR BOAT
PG138—VR025

MARINE
ARMOURED TRANSPORT CARRIER

• TANK UNIT • ASSAULT BOAT • BAR ARMOUR • HELIPAD • PASSENGERS 15 •

ARMOURED TRANSPORT CARRIER

1x ATC boat **2 POINTS**

OPTIONS
- Replace one 20mm gun with 40mm Grenade Launcher at no cost.
- Equip ATC boat with Helipad for +1 point.

You must take a Marine Rifle Platoon [VR021] *with each Armoured Transport Carrier in your force.*

Armored Troop Carriers are based on a World War II landing craft. A superstructure was added for the crew and armament. The troop compartment was topped with a nylon cover. A helipad was soon placed over the top of the passenger compartment, not only for helicopter access, but for better overhead protection.

COURAGE 4+	SKILL 5+
MORALE 3+	ASSAULT -
REMOUNT 4+	COUNTERATTACK -

IS HIT ON 3+		
FRONT	SIDE	TOP
1	1	2

TACTICAL	TERRAIN DASH
8"/20CM	12"/30CM

ASSAULT BOAT DAMAGE

Minor Damage	Minor Damage	Immobile	Destroyed

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
20mm gun	20"/50CM	3	3	6	5+	
2x .50 cal MG	20"/50CM	3	3	4	5+	
Optional 40mm Grenade launcher	16"/40CM	5	5	4	6	

MARINE
MARINE INFANTRY PLATOON

• INFANTRY UNIT •

MARINE INFANTRY PLATOON

7x M16 team with M72 LAW anti-tank **5 POINTS**

5x M16 team with M72 LAW anti-tank **3 POINTS**

OPTIONS
- Add 1 Super Bazooka anti-tank team for +1 point.
- Add 1 M60 MG team for +1 point.
- Add 1 60mm mortar for +1 point.

The 2nd Brigade, 9th Infantry Division, was assigned to the Mobile Riverine Force. Known as the "Grunts" by Navy personnel (who were in turn referred to as "Squids" by Army troops), the foot soldiers were the MRF's assault force, with the boats supporting from the riverside.

The force's ATCs, or "Tango boats", found their landing site and bunched together to disembark their troops.

COURAGE 4+	SKILL 5+
MORALE 3+	ASSAULT 4+
RALLY 4+	COUNTERATTACK 3+

IS HIT ON	INFANTRY SAVE
3+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M16 rifle team	12"/30CM	2	1	1	5+	*Buckshot*
or M72 LAW anti-tank	12"/30CM	1	1	12	5+	*HEAT, Slow Firing*
Super Bazooka	8"/20CM	1	1	14	4+	*Assault 5+, HEAT, Slow Firing*
M60 MG team	16"/40CM	5	2	2	6	*Assault 5+*
60mm mortar	24"/60CM	2	1	1	4+	*Assault 5+, Heavy Weapon, Overhead Fire*

This put all of the men on the shore with a high concentration of fire-power from both their platoon weapons and those of the ATCs. Once disembarked, they worked together to search out and destroy the enemy.

As the riverine campaign raged on, most ATCs were modified with helipads for Dustoff and resupply helicopters to support the battle. This had the added benefit of making the ATC bombproof against mortar attacks.
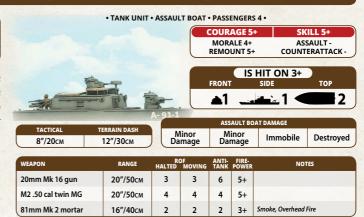
MARINE
ASSAULT SUPPORT PATROL BOAT

ASSAULT SUPPORT PATROL BOAT

1x ASPB boat — **4 POINTS**

The US Navy handed over Alpha boats to the south Vietnamese forces. However, during the hand off, the US Navy personnel stayed on to train their replacements and make sure they were ready to support the marines.

• TANK UNIT • ASSAULT BOAT • PASSENGERS 4 •

COURAGE 5+	SKILL 5+
MORALE 4+ REMOUNT 5+	ASSAULT - COUNTERATTACK -

IS HIT ON 3+

FRONT	SIDE	TOP
1	1	2

A-91-1

TACTICAL	TERRAIN DASH
8"/20cm	12"/30cm

ASSAULT BOAT DAMAGE			
Minor Damage	Minor Damage	Immobile	Destroyed

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
20mm Mk 16 gun	20"/50cm	3	3	6	5+	
M2 .50 cal twin MG	20"/50cm	4	4	4	5+	
81mm Mk 2 mortar	16"/40cm	2	2	2	3+	Smoke, Overhead Fire

MARINE
MARINE MORTAR PLATOON

MARINE MORTAR PLATOON

4x 81mm mortar — **3 POINTS**

The marines' mortars were kept out of harm's way but close enough to support the action.

• INFANTRY UNIT • HEAVY WEAPON •

COURAGE 4+	SKILL 5+
MORALE 3+ RALLY 4+	ASSAULT 5+ COUNTERATTACK 3+

IS HIT ON	INFANTRY SAVE
3+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
4"/10cm	4"/10cm	6"/15cm	8"/20cm	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
81mm mortar	56"/140cm	ARTILLERY		1	4+	Smoke Bombardment

MARINE
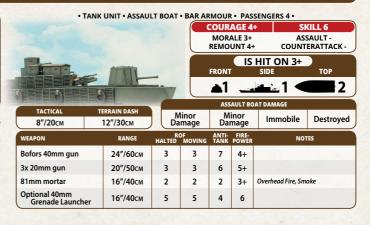# MONITOR BOAT

MONITOR BOAT

1x Monitor boat — **3 POINTS**

OPTIONS
• Replace 1 20mm gun with 40mm Grenade Launcher at no cost.

The monitors were also transferred to the Vietnamese. As with before, these powerful boats were the backbone of the patrol.

• TANK UNIT • ASSAULT BOAT • BAR ARMOUR • PASSENGERS 4 •

COURAGE 4+	SKILL 6
MORALE 3+ REMOUNT 4+	ASSAULT - COUNTERATTACK -

IS HIT ON 3+

FRONT	SIDE	TOP
1	1	2

TACTICAL	TERRAIN DASH
8"/20cm	12"/30cm

ASSAULT BOAT DAMAGE			
Minor Damage	Minor Damage	Immobile	Destroyed

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
Bofors 40mm gun	24"/60cm	3	3	7	4+	
3x 20mm gun	20"/50cm	3	3	6	5+	
81mm mortar	16"/40cm	2	2	2	3+	Overhead Fire, Smoke
Optional 40mm Grenade Launcher	16"/40cm	5	5	4	6	

MARINE
ZIPPO MONITOR BOAT

ZIPPO MONITOR BOAT

1x Zippo Monitor boat — **6 POINTS**

The zippo boats clea ed the shorelines of foliage so that the ATCs could land their troops on the riverbank. The rest of the boat's impressive armaments kept the enemy occupied while the marines went in for the kill.

• TANK UNIT • ASSAULT BOAT • BAR ARMOUR •

COURAGE 4+	SKILL 6
MORALE 3+	ASSAULT -
REMOUNT 4+	COUNTERATTACK -

IS HIT ON 3+

FRONT	SIDE	TOP
1	1	2

TACTICAL	TERRAIN DASH
8”/20cm	12”/30cm

ASSAULT BOAT DAMAGE

Minor Damage	Minor Damage	Immobile	Destroyed

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
Bofors 40mm gun	24”/60cm	3	3	7	4+	
3x 20mm gun	20”/50cm	3	3	6	5+	
2x Flame-thrower	6”/15cm	4	4	2	Auto	*Flame-thrower*

ARVN SUPPORT UNITS

ARVN
MEDEVAC HELICOPTER

MEDEVAC HELICOPTER

1x UH-1 Dustoff — **1 POINT**

The ARVN also operated 'Dustoff' missions to recover wounded from the battlefield. However, unlike the Americans, the Vietnamese had no problems with arming their Medevac helicopters with a machine-gun.

• INDEPENDENT HELICOPTER AIRCRAFT UNIT • MEDEVAC • SO THAT OTHERS MAY LIVE •

COURAGE 4+	SKILL 4+
MORALE 4+	

IS HIT ON	AIRCRAFT SAVE
3+	5+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
		UNLIMITED		AUTO

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
M60 Door MG	16”/40cm	2	2	2	6	*Door Guns*

ARVN
MEDIC TEAM

MEDIC TEAM

1x Medic team — **1 POINT**

You must field an:
- *Infantry Company HQ (VR011), or*
- *Airborne Infantry Company HQ (VR015), or*
- *Marine Infantry Platoon (VR021)*

before you may field a Medic team.

• INDEPENDENT INFANTRY UNIT • TRIAGE •

COURAGE 4+	SKILL 4+
MORALE 4+	ASSAULT 5+
RALLY 4+	COUNTERATTACK 5+

IS HIT ON	INFANTRY SAVE
3+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
4"/10CM	4"/10CM	6"/15CM	8"/20CM	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
Unarmed	-	-	-	-	-	

ARVN
UH-1 HUEY TRANSPORT GROUP

UH-1 HUEY TRANSPORT GROUP

4x UH-1 Slick	**3 POINTS**
3x UH-1 Slick	**2 POINTS**
2x UH-1 Slick	**1 POINT**

An American cavalry colonel in charge of a fi e base criticised the failure of a Vietnam Air Force resupply mission facing what he described as light fi e, and ordered his horseholder captain to accompany the next mission. Flying through heavy fi e, and having to take over from a wounded door-gunner, the captain reported that he had no doubt about the courage of the Vietnamese airmen.

• HELICOPTER AIRCRAFT UNIT • PASSENGERS 3 •

COURAGE 5+	SKILL 5+
MORALE 4+	

IS HIT ON	AIRCRAFT SAVE
3+	**5+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
UNLIMITED				AUTO

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
2x MGs	16"/40CM	2	2	2	6	Door Guns

ARVN
M101 105MM FIREBASE

M101 105MM FIREBASE

6x M101 (105mm)	**12 POINTS**
3x M101 (105mm)	**6 POINTS**

ARVN artillery support was equipped with the same howitzers as the US Army. The 105mm and 155mm pieces offe ed excellent cover for the infantry, cavalry, and tanks. They were also used as giant shotguns, firing beehive ammunition at point blank range during fi ebase raids.

• GUN UNIT • FIREBASE • NEST •

COURAGE 5+	SKILL 5+
MORALE 4+	ASSAULT 5+
RALLY 5+	COUNTERATTACK 4+

IS HIT ON	INFANTRY SAVE
2+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
105mm howitzer	72"/180CM	ARTILLERY		3	3+	Smoke Bombardment
or Direct Fire	24"/60CM	1	1	9	2+	Brutal, Slow Firing, Smoke
or Beehive	8"/20CM	5	5	1	6	Beehive

M114 155MM FIREBASE

M114 155MM FIREBASE

6x M114 (155mm)	**18 POINTS**
3x M114 (155mm)	**9 POINTS**

• GUN UNIT • FIREBASE • NEST •

COURAGE 4+	SKILL 6
MORALE 3+	ASSAULT 5+
RALLY 4+	COUNTERATTACK 3+

IS HIT ON	INFANTRY SAVE
2+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
155mm howitzer	88"/220CM	ARTILLERY		3	2+	*Smoke Bombardment*
or Direct Fire	16"/40CM	1	1	12	Auto	*Brutal, Slow Firing, Smoke*
or Beehive	8"/20CM	5	5	1	6	*Beehive*

SKYRAIDER AIR SUPPORT FLIGHT

SKYRAIDER AIR SUPPORT FLIGHT

4x A-1H Skyraider	**8 POINTS**
2x A-1H Skyraider	**4 POINTS**

OPTIONS
- Arm all A-1H Skyraider aircraft with Cluster bombs for +1 point each.
- Arm all A-1H Skyraider aircraft with Napalm bombs for +1 point each.
- Arm all A-1H Skyraider aircraft with Twin M134 minigun MGs for +1 point each.

• STRIKE AIRCRAFT UNIT •

COURAGE 4+	SKILL 5+
MORALE 3+	

IS HIT ON	AIRCRAFT SAVE
3+	**4+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
UNLIMITED				AUTO

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
Quad 20mm MG	8"/20CM	-	3	6	5+	*Anti-helicopter*
1000lb bombs	6"/15CM	ARTILLERY		4	2+	
Optional Cluster bombs	6"/15CM	SALVO		1	5+	
Optional Napalm bombs	6"/15CM	ARTILLERY		1	Auto	*Napalm Bomb, One Shot*
Optional Twin M134 minigun MG	6"/15CM	-	5	2	6	

The Vietnamese Air Force was supplied A-1H Skyraiders for close combat missions. Like their American counterparts, the South Vietnamese Skyraider pilots showed bravery and commitment to the men on the ground, staying on station for as long as possible to lend their formidable fi epower to the battle.

ARVN FORCES

FIRE BASE CORAL

Australia and New Zealand had a long history of fighting together as ANZAC forces when, in 1965, the Republic of Vietnam asked them to send forces to help protect them from North Vietnam. They responded quickly, sending a brigade-sized task force to the area southwest of the capital Saigon. The 1st Australian Task Force fought the Nationalist forces for seven years, including several major battles, before finally withdrawing in 1972.

Despite their short histories and relatively small populations, Australia and New Zealand have strong military traditions. Both countries sent significant contingents to support Great Britain — the 'Mother Country' — in the Second Boer War at the turn of the Twentieth Century. When the First World War broke out in 1914, neither country considered there to be any need to declare war separately from Britain, and quickly raised forces to fight Germany.

When Turkey entered the war, the Australian and New Zealand contingents were sent to fight them instead, forming the Australian and New Zealand Army Corps, the initials of which, ANZAC, have come to symbolise the armed forces of both countries. ANZAC came of age when it landed at ANZAC Cove on 25 April 1915, fighting in the ill-fated, and very bloody, Gallipoli Campaign until the end of the year. In 1916, the ANZAC Corps finally reached France to fight the Germans. There, the Corps played a major role in almost every British offensive, fighting on the Somme and at Passchendaele, racing south to halt the German March Offensive, then cracking the Hindenburg Line and bringing Germany to its knees in the Hundred Days offensive. The cost was high, though. In four years, nearly half of the New Zealand men of military age served, and nearly two thirds of them became casualties.

This blood letting did not dissuade either country from declaring war on Germany again in 1939 when the Second World War began. Once again, both countries committed an enormous proportion of their population to the war. Australia sent a corps and New Zealand a division to fight in Egypt, Greece, Crete, and Syria. These forces played a pivotal part in the battles of Tobruk and El Alamein, breaking the strength of Rommel's *Afrikakorps*. The Japanese invasion of the Pacific called the Australians home to defend New Guinea, and with the support of another New Zealand division, to take the offensive against the Japanese. The New Zealanders continued to fight in North Africa and Italy until the end of the war in 1945.
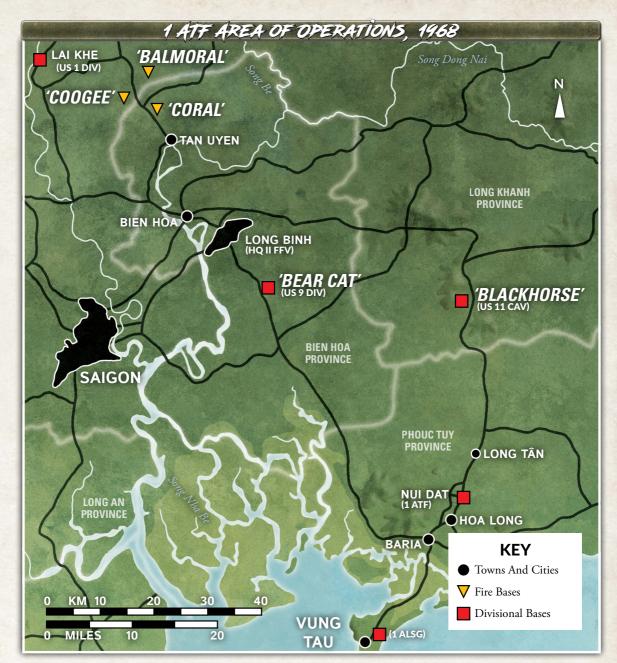
The end of the Second World War did not bring peace. ANZAC forces fought first in Korea from 1950 to 1953, then successfully against Communist guerrillas in the Malayan Emergency from 1955 to 1960, and against Indonesia in Borneo during the Indonesian Confrontation from 1962 to 1966. This experience of jungle warfare against guerrilla insurgents would serve them in great stead.

ANZAC IN VIETNAM

Unsurprisingly, both Australia and New Zealand responded to the Republic of Vietnam's request for military aid in May 1965. Australia sent its 1st Battalion, Royal Australian Regiment, a unit with considerable experience in the Malayan Emergency, while New Zealand sent an artillery unit, the 161st Field Battery. Both units were initially part of the US 173rd Airborne Brigade, but left to form the core of a three-battalion 1st Australian Task Force (1 ATF) a year later. In 1968, Vietnam requested New Zealand to increase its commitment, so first one, then a second rifle company was raised, replacing Australian companies in one battalion.

1 ATF was permanently based at *Núi Đất* (now *Bà Rịa*) in *Phước Tuy* province (now *Bà Rịa-Vũng Tàu* Province), 60 miles (100km) by road from Saigon (now *Hồ Chí Minh City*). Unlike most bases in Vietnam which employed locals for services such as laundry, cooking, and barbering, *Núi Đất* was off limits to all Vietnamese. This security was carried to the extent of removing all inhabitants from within 4,000 metres of the base, requiring the resettlement of the villages of *Long Tân* and *Long Phước* outside this zone.

LAI KHE
(US 1 DIV)

'BALMORAL'

'COOGEE'

'CORAL'

Song Be

Song Dong Nai

LONG KHANH
PROVINCE

N

TAN UYEN

BIEN HOA

LONG BINH
(HQ II FFV)

'BEAR CAT'
(US 9 DIV)

'BLACKHORSE'
(US 11 CAV)

BIEN HOA
PROVINCE

SAIGON

Song Nha Be

PHOUC TUY
PROVINCE

LONG TÂN

LONG AN
PROVINCE

NUI DAT
(1 ATF)

HOA LONG

BARIA

KEY	
●	Towns And Cities
▼	Fire Bases
■	Divisional Bases

| 0 | KM 10 | 20 | 30 | 40 |

| 0 | MILES 10 | 20 |

VUNG
TAU

(1 ALSG)

BATTLE OF LONG TAN

Thefirst big ANZAC battle in Vietnam was the Battle of *Long Tân*. Soon after moving into *Núi Đất*, intelligence predicted a major attack by the 275th Main Force Regiment on the base, a prediction supported by a recoilless gun and mortar bombardment of the base on the night of 17 August 1966.

B and D Companies of the 6th Battalion, Royal Australian Regiment (6 RAR) patrolled the area the next day, findin weapons pits and expended ammunition. At mid-afternoon D Company clashed with a small Vietnamese force. Th battle quickly escalated amidst monsoon rain and approaching darkness, with 11 Platoon being cut off by a battalion

sized force while another main force battalion tackled the rest of the company, leaving the third battalion in ambush to catch any relief force coming to the rescue. Meanwhile, D445 Battalion, a local force unit, flanked the position surrounding the whole company. Despite being massively outnumbered, artillery, helicopter, and air support kept the Vietnamese attack at bay until A Company, dispatched in M113 armoured personnel carriers, arrived to rescue them, having travelled across country, avoiding the ambush. Th Australians suffe ed 18 dead and 24 wounded out of 108 soldiers in D Company, counting 245 Vietnamese bodies on the battlefield and estimating another 350 casualties evac-

1st Australian Task Force

With the conclusion of the war in the Pacific in 1945, Australia formed a brigade to provide troops for occupation duties in Japan. In 1948, the brigade's battalions were designated as parts of the Australian Regiment (Royal Australian Regiment as of 1949) for the new post-War army. Around the same time New Zealand formed the Royal NZ Infantry Regiment as a parent for its various infantry battalions.

Battalions from both regiments served in Malaya and Borneo during the Malayan Emergency and the confrontation with Indonesia, gaining valuable experience in Asian counterinsurgency operations.

When the Republic of Vietnam asked New Zealand to send infantry, V Company (V for Vietnam) was made up of soldiers with the most overseas service time remaining. This joined 2 RAR, replacing Australian servicemen whose overseas time was running out, to form 2 RAR/NZ, the first truly ANZAC (Australian and New Zealand Army Corps) battalion. W Company soon joined the battalion, again replacing Australian troops returning home.

The ANZAC battalion was a success, so when 2 RAR returned to Australia, 4 RAR/NZ (ANZAC) battalion was formed to replace it.

1st Bn, Royal Australian Regiment (1 RAR)

2nd Bn, Royal Australian Regiment/New Zealand (ANZAC) (2 RAR/NZ)

3rd Bn, Royal Australian Regiment (3 RAR) 'Old Faithful'

102nd Field Battery Royal Australian Artillery

108th Field Battery, Royal Australian Artillery

161st Field Battery, Royal Regiment of New Zealand Artillery

Attached from US Army 2nd Bn (155 SP), 35th Artillery 'En Avant Toujours' ('Forward Always')

A Sqn, 3rd Cavalry Regiment (A Sqn 3 Cav Regt) 'Resolute'

C Sqn, 1st Armoured Regiment (C Sqn, 1 Armd Regt) 'Paratus' ('Prepared')

No. 9 Squadron, RAAF (9 Sqn, RAAF) 'Videmus Nec Videmur' ('We See Without Being Seen')

Key

3rd Bn, Royal Australian Regiment

(3 RAR)

'Old Faithful'

Battalion and regiment numbers: Regiments did not fight as units. Individual battalions were assigned to brigades.

Abbreviation: Commonly used in place of full names, in this case said: 'three rar'.

Motto: Where the motto is in Latin or French, it is translated in brackets afterwards.

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uated. Both sides claimed victory. The Australians held the battlefield, while the Nationalists believed they had wiped out a battalion, claiming relatively light losses in return.

Many smaller clashes followed as the Anzacs and the Vietnamese 5th Division struggled for dominance. One of the biggest fights was an encounter between A Company, 7 RAR and 274th Regiment at *Suoi Chau Pha* in August 1967. 7 RAR and 2 RAR/NZ clashed with 274th Regiment again during the Tet Offensi e in January and February 1968, in a series of battles around Fire Support Base (FSB) Andersen.

FIRE BASE CORAL

The Free World forces responded to rumours of a second offensi e (labelled 'mini Tet') with Operation *Toàn Thắng* (Complete Victory) in April. As predicted, the Nationalists launched their offensi e on 5 May. 1 ATF took part in the defence of Bien Hoa Air Base and the nearby town of Long Binh in early May. Their next task was to secure AO (Area of Operations) Surfers, northeast of Saigon with the mission of

intercepting Nationalist troops retreating from the fightin in Saigon. The initial plan was to airlift 1 RAR and 3 RAR along with 102 and 161 (NZ) Field Batteries in to Surfers to establish FSB Coral, then spread out and start patrolling the area. The airlift began early on 12 May, amidst warnings from the US 1st Infantry Division that they had multiple contacts in the area. Almost immediately things began to go wrong, with delays and navigation problems leading to the various components of the Task Force arriving scattered and out of position. Despite the confusion, the artillery dug in, while the majority of the rifle companies moved out to their assigned night ambush positions.

