

NAM 65-75

1.0 introduction

This historical simulation game portrays the Second Viet Nam War from Spring 1965, when the US began to commit ground units to the Autumn of 1975 when the South finally collapsed.

The game is designed for recreation and educational purposes and does not support any political or ideological view. It is respectfully dedicated in memory of soldiers and civilians of both side who suffered and died during this conflict.

1.1 game components

A full copy of the game should include:

The game map

This Rulebook

1 double sided Player Aid Sheet

264 double sided, die-cut counters (including 7 blanks)

2 regular 6 sided dice are required to play the game but are not included

1.2 opposing sides

The game opposes the Republic of Viet Nam, the USA and their allies in the Free World Military Alliance against the National Liberation Front of Viet Nam and their allies, the North Vietnamese Army. Each player controls one side.

1.3 Game terms

These rules use the following terms and acronyms:

RVN: Republic of Viet Nam (South Vietnam)

ARVN: Army of the Republic of Viet Nam

Allies: refers to ARVN, FWMA and US units without regard to nationality

Communists: refers to NLF and NVA units without regard to nationality

FWMA: Free World Military Alliance, an anti-communist military organization allied with RVN and USA.

AUS: Australia (FWMA member)

THAI: Thailand (FWMA member)

ROK: Republic of Korea (South Korea, FWMA member)

NLF: National Liberation Front (aka Viet Cong), South Vietnamese political and military organization aimed at Viet Nam reunification.

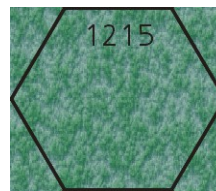
NVA: North Vietnam Army (officially PAVN, People Army of Viet Nam), allied with the NLF.

HCM Trail: Ho Chi Minh Trail (also referred to as HCMT in these rules)

1.3 the map

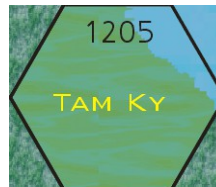
1.31 overview

The Map represents South Vietnam with a hex grid printed over it. Hexes are used to place units on the map. There are 3 main Terrain features:-



Wild Area: With green treetop feature. It represents jungle and mountainous areas with sparse small villages. Only Communist units can be placed in Wild Area hexes.

Populated Area: With provincial capital name printed in yellow. It represents densely populated and farmed areas. Any unit can be placed in a Populated Area hex.



Key City: with city's name (Saigon and Hue) printed in dark red in bold caps. It represents highly populated major city. Any unit can be placed in a Key City hex.

Any hex with none of the above Terrain features (mainly coastal hexes) is greyed out to indicate it is not playable and NO units can be placed in such hexes.

In addition to the Features, a **River Delta** depicted in some Populated Area Corps.



above Terrain **Mekong** feature is Wild and Hexes of IV

Marine units get a Combat bonus in Populated Area Hexes with Mekong River. Mekong River in Wild Area hex has no effect and is treated as any other Wild Area hex.

The map is divided into 4 Corps Tactical Zones (**CTZ**)



from north to south. CTZ are delimited by an orange boundary. They represent administrative areas where units of both side are

assigned to perform operations.

Saigon is a Special Capital Zone that belongs to both CTZ III and CTZ IV.

Various Holding Boxes and tracks are also included.

1.32 stacking

Up to 3 units can stack in a Populated or Wild Area Hex. Up to 4 units can stack in a Key City Hex. NLF Sanctuary Units never count against stacking limit. Units of different Commands (see 1.5) can't stack in the same hex.

1.4 game scale

Each game turn represents a season of three months. Each year begins with the Winter turn and ends after the Autumn turn. **Winter** turn runs from January to March, **Spring** turn runs from April to June, **Summer** turn runs from July to September and **Autumn** turn runs from October to December.

1.5 command & units

1.51 commands

There are 4 distinct commands. The three Allied commands are ARVN, US and FWMA Command. All NLF and NVA units belong to the Communist Command.

1.52 units

ARVN UNITS:

All ARVN units have 2 steps, representing their full (2 steps) strength and depleted (1 step) strength.

US UNITS:

All US units have 2 steps, representing their full (2 steps) and depleted (1 step) strength.

FWMA UNITS:

All FWMA units have 2 steps, representing their full (2 steps) and depleted (1 step) strength.

COMMUNIST UNITS:

NLF Sanctuary units have 2 steps, representing their full (2 steps) and depleted (1 step) strength.

All other Communist units have only 1 step. All Communist units except Sanctuaries have the same front side, representing their unspotted status. The



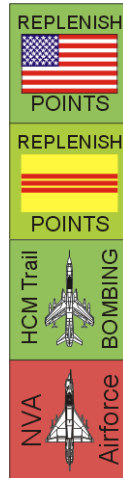
reverse side of these counters depict the type of unit and that the unit was spotted.

1.53 markers

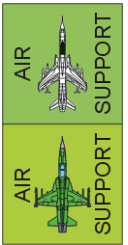
Markers are used to track variable values in the game.

SEASON & YEAR: used to record current turn on the grey tracks.

