

Khe Sanh, 1968

DESIGNED BY **JOHN PRADOS**

DEVELOPMENT

LEMBIT TOHVER

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US / GVN / LAOTIAN GROUND UNIT

Front Maneuver Mode

Back Combat Mode

Type =

Fire Strength **141** Facing Triangle

Morale Rating

ID ¹/₅₀₂ = Size

442 Protection Factor

US / GVN HELICOPTER UNIT

Front Available Mode

Back Expended Mode

Fire Strength **142** Protection Factor

Morale Rating

mission expended

NVA / VC UNIT

Front Maneuver Mode

Back Combat Mode

Facing Triangle **4** Protection Factor

ID ¹⁶/_{Arty} ¹²/_{Arty} = Range

Fire Strength **832** Size

Morale Rating

UNIT TYPE SYMBOLS



Infantry



Marines



Air Cavalry



Airborne



Armor



Mechanized



Armored Cav



Engineer



Infantry



Artillery or AAA



Sapper

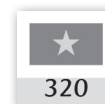


Armor

OTHER UNITS AND MARKERS



US HQ unit



NVA HQ unit



Landing Zone



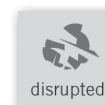
Advantage Points



Arc Light Strike

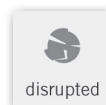


Tactical Air



disrupted

Place first



disrupted

Flip in Recovery

1.0 INTRODUCTION

The turning point of the American war in Vietnam occurred during the first months of 1968, a period framed by the Tet Offensive as well as the campaign featured here, the fighting for Khe Sanh. The region just below North Vietnam, Quang Tri province, was especially vulnerable to threats from the North Vietnamese Army (NVA) in the Demilitarized Zone (DMZ) and across the Laotian border. For almost a year the US Marines had been fighting to stabilize the DMZ region.

Khe Sanh was the outpost intended to block and seal off the NVA's access to Quang Tri from the west, from Laos where many of their base areas were located. Other fortifications barred the DMZ. In early 1968 the NVA countered by assembling large forces around Khe Sanh, threatening a battle for the place. The American command focused its attention upon Quang Tri, and even more, Khe Sanh. The ensuing campaign pitted South Vietnamese (GVN) and American forces, at the peak of their combat efficiency, against a tough NVA enemy. At stake was victory in the Vietnam War.

1.0.1 Game Scale Each hexagon on the map represents around 1200 meters. Each full game turn represents one week, and is made up of smaller impulses. Units represent anything from platoons to divisions.

1.0.2 Rules Presentation This game is divided into a Basic (first) and then Advanced game. The rule numbers of the Advanced rules are sequenced to indicate where in the basic rules they would be. So if a particular rule number seems to be missing in the Basic game section, it will be an Advance game rule. An "A" has been added in front of the rules number to indicate that it is from the advanced section.

2.0 GAME COMPONENTS

Your copy of *Khe Sanh, 1968* should contain the components below:

One 22" x 32" game-map

240 die-cut counters

This rules booklet plus two Player Aid Cards

If any of these parts are missing or damaged, write to:

Against the Odds Magazine
PO Box 165
Southeastern, PA 19399-0165 USA
Attn: *Khe Sanh, 1968*

Or e-mail us at: admin@atomagazine.com

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: support@atomagazine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *Khe Sanh, 1968* discussion folders at www.consimworld.com.

2.1 The Game Map

The game is played on a stylized map divided into hexagons (hexes). The game map shows Quang Tri province of South Vietnam, over which a hexagonal grid has been superimposed to regulate the movement and positioning of pieces. Along its north-south axis the map runs from North Vietnam and the DMZ to a point south of Hai Lang. Across its east-west axis, the board runs from the South China Sea to a point near the Laotian border. The hexes facilitate positioning and movement of the playing pieces. A hex is also individually designated with a four-digit number, which is used in set-up. Fractional hexes without numbers are unplayable and may not be entered.

2.1.1 Map Features Various types of terrain and certain features are denoted on the game map and Terrain Key. Their effects are explained on the Terrain Effects Chart.

2.1.2 Map Charts and Tables Also printed on the map is a Turn Record Track to record game turns, the Combat Advantage Points tracks, a Terrain Key, a Base Capabilities Chart, and a Unit Layout Key.

2.2 The Playing Pieces

The cardboard playing pieces (or counters) in the game should be carefully separated before trying to play. The pieces are of different types depending on the information that appears on each. In general the pieces represent either combat or command units or informational markers.

Units represent the actual historical units that fought, or could have fought, in the Khe Sanh campaign. The top face of each piece shows the unit deployed for movement (Maneuver Mode) while the back of the counter represents the same unit deployed for combat (Combat Mode). Each face of a unit presents information that determines its capabilities in the game. The information

appearing on the counters is explained in the diagrams on the front cover of this rulebook.

2.2.1 Historical Designation and Size The military unit identifications of all units are printed on the Combat Mode face of a counter in the upper left corner. The following unit size designations (printed on both sides of the counter to the right of the Unit Type Symbol) are used:

XX = Division
III = Regiment
II = Battalion
I = Company
••• = Platoon

2.2.2 Facing Indicator The color shading triangle printed at the bottom of the unit on its Maneuver Mode side shows the direction the unit is facing.

2.2.3 Fire Strength This is a measure of the offensive strength of the unit in combat. A unit's Fire Strength varies depending upon the mode of the unit. For artillery units, the Fire Strength printed on the counter is referred to as its Artillery Fire Strength. Fire Strengths are printed in the lower left corner of the unit.

2.2.4 Protection Factor This is a measure of the vulnerability of the unit in combat. The Protection Factor can vary according to which mode the unit is in. The Protection Factor is printed in the lower right corner of the unit.

2.2.5 Morale Rating A measure of the unit's cohesion in combat which can provide a favorable Dice Roll Modifier when resolving assault combat. Units have the same Morale Rating regardless of which mode the unit is in. The Morale Rating is printed in the lower center of the unit.

2.2.6 Range Artillery units and bases can contribute their Fire Strengths to attack non-adjacent enemy units. Range is the distance (in hexes) the artillery unit can fire. When counting range, include the target hex but not the hex containing the firing unit or base. The range of NVA artillery units is printed in the center of the Unit Type Symbol. The range of US/GVN Fire or Combat Bases is listed on the Base Capabilities Chart.

2.2.7 Unit Type Symbol The symbols printed in the center of the counter indicate what kind of unit the counter represents. See the key on the cover of this rulebook.

2.2.8 Infiltration Capability A Unit Type Symbol fully or partially printed in black is used to indicate the unit is capable of conducting some form of Infiltration Movement. A black Infiltration Unit Type symbol is valid

only for the specific side of the unit on which it appears. Some units possess Infiltration capability in Maneuver Mode only. Most units cannot Infiltrate at all.

2.3 Markers

Markers are special pieces used to record various game functions, such as a side's current Combat Advantage Points, or units currently Disrupted. Markers generally contain only a symbol or notation for their use. Pictures of markers are displayed throughout these rules along side the relevant text.

2.4 Game Charts and Tables

Various charts and tables simplify and illustrate the game and furnish results for certain game actions. These include the Turn Record Track, the Combat Advantage Points Track, and the Base Capabilities Chart printed on the mapboard as well as the Terrain Effects Chart, the Impulse Operations Effort Capabilities Chart, Combat Results Tables, and Combat Modifiers Summary which are printed on the Player Aid Cards.

3.0 IMPORTANT CONCEPTS

Before getting on with the main body of the rules, there are several important concepts with which players should familiarize themselves with. These are presented here and include the rules on stacking, zones of control, deployment modes and the role of headquarters.

3.1 Stacking

Stacking is the act of having one or more friendly units (and headquarters) in the same hex during and after movement. A stack of unit(s) and any headquarters in the same hex is referred to as a *force*. Units can freely combine into forces or leave them by movement (or as a result of combat) within the restrictions below.

3.1.1 Unity of Stacks All units of the same side must form a single force at the *end* of any segment; that is, a player cannot have more than one force in a hex at the *end* of any segment. Units in a force must all face (see Section 3.4) in the same direction at the *end* of any segment.

3.1.2 Stacking Limits Towns, fire bases, combat bases, VC combat villages and the French Fort hexes may have up to four friendly units per hex stacked in them. All other hexes may have up to three units stacked in them. Headquarters, air strike counters and markers of any type do not count for stacking. **Advanced Rules** Helicopter stacking is independent from ground unit stacking.

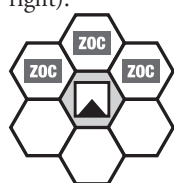
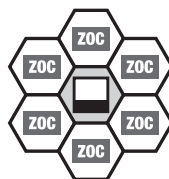
3.1.3 Joint Movement by Forces Units that move together as a force are limited to the Movement Allowance of the slowest unit in the force.

3.1.4 Stacking Violations Units present in a hex in violation of the stacking limit at the end of any segment are eliminated. Units removed from play to meet stacking limits are chosen by the owning player.

3.2 Zones of Control

Combat units (but not headquarters or markers) project a Zone of Control (ZOC) into some or all of the hexes surrounding the hex they occupy. These surrounding hexes are considered "controlled" hexes in that they inhibit enemy movement and the tracing of retreat paths through them.

3.2.1 Who Projects a ZOC Each ground unit in Combat Mode projects a Zone of Control (ZOC) into all six hexes surrounding and immediately adjacent to the hex containing the unit (see illustration to the right).



Each ground unit in Maneuver Mode projects a ZOC into only the three hexes facing the unit (see the illustration to the left).

Otherwise, a unit's printed ratings have no impact on whether or not it projects a ZOC.

Note Fire / Combat Bases and Combat Villages project ZOCs into all six surrounding hexes.

3.2.2 Mutual ZOCs There is no additional effect when one or more friendly units each project a ZOC into the same hex. If both enemy and friendly ZOCs are in the same hex, they coexist mutually and both players exert control on that hex. Unless specified, the effects of enemy ZOCs are never negated by the presence of friendly units (or friendly ZOCs) in the controlled hexes. A friendly unit's occupation of a hex in an enemy ZOC does not negate that enemy ZOC for movement purposes. Units are unaffected by the ZOCs of other friendly units.

3.2.3 Terrain and ZOCs Units project ZOCs into all terrain types except across river or sea hexsides or into sea hexes regardless of whether they are spanned by a bridge. Units do project ZOCs across stream hexsides in all cases.

3.2.4 ZOC Effects on Movement A unit or force entering a hex in an enemy ZOC must immediately stop and end movement for that segment. **Exception** Units using Infiltration Movement, see Module 6.0. and Helicopter movement (Advanced Game rules).

Units that have stopped, after entering an enemy ZOC, may not move further that segment. If at the beginning of a Movement Segment, a phasing force occupies a hex in an enemy ZOC, the phasing force may exit the enemy ZOC hex. Units may not move directly from one enemy ZOC hex to another unless the hex being moved into is already friendly occupied or when using Infiltration Movement.

3.2.5 Combat Effects of ZOCs Enemy ZOCs block the retreat of friendly units unless the hex(es) are occupied by friendly units or the player expends Combat Advantage Points (CAPs—see Section 7.4) to retreat his units through enemy controlled hexes. Units unable to retreat are eliminated instead.