THE FIRST ATTACK

Unknown to the Anzacs, the bulk of the Nationalist 7th Division and part of the 5th Division were located 10km (5 miles) east of FSB Coral, and were well aware of their arrival, having watched helicopters ferrying troops in all day. When evening fell, a battalion from the 141st *'Ba Vi'*

Regiment infiltrated the area, converging on FSB Coral. Clashes with the Australian patrols warned the Task Force that something was up, so a rocket-propelled grenade (RPG) and mortar bombardment on the base at 0330 hrs came as no surprise.

Almost immediately the Vietnamese, hiding just 250 metres from the Australians, stood up and attacked the Task Force HQ and 102 Battery in the centre of the proposed fi e base. Th only troops nearby were the pioneer, mortar, and anti-tank platoons of 1 RAR, dug in around the position. Th mortar platoon was quickly overrun, but 102 Battery, which had been supporting D Company earlier in the evening, leaving their guns pointed straight at the attacking Vietnamese, and the anti-tank platoon started firing 'beehive' rounds into the attackers. 161 Battery added their fi e support, quickly joined by American artillery. Despite losing No. 6 gun in the initial rush, the heavy fi e drove back the attack. Helicopters and aircraft joined the fight as the Vietnamese made repeated attempts to rush the ANZAC positions. The fighting lasted for over an hour before the Nationalist forces began to break off. The task force HQ had narrowly avoided being overrun, and the Australians suffe ed 37 casualties, losing two guns and two mortars. 52 Vietnamese bodies were recovered and there were signs of more dead and wounded carried away in the night.
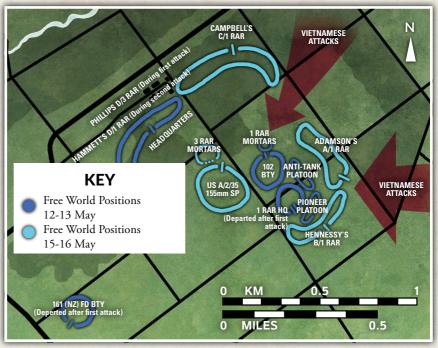
THE SECOND ATTACK

Realising that they faced stiffer-than-expected opposition, 1 RAR consolidated their position. The outlying companies were brought closer and barbed wire and claymore mines set up. Meanwhile 3 RAR and 161 Battery moved out to set up FSB Coogee as planned. A Squadron, 3rd Cavalry Regiment (a company-sized organisation) attached a troop (platoon) of M113 armoured personnel carriers to each fi e base, while the American self-propelled M109 155mm guns of A Battery, 2/35th Artillery also reinforced FSB Coral. Both sides patrolled and reconnoitred for the next three days, with frequent and sometimes bloody clashes.

At 0230 hr, 16 May, the all-too-familiar fla es heralded the second attack. After a ten-minute mortar and RPG bombardment, the Nationalists attacked A and B Companies of 1 RAR. This was repulsed, as was a larger attack that followed, largely due to intense artillery fi e and helicopter gunship support, although 3 Platoon of A Company required a bayonet charge to regain a lost portion of their

KEY
- Free World Positions 12-13 May
- Free World Positions 15-16 May

position. Once again, the attackers withdrew, breaking contact at 0630 hrs, leaving behind 34 bodies. Australian intelligence later reported that just 100 of the 790 troops involved in the attack escaped unwounded. The Australians and supporting Americans had taken 26 casualties. Another attack on 22 May was also broken up by artillery fi e.

FIRE BASE BALMORAL

As 3 RAR was not making much contact with the enemy, they moved north to establish FSB Balmoral on 24 May. A troop of four Centurion tanks of C Squadron, 1st Armoured Regiment (another company-sized unit) was called forward to reinforce Balmoral, along with a pair of American M42 self-propelled anti-aircraft guns. 3 RAR got the fight they were looking for when the Nationalists attacked early on the mornings of 26 and 28 May. Both regimental-sized attacks were defeated by the usual combination of artillery and air support, along with the M113 and Centurion tanks.

An attack by D Company and the Centurions on a suspected bunker complex on 27 May did not go so well. Th Centurions allowed the Australians to fight their way into the centre of the complex, but once the infantry realised the size of the enemy force, they fought their way back out again, fortunately without casualties.

1 ATF continued operating from Coral and Balmoral until 5 June, with steadily decreasing contacts as the Nationalists started diverting troops around the area. With Operation *Toàn Thắng* over, the ANZAC forces returned to their previous duties, remaining in Vietnam until the end of 1971. During the remainder of their time in Vietnam, the task force fought numerous battles, keeping *Phước Tuy* province largely free of Nationalist activity.

1ST AUSTRALIAN TASK FORCE

ANZAC

ROYAL AUSTRALIAN REGIMENT

ANZAC

AUSTRALIAN RIFLE COMPANY
VA009

Page 149

ROYAL NEW ZEALAND INFANTRY REGIMENT

ANZAC

RIFLE COMPANY (NZ)
VA014

Page 151

1ST ARMOURED REGIMENT

ANZAC

CENTURION TANK SQUADRON
VA001

Page 152

3RD CAVALRY REGIMENT

ANZAC

M113 CAVALRY TROOP
VA004

Page 153

ANZAC SUPPORT

HELICOPTER SUPPORT

ANZAC

MEDEVAC HELICOPTER
PG156—VA017

ARTILLERY SUPPORT BATTERIES

ANZAC

M101 105MM FIREBASE
PG157—VA016

ANZAC

OH-6 LOACH OP HELICOPTER
PG157—VAO19

ATTACHED US SUPPORT

US ARMY

SKYRAIDER AIR SUPPORT FLIGHT
PG118—VU063

OR

US ARMY

SKYHAWK AIR SUPPORT FLIGHT
PG118—VU064

US ARMY

UH-1 HUEY AVIATION PLATOON
PG81—VU038

US ARMY

M101 105MM FIREBASE
PG120—VU057

OR

US ARMY

M114 155MM FIREBASE
PG121—VU056

OR

US ARMY

M108 ARTILLERY BATTERY
PG121—VU055

OR

US ARMY

M109 ARTILLERY BATTERY
PG121—VU058

FORMATION SUPPORT

ANZAC

ANZAC SUPPORT PLATOON

INTER-ALLIED SUPPORT

US ARMY

AMERICAN SUPPORT PLATOON

OR

ARVN

ARVN SUPPORT PLATOON

AUSTRALIAN RIFLE COMPANY

ANZAC
RIFLE COMPANY HQ
VA009

2x M16 teams — **2 POINTS**

RIFLE COMPANY
ANZAC

• INFANTRY FORMATION • SCOUT •

COURAGE 2+	SKILL 2+
MORALE 2+	ASSAULT 3+
RALLY 2+	COUNTERATTACK 2+

IS HIT ON	INFANTRY SAVE
4+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20cm	8"/20cm	12"/30cm	12"/30cm	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M16 rifle team	12"/30cm	2	1	1	6	

ANZAC
RIFLE PLATOON
PG150—VA010

ANZAC
RIFLE PLATOON
PG150—VA010

ANZAC
PIONEER PLATOON
PG150—VA012

ANZAC
ANTI-TANK PLATOON
PG149—VA011

ANZAC
RIFLE PLATOON
PG150—VA010

ANZAC
MORTAR FIREBASE
PG156—VA013

ANZAC
MEDIC TEAM
PG156—VA018

ANTI-TANK PLATOON

ANTI-TANK PLATOON

6x 90mm anti-tank team	**15 POINTS**
4x 90mm anti-tank team	**10 POINTS**
2x 90mm anti-tank team	**5 POINTS**

The anti-tank platoon found itself with a variety of roles. Not only were they used for fi e base defence and to stiffen up ambushes, but they were also the battalion's tracker platoon, sent out on patrols to locate the elusive 'Chow Duck', the local VC.

• INFANTRY UNIT •

COURAGE 3+	SKILL 3+
MORALE 3+	ASSAULT 3+
RALLY 3+	COUNTERATTACK 3+

IS HIT ON	INFANTRY SAVE
4+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20cm	8"/20cm	12"/30cm	12"/30cm	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
90mm recoilless gun	16"/40cm	1	1	16	3+	Buckshot, HEAT, Recoilless, Slow Firing

ANZAC
RIFLE PLATOON

RIFLE PLATOON

7x	SLR & M60 team with M72 anti-tank	**10 POINTS**
5x	SLR & M60 team with M72 anti-tank	**7 POINTS**

OPTIONS
- Add 1 Centurion Tank [VA003] for +7 points.

A typical ANZAC section carried an M60 GPMG, an M79 grenade launcher, Armalite M16 carbines for the scouts, and SLR rifles for the rest. Most riflemen also carried two pounds of plastic explosive as well — great for demolishing bunker complexes, but equally useful for starting fi es in the rain.

• INFANTRY UNIT • SCOUT •

COURAGE 3+	SKILL 3+
MORALE 3+	ASSAULT 3+
RALLY 3+	COUNTERATTACK 3+

IS HIT ON	INFANTRY SAVE
4+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
SLR & M60 team	16"/40CM	2	1	2	5+	*Buckshot*
or M72 LAW anti-tank	12"/30CM	1	1	12	5+	*HEAT, Slow Firing*

CENTURION
TANK ATTACHMENT—ANZAC

• TANK ATTACHMENT • INFRA-RED (IR) •

COURAGE 3+	SKILL 3+
MORALE 3+	ASSAULT 3+
REMOUNT 2+	COUNTERATTACK 3+

IS HIT ON 4+

FRONT	SIDE	TOP
13	6	2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	12"/30CM	16"/40CM	18"/45CM	2+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
QF 20pdr gun	40"/100CM	2	1	16	3+	*Accurate*
or Beehive	8"/20CM	5	5	1	6	*Beehive*
AA MG	16"/40CM	3	3	2	6	
MG	16"/40CM	1	1	2	6	

ANZAC
PIONEER PLATOON

PIONEER PLATOON

5x	SLR & M60 team with M72 anti-tank	
2x	Flame-thrower	**10 POINTS**
4x	SLR & M60 team with M72 anti-tank	
1x	Flame-thrower	**7 POINTS**
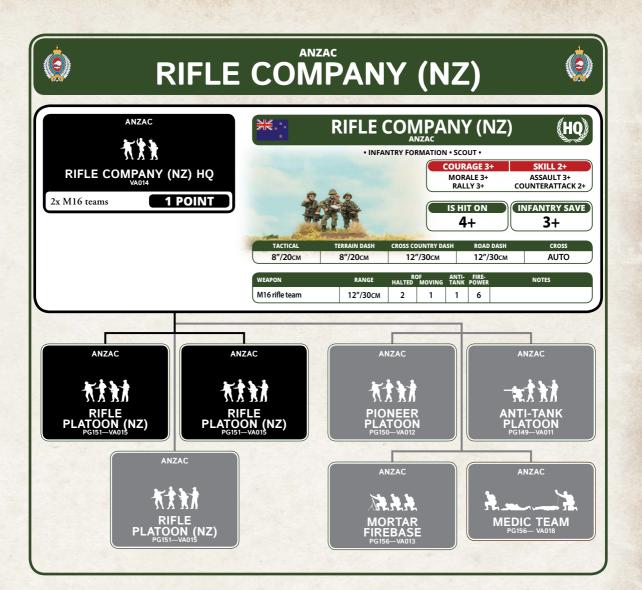
While the 'Ginger Beers' (or Engineers as they called themselves) undertook all major engineering work, the battalion pioneers were called upon for work in the field

Like all of the battalion support platoons in the mixed RAR/ANZAC battalions, the pioneer platoon included a section of New Zealanders.

• INFANTRY UNIT •

COURAGE 3+	SKILL 3+
MORALE 3+	ASSAULT 3+
RALLY 3+	COUNTERATTACK 3+

IS HIT ON	INFANTRY SAVE
4+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
SLR & M60 team	16"/40CM	2	1	2	5+	*Buckshot*
or M72 LAW anti-tank	12"/30CM	1	1	12	5+	*HEAT, Slow Firing*
Flame-thrower	4"/10CM	2	2	2	Auto	*Assault 4+, Flame-thrower, Heavy Weapon*

RIFLE COMPANY (NZ)

RIFLE COMPANY (NZ) HQ

ANZAC

RIFLE COMPANY (NZ) HQ
VA014

| 2x M16 teams | **1 POINT** |

RIFLE COMPANY (NZ)
ANZAC

• INFANTRY FORMATION • SCOUT •

COURAGE 3+	SKILL 2+
MORALE 3+	ASSAULT 3+
RALLY 3+	COUNTERATTACK 2+

IS HIT ON	INFANTRY SAVE
4+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M16 rifle team	12"/30CM	2	1	1	6	

ANZAC
RIFLE PLATOON (NZ)
PG151—VA015

ANZAC
RIFLE PLATOON (NZ)
PG151—VA015

ANZAC
PIONEER PLATOON
PG150—VA012

ANZAC
ANTI-TANK PLATOON
PG149—VA011

ANZAC
RIFLE PLATOON (NZ)
PG151—VA015

ANZAC
MORTAR FIREBASE
PG156—VA013

ANZAC
MEDIC TEAM
PG156— VA018

RIFLE PLATOON (NZ)

RIFLE PLATOON (NZ)

7x SLR & M60 team with M72 anti-tank	**8 POINTS**
5x SLR & M60 team with M72 anti-tank	**6 POINTS**

New Zealand sent first one and then two rifl companies to support the ANZAC force in Vietnam. They supplemented the Australian battalions with additional fi epower. While not as brash as their Australian comrades, they were equally committed to holding their ground.

• INFANTRY UNIT • SCOUT •

COURAGE 4+	SKILL 3+
MORALE 4+	ASSAULT 3+
RALLY 4+	COUNTERATTACK 3+

IS HIT ON	INFANTRY SAVE
4+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
SLR & M60 team	16"/40CM	2	1	2	5+	*Buckshot*
or M72 LAW anti-tank	12"/30CM	1	1	12	5+	*HEAT, Slow Firing*

ANZAC
CENTURION TANK SQUADRON

• TANK FORMATION • INFRA-RED (IR) •

ANZAC

TANK SQUADRON HQ
VA001

3x Centurion	**21 POINTS**
2x Centurion	**14 POINTS**
1x Centurion	**7 POINTS**

OPTION
- Increase the Anti-tank of all QF 20 pdr gun to 17 for +1 point each.

COURAGE 2+	SKILL 2+
MORALE 2+	ASSAULT 3
REMOUNT 2+	COUNTERATTACK 2+

IS HIT ON 4+
FRONT	SIDE	TOP
13	6	2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	12"/30cm	16"/40cm	18"/45cm	2+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
QF 20pdr gun	40"/100cm	2	1	16	3+	Accurate
or Beehive	8"/20cm	5	5	1	6	Beehive
AA MG	16"/40cm	3	3	2	6	
MG	16"/40cm	1	1	2	6	

ANZAC
CENTURION TANK TROOP
PG152—VA002

ANZAC
CENTURION TANK TROOP
PG152—VA002

ANZAC
M113 CAVALRY PATROL
PG154—VA005

ANZAC
CENTURION TANK TROOP
PG152—VA002

ANZAC
CENTURION TANK TROOP
PG152—VA002

ANZAC
CENTURION TANK TROOP

• TANK UNIT • INFRA-RED (IR) •

CENTURION TANK TROOP

4x Centurion	**28 POINTS**
3x Centurion	**21 POINTS**
2x Centurion	**14 POINTS**

OPTION
- Increase the Anti-tank of all QF 20 pdr gun to 17 for +1 point each.

COURAGE 3+	SKILL 3+
MORALE 3+	ASSAULT 3+
REMOUNT 2+	COUNTERATTACK 3+

IS HIT ON 4+
FRONT	SIDE	TOP
13	6	2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	12"/30cm	16"/40cm	18"/45cm	2+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
QF 20pdr gun	40"/100cm	2	1	16	3+	Accurate
or Beehive	8"/20cm	5	5	1	6	Beehive
AA MG	16"/40cm	3	3	2	6	
MG	16"/40cm	1	1	2	6	

M113 CAVALRY TROOP

ANZAC

M113 CAVALRY TROOP HQ
VA004

2x M113 with M74 turret	
2x M113 with T50 turret	**3 POINTS**
2x M113 with M74 turret	
1x M113 with T50 turret	**2 POINTS**
2x M113 with T50 turret	**1 POINT**

• TANK FORMATION • AMPHIBIOUS • APC • PASSENGERS 3 •

COURAGE 2+	SKILL 2+
MORALE 2+	ASSAULT 6
REMOUNT 3+	COUNTERATTACK 5+

IS HIT ON 4+

FRONT	SIDE	TOP
3	2	1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	16"/40CM	24"/60CM	32"/80CM	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
.50 cal MG (T50)	20"/50CM	3	2	4	5+	Anti-helicopter
MG (T50)	16"/40CM	1	1	2	6	
MGs (M74)	16"/40CM	4	4	2	6	

ANZAC
M113 CAVALRY PATROL
PG154—VA005

ANZAC
M113 CAVALRY PATROL
PG154—VA005

ANZAC
M108 FIRE SUPPORT PLATOON
PG155—VA007

ANZAC
M125 MORTAR PLATOON
PG154—VA008

ANZAC
M113 CAVALRY PATROL
PG154—VA005

OR

ANZAC
M113 FSV FIRE SUPPORT PLATOON
PG155—VA006

ANZAC
CENTURION TANK TROOP
PG152—VA002

ANZAC
M113 CAVALRY PATROL

M113 CAVALRY PATROL

2x M113 with T50 turret
1x M113 with M74 turret | **2 POINTS**

1x M113 with T50 turret
2x M113 with M74C turret | **2 POINTS**

• TANK UNIT • AMPHIBIOUS • APC • PASSENGERS 3 •

COURAGE 3+	SKILL 3+
MORALE 3+	ASSAULT 6
REMOUNT 3+	COUNTERATTACK 6

IS HIT ON 4+

FRONT	SIDE	TOP
3	2	1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	16"/40cm	24"/60cm	32"/80cm	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
.50 cal MG (T50)	20"/50cm	3	2	4	5+	Anti-helicopter
MG (T50)	16"/40cm	1	1	2	6	
MGs (M74)	16"/40cm	4	4	2	6	

ANZAC
M125 MORTAR PLATOON

M125 MORTAR PLATOON

2x M125 (81mm) | **3 POINTS**

The APC squadron had a support platoon equipped with M125 mortar carriers. While the number of mortar carriers steadily increased, the wide-ranging operations of the cavalry meant that this just allowed the mortar platoon to fiel detachments with each troop. The mortars rendered excellent service, giving the cavalry access to immediate fi epower whenever they needed it.

• TANK UNIT • AMPHIBIOUS •

COURAGE 3+	SKILL 3+
MORALE 3+	ASSAULT 4+
REMOUNT 3+	COUNTERATTACK 4+

IS HIT ON 3+

FRONT	SIDE	TOP
3	2	0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	16"/40cm	24"/60cm	32"/80cm	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
M29 81mm mortar	56"/140cm	ARTILLERY		1	4+	*Smoke Bombardment*
.50 cal AA MG	20"/50cm	3	2	4	5+	

ANZAC
M108 FIRE SUPPORT PLATOON

M108 FIRE SUPPORT PLATOON
3x M108 105mm SP	**4 POINTS**
2x M108 105mm SP	**3 POINTS**

• TANK UNIT •

COURAGE 3+	SKILL 3+
MORALE 3+	ASSAULT 4+
REMOUNT 3+	COUNTERATTACK 4+

IS HIT ON 4+

FRONT	SIDE	TOP
2	2	1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	16"/40CM	24"/60CM	28"/70CM	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
M103 105mm howitzer	28"/70CM	1	1	10	2+	*Brutal, Slow Firing, Smoke*
or Beehive	8"/20CM	3	2	4	5+	*Beehive*
.50 cal AA MG	20"/50CM	3	2	4	5+	

The first ad-hoc fi e support troop was formed in 1967 when the Australians borrowed obsolete American M108 self-propelled guns for fi e base defence at Nui Dat and later the Horseshoe. Despite orders against their use in the field 6 Troop were used on occasion to transport patrols and for convoy escort work.

When the loan ended after six months, the cavalry looked for a more permanent solution, finding it in the M113 Fire Support Vehicle (FSV), an M113 mounting the turret of a Saladin armoured car. These 'beasts', as they were often called, arrived in Vietnam in 1970, remaining until the end.

ANZAC
M113 FSV FIRE SUPPORT PLATOON

M113 FSV FIRE SUPPORT PLATOON
4x M113 FSV	**9 POINTS**
3x M113 FSV	**7 POINTS**
2x M113 FSV	**5 POINTS**

• TANK UNIT •

COURAGE 3+	SKILL 3+
MORALE 3+	ASSAULT 4+
REMOUNT 3+	COUNTERATTACK 4+

IS HIT ON 4+

FRONT	SIDE	TOP
3	2	1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	16"/40CM	24"/60CM	32"/80CM	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
76mm L5 gun	24"/60CM	2	1	14	2+	*HEAT*
or Beehive	16"/40CM	5	5	1	6	*Beehive*
AA MG	16"/40CM	3	3	2	6	
MG	16"/40CM	1	1	2	6	

ANZAC
MEDEVAC HELICOPTER

MEDEVAC HELICOPTER

1x UH-1 Huey **1 POINT**

Like the Americans the ANZACs ran medical evacuation helicopters to ferry the wounded back to hospitals for treatment.

• INDEPENDENT HELICOPTER AIRCRAFT UNIT • MEDEVAC • SO THAT OTHERS MAY LIVE •

COURAGE 4+	SKILL 4+
MORALE 4+	

IS HIT ON	AIRCRAFT SAVE
4+	5+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
UNLIMITED				AUTO

ANZAC
MEDIC TEAM

MEDIC TEAM

1x Medic team **1 POINT**

Medics were essential for survival in the bush. Always at the front, they were exceedingly brave and committed to helping their comrades.

• INDEPENDENT INFANTRY UNIT • TRIAGE •

COURAGE 4+	SKILL 4+
MORALE 4+	ASSAULT 5+
RALLY 4+	COUNTERATTACK 5+

IS HIT ON	INFANTRY SAVE
4+	3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
4"/10CM	4"/10CM	6"/15CM	8"/20CM	3+

ANZAC
MORTAR FIREBASE

MORTAR FIREBASE

6x 81mm mortar **19 POINTS**
2x 81mm mortar **5 POINTS**

The battalion relied on a solid battery of mortars to keep the enemy pinned down or to break up their attacks.