USA / RVN REPLENISHMENT POINTS (RPs): used to record current US / RVN Replenishment Points. The back of the counter is used to record RPs above 10.



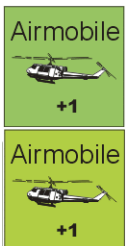
AIR SUPPORT: used to indicate that a US Air Support (top right) or ARVN Air Support unit (bottom right) is assigned to a CTZ.



HCM Trail BOMBING / NVA

AIRFORCE: front side is used to indicate that US Air Force bombs Ho Chi Minh Trail and back side is used to indicate that the NVA Air Force supports infiltrating units along the Trail.

AIRMOBILE CAPABILITY: Used to indicate that the unit has extensive helicopter support assigned temporarily which increases the unit's Search & Destroy rating



1.6 politics

1.61 Communist Local support level

Each CTZ has a separate Communist Local Support Level which represents how devoted (or reluctant) the CTZ's civilian population is to NLF's cause. It is one of the keys to victory as it determines NLF Build-up capability, Allied Search & Destroy missions' chances of success and can cause ARVN soldiers to desert to the NLF or NLF defectors to join ARVN's ranks.

The Communist Local Support Level in each CTZ ranges from 1 (the lowest) to 4 (the highest). It can never drop below 1 nor rise above 4.

1.62 rvn stability level

POLITICAL STABILITY RVN Stability Level represents how strong (or weak) is South Vietnamese regime. It determines the number of Replenishment Points available to ARVN Forces and plays a crucial role in determining if the RVN regime collapses.

RVN Stability Level ranges from 1 (the lowest) to 10 (the highest). It can never drop below 1 nor rise above 10.



1.63 us commitment level



US Commitment Level represents how deeply the USA involves itself in the conflict. It determines the number of

Replenishment Points to US (and FWMA) Forces as well as US Air Support. It also plays a significant role in strengthening RVN Stability and affects the level of NVA infiltration into South Viet Nam.

US Commitment Level ranges from 1 (the lowest) to 5 (the highest). It can drop below 1, thus causing US to hasten withdrawal but can never rise above 5. Allied player can increase the US Commitment Level each turn but cannot decrease it voluntarily.

Higher Commitment Levels potentially have a negative impact on the US Public Support Level but will also potentially reduce Chinese and Soviet Union shipments of military supplies and equipment for geopolitical reasons beyond the scope of the game.

1.64 us public support level



The US Public Support Level represents how much US public opinion approves of and supports the US engagement in Viet Nam and is often the deciding game factor.

US Public Support Level ranges from 1 (the lowest) to 10 (the highest). It can never drop below 1 nor rise above 10.

1.65 us casualty level



The US Casualty Level represents the quantity of wounded, killed or missing American soldiers each turn and affects American public opinion, eventually

causing US Public Support Level to decrease. It ranges from 0 (the lowest) to 5 (the highest). It can never drop below 0 nor rise above 5.

1.66 RVN and us hearts & minds effort level



RVN and US Hearts & Minds Effort Levels represent actions undertaken by the RVN and USA to counter enemy propaganda. It is a crucial factor in competing with the Communists in the all-important '*Struggle for the Masses*'. Hearts & Minds Effort level ranges from 0 to 3.

1.67 Chinese/soviet support level

Chinese/Soviet Support Level represents indirect intervention of Communist China and the Soviet Union in the conflict by shipping supply and military

equipment to North Viet Nam. It ranges from 0 (the lowest) to 3 (the highest). It can never drop below 0 nor rise above 3. A High Support Level increases the types of NVA units that can attempt to infiltrate in South Viet Nam each turn.

2.0 sequence of play

Each game turn is played following the sequence below. Each phase must be completed before undertaking subsequent phase. Each step within a phase must be completed before undertaking subsequent step.

2.1 Allied Reinforcement & Event Phase

- Allied Reinforcement Step
- US/FWMA Withdrawal Step
- Event Step

2.2 RVN/US Hearts & Minds Effort Phase

2.3 Allied Deployment & Mission Assignment Phase

2.4 Communist Deployment & Build-up Phase

- Infiltration Step
 - > NVA Infiltration
 - > NVA AA Cover

- Deployment Step
- NLF Build-up Step

2.5 Operations Phase

- LRRPs Step
- US/ARVN Airmobile Capability Step
- Allied Search & Destroy Operations Step
- Communist Operations Step
 - >Subversive Activities Operations
 - >Offensive Operations
 - >Holding Ground Operations

- Allied Offensive Step
- The Struggle for the Masses Step
- NVA Infiltration Step
- Allied Ambush of Ho Chi Minh Trail Step

2.6 Allied Replenishment Phase

2.7 Political Phase



- RVN Stability Variation Step
 - >Automatic Stability Increase

- >US Commitment Effect
- >Body Count Effect
- >Unsecured Population Effect
- >NVA Occupation Effect

- RVN Collapse Step
- US Public Support Step
- US Disengagement Step
- US Commitment Step
- Chinese/Soviet Involvement Step

2.8 End of Turn Phase

2.1 ALLIED Reinforcement & Event Phase

2.11 ALLIED Reinforcement Step

Scheduled Reinforcement units are placed in the Allied Reinforcement Box according to the Reinforcement Table.