3.2.6 Disruption and ZOCs A Disrupted unit has no ZOC.

3.3 Deployment Modes

The movement and combat capabilities of a unit change according to its deployment mode, which emphasizes either Maneuver (movement) or Combat. Each mode is represented in the game by one face of the ground unit counter: the front side (with a colored triangle printed at the bottom) is the Maneuver Mode, the back side (with a rectangle at the bottom) is the Combat Mode face. Modes have additional effects as follows.

3.3.1 Maneuver Mode A unit in Maneuver Mode has its greatest potential Movement Allowance, but a lower Fire Strength and a lower Protection Factor. The unit has a specific facing (see Section 3.4) and suffers combat penalties if assaulted from a hex it does not face.

3.3.2 Combat Mode A unit in Combat Mode has maximized its Fire Strength and Protection Factor but accepted a reduced Movement Allowance. Units in Combat Mode face all adjoining hexes.



3.3.3 Changing Deployment Mode Ground units can change mode during a friendly Movement Segment. Mode change can occur prior to, during, or after movement. Changing mode costs 2 MPs for these units. The ground unit's Movement Allowance during the current Impulse is determined by the mode showing at the beginning of the Impulse, regardless of whether the unit goes on to change mode in that Impulse.

3.4 Facing

For units in Maneuver Mode, facing is indicated by a colored triangle printed near the bottom of the piece.

3.3.1 General Rule The colored triangle of a ground unit (and by extension, its top edge) must always point at a specific hexside of any hex the unit occupies. This hexside and the two adjoining ones are termed “facing” hexsides, the other three hexsides surrounding the unit are called its “flank” hexsides. A unit in Maneuver Mode projects its ZOC into its facing hexsides. A unit in Maneuver Mode can attack only into its facing hexes. When defending, units in Maneuver Mode suffer penalties when attacked from their flanking hexes. Facing is determined for these purposes during the Combat Segment. Units in Combat Mode possess all around facing and do not suffer any restrictions or penalties.

3.3.2 Changing Facing The phasing player aligns the facing of any units he may have in Maneuver Mode during his Movement Segment. Selection of the hexside facing is free and may be freely changed by the player during his Movement Segment but all units in Maneuver Mode in the same hex must face the same way. Facing cannot be changed in the phasing player's Combat (except after advance after combat) or Recovery Segments, or during the opponent's Infiltration Segment. The opposing player may adjust his unit's facing during his Infiltration Segment only if they actually conduct Infiltration Movement.

3.5 The Fog of War: Limited Intelligence

A player may only inspect the identities and strengths of the opposing player's forces during combat. Otherwise, only the face of the top unit in an enemy force on the map can be seen.

Exception Do not reveal units when attacks are made solely by B-52 Arc Light strikes or by non-adjacent artillery units using HIF attacks.

4.0 SEQUENCE OF PLAY

The basic game of *Khe Sanh, 1968* is played in complete game turns. Each game turn is composed of alternating Impulses in which the players sequentially carry out a variety of game actions. During each Impulse one of the players will conduct activities as outlined below. Each step of the sequence in the Impulse is called a segment. Play proceeds by Impulse, and within that, by segment. The player's whose Impulse is in effect is called the phasing player. Play reverts to the opponent upon completion of the last segment of the player's Impulse. Play alternates by Impulse, with the North Vietnamese Army/Viet Cong (NVA/VC) player taking the first Impulse of the turn (Basic Game). Each player gets two full Impulses in every

game turn. Movement Allowances for an Impulse are specified by the Impulse Operations Effort Capabilities Chart, which is printed among the game charts and tables. With the completion of the last action of the final Impulse the game turn is concluded and play proceeds to the next turn. A game turn marker is moved ahead one box on the Turn Record Track (printed on the map board) and players start a new turn, or if it was the last turn of the scenario chosen, victory is determined.

4.1 Basic Game Turn Summary

The Basic Game operates without benefit of a system for changing Initiative (order of play) throughout the game. In the Basic Game there is a fixed order of movements; the North Vietnamese player takes the first Impulse each game turn, with the US/GVN player to follow. Each game turn is composed of four Impulses, two each by the North Vietnamese and the US/GVN. Players alternate Impulses until each has completed two full Impulses.

Advanced Game adds the Initiative Phase. See rule A4.2, later in this rulebook.

4.3 The Impulse

Game action unfolds in a series of Impulses, each of which is composed of four segments as noted below:

Movement Segment The phasing player can move any, all, or none of his units on the board as per the movement rules (Module 5.0). The player can change the deployment modes of his units (see Section 3.3) and conduct other activities as established by the rules for these functions below. The US/GVN player may place Arc Light markers (see Section 9.2) during this segment. At the end of the Movement Segment all of the phasing player's units on the mapboard must be legally stacked as per the stacking rules (see Section 3.1).

Infiltration Segment After completion of movement the phasing player's pieces are in position for combat. At this point the opposing player conducts the special Infiltration Segment in which he can use Combat Advantage Points (CAPs) to move some of his own units on the map following the rules for Infiltration Movement (see Module 6.0).

Advanced Game In the Advanced Game, US/GVN Heliborne Assaults also occur after all the NVA/VC player's Infiltration movement is done.

Combat Segment The phasing player's units can now engage in assault or other types of combat (see Module 7.0) action. Engaging in combat is wholly voluntary. Each combat

is resolved in the order chosen by the player undertaking the combat. Combat results are applied immediately and play proceeds to the next combat until all chosen combats are resolved.

Recovery Segment Both friendly and enemy units marked with colored Disruption markers belonging to the phasing player (see Module 10.0) may improve their state of cohesion by one level towards normal.

5.0 THE MOVEMENT SEGMENT

During a Movement Segment, the active player can move as many or as few of his units as he desires in any direction or combination of directions. Units move individually from hex to contiguous hex on the mapboard, spending Movement Points (MPs) to enter each new hex or to cross certain hexsides. The movement capability of each unit is expressed as a number of MPs as specified by the Impulse Operations Effort Capabilities Chart. The Movement Allowance of a unit varies with its type, and according to which face (deployment mode) of the unit is showing at the instant of movement (see Section 3.3)

5.1 How to Move

For each level of Operations Effort (OE) the Impulse Operations Effort Capabilities Chart specifies a number of MPs available as an allowance to each Mechanized/Armor or Other type unit.

Important Note For purposes of determining unit Movement Allowance, when playing the Basic Game use the “3” OE line only of the Impulse Operations Effort Capabilities Chart.

These allowances vary depending upon whether a unit is in Maneuver or Combat Mode (see Section 3.3). There is an MP cost for entering each mapboard hex, as well as for crossing certain hexsides. These costs are stated in MPs on the Terrain Effects Chart (TEC) printed among the game charts and tables. In general clear terrain costs 2 MPs per hex while other terrain costs vary according to type.

5.1.1 Procedure Units can be moved up to the limit of their Movement Allowance based on their deployment mode at the beginning of the player's Movement Segment. Changing deployment mode occurs during the Movement Segment (costs 2 MPs) but does not alter the Movement Allowance available that segment. A unit expends MPs to enter hexes, cross hexsides or change modes and cannot do either if it lacks sufficient remaining MPs to do so.

Exception A unit may always move at least one hex unless prevented by other geographic or physical prohibitions.

5.2 Movement Restrictions

Units can move only during a friendly Movement or Infiltration Segment, paying all appropriate MPs or CAPs (see Section 7.4) costs.

5.2.1 Movement Allowance Limits No unit can ever spend more MPs than what was determined for that type of unit and the given level of Operations Effort at the beginning of the Impulse. Units need not expend their entire MP allowance, but MPs cannot be transferred from unit to unit, or accumulated from turn to turn, and they are lost if not expended. All units moving together as a force must use the same type of movement, may move no further than the Movement Allowance of the slowest unit, and pay the highest terrain cost to enter/cross a hex/hex-side for any unit of the force. The presence of friendly units in a hex does not impede movement in any way although the number of friendly units ending their movement in the same hex (stacking) is limited (see Section 3.1).

5.2.2 Movement Sequencing Individual units or forces are moved sequentially. Once the player puts his hand on a unit or force he must complete all movement by those units or that force. Once the hand is removed, that unit or force is considered to have finished its movement for the Segment; retracing moves or changing the order of movement is not allowed.

5.2.3 Impassible Terrain Ground units cannot enter hexes, or cross hexsides, defined as impassable. Some types of ground units specified by the TEC cannot enter certain kinds of terrain hexes. Ground units cannot enter hexes containing the opponent's units.

Exception Helicopters (*Advanced Game*) may enter and pass through such terrain types and move through enemy ground units.

5.2.4 Restricted Terrain All US and GVN units may not enter, infiltrate, or retreat into any DMZ hex; they must remain in their defending hex and are disrupted instead. Units may cross major river hexsides only where adjacent land hexes are connected by a bridge. Crossing a bridge does not impose any additional MP costs above the hex terrain costs specified by the TEC. Armor units may enter paddy and highland hexes only when following roads, and may not enter mountain hexes at all. Mechanized units may not enter mountain hexes.

Advanced Game adds Helicopter Movement. See A5.3, later in this rulebook.

6.0 INFILTRATION SEGMENT

Infiltration represents the physical activity of inserting and moving troops through enemy controlled areas, usually by foot but also by helicopter (when playing the *Advanced Game*). Infiltration occurs during the opposing player's Infiltration Segment, which follows the phasing player's Movement Segment in the Impulse.

6.1 Ground Infiltration Movement

This special type of movement activity may be carried out by eligible enemy units by expenditure of CAPs (see Section 7.4) during the Infiltration Segment of the player's Impulse.

6.1.1 Unit Eligibility Units always capable of Infiltration through any terrain type have their Unit Type Symbol printed in black on the Combat Mode side of the counter. The NVA/VC player's eligible units include NVA sappers and all VC units. The US/GVN player's eligible units include all Army Special Forces units, Mike Force units, PRU, SOG, and Marine Force Recon units. In addition, the US/GVN player's armor units may perform Infiltration in clear terrain hexes, and his mechanized units may perform Infiltration in both clear and paddy hexes. Units may only conduct Infiltration when in Combat Mode. A unit capable of Infiltration must begin the Infiltration Segment located in the ZOC of an enemy unit. The player must have the CAPs available to expend (see Section 7.4).

6.1.2 Infiltration Procedure Having met the above conditions, the player announces his unit is infiltrating. Infiltration follows all movement rules concerning the types of hexes/hexsides a unit may enter/cross, but units pay no MP costs. Infiltration Movement is movement which begins in an enemy ZOC hex and goes into another enemy ZOC hex. Only enemy ZOC hexes can be entered with infiltration movement. The player must expend one CAP for each unit for each enemy ZOC hex entered (infiltrated).

Advanced Game adds Heliborne Assaults. See rule A6.2, later in this rulebook.

7.0 THE COMBAT SEGMENT

There are several forms of combat in *Khe Sanh, 1968*. All types of combat are resolved using two dice and a single Combat Results Table (CRT) whose use is described below. Only the phasing player (who is active) in

the Impulse can initiate combat; he is called the attacker. The player whose units are attacked is termed the defender. Combat occurs in specific mapboard hexes where the defender's units are located. Units can be attacked by opposing ground units from adjacent hexes, alone or in combination with other means, or by air units on a B-52 strike or artillery using ranged fire.

Units participate in combat using their Fire Strength, and their Protection Factor printed on the unit counter. Terrain effects plus conditions particular to each battle are taken into account in resolution. Final resolution requires rolling two six-sided dice, modifying the roll as required and then cross indexing the modified die roll with the appropriate odds column on the CRT for the results. The attacker can initiate combat with any of his units that are able to do so. Combat is voluntary. Combats are resolved in the order desired by the attacker.