• INFANTRY UNIT • FIREBASE • NEST •

COURAGE 3+	SKILL 3+
MORALE 3+	ASSAULT 3+
RALLY 3+	COUNTERATTACK 3+

IS HIT ON	INFANTRY SAVE
5+	3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
81mm mortar	56"/140CM	ARTILLERY		1	4+	*Smoke Bombardment*

ANZAC
M101 105MM FIREBASE

M101 105MM FIREBASE

6x M101 (105mm)	**28 POINTS**
3x M101 (105mm)	**14 POINTS**

Despite their nickname of 'Drop Shorts', the ANZAC artillery was superbly accurate, consistently dropping rounds on attacking Vietnamese troops within 100m of the defending ANZAC troops.

Both the New Zealand and the Australian artillery batteries use the same M101A1 105mm howitzer as their American counterparts, a fact that makes ammunition supply much easier.

• GUN UNIT • FIREBASE • NEST •

COURAGE 3+	SKILL 3+
MORALE 3+	ASSAULT 3+
RALLY 3+	COUNTERATTACK 3+

IS HIT ON	INFANTRY SAVE
4+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
105mm howitzer	72"/180CM	ARTILLERY		3	3+	*Smoke Bombardment*
or Direct Fire	24"/60CM	1	1	9	2+	*Brutal, Slow Firing, Smoke*
or Beehive	8"/20CM	5	5	1	6	*Beehive*

ANZAC
OH-6 LOACH OP HELICOPTER

OH-6 LOACH OP HELICOPTER

1x Observer OH-6A Loach	**1 POINT**

You must field a:
- M108 Artillery Battery,
- M109 Artillery Battery,
- M101 105mm Firebase, or
- M114 155mm Firebase,

before you may field a C&C OP Helicopter

• INDEPENDENT HELICOPTER AIRCRAFT UNIT • OBSERVER • SCOUT •

COURAGE 4+	SKILL 3+
MORALE 4+	

IS HIT ON	AIRCRAFT SAVE
4+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
UNLIMITED				AUTO

The Australian Army operated light observation helicopters in the army co-operation role. These 'possums' were frequently used for aerial artillery observation work.

B3 FRONT AT IA DRANG

When the Republic of Vietnam in the South appeared at the point of collapse after the 1963 coup, the People's Republic of Vietnam in the North resolved to finish the war quickly by escalating the fighting from guerrilla warfare to big unit battles of annihilation. The People's Army sent regular forces to the south forming B3 Front in the Western Highlands, with the goal of destroying the ARVN divisions in the area.

1964 marked a major change in the Vietnam War. It was the year that North Vietnam committed to big unit battles in South Vietnam. 1963 had seen the South Vietnamese president, Ngo Dinh Diem, fall to a military coup and the government degenerate into chaos as the generals vied for power. This opportunity coincided with renewed militancy by the North Vietnamese government and its Chinese supporters (contrary to the Soviet Union, which was seeking accommodation with the West at the time).

At this time, the National Liberation Front (NLF, known as the Viet Cong to its enemies) was fighting a guerrilla war against the southern Army of the Republic of Vietnam (ARVN) and its American advisors. The presence of 16,000 American soldiers scattered through the ARVN as advisors, along with the arrival of American armoured personnel carriers and helicopters, prompted the North Vietnamese to refer to the ARVN as the 'puppet army', dancing to the tune of its 'imperialist' master.

The North Vietnamese leaders were eager to seize the opportunity to completely defeat the 'puppet army' before the US forces could intervene in strength. To this end they proposed a Winter Offensi e to destroy three or four 'puppet divisions' in big battles, followed by a general offensi e and general insurgency to topple the Saigon government. The first step in this plan was to build 'main force' regiments and divisions from the smaller NLF local force guerrilla units in the south, and to reinforce them with regular army units from the People's Army of Vietnam (PAVN) from North Vietnam. The e was considerable debate on the issue, but the decision

hinged on the fact that, while the NLF forces were able to defeat ARVN forces, they were not strong enough to follow up their victories and annihilate them.

The offensi e opened in late 1964 and carried into 1965 with a wave of attacks that smashed ARVN forces in battles at Binh Gia, Song Be, Quang Ngai, Ba Gia, and Dong Xoia. By the middle of the year the Republic of Vietnam was on the ropes. Unfortunately for North Vietnam's plans, the US response was quicker and stronger than they bargained on. Operation Rolling Thunde , the bombing of North Vietnam, began in March, accompanied by a rapid build up of US divisions. Other Free-World (as opposed to Communist in the terminology of the time) countries also committed forces, promptly dubbed 'mercenary' forces by the North.

North Vietnam responded with an expanded Winter-Spring Offensi e, starting with the Plei Me Campaign against the arriving US Army forces. The PAVN placed some of their most experienced regiments in the Western Highlands Field Front (codenamed B3 Front) under the command of *Thượng Tá* (Senior Lieutenant Colonel) Nguyễn Hữu An. The goal of the campaign was to fight the US Army and the ARVN on ground favourable to the PAVN and in doing so destroy fi e or six companies of the enemy.

The operation started when the 33rd Regiment attacked the ARVN base at Plei Me on 19 October, 1965. Th 320th Regiment then ambushed the expected ARVN relief force on 23 October. However, the cost had been high. US air strikes were far heavier than the PAVN had expected and caused heavy casualties and disrupted communications.

B3 FRONT AT IA DRANG

Thượng Tá An's forces consisted of the 33rd, 66th, and 320th Regiments of the PAVN and the H-15 Local Forces Battalion of the NLF. The regulars of the PAVN were some of North Vietnam's most experienced units. Unfortunately, at the time of the Ia Drang fighting, their heavy support (14.5mm heavy anti-aircraft machine-guns and 120mm mortars) was still in transit from the north, so the infantry regiments had to fight with only their wn light weapons.

Trung Đoàn 33 (33rd Regiment)
The 33rd Regiment was formed from the survivors of two regiments that came south in mid 1965 as the second (101B) and third (101C) incarnations of the 101st 'Trần Cao Vân' Regiment (named for a Vietnamese freedom fighter) of the 325th 'Bình Trị Thiên' Division (named for a province near Hue).

> D-1 Battalion
> D-2 Battalion
> D-3 Battalion

Trung Đoàn 66 (66th Regiment)
The 66th 'Ký Con' Regiment, the first part of the 304th 'Vinh Quang' (Glory) Division to arrive in the south. Both the 304th and 325th Divisions dated back to the Indochina War against the French in the 1950's. They were some of the PAVN's most experienced units.

> K-7 Battalion
> K-8 Battalion
> K-9 Battalion

Trung Đoàn 320 (320th Regiment)
The 320th Regiment was formed in 1964 and sent to B3 Front. It ambushed the ARVN relief force en route to Plei Me, but took no part in the Ia Drang battle.

Tiểu Đoàn H-15 (H-15 Battalion)
H-15, a local forces battalion fought at Ia Drang in the traditional Vietnamese costume of black 'pajamas' and straw hats, attacking alongside the regulars.

When the US 1st Brigade (Airmobile) arrived at Pleiku on 26 October, B3 Front ended the siege of Plei Me and ordered both regiments back to their base in the Ia Drang Valley. The 1st Brigade hounded 33rd Regiment all the way, and by 9 November, when the US 3rd Brigade (Airmobile) took over the pursuit, the Vietnamese regiment had been reduced to half of its authorised strength, at the cost to the Americans of 59 dead and 196 wounded in the process.

The 66th Regiment arrived at the Front headquarters on the Chu Pong Massif after a forced march on 10 November. Its 7th (K-7) Battalion bivouacked with regimental headquarters on the southeastern face. The 8th (K-8) Battalion dug in nearly 8 miles (13 km) away in the Ia Drang Valley, while the 9th (K-9) Battalion occupied the eastern face of Chu Pong.

Four days later, on 14 November, the 1st Battalion, 7th Cavalry landed in a clearing less than a mile (1 km) from the K-9 Battalion, starting the Battle of Ia Drang. The K-7, K-9, and H-15 Battalions launched continuous attacks over the next two days, but were unable to dislodge the US cavalry. K-8 was due to attack on the morning of 17 November to finish off what was believed to be a single crippled battalion. Instead, they ran into the 2nd Battalion, 7th Cavalry marching to LZ Albany. Setting a hasty ambush, they inflicted the heaviest losses suffe ed by the Cavalry in the war to date.

The Vietnamese success was too little, too late though. B3 Front was forced to disengage. They had killed 305 Americans and wounded another 524, nearly fi e companies, in 35 days, but the cost had been high with the 33rd Regiment completely gutted, the 320th Regiment forced to withdraw to Cambodia, and the 66th Regiment destroyed.

VIETNAMESE RANKS

Rank	Equivalent
Đại Tá	Major General (Senior Colonel)
Trung Tá	Colonel
Thiếu Tá	Major (Junior Colonel)
Đại Úy	Captain (Senior Lieutenant)
Trung Úy	Lieutenant
Thiếu Úy	Junior Lieutenant

VIETNAMESE FORMATIONS
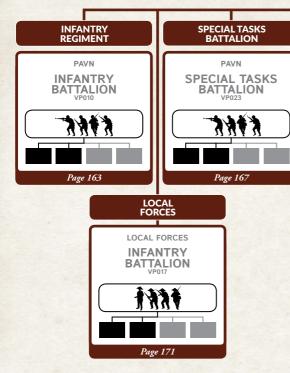
Code	Formation	Level	Leader
F	*Sư Đoàn*	Division	*F Trưởng*
E	*Trung Đoàn*	Regiment	*E Trưởng*
D	*Tiểu Đoàn*	Battalion	*D Trưởng*
C	*Đại Đội*	Company	*C Trưởng*
B	*Trung Đội*	Platoon	*B Trưởng*
A	*Tiểu Đội*	Squad	*A Trưởng*

PEOPLE'S ARMY OF VIETNAM
PAVN FORCES

INFANTRY REGIMENT

PAVN
INFANTRY BATTALION
VP010

Page 163

SPECIAL TASKS BATTALION

PAVN
SPECIAL TASKS BATTALION
VP023

Page 167

ARMOURED REGIMENT

PAVN
K-1 IRONCLAD BATTALION
VP001

Page 176

PAVN
K-2 IRONCLAD BATTALION
VP003

Page 177

PAVN
K-3 IRONCLAD BATTALION
VP005

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LOCAL FORCES

LOCAL FORCES
INFANTRY BATTALION
VP017

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PAVN SUPPORT

PAVN
FRONT ARTILLERY COMPANY
PG180—VP029

OR

PAVN
FRONT JET-ARTILLERY COMPANY
PG180—VP030

PAVN
FRONT ARTILLERY OBSERVER
PG181—VP031

PAVN
82MM RECOILLESS GUN COMPANY
PG181—VP027

PAVN
120MM MORTAR COMPANY
PG182—VP028

PAVN
37MM AA COMPANY
PG183—VP026

OR

PAVN
14.5MM AA COMPANY
PG182—VP025

PAVN
PAVN SUPPORT PLATOON

PAVN
LOCAL RESISTANCE
PG183—CP032

PAVN
INFANTRY BATTALION

PAVN

INFANTRY COMPANY HQ
VP010

2x SKS/AK-47 assault rifle teams

1 POINT

OPTIONS
- Add up to six Guerilla Booby Traps for +1 point each.

• INFANTRY FORMATION • CHARLIE OWNS THE NIGHT • GUERILLA FIGHTERS •

COURAGE 2+	SKILL 4+
MORALE 2+ RALLY 2+	ASSAULT 4+ COUNTERATTACK 2+

IS HIT ON	INFANTRY SAVE
3+	3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20cm	8"/20cm	12"/30cm	12"/30cm	AUTO

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
SKS/AK47 assault rifle team	8"/20cm	2	2	1	6	*Pinned ROF 1*

PAVN
INFANTRY COMPANY
PG164—VP011

PAVN
INFANTRY COMPANY
PG164—VP011

PAVN
82MM MORTAR COMPANY
PG165—VP014

PAVN
75MM RECOILLESS GUN PLATOON
PG165—VP015

PAVN
INFANTRY COMPANY
PG164—VP011

PAVN
MACHINE-GUN PLATOON
PG164—VP012

OR

PAVN
MACHINE-GUN BUNKERS
PG164—VP013

PAVN
12.7MM ANTI-AIR PLATOON
PG165—VP016

PAVN
12.7MM ANTI-AIR PLATOON
PG165—VP016

PAVN
SPECIAL TASKS COMPANY
PG167—VP024

The basic unit of the People's Army was an infantry battalion called a *Tiểu Đoàn Bộ Binh* (pronounced thee-ow doh-ahn boh beeng), or just a *Tiểu Đoàn* (or đBB for short). The battalion commander was a *Thiếu Tá* or Major, but was usually referred to in typical revolutionary fashion as a D *Trưởng* or D Leader (after the code for a battalion, 'D').

The Main Force of the National Liberation Front (known as the Main Force VC to the Imperialists and their puppets) were organised and equipped in the same fashion as the People's Army, and became virtually indistinguishable after the Tet Offensi e.

The *bộ đội*, foot soldiers, are the core of the infantry companies. As the troops of B3 Front are some of the best in the PAVN, they have an almost equal mix of the newer AK47 assault rifles and older SKS carbines. The squad automatic weapon is the RPD machine-gun, a modernised, belt-fed version of the WWII-era DP 'record player' machine-gun. Each squad also contains a B40 rocket launcher, a Chinese copy of the Soviet RPG-2.

Noting the success of Chinese bayonet charges in driving the US forces back into South Korea, the Vietnamese have practised bayonet tactics. Every soldier is eager to close with the enemy and use their bayonet to kill Americans.

PAVN
INFANTRY COMPANY

INFANTRY COMPANY

13x AK-47 team
9x B40 RPG team
3x LMG team
21 POINTS

9x AK-47 team
6x B40 RPG team
2x LMG team
14 POINTS

5x AK-47 team
3x B40 RPG team
1x LMG team
7 POINTS

OPTIONS
• Replace all B40 anti-tank teams with B41 anti-tank teams for +1 point each.

• INFANTRY UNIT • BORN IN THE NORTH TO DIE IN THE SOUTH • GUERILLA FIGHTERS •

COURAGE 3+	SKILL 5+
MORALE 3+	ASSAULT 4+
RALLY 3+	COUNTERATTACK 3+

IS HIT ON	INFANTRY SAVE
3+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
SKS/AK47 assault rifle team	8"/20CM	2	2	1	6	*Pinned ROF 1*
B-40 anti-tank team	8"/20CM	1	1	11	4+	*HEAT, Slow Firing*
LMG team	16"/40CM	5	2	2	6	*Assault 5+*
Optional B-41 anti-tank team	12"/30CM	1	1	14	4+	*HEAT, Slow Firing*

PAVN
MACHINE-GUN PLATOON

MACHINE-GUN PLATOON

3x HMG team
2 POINTS

• INFANTRY UNIT • GUERILLA FIGHTERS • HEAVY WEAPON •

COURAGE 3+	SKILL 5+
MORALE 3+	ASSAULT 6
RALLY 3+	COUNTERATTACK 3+

IS HIT ON	INFANTRY SAVE
3+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
HMG team	24"/60CM	6	2	2	6	

PAVN
MACHINE-GUN BUNKERS

MACHINE-GUN BUNKERS

3x HMG Nest
2 POINTS

• INFANTRY UNIT • GUERILLA FIGHTERS • INDEPENDENT • NEST •

COURAGE 3+	SKILL 5+
MORALE 3+	ASSAULT 6
RALLY 3+	COUNTERATTACK 3+

IS HIT ON	INFANTRY SAVE
2+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
HMG nest	24"/60CM	6	2	2	6	*Forward Firing*

PAVN
82MM MORTAR COMPANY

82MM MORTAR COMPANY

6x 82mm mortar	**4 POINTS**
3x 82mm mortar	**2 POINTS**

The regimental mortar company uses the 82mm mortar, a Chinese-made copy of the old, but very reliable, Soviet battalion mortar.

• INFANTRY UNIT • GUERILLA FIGHTERS • HEAVY WEAPON •

COURAGE 3+	SKILL 5+
MORALE 3+	ASSAULT 6
RALLY 3+	COUNTERATTACK 3+

IS HIT ON	INFANTRY SAVE
3+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
4"/10cm	4"/10cm	6"/15cm	8"/20cm	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
82mm mortar	40"/100cm	ARTILLERY		1	4+	

PAVN
12.7MM ANTI-AIR PLATOON

12.7MM ANTI-AIR PLATOON

3x 12.7mm AA MG	**2 POINTS**

The Type 54 machine-gun weighs in at 152kg (346 lb), but breaks down into small enough loads to be carried anywhere, then set up ready to ambush Imperialist helicopters, driving them from the skies of Vietnam.

• GUN UNIT • GUERILLA FIGHTERS •

COURAGE 3+	SKILL 5+
MORALE 3+	ASSAULT 5+
RALLY 3+	COUNTERATTACK 3+

IS HIT ON	INFANTRY SAVE
3+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
4"/10cm	4"/10cm	6"/15cm	8"/20cm	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
12.7mm AA MG	16"/40cm	3	2	4	5+	*Dedicated AA*

PAVN
75MM RECOILLESS GUN PLATOON

75MM RECOILLESS GUN PLATOON

3x 75mm recoilless gun	**2 POINTS**

Every infantry regiment has a company of recoilless guns to give heavy support. Thei heavy shells make short work of everything from machine-guns to armoured personnel carriers.

The Type 52 recoilless rifle is a copy of an American M20 75mm recoilless rifle captured in Korea.

• GUN UNIT • GUERILLA FIGHTERS • GUN •

COURAGE 3+	SKILL 5+
MORALE 3+	ASSAULT 6
RALLY 3+	COUNTERATTACK 3+

IS HIT ON	INFANTRY SAVE
3+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
4"/10cm	4"/10cm	6"/15cm	8"/20cm	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
75mm recoilless gun	20"/50cm	2	1	9	3+	*HEAT, Recoilless*

SAPPERS ON THE WIRE

NORTH VIETNAMESE SPECIAL FORCES

As the intensity and complexity of 'Imperialist' fire base and airfield defences increased, the need for specialist assault troops to penetrate the defences also increased. By the time of the Tet Offensive in 1968, there were numerous *Đặc Công* (Special Tasks) units of up to regimental strength operating in South Vietnam. These highly trained commandos led attacks on fire bases and airfields and conducted raids of their own, seeking to destroy valuable assets like aircraft and helicopters and kill as many enemy soldiers as they could for minimum losses.

We have the responsibility of being the forward group in any attack, of opening the way for other elements, and of removing obstacles erected by the enemy to stop our advance with explosives. Since we are the fighters who carry out attacks with explosives, we should always be brave and heroic. We should carry out any task assigned to us, whether it be an attack on enemy forces stationed in posts or in the field.

— Đặc công platoon leader from the D-514 My Tho Local Forces Battalion operating in the Mekong Delta.

The staple of the local guerrilla forces was an assault on an ARVN outpost or base designed to annihilate a small force and draw a larger relieving force into an ambush. Frontal assaults worked well against regional forces and even low-grade ARVN divisions, but could be extremely costly against better-quality Free World forces. The Communist forces responded by creating *Đặc Công* (Special Tasks) units, known as sappers to their enemies, from platoon to regimental size, specially trained in reconnaissance and assault techniques.

Đặc Công soldiers were thoroughly trained in detecting and clearing obstacles from minefields and barbed wire to claymore command-detonated mines (which they were trained to turn around and point back at the fi er!). Many of their techniques were innovative, from using command-detonated mines to clear barbed wire, to using ladders and forked sticks to lift barbed wire to create a crawl space underneath.

The *Đặc Công* combined their training with detailed rehearsals using models and full-scale reconstructions of the target, and incredible patience to achieve devastating results. *Đặc Công* soldiers were known to crawl slowly past sentries at night, bare metres away from them, to get into bases to reconnoitre for future attacks. Often the first the defenders knew of an attack would be the detonation of wire-clearing charges and the simultaneous explosions of hand grenades and rocket-propelled grenades from infiltrators inside the base. Follow-up *Đặc Công* and infantry assault parties would be streaming into the breach as the defenders struggled to react to the sudden attack.

Because of the independent nature of their work, the *Đặc Công* were selected from soldiers displaying an unusual degree of initiative. Many *Đặc Công* soldiers were members of the People's Revolutionary Party or its youth movement, and they were some of the National Liberation Front's most dedicated fighters

PEOPLE'S ARMY OF VIETNAM
SPECIAL TASKS BATTALION

PAVN
SPECIAL TASKS BATTALION HQ
VP023

2x SKS/AK-47 assault rifle teams **2 POINTS**

OPTIONS
- Add up to six Guerilla Booby Traps for +1 point each.

• INFANTRY FORMATION • CHARLIE OWNS THE NIGHT • GUERILLA FIGHTERS • SCOUT •

COURAGE 2+	SKILL 3+
MORALE 2+ RALLY 2+	ASSAULT 3+ COUNTERATTACK 2+

IS HIT ON	INFANTRY SAVE
4+	3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
SKS/AK47 assault rifle team	8"/20CM	2	2	1	6	*Pinned ROF 1*

PAVN
SPECIAL TASKS COMPANY
PG167—VP024

PAVN
SPECIAL TASKS COMPANY
PG167—VP024

PAVN
SPECIAL TASKS COMPANY
PG167—VP024

PAVN
MACHINE-GUN PLATOON
PG164—VP012

OR

PAVN
82MM MORTAR COMPANY
PG165—VP014

OR

PAVN
12.7MM ANTI-AIR PLATOON
PG165—VP016

PAVN
INFANTRY COMPANY
PG164—VP011

PAVN SUPPORT
82MM RECOILLESS GUN COMPANY
PG181—VP027

PEOPLE'S ARMY OF VIETNAM
SPECIAL TASKS COMPANY

SPECIAL TASKS COMPANY

4x SKS/AK-47 assault rifle team
6x B-40 anti-tank team **17 POINTS**

3x SKS/AK-47 assault rifle team
4x B-40 anti-tank team **11 POINTS**

2x SKS/AK-47 assault rifle team
2x B-40 anti-tank team **6 POINTS**

OPTIONS
- Add up to 3 SKS/AK-47 assault rifle teams for +1 point each.
- Replace all B-40 anti-tank teams with B-41 anti-tank teams for +1 point each.

• INFANTRY UNIT • GUERILLA FIGHTERS • ONE SLOW, FOUR QUICKS • SCOUT •

COURAGE 3+	SKILL 4+
MORALE 3+ RALLY 3+	ASSAULT 3+ COUNTERATTACK 3+

IS HIT ON	INFANTRY SAVE
3+	3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
SKS/AK47 assault rifle team	8"/20CM	2	2	1	6	*Pinned ROF 1*
B-40 anti-tank team	8"/20CM	1	1	11	4+	*HEAT, Slow Firing*
Optional B-41 anti-tank team	12"/30CM	1	1	14	4+	*HEAT, Slow Firing*

VIETNAMESE FORCES IN THE BATTLE FOR SAIGON

The People's Republic of Vietnam viewed the area around Saigon as critical to winning the war. Their B2 Front commanded the Nationalist forces in and around Saigon and the Mekong Delta. The battles there were tough and hard fought. Both sides made major offensives like the American Operation Cedar Falls, the ANZAC Operation Coburg, the ARVN Operation *Toàn Thắng* and the Nationalist Tet Offensive, but neither side was able to decisively beat the other. In the end, it was North Vietnam's willingness to take casualties and keep fighting that won the war for them after the Free World forces finally withdrew from Vietnam after seven long years.