2.12 us/fwma withdrawal Step

If US Commitment is LIMITED (see 2.74), the Allied player must remove from play the required number of US & FWMA units (either full or depleted strength) of his choice according to the Withdrawal Table below. Units in the Reinforcement and Refitting Units Boxes can be removed to fulfil withdrawal requirements.

Example: *US Commitment Level is 3 and Limited. The Allied player must remove from play 1 US and 2 FWMA units. He chooses to remove one US Infantry Brigade and two ROK (FWMA) Infantry Regiments.*

2.13 event Step

The Allied player rolls 2 dice: if the result is 5 or less, an RVN Event occurs, if the result is 9 or more, a US Event occurs, otherwise there's no event this turn. To determine the specific event occurring, the Allied player rolls a die and finds the result with the corresponding column on the Event Table.

2.2 rvn/us hearts & minds effort phase

The Allied player sets the Hearts & Minds Effort level for RVN and US by spending the required Replenishment Points (RPs). RPs' cost for Hearts & Minds Levels is as follows (also indicated on the Hearts & Minds Track as a reminder):

RVN: 4 RPs per Hearts & Minds Effort Level

USA: 3 RPs per Hearts & Minds Effort Level

RVN and US Hearts & Minds Effort Level and RPs markers are moved accordingly on the relevant tracks.

If Allied player doesn't want (or can't) invest RPs in Hearts & Minds Effort, the markers are left on the "Effort Level" box on the Track.

Example: RVN has 12 RPs available and USA have 9. For this turn, player decides to set RVN Hearts & Minds Effort level to 2 at a cost of 8 RPs. RVN Hearts & Minds Effort level marker is moved up to box "2" and RVN RPs marker is moved down to box "4" on relevant tracks. He also decides to set US Hearts & Minds Effort level to 1 at a cost of 3 RPs. US Hearts & Minds Effort level marker is moved up to box "1" and US RPs marker is moved down to box "6" on relevant tracks.

2.3 ALLIED deployment & mission assignment Phase

During this phase the Allied player deploys or redeploys his units to assign them the current turn's mission. All units on the map or currently occupying Reinforcement, Search & Destroy, Operational Reserve and Ambushing HCMT Boxes are eligible to be assigned either the same or a new mission.

2.31 land units mission assignment step

Hold & Secure Mission Assignment: Unit is moved (or remains) in a Populated Area Hex or a Key City Hex providing it doesn't violate stacking rules (see 1.32). Units on Hold & Secure duty are assigned to defend the hex they occupy.

Search & Destroy Mission Assignment: Unit is moved (or remains) in the Search & Destroy Unit Assignment Box of the desired CTZ. Units on Search and Destroy duty are assigned to find out and engage the enemy in Wild Area.

Ho Chi Minh Trail Ambush Mission Assignment: Unit is moved (or remains) in the Allied Units Ambushing HCMT Box. Units on HCMT Ambush duty are assigned to find out and engage NVA units along Ho Chi Minh Trail.

Operational Reserve Mission Assignment: Unit is moved (or remains) in the Operational Reserve Unit Assignment Box of any CTZ. Units on Operational Reserve duty are assigned to respond to any enemy breakthrough or to launch offensives against existing NLF Sanctuaries.

2.32 AIR units mission assignment step

2.32-1 Air Support Mission Assignment: The Allied Player can assign a maximum of 1 of his available Air Support Marker to each CTZ to provide Tactical Air Support to friendly units within the CTZ. The marker is placed in the Air Support Box of the relevant CTZ.

The number of available US Air Support Marker is determined by current US Commitment Level:

If US Commitment Level is 2 or less:
no US Air Support is available

If US Commitment Level is 3:
1 US Air Support available

If US Commitment Level is 4:
2 US Air Support available

If US Commitment Level is 5:
3 US Air Support available

2.32-2 Tactical Bombing of Ho Chi Minh Trail: If the current Chinese/Soviet Support Level is 0 or 1, the US Tactical Bomber Marker is placed in the HCM Trail Bombing Box.

If the current Chinese/Soviet Support Level is 3, the US Tactical Bomber Marker is flipped to its NVA Air Force side.

At Support Level 2, no Marker is placed in the HCM Trail Bombing Box.

2.4 COMMUNIST deployment & build up Phase

2.41 Infiltration Step

2.41-1 NVA Infiltration: Units in the Infiltrating Units Box are moved to Communist Units Hold Boxes. They can all be placed in the same CTZ Hold Box or split between CTZ at player's choice.

2.41-2 NVA Anti Air Cover: The Communist player rolls a die to determine AA Cover Effect. If the result is equal or less than current Chinese/Soviet Support Level, the Communist player chooses one RVN or US Air Support Marker to be removed from play for the remainder of the turn.

2.42 COMMUNIST deployment Step

NLF and NVA units currently in the Communist Units Holding Boxes can be moved freely from one CTZ Hold Box to an adjacent CTZ Hold Box, or to the Infiltrating Box. The only restriction is that there can be no more than 1 Depot at any time in a single Holding Box.