There are three forms of combat with some variants within the forms:

Assault Combat includes Close Assaults, Mixed Assaults, Surprise Assaults and Heliborne Assaults (*Advanced Game*).

Harassment and Interdiction Fire (HIF) is fire combat over long range initiated by units/bases with artillery capabilities.

Air Combat consists of B-52 Arc Light Bombardment strikes. The *Advanced game* adds anti-aircraft fire versus Helicopters.

Each of these combat variants corresponds to a line across the top of the CRT and are resolved using that line and the procedures detailed below.

7.1 Elements of Combat

A number of different factors are used to resolve battles.

7.1.1 Unit Values Units use their Fire Strength and Protection Factors in all types of combat. A unit's Morale Rating is used in resolution of all variants of assault combat. Units use only their Protection Factor when resolving HIF combat or Arc Light strikes.

7.1.2 Combat Results Tables The CRT is structured with two essential parts:

An **Upper Matrix** with rows corresponding to the various forms of combat and values of the combat differential to derive a basic odds column, and...

A **Lower Matrix** that contains the actual set of odds columns.

The number ranges across each row of the Upper Matrix represent combat differentials. A combat differential is the difference

between the total Fire Strengths of the attacking and defending units.

Exception *Harassment and Interdiction Fire (case 7.7.1) and Arc Light Strikes (Section 9.2).*

The differential is cross-indexed on the appropriate attack type row, with the highest single Protection Factor of any unit defending the hex on the Upper Matrix. The result on the Upper Matrix gives the basic odds column used on the Lower Matrix of the CRT. The basic odds column is then modified for combat conditions, use of airpower, or the expenditure of CAPs (see Case 7.4.1) by the attacker. Two dice are rolled and their result is adjusted by any applicable DRMs. The adjusted dice roll is cross-indexed with the final odds column on the CRT to give the combat result.

7.1.3 Differential Calculations The first step in resolving any assault combat is to determine the differential. For Close or Mixed Assaults, total the Fire Strengths of all the attacker's participating ground units and any Artillery Fire Strengths from participating friendly artillery units or bases within range of the hex being attacked. The defender then subtracts the total Fire Strength of all of his defending units plus any intrinsic Fire Strength in the hex under attack and any participating Artillery Fire Strength from in range friendly artillery units or bases from the attacker's total Fire Strength.

Exception *Defending artillery units or bases in the hex under attack may only add in 1/2 their Artillery Fire Strength to the defense total. Defending artillery units or bases in other hexes that are themselves under attack may not contribute their Artillery Fire Strengths to defense of other friendly hexes.*

7.1.4 Protection Factor (PF) Defending units always use their Protection Factors on the Upper Matrix of the CRT to derive the basic Lower Matrix odds column. Always use the highest Protection Factor of any single defending "counter" unit (not the intrinsic defense of a hex unless it is defending alone). Modify this unit's PF by the terrain PF modifier (TEC) if this is an HIF or Arc Light Attack

7.1.5 Terrain The type of terrain the defending unit(s) occupies is used to provide a negative die roll modifier on the Lower Matrix of the CRT that decides non-HIF/Arc Light combats. Specific modifiers for each terrain type are given on the TEC. In all cases where a given hex contains more than one type of terrain, use the terrain modifier most favorable to the defender. **Note** *Combat Bases and Fire Bases are considered a terrain type for purposes of determining this modifier.*

7.1.6 Other Modifiers A number of specific conditions can modify either the basic odds column on the Lower Matrix or the die roll for combat resolution. These modifiers are detailed in appropriate rules below, and summarized in a Combat Modifiers Chart printed among the game charts and tables.

7.1.7 Facing and Combat A unit performs best in combat in the direction it faces. Units in Maneuver Mode cannot assault hexes they do not face (see Section 3.4) and they suffer penalties when they are targets of assaults from their own flanking hexes. Units in Combat Mode are considered to face all adjacent hexes and have no such restrictions.

7.2 Combat Restrictions

There are certain restrictions in effect when engaging in combat.

7.2.1 An attack can not be performed if, before column shifts, its combat differential begins below the lowest listed differential on the appropriate row of the the Upper Matrix. An attack which, after all shifts, would be below the "A" column on the Lower Matrix is resolved on the "A" column. For each column above K in an attack, apply a +1 DRM to the combat. **Example** *If after column shifts, the combat would need to be resolved on a column that is 2 columns above "K", the combat would receive a +2 DRM.*

7.2.2 Single Assault Type Only one type of assault can be made against any given hex during a Combat Segment. All units defending in a hex must be attacked as a single force benefiting from their total Fire Strength. Defending units cannot be withheld from combat or singled out in any way.

7.2.3 Multi-Hex Assaults Units assaulting from a single hex may divide up to attack different hexes, but a unit cannot split its individual Fire Strength between different opponent-occupied hexes.

7.2.4 Static Assaults Units that cannot move into a given type of terrain hex (for example, armor units attacking a highland hex with no road in it) can still assault into that hex but are prohibited from advancing into it after combat. **Exception** *Assaults are not allowed across un-bridged major river hexsides.*

7.2.5 Mixed Assaults Use of any Artillery Fire Strength points (whether from artillery units or bases) in conjunction with ground units converts that combat into a Mixed Assault, using that differential line of the Upper Matrix of the CRT.

7.3 Assault Combat

Assault combat in general represents short range and hand-to-hand fighting for posi-

tions. To engage in any type of assault combat, the attacker's units must be in hexes adjacent to the units they wish to attack. All units assaulting a hex combine their Fire Strengths into a single overall total for calculating the combat differential (see Case 7.1.3). The defender also totals his Fire Strengths. Each variant of assault combat uses a different differential line on the Upper Matrix of the CRT.

7.3.1 Types of Assault Combat An assault conducted entirely by ground units with no special conditions uses the "Close Assault" line of the CRT's Upper Matrix. Any Artillery Fire Strength points used in conjunction with ground units by the attacker converts that attack into a "Mixed Assault" and uses that differential line. Under certain conditions in some scenarios, attacking troops may use the "Surprise Assault" line of the heading. Selection of which CRT differential line to use is thus made by the attacker in his choice of means to commit to each battle.

Advanced Game *The Advanced Game adds "Heliborne Assault" to the types. See case A7.3.1, later in this rulebook.*

7.3.2 Assault Combat Procedures Use the following procedure to resolve all assault combat resolution:

Both the attacker and defender independently total their units involved Fire Strengths (see Case 7.1.1). Subtract the defender's total from the attacker's to establish the differential.

On the appropriate differential line of the CRT's Upper Matrix, find the number less than or equal to the result determined in Step 1. Move down this column of the Upper Matrix to the line corresponding to the adjusted (if disrupted) Protection Factor of the best defending unit. **Note** *A combat or fire base's Protection Factor is only used if it has no defending units in the hex.* The letter result on the Upper Matrix sets the basic odds column for the Lower Matrix of the CRT. If the differential is below the lowest number on that line, the attack is not allowed. Entries without a letter result are not used.

Check the specific combat situation on the mapboard for conditions that adjust the basic odds column left or right (see Section 7.5). These include flank attacks, surrounding, airpower, and the presence of Headquarters units. Column modifiers are explained fully in specific rules governing each function.

The attacker states whether he chooses to modify the Lower Matrix column further by expenditure of CAPs.

After all column shifts have been determined, check the TEC and the specific combat situ-

ation for any conditions (morale, helicopters, etc.) that modify the dice roll for resolution. The attacker now states all modifiers in effect and rolls two six-sided dice, applying the net DRM to this roll to achieve a Modified result.

Using the final adjusted odds column of the Lower Matrix, cross-index the modified die roll result for the outcome. Adjusted rolls greater than 15 are treated as 15, rolls less than -7 are treated as -7. The outcome is detailed by a number sequence. The numbers award Combat Advantage Points (CAPs) and also have tactical consequences as defined in Case 7.3.3. CAP awards, unit elimination, retreats, and disruptions are possible outcomes.

Both players adjust their CAP record markers, and execute on the mapboard any results mandated by the CRT results. If all defending troops are eliminated or retreat from a hex, one or more of the surviving attacking units may advance to occupy it (advance after combat). This action must be taken immediately, before the attacker begins to resolve any further combats in his Combat Segment.

7.3.3 Combat Results All outcomes on the CRT are stated in a uniform fashion. On the Lower Matrix, number results have tactical effects and also award CAPs (see Section 7.4). A number to the left of the slash has tactical effects on the attacker (and awards CAPs to the defender); a number to the right of the slash has tactical effects on the defender (and awards CAPs to the attacker). Tactical effects are as follows:

GROUND COMBAT RESULTS

Result	Effect on Opponent	CAP
< 1	No effect	0
1	No effect	1
2	Retreat 2 hexes	2
3	Disrupt <i>or</i> retreat 2 hexes	3
4	Disrupt <i>and</i> retreat 2 hexes	4
5	Eliminated	5
6	Eliminated	6
7	Eliminated	7

7.3.4 Disruptions On certain combat results (2 to 4) the player's units become Disrupted which is denoted by a marker placed on top of the affected unit or force. Disrupted units recover their normal cohesion by stages in the Recovery Segment that occurs after the Combat Segment during the Impulse. Each player has his own set of Disruption markers. All units (friendly or enemy) disrupted in the Impulse are marked in the phasing player's (i.e. the attacker's) colors by placing one of

the phasing player's Disruption markers on top of the unit or force as soon as it becomes Disrupted. Place the marker with its darker color face showing. A Disrupted unit cannot attack, its Fire Strength is halved (round up) in defense, its Protection Factor is reduced by 1 (one), it may use only half (rounded up) the MPs generated by the Operations Effort level (always level 3 in the Basic Game), and cannot Infiltrate (see Module 6.0) opposing ZOCs or retreat through them. Units suffer the effects of Disruption jointly—if Disruption is mandated for a hex, all units in that hex are affected. Disrupted units do not affect undisrupted units. Place undisrupted units on top of the disrupted ones in this case. A disrupted unit that receives a second Disruption is eliminated.

7.3.5 Retreat After Combat Certain combat results require the player to retreat his units. Retreat is not considered movement and does not cost MPs. Units receiving a retreat result are moved two hexes by the owning player subject to the following restrictions:

Immobile units (those which cannot normally move) are eliminated instead.

Units cannot retreat through hexes containing enemy units, or through hexes into which they cannot enter/cross during normal movement. **Exception** *Units may retreat through hexes solely containing helicopter units that are considered "in flight" while conducting a Close Support mission (see Advanced Game Case A9.3.1).*

Armored and mechanized type units may not retreat across river hexsides except at bridges.

Units cannot exceed stacking limitations in the hex which they end their retreat.

Units cannot displace other friendly units in the hex which they end their retreat.

Units cannot end their retreat in a hex adjacent to the one they originally occupied.

Units must retreat to an unoccupied hex if possible.

Units forced to retreat into a hex containing an Arc Light strike marker are instead eliminated.

Units may retreat into enemy ZOC hexes only by expending CAPs. If the player cannot meet the CAP cost for a retreating unit, the unit may not retreat and becomes Disrupted instead. However, the presence of friendly units in an enemy ZOC hex negates the enemy ZOC for retreat purposes.