The Nationalist B2 Front operating in the Saigon (now *Hồ Chí Minh City*) area was considered 'the Bulwark Theat e' by the northern People's Republic of Vietnam. Without the capture of Saigon, the defeat of the southern Republic of Vietnam could never be complete. With the fall of Saigon, the war would end.

With the decision to move towards a general insurrection in 1965, many of the separate local force battalions of the People's Liberation Armed Forces (PLAF) of the National Liberation Front (NLF) were grouped into Main Force regiments and divisions, supplemented by regiments of the North Vietnamese People's Army of Vietnam (PAVN) that had marched south down the *Hồ Chí Minh* Trail. Regardless of origin, they were known to the South Vietnamese as VC or *Việt Cộng*, a contraction of *Việt nam Cộng sản* (Vietnamese Communist). The first two divisions, *Sư Đoàn 5* and *Sư Đoàn 9 (*the 5th and 9th Divisions) were formed in September 1965, at the same time as the Free World forces were pouring into Vietnam. The third division, *Sư Đoàn 7 (*7th Division), formed a year later, mainly from PAVN regiments.

The Main Force divisions were composed of three regiments, and each regiment had a designated combat speciality: mobile operations, attacking fortifications, or ambush operations, but was able to fight in any situation that might present itself. In addition to the three Main Force divisions, B2 Front also commanded up to three special tasks (sapper) battalions, two rocket artillery regiments, and an air defence battalion, as well as numerous Local Force battalions. All were helped by the resistance guerrillas operating at the district and village level.

The North Vietnamese were adept at concealing their true order of battle and the level of casualties they were sustaining. A continuous stream of replacement soldiers from North Vietnam followed the *Hồ Chí Minh* trail south through Laos and Cambodia to replace on-going casualties. In the aftermath of major battles, whole PAVN regiments would be sent south to replace those lost in battle. These were replaced in the PAVN's order of battle with new regiments with the same number, but with a B suffix and on arrival in the south were renamed to replace the destroyed regiment. As you can imagine, this led to considerable confusion in Free World intelligence estimates that identified 308th, 312th, 320th and 325th PAVN Divisions as operating in the area.

The forces of B2 Front showed themselves to be fully capable of defeating and even destroying the weak units of the poorly-armed South Vietnamese Army of the Republic of Vietnam (ARVN) on the battlefield more often than not. Indeed, B2 Front's winter (dry season) campaign of 1964 had as its primary objective the engagement and defeat of the most capable ARVN units. This resulted in considerable overestimation of their effect on the stronger, better armed American and ANZAC forces they encountered.

The pattern of fighting in Vietnam tended to ebb and fl w with one side or the other launching a major offensi e resulting in heavy fighting, followed by the Nationalists withdrawing to their base areas to rebuild and prepare for the next offensi e. During these periods, Free World forces spent a lot of time patrolling, searching for an elusive enemy. The Vietnamese 275th Regiment fought with both

B2 Front in South Vietnam

It can be very hard to find information on PAVN units, so I have summarised the main force divisions fighting under B2 Front. In late 1969, the Front also commanded three (4th, 7th, and 8th) *đặc công* (special tasks or sapper) battalions, several independent regiments, two rocket regiments, and an anti-aircraft battalion. By this stage the PLAF contribution had massively declined after three years of fighting the ree World forces and the losses in the Tet offensi e.

Sư Đoàn 5 (5th Division)
Formed Sep 1965. Operated in the Mekong Delta. Rebuilt with PAVN regiments after Tet offensi e. These regiments had been formed for the First Indochina War against the French.

Trung Đoàn 4 (4th Regiment) until Apr 1968
Name: '*Đồng Nai*' (Name of province)

Trung Đoàn 33 (33rd Regiment) from Jul 1968
Formed from 101B and 101C, 325th Division
Name: '*Trần Cao Vân*' (Anti-French leader)

Trung Đoàn 5 (5th Regiment) until Jun 1970
Known to US as 275th Regiment
Trung Đoàn 3 (3rd Regiment) from Jul 1970
Formed from 1st Battalion, 5th Regiment

Trung Đoàn 88 (88th Regiment) from Sep 1967 to Sep 1968.
Previously 88A, 308th Division
Name: '*Tu Vũ*' (Name of battle)
Trung Đoàn 174 (174th Regiment) from Oct 1968
Previously 174A Regiment, 316th Division
Name: '*Cao Bắc Lạng*' (1949 campaign)

Sư Đoàn 7 (7th Division)
Formed Jun 1966. Operated south of the Mekong Delta. Created from 312th 'Victory' Division which then rebuilt its regiments as 141B and 165B.

Trung Đoàn 12 (12th Regiment)
Previously 165A Regiment, 312th Division
Name: '*Lao Hà Yên*' (Name of province)

Trung Đoàn 14 (14th Regiment)
Previously 141A Regiment, 312th Division
Name: '*Ba Vì*' (Mountain range)

Trung Đoàn 16 (16th Regiment) until late 1967
Previously 101A Regiment, 325A Division
Name: '*Trần Cao Vân*' (Anti-French leader)
Trung Đoàn 52 (52nd Regiment) Sep to Nov 1967
Previously with 320A Division
Name: '*Tây Tiến*' (Western Progress)
Trung Đoàn 209 (209th Regiment) from Jan 1968
Previously 209A Regiment, 312th Division
Name: '*Sông Lô*' (*Lô* River)

Sư Đoàn 9 (9th Division)
Formed Sep 1965. Operated in the Iron Triangle. First division formed in the south. Created from independent regiments. Suffe ed heavy casualties in Operation Junction City.

Trung Đoàn 1 (1st Regiment)
Previously 812th Regiment, then 271A Regiment or Q761 of B2 Front
Name: '*Bình Giã*' (Name of battle)

Trung Đoàn 2 (2nd Regiment)
Previously 272A Regiment or Q762 of B2 Front
Name: '*Đồng Xoài*' (Name of battle)

Trung Đoàn 3 (3rd Regiment) until Sep 1968
Previously 3rd or 273rd Regiment of B2 Front
Trung Đoàn 3B (3B Regiment) from Oct 1968 to Sep 1969.
Previously 88th, 5th Division
Name: '*Tu Vũ*' (Name of battle)
Trung Đoàn 3 (3rd Regiment) from Oct 1969
Previously 95C Regiment, 325C Division
Name: '*Nguyễn Thiện Thuật*' (Revolutionary)

PAVN divisions and regiments had a confusing variety of names. In part this was caused by the need to send reinforcements south to rebuild destroyed regiments. Regiments could be rebuilt with the letter B (or C or even D in some cases) after their number, or simply replaced with another regiment. As a result 33/7, 101/7, 101B/325, and 101C/325 all refer to the same regiment, which might also be referred to as 4/7 after the regiment it replaced. The Vietnamese also deliberately caused confusion by referring to units by code names, such as *Công Trường 9* (Construction Site 9) for the 9th Infantry Division.

Sư Đoàn 5 and *Sư Đoàn 9*. It planned on launching a major (divisional-strength or greater) offensi e roughly every six months, although several were pre-empted by American attacks on their base areas.

The biggest of these offensi es was in 1968: the *Tết* Offensi e scheduled for the Vietnamese New Year, 30 January, and the follow-on May Offensi e that began on 5 May. Th *Tết* Offensi e was aimed at instigating a general uprising in Saigon and ending the war. The offensi es failed in both goals, and cost the PLAF horrendous casualties. The divisions of B2 Front were rebuilt, but this time with North Vietnamese sent south as replacements.

Despite the serious setback suffe ed by the Nationalists, the effect of television footage of the fighting on the American nightly news was profound, ending support for the war and ushering in 'Vietnamisation', the concept of handing the war back to a revamped and strengthened ARVN. This was supported by the generals who believed that the Nationalists had been decisively beaten.

With the departure of Free World forces in 1971, the battles against the ARVN increased in scope and scale, becoming conventional corps-sized offensi es supported by regiments of tanks and artillery.

GRAB THEIR BELTS TO FIGHT THEM

LOCAL FORCES IN THE MEKONG DELTA

When faced with superior American firepower, the Nationalist *Địa Phương Quân* (pronounced dya foo-ung kwun), or Local Forces, had an adage: "Grab their belts to fight them!" In other words, by getting in close to the Imperialists, a fighter can overcome the enemy's firepower.

FLAG OF THE NATIONAL LIBERATION FRONT

VIỆT CỘNG

In 1954 following the French withdrawal, Vietnam was divided into the Democratic Republic of Vietnam (North Vietnam) and the Republic of Vietnam (South Vietnam). Even as the split was being formalised, the north was already planning reunification under communist rule by backing the South Vietnamese movement, National Front for the Liberation of South Vietnam, also known as the National Liberation Front.

The movement's military arm was the *Quân Đoi Giâi Phóng Nhân Đân* (People's Liberation Armed Forces), more commonly known by their enemies as *Việt Cộng*, or VC; a contraction of *Việt Nam Cộng-sản (*Vietnamese communist). The ranks were initially filled with *Viet Minh*, communists from South Vietnam relocated to the North in 1954, but local recruits eventually volunteered or were coerced into the ranks of the People's Liberation Armed Forces.

PEOPLE'S WAR

A People's War of hit and run guerilla raids, assassinations, and brutal attacks caused a great deal of unrest in South Vietnam. Harsh reprisals and apathy for the locals didn't endear the remote Saigon government to the population either.

This all came to a head in 1964 when the *Việt Cộng* decided to escalate from guerrilla attacks to all-out warfare. Supported by the North and supplied by the Ho Chi Minh Trail through neighbouring countries of Laos and Cambodia, the *Việt Cộng* launched full-scale attacks which paralyzed government forces. Only the rapid intervention of US forces stabilized the situation and prevented total collapse.

TET OFFENSIVE

Despite the increasing US presence in the Mekong Delta, the *Việt Cộng* continued to dominate regional politics and use the waterways as supply routes. This changed with the arrival of the US Mobile Riverine Force at Dong Tam in 1967 and with the window of opportunity for final victory rapidly fading, the *Việt Cộng* planned their biggest operation yet. They would gamble it all by putting their full strength in and bank on a general uprising against the corrupt Saigon government and its imperialist allies.

A massive build up of supplies from North Vietnam was moved south on the Ho Chi Minh Trail and smuggled into the cities and major villages of South Vietnam. *Việt Cộng* soldiers infiltrated the cities and waited for the signal. Th battle was to begin during the traditional truce of *Tết*, the Vietnamese New Year, when the enemy would have their guard down.
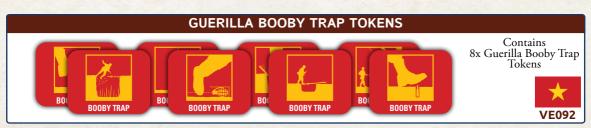
On 30 January, as celebrations were just starting, the *Việt Cộng* struck with its full force, everywhere. Saigon, Huế, Khe Sanh, and all of the major cities and regional captials were hit hard with attacks. Some resisted, others were overrun. In Saigon, the US embassy was attacked, and the ancient capital of Huế was taken.

However, the hoped-for general uprising did not materialise, and the enemy fought back. With the element of surprise now gone, the *Việt Cộng* were out gunned. All of the gains won in the early days of the offensi e were lost and the Nationalist forces, mainly *Việt Cộng*, were destroyed.

A DEFEAT TURNED VICTORY

Over half of the Nationalist forces were wiped out and the *Việt Cộng* never fully recovered. They receded to the country side and reverted to reliable small actions, leaving the North Vietnamese Army to take over major operations.

Despite total military defeat, the Tet Offensi e succeeded in securing a major propaganda victory. The US media was there on the streets recording for history the events of the battle. They saw devastation and brutality, but what is more they saw the raw determination of the *Việt Cộng* soldier. What they saw, so too did the American public. It would be a major turning point in the war.

GUERILLA BOOBY TRAP TOKENS

BOO   BOOBY TRAP   BOO   BOOBY TRAP   BOO   BOOBY TRAP   BOO   BOOBY TRAP

Contains 8x Guerilla Booby Trap Tokens

VE092

INFANTRY BATTALION

LOCAL FORCES

INFANTRY BATTALION HQ
VP017

2x Rifle teams | **1 POINT**

• INFANTRY FORMATION • CHARLIE OWNS THE NIGHT • GUERILLA FIGHTERS • SCOUT •

COURAGE 3+	SKILL 4+
MORALE 2+	ASSAULT 4+
RALLY 3+	COUNTERATTACK 4+

IS HIT ON	INFANTRY SAVE
3+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
Rifle team	16"/40CM	1	1	2	6	*Slow Firing*
Optional SKS/AK47 assault rifle team	8"/20CM	2	2	1	6	*Pinned ROF 1*

OPTIONS
• Replace all Rifle teams with SKS/AK-47 assault rifle teams for +1 point.
• Add up to six Guerilla Booby Traps for +1 point each.

LOCAL FORCES	LOCAL FORCES	LOCAL FORCES	LOCAL FORCES
INFANTRY COMPANY PG172—VP018	**INFANTRY COMPANY** PG172—VP018	**MORTAR PLATOON** PG173—VP020	**RECOILLESS GUN PLATOON** PG173—VP021

LOCAL FORCES	LOCAL FORCES	LOCAL FORCES	PAVN
INFANTRY COMPANY PG172—VP018	**MACHINE-GUN PLATOON** PG172—VP019	**ANTI-AIR PLATOON** PG173—VP022	**INFANTRY COMPANY** PG164—VP011

OR

PAVN
MACHINE-GUN BUNKERS PG164—VP013

PAVN
SPECIAL TASKS COMPANY PG167—VP023

LOCAL FORCES
INFANTRY COMPANY

INFANTRY COMPANY

13x Rifle team	
3x B40 RPG team	
1x LMG team	**10 POINTS**

9x Rifle team	
2x B40 RPG team	
1x LMG team	**7 POINTS**

5x Rifle team	
1x B40 RPG team	
1x LMG team	**4 POINTS**

OPTIONS
- Replace all Rifle teams with SKS/AK-47 teams for +5 points.
- Replace all B40 anti-tank teams with B41 anti-tank teams for +1 point each.

• INFANTRY UNIT • BORN IN THE NORTH TO DIE IN THE SOUTH • GUERILLA FIGHTERS • SCOUT •

COURAGE 4+	SKILL 5+
MORALE 3+ RALLY 4+	ASSAULT 4+ COUNTERATTACK 5+

IS HIT ON	INFANTRY SAVE
3+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
Rifle team	16"/40CM	1	1	2	6	*Slow Firing*
Optional SKS/AK47 assault rifle team	8"/20CM	2	2	1	6	*Pinned ROF 1*
B-40 anti-tank team	8"/20CM	1	1	11	4+	*HEAT, Slow Firing*
Optional B-41 anti-tank team	12"/30CM	1	1	14	4+	*HEAT, Slow Firing*
LMG team	16"/40CM	5	2	2	6	*Assault 5+*

LOCAL FORCES
MACHINE-GUN PLATOON

MACHINE-GUN PLATOON

3x HMG team	**1 POINT**

The battalion HQ had a number of heavy weapons platoons that they could deploy for the mission. The machine-gun platoon was armed with the heavy machine-gun, as lethal in ambush as it was in defence.

• INFANTRY UNIT • GUERILLA FIGHTERS • HEAVY WEAPON • SCOUT •

COURAGE 4+	SKILL 5+
MORALE 3+ RALLY 4+	ASSAULT 6 COUNTERATTACK 5+

IS HIT ON	INFANTRY SAVE
3+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
HMG team	24"/60CM	6	2	2	6	

LOCAL FORCES
ANTI-AIR PLATOON

ANTI-AIR PLATOON

3x 12.7mm AA MG **1 POINT**

Local forces set up ambushes for enemy aircraft by placing three 12.7mm anti-aircraft machine-guns in a triangle formation. They three would hold their fi e until the target was in the centre, then open up with lethal effect

• GUN UNIT • GUERILLA FIGHTERS • SCOUT •

COURAGE 4+	SKILL 5+
MORALE 3+	ASSAULT 5+
RALLY 4+	COUNTERATTACK 5+

IS HIT ON	INFANTRY SAVE
3+	3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
4"/10CM	4"/10CM	6"/15CM	8"/20CM	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
AA MG	16"/40CM	3	2	4	5+	*Dedicated AA*

LOCAL FORCES
RECOILLESS GUN PLATOON

RECOILLESS GUN PLATOON

3x 57mm recoilless gun **1 POINT**

The recoilless rifle was another powerful asset from battalion HQ. These were highly mobile guns, allowing the local forces to get them into places where they could do the most damage. After the RPGs, the recoilless guns were the most feared by Free World light armoured vehicles and riverine craft.

• INFANTRY UNIT • GUERILLA FIGHTERS • HEAVY WEAPON • SCOUT •

COURAGE 4+	SKILL 5+
MORALE 3+	ASSAULT 6
RALLY 4+	COUNTERATTACK 5+

IS HIT ON	INFANTRY SAVE
3+	3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
4"/10CM	4"/10CM	6"/15CM	8"/20CM	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
57mm recoilless gun	20"/50CM	2	1	7	4+	*HEAT, Recoilless*

LOCAL FORCES
MORTAR PLATOON

MORTAR PLATOON

3x Mortar team **1 POINT**

Artillery support was often unreliable in local forces operations, but not so if the battalion had a battery of mortars. Ranging from 60mm to 82mm, the mortar tubes offe ed fast and accurate indirect fi e to bombard Imperialist fi ebases or repel their attacks.

• INFANTRY UNIT • GUERILLA FIGHTERS • HEAVY WEAPON • SCOUT •

COURAGE 4+	SKILL 5+
MORALE 3+	ASSAULT 6
RALLY 4+	COUNTERATTACK 5+

IS HIT ON	INFANTRY SAVE
3+	3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
Mortar	32"/80CM	ARTILLERY		1	4+	

THE THIRD PHASE

THE VIETNAM WAR TURNS CONVENTIONAL

Maoist doctrine calls for three phases in a revolutionary war. In the first phase, the revolutionaries gain the support of the population. In the second phase, guerrilla forces attack military and other vital targets. In the third phase, the revolutionary forces switch to conventional warfare, defeating the military, seizing cities, and taking control of the country. By 1971, with the 'Vietnamisation' of the war and the withdrawal of Free World forces, the Nationalists believed that the time had come for the third phase. They started forming large conventional forces including armour and artillery and conducting combined-arms operations.

When the United States and other Free World countries sent their armed forces to Vietnam in 1965, the largest Nationalist formations were regiments, and they were in the process of forming these into divisions in anticipation of entering the third phase of decisive warfare against the Army of the Republic of Vietnam (ARVN). Battles against the Free World forces demonstrated that the second phase of guerrilla warfare (albeit on an increased scale) needed to continue for a while longer. The Tet Offensi es of 1968 were another attempt to begin the General Offensi e/General Insurrection of the third phase, but once again proved premature.

The opportunity to open the third phase finally came in 1971. Political pressure in the United States and other Free World countries led to the progressive withdrawal of their forces and the 'Vietnamisation' of the war as the ARVN expanded and re-equipped with the latest weapons. When, in late 1970, the People's Army of Vietnam (PAVN) learned of the ARVN plan to attack into Laos to hit the *Hồ Chí Minh* Trail, they created 70B Corps of three divisions, their biggest combat formation to date, to counter the threat.

Along with larger formations, the PAVN spent the 1960's building up an armoured force. The first formation was *Trung đoàn 202 Thiết giáp* (*TĐ 202*, 202nd Armoured, literally 'Ironclad', Regiment). This was followed in 1965 by *TĐ 201*, and then by *TĐ 203*. The armoured troops of the PAVN were trained in the Soviet Union, and were organised and equipped according to Soviet doctrine. One major diffe ence though,

was the matter of scale. The Soviet Army fielded entire tank armies of dozens of tank regiments, allowing them to be specialised in role and equipment. The PAVN operated on a smaller scale, so while each company was (mostly) equipped with a single type of tank, battalions usually combined both tank and mechanised infantry companies.

The PAVN had no illusions as to how long its tank forces would last against the fi epower of the United States, so used them in Laos and Cambodia, gaining experience where the threat level was lower. The e were only two small operations into Vietnam before the withdrawal of US ground forces. The first was in the *Khe Sanh* area, when the *Sư đoàn 304* (*SĐ 304*, the 304th Division), supported by 16 K-3 (*kiểu* or type 3, Soviet PT-76) tanks from *Tiểu đoàn 198 Thiết giáp* (the 198th Armoured Battalion) of *TĐ 203* (203rd Armoured Regiment), overran the special forces camp at *Làng Vây* on 6 February 1968. A year later on 3 March 1969, at Ben Het, near the intersection of the Vietnamese, Cambodian, and Laotian border, another company of K-3 tanks (supported by BTR-50PK armoured personnel carriers) fought a night battle against a platoon of American M48 tanks dug in on a fi e base, losing two K-3 tanks and a BTR-50PK.

The South Vietnamese Operation *Lam Sơn 719* gave the PAVN armoured force its first opportunity to undertake large-scale operations against the ARVN. With no US ground forces involved, and the newly-arrived Soviet ZSU-57-2 twin 57mm anti-aircraft tanks available to keep the US and Vietnamese Air Forces off their backs, the North Vietnamese

70B Corps in Laos

When the PAVN learned of ARVN plans to attack into Laos, they gathered some of their most experienced units into a new 70th Corps to oppose them. The 304th, 308th, and 320th Divisions marched out of the Central Highlands and DMZ areas, later joined by 324th Division, as the main counterattack force, while the 2nd Division came from southern Laos to defend Tchepone. They were joined by the elite 202nd Armoured Regiment for the first major PAVN combined-arms operation of the Vietnam War.

Sư Đoàn 2 (2nd Division)
Formed Oct 1965. Brought north from southern Laos to defend Tchepone.
Trung Đoàn 1 'Ba Gia'
(1st *'Ba Gia'* Regiment — named for a battle against French)
Trung Đoàn 31 (31st Regiment)
Trung Đoàn 141 (141st Regiment)

Sư Đoàn 320 'Đồng Bằng' (320th 'Delta' Division)
The division was named for the ed River Delta around *Hà Nội* (Hanoi). Formed 1951 during Indochina War. Parts of division fought at *Ia Drang* in 1965. The 32 th Division was not fully reunited until the remaining regiments were sent south in 1967.
Trung Đoàn 48 'Thăng Long'
(48th *'Thăng Long'* Regiment — ancient capital of Vietnam)
Trung Đoàn 52 'Tây Tiến'
(52nd 'Westward' Regiment — named for operations with Laos against French)
Trung Đoàn 64 'Quyết Thắng'
(64th 'Decisive Victory' Regiment).