Example: units can be moved from CTZ II to CTZ I or CTZ III but not from CTZ II to CTZ IV

2.43 nlf build up Step

The Communist player can build new NLF units from his Force Pool. The number of units that can be added to a CTZ Units Hold Box is equal to current Communist Local Support Level in the CTZ. However, there can be no more than 1 NLF Depot in a single CTZ Units Hold Box.

In addition, player can add 1 NLF Decoy Unit to a CTZ Units Hold Box if current Communist Local Support Level in the CTZ is 1 or 2. He can add 2 NLF Decoy Units to a CTZ Units Hold Box if current Communist Local Support Level in the CTZ is 3 or more.

Player now shuffles his units within each Communist Units Hold Box and arranges them in rows and columns with their unspotted side up.

Example: Current Communist Local Support Level in II CTZ is 3. The Player can add 3 NLF units of his choice to II CTZ Communist Unit Holding Box (providing there is no more than 1 Depot in II CTZ) and also 2 NLF Decoy Units.

2.5 operation Phase

2.51 ALLIED search & destroy operations Step

2.51-1 Long Range Reconnaissance Patrols (LRRPs): The Allied player rolls a die, if the result is equal or less than the current US Commitment Level, he designates one enemy unit in any one Communist CTZ Unit Holding Box for automatic destruction.

2.51-2 US/ARVN Airmobile Capability: Airmobile Capability Markers allow the player to temporarily improve a unit's S&D rating. Infantry, Rangers, Border Rangers and Marines units only are eligible to temporary Airmobile Capability.

Available Airmobile Capability Markers are available as follows: -

US Airmobile Capability Markers:

If US Commitment Level is 2: US can use 1 Airmobile Marker each turn

If US Commitment Level is 3: US can use up to 2 Airmobile Markers each turn

If US Commitment Level is 4: US can use up to 3 Airmobile Markers each turn

If US Commitment Level is 5: US can use up to 4 Airmobile Markers each turn

ARVN Airmobile Capability Markers:

After US Commitment becomes LIMITED (see 2.74) ARVN can use 1 Airmobile Marker each turn

If US Commitment Level is 1: ARVN can use up to 2 Airmobile Markers each turn

If US Commitment Level is "Withdraw": ARVN can use up to 4 Airmobile Markers each turn

The player can use Airmobile Capability by placing 1 available marker on top of each unit he wants to give temporary Airmobile Capability to. The unit's S&D

rating is increased by 1 to resolve its Search Attempt this turn (see below).

US Airmobile Capability points can be used to give Airmobile Capability to any Command's unit. ARVN Airmobile Capability points can be used to give Airmobile Capability to ARVN units only.

2.51-3 Search & Destroy Operations: Each Allied unit in the Search & Destroy Unit Assignment Box of a CTZ can perform a Search & Destroy operation if there is at least 1 enemy unit in the relevant CTZ's Communist Units Holding Box.

All S&D operations in a CTZ are performed before S&D operations are undertaken in another CTZ. Search & Destroy operations are performed one unit at a time and have a 2 steps procedure:

Search Attempt: Unit's Search Attempt is resolved by rolling a die: if the result is equal or less than the unit's S&D rating *minus* current Communist Local Support Level in the CTZ, the attempt is successful. However, whatever the unit's S&D rating is, a DR of 1 is always a success and a DR of 6 always fails.

Destroy Attempt: If a unit's Search Attempt is successful, the Allied player then designates an enemy unit in the CTZ Communist Units Hold Box and his opponent flips this unit to its spotted side. If the unit is an NLF Special Unit, it is automatically destroyed and returned to the Communist Force Pool. If the unit is an NLF or NVA Combat Unit, a Conventional Warfare Combat occurs immediately (see 3.3)

If the Search Attempt is successful but the Destroy Attempt fails, the spotted unit remains on its spotted side and cannot be searched by subsequent enemy units for the remaining of the step.

2.52 COMMUNIST operations Step

All Communist units in CTZ Hold Boxes are flipped to their spotted side. Communist player now resolves his operations, one CTZ at a time, in any order he wishes. Communist Operation within a CTZ must be performed in the following order:

2.52-1 Subversive Activities Operations: For each Subversive Activities Unit in the CTZ, the player rolls 2 dice, even if RVN Stability Level is 1. If the result is 8 or more the RVN Stability level is decreased by 1. If the result is 5 or less, the Subversive Activities Unit is destroyed and returned to the Force Pool. If RVN Stability drops below 1, the marker remains in box 1 of the track and RVN loses 1 Replenishment Points. If no RPs are left, the Allied player must permanently remove from play one ARVN unit currently in the Refitting Unit Box.

2.52-2 Offensive Operations: The Communist player moves each NLF or NVA Combat Unit or stack of units he assigns to Guerrilla Offensive (see 3.1 & 3.2) or Conventional Offensive (see 3.1 & 3.3), from the Unit Holding Box to any eligible hex adjacent to the unit he wants to attack and within stacking limit (see 1.32).