Exception *US Special Forces units (see Section 11.2) and Viet Cong (VC) units may retreat freely through hexes in an enemy ZOC regardless of the presence of friendly units. No CAP expenditure is required.*

Units that cannot retreat within these restrictions are eliminated instead. NVA/VC units and US Special Forces units (PRU, Mike Force, SOG, SF, Marine FR and 1R) units forced to retreat into a subsequently attacked hex participate in the defense of the new target hex with their current capabilities. Other US/GVN units retreating into an attacked hex do not defend but are affected by the results of the new combat. All of these retreated units in the newly attacked hex, whether or not participating, suffer Disruption at the end of the second combat in addition to any other combat effect. Units in Movement Mode, that receive a retreat result, switch to Combat Mode prior to performing their retreat.

7.4 Combat Advantage Points (CAPs)

In countless skirmishes, patrol actions, booby-trap incidents, the sides attempt to establish tactical dominance of the battlefield as the tide of battle flows. CAPs represent the cumulative success of the forces in waging the battle, and they are generated by the history of the game itself. CAPs are awarded as outcomes on the Combat Results Table, and may go to both attacker and defender in any given action. Each player has marker chits to record their current level of CAPs as the game progresses. CAPs are used for a variety of purposes in the play of the game as specified below and in rules for the individual functions.

7.4.1 Use of CAPs Judicious use of the accumulated stock of CAPs enables the player to affect the game situation. The player must expend one CAP for each unit for each hex the unit moves using Infiltration Movement (see Module 6.0) and in retreat after combat. Units cannot move directly from ZOC-covered hex to another vacant enemy ZOC hex without expending CAPs. In Close and Mixed Assault combats, the player can use CAPs to modify the Lower Matrix column in combat resolution. Two CAPs equate to one column shift to the right on the Lower Matrix of the CRT. Only the attacker may use CAPs in Combat.

Advanced Game *The Advanced Game adds to the expenditures.*

7.4.2 Limitation on CAP Expenditures

The player may not expend more than six (6) CAPs in any one battle resolution, Infiltration Movement of a unit or force from its hex of origin to its final destination hex, a full retreat through enemy ZOCs from starting to end point, or a round of bidding (Advanced Game).

7.5 CRT Column Modifiers

As a general rule, the attacker checks for the presence of any of these modifiers. All applicable column shifts listed below are cumulative and are performed on the CRT's Lower Matrix to determine the column used for the combat.

7.5.1 Flank Attacks Shift one column to the right if any of the attacking units is attacking the defending units through a non-facing hexside (see Case 3.3.1).

Exception *Because NVA and VC units automatically flip over into Combat Mode when assaulted, they never can be flank attacked (units in Combat Mode face in all directions).*

7.5.2 Surrounded Shift one column to the right if the defending units are entirely surrounded by attacking enemy ground units or their ZOCs.

Exception *When playing the Advanced Game, helicopter units may not be used to claim this modifier.*

7.5.3 Combined Arms Shift one column to the right if the attacker has two or more types of units involved in an attack. Unit types are identified in Section 2.2 so armored and mechanized units would be different types for purposes of this rule for example. Air Strike counters do not count as "units" for generating combined arms bonuses.

7.5.4 Armor Superiority Shift one column to the right if the attacker has armor or armored cavalry units and the defender does not. This advantage is negated if the defender has armor, armored cavalry or mechanized units. Mechanized units themselves are not armor units and do not generate Armor Superiority for an attacker (but do negate it if the defender).

7.5.5 Unit Integrity Shift one column to the right for each Headquarters (HQ) unit supporting the attacker. Each defending HQ unit negates any one (and not just the shift for Unit Integrity) of the attacker's favorable column shift modifiers. HQs must be stacked with the units they support in combat to claim shifts.

7.5.6 Airpower The US/GVN as attacker may shift one column to the right for each Air Strike counter that is supporting the attack. As the defender, the US/GVN player may shift one column to the left for each Air Strike counter he uses to support the attacked hex.

7.5.7 Combat Advantage Points One column shift for each two CAPs expended by the attacker.

Advanced Rules *The Advanced Game has an additional High Operations Tempo shift. See A7.5.8, later in this rulebook.*

7.6 CRT Die Roll Modifiers (DRMs)

As a general rule, the defender checks for the presence of any DRMs. All applicable DRMs below are cumulative into a single net DRM used to resolve a combat on the CRT's Lower Matrix column.

7.6.1 Terrain Adjust the die roll for the terrain type the defender occupies as indicated by the Terrain Effects Chart (TEC).

7.6.2 Superior Morale If the defender has the higher Morale Rating, subtract two from the combat resolution dice roll. To measure Morale find the highest Morale Rating of any single participating attacking unit and compare with the single best defending unit's Morale Rating. Equal or higher Morale Ratings for the attacker have no effect.

7.6.3 VC Sappers When sappers are attacking a base, a + 2 DRM can be applied to the combat (see case 11.3.2).

7.6.4 Shifts above Column K Each column shift above column K, in a combat, instead translates into a +1 DRM.

Advanced Rules *In the Advanced Game, Helicopter Gunships cause a DRM. See A7.6.5, later in this rulebook.*

7.7 Other Types of Combat

In addition to the three types of assault combat referenced above, both players may be able to conduct Harassment and Interdiction Fire or Arc Light strikes (US/GVN player only). The attacker never suffers tactical effects nor does the defender receive CAPs as a result of rolls on the CRT from these types of attacks.

7.7.1 Harassment and Interdiction Fire (HIF) HIF combat occurs when artillery units (NVA) or artillery factors intrinsic to US/GVN bases printed on the mapboard are used to bombard hexes. Friendly defending artillery units or bases within range may not participate during HIF attacks. The attacker finds the CRT's Upper Matrix column with the total of his participating artillery units or base Artillery Fire Strength points. Cross reference this total with the terrain modified Protection Factor of the best Protection Factor unit in the hex. If friendly units are adjacent to the hex targeted for HIF combat, shift one column to the right on the Lower Matrix of the CRT (to account for observed fire). DRMs for the terrain type the defender is in do not apply for HIF combat on the Lower Matrix. There is an additional DRM of +1 for each unit, above the unit whose PF

was used, occupying the hex. Other modifiers described in Sections 7.5 and 7.6 are not used.

7.7.2 Arc Light Strikes Arc Light combat occurs when B-52 air strike counters bombard hexes on the map. See Section 9.2 for description on how this is performed.

8.0 ARTILLERY

There are two forms of artillery in the game. The US/GVN player has a number of bases printed on the map with certain intrinsic capabilities explained below. The NVA/VC player has actual artillery units.

8.1 General Rule

Both types of artillery can execute ranged fire against target hexes within their printed Range. Each artillery unit may fire once per Combat Segment but only the active player can initiate combat with these units (see Module 7.0). An artillery unit or any sort of base that is itself the target of any sort of Assault Combat may only use ½ its Fire Strength in the defense of its own hex. The use of Artillery Fire Strength points combined with other ground units assaulting requires using the "Mixed" assault line on the CRT. If used alone, the attack is resolved as an HIF combat. In either case, Range is measured by counting hex by hex through the map grid from the firing unit or base to the target hex, not counting the hex occupied by the artillery but counting the target hex. An artillery unit or base firing at more than half its printed Range may use only half its Artillery Fire Strength points. If combat is declared against a hex, all artillery support must be declared before revealing the target (if the target is a dummy, then the artillery support is wasted and marked "Base Fired"). If airpower or helicopters are included in an attack or defense, only ½ of the range adjusted artillery points is added to the Combat value of the attack or defense (therefore the combat value addition of artillery firing at greater than ½ range is ¼'d). Round down any fractions.

8.2 Combat Bases

A Combat Base is a position equipped with heavy (175mm) artillery guns. This kind of position has an Artillery Fire Strength and Range as specified by the Base Capabilities Chart (printed on map). A Combat Base possesses an intrinsic defensive Fire Strength of 6 against assaults (for unoccupied defense comparison purposes only), does project a ZOC into all six surrounding hexes, and has other properties as specified on the Base Capabilities Chart. Use a "Base

Fired” marker to indicate which bases have already used their artillery during the current Combat Segment.

8.2.1 Khe Sanh The Khe Sanh “Combat Base” (hexes 0808 and 0809) bears the designation of this more capable type of artillery base but actually possessed only medium sized artillery guns. All hexes of the Khe Sanh complex have the listed intrinsic defense Fire Strength (for defense comparison purposes only), but the Artillery Fire Strength is deemed to be exerted by the base as a whole. The US/GVN player may continue to make use of the Khe Sanh Artillery Fire Strengths as long as any hex of the combat base complex is under his control. There is no additional Artillery Fire Strength to the US/GVN player for controlling more than one hex of Khe Sanh Combat Base.

8.3 Fire Bases

A Fire Base is a position equipped with medium (105mm, 155mm) artillery guns or howitzers. This kind of position has an Artillery Fire Strength and Range specified by the Base Capabilities Chart. A Fire Base also has an intrinsic ground Fire Strength (against assaults) of 4 for defense comparison purposes only, does project a ZOC into all six surrounding hexes and has other properties listed by the Base Capabilities Chart.

8.3.1 Hill 881 South One Fire Base, Hill 881 South (hex 1004) has a reduced Range to reflect its mixture of guns and mortars.

8.3.2 Lang Vei Another Fire Base, Lang Vei (hex 0404) has an intrinsic ground Fire Strength listed (again, for defense comparison purposes against assaults only) but no Artillery Fire Strength.

8.4 NVA Capture of Bases



The NVA cannot initially set up on or move through empty bases until captured. Unoccupied Combat Bases and Fire Bases still have their intrinsic strength of 6 or 4 respectively that has to be eliminated before entering the hex. A Combat Base or Fire Base hex that is captured by the NVA/VC player is a fortified position that has been overrun. Such a captured base loses its ZOC, its intrinsic defensive Fire Strength and its Artillery Fire Strength. The captured base remains a fortification, however, and retains the die roll and Protection Factor modifiers specified by the TEC. The NVA/VC player has a set of markers that are used to designate any Combat Base or Fire Base hex that is captured. Captured bases that are later recaptured by the US/GVN player regain their full capabilities.

8.5 NVA Artillery Units



The NVA/VC player has several regular artillery units in support. Their Range is printed in the center of the Unit Type Symbol of the unit's Combat Mode face, along with an Artillery Fire Strength value in the lower left of the counter. NVA artillery units may not fire during an Impulse in which they move. (See case 11.3.3 for additional rules for NVA Artillery).

9.0 AIRPOWER

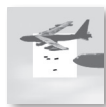
Of crucial importance to the US/GVN war effort in South Vietnam was airpower in all its varieties. Airpower is an important CRT column modifier in assaults and, in the form of Arc Light strikes, an attack means in its own right. (In the Advanced Game helicopter operations are added to the other forms of airpower). Basic procedures for the two types of air strikes are detailed below.

9.1 Tactical Air Support



Airpower for close tactical support of ground troops is represented in the form of 10 US/GVN Air Strike markers, each of which entitles him to a column shift on the Lower Matrix of the CRT. If attacking, the column shift is to the right on the CRT's Lower Matrix and Air Strike markers are placed during the Movement Segment of their Impulse. If defending, the column shift is to the left on the CRT's Lower Matrix and the Air Strike marker is placed during the opponent's Combat Segment. Each Air Strike marker is available only once per game turn, although it can be used in any Impulse thereof. Place strike markers that have been used in the turn to one side until the next game turn. There is no limit to the number of air strikes that can be committed to a single combat. Air strikes can be used only in conjunction with ground units conducting an assault or defending against one (not HIFs). The use of airpower in an assault does not change the type of Assault being conducted on the Upper Matrix.