Sư Đoàn 304 'Vinh Quang' (304th 'Glory' Division)
Formed in 1950 during Indochina War. Fought at *Điện Biên Phủ*. Sent south in 1965, where parts of division fought at *Ia Drang*. Fought at *Khe Sanh* and in Central Highlands before joining 70B Corps.
Trung Đoàn 9 'Quang Trung'
(9th *'Quang Trung'* Regiment — named for the 18th Century Emperor who united the whole of Vietnam)
Trung Đoàn 24 'Tả Ngạn'
(24th 'Left Bank' Regiment — named for fighting against rench on the Left Bank of the Red River)
Trung Đoàn 66 'Ký Con'
(66th *'Ký Con'* Regiment — named for a revolutionary leader).

Sư Đoàn 324B (324th Division)
Formed in 1955 from Military Region 5 when it was withdrawn to North Vietnam after defeat of French. Sent south to *Quảng Trị* Province near the DMZ in 1965. Rebuilt with new regiments in 1969.
Trung Đoàn 29 (29th Regiment, later 3rd)
Trung Đoàn 803 (803rd Regiment, later 1st)
Trung Đoàn 812 (812th Regiment, later 2nd)

Sư Đoàn 308 'Quân Tiên Phong' (308th 'Vanguard' Division)
Formed in 1949 during Indochina War. Fought at *Điện Biên Phủ*. Sent south in 1965. Fought at *Khe Sanh* and in Central Highlands. Part of the division fought with B2 Front around Saigon during the Tet Offensi e.
Trung Đoàn 36 'Bắc Bắc'
(36th 'Northernmost' Regiment — originally recruited from the north)
Trung Đoàn 88 'Tu Vũ'
(88th *'Tu Vũ'* Regiment — named for battle against French)
Trung Đoàn 102 'Thủ Đô'
(102nd 'Capital' Regiment).

Trung Đoàn 202 Thiết Giáp (202nd Armoured Regiment)
Formed 1959. Operated in Cambodia and Laos 1968 to 1970. Equipped with 88 K-1 (T-34), K-2 (T-54), and K-3 (PT-76) tanks, ZSU-57-2 self-propelled anti-aircraft and BTR-50PK troop carriers.
Tiểu Đoàn 198 (198th Battalion)
Tiểu Đoàn 297 (297th Battalion)
Tiểu Đoàn 397 (397th Battalion)

Corps Troops
38th, 45th, and 368th Motorised Artillery Regiments
84th Rocket Artillery Regiment
230th, 241st, and 591st Anti-aircraft Artillery Regiments

7th, 83rd, and 219th Engineer Regiments
Various Special Forces (Sapper) Battalions

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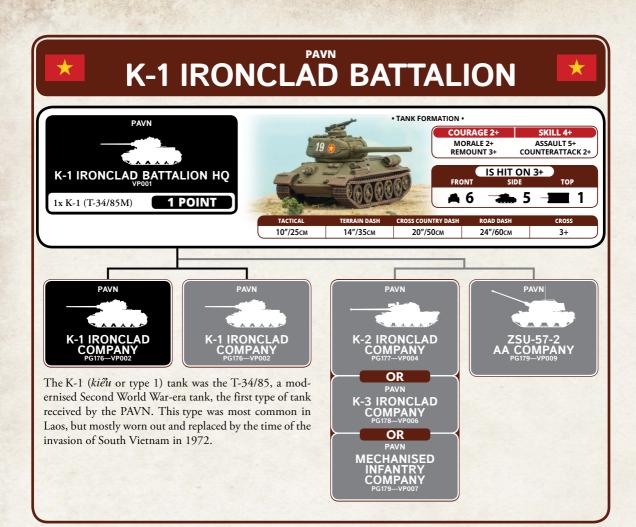
felt confident of their ability to engage and defeat the ARVN armoured cavalry brigade operating in the area.

TĐ 202 (202nd Armoured Regiment) assigned a battalion to each division, skilfully moving the tanks through dense jungle and mountainous terrain in preparation for each attack. The tanks were first used to capture Ranger North, a fi e base covering the northern flank of the operation, then progressively rolled up the remaining fi e bases in combined tank-infantry assaults.

While this was happening, a battalion operating along Route 9 prevented the cavalry from coming to the relief of the fi e bases, resulting in some significant clashes between the tanks of both sides. Once the ARVN forces started to withdraw, *TĐ 202* (202nd Armoured Regiment) began a pursuit of the ARVN cavalry brigade that ultimately resulted in the loss of every tank in the South Vietnamese brigade.
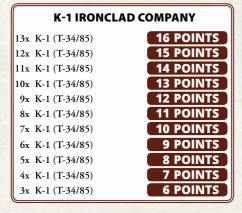
The PAVN followed this victory with a campaign to clear up any threat to the *Hồ Chí Minh* Trail from Laos and Cambodia, then launched the Easter Offensi e against South Vietnam in 1972. This offensi e marked the final transition to conventional warfare, with a four-pronged attack on South Vietnam, each thrust being a corps-sized attack backed by an armoured regiment. South Vietnam narrowly defeated the Easter Offensi e, but quickly fell to a similar offensi e in early 1975.
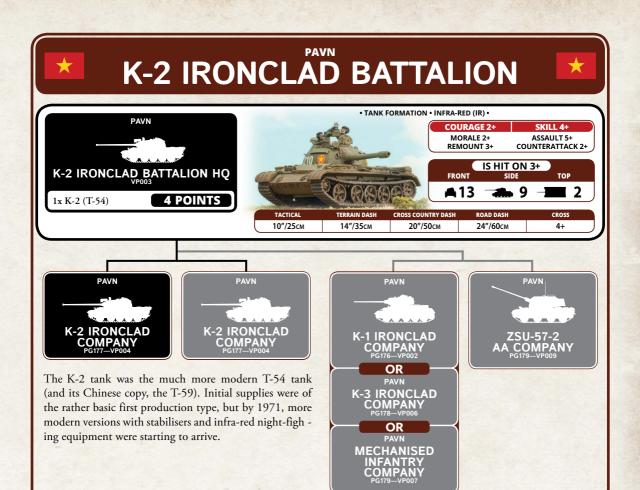
PAVN
K-1 IRONCLAD BATTALION

• TANK FORMATION •

PAVN

K-1 IRONCLAD BATTALION HQ
VP001

1x K-1 (T-34/85M) — **1 POINT**

COURAGE 2+	SKILL 4+
MORALE 2+	ASSAULT 5+
REMOUNT 3+	COUNTERATTACK 2+

IS HIT ON 3+

FRONT	SIDE	TOP
6	5	1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	3+

PAVN
K-1 IRONCLAD COMPANY
PG176—VP002

PAVN
K-1 IRONCLAD COMPANY
PG176—VP002

PAVN
K-2 IRONCLAD COMPANY
PG177—VP004

OR

PAVN
K-3 IRONCLAD COMPANY
PG178—VP006

OR

PAVN
MECHANISED INFANTRY COMPANY
PG179—VP007

PAVN
ZSU-57-2 AA COMPANY
PG179—VP009

The K-1 (*kiểu* or type 1) tank was the T-34/85, a modernised Second World War-era tank, the first type of tank received by the PAVN. This type was most common in Laos, but mostly worn out and replaced by the time of the invasion of South Vietnam in 1972.

PAVN
K-1 IRONCLAD COMPANY

• TANK UNIT •

K-1 IRONCLAD COMPANY

13x K-1 (T-34/85)	**16 POINTS**
12x K-1 (T-34/85)	**15 POINTS**
11x K-1 (T-34/85)	**14 POINTS**
10x K-1 (T-34/85)	**13 POINTS**
9x K-1 (T-34/85)	**12 POINTS**
8x K-1 (T-34/85)	**11 POINTS**
7x K-1 (T-34/85)	**10 POINTS**
6x K-1 (T-34/85)	**9 POINTS**
5x K-1 (T-34/85)	**8 POINTS**
4x K-1 (T-34/85)	**7 POINTS**
3x K-1 (T-34/85)	**6 POINTS**

COURAGE 3+	SKILL 5+
MORALE 3+	ASSAULT 5+
REMOUNT 3+	COUNTERATTACK 3+

IS HIT ON 3+

FRONT	SIDE	TOP
6	5	1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
85mm gun	28"/70CM	2	1	12	3+	
12.7mm AA MG	20"/50CM	3	2	4	5+	
MGs	16"/40CM	2	2	2	6	

PAVN
K-2 IRONCLAD BATTALION

• TANK FORMATION • INFRA-RED (IR) •

PAVN

K-2 IRONCLAD BATTALION HQ
VP003

1x K-2 (T-54) — **4 POINTS**

COURAGE 2+	SKILL 4+
MORALE 2+	ASSAULT 5+
REMOUNT 3+	COUNTERATTACK 2+

IS HIT ON 3+

FRONT	SIDE	TOP
13	9	2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	14"/35cm	20"/50cm	24"/60cm	4+

PAVN
K-2 IRONCLAD COMPANY
PG177—VP004

PAVN
K-2 IRONCLAD COMPANY
PG177—VP004

PAVN
K-1 IRONCLAD COMPANY
PG176—VP002

OR

PAVN
K-3 IRONCLAD COMPANY
PG178—VP006

OR

PAVN
MECHANISED INFANTRY COMPANY
PG179—VP007

PAVN
ZSU-57-2 AA COMPANY
PG179—VP009

The K-2 tank was the much more modern T-54 tank (and its Chinese copy, the T-59). Initial supplies were of the rather basic first production type, but by 1971, more modern versions with stabilisers and infra-red night-fighting equipment were starting to arrive.

PAVN
K-2 IRONCLAD COMPANY

• TANK UNIT • INFRA-RED (IR) •

K-2 IRONCLAD COMPANY

11x K-2 (T-54)	**53 POINTS**
10x K-2 (T-54)	**48 POINTS**
9x K-2 (T-54)	**43 POINTS**
8x K-2 (T-54)	**38 POINTS**
7x K-2 (T-54)	**33 POINTS**
6x K-2 (T-54)	**28 POINTS**
5x K-2 (T-54)	**23 POINTS**
4x K-2 (T-54)	**18 POINTS**
3x K-2 (T-54)	**13 POINTS**

COURAGE 3+	SKILL 5+
MORALE 3+	ASSAULT 5+
REMOUNT 3+	COUNTERATTACK 3+

IS HIT ON 3+

FRONT	SIDE	TOP
13	9	2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	14"/35cm	20"/50cm	24"/60cm	4+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
100mm gun	32"/80cm	1	1	16	2+	*HEAT, Slow Firing*
12.7mm AA MG	20"/50cm	3	2	4	5+	
MG	16"/40cm	1	1	2	6	

PAVN
K-3 IRONCLAD BATTALION

PAVN
K-3 IRONCLAD BATTALION HQ
VP005

1x K-3 (PT-76) — **1 POINT**

• TANK FORMATION • AMPHIBIOUS •

COURAGE 2+		SKILL 4+
MORALE 2+		ASSAULT 5+
REMOUNT 3+		COUNTERATTACK 2+

IS HIT ON 3+

FRONT	SIDE	TOP
2	1	1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
76mm gun	24"/60CM	2	1	13	3+	HEAT, Stabiliser
12.7mm AA MG	20"/50CM	3	2	4	5+	
MG	16"/40CM	1	1	2	6	

PAVN
K-3 IRONCLAD COMPANY
PG178—VP004

PAVN
K-3 IRONCLAD COMPANY
PG178—VP004

PAVN
K-1 IRONCLAD COMPANY
PG176—VP002

OR

PAVN
K-2 IRONCLAD COMPANY
PG177—VP006

OR

PAVN
MECHANISED INFANTRY COMPANY
PG179—VP007

PAVN
ZSU-57-2 AA COMPANY
PG179—VP009

The K-3 tank was the PT-76 amphibious tank, ideal for operations in South Vietnam where rivers were common and good bridges less so. At one point in 1975, an amphibious tank battalion fought a battle at sea and captured 14 ships!

PAVN
K-3 IRONCLAD COMPANY

K-3 IRONCLAD COMPANY

11x K-3 (PT-76)	**13 POINTS**
10x K-3 (PT-76)	**12 POINTS**
9x K-3 (PT-76)	**11 POINTS**
8x K-3 (PT-76)	**10 POINTS**
7x K-3 (PT-76)	**9 POINTS**
6x K-3 (PT-76)	**8 POINTS**
5x K-3 (PT-76)	**7 POINTS**
4x K-3 (PT-76)	**6 POINTS**
3x K-3 (PT-76)	**5 POINTS**

• TANK UNIT • AMPHIBIOUS •

COURAGE 3+		SKILL 5+
MORALE 3+		ASSAULT 5+
REMOUNT 3+		COUNTERATTACK 4+

IS HIT ON 3+

FRONT	SIDE	TOP
2	1	1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
76mm gun	24"/60CM	2	1	13	3+	HEAT, Stabiliser
12.7mm AA MG	20"/50CM	3	2	4	5+	
MG	16"/40CM	1	1	2	6	

PAVN
ZSU-57-2 AA COMPANY

ZSU-57-2 AA COMPANY	
4x ZSU-57-2	**3 POINTS**
3x ZSU-57-2	**2 POINTS**
2x ZSU-57-2	**1 POINT**

The ZSU-57-2 anti-aircraft tank is the chassis of a T-54 battle tank mounting twin 57mm anti-aircraft guns in an open-topped turret. Its rate of fi e makes it deadly to aircraft and helicopters, while its high-velocity, long-barrelled guns punch through light armour with ease.

• TANK UNIT •

COURAGE 3+	SKILL 5+
MORALE 3+	ASSAULT 6
REMOUNT 3+	COUNTERATTACK 4+

IS HIT ON 3+		
FRONT	SIDE	TOP
2	1	0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
Twin 57mm guns	24"/60CM	3	2	9	4+	Dedicated AA

PAVN
MECHANISED INFANTRY COMPANY

MECHANISED INFANTRY COMPANY	
13x AK-47 team	
9x B41 RPG team	
3x LMG team	
10x BTR-50PK (VP008)	**30 POINTS**
9x AK-47 team	
6x B41 RPG team	
2x LMG team	
7x BTR-50PK (VP008)	**20 POINTS**
5x AK-47 team	
3x B41 RPG team	
1x LMG team	
4x BTR-50PK (VP008)	**10 POINTS**

The three companies of a North Vietnamese armoured battalions were often equipped with diffe ent types of tanks. At first this was due to a shortage of modern tanks, but later combinations of tanks, amphibious tanks, and armoured personnel carriers allowed a battalion to undertake whatever role was assigned it without further support.

Most armoured battalions include a *đại đội cơ giới bộ binh* (pronounced dai doy kur vay boh beeng), or mechanised infantry company. These operate Soviet BTR-50PK *xe thiết giáp chở quân* (pronounced ser tee-et harp chur kwun) armoured troop carriers. Their role is to use their mobility and armour to advance close behind the tanks, then dismount and assault on foot covered by fi e from the tank's guns. Their high proportion of B41 anti-tank weapons means that they can defend themselves if attacked by enemy tanks.

• INFANTRY UNIT •

COURAGE 3+	SKILL 5+
MORALE 3+	ASSAULT 4+
RALLY 3+	COUNTERATTACK 3+

IS HIT ON	INFANTRY SAVE
3+	3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
SKS/AK47 assault rifle team	8"/20CM	2	2	1	6	Pinned ROF 1
B-40 anti-tank team	8"/20CM	1	1	11	4+	HEAT, Slow Firing
Optional B-41 anti-tank team	12"/30CM	1	1	14	4+	HEAT, Slow Firing
LMG team	16"/40CM	5	2	2	6	Assault 5+

BTR-50PK
TRANSPORT

• TANK ATTACHMENT • AMPHIBIOUS • PASSENGERS 4 •

COURAGE 3+	SKILL 5+
MORALE 3+	ASSAULT 6
REMOUNT 3+	COUNTERATTACK 4+

IS HIT ON 3+		
FRONT	SIDE	TOP
1	1	1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
12.7mm AA MG	20"/50CM	3	2	4	5+	

PAVN
FRONT ARTILLERY COMPANY

FRONT ARTILLERY COMPANY

6x 130mm guns	**6 POINTS**
3x 130mm guns	**3 POINTS**

The Free World rules of engagement prevented ground operations in Cambodia and Laos. This allowed the People's Army to bring their heavy artillery into action without having to worry about how to defend their static positions against a highly-mobile enemy.

• GUN UNIT • NEST • SAFE HAVEN •

COURAGE 3+	SKILL 5+
MORALE 3+	ASSAULT 6
RALLY 3+	COUNTERATTACK 3+

IS HIT ON	INFANTRY SAVE
2+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
130mm gun	112"/280cm	ARTILLERY		3	3+	*Forward Firing*

PAVN
FRONT JET-ARTILLERY COMPANY

FRONT JET-ARTILLERY COMPANY

6x 122mm rockets	**4 POINTS**
3x 122mm rockets	**2 POINTS**

As the war progressed, the North switched more and more to conventional warfare, sending rocket artillery regiments into South Vietnam to harass Imperialist fi e bases and air fields. Thes *Trung Đoàn Pháo Phản Lực* (pronounced troong doh-ahn fow fan louk, literally Jet Artillery Regiment) were well suited to guerrilla warfare as they could move on foot through remote areas into their firing positions

• GUN UNIT • NEST • SAFE HAVEN •

COURAGE 3+	SKILL 5+
MORALE 3+	ASSAULT 6
RALLY 3+	COUNTERATTACK 3+

IS HIT ON	INFANTRY SAVE
2+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
122mm rocket	96"/240cm	ARTILLERY		2	4+	*Forward Firing*

PAVN
FRONT ARTILLERY OBSERVER

FRONT ARTILLERY OBSERVER

1x SKS/AK-47 assault rifle team

1 POINT

You must field either:
- *a Front Artillery Company (VP029), or*
- *a Front Jet-Artillery Battery (VP030)*

before you may field a Front Artillery Observer.

Forward observers were entrusted with valuable radio equipment to help coordinate artillery fi e from distant artillery safe havens.

• INFANTRY UNIT • INDEPENDENT • OBSERVER •

COURAGE 3+	SKILL 5+
MORALE 3+	ASSAULT 5+
RALLY 3+	COUNTERATTACK 3+

IS HIT ON	INFANTRY SAVE
3+	3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20cm	8"/20cm	12"/30cm	12"/30cm	AUTO

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
SKS/AK47 assault rifle team	8"/20cm	2	2	1	6	*Pinned ROF 1*

PAVN
82MM RECOILLESS GUN COMPANY

82MM RECOILLESS GUN COMPANY

6x	82mm recoilless gun	**8 POINTS**
3x	82mm recoilless gun	**4 POINTS**

The divisional recoilless gun company has Chinese 82mm recoilless guns. These are copies of the modern Soviet B-10 gun, and are much more modern than the WWII-era 75mm guns used by the regimental companies.

• GUN UNIT • GUERILLA FIGHTERS • GUN •

COURAGE 3+	SKILL 5+
MORALE 3+	ASSAULT 6
RALLY 3+	COUNTERATTACK 3+

IS HIT ON	INFANTRY SAVE
3+	3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
4"/10cm	4"/10cm	6"/15cm	8"/20cm	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
82mm recoilless gun	48"/120cm	ARTILLERY		2	4+	
or Direct Fire	20"/50cm	2	1	14	3+	*HEAT, Recoilless*

PAVN
120MM MORTAR COMPANY

120MM MORTAR COMPANY

6x 120mm mortar nests	**4 POINTS**
3x 120mm mortar nests	**2 POINTS**

The divisional mortars are Chinese copies of the Soviet heavy mortar firing a shell more powerful than a 105mm howitzer.

• GUN UNIT • NEST • SAFE HAVEN •

COURAGE 3+	SKILL 5+
MORALE 3+	ASSAULT 6
RALLY 3+	COUNTERATTACK 3+

IS HIT ON	INFANTRY SAVE
2+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
120mm mortar	56"/140CM	ARTILLERY		2	3+	*Forward Firing*

PAVN
14.5MM ANTI-AIR COMPANY

14.5MM ANTI-AIR COMPANY

6x 14.5mm AA MG	**6 POINTS**
3x 14.5mm AA MG	**3 POINTS**

The heavy 14.5mm anti-aircraft machine-guns pack a much harder punch than the 12.7mm machine-guns used by the regimental anti-air companies. However, it's considerable weight and voracious appetite for ammunition make it more suited to defending bases than mobile operations.

The 37mm gun is even larger and heavier, and is found in static positions defending important supply routes and basing areas.

• GUN UNIT • GUERILLA FIGHTERS • GUN •

COURAGE 3+	SKILL 5+
MORALE 3+	ASSAULT 6
RALLY 3+	COUNTERATTACK 3+

IS HIT ON	INFANTRY SAVE
3+	**4+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
4"/10CM	4"/10CM	6"/15CM	8"/20CM	3+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
14.5mm AA MG	20"/50CM	3	2	5	5+	*Dedicated AA*

PAVN
37MM AA COMPANY

DIVISIONAL AA COMPANY

6x 37mm AA guns	**8 POINTS**
3x 37mm AA guns	**4 POINTS**

• GUN UNIT • GUERILLA FIGHTERS • NEST •

COURAGE 3+	SKILL 5+
MORALE 3+	ASSAULT 5+
RALLY 3+	COUNTERATTACK 3+

IS HIT ON	INFANTRY SAVE
3+	**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
37mm AA gun	20"/50CM	3	2	6	4+	*Dedicated AA*

PAVN
LOCAL RESISTANCE

LOCAL RESISTANCE

6x Local Resistance teams	**12 POINTS**
5x Local Resistance teams	**10 POINTS**
4x Local Resistance teams	**8 POINTS**
3x Local Resistance teams	**6 POINTS**
2x Local Resistance teams	**4 POINTS**
1x Local Resistance team	**2 POINTS**

You must field either:

- *a Infantry Battalion HQ (**VP010**), or*
- *a Special Tasks Battalion HQ (**VP017**), or*
- *a Local Forces Battalion HQ (**VP023**)*

before you may field Local Resistance teams.

• INDEPENDENT INFANTRY UNIT • AMPHIBIOUS • DAILY BUSINESS •
• EXPOSED • OBSERVER • QUESTIONED •

IS HIT ON	INFANTRY SAVE
This team cannot be shot at.	This team passes all required saves.

DAILY BUSINESS MOVEMENT

At the start of each Nationalist Movement Step, both players roll a die. The higher scoring player then uses their result to move that Resistance Team up to the distance given. The Nationalist player wins ties.

	2"/5CM	4"/10CM	6"/15CM

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
Rifle team	16"/40CM	1	1	2	6	*Exposed*

Any man, woman, or child of the local population could be working for the resistance, reporting on enemy movements, providing false information, and sniping at the enemy.

MISSIONS

The war in Vietnam was very different from the Second World War and the Cold War gone hot scenario that was the main focus of the US Army at the time. Instead of large forces openly manoeuvring against each other, most engagements in Vietnam started with one side stalking the other, trying to take them by surprise. The following missions recreate some of the unique flavour of this style of combat in Vietnam.