Attacking unit and its target hex must belong to the same CTZ (see 1.3 for Saigon special rule). Guerrilla Warfare or Conventional Offensive attacks are resolved accordingly. Each Offensive Operation is conducted one unit or stack of units at a time. Surviving attacking units not performing NLF Settling or NVA Occupation (see below) are returned to Units Hold Box (unspotted side up) before another group of units undertakes Offensive Operation against the same or different target hex (however see 3.1 for Combat restrictions).

Conventional Offensive can be conducted against Populated or Key City hex free of enemy unit (however see Allied Response below) provided the target hex is adjacent to at least one Wild Area hex or to a Populated or Key City hex that is currently occupied by an NLF Sanctuary or NVA Unit

***Note:** this effectively means Saigon is safe from Communist attack as long as all 6 adjacent hexes remain in Allied control.*

Allied Response: If there is no unit defending the target hex or if the last defending unit in the target hex is eliminated, the Allied player can immediately move any unit from the Operational Reserve Box of the relevant CTZ to re-occupy the vacated hex.

If the last defending unit in the target hex is eliminated by a Conventional Offensive (not Guerilla Offensive), the Communist player can perform one of the following at the moment the target hex is vacated:

NLF Settling: If Allied player declines, or is unable to reoccupy the vacated hex, the Communist player can choose to build an NLF Sanctuary in the vacated target hex by immediately returning to the Force Pool up to 2 of NLF units (not NVA) who survived the combat and placing an NLF Sanctuary Unit of equivalent number of steps in the vacated hex.

NVA Occupation: If Allied player declines, or is unable to reoccupy the vacated hex, the Communist player can choose to occupy the vacated hex instead of building an NLF Sanctuary by advancing any NVA (not NLF) Combat Unit who survived the combat into the vacated hex. This option is at the player's choice.

2.52-3 Holding Ground Operations:

The Communist player can reinforce a depleted Sanctuary within the relevant CTZ by returning one

NLF (not NVA) Combat Unit currently in Communist Units Hold Box to the Force Pool and flipping the Sanctuary Unit to its full strength (front) side. More than one Sanctuary within the CTZ can be re-strengthened if there are enough NLF Combat Units in Units Hold Box to do so.

He can also strengthen his presence in a Populated or Key City hex currently occupied by NVA units by moving 1 or more uncommitted NVA Combat Unit from the Unit Holding Box to the occupied hex, providing this move doesn't violate stacking limits (see 1.32).

Note: the requirement for the NVA unit to be uncommitted in earlier operations reflects the difference between northerners having to be sent down the trail and the NLF summoning locals

2.53 Allied offensive Step

Some or all units in Operational Reserve Box of a CTZ can attack any NLF Sanctuary or a hex currently occupied by NVA Combat Units within the CTZ. Up to 3 units can form a stack to attack the target hex, regardless of their respective Command. Combat outcome is resolved under Conventional Warfare combat rules (see 3.1 & 3.3). If all defending units are eliminated, one attacking unit immediately occupies the vacated hex.

2.54 the struggle for the masses Step

For each CTZ, each player rolls a die and modifies the result as follows:

The Communist player adds the current Communist Local Support Level in the CTZ and adds +1 for each Propaganda Units in the CTZ Units Hold Box.

The Allied player adds the sum of current RVN and US Hearts & Minds Effort levels

If Communist player's score is higher than his opponent's: Communist Local Support Level in the CTZ is increased by 1. If Communist Local Support Level is already 4, it remains at the same level and RVN loses 1 Replenishment Points. If no RPs are left, the Allied player must permanently remove one ARVN unit currently in Refitting Unit Box from play.

If Communist player's score is lower than his opponent's: Communist Local Support Level in the CTZ is decreased by 1. If Communist Local Support Level is already 1, it remains at the same level and RVN gains 1 Replenishment Point.

If the result is a drawn: there's no change in that CTZ's Communist Local Support Level.

2.55 nva infiltration Step

The Communist player rolls a die and adds the following modifier to the result:

+ Current Chinese/Soviet Support Level

The result crossed with current US Commitment Level on the NVA Infiltration Table gives the number of NVA units that infiltrate South Viet Nam (up to the Force Pool limit).

Infiltrating units are moved unspotted side up from the Force Pool to the NVA Infiltrating Units Box.

The type of infiltrating NVA Units allowed is determined by current Chinese/Soviet Support Level:

Level 0: only Infantry Regiments can infiltrate South Viet Nam

Level 1: NVA Sapper Regiments can also infiltrate South Viet Nam

Level 2: Artillery Units can also infiltrate South Viet Nam

Level 3: Mechanized Regiments can also infiltrate South Viet Nam

2.56 Allied Ambush of Ho Chi Minh Trail Step

Each unit in the Units Ambushing HCMT Box can attempt to search and ambush Communist units currently in the NVA Infiltrating Units Box. Ambush operations are performed one unit at a time and have a 2 steps procedure:

Search Attempt: Unit's Search Attempt is resolved by rolling a die: if the result is equal or less than the unit's S&D rating ***minus*** the current Chinese/Soviet Support Level, the attempt is successful and one Communist unit in the NVA Infiltrating Units Box is flipped to its spotted side.