9.2 Arc Light Strikes



Arc Light was the code name used by the United States for independent attacks by heavy B-52 jet bombers. These are represented in the game by a set of three B-52 counters. The US/GVN player may use these B-52 strikes in any combination against hexes on the map. Each marker may be used once per turn. Arc Light strikes can be used offensively only; strike markers must be placed during the Movement Segment

of the US/GVN player's own Impulse and strikes are resolved in the Combat Segment. The Lower Matrix column is determined strictly by the number of B-52s attacking a given hex; differentials are not calculated. Cross reference this with the terrain-modified Protection Factor of the best Protection Factor unit in the hex. Terrain DRMs are not used for Arc Light Strikes on the Lower Matrix. There is an additional DRM of +1 for each unit, above the unit whose PF was used, occupying the hex. Other modifiers described in Sections 7.5 and 7.6 are not used. B-52s may not be used for Tactical Air Support purposes (see Section 9.1 above).

Advanced Game adds two additional Air elements to the game: Helicopter rules (see rule A9.3) and Anti-Aircraft Fire (see rule A9.4), later in this rule book.

10.0 RECOVERY SEGMENT

In the phasing player's Recovery Segment, following the Combat Segment, all friendly and enemy units marked with Disruption markers in the phasing player's color work to normalize their cohesion. Dark shaded disruption markers in the phasing player's colors revert to their lighter-shaded side. Light shaded Disruption markers are removed from play and those units and forces revert to normal cohesion.

11.0 SPECIAL UNIT TYPES

11.1 Armored Units

Armor and armored cavalry units (collectively called “armored”) use the mechanized movement rates column. Armored units may enter and pass through highland and paddy hexes only by following along roads. They may not enter mountain hexes at all. Armored units are capable of Infiltration Movement (see Module 6.0) in clear terrain only (town hexes are not considered clear terrain), following all normal rules for that function. Armored units can attack into, but may not advance after combat into hexes they could not enter in regular movement. The presence of armored units generates a favorable CRT Lower Matrix column modifier in combat resolution (in addition to the Combined Arms column modifier when armored and another type unit are present) but can be negated by the presence of enemy armored or mechanized units.

11.2 US/GVN Special Unit Rules

The US/GVN player has a number of specialized units with unique abilities under his control as follows.

11.2.1 US Special Forces Units Certain US units are capable of Infiltration Movement (see Module 6.0) through enemy ZOCs. Such units have black or half black Unit Type Symbols printed on them. These units include the US Army Special Forces (SF) unit, the Mike Force unit, the PRU and SOG, and the US Marine 1st Reconnaissance and Force Recon units. No other units are capable of Infiltration Movement through all terrain types on the US/GVN side.

11.2.2 US Mechanized Units Mechanized units benefit from high movement rates, but are not armored units and do not generate a CRT Lower Matrix column shift modifier by themselves (they will negate the attacker's column shift for armor if defending in a hex). Unlike armored units, mechanized units move normally in paddy and highland hexes but still may not enter mountains (they may attack mountain hexes, but not advance after combat into them). Mechanized units are capable of Infiltration Movement (see Module 6.0) in clear terrain (town hexes are not considered clear terrain) and paddy terrain hexes only, following all normal rules for that function.

11.2.3 US Headquarters Units US Headquarters (HQs) represent the commanders and staffs controlling the actions. US HQs are not actual combat units; they have no Fire Strength or Protection Factors. US HQs are always considered to be in Maneuver Mode, but do not face, do not project a ZOC, do not change deployment mode, and do not count for stacking. US HQs are eliminated if all other units stacked with them are eliminated, if unable to fulfill a required retreat, or if assaulted while in sole occupation of a hex. US HQs move using mechanized movement rates.

Advanced Game In the *Advanced Game*, all US/GVN HQs are airmobile.

11.2.4 US/GVN Unit Breakdown A limited number of US Marine, Airborne, and Air Cavalry battalions plus GVN Marine and Airborne battalions may be exchanged for their component companies to the extent allowed by the counter mix as follows (all unit values given below are for Combat Mode):

A single 5-4-3 US Marine battalion may be exchanged for four generic 1-4-3 companies (labeled "A" to "D").

A single 4-4-2 US Airborne or Air Cavalry battalion may be exchanged for one 1-4-3 and three 1-4-2 companies (labeled "A" to "D").

A single 3-4-2 GVN Marine or Airborne battalion may be exchanged for three generic 1-4-2 companies (labeled "A" to "C").

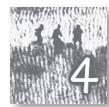
Units can break down only during the Movement Segment of the owning player's Impulse, by substituting the correct company sized units for the battalion. Companies must be placed in the same mode and facing as the battalion they replace on the hex it formerly occupied. Component units can move normally on the Impulse of breakdown. Similarly, a full battalion can be reformed from companies if sufficient component units of the appropriate type are located in the same hex. There are no MP penalties for breaking down or reforming, this is free.

Important Note For breakdown exchange purposes there is no difference in type between US "Airborne" and "Air Cavalry" units, or between GVN "Marine" and "Airborne" units.

11.2.5 US/GVN Fire Bases and Combat Bases Although they are terrain features printed on the mapboard, US/GVN Fire Bases and Combat Bases project ZOCs and possess an intrinsic Fire Strength (for unoccupied self defense comparison purposes only) so long as they remain under US/GVN control. These attributes are listed on the Base Capabilities Chart. These values are eliminated if the base is captured by the NVA/VC player (see Section 8.4), but are restored if retaken.

11.3 NVA/VC Special Unit Rules

The NVA/VC player also has a number of specialized units with unique abilities under his control as follows.



11.3.1 NVA/VC Combat Units Most NVA/VC combat units have a generic Maneuver Mode face to deceive the US/GVN player as to their exact identity. While operating with their deceptive Maneuver Mode side showing, all NVA/VC combat units use Maneuver Mode printed Movement Allowances and are subject to facing and ZOC projection restrictions. Such units utilize the Protection Factor of 4 printed on their deceptive Maneuver Mode side if attacked using HIF or Arc Light strikes. NVA/VC combat units currently in their deceptive Maneuver Mode must first change into Combat Mode (costs 2 MPs) in order to conduct assaults of any type. However, all NVA/VC combat units automatically change into Combat Mode when defending against an enemy ground combat assault. This special mode change is free (0 MPs) and applies only when being assaulted in ground combat (and not when the target of HIF or Arc Light strikes). NVA/VC combat units may change back to their deceptive Maneuver Mode side whenever they begin an impulse not adjacent to a US unit in order to continue to confuse the US/GVN player.

Exception The single NVA armor regiment in the game operates as a normal two-sided unit in all cases.

11.3.2 NVA Sappers NVA Sapper units move and fight like other NVA/VC combat units above but may only use Infiltration Movement when their Combat Mode side is showing (they are capable of Infiltration – note the black Unit Type Symbol) on their Combat Mode side. When Sappers are used against a base, the VC player can choose to have them apply a +2 DRM to the combat result. If this ability is chosen, any casualties that are required must be taken by the Sappers first. Also, if this ability was chosen and at the conclusion of combat, no VC casualties are required, roll 1d6. If the result is 4+, the sapper unit is eliminated.

11.3.3 NVA Artillery Units NVA artillery units move and fight like other NVA/VC combat units above, except when assaulted, an NVA artillery defends using its Protection Factor as its Artillery Fire Strength instead of its printed Artillery Fire Strength. When conducting HIF attacks, NVA artillery units may remain in their deceptive Maneuver Mode to preserve limited intelligence, but NVA artillery units may not fire during an Impulse in which they move.

11.3.4 NVA Headquarters (HQs) These too represent the commanders and staffs controlling the actions. NVA HQs possess a deceptive Maneuver Mode side as well and move, face and project ZOCs like other NVA/VC combat units in deceptive Maneuver Mode but they are not actual combat units and do not count for stacking purposes. On their revealed Combat Mode side, NVA HQs have no Fire Strength or Protection Factors, do not have facing, and do not project a ZOC. NVA HQs do utilize the Protection Factor printed on their deceptive Maneuver Mode side if attacked using HIF or Arc Light strikes. NVA HQs must be revealed if providing HQ support to units in combat (see Case 7.5.5). NVA HQs must also be revealed and then eliminated if other units accompanying them are eliminated, if unable to fulfill a required retreat, or if assaulted while in sole occupation of a hex. NVA HQs are always considered to be in Maneuver Mode for movement purposes, but unlike US HQs, are not mechanized units and always use the "Other" movement column to generate a Movement Allowance.



11.3.5 NVA/VC Dummy Units The NVA/VC player has a number of counters back printed with "DUMMY" and no combat value. Until revealed, dummies operate with their deceptive Maneuver Mode face showing using the "other" column Movement Allow-

ance rates. Dummies have all the attributes of NVA/VC combat units in deceptive Maneuver Mode including the projection of ZOCs into the hexes they face. Dummies are revealed when attacked by the opposing player in assault combat (only). Arc Light or HIF attacks against dummies are resolved against the Protection Factor on their deceptive Maneuver Mode face. If eliminated or revealed, dummies are removed from play. No new dummy counters may be created during the game.

Advanced Game adds *Reinforcements and Replacements to the game. See rule A12.0, later in this rulebook.*

13.0 VICTORY

The game proceeds through a number of turns as specified by the scenario in play. The winner is determined at the end of the last Impulse of the last turn. Victory is determined by the fulfillment of territorial or functional criteria that are set by the scenario. In the basic game scenarios, there are no levels of victory, a player is either victorious or defeated.

14.0 BASIC GAME SCENARIOS

The players should choose sides, one each for the US/GVN and NVA/VC. They should then select a scenario to play and consult the Victory Conditions specified by the scenario selected. The “Lang Vei” and “Khe Sanh” siege scenarios are meant for use with the basic game. Do not attempt to play the advanced game campaign scenario, “Operation Pegasus” without first learning the advanced rules. All information necessary to set up a scenario is presented in a standard format which gives the title of the scenario, its length in game turns, map area in play, units in play and their setup information, any special rules that may apply only to the scenario, and the victory conditions applicable.

Each player carefully separates and sorts his game pieces, taking the numbers and types of units specified by the scenario and placing them on the mapboard as per the scenario instructions. Pieces are listed in the scenarios by the specific number and type of unit, with listed unit values corresponding to those on the Combat Mode face of the pieces. Placement limitations specified must be met by the players when setting up pieces. All units placed on the mapboard must be set up with stacking limits and other restrictions observed.

The US/GVN player should set up first, then step away from the mapboard long enough

for the NVA/VC player to set up his own pieces with their identities hidden. The players jointly place their Combat Advantage Point (CAP) markers on the recording track at the level specified. Place the Game Turn marker on the Turn Record Track. Play begins with the first turn of the scenario.

14.1 Introductory Scenario 1

The Fall of Lang Vei (February 7th, 1968)

Situation North Vietnamese troops in the, Khe Sanh area close in on the U.S. Special Forces camp at Lang Vei, overwhelming it with massed attacks. The battle at Lang Vei featured the first use of tanks in combat by the NVA during the Vietnam War. The Americans must attempt to survive the NVA onslaught.