The army always has a plan, and your formation has a mission as part of that plan. While you can just stick your forces on the table and fight until one side is completely destroyed, missions and scenarios add a whole new level to the game as players struggle to take or defend specific objectives or achieve goals vital to their war effo t.

SELECTING A MISSION

You and your opponent can either choose a mission, or one player can roll on the Random Mission Table.

RANDOM MISSION TABLE	
DIE ROLL	**MISSION TYPE**
1	Stand Up Fight
2	Contact! Contact!
3	Search and Destroy
4	Blocking Force
5	Bunker Complex
6	Firebase Assault

SPECIAL MISSIONS

Vietnam had some highly specialized forces for fighting special kinds of battles. These include airmobile, riverine, and urban operations, which required special equipment to get the job done. While not included on the table of standard missions above, these missions are provided in the following pages to add new challenges to your typical battles.

WHO ATTACKS

Who defended or attacked in Vietnam was overwhelmingly dictated by situation. Most missions will tell you which side (Free World or Nationalist) is the attacker.

However, in some missions, such as in Stand Up Fight, the attacker could be either player. In this case, both player roll a die. The highest-scoring pla er is the Attacker.

FREE WORLD AND NATIONALISTS

'Nam pits the forces of the Free World (ARVN, Army of the Republic of Vietnam; ANZAC, Australia and New Zealand; and the US) against the Nationalist forces (PAVN, People's Army of Vietnam and Local Forces, the Viet Cong).

DEPLOYMENT

Each mission explains how both sides forces are deployed. Units can be held in Reserve, held in Ambush, or placed on the table.

PLACING UNITS IN COMMAND

You must place all of a Unit's Teams so that they are In Command (*See page 27*).

Helicopter Units may be placed on the table or Loitering off table (*See page 25*) at the start of the game.

ATTACHMENTS

A Transport or Infantry Unit Attachment deploys at the same time, but separately from its core Unit. They may be placed together or separately. The Passengers may be Mounted or Dismounted.

LEFT OUT OF BATTLE

At the start of the game you may elect to leave Units that you do not think will contribute, but do not want to lose, out of the battle. A Unit that is left out of battle takes no part in the game and is ignored for all purposes.

NO LEAVING THE TABLE

Once a Unit is placed on the table or arrives from Reserve, it cannot move off the table

START IN FOXHOLES AND GONE TO GROUND

All Infantry and Gun Teams start the game in Foxholes, giving them Concealment and Bulletproof Cover.

All Teams start the game Gone to Ground.

WHO HAS THE FIRST TURN

Each mission will specify which side has the first turn, except in Meeting Engagements where both players roll a die after setting up, with the higher rolling player having the first turn

VICTORY POINTS TABLE

DIFFERENCE IN BATTLE POINTS	RESULT	WINNER'S VICTORY POINTS	LOSER'S VICTORY POINTS
0 or less	Propaganda Victory	6	3
1 or 2	Minor Victory	7	2
3 or 4	Major Victory	8	1
5 or more	Stunning Victory	9	0

WINNING THE GAME

The goal in most missions is to take or hold Objectives. If a player has no Formations (other than Allied Formations) in Good Spirits (*See page 60*), although they may have Support Units left, their force flees the battlefield and the enemy wins. In missions with Objectives, this leaves all of the Objectives in the hands of the enemy.

VICTORY POINTS

In Vietnam, Objectives determine the winner in a mission, yet they have relatively little intrinsic value. The Free World forces will abandon an LZ or fi e base as soon as its usefulness ends, while the Nationalists are even more ready to abandon ground when necessary. What really matters in Vietnam is the 'body count'.

During the game both players keep track of their current Battle Point total.

Players gain Battle Points by Destroying enemy teams and Units. They gain one Battle point for each of the following:

- 1x Unit Destroyed (excluding Independent Teams).
- 1x M48 Patton, or Centurion tank Destroyed.
- 2x K-2 (T-54) or ZSU-57-2 tanks Destroyed.
- 3x other Tank teams Destroyed.
- 1x Helicopter Destroyed.
- 1x Bunker or Nest Destroyed.
- 1x Objective Searched or Evacuated (in missions with the Search or Evacuate rule, see page 186).

Subtract the losing player's Battle Points from the winning player's Battle Points and look up the result on the Victory Points Table to determine the outcome.

EXAMPLE

Destroying two Units of fi e K-1 (T-34/85) tanks would gain a player fi e Battle Points: two for Destroying two Nationalist Units, and three for Destroying nine other Tank teams.
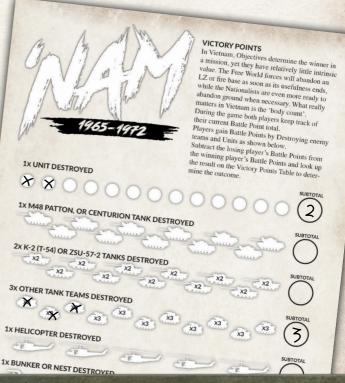
POLITICAL VICTORY

If one side scores an overwhelming number of Victory Points over their opponent, the world will see it as a major win for that side, even if the situation on the ground is looking good for the enemy! If either player begins their turn with 6 or more Battle Points than their opponent's total once this condition becomes active, then they immediately win the game.

THERE ARE NO DRAWS

Both players lose a game that runs out of time—there is no such thing as a draw in *'Nam*. If neither player won, the player with the most Battle Points gains 3 Victory Points, while the player with the lesser amount of Battle Points takes the diffe ence between the two Battle Points and looks up the result as if they were the loser.

As an example, if the Free World player had 2 Battle Points and the Nationalist player had 4 Battle Points, the Nationalist player would gain 3 Victory Points. The Free World player would look up the result for losing with a diffe ence of 2, gaining 2 Victory Points.

OBJECTIVES

Objectives are markers to indicate the importance of this point to the combatants. They are a standard large base (2½"/63mm wide by 2"/50mm deep), either marked with a symbol representing your or your opponent's army or with a small diorama modelled on it.

Objectives are not Terrain, regardless of what is modelled on the base, and do not hinder movement or provide Concealment or Bulletproof Cover, nor do they block Line of Sight.

PLACING OBJECTIVES

You must place an Objective where it will sit flat (or relatively flat) on the table or a piece of terrain where it is accessible to the enemy. You may not lean it up against a hedge or a cliff for instance, nor place it in the middle of an Impassable lake.

HOLDING OBJECTIVES

You are Holding an Objective if you have a Tank, Infantry, or Gun Team within 4"/10cm of the Objective, and the enemy has no Tank, Infantry, or Gun Teams within 4"/10cm of the Objective, at the start of your turn after any Last Stand tests.

Objectives cannot be Held by Tank Teams that are Bailed Out, Transports, or Independent Teams. Nor can these teams prevent the enemy from Holding an Objective.

Teams that Moved at Dash speed cannot take an Objective nor prevent the enemy from taking it.

SEARCH OR EVACUATE

In some missions, Infantry and Tank Teams (and Low Bird Helicopter teams) may Search (if Free World) or Evacuate (if Nationalist) an Objective.

If a Team did not Move or Shoot and is not Pinned Down, it may attempt to Search or Evacuate a single Objective at the start of the Assault Step instead of Assaulting. Th Objective must be within 2"/5cm of the Team, and must have no enemy Teams (except for Independent or Aircraft teams) within 4"/10cm of the Objective.

Roll a die for the Team:

- On a roll of 6, the Objective is successfully Searched or Evacuated and removed from the game. The player immediately scores one Battle Point.
- Otherwise they were unsuccessful.

Objectives cannot be Searched or Evacuated in the first turn of the game.

MODELLING OBJECTIVES

While you can use a spare large base as an objective marker, it is a lot more fun to do a little modelling and stick a crashed helicopter or stack of supplies on the base and create a mini diorama.

OBJECTIVES

Teams Hold an Objective if they are within 4"/10cm at the start of their turn, provided that there are no enemy teams within 4"/10cm of it.

Teams can't Hold an Objective if they moved at Dash speed in their previous turn.

Objective

4"/10cm

Teams can Hold or contest an Objective while Pinned Down.

Bailed Out Tanks cannot Hold or contest Objectives.

MISSION SPECIAL RULES

Each mission has a selection of special rules that set the scene and tell you how to run the mission. Mission special rules include:

- Airmobile Operation
- Ambush
- Bunker Complex
- Firebase Defence
- Meeting Engagements
- Reserves
- Triage and Medevac

AIRMOBILE OPERATION

In an Airmobile Operation mission, part of your force will be deployed on table or in an off-table Firebase, with the rest of the force off table at a ick Up Zone.

Helicopter Transport Aircraft at the Pick Up Zone start the game Loitering (*See page 25*).

Infantry at the Pick Up Zone can be carried onto the table by Transport Helicopters. Whenever a Helicopter Transport Aircraft Loiters, it may Mount Infantry Teams from the Pick Up Zone, flying them onto the table in the next turn. It will usually Loiter again the following turn to pick up more Passengers.

Other types of Team at the Pick Up Zone take no part in the game.

AMBUSH

In missions with the Ambush special rule, the ambushing player holds one or more Units (as specified in the mission) in Ambush when they deploy. Units held in Ambush are treated as being on the table, but their location isn't specifie until they reveal themselves. They are held off the table at the start of the game.

ALREADY THERE
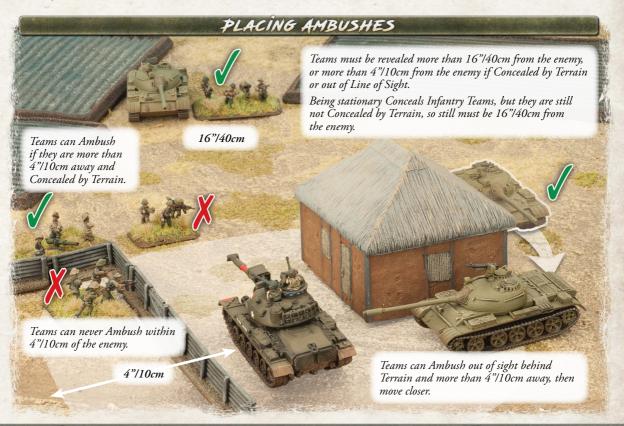
Ambushing Teams do not have to move. They can remain where they are placed and shoot at their Halted ROF.

Infantry and Gun Units are in Foxholes when they are placed on the table from Ambush.

PLACING AMBUSHES

In real life, the minor details of the terrain and small pieces of intelligence on the enemy's activities give you clues as to where they will attack, making it is far easier to select the ideal place for an ambush than it is in a game. To reflect this, the ambushing player does not need to decide where their ambush will take place until it is revealed.

At the start of your turn, in the Starting Step, you may place any or all Units that you have been holding in Ambush. You must place an entire Unit at a time, and the Unit must be placed with all of its Teams In Command (*See page 27*).

PLACING AMBUSHES

Teams must be revealed more than 16"/40cm from the enemy, or more than 4"/10cm from the enemy if Concealed by Terrain or out of Line of Sight.

Being stationary Conceals Infantry Teams, but they are still not Concealed by Terrain, so still must be 16"/40cm from the enemy.

Teams can Ambush if they are more than 4"/10cm away and Concealed by Terrain.

16"/40cm

Teams can never Ambush within 4"/10cm of the enemy.

4"/10cm

Teams can Ambush out of sight behind Terrain and more than 4"/10cm away, then move closer.

You may place a Team from Ambush anywhere in your Deployment Area (ignoring any extensions created by the Spearhead rule), provided that it is:

- at least 16"/40cm from any enemy Tank, Infantry, or Gun Team within Line of Sight, unless Concealed by Terrain from it, and
- at least 4"/10cm from all enemy Tank, Infantry, or Gun Teams.

ATTACHMENTS AND AMBUSHES

When you hold a Unit in Ambush, you may also hold its Transport or Infantry Attachment in Ambush as well, or Deploy them as normal. If you do hold both a Unit and its Attachment in Ambush together, the Infantry must be Mounted in their Transports when they are placed from Ambush.

FIREBASE DEFENCES

In a mission with the Firebase special rule, the Free World player rolls on the Firebase Preparation table to determine how well prepared they are before the inevitable attack hits them.

FIREBASE PREPARATION	
DIE ROLL	MISSION TYPE
1, 2, or 3	Unprepared
4 or 5	Prepared
6	Completed

UNPREPARED FIRE BASE

An Unprepared fi ebase has no Fortifications aside from their artillery positions.

The attacking Nationalist forces may not deploy more than 60% of the agreed points total. The rest of their force must be held off table in Immediate Reserves at the start of the battle.

PREPARED FIRE BASE

A Prepared fi ebase has up to one Barbed Wire Entanglement (See page 202) for every 25 points in the agreed points total.

The attacking Nationalist forces may not deploy more than 70% of the agreed points total. The rest of their force must be held off table in Immediate Reserves at the start of the battle.

COMPLETED FIRE BASE

A Completed fi e base has one M60 MG Team (See page 81), two Minefields, and two Barbed Wire Entanglements (See page 202) for every 25 points in the agreed points total.

The attacking Nationalist force is all on the table at the start of the battle.

MEETING ENGAGEMENTS

In a Meeting Engagement (such as Stand-up Fight), players do not place their Ranged In markers as Preplanned Artillery Targets at the start of the game (See page 51).

In addition, the following rules apply in the first Shooting Step of the player who has the first turn. They do not apply in the second player's turn, nor in subsequent turns.

- The first player's Strike Aircraft cannot arrive in their first turn
- The first player's Helicopter Aircraft must Loiter Off Table (See page 25).
- Treat all of the first player's Teams as having moved when Shooting in their first Shooting Step, whether they actually moved or not.
- The first player's Teams cannot fi e Artillery Bombardments in their first hooting Step.

The first player's Teams can still Move or Go to Ground as normal in their Movement Step, and launch assaults in the Assault Step.

RESERVES

Some missions require you to hold part of your force in Reserve. You may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve.

The Reserves Table helps you calculate the proportion of your force that you can deploy for a given Force size. You may deploy less and hold more in Reserve if you wish.

RESERVES	
FORCE SIZE	ON TABLE
30 points	18 points
40 points	24 points
50 points	30 points
60 points	36 points
75 points	45 points
80 points	48 points
100 points	60 points

A Unit (along with its Attachments) must be kept together. Either the whole Unit is in Reserve, or the whole Unit is deployed on table.

When a Unit arrives from Reserves, it and its Attachments Move onto the table from the table edge specified in the mission. The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted.

A Unit may not use Movement Orders until it has moved on to the table.

IMMEDIATE RESERVES

At the start of your first turn roll a die. On a roll of 5+ your first Unit arrives from the Reserve. It may be any Unit of your choice, but must arrive now.

At the start of your second turn roll two dice. Each roll of 5+ results in another Unit arriving from your Reserves. So, if you're lucky, you could have up to two Units arriving from Reserve during your second turn.

Keep rolling at the start of each of your following turns adding one more die than the previous turn, so at the start of turn three you roll three dice, at the start of turn four you roll four dice, and so on. Each roll of 5+ brings another Unit on from your Reserves.

If you rolled three or more dice to get Reserves in a turn, but failed to score any rolls of 5+, you automatically receive one Unit from Reserve anyway.

DELAYED RESERVES

If the mission has Delayed Reserves, use the same rules as Immediate Reserves, except that you do not start rolling for your Reserves until turn three, and then get one die. Thi increases by one die per turn as normal, so that on turn four you roll two dice, on turn fi e you roll three dice, and so on.

DEEP RESERVES

In a mission with Deep Reserves, you may only place either one Tank Unit with front armour of 4 or more, or one Aircraft Unit on the table at the start of the game. All remaining Units of these types must be held in Reserve.

SCATTERED RESERVES

When each Unit arrives from Scattered Reserve, the owning player rolls a die to determine which table edge or corner it will arrive from using the mission map as reference.

If a Unit arrives from Scattered Reserves on a table edge, it may enter the table anywhere along that table edge. If the Unit arrives from Reserves on a corner, it must enter the table within 16"/40cm of the corner.
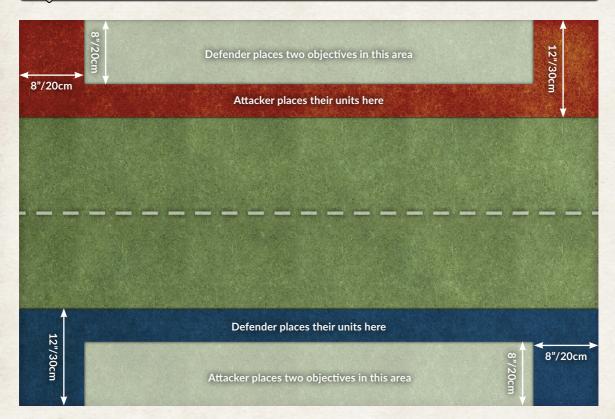
Units with the Guerilla Fighters special rule ignore this rule and use their own rules for rolling to see where they arrive.

TRIAGE AND MEDEVAC

Free world forces have access to modern medical evacuation and triage systems. In missions from *'Nam*, Free World forces can include Medic Teams and Medevac Helicopters and Boats. These use the Triage special rules on page 200 when their teams fail Infantry Saves.

Both sides actively sought a decisive military victory in Vietnam. Sometimes, as in the Tet Offensi e, this led to stand-up fights with both sides determined to win

SPECIAL RULES

Meeting Engagement (Both players)

Immediate Reserves (Nationalist player)

Triage and Medevac (Free World player)

SETTING UP

The Attacker (*See page 184*) picks a long table edge to attack from. The efender defends from the opposite table edge.

Both players, starting with the Attacker, place two Objectives within 8"/20cm of the opponent's table edge, at least 8"/20cm from the side table edges.

DEPLOYMENT
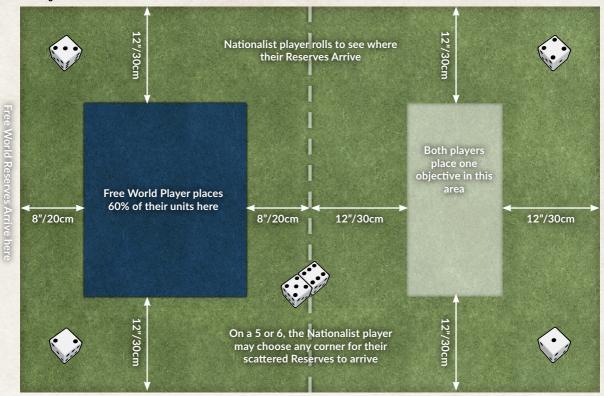
The Nationalist player may place any or all of their Units with Guerilla Fighters in Immediate Reserves.

Both players, starting with the Attacker, then take turns placing Units within 12"/30cm of their own table edge until all of their Units are deployed.

WINNING THE GAME

A player wins if they start a turn Holding one of the Objectives that they placed on the opponent's side of the table.

Free World Reserves Arrive here

12"/30cm

Nationalist player rolls to see where their Reserves Arrive

12"/30cm

Free World Player places 60% of their units here

Both players place one objective in this area

8"/20cm

8"/20cm

12"/30cm

12"/30cm

12"/30cm

On a 5 or 6, the Nationalist player may choose any corner for their scattered Reserves to arrive

12"/30cm

A long elusive Nationalist force has been located, ready to fight and the ree World forces 'pile on'!

SPECIAL RULES

Ambush (Nationalist player)

Delayed Reserves (Free World player)

Immediate Scattered Reserves (Nationalist player)

Triage and Medevac (Free World player)

SETTING UP

The Nationalist player picks a short edge to defend. The Free World Player attacks from the opposite table edge.

Starting with the Nationalist player, both players place an Objective in the Nationalist half of the table at least 12"/30cm from the centre line and all table edges.

DEPLOYMENT

The Nationalist player chooses one Unit to place in Ambush, which may be placed anywhere outside the Free World deployment area. They then place their remaining Units in Immediate Scattered Reserve.
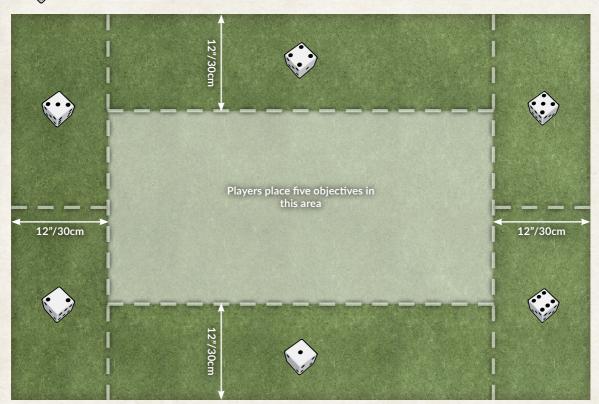
The Free World places up to 60% of their force in their table half at least 8"/20cm from the centre line and 12"/30cm from the long table edges. The remaining Free World Units are placed in Delayed Reserves. These Reserves arrive from the Free World player's table edge.

The ationalist player has the first turn

WINNING THE GAME

The Free World player wins if they start a turn Holding one of the Objectives. The Nationalist player wins if they start any of their turns with no Free World teams within 16"/40cm of the Objectives.

Players place five objectives in this area

A Free World sweep plans to find and eliminate a suspected Nationalist base and its supplies.

SPECIAL RULES

Ambush (Nationalist player)

Immediate Reserves (Nationalist player)

Search or Evacuate (Both players)

Triage and Medevac (Free World player)

SETTING UP

Both players, starting with the Nationalists, alternate placing an Objective in the middle area of the table, until fi e Objectives are on the table. All Objectives must be at least 12"/30cm from all table edges and at least 12"/30cm from each other.

DEPLOYMENT

The Free World player rolls a die to determine their deployment area as defined by the mission map. The Nationalist player's deployment area is the one opposite the Free World player's.

The ree World player deploys all of their Units.
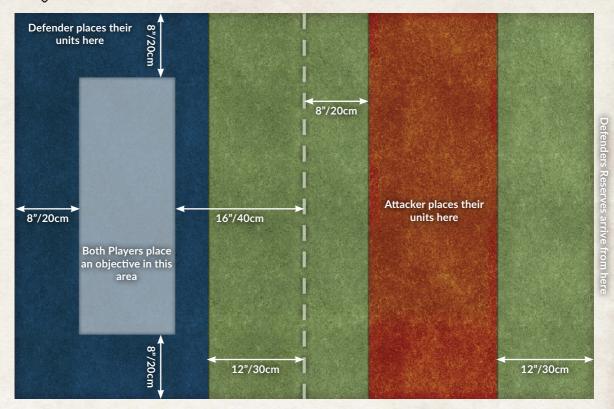
The Nationalist player chooses one Unit to place in Ambush. Hold the remaining Nationalist Units in Immediate Reserve. Reserves (other than Guerilla Fighters) arrive from the table edge in their deployment area.

The ationalist player has the first turn

WINNING THE GAME

The player that Searched or Evacuated the most Objectives using the Search or Evacuate rule wins the game.