However regardless of the the unit's S&D rating is, a DR of 1 is always a success while a DR of 6 always fails.

Destroy Attempt: If the unit's Search Attempt is successful, a Conventional Combat occurs immediately between the successfully ambushing unit and the spotted Communist unit (see 3.3).

If the Search Attempt is successful but the Destroy Attempt fails, the spotted Communist unit remains on its spotted side and cannot be searched by subsequent units for the remaining of the step.

If the Search Attempt fails, the same NVA Unit can be searched by subsequent units in the Units Ambushing HCMT Box.

2.6 RVN/US replenishment Phase

The Allied player can reinforce his depleted units or reconstruct his units previously destroyed by spending RPs:

1 RP allows a depleted unit to be replaced by a full strength (front) unit of the same type.

2 RPs allows a unit currently in the Refitting Box to be moved to the Reinforcement Box.

If US Commitment Level is Withdrawal, one ARVN unit currently in the Refitting Box is moved to the Reinforcement Box at full strength at no cost.

RVN RP's are spent to replenish ARVN units only. US RPs are spent to replenish US and/or FWMA units. RVN and US RP markers are moved accordingly on the Track.

2.7 political Phase

2.71 rvn stability variation Step

2.71-1 Automatic Increase: unless RVN Stability Level is already 10, it is automatically increased by 1 level.

2.71-2 US Commitment Effect: the Allied player rolls a die. If the result is equal or less than current US Commitment Level, RVN Stability level is increased by 2, otherwise it is increased by 1.

2.71-3 Body Count Effect: If at least one CTZ Units Holding Box is free of Communist units; the Allied player rolls a die. If the result is equal or less than the number of CTZ free of Communist units, RVN Stability is increased by 1.

2.71-4 Unsecured Population Effect: if at least one Populated hex is not occupied by any unit, the Communist player rolls a die:

If the result is equal or less than the total number of unoccupied hexes, the Communist Support Level in any one CTZ of the Communist player's choice is increased by 1 **AND** RVN Stability drops 1 level

Furthermore, if the result is equal or less than the number of unoccupied hexes in a CTZ, the Communist Support Level in that CTZ is increased by 1 **OR** RVN Stability drops 1 level, at the Communist player's choice.

In both cases above, if Communist Support levels in all CTZ are already 4 and RVN Stability level is already 1, they remain unchanged and the Allied player must remove from play 1 ARVN unit currently in the Refitting Units Box if any.

2.71-5 NVA Occupation Effect: if at least 1 populated or Key city hex is occupied by a NVA Combat unit, the

Communist player rolls a die, adding +1 to his score per Populated or Key City hex currently occupied by NVA units. If the result is greater than current RVN Stability level, RVN Stability drops 1 level.

2.72 rvn collapse Step

RVN player rolls a die and modify the result as follows:

+ 1 per NLF Sanctuaries present on the map

- 4 if Saigon is occupied by Allied units

- 2 If Hue is occupied by Allied units

If the result is equal or less than current RVN Stability Level, South Vietnamese regime holds on. Otherwise, it collapses (see 4.1).

2.73 us public support Step

The Allied player tests US Public Support by rolling a die and adding the following modifiers to the result:

-1 if current US Commitment Level is 4

-2 if current US Commitment Level is 5

Note: modifiers related to US Commitment Level are also printed in blue in the level 4 and level 5 boxes of US Commitment Level Track as a reminder

If the result is equal or less than current US Casualties Level, US Public Support Level is reduced by 1.

2.74 us disengagement Step

If US Public Support Level is 5 or less, the Allied player must test for mandatory reduction of US Commitment level by rolling a die. If the result is greater than current US Public Support Level, US Commitment is reduced by 1.

The first time that a mandatory US Commitment level reduction occurs, the US Commitment marker is flipped to the LIMITED side for the remaining of the game.

LIMITED US Commitment causes US and FWMA Withdrawal to begin (see 2.12) and prohibits the Allied player from increasing the US Commitment Level (see 2.75).

If US Commitment Level reaches the "WITHDRAWAL" box on the US Commitment Level Track, it is considered to be zero for any rules implying US Commitment Level (see 2.55, 2.71, 2.76 & 2.8).

2.75 us commitment Step

Unless US Commitment is LIMITED (Commitment Level marker showing its LIMIT side up), the US player can choose to increase current Commitment Level by 1.

US Commitment Level can never be decreased voluntarily (see 1. 63)

2.76 Chinese/soviet intervention Step

The Communist player rolls a die: if the result is equal or less than the current US Commitment Level, Chinese /Soviet Support Level to North Viet Nam is decreased by 1. Otherwise the Chinese/Soviet Support Level is increased by 1.

2.8 END Phase

The Allied player resets RVN and US Replenishment Points as follows (any unused RPs are lost):

- US RPs are set at $1 + 2 \times$ current US Commitment Level.
- RVN RPs are set at $2 \times$ current RVN Stability Level.