Game Duration 1 game turn

Active Mapboard Only a small portion of the game mapboard is used for this scenario consisting of Lang Vei town (hex 0505) and a band of hexes three hexes wide radiating from Lang Vei in all directions. (Thus hex 0508 is in play, hex 0509 is not.) NVA/VC units cannot move in any way that takes them outside this area. US/GVN units that can reach and cross the boundary of the active map area are considered to have escaped and are taken out of play, except that US/GVN units are not allowed to escape across the west or south edges of the mapboard.

Combat Advantage Points Both players begin with zero (0) CAPs.

US/GVN Player Set Up

At Lang Vei Special Forces Camp (hex 0404) 1x 1-5-4 Special Forces (SF) platoon; 1x 2-5-3 Mike Force battalion; 1x 2-3-2 CIDG company; and the 1x 2-2-1 LOA (Laotian Volunteer) battalion.

Air Assets 3x air strike counters.

NVA/VC Player Set Up

In any hex(es) in the area defined as the active map board that are not adjacent to hex 0404 (Lang Vei Special Forces Camp): 1x Headquarters unit; 4x 6-4-3 Infantry regiments; 1x 3-6-5 Sapper battalion; 2x 8-3-2 Artillery regiments; 1x 4-5-5 Armor regiment (see below).

NVA Armor Regiment The NVA armor regiment starts the game off the board and enters at hex 0503 on the first NVA/VC Impulse of the game turn. Once on the map the NVA armor regiment cannot exit off it and remains in play.

Special Rules To simulate the unexpectedness of the attack, all NVA/VC ground assaults may use the “Surprise Assault” line of the CRT’s Upper Matrix throughout the scenario.

Victory Conditions The NVA/VC player wins by eliminating all US/GVN units in play. The US/GVN player wins if any of his pieces were not eliminated by the end of the scenario.

14.2 Introductory Scenario 2

The Siege of Khe Sanh (February 7th - 29th, 1968)

Situation The NVA concentrate substantial forces in the Khe Sanh area against the US/GVN forces at Khe Sanh and Lang Vei. The NVA threaten open siege warfare and actually wage battles against Khe Sanh’s outlying positions. The NVA must overwhelm Khe Sanh’s defenses. The American player attempts to survive the enemy onslaught.

Duration 4 game turns

Active Mapboard This scenario uses only a limited portion of the total game mapboard. This active portion consists of the Khe Sanh airfield (hex 0808) plus all hexes radiating out eight hexes wide in all directions from 0809. (Thus hex 0817 is in play, while 0818 is not. Fire Base Ca Lu would not be in play either.) Units cannot move in any way that would place them outside the boundaries of the active mapboard. Units that do exit the active map are considered lost and are removed from play. **Exception** NVA armor regiment, see below.

Combat Advantage Points Both players begin with six (6) CAPs.

US/GVN Player Set Up

At Lang Vei Special Forces Camp (hex 0404) 1x 1-5-4 Special Forces (SF) platoon; 1x 2-5-3 Mike Force battalion; 1x 2-3-2 CIDG company; and 1x 2-2-1 LOA (Laotian Volunteer) battalion.

At Hill 881 South (hex 1004) 2x 1-4-3 Marine companies

At Hill 861 (hex 1106) 2x 1-4-3 Marine companies

At Hill 861A (hex 1006) 1x 1-4-3 Marine company

At Hill 558 (hex 1108) 1x 4-4-3 Marine battalion

At Khe Sanh Combat Base (hexes 0808, 0809) setting up freely within either hex 1x 4-4-3 Marine battalion; 1x 1-4-3 Marine company; 1x 1-5-5 Marine armor platoon; 1x Marine Headquarters; 1x 3-2-1 ARVN

Ranger Infantry battalion; 1x 1-2-1 GVN Regional Force (RF) company; 1x 3-6-4 Special Operations Group (SOG) unit.

At the Rock Quarry (hex 0807) 1x 5-4-3 Marine battalion

Air Assets 3x Arc Light strike counters and 10x air strike counters per game turn.

Artillery Assets Although the hexes upon which they are located are not on the active mapboard, the Artillery Fire Strength factors of the Combat Bases at Camp Carroll (hex 1524) and Cam Lo (hex 1726) are available. Each may be used once each friendly Impulse.

NVA/VC Player Set Up

Deploy the following in any hex defined as the active mapboard except Hill 950 (hex 1209) that is not adjacent to a hex occupied by US/GVN units: 2x Headquarters units; 8x 6-4-3 Infantry regiments; 2x 3-6-5 Sapper battalions; 3x 8-3-2 Artillery regiments; 4x dummy units; 1x 4-5-5 Armor Regiment (see below)

NVA Armor Regiment The NVA armor regiment starts the game off the board. It appears at hex 0503 on any NVA player Impulse that the player wishes to bring this unit into play. The tank unit may exit the map from hex 0503 also, to be temporarily taken out of play. If exited it may later re-enter the game at 0503 at the option of the NVA player.

Special Rules To simulate the unexpectedness of the attack, on the first turn of the game all NVA/VC ground assaults may use the "Surprise Assault" line of the CRT Upper Matrix (even if Artillery Fire Strength factors are thrown in). On the second and subsequent turns, the NVA/VC player rolls one six-sided die for surprise—a result of 4 or more on the roll allows use of the Surprise Assault line that turn, otherwise normal rules apply. The NVA/VC player may continue rolling for surprise each turn until he first loses it, then he may no longer claim the Surprise Assault line bonus.

Victory Conditions The NVA/VC player wins by occupying with his units or being the last to pass through five of the following 8 hexes at the end of the last turn of play: 0404; 1004; 1006; 1106; 1108; 0808; 0809; and 0807. The US/GVN player wins by avoiding the NVA/VC victory conditions.

ADVANCED GAME RULES

***Designer's Note** The Advanced Game is an overlay of rules added to the basic system. It allows shifting initiative each game turn, as well as helicopter operations. Knowledge of the basic game is required to master the Advanced Game. Even if familiar with the basics, you should review the Basic Sequence of Play (4.0) as part of learning the Advanced Game. The Initiative Phase of the Advanced Game turn precedes the first Impulse of the turn, every turn.*

A2.2 Playing Pieces

The Advanced Game adds Combat Villages and Anti-Aircraft (AA) units to the NVA/VC side, and helicopter units to the US/GVN side.

AA Regiments and Helicopters are regular combat units with Fire Strengths, Morale Ratings and Protection Factors they may use in combat. In addition, Helicopter units are either Transports or Gunships.

A2.2.9 Airmobility A Unit Type Symbol fully or partially printed in blue indicates those units are capable of being moved by helicopter units. A blue airmobile symbol is valid only for the specific side of the unit on which it appears. Some units are airmobile in Maneuver Mode only, some units are not airmobile at all.

A2.3 Markers

Several new marker types are used in the Advanced Game including Bid and Landing Zone markers.

A3.0 IMPORTANT CONCEPTS

A3.1 Helicopter Stacking

Stacking for helicopters is checked at the end of their mission. Helicopter stacking is in addition to ground stacking. Town, combat base and fire base hexes containing a Landing Zone (LZ) marker can base (stack) up to five helicopters. All other hex types containing an LZ marker may base (stack) up to three helicopter units. Hex stacking limits are ignored when helicopters are flying Close Support missions.

A3.2 Helicopter Zones of Control

While considered combat units, helicopter units do not project a ZOC.

A3.3 Helicopter Deployment Mode

Despite not projecting a ZOC, helicopter units are always considered to be in Combat Mode and thus face in all directions.

A4.0 SEQUENCE OF PLAY

The Advanced Game adds an Initiative Phase in which players determine who will move first for the game turn (the Bidding Segment) and a Declaration Segment on subsequent Impulses after the first.

A4.2 Initiative Phase

Both players will bid Operation Effort Points (OEPs) against each other, which is a measure of their Operations capability (see Case A4.2.2, below). Players bid in the Initiative Phase of the game turn, and the winner of the bid takes the first Impulse of the turn and each alternate Impulse thereafter until he has expended all his OEPs. The opponent takes the second Impulse of the game turn and each alternate Impulse thereafter until he has expended all available OEPs.

A4.2.1 Impulse Declaration The player entitled to take the current Impulse now declares how many OEPs he will expend to support his game activities. In their initial Impulse of each turn, the players are each required to expend the exact amount of OEPs they bid in the Initiative Phase. On each subsequent Impulse the player must expend at least 1 OEP until he has none remaining. If unable to expend OEPs the player cannot take an Impulse. Although the player can freely determine his OEP expenditure for the most part, if the opponent has no remaining OEPs at the moment the player's Impulse Declaration occurs, he must expend all remaining OEPs in the current Impulse.

A4.2.2 Operations Effort Each player receives 6 OEPs each turn that represents the daily activity of forces under command. The OEPs expended in the Impulse determines the movement capability of units on the map and may convey a combat modifier as well. Players must expend all OEPs every turn they are able to do so, OEPs cannot be accumulated from turn to turn and are lost if not used. OEPs are bid during the Initiative Phase each game turn, then expended during Impulses.

A4.2.3 Impulse OEP Expenditures On his initial Impulse for the game turn the player must expend the number of OEPs he bid in the Initiative Phase. In each succeeding Impulse the player must expend at least 1 OEP until none remain. During these subsequent Impulses, the player himself decides how many OEPs he is using and announces this in a Declaration Segment at the beginning of the Impulse. The player cannot take an Impulse if he does not have OEPs to expend.

A4.2.4 Bidding Each player has 6 OEPs every game turn. Each has a set of seven chits whose top faces are blank and undersides



contain the numbers zero (“0”) through six (“6”). Each chit represents a bid of that number of OEPs. A zero chit is used to pass for the turn. Bidding occurs only in the Initiative Phase. On Declaration Segments players actually expend the OEPs. Some levels of bid also require expenditure of CAPs as well: a 5 OEP bid costs five CAPs and a 6 OEP bid costs 6 CAPs. CAPs are expended in the Initiative Phase at the instant bids are compared. The result of a bid may be a tie, in which case the bid is repeated, a Pass Turn (see Case A4.2.6), or a win for either player, in which case play proceeds to the winner’s first Impulse. If the bid ties three times the turn is passed.

A4.2.5 Assessing the Bid If either player outbid the opponent, the higher bidding player receives the Initiative and takes the first Impulse, expending OEPs equal to the bid. If the bid is a tie and the OEPs bid by both players summed together equals three or greater, then the bid is repeated. Any CAPs required by the size of the OEP bid are expended regardless of the outcome of the bid. If the OEPs bid by both the players together totals 2 OEPs or less, the turn is considered a Pass Turn.

A4.2.6 Pass Turn When a turn is closed for operations no Impulses occur. OEPs for that turn are forfeited. Play proceeds immediately to the next game turn. Time does elapse on a Pass Turn, however. Game conditions and Reinforcements scheduled for a certain turn occur or arrive as specified.

A4.2.7 Sequence of OEP Expenditure On his initial Impulse the player automatically expends the number of OEPs he bid in the Initiative Phase. A player who bid zero (“0”) must instead expend 3 OEPs on his initial Impulse if the turn is not a Pass Turn. At the beginning of each subsequent Impulse the player expends an amount of OEPs which he announces at that instant. The player must expend at least 1 OEP and may expend any number of OEPs up to the total they have remaining. The player must expend all his remaining OEPs on any Impulse in which the opponent has zero OEPs.