Faced with an overwhelming attack, the defending force has broken contact, only to find another force blocking their escape.

SPECIAL RULES

Ambush (Defender)
Immediate Reserves (Defender)
Triage and Medevac (Free World player)

SETTING UP

Both players roll a die, with the higher rolling player being the Attacker.

The Defender picks a short table edge to defend from. Th Attacker attacks from the opposite edge.

Both players, starting with the Defender, place one Objective in the Defender's table half, at least 16"/40cm from table centre line and 8"/20cm from all table edges.

The Defender may place one Minefield for each 25 points in their force anywhere outside the Attacker's deployment area.

DEPLOYMENT

The Defender places the required part of their force in Immediate Reserve and may hold one Unit in Ambush. Their reserves (other than Guerilla Fighters) arrive from the Attacking player's short table edge.

The Defender then places their remaining Units in their table half at least 12"/30cm from the table centre line.

The Attacker places all of their Units (including any Guerilla Fighters) in their table half at least 8"/20cm from the table centre line and at least 12"/30cm from their short table edge.

The ttacker has the first turn
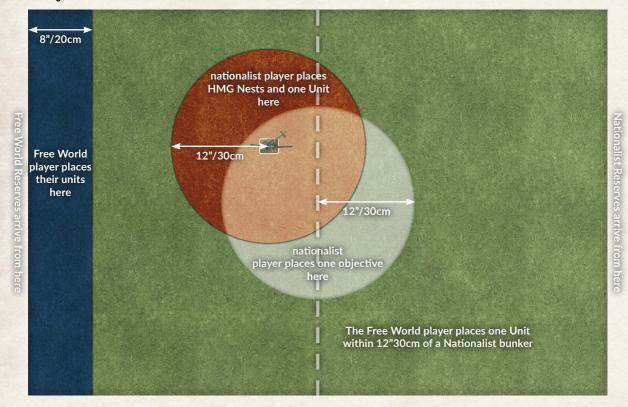
BOOBY TRAPS

If the Nationalist player is the Attacker, they may not place any Booby Traps in the Defender's deployment area.

WINNING THE GAME

The Attacker wins if they start a turn Holding one of the Objectives. The Defender wins if they start a turn on or after the sixth turn with no Attacking Tank or Infantry Units in their table half.

8"/20cm

Free World Reserves arrive from here

Free World player places their units here

nationalist player places HMG Nests and one Unit here

12"/30cm

12"/30cm

nationalist player places one objective here

The Free World player places one Unit within 12"30cm of a Nationalist bunker

Nationalist Reserves arrive from here

A Free World patrol has stumbled on a Nationalist base area protected by a bunker complex.

SPECIAL RULES

Immediate Reserves (Nationalist player)

Immediate Deep Reserves (Free World player)

Triage and Medevac (Free World player)

SETTING UP

The Nationalist player picks a short table edge to defend from. The Free World player attacks from the opposite edge.

The Nationalist player places one Objective within 12"/30cm of the table centre.

The Nationalist Player then places one HMG Nest (*See page 164*) within 12"/30cm of the Objective for each 25 points in the opposing force.

DEPLOYMENT

The Free World player places the required part of their force in Immediate Reserve. They then choose one of the remaining Units and place it within 12"/30cm of at least one Nationalist fortification. The remaining Free World Units are then placed within 8"20cm of their table edge. Free World Reserves arrive from their own table edge.

The Nationalist player then places one Unit within 12"/30 of the objective, and their remaining Units in Immediate Reserves. Nationalist Reserves (other than Guerilla Fighters) arrive from their own table edge.
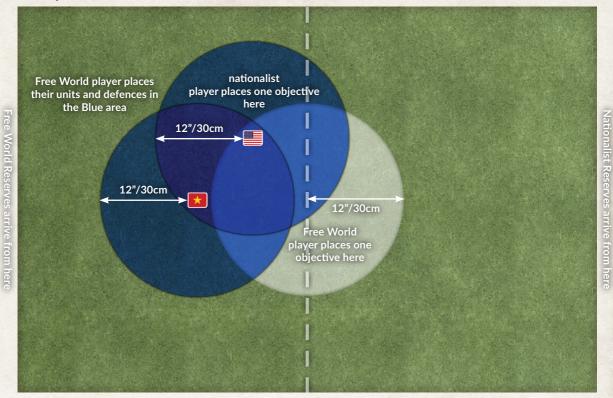
The ationalist player has the first turn

WINNING THE GAME

The Free World player wins if they start a turn on or after the sixth turn Holding the Objective. The Nationalist player wins if they start a turn on or after the sixth turn with no Attacking Tank or Infantry Units within 16"40cm of the Objective.

The Nationalist forces seek to overrun and destroy a Free World fi e base before dawn.

SPECIAL RULES

Night Fighting (Both players)

Delayed Reserves (Free World player)

Firebase Defences (Free World player)

Immediate Reserves (Nationalist player)

Triage and Medevac (Free World player)

SETTING UP

The Free World player picks a short table edge to defend from. The Nationalist player attacks from the opposite edge.

The Free World player places one Objective within 12"/30cm of the table centre. The Nationalist player then places another Objective within 12"/30cm of the first one

DEPLOYMENT

The Free World player places the required part of their force in Delayed Reserve. The remaining Free World Units and the Firebase Defences are now placed within 12"/30cm of either Objective. Free World Reserves arrive from their own table edge.

The Nationalist player then places some of their Units in Immediate Reserves, as stated in the Firebase Defences rule. All remaining Nationalist Units are placed in random table quarters as if they had just arrived using the Guerilla Fighters rule. Nationalist Reserves (other than Guerilla Fighters) arrive from their own table edge.

The ationalist player has the first turn

WINNING THE GAME

The Nationalist player wins if they start a turn Holding an Objective. The Free World player wins if they start a turn on or after the sixth turn with no Nationalist Tank or Infantry Units within 16"/40cm of an Objective.

Vietnam had some highly specialized forces for fighting special kinds of battles. These include airmobile, riverine, and urban operations, which required special equipment to get the job done. While not included on the table of standard missions above, these missions are provided in the following pages to add new challenges to your typical battles.

AIRMOBILE MISSIONS
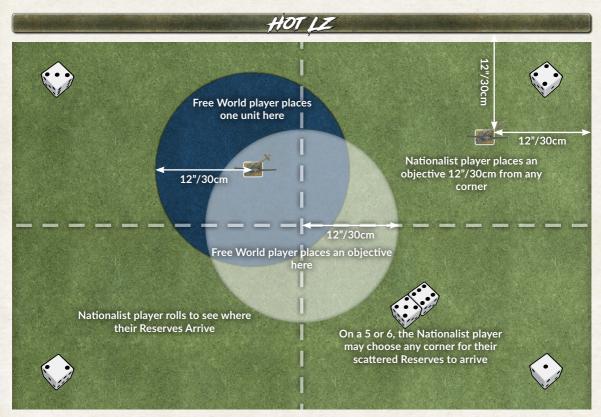
Airmobile missions are ones that use the helicopter to insert troops into the battlezone, making land reinforcements fairly rare and far off

RIVERINE MISSIONS

The battlefield of the Mekong Delta required another innovative approach to conventional warfare by blending army and navy forces together to turn the river from a serious obstacle into major advantage.

URBAN MISSIONS

The e was also a fair degree of urban combat in Vietnam, specifically around Hue in 1968, Kontum in 1972, and Saigon in 1975.

HOT LZ

Free World player places one unit here

12"/30cm

Nationalist player places an objective 12"/30cm from any corner

12"/30cm

12"/30cm

Free World player places an objective here

12"/30cm

Nationalist player rolls to see where their Reserves Arrive

On a 5 or 6, the Nationalist player may choose any corner for their scattered Reserves to arrive

Free World forces are making an airmobile assault into a hot LZ, a contested landing zone.

SPECIAL RULES

Airmobile Operation (Free World player)

Immediate Scattered Reserves (Nationalist player)

Triage and Medevac (Free World player)

SETTING UP

The ree World player is the attacker.

The Free World player places one Objective within 12"/30cm of the table centre. The Nationalist player places another Objective in any corner, exactly 12"/30cm from both table edges.

DEPLOYMENT

The Free World player places one of their Units within 12"/30cm of the Objective they placed. The remaining Units are placed at the Pick Up Zone (*See Airmobile Operations on page 187*).
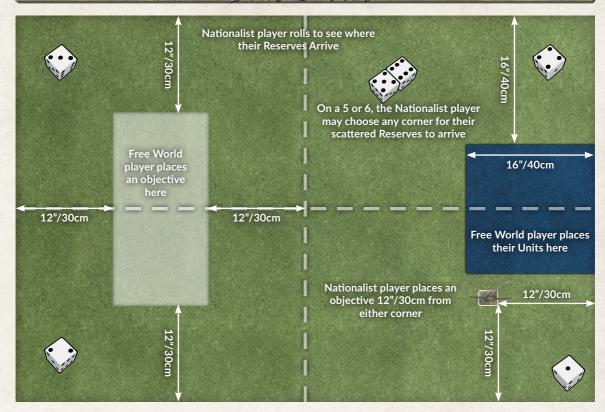
The Nationalist player then places all of their Units in Immediate Scattered Reserves.

The ationalist player has the first turn

WINNING THE GAME

The Nationalist player wins if they start a turn Holding the Objective placed by the Free World player. The Free World player wins if they start a turn Holding the Objective placed by the Nationalist player.

Nationalist player rolls to see where their Reserves Arrive

On a 5 or 6, the Nationalist player may choose any corner for their scattered Reserves to arrive

12"/30cm

16"/40cm

16"/40cm

Free World player places an objective here

12"/30cm

12"/30cm

16"/40cm

Free World player places their Units here

Nationalist player places an objective 12"/30cm from either corner

12"/30cm

12"/30cm

12"/30cm

An airmobile force is moving through 'Indian Country' for a pick-up when they bump into a large Nationalist force.

SPECIAL RULES

Airmobile Operation (Free World player)

Ambush (Nationalist player)

Immediate Scattered Reserves (Nationalist player)

Triage and Medevac (Free World player)

SETTING UP

The Free World player places an Objective at least 12"/30cm from the short table centre line and all table edges.

DEPLOYMENT

The Nationalist player is the attacker.

The Free World player may not deploy more than 60% of the agreed points total for the game on the table (in the same way that Reserves are determined). The remainder must be held at the Pick Up Zone (*See Airmobile Operations on page 187*).

The Free World player places their remaining Units at the opposite end of the table from their Objective, at least 16"/40cm from long edges and up to 16"/40cm from the short edge.

The Free World forces do *not* start the game in Fox Holes.

The Nationalist player then places an Objective in the same end of the table as the Free World deployment area in one of the corners 12"/30cm from both table edges.

The Nationalist player chooses one platoon to place in Ambush and then places the remaining Units in Immediate Scattered Reserves.

The Nationalist player has the first turn

WINNING THE GAME

Either player wins if they start a turn on or after the sixth turn Holding the Objective placed by their opponent.

Players alternate placing five Objectives here.
All Objectives must be 12"/30cm apart and not placed in the river.

8"/20cm

8"/20cm

8"/20cm

8"/20cm

A riverine patrol is on a mission to sweep and eliminate a suspected Nationalist base.

SPECIAL RULES

Meeting Engagement (Both players)

Ambush (Nationalist player)

Immediate Reserves (Free World player)

Immediate Scattered Reserves (Nationalist player)

Search or Evacuate (Both players)

Triage and Medevac (Free World player)

SETTING UP

Both players, starting with the Free World player, alternate placing Objectives until fi e Objectives have been placed. The Objectives must be at least 8"/20cm from all table edges and 12"/30cm from all other Objectives. No Objectives may be placed in the river.

Both players, starting with the Free World Player then choose diffe ent table edges where their Reserves (other than Guerilla Fighters) will arrive.

DEPLOYMENT

The Free World player places all of their Boat Teams, Units carried as Passengers in Boat Teams, Special Forces Patrols, and Aeroweapons Platoons anywhere within the main river, excluding tributaries and other water features. All remaining Units are placed in Immediate Reserves.

The Nationalist player chooses one Unit to place in Ambush. Place the remaining Nationalist Units in Immediate Reserve.
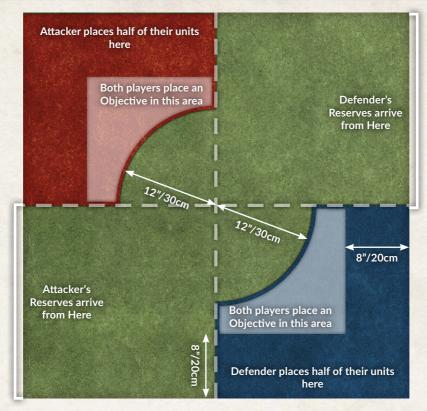
WINNING THE GAME

The player that Searched or Evacuated the most Objectives using the Search or Evacuate rule wins the game.

MEKONG RIVER MAT SET (FW903A)

The Mekong River Mat Set, from Battlefront, is a fast and effecti e way of adding a river to your Vietnam battlefield. It includes three 2' x 4' (60cm x 120cm) panels, which you can arrange in several ways to create diffe ent riverine battlefields. Just add terrain and you'll be headin' upriver in no time!

Attacker places half of their units here

Both players place an Objective in this area

Defender's Reserves arrive from Here

12"/30cm

12"/30cm

8"/20cm

Attacker's Reserves arrive from Here

Both players place an Objective in this area

8"/20cm

Defender places half of their units here

The fighting is confused with the enemy in all directions. Coordinate an attack with your scattered forces.

SPECIAL RULES

Meeting Engagement (Both players)

Delayed Reserves (Both players)

SETTING UP

The Attacker (*See page 184*) picks a table quarter to attack from. The efender defends from the opposite quarter.

Both players, starting with the Attacker, place one Objective in their own quarter, then both players, again starting with the Attacker, place one Objective in their opponent's quarter. All Objectives must be at least 8"/20cm from all table edges and at least 12"/30cm from the table centre.

DEPLOYMENT

Both players place the required part of their force in Delayed Reserve. These Units will arrive from the long table edge adjacent to the player's quarter.

Both players, starting with the Attacker, then take turns placing Units in their own quarters, at least 12"/30cm from the table centre until all of their remaining Units are deployed.

WINNING THE GAME

A player wins if they start a turn Holding one of the Objectives in the opponent's quarter.

TRIAGE & MEDEVAC

Vietnam saw a massive expansion in helicopter evacuation of casualties, previously tested in Korea. The helicopter greatly increased the survival rate of wounded and injured troops in the field. This meant that field medics were needed to stabilize the wounded and get them to the medevac helicopters.

WOUNDING TEAMS

WOUNDED TEAMS

In missions that use the Triage and Medevac special rules, whenever an Infantry or Gun Team is Destroyed by Shooting, the Shooting player immediately rolls a die:

- If the result is 5+, the Team's wounds are too severe to be treated and it is Destroyed as normal.
- Otherwise, the Team receives a Wounded marker.

Teams cannot have more than one Wounded marker on them. If a team receives a second Wounded marker, it is Destroyed.

FIGHTING WHILE WOUNDED

A team with a Wounded marker always shoots using its Moving ROF and cannot Charge into Contact (*See page 53*).

TRANSFERRING THE WOUNDED

At the start of the Movement Step before moving, Wounded Teams may transfer their Wounded marker to another unwounded Infantry team up to 2"/5cm away.

TRIAGE

Combat medics treat the lightly wounded, stabilise the seriously wounded, and ease the suffering of the mortally wounded, allowing their buddies to return to the figh knowing that their comrade is being looked after.

A Team with the Triage special rule can receive three Wound markers (either from being shot or by transferring them from other teams). If it is shot and receives a fourth Wound marker, it is Destroyed. A Team with the Triage special rule cannot Charge into Contact, but may be an Assaulting Team if in Contact with an enemy Team.

MEDEVAC

'Dust Off' is the call sign of medevac helicopters. These fl into combat zones to evacuate the wounded. In addition, the riverine navy has aid boats to tend to their wounded.

At the start of the Movement Step before moving, Wounded Teams may transfer their Wounded marker to a Medevac team up to 2"/5cm away.

A Medevac Helicopter can carry up to six Wounded markers. A Medevac Boat can carry any number of Wounded markers.

A Medevac Helicopter removes all Wounded markers from itself when it Loiters (*See page 25*).

SO THAT OTHERS MAY LIVE

Dust Off crews were conspicuously brave. The enemy often picked out the brightly-marked medical helicopters from the normal olive drab ones, yet when one is shot down, another will take its place as long as there are casualties to evacuate.

If a Medevac Helicopter is Destroyed it returns to play in the following turn.

NIGHT FIGHTING

MOVING AT NIGHT

Teams may not move faster than their Terrain Dash speed at Night. In addition, Teams add +1 to their Cross number when moving through Difficul Terrain at night.

SHOOTING AT NIGHT

Teams Shooting at Night always suffer an additional +1 penalty on the score needed To Hit.

LINE OF SIGHT AT NIGHT

Units must roll on the Night Visibility Table to determine their maximum Line of Sight distance. Teams from a Unit do not have Line of Sight to Teams beyond the rolled distance. Roll immediately before checking Line of Sight.

TARGET SHOT LAST TURN

The maximum distance does not limit Line of Sight to enemy Teams that Shot in their previous Shooting step.

BOMBARDMENTS AT NIGHT

Spotting Teams do not need to roll on the Night Visibility Table. Their Line of Sight is not affected by Night. However, attempts to Range In at Night add +1 to the score needed.

INFRA-RED (IR)

A Unit using Infra-red rolls two dice on the Night Visibility Table and chooses the highest score.

NIGHT VISIBILITY TABLE

Die Roll	Distance
1	4"/10cm
2	8"/20cm
3	12"/30cm
4	16"/40cm
5	20"/50cm
6	24"/60cm

DAWN

In a game that starts at night, the Defender rolls a die at the start of their third turn:

- On a score of 5+, morning has broken. Once morning breaks, the Night Fighting rules are no longer used, and the rest of the battle is fought in Daylight.

- If the roll is unsuccessful, at the start of the Attacker's turn four, they roll two dice with morning breaking on any roll of 5+.

- If it is still dark at the start of the Defender's next turn, they roll three dice, and so on with each player rolling one more die until morning breaks on any roll of 5+.

Shooting at Night token

SHOOTING AT NIGHT

The M48 and infantry teams want to shoot the BTR-50PK. As it is night, they must roll to see how far they can see. The M-48 has Infra-red equipment, so rolls two dice and takes the best.

The infantry roll high enough to see the BTR-50PK, so can shoot it. The M-48 did not. However, since the T-54 fired last turn, the M-48 can see it at any distance.

MINEFIELDS

The location of a Minefield is shown by a Minefield marker. Any Team (other than a Flying Aircraft) moving within 2"/5cm of a Minefield marker risks being knocked out.

A Team that then Moves into a Minefield must roll a die.

- If the score is at least equal to the Unit's Skill rating, the Team crosses the Minefield safely.
- Otherwise, the Team was hit by a mine with Anti-tank 5 and Firepower 1+ and must take a Save to survive (using its Top armour if it is a Tank Team) (page 40). If a Tank Team is Bailed Out or Destroyed, it halts in the middle of the Minefield. If it survives, it continues moving unharmed.

A Unit that took hits from a Minefield will be Pinned Down (page 46) when it finishes moving.

CLEARING A MINEFIELD

A Unit Leader that is not Pinned Down may issue a Mine Clearing Order as a Movement Order instead of Moving in the Movement Step.

If it does so, any Tank Team with a Mine Clearing Device (such as a plough, rollers, or flail) or any Infantry Team from the Unit within 6"/15cm of the Unit Leader may immedi-ately remove a Minefield within 2"/5cm of the Team instead of Moving (having moved into the Minefield on a previous turn). The Team is counted as Moving, but does not Move, and cannot Move further, Shoot or Assault.

GUERILLA MINEFIELDS

Unlike most Minefields, Guerilla Minefields are not placed on the table at the start of the game. Instead, they may be placed at the same time as Ambushing Units during your Starting Step.

Guerilla Minefields may be placed anywhere in your own Deployment Area or No Man's Land, including under enemy troops. However, they may not be placed under Teams in Foxholes. If a Guerilla Minefield is placed under a Team that then tries to clear it, the clearing Team must roll to be hit as if it had just moved into the Minefield before it can clear it.

Guerilla Minefields have Anti-tank 3 (rather than Anti-tank 5 like a regular Minefield)

BOOBY TRAPS

Booby Traps are the same as Minefields, except that a Team must move on to the Booby Trap marker to be hit by it or to clear it.

CROSSING MINEFIELDS

A Walker Bulldog Tank Platoon attempts to cross some Minefields. They first must pass a Skill test to avoid the mines.

The two that failed then roll Armour Saves. One tank is Destroyed and another Bailed Out, but the third passes through safely.

BARBED WIRE

BARBED WIRE

Barbed Wire Obstacles are marked as a 4"/10cm long coil of wire. As Difficult Terrain, they can only be crossed at Tactical or Terrain Dash speed and require a Cross test.

Infantry Teams attempting to cross Barbed Wire Obstacles must roll a die:

- If the score is greater than or equal to their Skill rating, the cross unhindered.
- Otherwise, the Team halts immediately.
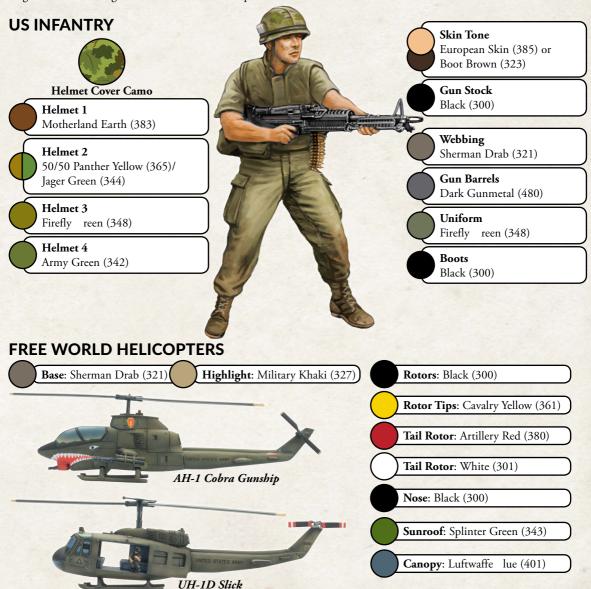
Barbed Wire Obstacles are Flat Terrain that does *not* provide Bulletproof Cover.

PAINTING GUIDE
US FORCES IN VIETNAM

In 1965, the United States of America was embroiled in the Cold War against the Soviet Union. Both sides were spending massively on armaments, the bulk of their armed forces facing off against each other across a divided Germany. Unwilling to initiate a Thi d World War, they fought the war by proxy, supporting friendly governments and supporting insurgents aiming to overthrow governments aligned with the other side.