The Allied player removes RVN and US Hearts & Minds Effort Level markers from their respective tracks

The Allied player resets the US Casualty Level marker to zero.

US and ARVN Airmobile Capability point markers are removed from units and placed aside.

Turn marker is advanced one season ahead on the Time Track. Year marker is advanced 1 box ahead at the end of every Autumn turn.

3.0 combat rules

3.1 COMBAT GENERAL RULES

These rules apply to both Guerrilla and Conventional Combat:

Each unit can only attack once per turn and can be attacked only once per turn.

For each step lost by US units (only), the US Casualty Level marker is moved 1 box ahead on the US Casualty Track. If the US Casualty Level rises above 5, US Public Support Level immediately drops 1 level and US Casualty Level is reset to 0.

Allied units on Hold & Secure duty can never attack but defend normally when attacked

NLF Sanctuary Units can never attack but defend normally when attacked.

NLF Sanctuary Units DRM does not apply if the target hex and the Sanctuary Unit do not belong to the same CTZ (see 1.3 for Saigon special rule).

3.2 guerrilla warfare combat

Only Communist Combat units can perform Guerrilla

Warfare Combat.

Each combat must be performed by a single attacking unit versus a single defending unit. If there is more than one enemy unit in the target hex, the Communist player can stack as many units as the defender has in the adjacent hex from which guerrilla offensive will be launched, providing it doesn't violate stacking limit (see 1.32). If there are more defending units than attacking units, the Communist player chooses the units he will attack.

To resolve the combat, the player must determine the combat ratio by dividing attacking unit's combat value by the defending unit's combat value, rounding in favour of the latter. The Communist player then rolls 2 dice, adding the following modifiers to the result:

+1 per Sanctuary Unit Step adjacent to the defender

+1 if attacking unit is NVA Sappers

-1 if attack against US or FWMA unit in a CTZ with US Air Support Marker

-1 if attack against ARVN unit in a CTZ with ARVN Air Support Marker

If the final result is within the To Hit Score Range corresponding to the Combat Ratio on the Guerrilla Warfare Combat Resolution Table, the defending unit suffers 1 step loss. If the final result is within the Failure Score Range corresponding to the Combat Ratio on the Guerrilla Warfare Combat Resolution Table, the attacking unit is eliminated and returned to the Force Pool. Otherwise, the combat has no effect.

3.3 conventional warfare combat

Up to 3 units of the same side can form a stack to attack defending unit (s).

To resolve the combat, player determines the combat ratio by dividing all attacking unit's combat value by all defending unit's combat value, rounding in favour of the later. The attacking player rolls 1 die, adding to the result the following modifiers:

+2 if there's at least one US unit attacking from Mission Box of a CTZ with US Air Support Marker

+1 if FWMA unit attacking from Mission Box of a CTZ with US Air Support Marker

+1 if ARVN unit attacking from Mission Box of a CTZ with ARVN Air Support Marker

+1 if any unit attacking from HCM Trail Ambush Box with US Tactical Bombing Marker

-2 if NLF or NVA unit attacking a US unit in a CTZ with US Air Support Marker

-1 if NLF or NVA unit attacking a FWMA unit in a CTZ with US Air Support Marker

-1 Allied unit attacking from HCM Trail Ambush Box with NVA Air Force Marker

-1 if NLF or NVA unit attacking a ARVN unit in a CTZ with ARVN Air Support Marker

+1 if there's at least one Marines unit attacking a Mekong River Delta hex

-1 if Communist unit attacking at least one Marines unit occupying a Mekong River Delta hex

+1 if NLF or NVA unit attacking in a CTZ with a Depot in its Units Hold Box

+1 per Step of NLF Sanctuary Unit adjacent to target hex if NLF or NVA unit attacking

The result is crossed with the Combat Ratio on the Conventional Warfare Combat Resolution Table to determine the combat's outcome. Combat outcome is depicted in Attacker Step Loss/Defender Step Loss format (example: a 1/0 outcome means that the attacker loses 1 step while the defender is unarmored).

An NVA Artillery Unit in the CTZ allows Communist player to increase Defending units step loss by 1. This applies to only one combat per Turn. Once used, the NVA Artillery counter is flipped to its unspotted side.

If step losses are inflicted to a stack of units, units actually suffering a step loss are determined randomly.

Example: Allied player has 1 US Marines Regiment (Combat Value 10), 1 US Infantry Brigade (Combat Value 8) and 1 ROK Armoured Cavalry Regiment (Combat Value 8) in III CTZ Operational Reserve Box. During the Allied Offensive Step (2.53) he decides that all 3 units will form a stack to attack a full strength NLF Sanctuary in Bien Hoa. Combat outcome is 1 step loss for each side. The Allied player rolls a die to determine which of his units suffers the step loss.

Communist units destroyed in combat are returned to the Force Pool. Allied units destroyed in combat are placed in the Refitting Units box.

4.0 victory

4.1 Communist player victory

The Communist player wins if RVN regime collapses (see 2.72)

4.2 Allied player victory

The Allied player wins by default if RVN hasn't collapsed at the end of the Autumn 1975 turn.