Exception *On his initial Impulse, a player remains obliged to expend the exact number of OEPs he bid. In this case the player receives an immediate repeat Impulse in which he must expend all OEPs remaining to him.*

A5.0 MOVEMENT SEGMENT

Rather than the single set of Movement Allowance values allowed in the Basic Game, in the Advanced Game Movement Allowances, helicopter ranges, and the number of

helicopter missions provided all vary depending upon the amount of his OEPs the player is expending. To determine these values for the impulse, consult the OE level row on the Impulse Operations Effort Capabilities Chart which is equal to the OEPs the player expended.

A5.3 Moving Ground Units by Helicopter

Many US and GVN units are airmobile and thus capable of being moved by helicopter during an Impulse. Helicopter movement may be either for Transport or for Heliborne Assault missions (see Case A9.3.1). Units must be capable of helicopter movement in the mode they are showing at the instant a helicopter unit arrives in a hex to pick them up. Eligible units exhibit a blue (or half blue) Unit Type Symbol printed on the side(s) the ground unit counter is eligible to participate. In general:

US HQ units are always capable of helicopter movement.

US and GVN Marine, Airborne, and Air Cavalry battalions are capable of helicopter movement in either mode.

GVN Ranger Infantry units are capable of helicopter movement when in Maneuver Mode (only).

Armored, mechanized, and certain GVN infantry units are never capable of helicopter movement.

Units are moved by individual helicopter units between Landing Zones (LZs) on the map.

A5.3.1 Landing Zones (LZs) LZ markers are used to indicate where helicopter units base on the map at the end of each Impulse they are in play and are limited to one per hex. LZ markers are brought into play through the act of a helicopter creating one to land in (place an LZ marker there) and must be placed in hexes free of enemy units. All friendly controlled towns, combat and fire base hexes are automatically LZs (no marker required). Any other hex type, except paddy and South China Sea, can also have an LZ marker placed in it. These “limited” LZs cost the first helicopter unit to create it 3 MPs. LZs disappear when all of the helicopter units occupying them fly off. An LZ is considered “hot” (operations opposed) if NVA/VC units are located adjacent to it or it is within range of a revealed NVA AA Regiment. A “hot” LZ is shown by the red face of the LZ marker. All helicopters entering or leaving a “hot” LZ are subject to Anti-Aircraft Fire (see Section A9.4) from enemy units. An unopposed LZ (“cold”) is displayed

by showing the blue side of the LZ marker and is not subject to Anti-Aircraft Fire. An LZ becomes “cold” the instant during a turn that opposing enemy forces are no longer adjacent to the LZ hex or it becomes “hot” if the enemy force move next to it when “cold”. The US/GVN player may create more LZ markers if needed; the counter mix is not a limit in this case.

A5.3.2 Helicopter Unit Movement The Impulse Operations Effort Capabilities Chart has columns that specify the number of hexes helicopter units can fly, and the number of missions they can conduct during the current Impulse, based on the OE level of the Impulse. That Movement Allowance is the **total** allowed each helicopter for **all** missions it intends to perform. Helicopter units pay 1 MP for each hex they cross regardless of terrain, but they must pay 2 MPs to enter or leave a “hot” LZ and 3 MPs to establish an LZ in a non-town or non-base hex by flying into such a hex. Helicopters count the LZ hex they leave in calculating MP expenditure. Helicopter units begin to count either from the base they begin the segment in or from the board edge each time they fly or re-enter the game. The functional mechanics of helicopter operations are explained in the Airmobile Operations rules (see Section A9.3, below).

A5.3.3 Transport Capacity and Ground Units Each Transport helicopter unit can lift one airmobile capable battalion-sized unit (or four company-sized units) or one HQ. Helicopter transport is counted against the airmobile capacity of the player, not against the units movement capabilities of individual ground units. There is no separate MP cost for ground units being transported. Ground units with MPs available after being transported to a new LZ may continue to move on the ground until halted by an enemy ZOC or they have expended their Movement Allowance.

A7.0 COMBAT

A7.3.1 Types of Combat Heliborne Assault is added to the types of combat in the advanced game. See rule A9.3.1 (4) for the details.

A7.5.8 Operations Effort Tempo Players operating at OEP levels of 5 or 6 during an Impulse receive a one column shift to the right on the Lower Matrix of the CRT for all assault types during that Impulse.

A7.6.5 Helicopter Gunships In addition to contributing their Fire Strengths and Morale Ratings, the US/GVN player may add or subtract 1 on combat dice rolls (whichever favorable) for each Gunship helicopter he

uses on Offensive or Defensive Close Support Missions.

A9.0 AIRPOWER

A9.3 Helicopter Airmobile Operations

A variety of helicopter units permit the US/GVN player to shift forces rapidly and to make the most effective type of assaults in the Advanced game. Helicopter units based at LZs or off-map carry out a variety of missions as detailed below. Each Helicopter unit can basically activate once per paired impulse (depending on initiative this could be friendly/opponent or opponent/friendly). If the US/GVN player activates the Helicopter during his movement section of the Impulse, the helicopter can perform the number of missions (as determined by the OE level he decided on) that is permitted in that section of the impulse (i.e. if the US/GVN player activates a helicopter during his movement section with an OE level of 4, the Helicopter could perform 2 missions of either Transfer or Transport). If activated, at the end of that Impulse, flip the unit to its Missions Complete side. Any Helicopters used during the opposing player's impulse should be flipped and rotated so that the printing is upside down to the player, which indicates that it will not be available in the next friendly impulse. At the beginning of a friendly Impulse, flip all Helicopter units right-side up that have their text not inverted (readable). During the beginning of an opponent's impulse, flip right-side up all Helicopters that have their Mission's complete text inverted to the player. Helicopter units which are used during the US/GVN player's impulse will not be available for use during the following NVA/VC impulse or vice-versa.

A9.3.1 Helicopter Missions Transport helicopters may perform Transfer, Transport and Heliborne Assault missions, while Gunships may perform Transfer and Combat Support missions. These mission types are described below.

During the US/GVN Movement Phase:

Transfer (TF) A mission in which the helicopter unit flies from the board edge to an LZ or from one LZ to another in order to position itself for another mission. All types of helicopters may conduct TF missions.

Transport (TR) A mission in which a Transport helicopter unit (only) at an LZ loads an eligible ground unit and flies it to another hex containing an LZ (or creates one). One Transport helicopter unit may carry one airmobile-capable battalion-sized

ground unit (or up to four company-sized units) or one HQ.

During either the friendly or opposing player's Combat Segment:

Combat Support (CS) A mission in which helicopter Gunship units (only) can fly to hexes being attacked (offensively or defensively) and contribute their Fire Strengths, Morale Ratings, and DRMs to the combat. Simply move the Gunship unit adjacent to the hex being attacked or to the defending hex, leaving enough movement allowance for the unit to move back to an LZ. After each CS mission is complete and the Gunship unit has enough movement points remaining, another CS mission can be performed if allowed by the OE level of the impulse (friendly or opponents). A Gunship must move back to a base after completing its final CS mission of the impulse.

Just after the NVA/VC complete their Infiltration Segment:

Heliborne Assault (HA) A mission in which a Transport helicopter unit (only) at an LZ loads an eligible ground unit and flies it to a hex where it creates an LZ or flies into a "hot" LZ and becomes part of an assault against opposing ground units. The Transport helicopter unit expends additional MPs as necessary to create an LZ or enter a "hot" one. A heliborne unit is a ground combat unit carried by helicopters. Only attacking forces entirely composed of heliborne units are entitled to use the Heliborne Assault line of the CRT's Upper Matrix in calculating combat resolution. Any other combination of forces must use the "Mixed" line of the CRT Upper Matrix. Each Heliborne Assault (and defending AA Fire) is resolved individually before the next one.

Note that the OE level during an Impulse governs how many different missions each individual helicopter unit may conduct during an Impulse. After having expended all its possible missions, flip the counter over so it reads "Missions Expended." Gunships used during an NVA/VC combat segment are flipped to their Combat Mode at the start of the next NVA/VC impulse. All other helicopters are flipped to the Combat Mode at the start of the next US/GVN impulse.

In between missions, helicopters are considered to be on the ground on their LZs and subject to stacking limits. Gunship helicopters currently based on an LZ may still participate in the defense of that hex with all their factors (consider this a "free" Defensive CS mission). If, at any point, they are unaccompanied by friendly ground units in a hex which is entered by the opponent, the heli-

copters are immediately forced to fly off the LZ to the nearest "cold" LZ (or off the board if none is available).

Designer's Note These game actions will create a cycle of air activity as helicopters re-enter and leave the game. The helicopter cycle allows relatively large units (battalions) to be out of action (off the map) in the game—this is intended to model losses and also account for troops in the process of embarking or disembarking from helicopter movement.

A9.4 Anti-Aircraft (AA) Fire

Anti-aircraft fire is a special type of combat which may take place any time a helicopter attempts to enter or leave a "hot" LZ or when a Gunship helicopter is used to attack or defend a hex.

A9.4.1 Helicopter Vulnerability to AA Fire Helicopters are subject to Anti-Aircraft (AA) Fire each time they attempt to enter (or create) or leave a "hot" LZ but not while sitting on the ground ("based") on an LZ. Once a helicopter succeeds in landing on a "hot" LZ despite AA Fire, it cannot be subjected to AA Fire again unless it attempts to leave the LZ hex. Gunship helicopters performing a "free" defensive CS mission are exposed to AA Fire from opposing units before the opponent resolves his ground assault on the LZ hex. AA Fire can be ineffective, abort the helicopter mission, or sometimes destroy the helicopter (and any unit it may be carrying).

A9.4.2 Who May Conduct AA Fire Each NVA/VC combat unit (but not dummies or HQs) in a hex may be used once per Movement Segment and again during either the Infiltration or Combat Segments for AA Fire so long as each unit fires no more than twice per Impulse. Units do **not** have to flip over to their revealed Combat Mode side in order to conduct AA fire. **Exception** NVA AA regiments do need to flip over when conducting AA fire. Units can combine to achieve optimal possibilities against helicopters, but no individual unit can split its value to fire at more than one target. Helicopters are targeted individually and cannot be attacked in groups.

A9.4.3 AA Fire Combat Procedure As with other forms of combat, calculate the Fire Strengths of all adjacent attacking ground combat units to obtain a differential against each individual target helicopter on the Anti-Aircraft line of the CRT's Upper Matrix (NVA artillery units and VC Combat Villages have a nominal AA Fire Strength of 1 each.) Use the PF of the helicopter being attacked and cross-reference this with the AA firing strength on the Anti-Aircraft line of the Upper Matrix to determine the proper

Lower Matrix column. Roll two dice and obtain the result from the Lower Matrix. The only DRM applied to AA fire is +1 for each NVA AA regiment firing at the target helicopter unit. CAP's may not be expended to modify AA fire. Then reference the result from the Lower Matrix with the AA portion of the CRT Tactical Results Chart (ignore any attacker results for AA fire). Helicopters (and their loads) forced to abort due to AA Fire are removed from the mapboard and can re-enter the game from the Helicopter Entry Area on the next US/GVN Impulse. The NVA/VC player receives CAPs for AA Fire only if the helicopter unit is destroyed.

ANTI-AIRCRAFT COMBAT RESULTS

Result	Effect on Helicopter unit	CAP
1	No effect	0
2	No effect	0
3	Aborted	0
4	Aborted	0
5	Destroyed	5
6	Destroyed	6
7	Destroyed	7

Designer's Note For purposes of airmobile tactical management, the US/GVN player should be advised that opposing AA fire poses a significant obstacle to the arrival of any given airmobile unit in an operation. Consequently the player should decide beforehand on just which LZs he wants to insert, and then sequence his airmobile assets during the Infiltration Segment to set up each desired Heliborne Assault. For any given "hot" LZ, there may be an order of sortie for the airmobile units that exhausts the defensive AA and allows the most valuable units (such as HQs) to arrive without exposure to AA fire.