When the Communist People's Republic of Vietnam in the north, backed by the Soviet Union, appeared to be on the verge of overthrowing the American-backed Republic of Vietnam in the south, the call went out summoning Free World forces to the aid of South Vietnam. Within months the United States had massively increased its support to 200,000 soldiers and airmen.

The US forces possessed a massive advantage in almost every area of military activity. Their fi epower was overwhelming, their mobility surpassed anything yet seen in warfare, and their logistic support seemingly limitless. Their real problem was simply that of finding and destroying the enemy without destroying the country they had come to defend.

US INFANTRY

Helmet Cover Camo

Helmet 1
Motherland Earth (383)

Helmet 2
50/50 Panther Yellow (365)/
Jager Green (344)

Helmet 3
Firefly reen (348)

Helmet 4
Army Green (342)

Skin Tone
European Skin (385) or
Boot Brown (323)

Gun Stock
Black (300)

Webbing
Sherman Drab (321)

Gun Barrels
Dark Gunmetal (480)

Uniform
Firefly reen (348)

Boots
Black (300)

FREE WORLD HELICOPTERS

Base: Sherman Drab (321)   **Highlight:** Military Khaki (327)

Rotors: Black (300)

Rotor Tips: Cavalry Yellow (361)

Tail Rotor: Artillery Red (380)

Tail Rotor: White (301)

Nose: Black (300)

Sunroof: Splinter Green (343)

Canopy: Luftwaffe lue (401)

AH-1 Cobra Gunship

UH-1D Slick

Although Australia and New Zealand are as far away from Great Britain as you can get, they had strong ties to the 'Mother Country', sending significant forces to fight alongside Britain in both World Wars. Japan's entry into the Second World War, the Communist invasion of South Korea, and the Communist uprisings in Malaya and Indonesia turned their attention closer to home, focusing on South East Asia.

When South Vietnam requested Australia and New Zealand to send troops to help them in 1965, they formed a brigade-sized composite ANZAC (from Australian and New Zealand Army Corps in the First World War) task force. This miniature army had its own infantry, artillery, tanks, armoured personnel carriers, engineers, helicopters, and aircraft, but operated closely with neighbouring American and South Vietnamese units.

ANZAC soldiers used a mix of British and American equipment, modified to local conditions. Their methods were based on British tactics and doctrine, adjusted to accommodate their experience fighting insurgents in Malaya and Borneo.

ANZAC INFANTRY

Skin Tone
European Skin (385)

Uniform
Firefly reen (348)

Highlight
Tommy Green (345)

Gun Stock
M16/M60: Black (300)
SLR: Motherland Earth (383)

Gun Barrels
Dark Gunmetal (480)

Webbing, Packs, Pouches
GI Green (347)

Alternative Colour
Military Khaki (327)

Ammunition Belts
Shell Brass (482)

Rope
Army Green (342)

Boots
Black (300)

ANZAC VEHICLES

Base: Firefly reen (348)

Highlight: Afrika Green (346)

Mantlet Cover: Military Khaki (327)

Exhausts: Rust Orange (360)

Road Wheels: Black (300)

Tracks: Dark Gunmetal (480)

Dirt: Motherland Earth (383)

Centurion Mk. 5

After the Japanese were defeated and French Indochina returned to France in 1945, the Nationalist forces that had fought the Japanese turned to kicking the French out too. After a ten-year war, the French withdrew, leaving Vietnam divided in two by the Geneva Accords that ended the war.

The American-supported Republic of Vietnam in the south was nominally a modern, capitalist democracy, but in reality a dictatorship, rife with corruption and cronyism. Its Army of the Republic of Vietnam (ARVN) was formed around the French-trained units that had fought against the Nationalists, and was equipped with hand-me-down US equipment left behind by the French or supplied by the United States. A military coup in 1963 threw both the Republic and the ARVN into disarray, leading them to request military forces from the Free World in 1965.

After the defeat of the northern Nationalist forces in the Tet Offensi es of 1968, the United States finally started to re-equip the ARVN with modern weapons and bring their training up to a higher standard. As a result, when the Free World forces withdrew from Vietnam, the ARVN, especially the elite units like the 1st Infantry Division and the Airborne Division, were able to face the Nationalist forces in battle.

ARVN INFANTRY

Helmet Camo
See pg 205 - US Forces

Skin Tone
Battledress Brown (325)
& European Skin (385)

Uniform
GI Green (347)

Highlight
Tommy Green (345)

Gun Stock
Black (300)

Webbing
Tommy Green (345)

Alternative Colour
Military Khaki (327)

Boots
Black (300)

Airborne Division Camo

Base Colour
Sicily Yellow (362)

Camo Streaks 1
Motherland Earth (383)

Camo Streaks 2
Army Green (342)

US AND ARVN TANKS

Base: Sherman Drab (321)   **Highlight**: Military Khaki (327)

Dirt: Motherland Earth (383)   **Tracks**: Dark Gunmetal (480)

Mantlet Cover: GI Green (347)

Exhausts
Rust Orange (360)

M48A3 Patton

M41A3 Walker Bulldog

M113

When the Geneva Accords divided Vietnam in two, the Nationalists withdrew to the north, forming the Communist People's Republic of Vietnam. The North Vietnamese were supported by the Soviet Union and the People's Republic of China, recently formed after their own revolutionary war.

When the south refused to hold nationwide elections for a reunified Vietnam, the Nationalists sent cadres south to form a new National Liberation Front (called *Việt Cộng* in the Free World). These local forces achieved considerable success against the ARVN, leading to the North Vietnamese sending units from the People's Army of Vietnam (PAVN)

south to support them. The imminent defeat of the ARVN led directly to massive intervention by Free World forces, stabilising the situation.

After the National Liberation Front suffe ed severely in the defeats of the Tet Offensi es in 1968, the conduct of the war fell more and more on the shoulders of the PAVN. Fortunately, the Free World forces started their withdrawal at this critical time. Once the Free World forces left, the PAVN switched to conventional warfare, launching large-scale operations against the ARVN using infantry, tanks and artillery in coordinated combined-arms attacks.

PAVN INFANTRY

Skin Tone
Battledress Brown (325)
& European Skin (385)

Helmet Star
Artillery Red (380)

Helmet Star
Shell Brass (482)

Uniform
Military Khaki (327)

Gun Barrel
Dark Gunmetal (480)

Gun Stock
Motherland Earth (383)

Webbing & Shoes
Worn Canvas (306)

Heavy Weapons
Tankovy Green (341)

Alternative Colour
Firefly reen (348)

PAVN Anti-Aircraft Team

PAVN Recoilless Gun Team

PAVN TANKS

Base
Firefly reen (348)

Highlight
Comrade Khaki (326)

Tracks
Dark Gunmetal (480)

Machine-guns
Dark Gunmetal (480)

Dirt: Motherland Earth (383)

Mantlet Cover
Wool Brown (328)

K-3 (PT-76)

K-2 (T-54)

ZSU-57-2

GREEN BASE

Basecoat the whole model with Sherman Drab (321) or Sherman Drab Spray (220). Then apply a wash of anstein Shade (492) to make the recesses more defined. Tidy up the flat surfaces with Sherman Drab. Drybrush with a small amount of Military Khaki (327) mixed with Sherman Drab.

HELICOPTERS

Paint the interior a medium grey such as Bunker Grey (304).

Paint the door gunners using the guide on page 203. It is a good idea to paint the door gunners before gluing them in place.

Painting a suggestion of reflected landscape in the windows looks good, but try to be subtle, using muted colours. If you don't want to paint reflections a flat neutral colour such as Luftwaff Blue (401) is also effecti e. Finish the windows with a coat of gloss varnish.

If you find the shark's teeth decal difficult to apply in one piece, you may want to cut it into pieces. Let each piece dry before applying the next, and use a little paint to cover up any visible joins.

The upper windows were tinted green to minimise heat and glare. Paint them a medium green such as Splinter Green (343), followed by a coat of gloss varnish.

The Hog's ammunition belts are fiddl to position. Taking your time, carefully twist them into shape before gluing them in place.

Carefully apply the rotor markings in several thin, even coats. Make sure the number on the nose matches the last three digits of the serial number on the tail.

TRACKS

For the tracks, start by painting them Black (300). Once dry, lightly drybrush Dark Gunmetal (480) over the black. Alternatively, use Worn Rubber (302) instead of black, and give the tracks a wash of Manstein Shade (492) after the Dark Gunmetal (480) drybrush.

An easy option for painting searchlights is to paint the lens Infantry Blue (400), then paint a line of Luftwaff Blue (401) and a line of both mixed together. Finally, add a thin line of White (301) in the top corner of the light.

Undercoat all stowage and tools Black (300), then paint bare steel in Dark Gunmetal (480). Paint wooden handles with Motherland Earth (383).

Any stowage, like canvas bags, should be painted with Military Khaki (327).
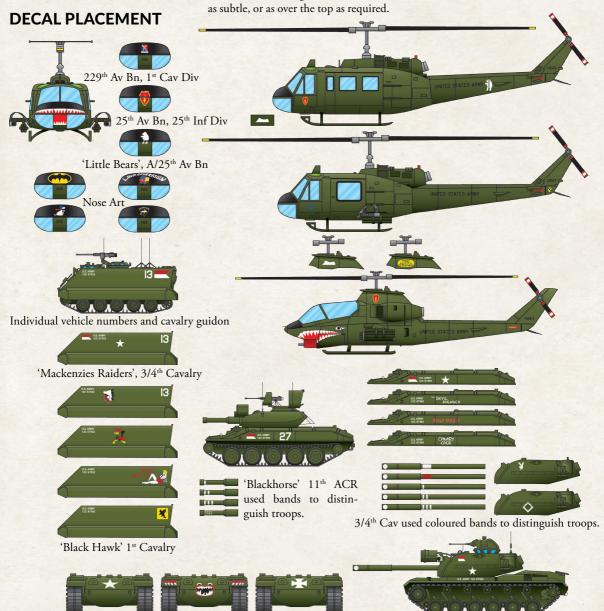
Soot builds up anywhere you have machine-guns or rockets firing. Dry brush Black (300) around gun barrels to make them look well used. To defin them more, drybrush Panzer Grey (303) over the black.

In Vietnam, vehicles were often covered in dry dirt or mud. To simulate this, drybrush Battlefield Brown (324) and then a lighter drybrush of Motherland Earth (383) or Tan Leather (384) over the tracks and mudguards. This can be as subtle, or as over the top as required.

Constantly moving through dense bush quickly wears off paint sections. Draw thin lines of Panzer Grey (303) and then highlight with thinner lines of Cold Steel (481) to create scratched areas.

DECAL PLACEMENT

229th Av Bn, 1st Cav Div

25th Av Bn, 25th Inf Div

'Little Bears', A/25th Av Bn

Nose Art

Individual vehicle numbers and cavalry guidon

'Mackenzies Raiders', 3/4th Cavalry

'Black Hawk' 1st Cavalry

'Blackhorse' 11th ACR used bands to distinguish troops.

3/4th Cav used coloured bands to distinguish troops.

All 'NAM infantry and guns are supplied with appropriate bases. Assemble your infantry teams by gluing the figu es into the holes on a base of the right size. Super glue works well for this.

The e are usually several figu es with each type of weapon, so you can create variety in your teams. It doesn't matter which mix of figu es you put in each team, as long as the mix of weapons is right. Visit the product spotlight on the 'NAM website: www.NAMminiaturesgame.com for a more detailed guide.

COMMANDERS AND UNIT LEADERS

Base the commanders and unit leader teams on a small base with an Officer, NCO, and rifleman as a runner. The team faces the long edge.

INFANTRY TEAMS

Base infantry teams on a medium base. Teams combine a mix of four soldiers, three with assault rifles or light machine-guns and one NCO. Some mixed teams will swap out an assault rifle for an Anti-tank weapon. The team faces the long edge.

HEAVY WEAPONS

Base heavy weapons on a medium base facing the long edge. These teams have the gunner and his weapon along with two assistant gunners or loaders.

INFANTRY WEAPONS

Infantry weapons are based on a small base facing the long edge. These teams have the gunner and his weapon along with a gunner, loader, or rifleman.

LARGE GUNS
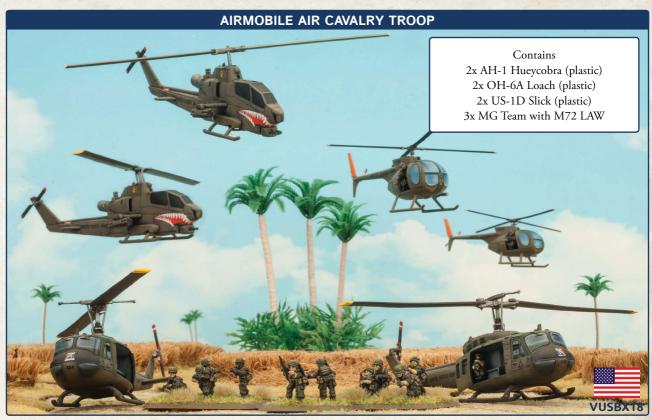
Base these guns on a large base facing the short edge. Each gun has a gunner along with an NCO and three ammunition loaders.
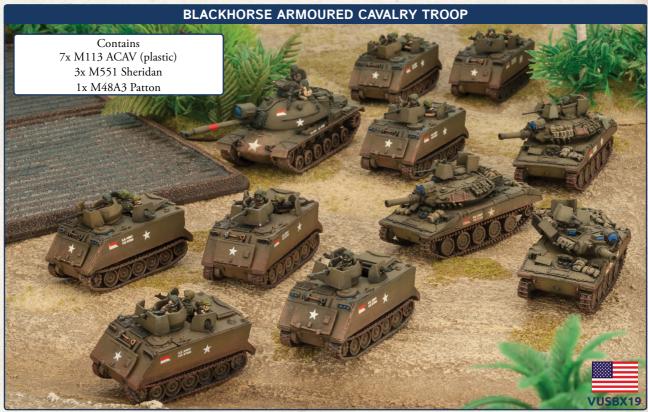
'NAM MINIATURES RANGE

Over the following pages you will see the entire range of 'Nam Miniatures brought to you by Battlefront Miniatures. These are available for purchase from good hobby stores or the 'Nam Miniatures game website. Each pack has been designed to match the unit entries in this book to take the guesswork out of building your army. For more information on the contents of these packs please check out our Product Spotlights at www.NAMminiaturesgame.com

UNIT CARDS

VUS901   Unit Cards - US Forces in Vietnam
VAR901   Unit Cards - ARVN Forces in Vietnam
VAN901   Unit Cards - ANZAC Forces in Vietnam
VPA901   Unit Cards - PAVN Forces in Vietnam

For ease of reference while playing, each nation's card pack contains all the Force, Formation, and Unit cards you need.

IRONCLAD BATTALION

Contains:
9x K-2 (T-54) (plastic)
2x ZSU-57-2

VPABX14

AIRMOBILE AIR CAVALRY TROOP

Contains
2x AH-1 Hueycobra (plastic)
2x OH-6A Loach (plastic)
2x US-1D Slick (plastic)
3x MG Team with M72 LAW

VUSBX18

BLACKHORSE ARMOURED CAVALRY TROOP

Contains
7x M113 ACAV (plastic)
3x M551 Sheridan
1x M48A3 Patton

VUSBX19

M113 PLATOON (PLASTIC)

Contains
4x M113 armoured personnel carriers (plastic)

AH-1 COBRA GUNSHIPS (PLASTIC)

x2

Contains
2x AH-1 Cobra Gunships (plastic)

UH-1 HUEY AVIATION PLATOON (PLASTIC)

x2

Contains
2x UH-1 Huey (plastic)

OH-6 AEROSCOUT PLATOON (PLASTIC)

Contains
2x OH-6 Loach (plastic)

VUSBX04

M42 DUSTER

Contains
1x M42 Duster

VUS161

M48 PATTON

Contains
1x M48 Patton

VUS041

ONTOS

x2

Contains
2x Ontos

VUS101

M551 SHERIDAN

Contains
1x M551 Sheridan

VUS002

LVTP-5

x2

Contains
2x LVTP-5

VUSBX20

M109 (155MM)

Contains
1x M109 or M108

VUS150

A-1 SKYRAIDER AIR SUPPORT FLIGHT

Contains
2x A-1 Skyraider

VUSBX18

A-4 SKYHAWK AIR SUPPORT FLIGHT

Contains
2x A-4 Skyhawk

VUSBX19

AIR CAVALRY TROOP

Contains
9x M60 MG team with M72 anti-tank

VUS702

MACHINE-GUN PLATOON

Contains
4x M60 MG team

VUS714

81MM MORTAR PLATOON

Contains
4x 81mm mortar

VUS715

MARINE RIFLE PLATOON

Contains
1x M16 rifle team (ormation HQ)
10x M16 rifle team with M72 anti-tan
2x M60 MG team
2x 90mm anti-tank team
1x Medic team

VUS722

RIFLE PLATOON

Contains
1x M16 rifle team (Formation HQ)
7x M16 rifle team wit
M72 anti-tank
2x M60 MG team
1x 90mm anti-tank team
1x Medic team

VUS712

4.2" MORTAR

Contains
4x 4.2-inch mortar

VUS717

M101 105MM FIREBASE

Contains
3x M101 105mm howitzer

VUSBX09

M114 155MM FIREBASE

Contains
3x M114 155mm howitzer

VUSBX10

SPECIAL FORCES PATROL

Contains
6x M16 rifle team with M72 anti-tan

VUS782

PATROL BOAT

x2

Contains
2x PBR Mk II

VUSBX12

ASSAULT SUPPORT BOAT

Contains
1x ASPB Boat

VUSBX15

A- 91 -1

ARMOURED TRANSPORT CARRIER (H)

Contains
1x ATC(H) Boat

VUSBX14

MONITOR BOAT

Contains
1x Monitor Boat
Optional Zippo Turrets

VUSBX13

ATC TENT

Contains
ATC Tent

VSO112

INFANTRY PLATOON

Contains
1x M16 rifle team (ormation HQ)
1x Medic team
7x M16 rifle team with M72 anti-tan
1x Super Bazooka anti-tank team
1x M60 MG team
1x 60mm mortar team

VAR702

WEAPONS PLATOONS

Contains
4x 57mm recoilless gun
4x 81mm mortar

VAR706

COMBAT CAR PLATOON

Contains
1x Walker Bulldog

VAR001

To complete your army use the US and ANZAC products listed below

VUSBX07	M113 Platoon (plastic)
VUSBX17	UH-1 Huey Aviation Platoon (plastic)
VUSBX09	M101 105mm Firebase
VUSBX10	M114 155mm Firebase
VUSBX18	A-1 Skyraider Air Support Flight
VUS041	M48 Patton
VAN243	M113 M74 and T50 Turrets

RIFLE PLATOON

Contains
1x M16 rifle team (formation HQ
1x Medic team
7x SLR & M60 team
2x Flamethrower figu es

VAN702

M113 M74 AND T50 TURRETS

Contains
2x M74 turrets
2x T50 turrets

VAN243

M113 FSV (TURRETS)

Contains
2x M113 FSV Turrets and
M113 Top Deck mounting plates

VAN242

MORTAR PLATOON

Contains
6x 81mm mortar

VAN705

ANTI-TANK PLATOON

Contains
6x M67 90mm anti-tank team

VAN707

TANK SQUADRON

Contains
1x Centurion

VAN040

To complete your army use the US products listed below

VUSBX07	M113 Platoon (plastic)
VUSBX17	UH-1 Huey Aviation Platoon (plastic)
VUS041	M48 Patton
VUSBX09	M101 105mm Firebase
VUSBX10	M114 155mm Firebase
VUS150	M109 (155mm)

K-2 IRONCLAD COMPANY (PLASTIC)

Contains
5x K-2 (T-54)

VPABX14

K-1 (T-34/85)

Contains
1x K-1 (T-34/85)

VPA001

K-3 (PT-76)

Contains
1x K-3 (PT-76)

VPA031

ZSU-57-2

Contains
1x ZSU-57-2

VPA161

BTR-50PK

Contains
1x BTR-50PK

VPA221

INFANTRY COMPANY

Contains
1x SKS/AK-47 assault rifle team (ormation HQ)
13x SKS/AK-47 assault rifle tea
9x B40 rocket launcher team
(with 9x B41 option included)
3x LMG team
1x OP team

VPABX15

INFANTRY PLATOON

5x SKS/AK-47 assault rifle tea
3x B40 rocket launcher team
(with 3x B41 option included)
1x LMG team

VPA702

MACHINE-GUN PLATOON

Contains
3x HMG team

VPA704

MACHINE-GUN BUNKERS

Contains
3x HMG nest

VPA703

12.7MM AA PLATOON

Contains
3x 12.7mm AA MG

VPA532

75MM RECOILLESS GUN PLATOON

Contains
3x 75mm recoilless gun

VPA707

120MM MORTAR COMPANY

Contains
6x 120mm mortar

VPA706

82MM MORTAR COMPANY

Contains
6x 82mm mortar

VPA705

14.5MM AA COMPANY

Contains
3x 14.5mm AA MG

VPA533

37MM AA AA COMPANY

Contains
3x 37mm AA gun

VPA542

82MM RECOILLESS GUN COMPANY

Contains
6x 82mm recoilless gun

VPA708

LOCAL FORCES INFANTRY COMPANY

Contains
1x Rifle team (ormation HQ)
13x Rifle tea
3x B-40 anti-tank team
(with 3x B41 option included)
1x LMG team

VPABX16

LOCAL FORCES ANTI-AIR PLATOON

Contains
3x 12.7mm AA MG

VPA534

LOCAL FORCES RECOILLESS GUN PLATOON

Contains
3x 57mm recoilless gun

VPA738

LOCAL FORCES MACHINE-GUN PLATOON

Contains
3x HMG team

VPA734

LOCAL FORCES 60MM MORTAR PLATOON

Contains
3x mortar

VPA735

LOCAL RESISTANCE TEAMS

Contains
6x Local Resistance team

VPA821

SAMPANS

Contains
2x Sampan

VPA822

VICTORY POINTS

In Vietnam, Objectives determine the winner in a mission, yet they have relatively little intrinsic value. The ree World forces will abandon an LZ or fi e base as soon as its usefulness ends, while the Nationalists are even more ready to abandon ground when necessary. What really matters in Vietnam is the 'body count'.

During the game both players keep track of their current Battle Point total.

Players gain Battle Points by Destroying enemy teams and Units as shown below.

Subtract the losing player's Battle Points from the winning player's Battle Points and look up the result on the Victory Points Table to determine the outcome.

1x UNIT DESTROYED
SUBTOTAL

1x M48 PATTON, OR CENTURION TANK DESTROYED
SUBTOTAL

2x K-2 (T-54) OR ZSU-57-2 TANKS DESTROYED
SUBTOTAL

3x OTHER TANK TEAMS DESTROYED
SUBTOTAL

1x HELICOPTER DESTROYED
SUBTOTAL

1x BUNKER OR NEST DESTROYED
SUBTOTAL

1x OBJECTIVE SEARCHED OR EVACUATED
(In missions with the Search or Evacuate rule, see page 186)
SUBTOTAL

TOTAL