He also wins if, at the End Phase of a turn, ALL the

following conditions are fulfilled:

- Support Level to NLF in each CTZ is 1
- No Communist units remaining in any CTZ (including Sanctuaries), Communist Units Holding Box or in the NVA Infiltration Box
- Chinese/Soviet Support Level is 0.

Design Notes

A lot of detail is hidden "under the hood" in this game.

Understanding units

FWMA Special Forces Group: Elite Airmobile Infantry of non-Vietnamese ethnic troops and US Special Forces Officers & NCOs. They are designated as FWMA for game purposes rather than ARVN or US primarily because their casualties do not affect either RVN or US politics.

FWMA Infantry: These were hard to rate without resorting to special rules. The units are rated slightly worse in Search and Destroy ability than ARVN units because political considerations often limited their deployment. The Australians are rated fairly generously for conventional combat to reflect their doctrine throughout the war.

LRRP: although represented as a specific step in the Sequence of Play rather than a counter, these units and their USMC Force Recon counterparts deserve special mention. They consisted of platoon size units skilled in operating in enemy held territory, often over extended periods. Their numbers expanded as USA Commitment increased, with each US Army brigade eventually being assigned a LRRP unit.

Communist SPECIAL Units

The following NLF and NVA units are referred as "Special Units":

Propaganda Unit: represents small teams of Vietnamese Communist Party or Viet Minh cadres settling in remote villages and working to convince the people to support their cause.

Subversive Activities: represents small teams undertaking destabilization actions such as organizing strikes and demonstrations, corrupting officials, bombing, assassinations and kidnappings to weaken South Viet Nam's regime.

Depot: representing weapons and food caches dispersed in remote areas.

Decoy: represents faulty intelligence for a wide variety

of reasons

Sanctuary: representing an NLF stronghold, home base for 1 or 2 NLF Main Force regiments supported by Local Force battalions, relying on a wide network of tunnels and bunkers and enjoying high support level from local population. There can never be more than 6 NLF Sanctuaries on the map.

Politics

NLF

Though mostly dominated by South Vietnamese Communist Party, NLF also includes non-communist groups such as Nationalist Party, inherited from the Viet Minh who fought against the French during the First Indochina War (1947-1954).

REPLENISHMENT POINTS

Allied forces replenishment points represent the availability of new soldiers as well as their equipment. For the ARVN forces this is tied into the various political resolution steps to reflect the far more immediate impacts of local attitudes.

The US and FWMA are instead affected by the longer term represented by US Commitment status while local (NLF) Communist forces are impacted directly by their Local Support Level.

US Commitment

Each US Commitment level can be viewed as follows:

Level 1: very limited economic aid to South Viet Nam, very limited military involvement.

Level 2: limited economic aid to South Viet Nam, limited military involvement.

Level 3: moderate economic aid to South Viet Nam, moderate military involvement with limited Air Support and limited incursion against Ho Chi Minh Trail in Laos and Cambodia

Level 4: high economic aid to South Viet Nam, moderate Air Support and high military involvement, including bombing of military installations in North Viet Nam and moderate incursions against HCMT in Laos and Cambodia.

Level 5: very high economic aid to South Viet Nam, high Air Support and very high military involvement, including bombing of cities in North Viet Nam and large scale incursion against HCMT in Laos and Cambodia.

US PUBLIC SUPPORT

As a democracy, American statesmen will sooner or later become greatly concerned by a low Public support level. As a result, under pressure from public opinion, the media and politicians, US Government will have to progressively reduce its commitment level down to complete withdrawal. Each Public Support Level figures roughly 10% of American people favourable to US involvement in Vietnamese conflict.

Communist Support level

Each support level figures roughly 20% of the rural population and cities' lower classes. Thus a Local Support Level of 3 in a CTZ can be viewed as 60% of the CTZ's population supporting Communist more or less actively.

RVN STABILITY

Each Stability level figures roughly 10% of urban middle and upper classes through-out the country being satisfied with the regime of Saigon. Thus an RVN Stability Level of 6 can be viewed as 60% of urban middle and upper classes will not contest the regime legitimacy.

RVN Stability Variation

At first it may seem that these steps all overlap or the whole process is too detailed (even though Stability is a key to victory). For these reasons most of the early play testing focussed on this area. The effects being modelled by each stage are quite distinct however:

1 The Government's own efforts will maintain support among a small clique even if the president changes

2 US Government aid largesse tends to buy the support of a certain tier of the population.

3 The obvious lack of Communist agitators and their attacks (represented by the lack of Communist units) will encourage the rural area townsfolk.

4 Areas occupied by NLF Sanctuaries directly affect the Collapse roll and the presence of NVA units is covered by the next step. This step reflects the apathy of the population and their feelings of abandonment without the visible presence of government forces.

5 Having enemy (northern communists) units patrolling the streets of the district and provincial capitals does not engender loyalty

Playtest note: Stage 4 has the added advantage of making the otherwise game winning gambit of putting the majority of units on S+D or Reserve missions very risky. Remember units on Reserve duty can only deploy to hexes under attack !