A11.0 SPECIAL UNITS



A11.3.6 Viet Cong Combat Villages Viet Cong Combat Villages represent hamlets where the Viet Cong have assembled militia

and local troops. In the setup phase of the game the NVA/VC player may place Combat Villages in any hex on the map subject to his placement restrictions (see scenarios). Once placed, Combat Villages cannot move. Otherwise, until revealed, Combat Villages operate with their deceptive Maneuver Mode face showing and face and project ZOCs like any other NVA/VC combat unit. Once revealed, Combat Villages face (and project a ZOC into) every surrounding hex. Combat Villages possess an intrinsic defensive Fire Strength and the other attributes specified on the Base Capabilities Chart. Combat Villages raise the stacking limit for NVA/VC units to

4 ground units in the hex. Combat Villages may be voluntarily revealed by the NVA/VC player at any time (this costs no MPs to do so), but must be revealed if attacked by the opponent via assault combat (only). Once revealed, a Combat Village may not flip back to its deceptive Maneuver Mode side. Arc Light or HIF attacks against unrevealed Combat Villages are resolved against the Protection Factor on their deceptive Maneuver Mode face. Combat Villages are eliminated if forced to retreat.



A11.3.6 NVA Anti-Aircraft

Regiments NVA AA Regiments are treated as regular artillery units but only possess a range of 2 hexes. In addition, these units may conduct AA fire up to a range of 2 hexes and thus need not be adjacent to an LZ to turn it "hot." AA Regiments always reveal themselves when conducting AA Fire.

A12.0 REINFORCEMENTS & REPLACEMENTS

At various times in the campaign game both sides receive additional forces. The arrival of Reinforcements and Replacements can be delayed by the owning player at his option. Reinforcements and Replacements listed in the Order of Appearance are available on the player's first friendly Impulse of the specified game turn. They may be taken at the beginning of the Movement Segment of any succeeding friendly Impulse.

A12.1 US/GVN Reinforcements

The US/GVN player receives Reinforcements. These pieces may ground move onto the board via the road entering the map from the southeast edge (hex 0239). The US/GVN player chooses the deployment mode of these entering pieces. The units move normally and pay MP costs for their hex of entry. Units eligible for transport by helicopter can be lifted by eligible Transport helicopter units.

A12.2 NVA/VC Replacements

The NVA/VC player receives new units in the form of replacements chosen from pieces previously eliminated from play. Replacement arrival is listed by the Order of Appearance printed with the campaign game scenario. NVA/VC replacement units may be put into play within two hexes of the north edge of the mapboard, or their arrival may be delayed one turn and they appear on a west mapboard edge hex. The NVA/VC player may accumulate Replacements he does not use.

A14.0 THE ADVANCED GAME SCENARIO

The Advanced Game allows players to experience the entire battle in all its dimensions.

A14.3 Campaign Scenario

Operation Pegasus to Khe Sanh (March 6 - April 9, 1968)

Situation Concerned about the long term prospects for Khe Sanh if it remained closely invested by the North Vietnamese, the Americans determine to mount a relief effort. To accomplish this mission the US/GVN side commits the famed 1st Cavalry Division (Airmobile) plus Vietnamese airborne and Marine troops to reinforce the units already in Quang Tri province. The combined forces push west to clear the road to Khe Sanh with both ground and airmobile operations.

Duration 5 game turns

Active Mapboard The entire mapboard is active.

Combat Advantage Points Both players begin with six (6) CAPs.

US/GVN Player Set Up

Deploy all forces listed for the Khe Sanh siege scenario (14.2) in the numbers and locations specified.

Deploy at Fire Bases or Combat Bases north of the 15xx hexrow inclusive 3x Marine Headquarters; 6x 5-4-3 Marine battalions.

Deploy at Dong Ha (hexes 1633 or 1634)

1x 5-4-4 Marine Armored Cavalry battalion; 1x 5-4-5 Mechanized battalion; 1x 4-4-2 Engineer battalion; 1x 4-4-4 ARVN Armored Cavalry battalion.

Deploy at one of the following Fire Bases: A-1 (hex 2638), Gio Linh (hex 2636) or C-1 (hex 2436) 1x 4-3-1 ARVN Infantry regiment.

Deploy at Quang Tri (hexes 0738 or 0838)

1x 4-3-1 ARVN Infantry regiment; 1x 3-4-2 ARVN Airborne battalion; 1x 6-5-3 Gunship; 2x 1-4-2 Transport helicopters.

Deploy within two hexes of (but not in) Quang Tri 1x 5-4-3 Marine battalion.

Deploy within five hexes of (but not in) Quang Tri 1x 4-4-2 Airborne battalion; 3x 4-4-2 Air Cavalry battalions.

Deploy at Cua Viet (hexes 2040 or 2141) 1x 5-4-5 Mechanized battalion.

Deploy at Cam Lo (hex 1726) or Camp Carroll (1524) 1x 1-4-2 Marine Transport helicopter

Air Assets 3x Arc Light strikes, 10x air strike counters available per game turn.

US/GVN General Placement Limitations

Unless specified, all units listed are US Army troops. The Marine units assigned to firebases or combat bases must be placed with no more than one combat unit plus one headquarters on any one hex. US units listed for Lang Vei (hex 0404) in the siege scenario do not enter the game.

US/GVN Player Reinforcements All US/GVN reinforcements arrive airmobile in the Helicopter Entry Zone or on the ground at hex 0239.

Turn 1 (March 6-12, 1968) 1x 5-4-3 Marine battalion; 1 Marine HQ, 2x 1-4-2 Marine Transport helicopters; 1x 1-4-1 ARVN Transport helicopter.

Turn 2 (March 13-19, 1968) 1x 2-6-4 Marine FR (-) (Force Reconnaissance) battalion; 2x 1-4-2 Marine Transport helicopters; 1x 1-4-2 Transport helicopter, 1x 1-5-4 PRU (Provincial Reconnaissance Unit); 1x 3-2-1 ARVN Ranger Infantry battalion.

Turn 3 (March 20-26, 1968) 3x 4-4-2 Air Cavalry battalions; 2x 1-4-2 Transport helicopters; 1x 6-5-3 Gunship helicopter; 1x 3-2-1 ARVN Ranger Infantry battalion.

Turn 4 (March 27-April 2, 1968) 3x 4-4-2 Air Cavalry battalions; 1 Cavalry HQ, 1x 2-4-4 Marine company; 2x 1-4-2 Transport helicopters; 2x 1-4-1 ARVN Transport helicopters; 1x 6-5-3 Gunship helicopter; 2x 3-4-2 ARVN Airborne battalions.

Turn 5 (April 3-9, 1968) 1x 2-6-4 Marine 1R (1st Recon) company; 3x 3-4-2 ARVN Marine battalions

NVA/VC Player Set Up

Deploy all forces listed for the Khe Sanh siege scenario (14.2) in the numbers and locations specified.

Deploy the following in the Demilitarized Zone or in North Vietnam 2x Headquarters; 6x 6-4-3 Infantry regiments; 2x 8-3-2 Artillery regiments; 5x 3-6-5 Sapper battalion; 1x AA regiment.

Deploy the following within 10 hexes of Quang Tri (0738, 0838) but not adjacent to any US/GVN units 2x 3-5-4 VC Regional units; 2x 2-5-6 VC Local units; 2x Combat Villages; 1x AA regiment.

Deploy the following anywhere on the mapboard not adjacent to US/GVN units 3x Dummy units; 2x 6-4-3 Infantry regiments; 1x 3-5-4 VC Regional unit; 1x 2-5-6 VC local unit; 1x 3-6-5 Sapper battalion; 2x Combat Villages; 1x AA regiment.

Deploy 1x 4-5-5 Armor regiment (see below).

NVA Armor Regiment Similarly to Scenario 14.2, the NVA Armor regiment starts the game off the board but it now appears at hex 0505 (Lang Vei) on any NVA player Impulse that the player wishes to bring this unit into play. The tank unit may exit the map from hex 0505 also, to be temporarily taken out of play. If exited it may later re-enter the game at 0505 at the option of the NVA player.

NVA/VC Replacements All NVA/VC Replacement units appear in North Vietnam or in the Demilitarized Zone within two hexes of the north edge. Units delayed one turn may arrive at a hex along the west edge. Dummy units and VC Combat Villages cannot be replaced.

Turn 1 1x Replacement unit

Turn 3 1x Replacement unit

Turn 4 1x Replacement unit

Special Rules To simulate the unexpectedness of the attack, on the first turn of the game, all NVA/VC ground assaults may use the "Surprise Assault" line of the CRT heading. On the second and subsequent turns, the NVA/VC player rolls one six-sided die for surprise - a result of 4 or more on the roll allows use of the Surprise Assault line that turn, otherwise normal rules apply. The NVA/VC player may continue rolling for surprise each turn until he first loses it, then he may no longer claim the Surprise Assault line bonus.

Regular Victory Conditions The US/GVN player wins if, at the end of the final turn of play, he can trace a continuous line of road hexes unobstructed by opposing NVA (*not* Viet Cong or Dummy) units, connecting Khe Sanh Combat Base (hexes 0808, 0809, 0807) with the stretch of Route 9 passing the Rockpile strongpoint (hexes 1617, 1718), and if he holds Khe Sanh Combat Base and all of its outlying strong-points. Note that ZOCs do not affect roads for Victory Point purposes. The NVA/VC player wins if he has had a unit physically cut the road, as detailed above, for a minimum of the last two turns of the game *and* he occupies one or more hexes of Khe Sanh Combat Base and its outlying strong points (hexes 0808, 0809, 0807, 1209, 1108, 1106, 1006). Any other result is a draw.

Optional Victory Conditions Once you've mastered the systems, try this optional set of victory conditions for an even more dynamic game. These victory conditions must be agreed to by both players before starting the game.

The Level of victory has a numerical Level Value assigned to it. Subtract the player with the lower Level Value from the higher player's Level Value to derive the final level of victory. If both players have the same value, before comparing, the game is a draw.

US/GVN Levels

Level 3 Strategic Victory US/GVN player has an open supply line to Khe Sanh (as described in the regular Victory Condition above), occupies one or more hexes of Khe Sanh Combat Base and controls all the outlying strong points (as listed above) and has eliminated 20 or more NVA/VC units.

Level 2 Operational Victory US/GVN player has an open supply line to Khe Sanh, occupies one or more hexes of Khe Sanh and has eliminated 15+ units of NVA/VC.

Level 1 Tactical Victory US/GVN player occupies one or more hexes of Khe Sanh and has eliminated 10+ NVA/VC units.

VC/NVA Levels

Level 3 Strategic Victory NVA/VC occupy all the hexes of Khe Sanh and have eliminated 4+ Battalions of US/GVA troops (actual Battalions or 4 companies equaling one battalion equivalent).

Level 2 Operational Victory NVA/VC occupy 3+ outlying strong points and have eliminated 4+ Battalions (or equivalent as described above in Level 3) of US/GVA troops.

Level 1 Tactical Victory NVA/VC have eliminated 4+ Battalions (or equivalent as described in Level 3) of US/GVA troops.